



Wanna Play Quake At Mplayer?

[What You Need](#)

[How to Install](#)

[How to Launch](#)

[How to Play](#)

All About

[Quake](#)

[Id Software](#)

[Mplayer](#)

For downloads, cool pix, hot links, advanced strategy, and up-to-date info, point your Web browser at <http://www.mplayer.com/play/games/quake/>.



© id Software, Inc.

You get the phone call at 4 a.m. By 5:30 you're in the secret installation. The commander explains tersely,

"It's about the Slipgate device. Once we perfect these, we'll be able to use them to transport people and cargo from one place to another instantly.

"An enemy codenamed Quake, is using his own sligates to insert death squads inside our bases to kill, steal, and kidnap. The hell of it is we have no idea where he's from. Our top scientists think Quake's not from Earth, but another dimension. They say Quake's preparing to unleash his real army, whatever that is.

"You're our best man. This is Operation Counterstrike and you're in charge. Find Quake, and stop him or it . You have full authority to requisition anything you need. If the eggheads are right, all our lives are expendable. Pump a load into your shotgun and get going!"

Quake is a nightmarishly intense 3D shoot-em-up game. Play Quake at Mplayer with up to XXX players – shareware or retail version.

THIS HELP FILE IS UNDER CONSTRUCTION.

[Click here](#) to find out what you need to play Quake at Mplayer.

[Click here](#) to learn more about Id Software, the people who brought you Quake.

[Click here](#) to learn about Mplayer, the only place to play fast-action, multiplayer games on the World Wide Web.



© id Software, Inc.

Id Software, founded in 1991, is the leader in point-of-view action games. Located in Mesquite, TX, id's team of talented developers continues to make gaming history by creating and publishing one sensational action game after another. Wolfenstein 3-D, Doom, Doom II and Heretic have created a frenzied demand worldwide, and have managed to consistently break shareware and retail sales records at home and abroad.

Quake's release in June, 1996, marked a new era in 3D gaming. Quake marks the next generational advancement of game play technology and design. Industry vanguards, John Carmack and Michael Abrash, developed Quake using a totally new engine - the first new core technology from id since DOOM - which allows gamers to rip through Quake's world at incredible speeds without sacrificing the game's intense graphics. Designed with multiplayer gaming in mind, Quake uses client/server technology to maximize modem and network play, resulting in brutal and exhilarating deathmatches. Quake is a true 3D game, allowing players to explore, stalk and battle within the six degrees of freedom. Quake features id's trademark in-your-face lightning-fast action game play, intense weapons and monsters, amazing sound effects and mesmerizing environments for the most extreme battling experience possible on a computer.

Visit id at <http://www.idsoftware.com>.

Quake is a trademark of id Software.



1996 © Mpath Interactive, Inc.

Mplayer is the first multiplayer game service that brings the excitement of realtime, fast-action multiplayer games to the Internet's World Wide Web.

Wander through Mplayer's Web pages, sampling the virtual arcades until you find a game you want to play. Check out the latest multiplayer games and test your skills against millions of potential opponents. Meet other players who want to play the same game you do. Participate in contests, tournaments, and special events all oriented toward meeting other gamers and encouraging friendly competition.

And if this isn't enough, Mplayer is speech-enabled, so you will be able to taunt your opponents and hear them scream with laughter as they match their wits, intelligence, and dexterity against you. In addition, text, scribble, and voice-based chat areas will provide a place to hang out with friends, meet other players, and even plot winning strategies with their teams.

What are you waiting for? Join the club. Sign up to get your free software and trial offer.

Visit Mplayer on the World Wide Web at <http://www.mplayer.com/>.

Features

- .

Requirements

Hardware

- Pentium™ or 5X86 system
- VGA compatible display or better
- Microsoft-compatible mouse
- Keyboard
- Windows-capable video card
- Windows 95 compatible soundcard
- Microphone, if you want to communicate using speech at Mplayer
- CD-ROM, if you want to play music or install the retail version of Quake or Mplayer from startup CD

IMPORTANT! Quake requires a floating point processor. Systems that do not have an FPU installed will not run Quake -- at all.

Software

- Windows™ 95
- Retail version or shareware version of Quake with Mplayer extensions

Memory & Diskspace

- 16 MB RAM
- Hard Drive (30MB for Shareware, 80 MB for Registered)
- XXX for Mplayer enablers after installing Quake shareware or retail version.

[Click here](#) for installation instructions.

Installation

- Install Quake shareware or retail version.
- Install Mplayer extensions (download at Mplayer or from Mplayer starter CD).
- If you don't already have one, sign up for an Mplayer account. From the Start Bar, select Programs, then Mplayer, then Create New Account.

Already installed Quake and the Mplayer extensions??

You're ready to lock and load!! [Click here](#).

Notes

- Turn off Microsoft System Agent, email notifiers, and any other applications that may interrupt your game. Notifications tend to halt your system or the game.

[Troubleshooting](#)

Launch Game

Step 1 [Sign on Mplayer.](#)

Step 2 [Find players and launch the game.](#)

Step 3 [Setup Quake](#)

You probably already know how to play Quake. If not, [click here](#).

Sign On

- From the Start Bar, select Programs, then Quake, then Connect To Mplayer.
- From the World Wide Web, point your browser at [http://www.mplayer.com/ play/games/quake/quake-home.html](http://www.mplayer.com/play/games/quake/quake-home.html). Click Play Now.
- From Explorer or Find, click mpquake.mpi.

Find Players & Launch

- Click Auto-Match to let Mplayer moderate the game room. Mplayer transports you to an auto-match game room. Wait for Mplayer to find other players and launch the game.
- Doubleclick a game offer to enter a game room and chat with other players. Click Ready To Play? to tell the moderator you want to play. Wait for the moderator to launch the game.
- Create a new game offer. Click Create Room. Enter a name and set the number of players and game limits. Encourage players who visit your game room to click Ready to Play?. Launch the game when you have enough players.

Setup

Maximum Players	You can have up to 16 players.
Game Type	Toggles between cooperative and deathmatch.
Team Color Rules	Toggles between "none" and "no friendly fire". In the latter mode, your shots won't injure someone wearing the exact same color pants as you.
Skill	Chooses skill level. Only applicable in a cooperative game.
Frag Limit	From none to 100, in ten-frag increments. When someone reaches the frag limit, by killing the 40th (or whatever) person, then the game ends immediately, and final scores are printed. If your frag limit is none, the game won't end till someone exits the level or the time limit expires.
Time Limit	From none to 60 minutes, in 10 minute increments. When the timelimit is up, the game ends immediately, and final scores are printed. If your time limit is none, the game won't end till someone exits the level or the frag limit is reached.
Start Map	Choose what map you'd like to play on. The top line gives you the episode name, and the lower line is the level's name. Note that all levels in Quake are fun to play, but the episode Deathmatch Arena is composed of special levels that are solely-designed for deathmatch play. Try them, you'll like them.

Notes

- When you are using the console or Main Menu in multiplayer, the game does not pause. Irresponsible players and monsters can freely shoot you, and your only recourse is bloodthirsty vengeance.
- The Talk function is useful. When you talk, the message appears at the top of all players' screens, preceded by the speaker's name.
- If you set Team Color Rules to No Friendly Fire, your weapons won't hurt other players wearing the same color pants as you. (You can still have differently-colored shirts.) Your shots still wear down their armor, and your own grenade and rocket explosions still hurt You just not them.

Game Types

- Cooperative** You and your friends work together to finish the level. When one person exits, everyone else exits too, wherever they might be. If you are killed in co-op, you reappear at the start area, and have to catch up to your buddies. Use Talk to find out where they are.
- Deathmatch** Play is totally cutthroat. No monsters exist, and when you are killed, you reappear in a random spot. After you pick up an item, it respawns (pops back into existence) after a while. (Some items take longer to respawn than others.) Every time you kill someone, you get a Frag. The person with the most Frags wins, so wreak slaughter among your pals! If you kill yourself, whether intentionally or by accident, you lose a Frag. This includes drowning, getting crushed, and so forth.
- Team** Team play is a cool combination of co-op and deathmatch. Each team picks a uniform and everyone on that team changes their color to the team color. The team with the most Frags wins.

Stop Playing

Press Esc to return to Main Menu. Press Esc to exit game. You end up in a game room with anyone who left the game at the same time as you did. You can

- Play again. Click Ready To Play?
- Go back to Quake lobby. Click Return To Lobby.
- Go to a different game lobby. Click Lobbies. Doubleclick a game title.
- Log off Mplayer. Click Close button.

Troubleshooting

Read [installation notes](#).



Nothing happens when I click the game on the Start Menu or the mpquake.mpi file.

- Try coming in through Mplayer's Quake page. Point your Web browser at [http://www.mplayer.com/ play/games/quake/quake-home.html](http://www.mplayer.com/play/games/quake/quake-home.html). Click Play Now.
- Is your modem turned on? If no, turn it on and try again.
- Is it connected to working phone line? If no, report it to the telephone company.
- Are you able to connect to other Internet services, such as email, Telnet, or FTP? If no, try changing your local access number and see if you can connect.
- Is your account information current? If your credit card expires, you may need to provide new information.

If you still can't access your Internet account, check with your Internet Service Provider.



The sound doesn't work.

Are you getting sound for other programs? If no, you may have a hardware problem. Here are a few suggestions:

- Check your headset or speakers with a different device.
- Check that your soundcard is seated properly in your system.
- Check that you specified the correct soundcard in the configuration section.

For additional support, contact your soundcard vendor.

Gameplay

[Basic Activities](#)

[Controls](#)

[Actions](#)

[Strategy & Tactics](#)

If you already know how to play Quake, check out advanced strategies and tips and forums. Point your Web browser at <http://www.mplayer.com/play/games/quake/>.

Basics[Goals](#)[Skill Levels](#)[The Episodes](#)[Moving Around](#)[Shooting](#)[Getting Stuff](#)[Finding And Activating Things](#)[Secrets](#)

Excerpts taken from the *Quake Manual* (manual.txt).

Moving Around

- Walking** Use the arrow keys or the mouse. To walk steadily forward, hold down the Forward key (up arrow or center mouse button). Turn left or right with the left or right arrow keys or sliding your mouse to the left or right.
- Running** Hold down Run (the Shift key) to double your speed.
- Jumping** Tap the Jump key (the space bar or Enter key). You jump further if you're moving forward, and you jump higher if you're moving up a slope at the time. You'll be surprised at the spots you can reach in a jump. You can even avoid some attacks by jumping at the right time.
- Swimming** When underwater, aim yourself in the direction you wish to go, and move forward. You have full three-dimensional freedom. You may lose your bearings. Use jump (the space bar or Enter key) to kick straight up towards the surface. Once on the surface, tread water by holding down jump. To get out of the drink, swim towards the shore. Once there, use jump to clamber up. If you're down a well or you can't get a grip, you may have to submerge to find a way out.

Change key assignments with the Configure Keys Menu. If you have renamed Run as the R key, for instance, then the Shift key will not double your speed.

Shooting

Tap the Shoot key (the Ctrl key or left mousebutton) to fire. Hold it down to keep firing.

Getting Stuff

To pick up items, weapons, and power-ups, walk over them. If you can't pick up something, it means you already have the maximum of that thing. If it is armor, for example, it means the armor you're trying to get is the same as or worse than what you have. If it's health, you are already at your peak.

Finding And Activating Things

Buttons and Floorplates

Buttons activate with a touch, and floorplates must be stepped on. If you see a distinctive-looking button in a spot you cannot reach, fire at it.

Doors

Most doors open at your approach. If not, seek a button, floorplate, or key.

Platforms

Most platforms go up and down. Some follow tracks around rooms or levels. When you step on a platform, it rises to its full height, and usually only lowers when you step off. Some platforms must be activated via button or pressure plate.

Pressure Plates & Motion Detectors

Invisible or visible sensors which open doors, unleash traps, warn monsters, and other unpredictably stuff.

Secrets

Secret Doors

Some doors are camouflaged. Almost all secret doors open when they are shot or hit with an axe. The rest are opened by hidden pressure plates or buttons.

Uncovering Secrets

Secrets are hidden lots of ways. You might need to shoot a button, kill a monster, walk through a secret motion detector, etc.

The Secret of Secrets

All secrets in Quake are indicated by clues. Don't waste your time hacking at every wall. It's much more productive (and fun) to use your brain and your eyes. Look up. An angled texture, a light shining under a wall, a strange sound might be the clue. Something prominent in that looks like a decoration might be the clue you're looking for.

Goals

There are two main things you need to do:

- 1) Stay alive. It's kill or be killed in this violent realm.
- 2) Get out of the place you're in. The first level of each episode ends in a slippgate. Slippgates signify that you're entering another dimension. When you complete an entire dimension (this takes six to eight levels), you'll find a rune and another slippgate, which returns you to the start.

Skill Levels

The start area has three short hallways. The one you go down determines the skill level.

Easy This is meant for little kids and grandmas.

Medium Most people should start Quake at this skill level.

Hard At id, they play Hard skill, and they think you should too, when you're ready.

Nightmare This level is so horrible the entry is hidden to keep players from wandering in by accident. Seek and enter at your own risk!

Episodes

After the Skill halls, you're in a room with four exits. Each exit leads to a different military complex, at the end of which is a slipgate leading to a new dimension. In the shareware version, the first episode, Dimension of the Doomed, is the only place you can go. With the retail (registered) version, all four episodes are available. The other three episodes are Realm of Black Magic, Netherworld, and The Elder World.

Actions

Attack	Fires your weapon
Change Weapon	Switches to the weapon "above" the one you're now using. Wraps around to the axe.
Jump / Swim Up	If you're on land, jumps. If you're underwater, kicks you towards the surface. If you're right at the water's edge, pops you up out of the water, if you combine it with forward movement.
Walk Forward	
Backpedal	
Turn Left	
Turn Right	
Run	Press this while moving, and you move at double speed.
Step Left	
Sidestep	Press this when using turn left or turn right and you sidestep (strafe) instead.
Sidesteps/Strafes Left	
Step Right	
Sidesteps/Strafes Right	
Look Up	Lets you angle your view upwards. Your view returns to horizontal when you start walking forward.
Look Down	Lets you angle your view upwards. Your view returns to horizontal when you start walking forward.
Center View	If you're looking up or down, returns your view to dead center.
Mouse Look	Press this to allow your mouse to look up or down (by sliding it forward and back), and to remain looking up or down even if you move forward.
Keyboard Look	Press this to use your movement keys to look up or down.
Go To Console	Brings down the Console. Also possible by tapping the ~ (tilde) key.
Reset To Defaults	Everything you've changed in the options menu is reset by this option.
Screen Size	A slider which enlarges or shrinks your view area. All Quake sliders use the right and left arrow keys.
Brightness	Choose a brightness which doesn't strain your eyes.
Mouse Speed	Adjusts mouse sensitivity. The further you set the slider to the right, the quicker your mouse reacts.
Music Volume	Set sound level for music.
Sound Effects Volume	Set sound level for effects.
Always Run	When this is selected, you do not need the Run key -- you are always at double speed.
Invert Mouse Up / Down	This gives your mouse "airplane-style" controls. This means that pushing the mouse forward "noses down", and pulling it back "noses up". Some people prefer this control technique.
Lookspring	Returns your view immediately to straight ahead when you release the look up / down key. Otherwise, you must move forward for a step or two before your view snaps back. Lookspring does not work while you are underwater.
Lookstrafe	If you are using the look up / down key, then this option causes you to sidestep instead of turn when you try to move left or right.

Controls

Function Keys

Help	F1
Save Game	F2
Load Game	F3
Options Menu	F4
Multiplayer Menu	F5
Quicksave	F6
Quickload	F9
Quit	F10
Screenshot	F12

Weapons

Axe	1
Shotgun	2
Double Barrelled Shotgun	3
Nailgun	4
Supernailgun	5
Grenade Launcher	6
Rocket Launcher	7
Thunderbolt	8
Change to next weapon	/

Movement

Move / Turn	arrow keys
Jump / Swim	Space bar or Enter
Run	Shift
Sidestep Left	. or >
Sidestep Right	, or <
Strafe	Alt

Other

Main Menu	Escape
Console	~ (tilde)
Look Up	A or PgDn
Look Down	Z or Del
Center View	X or End
Mouse Look	\ or center mouse button
Keyboard Look	Ins

Change key assignments with the Configure Keys Menu. If you have renamed Run as the R key, for instance, then the Shift key will not double your speed.

Strategy & Tactics

- Bouncing a grenade off a shootable button or secret door won't open it, but if the grenade's explosion goes off nearby, this may activate such secrets.
- From episode 1 to episode 4, the dimensions become progressively more difficult. Play the episodes in the proper order for the maximum fun.
- Run and zag. Be quick and unpredictable so your enemies can't kill you.
- Strafe and attack simultaneously for the best results.
- Stick to a path that lets you collect all the weapons, health, and armor but vary it once in a while to avoid being ambushed.
- Listen closely to your surroundings- Learn which sounds come from which parts of the level to figure out where your opponents are. Your buddies will swear you have ESP.
- Learn free-look until it's second nature. Remember, you're in a 3D world. Foes can jump you from above and below.
- Develop proficiency with the rocket launcher.
- All power-ups except armor burn out after a while, so smoke 'em while you got 'em.
- Some weapons are better against particular monsters than others. If a new monster seems real tough, switch weapons.

Options

To see any of these options, go to Main Menu and select Options.

[Customize keys](#)

Customize Keys

Assign Key

- 1 Move the cursor (via the arrow keys) to the [action](#) you want to change.
- 2 Press Enter.
- 3 Press the key or button you want to bind to that action.

For example, to use the Alt key for Jump: move the cursor to Jump / Swim, press Enter, then press Alt.

Clear Key Assignment

- 1 Move the cursor to the action
- 2 Press Backspace or Delete

This clears keys formerly bound to that action, leaving it blank.

Notes

- You can bind any key to an action except Function keys, the Esc key, and the ~ (tilde) key. "Weird" keys such as Scroll Lock, Print Screen might not work, depending on your machine.
- Each action can have two different keys assigned to it. If you already have two keys in an entry, you cannot add more from this menu.

Weapons

Axe	The last resort. Face it -- going toe-to-toe with the uglies in Quake demonstrates all the good sense of a man parachuting into an alligator farm.
Shotgun	The basic gun, to which all other guns compare favorably.
Double-barrelled Shotgun	A worthy weapon with three minor drawbacks: first, it uses up 2 shells per blast; second, it's slow; third, its shot pattern is very loose at long range. But in general, once you find this puppy, the other shotgun starts rusting from disuse.
Nailgun	A two-barrel dingus that prickles bad guys with armor-piercing darts, technically termed "flechettes".
Supernailgun	The great equalizer. Four cyclic barrels that hose out spikes like crazy. Pro: foes drop like flies. Con: eats ammo like popcorn.
Grenade Launcher	Thumps neat exploding bombs into the air. You can even bounce a grenade off the wall or floor.. When a grenade hits someone, it explodes. If it misses, the bomb sits on the floor for a moment, then explodes.
Rocket Launcher	For when a grenade positively, absolutely, has to be there on time.
Thunderbolt	Try it. You'll like it. Use the same technique as watering your rosebush.

Switching Between Weapons

If you are firing a weapon and run out of ammo, Quake automatically switches you to another weapon. However, it will never switch to the grenade launcher or rocket launcher. So if you're firing away happily and suddenly switch to the axe, it doesn't mean you're out of all ammo -- you may still have grenades. But Quake requires you to select such dangerous explosives on your own.

[Ammo](#)

Ammo

Shells For shotguns and double-barrelled shotguns. A small box holds 20.
Flechettes For nailguns and supernailgunss. A small box holds 25.
Grenades For grenade launchers and rocket launchers. A small crate holds 5.
Cells For Mr. Thunderbolt. A small battery has 6 charges, lasting a little over a second.

Ammo type comes in two flavors -- small and large. Large boxes carry twice as much as the small.

Other Stuff

Armor	Comes in three flavors; green, yellow, and red, from weakest to most powerful.
Megahealth	Gives you 100 additional hit points. After a few seconds, all hit points over 100 start slowly draining away, because it's too much for the human frame to hold. Still, it's nice while it lasts.
Biosuit	lets you breathe underwater and swim through slime without harm. Does not protect against lava.
Ring of Shadows	Renders you almost totally invisible. Only your eyes can be seen. Monsters don't detect you unless you do something stupid. Like shoot.
Pentagram of Protection	Renders you invulnerable.
Quad Damage	Magnum upgrade! You now deliver four times the pain! When quad damage is activated, use the grenade or rocket launcher with care -- their bursts are four times as deadly to you, as well as your enemies.

Bad Guys

Quake critters are extremely tough, but you have the firepower to vent your grievances on them anyway. Good hunting.

Rottweiler	Bad, bad doggie! Play dead! -- blam! -- yipe! Good dog!
Grunt	Goons with probes inserted into their pleasure centers; wired up so when they kill someone, they get paroxysms of ecstasy. In essence, customized serial killers. Easy to kill, and they tote shotgun shells. It's like a little Christmas each time you blow a Grunt away!
Enforcer	Grunt, Mark Two. Recruits who are surlier and beefier than the rest get outfitted in combat armor and built-in blasters. (registered only)
Knight	Canned meat. Open 'er up and see if it's still fresh.
Death Knight	This particular canned meat tends to open you up instead. (registered only)
Rotfish	Disgusting little critters who dish it out, but can't take it. (registered only)
Zombie	Thou canst not kill that which doth not live. But you can blast it into chunky kibbles.
Scrag	Floats like a butterfly, stings like a bee. Ugly as hell. They're not real tough, but like to bushwhack you.
Ogre	What's worse than a cannibal monster eight feet tall? One with a chainsaw. And a sack of grenades.
Spawn	A merrily bouncing blob as dangerous to kill as to ignore. Blech. (registered)
Fiend	In essence, organic buzzsaws, rife with pummeling power!
Vore	A spideresque hybrid horror. Keep your eye on the energy pod he hurls. (registered)
Shambler	Even other monsters fear him, so expect a clobbering. He shrugs off explosions. Good luck.

Environmental Hazards

Explosions	Radioactive containers are in some military bases. Shooting these things unleashes a big boom, so be careful -- you may not want to stand too close in a firefight. Your own grenades and rockets cause explosions too, of course -- the blast can hurt you if you're too close.
Water	Safe enough unless you stay under so long you start to drown. Come up for air periodically to prevent this.
Slime	Hurts you instantly and keeps on hurting. Stay out of slime unless you have a very good reason to take a dip.
Lava	If you're quick and the lava's shallow, you might escape before you're burnt to a crisp, but don't bet on it.
Traps	Quake has many different traps. Don't be paranoid, because traps aren't really very common, but be aware of their existence. Traps can't be classified because they come in many varieties --such as monsters in ambush, spike shooters, crushing walls, and trapdoors
Teleporters	These are distinctive in appearance and emit a unique sound. When you step into a teleporter, you're instantly transported to another teleporter, or atop a teleport pad. If you teleport directly right atop of somebody else, he or she is killed instantly.

