E1M1

QUAKE®

THE GIFT THAT KEEPS ON GIBBING!

E1M1 Magazine would like to thank everyone at In The Keep for collaborating with us to make this happen. We'd also like to thank our three guest reviewers for this issue: Mr Icarus, Shadesmaster, and Chris Holden. One final thank you goes out to everyone who agreed to be interviewed as a part of this project.

Readers, please let us know if this is something you've enjoyed, and something you'd like from us going forward. We love making you guys happy.

WHO WE ARE

ZACH MURPHY
Co-Creator/Designer @E1M1Zach

JAKE "THE VOICE" PARR
Co-Creator/Editor-in-Chief
@JakeTheVoice123

ERIC "MELANCHOLYGEEK" GUTZ
Editor, Design Assistance @melancholygeek

"CAPTAIN" CALEB
Contributor-in-Chief @CaptainCaleb6

MARIA KINNUN
Cover Artist @PocketNinja85

DALE HIRSTEIN
Senior Contributor @VinnySkeleton

SEAN "LINKO64" HALLIDAY
Contributor @L1nko64

KARAN NEGI
Contributor @KaranNe32551424

JAY PILLAI
Contributor @JayYemeth

ANDI HAMILTON
Contributor @AndiHero

SHANNON "MAJOR ARLENE" O'NEILL
Contributor/Moderator @MajorArlene

KATHERINE BASKIN
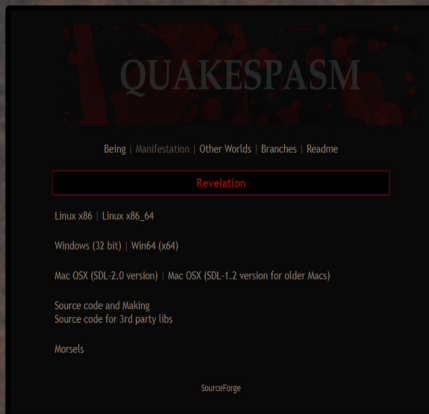Contributor @Baskinator

CHRIS "GOOBER" PARSONS
Contributor @RFGoober

MISAEL "REDAEMONNNN" DE OLIVEIRA
Contributor

RYAN "BRAZENSCULL" SCULLY
Contributor @BrazenScull

Welcome to Quake

Running Quake mods can seem scary to the uninitiated, but believe me when I say: Quake is the gift that keeps on gibbing. There are many source ports, expansions and content packs for the good ol' brown boy; this helpful guide will point you in the right direction to start exploring the many creations by the game's community. The steps work for any version of the game, be it your old CD copy or the most recent Nightdive re-release.

Choose your source port! Among the most prominent ones are Quakespasm, Darkplaces, UQE (Ultimate Quake Engine) and ProQuake (for multiplayer) with their respective forks. For this guide, we choose Quakespasm, as it's the most commonly used one and will support close to every mod and map in this mag. Download the version for the OS of your choice from the Quakespasm website and extract the archive into your Quake folder, where the game's original launchers are located.

If you feel like it, you can already run the Quakespasm launcher at this point and set up your settings. Certain source ports offer a lot more options than vanilla Quake or even the Nightdive re-release version that's available on most online stores, so make sure to set all the controls and graphics to your liking. Do keep in mind that some mods add more features that need specific keybinds. Always check the readme file coming with whatever you download.

Make your life a lot easier and get 'Simple Quake Launcher 2'! Aptly named, this tool will make sure you got everything you need to run any mod right off the bat. Just download it into your Quake folder, start it up, select your source port, and choose what game/mod you want to play. Couldn't be easier! The project is hosted on github, navigating which can take some getting used to -- look for 'Releases' to get your download.

Simple Quake Launcher 2.5 `Latest`

Added handling for mods without map files. More specifically:

- Quake, Hexen 2: count folder as a mod if it (or PAK/PK3 files within it) contains progs.dat.
- Quake2: count folder as a mod if it contains a variant of gamex86.dll.
- Half-Life: count folder as a mod if it contains "cl_dlls\client.dll".

▼ Assets 3

⊘ SQLauncher_2.5.zip	55.1 KB
Source code (zip)	
Source code (tar.gz)	

👍 2   2 people reacted

Open Quaddicted (or modDB, whatever tickles your fancy) and get to downloading! Whether that's Alkaline, Arcade Dimensions, or just about anything we covered here, you'll find most maps and mods, if not all of them, on Quaddicted.com -- your number one stop for everything Quake! Just remember that while you can put single maps in the Id1 folder in your Quake directory, larger mods will require a dedicated folder for themselves. Now that's done, we're left with the final step...

Running your mods! Taking for example Arcane Dimensions, grab the latest version from Quaddicted or modDB, create a folder labeled, say, 'ad' inside your Quake directory and extract everything into it. In Simple Quake Launcher 2, select 'ad' in the mod drop-down menu. See if there's any other options you might want to adjust like the skill or starting map, heck, if you feel like it, create a dedicated shortcut (useful when using different mod-specific source ports)... and get gibbing!

WORDS BY
MISAEL "REDAEMONNNN" DE OLIVEIRA
& ERIC "MELANCHOLYGEEK" GUTZ

MALICE

Ever wondered what it would be like if the Ranger was a smack-talking street tough? Well, tough luck, because our man Damage just killed him for taking too long at the ATM, so you get to accompany him on this gritty and strange journey instead. Released originally in 1997 as a commercial project, published by Quantum Axcess, the 23rd Century Ultraconversion has made its way back to the forefront of Quake last year, released on modDB in August 2021 with patches and aesthetic fixes to allow it to be compatible with modern source ports. So for some of you, this mod may be old news, but for the new blood, allow me to break down why this should be a must-play for any true Quake fan.

You've already been introduced to our irreverent protagonist, however, he's not the only one you'll meet in this mod. In reality, Damage works for the B.O.S.S. crime syndicate, beholden to Colonel Bossman to do whatever is necessary to gain control of the syndicate's sworn enemy, Takahiro Industries. The cutscenes and dialogue are in some ways what you'd expect of the nineties but in their own right impressive, as most mods or total conversions didn't bother with that sort of thing. It's cheesy, sure, but it's a welcome departure from the normal silent stoicness of the Ranger. In-game there's also a hotkey that will allow you to have a PS1-style third person view of your character, bringing the TC one step closer to feeling like something other than Quake entirely.

The levels themselves are pretty badass, each feeling relatively similar in nature but building upon each other with different mechanics that enhance the gameplay and keep you thinking on your feet. The custom weapons have a great, splattery feel, although the reload feature on some of them, while unique for Quake, is a tad obtuse. The new enemies, from flying roombas with machine guns and double pistol-wielding cyberchicks, add a new layer of grittiness to this harsh industrial world. Although a bit confusing at some turns, the maps are great for exploration and offer plenty of enticing replay.

All in all, Malice is a great glimpse into cutting-edge late-nineties Quake modding, brought up to speed for the modern age. With eighteen full levels, Malice is a complete experience no Quake player worth their salt should miss... or miss again.

★★★★

DEVELOPER: RATLOOP
YEAR OF RELEASE: 1997
MOD REVIEW BY SHANNON "MAJOR ARLENE" O'NEILL

SHRAK FOR QUAKE

Fully reviewed in Issue #4, Shrak is Quantum Axcess' take on "What if Quake was bizarre as all heck?" The first commercial TC for Quake offered new enemies and weapons in an eleven-level experience, where the nameless protagonist collects circuit cards to restore power and locate the unknown titular entity. You'll complete a level, input your recently collected card, and find the portal to your next mission in the hub. More is revealed via text every time you re-enter the hub after each level, but it's a rather shoddy narrative. While it's an ambitious concept that was probably not implemented before, it eventually wears out its welcome as padding for the otherwise brief campaign.

The levels' environments are a mix of compact and large. Shrak has more platforming than Quake; these segments overall play well but can be a hassle at times. Your arsenal consists of a laser pistol, Uzi, an enemy-befriending weapon, and a gun that pops baddies like balloons, to name a few. Quake's Lovecraftian monsters are also replaced with mutants. There's an orange ogre with a super shotgun, a towering samurai enemy, and an eyeball that turns whatever surfaces it dies on into hurt sectors. Interestingly, they'll all take visible damage as you blast rockets and shotgun shells into them. Meanwhile, the final boss is a testament to how downright wacky the bestiary is in this game. Quite frankly, I'm under the impression he's the most grotesque FPS boss of the nineties.

Shrak is a TC that lacks the length of a full game and still uses some of Quake's original assets, but it's worth checking out for how amusing it was for its time. It's the gaming equivalent of a B-side horror movie that copies a popular release. It's one of those shooters that wisely chose to end too soon, rather than drag on to the point of being resented. You likely won't hold it near and dear to your heart, but you'll laugh at how absurd the experience is.

★★★⯪

DEVELOPER: QUANTUM AXCESS
YEAR OF RELEASE: 1997
MOD REVIEW BY "CAPTAIN" CALEB

AFTER THE FALL

After The Fall is a charming, brief mod where you fight an assault from a mutagenic virus that turns people into mindless killing machines. You play a man who has been infected by the Hellspawn virus, hunting a cure in the post-apocalyptic Los Angeles wastes, slaying Hellspawn-infected citizens at every turn.

This is an older mod, which means that it lacks some bells and whistles and complex feature sets. The textures look their age -- the original release date was 1997, but it was updated in 2020.

Some later maps do feel slightly disjointed and lacking purpose. Not surprising: I have seen many mods lose cohesion past strong opening levels. Additionally, the game does have some seriously grating audio -- perhaps an issue with compression.

But I found myself engaged by the exploration, train ride, and decent level design. There's something very pure about seeing an old mod updated for fresh players.

★★★½

DEVELOPER: ATF TEAM
YEAR OF RELEASE: 1998
MOD REVIEW BY KATHERINE BASKIN

Fantasy Quake
Rise of the Phoenix

In this TC you start by selecting from six classes: Necromancer, Diviner, Crusader, Druid, Rogue and Outlander, each offering different loadouts and abilities, e.g. the ability to wear armour. For this review I played a Necromancer and Crusader.

There's a lot added in, such as a levelling system, or a series of NPC hubs to spend your ill-gotten loot. However, it is not the most rewarding experience, as the systems, while there, are mostly undercooked and not functioning properly.

Level design is ambitious but overly complicated, not directing you most times where to go next, full of long sections that lead nowhere and provide no reward.

Fantasy Quake is incredibly ambitious, and if you can handle the undercooked features and the underwhelming level design, you're in for some slow paced exploration and combat. Overall it feels like it wants to be more, but was unfortunately dropped.

★★
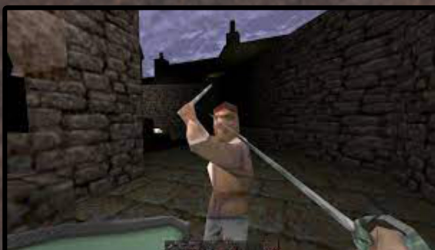
DEVELOPER: TIM "KEW" JARVIS
YEAR OF RELEASE: 1997
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

X-MEN THE RAVAGES OF APOCALYPSE

What does it truly mean for a game to be infamous? X-Men: Ravages of Apocalypse is probably at the top of those 'infamous' lists for many Quake and Marvel fans of the time -- let's talk history. This paid total conversion for Quake -- so we'll call it an expansion, I guess, since you needed to own Quake already -- was commissioned by Marvel from a group already working on a TC about the X-Men. Marvel's management being what it was in the 90's, they gave the devs a three month window from the work they'd already done to ship it to meet a Christmas release.

So, what did we end up with? An absolutely gorgeous total conversion with amazing theming and some of the best contemporary spritework for the period, with a fairly standard B-grade plot and some of the most needlessly frustrating enemy and level design of the era.

To many's dismay, you play as a new character created for this game fighting the X-Men, meaning you don't get to play as Wolverine, Storm or Iceman, you shoot them to death with missiles -- don't worry, they're clones doing the evil bidding of Apocalypse, the titular villain. Seeing as the X-Men are understandably quite strong compared to a guy who just has, like, guns for hands, it becomes effortless to walk into a room and die in moments because there are six X-Men standing there waiting to pry open your ribcage.

That's a problem primarily with the campaign; I've heard from many that Ravages of the Apocalypse had a fantastic multiplayer scene involving the X-Men deathmatching, as well as some proto-Sven Coop style PvE gameplay where players would fight community-created bosses with their X-Man of choice. That sounds sick; unfortunately, those times are long past and all we're left with is the single-player experience.

In today's environment, Ravages of Apocalypse aged like milk. It features an uninviting setting filled with enemies you hate to fight against with bad weapons in gorgeous but badly-designed maps. The only redeeming feature is it's awesome visuals, which account for little when the gameplay is so poor overall.

★★

DEVELOPER: ZERO GRAVITY ENT.
YEAR OF RELEASE: 1997
MOD REVIEW BY DALE HIRSTEIN

QUAKE
Arcane Dimensions

Arcane Dimensions is the largest, most ambitious Quake mod out there. Over many years community designers, artists, coders, etc. have contributed to its many releases, and in it's latest release as of this writing there are nearly forty maps.

Of these maps, 'Tears of the False God' is the showcase of the newest release: massive scale, stunning art and architecture, with an assortment of new enemies and items never before seen. Tears, created by Benoit "Bal" Stordeur, with textures from Ben "Makkon" Hale and a custom soundtrack by Michael Markie, features all the latest in rendering and geometry creation in Trenchbroom, EricW's tools and mesh importing. It's an absolutely gorgeous, open world style map that keeps giving the longer it's played, via power-ups, exploration and combat. This is the must-play map for anyone wanting to see what the community can do with Quake in the modern era.

Before this, 'Forgotten Sepulcher' was easily the greatest map I'd ever seen and it's what inspired me to get back into Quake mapping. The amazing density of this level's content is hard to describe as can be seen in the first room alone. Upon entering, the player is presented with three tiers of explorable space, with height variations within each of those, populated by twenty-three enemies on normal difficulty. While there are many more unmarked hidden spaces, switches and sacrifices, there are five of fifty total secrets, and three ways to enter the next area. The level itself can be played however the user pleases. Its massive scale and exploration have led to my personal attempts at 100% completion being somewhere between

forty-five minutes and over an hour. Yet, I've concluded speedruns under five minutes.

Grendel's Blade, Terra Fuma, Foggy Bogbottom, Firetop Mountain, Per Aspera Ad Inferi (lavatomb), and so on... I could list every map and give a reason why it's worth playing, including many of the test maps (many of which are much too polished to even be called test maps).

Arcane Dimensions brings somewhere around eighty enemy types, ranging from modifications of original enemies, mission packs, Hexen 2, many custom meshes, etc. along with several new weapons, power-ups and an assortment of new entities for designers and players to enjoy.

From a level designer's perspective, the additional amount of options can be overwhelming when starting an Arcane Dimensions map for the first time. The amount of user-made maps is staggering, the last five years of Halloween and Xmas jam's alone total over one hundred new maps. This doesn't include the many other community-made packs and individual releases.

Should you ever find yourself stranded on a lonely island with only one Quake mod to bring, you most certainly can't go wrong with Arcane Dimensions.

MOD REVIEW BY CHRIS HOLDEN

★★★★★
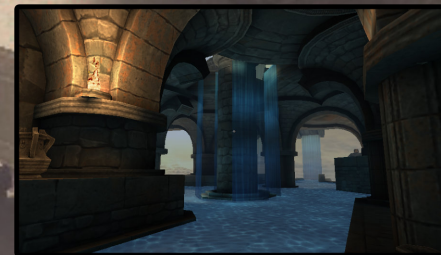
DEVELOPER: SIMONOC + CO.

YEAR OF RELEASE: 2015

BloodMage

Bloodmage is a fantasy RPG bolt-on for Quake that adds its own plot and features, including a merchant, quests and experience, and magic casting. All of which sounds thrilling, especially considering the age of the project. Originally released in 1999, Bloodmage is, with the creators' blessing, being revamped for modern players.

It's a fun mod, but it's a familiar concept in the wake of the FPS RPG genre explosion, which can leave this game feeling pretty dated in 2022. However, it's still a champion creative effort integrating so much RPG content into a barebones FPS that long ago. The sword and crossbow combination is especially potent, and the ability to visit a merchant for power-ups is a nice touch.

It's fun if you can make it work. I had several issues with the Steam version of Quake and the game's plethora of custom keybindings, but an independent setup solved them.

★★★

DEVELOPER: BM SOFTWARE
YEAR OF RELEASE: 1999
MOD REVIEW BY KATHERINE BASKIN

RAVEN KEEP

Visually inspired, creatively bizarre -- Raven Keep is a cluttered ball of ideas that manages to be consistently fun and playable throughout by the metric of its author's clear adoration for all the fandoms that are crashing together here.

Featuring passive NPCs and an astonishing amount of handmade custom textures, I found myself captivated by the sheer amount of things going on. One moment I'm blasting crows out of the sky with a double-barrelled shotgun, and the next I'm circle-strafing the Great Grey Wolf Sif. You'll visit IPs and characters anywhere from Dark Souls to even Marvel Comics.

For all it represents, Raven Keep plays like what a Deviantart fan-fiction reads like, but if that person had talent at design and model work. The passion for the project is evident, but the sheer amount of ideas here can be very off-putting to the average player just seeking a fun, Quake-like experience.

★★★★½

DEVELOPER: REDFIELD
YEAR OF RELEASE: 2020
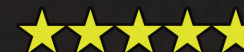RETRO REVIEW BY DALE HIRSTEIN

Dwell

Dwell is one of the most ambitious projects I've ever seen for Quake -- possibly even for any retro shooter, period. Planned as a four-episode mega map pack, the team behind Dwell rivals in size those found on major indie titles. Over ten people all pour their deep love for the pure, focused-to-a-knife's-edge appreciation of Quake and all it represents.

This single episode is a venerable gauntlet of challenges and a masterclass in design in its existing state. It comprises eight levels, and almost every single map is detailed to the extent of disbelief. It's largely Egyptian-themed, and the care put into creating the textures and models necessary for the thematic swap is evident within moments of encountering the structures and the enemies they represent.

Well-rendered textures and creative map designs make playing through the entire episode in one sitting thoroughly entertaining. You find yourself drawn to the fact they keep one-upping themselves in setpieces, encounters and cool visuals. The overall theme of the map degrades from Egyptian to Chthonic as the levels go on, like your character is losing grip over their surroundings.

Every episode of the four-episode pack will feature its own end boss to fight against. Going by the first boss, we're in store for some of the most unique and engaging final fights in Quake's modding scene. Dwell's final battle finds you on a dais suspended above an inky void that threatens to consume you if you fall into it -- a suitably epic location for the fight that the mod closes on. I was thoroughly sold on Dwell's first episode elevator pitch, and by the end, it had catapulted itself into being one of my all time favorites.

Dwell is a shining bastion of how as long as a community for a game still thrives, it's never truly dead. Although Quake hasn't seen a main series release since 2005, that hasn't stopped the community from making truly excellent experiences. If what Dwell has to show now is an indication of what's upcoming from this team, we're in for a treat in future episodes.

★★★★★

DEVELOPER: DWELL TEAM
YEAR OF RELEASE: 2021 (E1)
MOD REVIEW BY DALE HIRSTEIN

YOUR PATH OF DESTRUCTION

YPOD was the first ever 'Doom in Quake' TC, released in 1997 by Curmo, impressively only sixteen at the time.

Before Doomslayer's Fortress, we had Doomguy's far more humble home. A phone rings, and we answer it to get one of the most iconic voice overs of early modding:

"F--- you, you mutated piece of mutant snail s---!" Doomguy curses at the Hellbaron who killed his commander. Because Barons can use phones, apparently. After one of Quake's first ever cutscenes -- using Mortal Kombat music -- we begin. "Death is the only way out."

Cloning Facility is YPOD's flagship map, and the rest is peppered with both original levels and remakes. The mod has a bit of jank -- imps melee you too fast, from too far, and the chainsaw and chaingun are on steroids. But if you can overlook its bugs, YPOD is worth a visit for any true DOOM/Quake fan.

★★★★⯪

DEVELOPER: CURMO

YEAR OF RELEASE: 1997

MOD REVIEW BY SHADESMASTER

A Verdant Dawn

Created in 2020, this incredible behemoth-of-an-emerald castle brings together staggering visuals along with some of the most frenetic gameplay I've ever experienced in Quake. Brought to us by veteran mapper zigi, with a haunting backing score by Immorpher, this map brings on the atmosphere nice and thick, but never in a way that feels too overwhelming. The dizzying verticality of the brick and wood architecture shows off zigi's mastery in level design. The mapper cites Arcane Dimensions as an inspiration, and they certainly rise to the quality of those maps.

At first glance, the fortress may feel somewhat eerie as it's shrouded in dank fog and mud, but don't worry, you're definitely nowhere close to being alone in this place. Arena-style setpieces take center-stage in this map, keeping the pace steady without feeling too wild or quiet until it needs to be. Be sure to load this up with your favorite advanced source port, I highly recommend Quakespasm Spiked for this beast of a map!

★★★★★
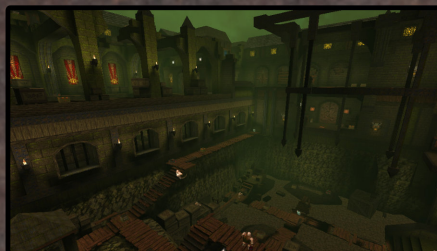
DEVELOPER: ZIGI

YEAR OF RELEASE: 2020

MOD REVIEW BY SHANNON "MAJOR ARLENE" O'NEILL

SLAYER'S TESTAMENTS

What if DOOM 2016 and DOOM Eternal were given a combined experience in the Quake engine? Well, that's exactly what you get with the Slayer's Testaments mod for Quake. The weapons, mods, and demons you know and love are here. In what is a gut-wrenching, heart-pounding, brutal experience, you'll buckshot your way through three episodes and more. Expect new challenges, new foes, and some familiar faces given fresh coats of war paint.

The episodes are broken up by id Software's official releases, in the order of DOOM 2016 → DOOM Eternal → The Ancient Gods: Part 1. The Argent Fracture breaks the mold and offers a new level of depth not seen in the DOOM reboot. The Hell levels are especially unique and offer players a better experience than the ones in DOOM 2016. Episode Two, The Eternal Conflict, is a skull-bashing episode, ramping up the difficulty just like the reboot's sequel did. The third episode is all the more hectic. The final boss is a bit of a let-down, but still better than TAG 1's Seraphim fight.

It was nostalgic to re-experience a lot of my favorite moments of DOOM 2016 and DOOM Eternal for the first time again. Utilizing the Gauss Cannon's devastating stopping power with its Siege mode, pumping Revenants' faces with Super Shotgun lead, standing before the Spider Mastermind for one last brawl... these moments are what make Nu-DOOM legendary. As the story has reportedly ended with The Ancient Gods Part 2, it'd be unwise to pass on this while you hold out for more Eternal content.

Slayer's Testaments stands in a league of its own in the world of Quake mods as a thrilling challenge. While having come a long way, it's still a work-in-progress and not perfect, but what's been delivered is some highly addictive, heavy metal gameplay. It's a gratifying rush to dash through demons and pick them off one-by-one in low resolution and rose-tinted glasses. This mod is a must play for Nu-DOOM fans that crave more Mick Gordon, meathooking, and slaying thy enemies with the Crucible.

★★★★

DEVELOPER: BLOODSHOT, SHADESMASTER

YEAR OF RELEASE: 2020

MOD REVIEW BY "CAPTAIN" CALEB

Honey

Honey is a fantastic mod which has you purify a ghost town's poisoned water well, with said town acting as a central hub for your missions. As you follow the text cues, you'll make your way through the church before traversing two levels located underneath, each with their own set of difficulty option switches.

The fact that this mod takes place primarily in a sewer proves the beauty of Quake, as I can't think of many other games that make trudging through sewage look so goddamn atmospheric.

This is an incredibly creative set of maps, which will have you platforming, surviving traps, and, most interestingly, using grenades and rockets as keys for specific switches. While it indulges in Shamblers and Vores, you will never be short of ammo during these expansive levels. This is an absolute must-play and a fantastic display of what the community is capable of.

★★★★⯪

DEVELOPER: CZG
YEAR OF RELEASE: 2012
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

THE PURIFIER

A blood-soaked castle in the middle of some unknown red void, The Purifier is a dark and exciting twist on the types of sewer levels we've come to expect from classic games and mods over the years. This gorgeous map makes great use of the Copper mod, and features some really creative use of traps, including one right at the beginning involving you, spikes, and a hapless Vore.

The use of vertical space is nearly dizzying at times, ogres dropping bombs on you from several levels up as you blast your way through hordes of zombies. Once finding your way through a sometimes confusing maze of switches, the final battle is cleverly crafted with several stages of non-stop mayhem, the castle revealing more and more of itself as you desperately find your way to the pillars and switches that will lead to your freedom.

★★★★⯪

DEVELOPER: ZOTHIQUE
YEAR OF RELEASE: 2021
MOD REVIEW BY SHANNON "MAJOR ARLENE" O'NEILL

UNDERDARK OVERBRIGHT

There is a lot to unpack in this custom Quake episode and its seven incredible levels. First things first, Underdark Overbright requires the Copper mod, as it takes advantage of the invisible hand of the mod and puts it to excellent use, particularly in the department of death animations, blocking fire or the vore's traditionally super accurate attacks.

Interestingly, you will start on a remixed version of the first level of Quake, full of overgrowth and dilapidation, implying a lot of time has passed since you last visited Quake (shame on you!). You must then make your way to the slipgate inside, as the portals will take you to Copper's version of the classic Quake episodes. What ensues soon after is awe-inspiring levels, full of verticality, loops, puzzles and challenges, featuring underwater sections and brutal arenas as well as a secret level, and what an incredible level it is.

Starting you off on "Space Jam", this first level is a short romp that will have you hunting for switches as it opens up new paths and monster closets by the truck load. This level promptly hands you the super shotgun, along with plenty of explosive crates, having you cross its winding halls until you get your hands on the nail gun and your first vore. It then takes a turn to the vertical, setting the scene for the fantastic experience of the following stages.

Another noteworthy moment in this custom episode is in the third level, "Pit of the Living Dead", which starts you off in an arena where you must activate four switches, using the zombies as cover from two vores' projectiles, which felt to me like the perfect example of what one can do once they're familiar with everything about quake and its complexities.

Underdark Overbright uses the complete enemy and weapon roster of quake to full effect, and it never stops being absolutely amazing all the way through, culminating in what is now my favourite interpretation of a very familiar boss. Just the perfect episode.

★★★★★
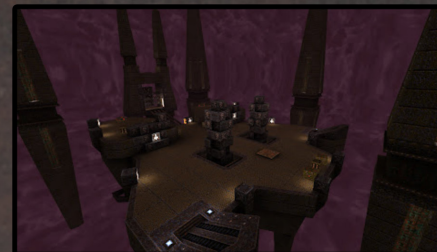
DEVELOPER: LUNARAN, SCAMPIE
YEAR OF RELEASE: 2021
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

IKSPQ

IKSPQ is a map series by Iikka "Fingers" Keränen featuring five unique maps, and a starting hub to tie them together.

All the levels have loads of atmosphere and are fairly short. While the hub and first level take on a medieval castle setting, levels two to four feature the IKblue textures we are so used to in the mapping community, with the last level taking place in a tech-base. Aside from level five, this is an incredibly tough set, with an abuse of shamblers and fiends, really requiring all of your quake skillset and offering no forgiveness.

There is an overarching design philosophy to this series, becoming apparent once you, as the text queue in level one says, "Find the gold key", which delineates the structure of the levels.

Unfortunately it seems Iikka never got to repackage them all in a single episode, but they are definitely worth seeking out.

★★★

DEVELOPER: IIKKA "FINGERS" KERÄNAN
YEAR OF RELEASE: 1997
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

QUOTH

This is a mod that needs no introduction. By default it offers remixed versions of the first two levels of Quake, tremendously increasing their size and complexity. Quoth does it all. It's the basis for a ton of community map packs and it expands Quake in every way.

It's a fantastic content pack and my number 1 unofficial Quake expansion. The enemy roster is tripled, not only with remixes of enemies, but also tons of new enemies, such as Bob and Drole, among others. It adds more weapons and more power-ups, not to mention tons of new textures, breakables and assets.

It is an overwhelming content pack whose significance cannot be understated. Whether you just want to see what the hubbub is all about, or you're looking for new stuff for your custom quake map, Quoth is a must-play.

★★★★★

DEVELOPER: KELL, NECROS
YEAR OF RELEASE: 2008
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

QUAKE 1.5

At this point it's safe to assume that a fair chunk of you have played Quake to death, to such a degree that you probably know its episodes better than the back of your own hands. So how about a mod that takes what you know and adds a little twist.

I say a little twist, that probably does a disservice to how much Quake 1.5 actually brings to the table. For one, the levels here are, from start to finish, comprehensively blown out, retooled and reworked. Secondly, these levels are now populated with an expanded enemy roster, some of which you might recognise from the stellar Arcane Dimensions, and thirdly, the weapons.

Here the weapons break from their traditional center alignment, boast fresh model-work, smoother animations, and all around beefier execution. Speaking of execution, the already chunky gibbage of Quake is amped up even further here. Ogre-liberated chainsaws cleave enemies in twain and a touch of glorious slo-mo punctuates your finest, blood spattering moments.

It's also worth mentioning that powering Quake 1.5 is the Darkplaces source-port, aptly named for its impressive lighting and deep, dark shadows. Fortunate then that Quake 1.5 also includes a flashlight to help illuminate those particular moments. I'd say that one of my favourite inclusions in Quake 1.5, however, has to be that levels beyond the reach of Cthon no longer end in an anticlimactic kick back to the hub.

Yep that's right, boss battles, Quake 1.5 has them and honestly, they fit like a glove, almost if they were always meant to be there. That said, Cthon is still a pushover in his big dumb lava pit, even if his fireballs now carve chunks out of the environment.

All things considered Quake 1.5 is a truly impressive effort, if occasionally uneven. For all the glee that comes from seeing expanded forms of familiar levels, they do sometimes stray into unnecessary bloat and sudden difficulty spikes. But let's face it, Quake 1.5 isn't here to reinvent the wheel, just make it bigger, with flame decals... and spikes.

★★★⯪
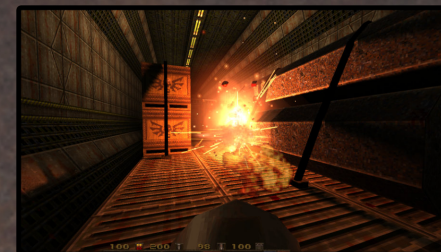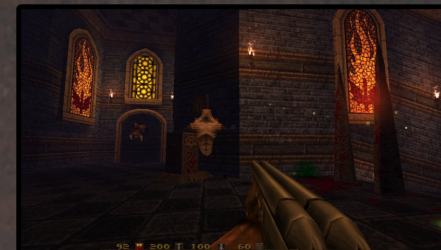
DEVELOPER: BLOODSHOT12
YEAR OF RELEASE: 2019
REVIEW BY MR ICARUS

RUBICON 2

A strong episode-1-type entry, Rubicon 2 consists of three techbase style maps with a plethora of new features and enemies that fit perfectly with the traditional assets of Quake. The maps themselves are relatively straight-forward and linear, perfect for a quick and action-packed afternoon coffee break. Each is detailed exquisitely but efficiently, fully embracing the techbase style with enough hints of natural areas to give the maps a sense of setting.

However, there's a host of new hazards -- boiling hot steam that will fry you in an instant, turrets that spring from the ground without warning, flamethrower dudes, and, my personal favorite, the tall, bin-shaped robots that waddle about and fire lasers at you, then fall over and kick their feet when killed. So, boot up Rubicon 2 and experience all this mod has to offer -- you'll be glad you did.

★★★★⯨

DEVELOPER: MELTSLIME, CZG
YEAR OF RELEASE: 2011
MOD REVIEW BY SHANNON "MAJOR ARLENE" O'NEILL

RUBICON RUMBLE PACK

Another strong entry in the Rubicon series, this set boasts three large exploratory maps, following the same beloved tech style of Quake's first episode and the Rubicon entries before it. Each map explores a distinctive visual and gameplay theme, each accessible via hub for a customizable playthrough.

My favorite map has to be 'Asteroid Fracking'. Set on a hefty floating rock in the middle of a clear blue sky, it's a fantastic exploratory masterpiece, marked by an epic central engine room and an antenna at the far end of the rock. There's also 'A Locust In August', a maze of chutes and ladders bordered by toxic slime, and dogs. Lots of dogs. Last but not least is 'Telefragged', a fun concept map that turns you into a rolling head that must find your body while avoiding enemies.

Be sure to be patient with this set as it is quite long and some maps' progression is a bit obscure, but it's well worth experiencing all the concepts this one has to offer.

★★★★⯨

DEVELOPER: HRIMFAXI, IJED, MFX
YEAR OF RELEASE: 2014
MOD REVIEW BY SHANNON "MAJOR ARLENE" O'NEILL

MODS

ALKALINE

Are you ready to frag, Ranger? Alkaline is a thirteen-level mod/map pack for Quake, backed by the talents of Greenwood, zigi, Bloodshot, and more, along with a ripping soundtrack by AlekswithaK, Immorpher, and others. The 1.0 version was released in 2021, and we recently saw version 1.1 release.

Each level offers a unique environment. Some are more authentic to the base game, like 'Slipgate Sickness' and 'Geothermal Outpost' while others are highly fantastical like 'Dancing in the Golden Sun' and 'Tellus Terminus'. Multiple levels include frantic escape sequences that highlight this experience. All of them are easy to navigate, save for 'Dire Pipes', maybe. That one tripped me up, likely due to not paying close attention. Tellus Terminus feels like the level you should save for last; it's one of the most challenging and beautiful maps to fight through.

New (and familiar!) enemies and weapons are here. From Scourge of Armagon comes the Centroid scorpion and Laser Cannon. Original concepts include the ArchanoFloyd, Bambler, and the Trifecta. From Malice comes the Annihilator/Banshee, Frogman, Probe, and Prowler. We also get the Super Enforcer from Backwards Compatible and the Drone from Operation: Urth Majik. The chainsaw and plasma rifle are worthy additions to the arsenal.

The difficulty balancing feels fair. As someone who doesn't play a ton of custom Quake stuff, I was able to play most of the levels on Hard, but I ultimately opted for Medium on my first playthrough to learn the enemies I wasn't familiar with (seriously, those flying robots and Super Enforcers are no joke).

Alkaline is a blast to play as it offers a variety of levels and difficulty balancing for Quake newbies and masters alike. Here, you will find both experiences that resonate the old-school days of 1996, and ones that truly show us how far Quake mapping has come in its span of four decades. It's a damn good excuse to revisit Quake's gripping combat, and offers a better experience than the official releases. It's my go-to #1 pick when it's time for some good old Quake 1.

★★★★★

DEVELOPER: GREENWOOD + CO.
YEAR OF RELEASE: 2021
MOD REVIEW BY "CAPTAIN" CALEB

WARP SPASM

WarpSpasm is brutal. And not just Nightmare difficulty brutal, but to a ridiculous extent. This five-level episode features Quoth to full effect, taking advantage of all the weapons and the toughest enemies the mod can offer.

With an astounding ambient soundtrack and impressive level design, this is pure, unbridled fleshy nightmare fuel. The texture work and level geometry displayed here is fantastic with some of the levels being the size of a whole Quake episode, and the enemy count is in the hundreds, with one of the levels featuring a whopping four-hundred foes.

There's tons of secrets, arenas, hordes, traps, monster closets, you name it. This episode encapsulates all that Quake is and can be, even down to the bloody Spawns everywhere.

Gorgeous, massive, and over-the-top, WarpSpasm is not for everyone. Readers are advised to prepare themselves for absolute pain and one hell of a time when they pick up this torture-fest.

★★★★

DEVELOPER: IJED
YEAR OF RELEASE: 2007
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

SUPERQOT
The most important PC game ever, when you move

SuperQot is exactly what it sounds like, Superhot in Quake, and while there are some caveats, this is a really cool concept and the visuals are spot-on.

This mod has you start in "Gloom Keep", the fifth mission of the first episode of Quake, taking you all the way to big boy Cthon himself. It's clearly set to Nightmare difficulty with a full arsenal and presumably unlimited ammo. However, the UI is removed so you cannot see how much health and ammo you have. But I ended up using the lightning gun throughout the whole thing and never ran out.

The enemy count is also cranked up, and while they deal Nightmare difficulty damage, unlike Superhot, neither the player nor the enemies are one-hit kills, though shamblers get real close.

While an interesting idea, constant movement is still the preferred way to play, eventually nullifying the overarching cool concept.

★★★
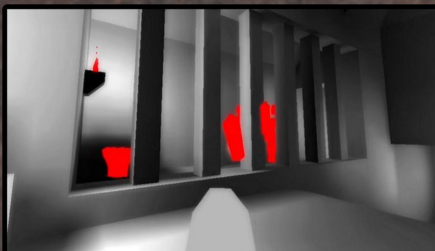
DEVELOPER: ASH
YEAR OF RELEASE: 2017
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

Zerstorer
Testament of the Destroyer

It's a double-edged sword, this recent Quake resurgence. New mods, such as Dimension of the Machine, have helped demonstrate the longevity of the game's engine, but in doing so they've made the humble mods of yesteryear, such as 1997's Zerstorer - Testament of the Destroyer, feel comparatively quaint. This compact, seven-level campaign might feel lacking next to recent community offerings, but its legacy as a classic mod simply can't be tarnished.

Proceedings begin in an unassuming fashion, the first level a linear frolic through switches, keycards and peanut gallery enemies, before ending with a head-first dive into a literal 'gib fountain' -- a reminder of our early obsession with those tumbling meaty chunks. From here, though, Zerstorer starts to find its identity. The second level sees the player shotgunning their way out of a shallow grave, and laying waste to an increasingly elaborate necropolis. Steadily, the campaign begins to balance new ideas with more established formulas, creating something that's equal parts fresh and familiar. As the campaign continues, the increasingly-labyrinthine level design is made manageable by the smart and steady drip-feed of enemies, while the complexity escalates just as expertly over the short runtime as it might in any full-length campaign.

The new chainsaw weapon provides a fun, non-explosive alternative to dispatching Quake's resilient zombies, while the Shambler is reintroduced in an ingeniously subtle manner that makes it feel like a threat again. The game's infamous traps return, but a sly puzzle involving an encroaching wall of spikes has a solution so knowingly obvious that I literally laughed out loud.

There are occasional missteps. A woefully tepid ending, a couple of redundant weapon designs, and an over-reliance on help text do showcase an era of a modding community finding its feet. Nevertheless, when separated from the bells and whistles of more recent Quake mods, Zerstorer is a wonderful primer in the subtleties of campaign design: smart level layouts, ingenious enemy encounters, and confidence in clever, new ideas.

★★★★
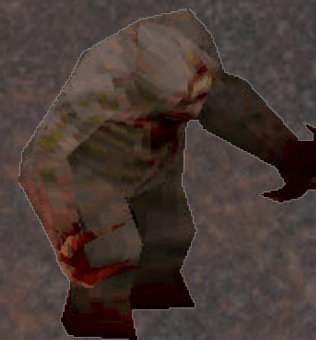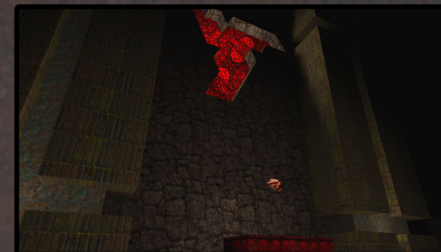
DEVELOPER: NIHILISM UNLIMITED
YEAR OF RELEASE: 1997
MOD REVIEW BY RYAN "BRAZENSCULL" SCULLY

THE PUNISHMENT DUE

A set of five fantastical maps implementing the Copper mod, The Punishment Due is another excellent display of grandiose architecture combined with intimate fight settings for an overall ass-kicking and enjoyable experience. Each map explores a different color scheme with either lighting, small details, or a combination of both, and each map has its own type of gimmick to go along with the themes, boasting intricate looping layouts with hordes aplenty.

The pacing is good for most of the set with the exception of the fourth map, "With Fiends Like These" -- be sure to set some extra time and care aside for this map as it is an extensive switch hunt, but well worth the effort toward a quite compact, high-density fight. This set is a bit more on the challenging side but with some maneuvering and patience is a fun and action-packed experience.

★★★★

DEVELOPER: JUZLEY, FAIRWEATHER
YEAR OF RELEASE: 2021
MOD REVIEW BY SHANNON "MAJOR ARLENE" O'NEILL

CEREMONIAL CIRCLES

This sprawling level, full of amazing loops and spins, has its fair share of excellent moments. It starts off at the bottom of a waterlogged section, with the exit swiftly in sight as you come up, making you think this'll be a short romp, but oh-oh when those gates open up, you start getting a feel of things to come.

Every Quake fan knows the true value of the shotgun: controlled, long-range shots, making it essential here, with all the ogres perched up upon every nook and death knights hanging around every crossroad. You will never go beyond the super nailgun in the weapons roster, but it makes for sufficient carnage against the many monster closets and nasty surprises.

Tough to the bone, the only downside being that some of the shamblers' placement behind doors and corners can feel cheap. This is a map for the mature Quake consumer.

★★★★

DEVELOPER: CZG
YEAR OF RELEASE: 2001
MOD REVIEW BY MISAEL "REDAEMONNNN" DE OLIVEIRA

ALIEN QUAKE

Alien Quake was, for many people in 1997, the first mod they ever played. Following in the footsteps of id-titles receiving impressive Aliens-themed total conversions, Alien Quake is a nine-level TC with one secret level themed after the Nostromo, custom weapons and enemies, and plenty of sweet, sweet, bit-crushed 1997 sound clips.

The mod is set on the planetoid from the movies, LV-426, but this time fifty years into the future, playing it fast and loose with the Aliens canon. As the mod authors described on release: "When designing Alien Quake, we almost always chose gameplay over movie specs.", which seems to have paid off, making it a more gamey and fun experience, shooting at sentry guns as well as humanoid enemies to break up the monotony of shooting aliens that run at you.

A lot of the textures and modeling just looks... off, but in a charming way. The authors say much of it was done by taking photos of the film and then blending and pasting them to create the textures, to attempt to achieve an authentic look. This, unfortunately, got them into some trouble and killed Alien Quake before it could get off the ground, as the project lead received a cease and desist from 20th Century Fox on April 11th, 1997 -- scrapping plans for a future two more episodes, the functionality for the aliens themselves to crawl along walls and ceilings, as well as future projects from the same team.

For a period of time, it was technically illegal to have Alien Quake downloaded on your PC; a charmed concept from a company totally disconnected from how realistically possible or fair that was to thrust onto the unpaid devs making a fun little mod, all the way to demanding that "All distribution of Alien Quake is illegal and you should know that the Alien Quake team are under obligation to report the name and URL of any distributor to 20th Century Fox"... Yikes.

In the here and now, though, you can download Alien Quake from ModDB and experience this time-capsule of a TC.

★★★☆

DEVELOPER: JOHN DIAMOND, GUSTAV TAXEN, DAVE WALLIN
YEAR OF RELEASE: 1997
MOD REVIEW BY DALE HIRSTEIN

IN THE KEEP

is a community of gaming enthusiasts brought together by the Drowned God Cthalha compelled to frag and gib each other for all of eternity.

Whether it is the IN THE KEEP podcast, hosted weekly by the prophet of the Drowned God, the numerous audio/visual projects, such as Realms Deep, or collaborating with your favorite magazine, IN THE KEEP is a one-stop shop for all things retrogaming.

What you see here is Us. Some of us are modders, musicians, sound designers, composers, video creators or cult leaders. But fundamentally, we're all here to pay reverence to the games and people who have provided us with several lifetimes of memories. If you are looking for a community, stop looking.

We found you.

discord.inthekeep.com

twitter.com/inthekeep

inthekeep.com

This is Us

IMMORPHER

What sets Quake apart from other similar games?

So many games after Quake still have its DNA in them, particularly its movement and collision calculations. When you play Quake, it is like tapping into the purest form of a 3D first person shooter. After a while you can almost sense the programming as you play, particularly with the instant weapon switching. It helps that the textures are nice and pixely while software rendered, and the original industrial-ambient soundtrack sounds like data being sung by a cosmic horror. The controls were kept simple as well without a use button nor an inventory system. Perhaps the purest FPS experience out there.

What could modern video game musicians learn from the Quake soundtrack?

Both Trent Reznor and Aubrey Hodges had an atmosphere first approach when composing music for Quake. It was there to immerse the player into the levels they were experiencing. This is the strength of ambient music, to enhance the environment. Now upbeat music has its place to convey a cinematic experience, but it can become out of place when the player is just admiring the scenery. Dynamic soundtracks do remedy this problem to an extent, but it becomes a bit cliché when the player knows the last enemy is dead once the beat stops. My opinion is that ambient music is never out of place as it is the sound of the environment. Quake is a shining example of that.

Who do you feel is the best modern mapper? Best of all time?

I couldn't even begin to decide who is the best Quake mapper. There's so many great mappers, with so many styles, in the past and the present. There's a mapper out there for almost any FPS fan. And for me it can vary daily depending on my mood on which maps I want to play! But I will give you some names I look out for. If I want a solid all around Quake experience, I will look for JCR and Greenwood maps. If I want a power trip style experience with plenty of gibs and enemies, then I will play a zigi map. Then if I want to be challenged and fear what is around the next corner, I will play a NewHouse map!

What is your favorite thing about Quake?

Mood.

IMMORPHER
THY FLESH RECYCLED

IMMORPHER
BUTCHERED REALITIES

Notable Works:

Music contributions to SMEJ1, SMEJ2, Alternative Quake Music Pack, some Alkaline with Aleks, and various Map Jams.

Did you know?

I got my start making death metal music in MIDI format! Which now sounds more like robots with bad diarrhea, but at least it sounds sinister!

SKACKY

What could modern level designers learn from Quake?

I don't think they necessarily have to learn anything from Quake, but Quake is a very tight experience with very well designed levels all around. Most of the levels are fairly small but compensate by reusing space in a very clever way. They also offer tons of variety in encounter design with a relatively low amount of different enemies and weapons, which is a testament to how well designed they are. It is also very playful and often teases and tricks the player, which should come at no surprise considering id were big on roleplaying games and playing Quake feels like you're trapped in a campaign ran by a particularly sadistic dungeon master. I think that's one thing developers could do more in their games.

**What elements of Quake had the most impact on your work with Wrath?**

The most important one is the way the layouts are structured. Quake is one of the many games I draw inspiration from when making levels for Wrath, but the looping structures of my levels and reuse of space are definitely inherited from Quake first and foremost. While episode three and its dark, lava and trap-filled tight corridors is my favorite, my Wrath levels are usually more inspired by episode two, which is overall made of large, imposing outdoor areas linked together by smaller indoor sections and many loops and shortcuts. I also really enjoy the whole 'assault the fortress' theme of episode two which I made into 'infiltrate the fortress' in The Priory.

What is your favorite map/pack/episode of all time?

Contract Revoked. It is a marvelous episode from 2002 that created its own theme/universe while still staying true to Quake's roots and atmosphere, and really played on the Lovecraft inspiration. It is tough as nails and heavily rewards exploration.

Who would you be without Quake?

Nowhere near as skilled at level design as I am now. Quake is an excellent tool to hone one's skills in many different domains: layout, architecture, lighting, encounter design and so on. The fact that it's so easy to pick up while still having certain constraints makes making levels for it a very interesting exercise. I recommend everyone willing to learn level design to make a level or two for it.
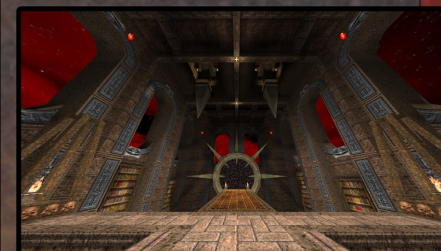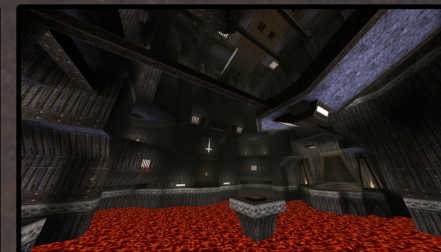
Notable Works:

Absolutego (DM4Jam), Chasing Promises/A Dream of Dead Stars (Jam 9)

Did you know?

Shub Niggurath's Pit used to look completely different and had its walls entirely covered in slime prior to the full release of the game.

KRISTUS

What could modern level designers learn from Quake?

Something that made Quake special is that they designed it with the ethos of "every room should present something that couldn't be done in DOOM." So they wanted to push the envelope to make the most out of their newfound freedom. I think there is definitely an argument to make about games being developed very differently these days than back in the Quake days. Current (speaking both of Quake and DOOM here) level designers in the communities have a tendency to make maps that make great screenshots rather than great playing experiences. I'm not saying these things to throw shade, it's an easy trap to fall into. I've certainly made that mistake myself when I built maps.

What elements of Quake have the most impact on your work with Doombringer?

Of course with the engine being the Quake engine, a lot of the gameplay is informed by that. The movement system for instance is an amalgamation of the things I enjoyed from DOOM and the Quake games. For single-player, the movement is important. Quake Done Quick was a big deal back in my formative years and speedrunning is very entertaining to watch. So not tying down the maps to limit shortcuts. Let the players be creative assuming they have the skills.

For multiplayer, Quake 3 had a large impact on the duel mode in Doombringer, while QuakeWorld had a large impact on the 2v2.

What is your favorite map/pack/episode of all time?

With me mostly spending my time on large time consuming projects. I don't have the time to spend as much as I would have liked on maps and mods and I have a lot more experience with the DOOM community in this regard. But for the world of Quake, the map packs that stuck with me the longest would probably be Rapture and YPOD. Rapture for its excellent presentation and YPOD being a very early TC for Quake that did a lot for showing what a small team can do with the engine. Far from a polished product, but it was very early days. For Quake2 I think the Castles of Stroggos series really stuck with me the most.

Notable Works:

A couple of standouts would be partial credits in Alien Vendetta and Plutonia 2.

Then my own projects, Nimrod, Phobia (both DOOM 2) and the Curse series (Heretic and Hexen) Together with Shaviro we started the project DOOM 3: Phobos in 2004 and I worked on levels, models, animations and textures on DOOM 3: Phobos between 2004 and 2010.

Currently DOOMBRINGER, my first proper standalone game using the Quake engine.

Did you know?

Javier "Dukrous" Heredia, who was one of the trio of people who started Doomworld, went on CNN to defend DOOM against the accusations of direct responsibility for the Columbine High School massacre.

SCARECROW

What was it about Quake that initially grabbed you?

The abandoned decay. From QTest I was caught by the crudely hewn stone and metal for the structures, that bizarre and still perfect sky. The environment itself felt hostile, death permeated everywhere yet lost none of its permanence. With few exceptions, Quake bore almost no similarity to Earth or the cultures therein. Episode three speaks of the Rune of Hell Magic, but you don't go to Hell, Hell isn't invading, this is different. It is the void, inverted. Quake's atmosphere is akin to that, the vast emptiness of space but not empty. Teeming with near sentient densities of malice, such that the act of human exploration is carving into crushing walls. When I got the registered version, the CD soundtrack only amplified that experience.

What could modern level designers learn from Quake?

The importance of non-static elements, how textures can communicate a detail level in keeping with the polycount of the scene, and the value of the level itself being the basis of the relationship between player and designer. Secrets are just as much about how they change the level and spatial awareness as they are about the resource exchange.

What elements of Quake have the most impact on your work with Graven?

The importance of emergent unpredictability through complex utilization of predictable elements. Quake has very few random elements, as compared with DOOM, but the effort to continually make areas that they could not make in DOOM resulted in gameplay spaces that were not merely three-dimensional, but that became esoteric and abstract in their use of it. Because they could. One of the most common enemies launches grenades, and the little bit of randomness in the AI results in the same spaces being able to play out rather differently. So obviously from a systems side that has impacted me a fair bit, but it also influenced my sense of architecture as gameplay instead of the common architecture as realism or architecture as beauty. Architecture themed for gameplay varying with the same ingredients present has its own beauty, one that doesn't match the pursuit of beauty alone, or authenticity.

Notable Works:

Hosted the 10th Anniversary Quake Expo, conducted the long form interview with Romero (and got him to install DarkPlaces, as well as check out Knee Deep in ZDoom). Pestered Romero for months to dig through the old HDDs in his storage to find the id map sources and then helped verify them before requesting id for permission to GPL the files. News and forum admin on Inside3d for many years, a very long standing Quake modding site.

Did You Know?

The slow elevator at the end of E2M6 was inspired by Romero's trip to Disneyland and the Tower of Terror ride. That elevator is the bane of all speedrunners. Bonus fact, Games Done Quick gets its namesake from Quake Done Quick.

SMANGO

What was it about Quake that initially grabbed you?

I got into the Quake Franchise starting with Quake III Arena. The fast action and gunplay were just amazing to watch. Finding pro players highlight films and seeing them blow people up midair was nothing I had even seen before. I didn't have a PC at the time of the original release of Quake 1 and 2. I would've been pretty young at the time anyways. Going back and experiencing the games as an adult, there is nothing like Quake out there.

The game, much like its predecessor DOOM, offers so much more than what it shipped. id really handed the reins over to the modding community and players and let them run wild with it and run wild they did. The game has never-ending content.

What sets Quake apart from other similar games?

The original Quake has sounds and the atmosphere that games can't seem to capture anymore. Modern games are too worried about adding cat ears to their unicorn skins and making a profit off it. Quake has probably generated more game developers than any other franchise from the Quake engine alone.

If you could challenge any person - dead or alive - to a match, who would it be and why them?

John Romero or John Carmack. Just saying I got to play against the brilliant minds behind one of my favorite game franchises of all time would be amazing to have. I'd like to be able to just hear them talk shit against me as well.
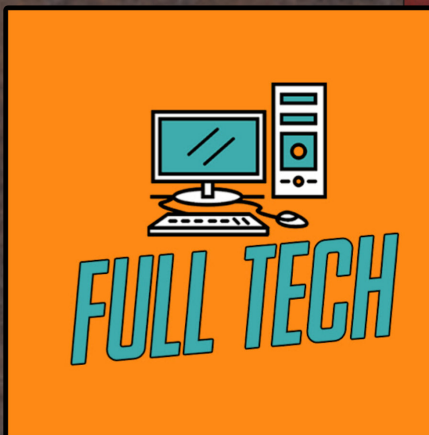
FULL TECH

Notable Works:

Written multiple guides on Quake. Created videos and more about the Quake franchise most notably Quakefans.net which is now just part of fulltechpodcast.com

Did you know?

John Romero is always asked to sign copies of DOOM 3, even though he has never had anything to do with the game.

ANDEH

What is the biggest challenge faced when broadcasting Quake?

The biggest challenge for me is to explain what a player is thinking without falling behind on play-by-play. It's an extremely fast game, and when I spot a specific strategy or idea, I want to explain that to the part of the audience that might not have seen the play develop. It's just very difficult in a game where ten different interesting plays can happen within ten seconds.

Where is the most interesting place that Quake has taken you?

It's hard not to just answer "the LANs" here, as that would be true, but it's brought me face to face with some pretty interesting people and organizations within eSports or game development.

If you could bear witness to any two people - dead or alive - in a deathmatch, who would they be?

Hah! Probably bps' kids versus Molecule's kids once they're old enough to understand the game. Preparing for the long term, ya know... Keeping the game alive beyond us!

Who would you be without Quake?

I'd probably just have a day job where my brother works, and then moonlight as a musician, so probably not too different. I'd probably not be very interested in video games, though.

SUDDENDEATHTV

ANDREAS "ANDEH" WAHL

TWITTER /SD_ANDEH
YOUTUBE /TVSUDDENDEATH

Notable Works:

Owner and founder of SuddendeathTV, providing Quake coverage since 2012. Admin in virtually every Quake 1 tournament, and a community leader within QuakeWorld.

Did you know?

We've had three Suddendeath-only LANs. The first two in bps' small apartment (I was essentially playing from the bathroom) and the third in Molecule's loft in his house. We're all great friends.

BLooD_DoG

## What was it about Quake that initially grabbed you?

I've always been a gamer, console and PC, and at some point I got into playing DOOM II multiplayer. In the early days it was more complicated to play via dial-up with friends but we still managed, and there was also a local BBS that had multiple phone lines and I played with strangers from my town there (besides using up the phone line, you also had to mail cash to the BBS owner for hourly 'credits' to get access to his DOOM II multiplayer system). I was closely following whatever news was out there about Quake and a friend and I went to the store to get the shareware CD as soon as it was out (although I had tried QTest beforehand). As a big fan of DOOM II, I would say everything about Quake grabbed me, from the full 3D, to the atmospheric music by NIN, to the 24/7 multiplayer with thousands of people online at any time, to the modding community, and of course the early days of IRC and making clans and competing.

If you could only play one map ever again, what would it be?

Probably DM2 "Claustrophobopolis", since it works well for 2on2 and 4on4, and even 1on1 depending on who you ask. Few other maps are as versatile. It also doesn't have a lightning gun which suits me well since my LG aim sucks and my rocket aim is quite good Back when I was exclusively a CTF player, I would have said CTF2M3 "Spill the Blood", which was our clan's favorite along with CTF2M4.

If you could challenge any person - dead or alive - to a match, who would it be and why them?

Joe Rogan, because he talks pretty often about how he used to be big into Quake. It would generate hype and maybe get some new players to give it a shot. Also, we've both been doing Brazilian Jiu Jitsu for a very long time, so after I kick his ass in Quake he could try to redeem himself in a BJJ match.
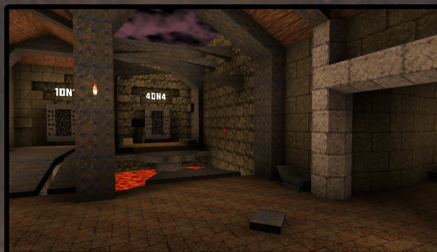
Notable Works:

I've traveled to three different LANs in three different countries, and while I'm very far from the biggest contributor, I help out where I can whether it's with configs or technical issues, offering gameplay/strategy advice to beginners, testing and the very occasional (extremely minor) bug fixing, admin'ing some Discord servers and QuakeWorld servers, and various other activities.

Did you know?

At QuakeCon 2016, Rikoll was tanning at the pool and not aware he was up next for a match. Someone finally found him and he had to sprint through the hotel half-naked to avoid a walkover while a security guard chased after him.

M3SSIA

What was it about Quake that initially grabbed you?

Quake was the first FPS made in a real 3D engine. Being a PC gamer from a young age I feel like I got the idea of the benefits of playing PC games rather than console games. All the fun stuff was happening on PC first, and that meant following the work of id Software along with other great studios. I was already a big fan of online gaming with DOOM and Diablo, even more than the technology, though I fell in love with 3D worlds and being able to escape into them. Quake also had an atmosphere like I'd never seen or imagined at the time -- it's mysterious and alluring but at the same time terrifying. I know playing this game from a young age fuels that nostalgia but I truly believe out of the madness that was the development cycle of Quake, id Software created something truly amazing.

What sets Quake apart from other similar games?

Quake is pure, a barebones test of skill, a direct connection between you, the human, and the rig you created. It isn't a game that attempts to limit you in any skill-based way. The more time you put in and the harder you push, the better you will become, with the only real limitation being yourself. I still use Quake to test all my computer builds when they are done (the Quaketest) which I have been doing since I built my first machine. Quake (and other id Software engines and games) has been open sourced; other than that being the moral thing to do, it's important because the game will likely live forever, continuing to run on any architecture and operating system the world throws at us.

If you could challenge any person - dead or alive - to a match, who would it be and why?

I've never been very competitive with duels. If I had it my way I would have played qtest with the team at id Software after each dm map spent a long night compiling. Those must have been some amazing moments, they'd put aside all their differences of ideas and opinions and just play -- probably unaware that this technology will fuel games for the next thirty years.

Notable Works:

US QuakeWorld community and events

Did you know?

I heard something about Dreamhack once and the mysterious bowling ball comes up every so often, now it all makes sense! (ed.: "LocKtar and BPS once broke into the Dreamhack office with a bowling ball" was given as example)

Milton

What was it about Quake that initially grabbed you?

I had played DOOM and read about Quake a long time before I had a computer that could actually run it. I remember reading about online play, clans etc. in Finnish game magazines and being very fascinated by all the mods available. In hindsight I think many of the things I read weren't either exactly true or painted a bit too rosy picture of the whole online play package, but thankfully deathmatch at least delivered in spades.

If you could only play one map ever again, what would it be?

Now that's a tough one. It would have to be a map that works well in both 4on4 and 2on2. dm2 would be the obvious choice but then again it doesn't have the Lightning Gun, which is a bit of a bummer. If I had players available all the time for 4on4 then cmt4. Otherwise I think dm2 would be it.

If you could challenge any person - dead or alive - to a match, who would it be and why them?

I think I have challenged and played most players I'm interested in playing over the years. It would be great to be able to summon old great 4on4 clans from different eras to see how they would do nowadays though!

It cold at the top of the mountain?

Depends on the weather.
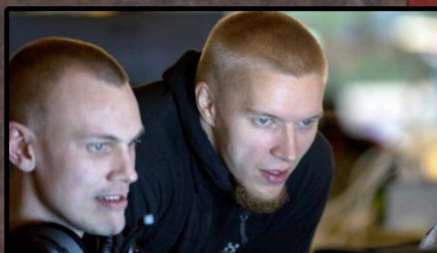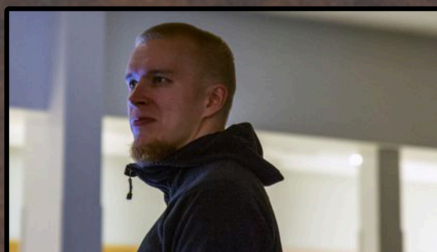
Notable Works:

Creator of kenya.bsp. Some duel, 2on2 and 4on4 tournament wins from three decades.

Did you know?

No one in the quakeworld scene knows where the nickname Milton comes from.

Fairweather

How did Quake turn you into a fan?

Simply the passion of the community. Everyone here loves this broken little second-child of a game, rushed out by its developers, discarded by the communities it attempted to lift up -- that passion rose from the ashes. That, and the game is fucking amazing.

What could modern level designers learn from Quake?

That it's worth letting simple and effective gameplay win over spectacle or storytelling. If I have to walk one more bloody corridor and get a monologue spat at me, I might just become a mountain hermit.

What is your favourite map/pack/episode of all time?

It's gotta be Underdark Overbright for me. Many episodes have come and gone, but I feel like this is the one that will stand the test of time. It's influenced so much that it permanently changed the scene. I wouldn't still be here if not for it and its creator, Lunaran, who is an invaluable community member and an overall great guy.

Who do you feel is the best modern mapper? Best of all time?

The best modern mapper for me at least has to be Mazu. He might not be on the visual level of Bal or Sock, but he always finds new and exciting ways to push Quake gameplay forward. Every map of his is an odyssey, a large-scale journey that has so much to delve into. You can treat each of his levels like a little personal game -- they sometimes come with meta systems that tie in to overall progression, they have story, they have heart, and to me, that's what makes a mapper the greatest, at least in modern history.

As for the best of all time, I can't really think of one, but if I was to think of who has had the most consistent output over the longest period of time, it has to be Sock. In creating AD, he practically revitalised Quake as a community. I'm here because of him, everyone in Dwell is there because of him... he is the greatest. because his sheer importance gets him there, and his skills have had such a revolutionary effect on the way mapping is done in the modern era... he's the renaissance man of Quake.
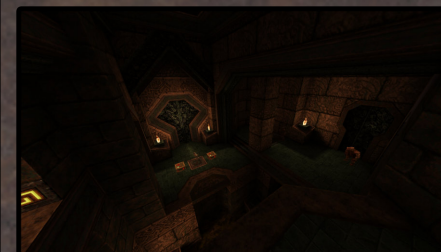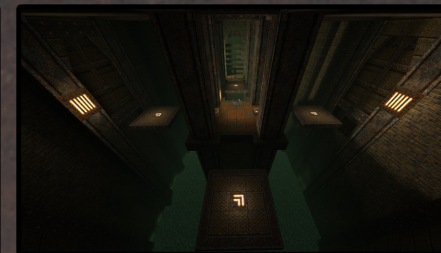
Notable Works:
DWELL

MAZU

How did Quake turn you into a fan?

Ever since seeing and admiring one generation older playing the original Team Fortress back in the late nineties, I wanted to play Quake and similar games with my friends. Quake III Arena multiplayer was my passion for many years, as was making my own content along the way, like custom maps and videos. My love for single player content came after I had spent years playing DOOM. Quake marries DOOM single player design and multiplayer skills in a fascinating way.

What could modern level designers learn from Quake?

Balance of gameplay design and understanding that simplicity is not a bad thing. There are a lot of problems in Quake when you look at technical things about it, but gameplay mechanics hold up more than enough for modern standards. There are many subjective directions you can go with Quake, like challenging map design, or open layout exploration with interesting movement mechanics and secret hunting.

What is your favourite map/pack/episode of all time?

If I had to mention a few I would say Arcane Dimensions, Underdark Overbright (Copper mod is amazing), and Punishment Due are all memorable packs. I also have a special place in my heart for "tough as nails" maps and episodes like Warpspasm. Packs that I've mapped for also have really good maps from other authors, especially like January Jump Jam packs.

Who do you feel is the best modern mapper? Best of all time?

Visually there are only a few who come close to what Bal can create, so he would be my pick for that aspect. However, if I think about gameplay and really creative design ideas then I would have to pick Smilecythe. Sadly, he is not releasing maps for Quake very often. My understanding of Quake aligns perfectly with Smilecythe.
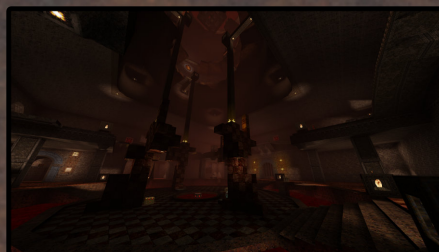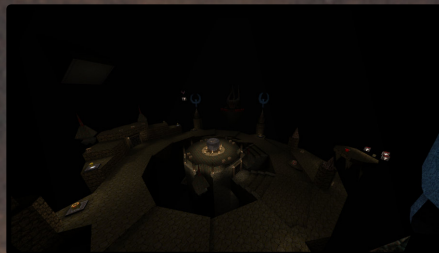
Notable Works
Mapping Dwell, SMEJ 1/2, JJJ 1/2 maps.

Did you know?
I spent seven years with my friend making a single DOOM megaWAD never to be released. That is only one of my long list of unreleased/finished projects and games I've created over the last two decades.

TheMotherload

What was it about Quake that grabbed your heart?

The fact that creators and players have kept it going for so long makes it feel timeless. I fell head over heels with the community as soon as JCR taught me to use the Simple Quake Launcher.

What could other game and modding communities learn from the Quake community?

To share, be helpful and elevate others. High tide raises all ships!

If you could give one piece of advice to a Quake newcomer, what would it be?

Quicksave is F6. Very important!

What could modern games learn from Quake?

Keep it simple! Quake is the best example of a game that had BIG plans, decided to go back to a tried and true formula... the rest is history.

Let us have any of your Quake or ITK bonus facts!

In the Keep was originally named Cthalha's Keep, after the Quake Champions map "Corrupted Keep" that honours the Lovecraft-inspired lore of the Quake universe.

Notable Works
In The Keep Podcast, Producer Call of Saregnar, Stellar Valkyrie, Combustion

Did you know?
Jehar is afraid of jellyfish. Like for real.

BloodShot12

What was it about Quake that initially grabbed you?

Originally it was the fully-3D nature of it, I was really young and seeing a fully-3D world really immersed me, along with the excellent atmosphere. I stayed because I love the rhythm of the gameplay, it has a dance-like nature to it other games don't quite have.

How has Quake affected how you approach game design?

How handcrafted encounters and specific enemy placement can lead to fights with the same enemies feeling entirely different in various kinds of spaces.

What is your favourite map/pack/ episode/mod of all time?

Probably either CZG's Insomnia or Nehahra, I'm a big fan of the Quake packs that roll with a theme, and Nehahra in particular was a mod that really got me interested in experimenting with Quake mapping as it had some crazy scripting and AI for a Quake mod.

What is your favourite thing about Quake?

The atmosphere. The stronger enemies and the soundtrack made the game feel very lonely and oppressive in a way other games didn't for me. Plus it helped me realise I love Nine Inch Nails, so that's a plus.

Notable Works

Quake 1.5, Slayer's Testaments, Hexen II: Shadows of Chaos, UT2341 (modeller), and Twisted Strings (Mapjam X).

Did you know?

I only officially released my first Quake map in 2017, but I have been toying with making maps for much longer than that (my first map was a box room). Also, for a 3D modelling class in high school, I convinced my professor to let me make a Quake map as my final project.

SLEEPWALKR

What was it about Quake that initially grabbed you?

It's such a long time ago that I cannot really answer it. Back then, it was just the best and most atmospheric FPS -- there wasn't much competition. But I can tell you what kept Quake in my heart longer than any other game. It's the community and the custom content that sprung up around it. Despite all the controversies, I have always enjoyed the people in the community, and I have been fascinated by what they have done -- modders and mappers creating better and better content, and others creating better and better tools and communities.

What inspired you to get involved with designing Quake modding and level design tools?

I wanted to have a level editing tool that runs on macOS. When I started TrenchBroom in 2010, there wasn't any tool that I could use myself. Plus I wanted to learn C++ and improve my knowledge of rendering and OpenGL, so a level editing tool seemed like a good project to work on. After a few years, TrenchBroom became successful and took on a life of its own.

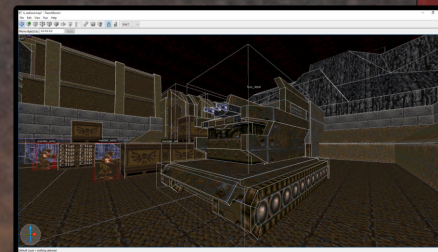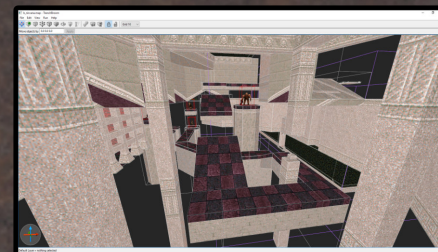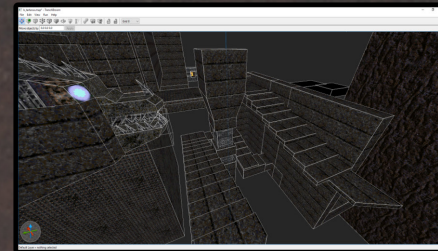**Do you have any advice to other modders and tool developers for classic and/or modern games?**

Have intrinsic motivation and don't do it for applause.

What is your favourite Quake map/pack/ episode of all time?

Arcane Dimensions.

What is your favourite thing about Quake?

The people I have met through it.

Notable Works

TrenchBroom

Did you know?

DaZ and Drannerz are the same person! He keeps denying it, but it's true!

SHADESMASTER

What was it about Quake that initially grabbed you?

The 3D-ness and, like DOOM, the ability to map for it.

What is your favourite thing about Quake?

The various settings that the story allows for.

## What could modern game designers learn from Quake?

Again, like DOOM -- maps that are labyrinthine without being too complex, the varied enemies who each play a combat role, and retro-styled FUN.

What is your favourite map/pack/episode of all time?

Beyond Belief from back in the day, Arcane Dimensions, Copper, Alkaline are other good packs/mods out there.

Who do you feel is the best modern mapper/modder? Perhaps best of all time?

Levellord was awesome and has been around for quite some time. More recent works released by Sock kick butt. And, among texture artists, Makkon is king of using Substance Designer to create a retro art style, and I can safely say others are now following in his footsteps.
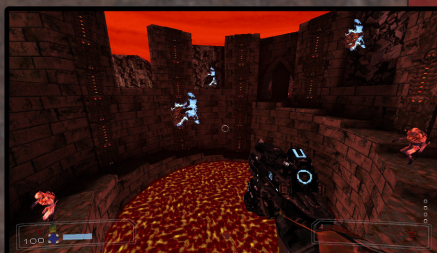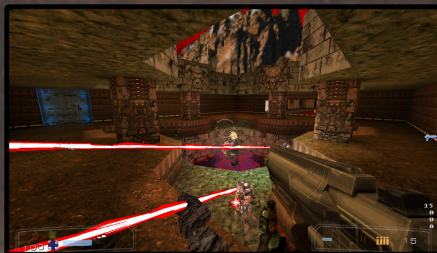
Notable Works

HeXen - Edge of Chaos, mapper. Slayer's Testaments... assistant director, mapper. Unannounced GZDoom FPS - PAID mapper. Lots more... Despair for Heretic.

Did you know?

"Minimum Cocoa Amount" for chocolate is a THING in a lot of countries, but not in the USA.

CHRIS HOLDEN

How did Quake become one of your favourite games?

I was very into PC gaming at the time with DOOM modding using the family PC. When the Quake test was released, the lighting and 3D shapes blew my mind, and I made it a goal to save up enough to get my first PC that'd be strong enough to handle working with it.

What could modern game design learn from Quake?

Simplicity and moddability. Getting right to a cathartic gameplay loop with all the extras on the side. Understably, allowing mods isn't accessible to all projects, but can add so much quality of life and longevity to a game. In the last few years, this is likely why Skyrim and Stardew Valley have been two of my favourite games.

## What is your favourite map/pack/episode of all time?

Probably Arcane Dimensions' 'Forgotten Sepulcher'. I replay that one the most for inspiration.

Who do you feel is the best modern mapper? Best of all time?

In the Quake world, Benoit "Bal" Stordeur and Simon "Sock" O'Callaghan. Their contributions and ability to push the look and quality of Quake over the years never seems to end.

What elements of Quake have most impacted your career in game design? It has been a long career for you!

I enjoyed making Deathmatch maps during the Quake II era -- loving over/under navigation and a smooth feeling of moving around gamespace. Being able to use that knowledge and build more interesting spaces in other game genres.
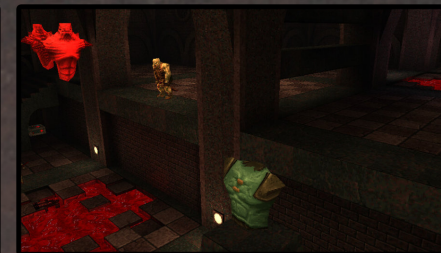
Notable Works

First published titles were Zaero: Mission Pak for Quake II, Quake II: Extremities. Warhammer Online and Crysis 3 were probably the most well known. Currently Game Director on Graven.

Did you know?

Nexuiz (Xbox 360 and PC) used CryEngine 3. The original pitch was built using Darkplaces for Quake.

Dumptruck_DS

How did Quake turn you into a fan?

When Qtest came out I connected to a server for the first time and played with someone on the other side of the world and my mind was blown. Back then, playing over TCP/IP was brand new, and it changed gaming forever.

What could modern level designers learn from Quake?

Having constraints really helps the creative process. You cannot do everything you want in Quake. You have to live with the technical limitations and its simplistic gameplay. So, this forces level designers to innovate in thematic and artistic ways, as opposed to dragging and dropping content in from a marketplace, for example.

What advice would you give others in organising a game modding community?

It's a lot of work. Have a team of moderators that you trust to help, because, if it grows, moderating becomes a full time job.

Who do you feel is the best modern mapper, or the best of all time?

I don't think there is one best mapper currently. There are many, many talented people but some of the biggest names in the community are actually professional game designers so I don't think it's fair to include them in a hobbiest crowd. Also, the original id Software designers: Romero, McGee, Willits and Peterson.

PREVIEW
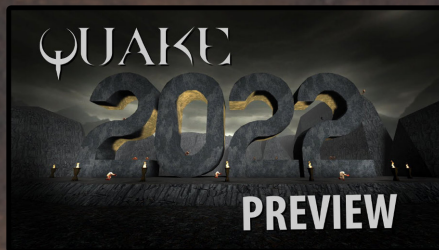
Notable Works

My YouTube channel featuring Quake mapping tutorials and fandom (www.youtube.com/c/dumptruckds). Also, my mod devkit progs_dump, featuring powerful features mappers can use without any coding; things like customizable monsters with unique attacks and sound effects. Custom models and visual effects can be added without needing hacks.

Did you know?

I attended the second-ever Quakecon back in 1997 when it was a 100% fan-run event.

BAL

What was it about Quake that grabbed your heart?

It was the first game that let me really build stuff in 3D, which made all other games I could mod at the time (DOOM, Duke Nukem 3D, etc.) instantly obsolete. I also love the mix of themes that let you take the game in many thematic directions; you can build tech bases, mediaeval castles, strange, nightmarish runic mazes... it all works.

What could modern level designers learn from Quake?

Making maps for Quake is an interesting way to focus on fundamentals, it can be really quick and there are plenty of players that will test your creations and give feedback. It's a good way to not get too sidetracked by visuals and many other time-sinks lurking around every corner in modern game development.

What is your favourite map/pack/episode of all time?

Hard to name just one, so I'll name two: Underdark Overbright by Lunaran and Scampie. It's easily the most polished and faithful Quake custom episode out there. Arcane Dimensions created by Sock with the help of many others. It departs quite strongly from the classic Quake feel, but does an amazing job of showing the scope of what can be created when pushing the boundaries a bit.

Who do you feel is the best modern mapper? Best of all time?

For Quake, of all time, I'd probably say Sock. He's done so much for the game over the years: maps, mods, textures, organising events, etc. Lunaran would be an easy second pick here.

For newer mappers, it's hard to say there are quite a few very talented mappers active these days. If I was forced to pick one, I'd probably say Michael Markie. He's an incredibly consistent mapper, has a strong grasp of what makes a level play well, knows how to make very good visuals, and, to top it off, I know he still hasn't shown us everything he's capable of. Oh, and he just happens to be an amazing musician as well.

Notable Works

Tears of the False God for Arcane Dimensions, many deathmatch maps for Quake and Quake III back in the nineties

Did you know?

I stopped mapping for ~thirteen years, and decided to make "just one last map" in 2017 as a surprise for a Christmas event. Addiction is real, I was never able to stop after that, and since then I've been mapping almost every day as a hobby.

JCR

What was it about Quake that grabbed your heart?

As a kid -- the dark, horror ambience drew me in. As an adult, the accessibility of modding tools and nostalgia!

What could modern level designers learn from Quake?

In my opinion, the most critical thing to learn from quake mapping is that having a deep understanding of your game's mechanics is crucial to designing the most deep and interesting maps for it. The community really understands Quake, thus, the maps are distinctly intricate and offer a rich and varied player experience.

What is your favourite map/pack/ episode of all time?

Such a difficult question... might be DM4Jam and its DLC patch.

Who do you feel is the best modern mapper? Best of all time?

Another tough one! I may be biased, but the Dwell team are the best Quake mappers of our day.
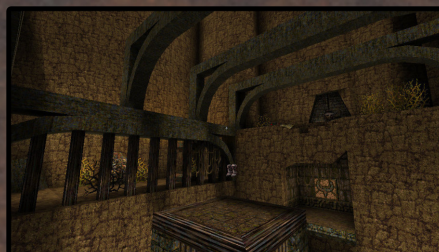
Notable Works

The original Jump Mod, Triune Discovery, I have contributed to many community packs like the Christmas Jam and various speedmaps, etc.

Did you know?

I met Greenwood a couple years back, as he is also a mapper from Florida! Go make real world friends of your Quake pals like the old days!

ERICW

How did Quake turn you into a fan?

The environments, textures, and lighting. Plus, the blend of fantasy, sci-fi, and horror themes.

**What about Quake inspired you to start modding?**

As far as mapping, which is how I first got into Quake modding: the environments are abstract, and enough details are left open to interpretation that it's easy to imagine new maps that fit into Quake. There was also a vibrant scene of quality maps being released, from early on after Quake's release, and seeing what others were building was inspiring. I didn't get started with tool/ engine coding until several years later (>2010), but it was an extension of the same reasons, and I was still enjoying playing community maps that were coming out then.

What is your favourite map/pack/ episode of all time?

Favourite map is "Foggy Bogbottom" from Arcane Dimensions.

What advice would you give other tool developers in communities?

Build some small tools (or add some small features to existing tools) that are things you find useful or interesting. There's a good chance others might find the same thing useful, and might have more requests for you.
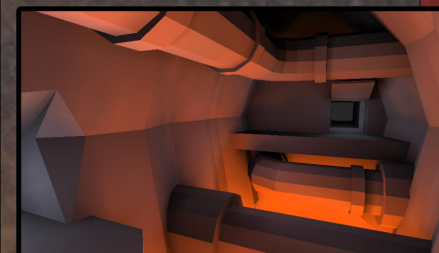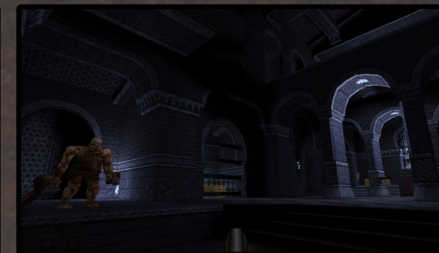
Notable Works

ericw-tools map compilers, contributor on TrenchBroom, QuakeSpasm

SMILECYTHE

How did Quake turn you into a fan?

How irresponsibly fun it was and still is after all these years. Setting all the commonly praised things aside... the game has flaws, rushed design decisions, and things that are obviously unbalanced. Yet, it somehow holds together and is exactly what gives Quake its unmatched flavour.

What is your favourite thing about Quake?

The fact that, at this point, it's not just a game, but also a sort of gaming platform of its own for all the custom mods, maps and assets created by the community. This is the hardest thing for successors to achieve nowadays, because creating assets for modern engines is so much more complicated. As a game designer, you can either put faith in the skill of your community or you'll make it accessible for everyone with dumbed-down tools that produce less creative content.

What could modern level designers learn from Quake?

Take any advice and industry standard with a grain of salt, be ready to disregard them if they hold your ideas back, and make the maps that you've always wanted to make. Maps should reflect the things that the mapper thought was missing or lacking in the game.

What skills could be learned from Quake deathmatch, which might be lacking from many modern competitive games?

The fact that you have health and armour pickups that increase your hit points, means that you're not going to win every fight by simply having better accuracy than your opponents. In order to have a positional advantage for different item pickups, you're incentivized to know their respawn times. So, what you might learn uniquely from Quake is keeping a mental note of several simultaneous timings, their spawn order and sometimes even using your intuition to fill gaps for missing information.
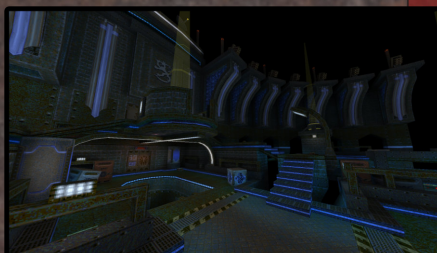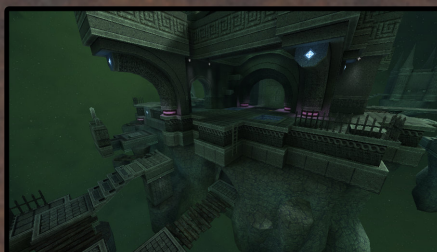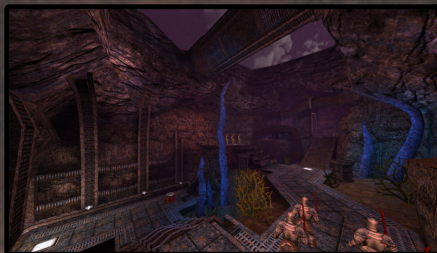
Notable Works
2. Maps: Valovoimala (SMEJ), Heikkoutesi Kutua (SMEJ2) & Mana Vemputin (January Jump Jam)

NEWHOUSE

How did Quake turn you into a fan?

I was looking for the easiest video game level editor and was guided to Trenchbroom, luckily this happened to land on Quake I, which is now my favourite game, in terms of design. I always loved Sandy Petersen's work in DOOM, so Episode 4 of Quake became my biggest influence to experiment with my own Quake levels.

What is your favourite thing about Quake?

Gibbing zombies with various ways, or modding code to allow that to happen more easily.

What could modern level designers learn from Quake?

Make levels that you would love to play yourself over and over again; that is what matters.

Other designers can help motivate you and share in creativity. Everyone complements each other.

What is your favourite map/pack/ episode of all time?

Quake I Episode 4 and Beyond Belief.

Who do you feel is the best modern mapper? Best of all time?

Everyone has something cool in their designs and imagination.

Notable Works
SMEJ & SMEJ2, Halloween Jams, Speed Maps, Final Blue (soon to be released).

ALEKSWITHAK

How did Quake turn you into a fan?

Everything from the distinct art direction to its simple yet highly refined design. Each weapon and enemy is finely tuned to fill a specific role, nothing is redundant or wasted. The presentation evokes both a sense of wonder and dread, leaving the player feeling like they've stumbled upon something unknowable and forbidden. And, of course, the level design is top notch -- it demonstrates an intimate understanding of the good use of verticality and interesting encounter design not seen in most games.

What could modern musicians learn from the Quake soundtrack?

"Less is more" -- you can evoke strong emotions with the right sounds and note selection. Be tasteful, and work to complement the work you are writing for, don't seek to dominate it.

What is your favourite map/pack/episode of all time?

Episode 3 of vanilla Quake will always have a special place in my heart, but 'The Forgotten Sepulcher' is what really brought me back and inspired me to write music for it -- truly a masterpiece.

What aspects of the Quake soundtrack do you apply to your own music?

Trent's work on the Quake OST definitely inspired me to experiment with dirty analog synths more and be bolder about using atonal elements. I have grown to appreciate and love the more minimalist/less musical and more ambient works of my peers as a result.

What is your favourite thing about Quake?

The community, for sure. It is always exciting to see more and more work come out of it. We are the reason for Quake's longevity, and so long as we all keep creating and sharing our work, I'll keep playing.

島
黄 仲 波

TANUKI // ISLAND

Dwell
EPISODE ONE
OFFICIAL SOUNDTRACK

Notable Works
Soundtracks for Dwell, Alkaline, and Tremor

Did you know?
A member of the band Tanuki wrote the soul-song "Lordvessel" featured on VaatiVidya's YouTube channel.

GREENWOOD

How did Quake turn you into a fan?

Probably what I love about Quake is the atmosphere (especially its lighting effects), gameplay speed, and general lack of ostentatiousness. Additionally, I enjoy the challenge of creating new content within the game's constraints.

What could modern level designers learn from Quake?

They probably could better learn to create a fun map without relying on gimmicks or superfluous visuals. For example, let the natural progression of the map tell the story.

What is your favourite map/pack/episode of all time?

I am a base-theme fan, so probably Rubicon 2. That is a classic.

Who do you feel is the best modern mapper? Best of all time?

That's a tough one, considering it varies on my mood and how much time I wish to invest; however, I would say that Than, Scampie, CZG, and Sock's stuff is always fun. For a relatively new mapper, Markie's stuff is really well done and, of course, Bal's offerings are always quite pretty. There are a ton of good mappers out there, so I dislike trying to pin it down to one individual. For example Juzley, Lunaran, & Mazu's stuff is great too. I've been lucky to have worked with a lot of talented, passionate creators in the community, so it's really hard to whittle it down to one person.

Approximately how many Quake maps have you played, and how has it affected your level design philosophy?

Probably over a thousand. I have almost 550 videos on my YouTube playthroughs channel and I started that quite a bit after my venture into the game. Playing various maps from a slew of different authors over the decades has vastly improved my design philosophy. Some old school maps are not flashy, but really fun and you can pick up little techniques/takeaways from playing different ones. I try to find something positive about every map that I come across.
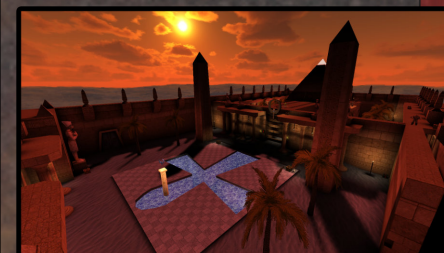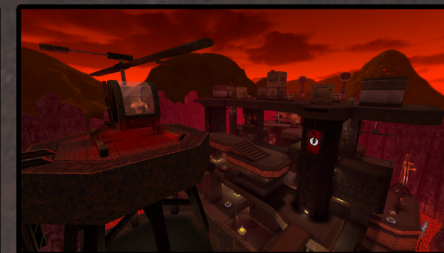
Notable Works
Alkaline (creator/contributor), Epochs of Enmity (creator/contributor), Dwell - Episode I (contributor), as well as a bunch of jam/speed maps and individual/coop releases.

Did you know?
I can't bunnyhop worth a damn ...but my playthrough videos show that.

Ziqi

How did Quake turn you into a fan?

Jumping into Quake from DOOM in '96 and looking up and down for the first time, and being able to jump and swim, made it feel like you're actually in the game. Then there's the overall atmosphere, the look of the levels, the monsters, its ambient music, the multiplayer as well, the movement and the speed -- Quake is perfect.
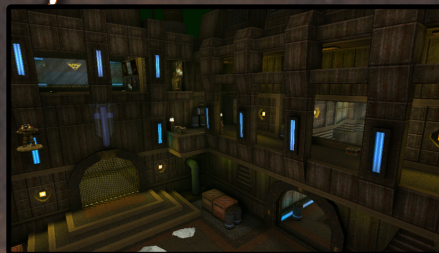
How many (approximate) Quake maps have you played and how has it affected your level design philosophy?

It's hard to say how many maps I've played, but what I do know is that the more you play, the more you learn as a mapper.
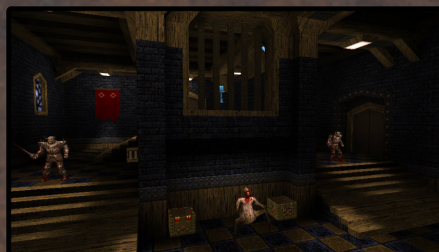
What is your favourite map/pack/episode of all time?

I'm gonna name two maps: 1. 'The Forgotten Sepulcher' from Arcane Dimensions, and 2. 'Punto de la Infeccion' from Episode 2 of Travail.
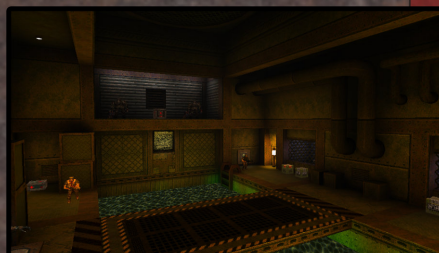
Who do you feel is the best modern mapper, or the best of all time?

Mazu.

Notable Works

A Verdant Dawn plus my maps on Realm of the Lost (smej1) / Torrent of Impurities (smej2) / Alkaline.

Did you know?

Me and some friends broke into our school's computer classroom at night in the late nineties to play Quake deathmatch, and this happened several times.

JONNY GORDEN

How did Quake turn you into a fan?

As a game, Quake was groundbreaking and super fun. For modding, being 3D it was the ideal progression from DOOM. Creating characters no longer required the painstaking job of animating characters from eight angles.

Do you have a favourite aspect about or thing in Quake?

Quake's openness to modding and character replacement was a huge gift to the gaming and development community.

What inspired you to work with the Quake engine as a game developer?

Quake was the most advanced 3D game at the time, and also made modding so accessible.

After working with Quake, and making models, what did you learn from Quake as a game designer and an artist?

When I started X-Men: The Ravages of Apocalypse, I followed the same process as the Quake characters. It was only after making all the characters that I learned better UV mapping techniques that could have considerably improved quality within the same technical limitations.

Is there something about Quake in which you wish modern games would utilise more?

Quake was amazing for its time. The engine was at the bleeding edge, and its gameplay was great, but both of those things have evolved so much in the many years since. I do miss the simplicity of pointing and shooting. Games that I'd love to play now have such complicated controls that I forget between game sessions, but I also realise, being old and poor, that I'm not their ideal audience.

Copyright 1997, Marvel Entertainment Group, Inc and Zero Gravity Entertainment.

Copyright 1997, Marvel Entertainment Group, Inc and Zero Gravity Entertainment.

Copyright 1997, Marvel Entertainment Group, Inc and Zero Gravity Entertainment.

Notable Works

As well as X-Men:ROA, there's the unfinished Bugs Doom (www.zerogravity.com.au/portfolio0605.php) and my Astroboy Quake 2 play model was fairly popular (www.zerogravity.com.au/portfolio0606.php).

Did you know?

One of my highlights of making X-Men: The Ravages of Apocalypse was getting to meet Stan Lee.

VURKKA

What was it about Quake that grabbed your heart?

The dark atmosphere, fantasy-esque weapons, movement and never seen before online multiplayer.

**What could modern level designers learn from Quake?**

I don't really play modern games, but I guess abstract world building and how often less is more.

What is your favorite map/pack/episode of all time?

Favorite episode: Underdark Overbright. Favorite Quakeworld map: Skull Hunt. Favorite Quakeworld Team Fortress map: Two Forts.

Who do you feel is the best modern mapper? Best of all time?

Favorite id mapper: American McGee (Episode 3, dm2 & dm4). Favorite single player mapper: Lunaran. Favorite Quakeworld mapper: ztn.
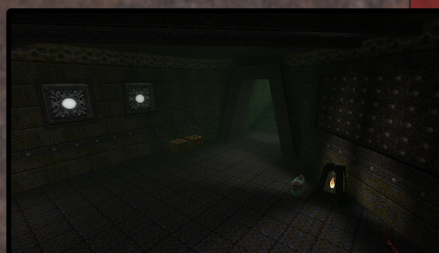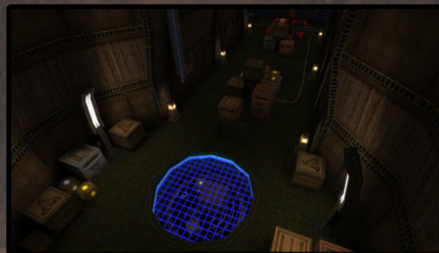
Notable Works

Participated in SMEJ1 (Realm of the Lost) and SMEJ2 (Torrent of Impurities) and made the first of its kind co-op only map for Quake.

Did you know?

I almost had to redo the last semester of my compulsory education, because I skipped school to play Quake. I've hosted quakeworld servers since 2013 and I've been playing since 1996.

MAKKON

What was it about Quake that grabbed your heart?

I grew up making maps for Quake, of course they were all terrible because I was fourteen, but I absolutely loved it. I never released anything, I made maps, textures, even skins, which my oldest brother seemed to love (his alias is Wazat, he made some wild mods around that time too). I learned that people make a living doing this stuff, and years later following that path I'm now a 3D environment artist in the game industry. I owe a lot to Quake, and to my brother who encouraged me.

I should say that I grew up making maps for quake, not playing it; my parents said I could do creative stuff with it, but it was a very violent game. Shamefully, I didn't play through the actual Quake completely until I was thirty. I think the decades of community content I've experienced set my expectations too high, but it still holds up I think.

**How has the design of Quake affected your art style?**

The limited palette definitely has had a huge effect on my textures, it's surprisingly flexible (besides an entire wasted row of hideous saturated blue -- dopefish is to blame for this)! Lots of folks joke about how much brown Quake has, but most of the palette is anything but brown. also keeping that lived-in and weathered look has always been my goal.

What could modern graphics designers learn from Quake?

Art, atmosphere, and selling a space are just as important to the way a game feels as its mechanics. Quake was extremely limited in what it could do with colour and light, but it took those limitations in stride and pushed them as far as they could go. It was a game of many firsts, and I think all modern 3D games have some essence of Quake in their DNA.

What is your favourite map/pack/episode of all time?

I don't think I can choose, but among my favourites are Tears of the False God by Bal, and the map/mod pack Dwell. I also think Alkaline is awesome, but I worked on it so I might be biased.
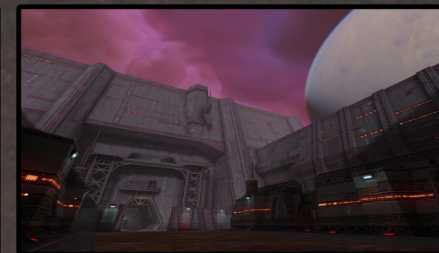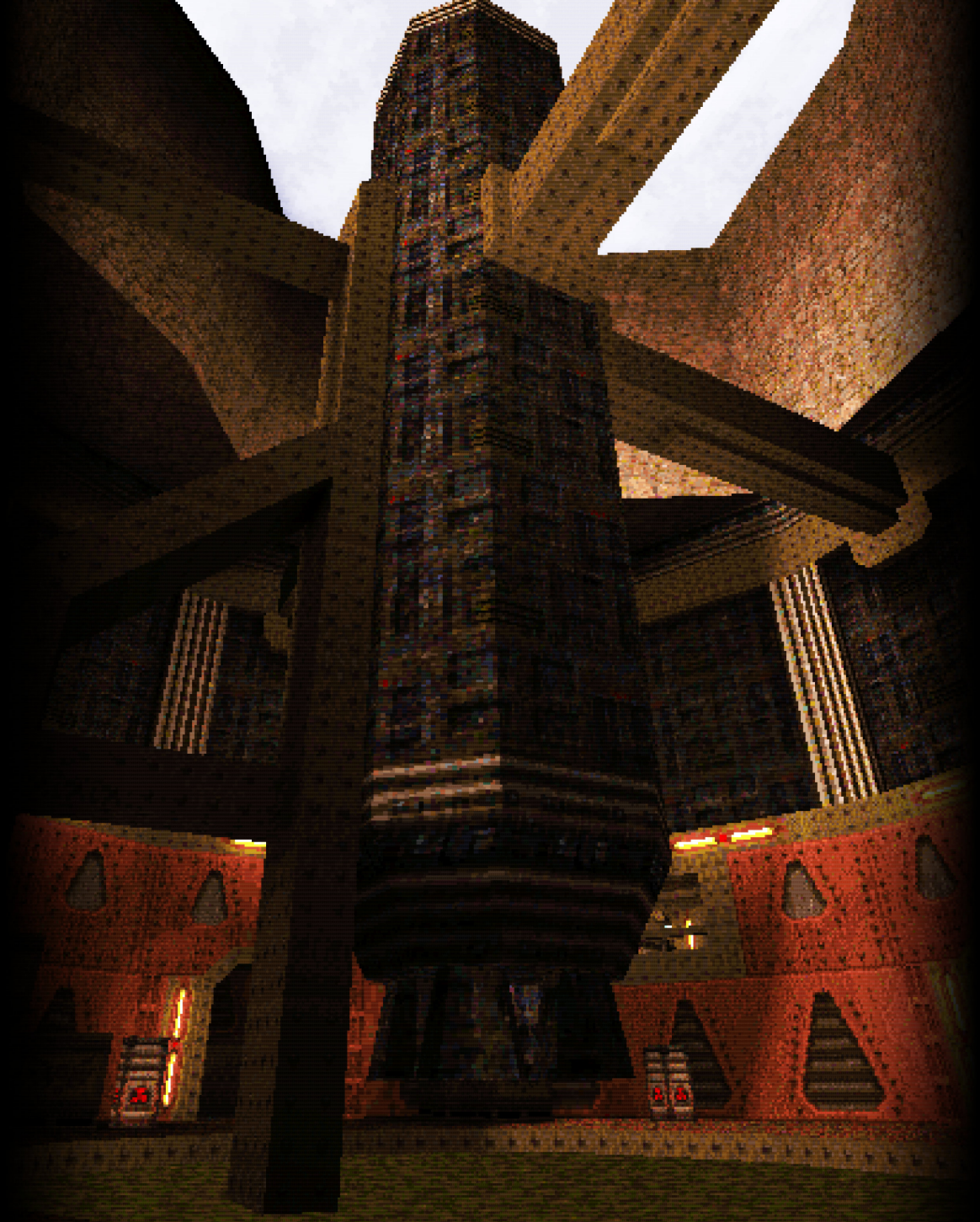
Notable Works

The "Makkon" texture wads.

Did you know?

The map editor QuArK had some BSP types that didn't survive the decades, such as Subtractive brushes. In a strange twisted way, they were functionally a non-destructive way of working. I do not miss them.

LAUNCHING SOON