

ISSUE #1

QUAKE MASTER MAGAZINE

Art by @Stephan Hövelbrinks

*Quad damage
TO YOUR SHAMBLERS!*

Q u a k e
Turns 25 Years!

New to Quake?
Let's get you ready

QUAKE

WAD

BSP

RECOMMENDATIONS!

UNFORGIVEN • PRECIPICE CONTINUUM • ARCANE DIMENSIONS • ALKALINE • XMAS JAM 2020

INTRODUCTION

Welcome to another issue of the Quake Master Magazine, your best companion to anything Quake-related and your best bet to find the best Quake maps out there! Ready to get those voves nailed? Let's nail them.

Quake Turns 25 Years!

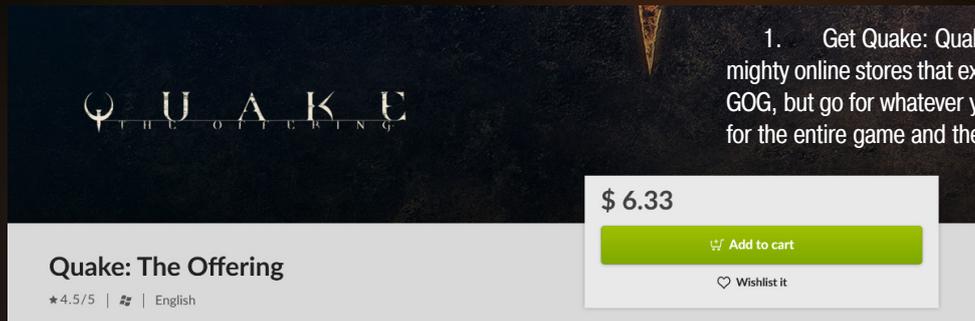
That's right pal, your favorite Quake-shooter of all time is now pretty much old enough to get married, have children and probably buy a house that will end up paying for the rest of his miserable life. But fret not! For our Ranger home lies deep beneath the cradle of ancient civilizations ravaged by the dirty tentacles of old gods. What best home can it have? So, here you'll find some of the best homes to enjoy! Deep down into ancient worlds, tech-castles, ravaged lands and much more.

– *Endless*

EDITOR-IN-CHIEF, QUAKE LOVER

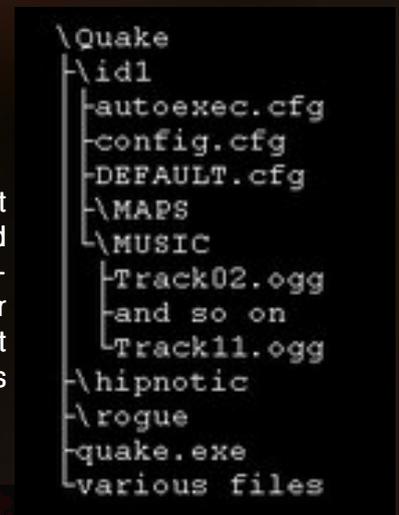
NEW TO QUAKE? LET'S GET YOU READY!

Quake is, just like Doom, one of the granddaddies of modern FPS gaming and a hit in the history of gaming in general. Despite being 25 years old, the community has been responsible for giving life to this game thanks to a constant flow of fascinating content that is as refreshing as it is entertaining, as well as a number of utilities, programs and source-ports that allow you to play this game without any problem at the time and in the way you want. So, do you want to play it? Do it right now by following these simple steps:



1. Get Quake: Quake can easily be bought through any of the all-mighty online stores that exist like Steam or GOG. I personally recommend GOG, but go for whatever you feel most comfortable, plus, is like 6 dollars for the entire game and the expansions.

2. Get the files: Ok, you already have the game but you can't quite get it to work properly in modern hardware. Both Steam and GOG will launch you the DOSBOX version of Quake, which is vanilla-accurate but a huge pain in the ass to get running on your RTX2069 Windows 11 PC with 666gb of RAM. So, you'll want to get to the installation directory and check if your Quake folders and files look something like the picture here at step 2.



3. Get a source-port: Unless you want to experience the orgasmic glory of fucking your PC up with DOSBOX, you better get yourself a proper source-port to play it. If you read this entire thing, you might have notice that there's a big list of source-ports to choose from, but for this we'll stick with the most well-known source-port and one of the most stable and reliable ways to play Quake: [Quakespam](#) a vanilla-friendly source-port that allows you to tweak it to your own taste. It's also the best choice if you plan to go all-out with every single piece of custom content out there. Installation is pretty easy; you can check out the readme file to see how to do this properly. Got it? Good.

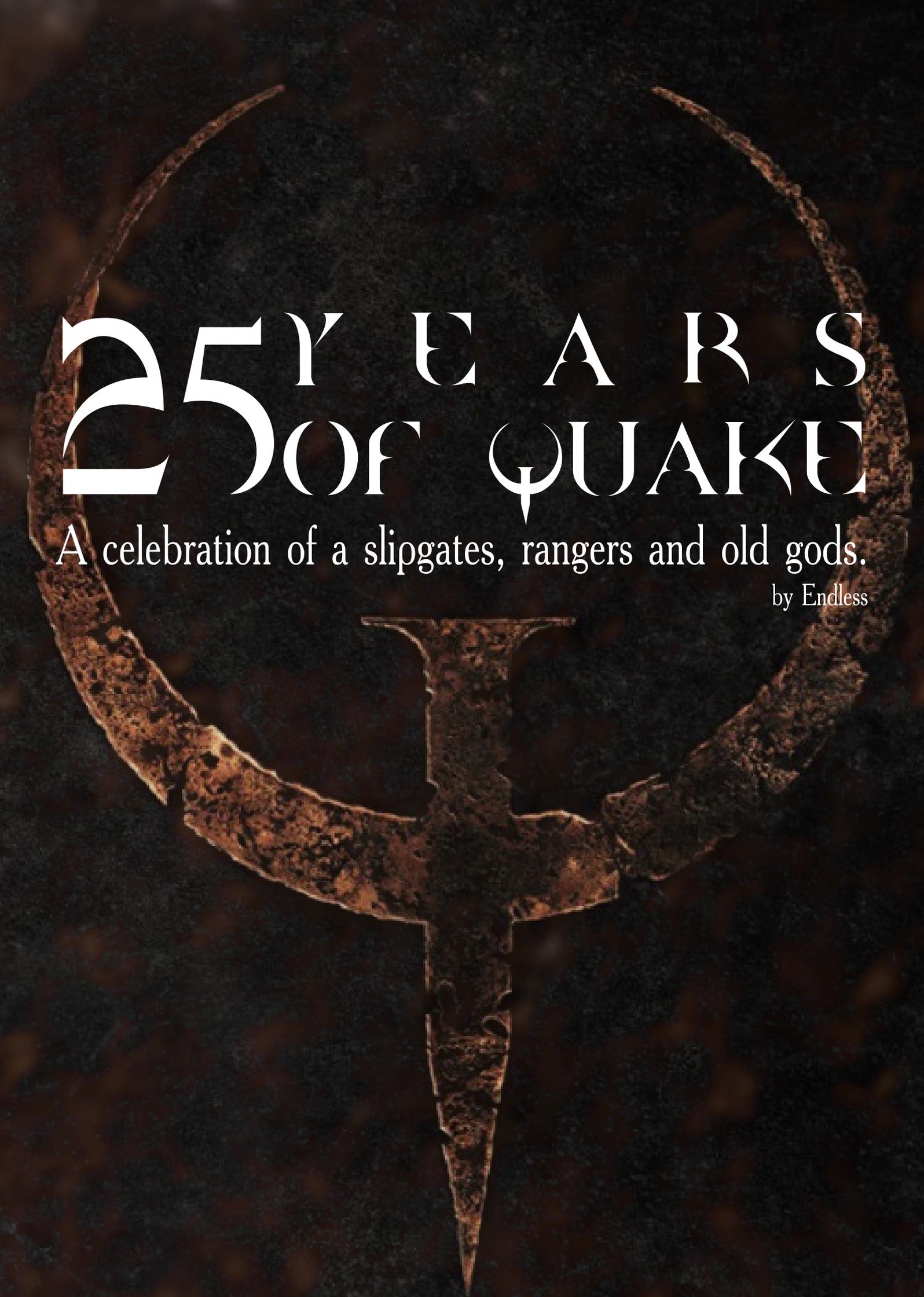


4. Get a Quake Launcher: If you've found yourself inside the Lovecraftian dark worlds of Quake and are looking for even more nightmares, you'll probably end up looking for WADs, uh, I mean, maps to play. Sadly, Quake isn't as easy to drag-and-drop like in most Doom source-ports, (Although, some do work that way) so to make things easier for you, install a Quake Launcher. A personally recommend [SQL](#) a very easy to install and use launcher that manages all your BSP files, mods and also gives you the option to launcher yourself right into any map, mod or even multiplayer map you want without having to use the console in-game. All you need to do is pretty much unzip the file and you're set. Pretty neat!

5. Let the Quaddiction begin: You've already finished the entire campaign, the shitty expansions and killed the eldritch gods multiple times? I bet you want even more now, well, look no further and get your ass into Quakaddicted <https://www.quaddicted.com/> the main hub for anything Quake 1 related, from the usual forums to an amazing and active map database that's beautifully organized and even features screenshots of all the maps in there. Something I wish the Doom community had!



6. Enjoy Quake: You're now pretty much set. There's plenty much more complex and intricate stuff out there, but if you're enjoying this as much as I enjoy Doom, I'm sure you'll become a better expert than I am regarding the world of Quake. My best advice? Watch out for Shamblers.



25 YEARS OF QUAKE

A celebration of a sligates, rangers and old gods.

by Endless



If you've played **Doom**, you've heard about **Quake**. Heck, even if you haven't played **Doom**, you've probably also heard about **Quake**. Just like **Doom**, **Quake** used to be one of the main kings of FPS gaming back in the day. A personal of id Software that took a dark turn into some drama that ultimately give birth to one of the most unique videogames of all time. **Quake** was, just like **Doom**, a pioneer on its own right. Introducing new concept like teletransportation between environments, a less fast but more agile and mobile movement that pretty much set the standard for all fps-arenas, and this time, a fully 3D real-time engine that was capable of making much more complex, deep and maze-like levels. Turning a twist on the previous satanic theme, **Quake** was more inspired by the horrific tales of cosmic-horror created by the perturbed HP Lovecraft. Forget about the corrupted tech-bases, the Mars surface and the lovely fireblu oceans of Hell, this time around you're traveling through dimensions and across time in gothic castles, forgotten temples filled with runic altars, twisted elder worlds where dark gods lurk and living nightmares made out of flesh and brick. You know the stuff, that lovely brown-color palette that now everyone refers to as **Quake**-style. If it's brown, it's **Quake**.

Quake wasn't supposed to look like this, originally. As a matter of fact, we can't really be sure as to what it was supposed to look like in the first place. Initially, it was going to be a first-person shooter focused on melee combat, Aztec level design and full of RPG features. Of course, other members of the team had different ideas and wanted to try some different stuff. Romero wanted all in action, a pure gore-fest of **Doom**-like proportions set in medieval times with melee combat, and Carmack just wanted a futuristic setting, and to code and keep coding, and coding, and more coding. Typical Carmack. In the end, most of the original ideas were replaced and some were outright deleted, like the RPG elements. Pretty much the only thing left of this initial concept is the first-person shooter part. This, sadly, caused a lot of internal affairs troubles that ultimately ended up with the break-up of the original team, leaving a heart-shattered industry to rot into oblivion for the next ten or so years, but not before releasing another one-of-a-kind masterpiece that would stand tall among the fathers of the FPS genre. Hell, among the fathers of the gaming industry.

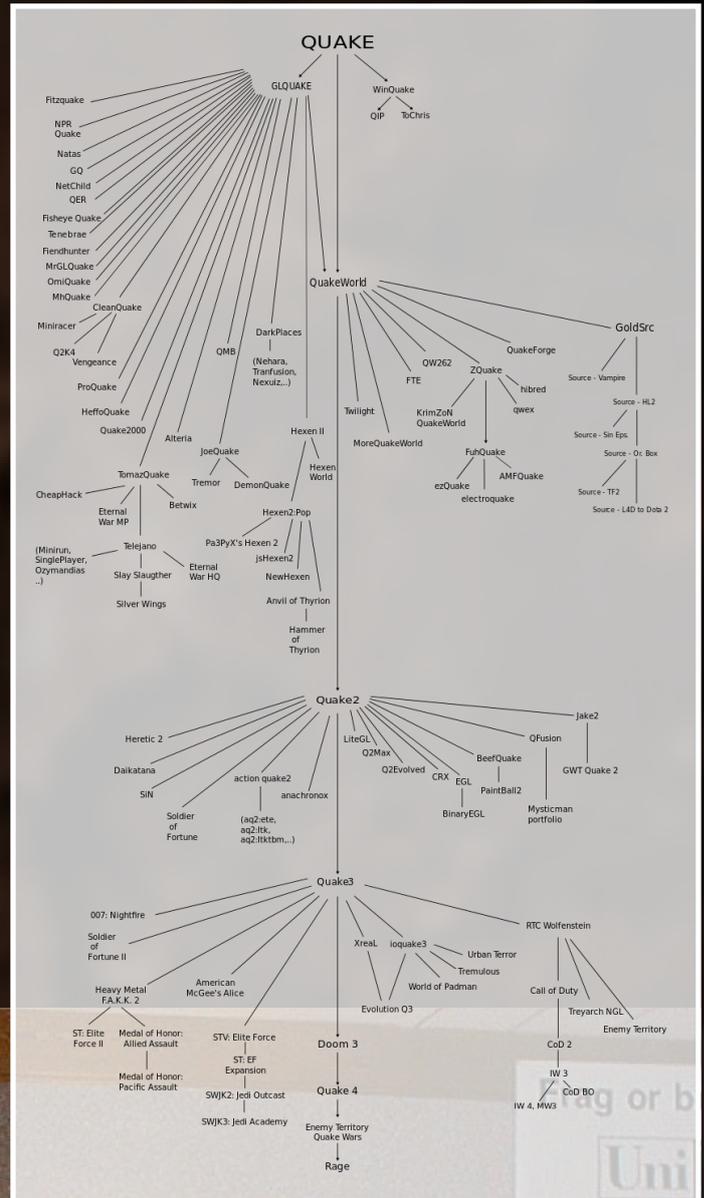
INTO THE SLIPGATE

Quake's main selling point was that it was going to be the next big thing in both FPS gaming and tech-gaming. Carmack made an insane improvement over the original **Doom**-engine and created something nothing short of a masterpiece. The **Quake**-engine was a beast that fully capture the experience of 3D gaming in all its glory. Levels had a lot more depth, freelook was implemented, better sound and more ambient music that drowned you in despair, some new weapons, one of the greatest shotguns of all time and a plethora of fascinating Lovecraftian monsters that you still fear in your heart. The **Quake**-engine was a monster that gave birth to everything. I'm not joking. Almost every single big FPS game of modern times exist thanks to **Quake**. Down below you'll see why.

Quake was the seed that gave birth to a rise of amazing gems that would, on their own right, revolutionize the gaming world. Half-Life is probably the greatest example of this, because we all know that after Half-Life, the Arena genre pretty much died. For the best, or the worse, new things came. And after all these years, the engine still stands tall, just like it's predecessor, being loved and manipulated to create more and more things. More dimensions to explore inside the slipgates.

A RANGER AND HIS GUN

Quake was also one of the very first games to promote national and international Esports, back in a time when the word itself wasn't even used as we do today. And you know the very first of this iteration came with one of the coolest, biggest and most genuine events



QuakeCon is still active, to this day. It was one of the very first events to actively promote professional competition between players, hosting various famous events that would give rise to the greater scene of Esports. Some of the greatest FPS players of all time were born here, like Rapha, a **Quake** champion that's been active since 2008, or the all-mighty Dennis Fong (Thresh), who won a Ferrari 328 owned by Carmack in the Red Annihilation **Quake** Tournament. Oh, and he's also credited with inventing the now standard WASD configuration. **Quake** was the bomb and everyone wanted to be part of the explosion. A game so big, so fun, so fast that pretty much required you to invest a big portion of your time to master. Bunnyhop was born here, rocket jumps became a cultural icon, even the Machinimas movies have their origins found in a **Quake video** where you fight John Romero in an insane plot twist.

After all, it's always the Icon of Sin.



QUAKECON 2010

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QuakeCon originally grew out of a group of people on the EFnet IRC network, in channel #quake. As various regular visitors to the channel began expressing a desire to meet and game together in person, Jim Elson, a.k.a. «H2H», a gamer from the Dallas, Texas area with ties to the local Dallas-area gaming community, and Yossarian Holmberg, a.k.a. «yossman», a computer consultant from Waterloo, Ontario, Canada, came up with the idea of assembling at a hotel. The original event name was actually '#quakecon', named after the IRC channel, though this quickly evolved into just 'QuakeCon'. Mr. Elson organized the bulk of the event for the first two years, until the number of people attending each year demanded a more organized approach. Volunteers grouped into teams to assist in the setup, troubleshooting, and tear down of the event's equipment and network.

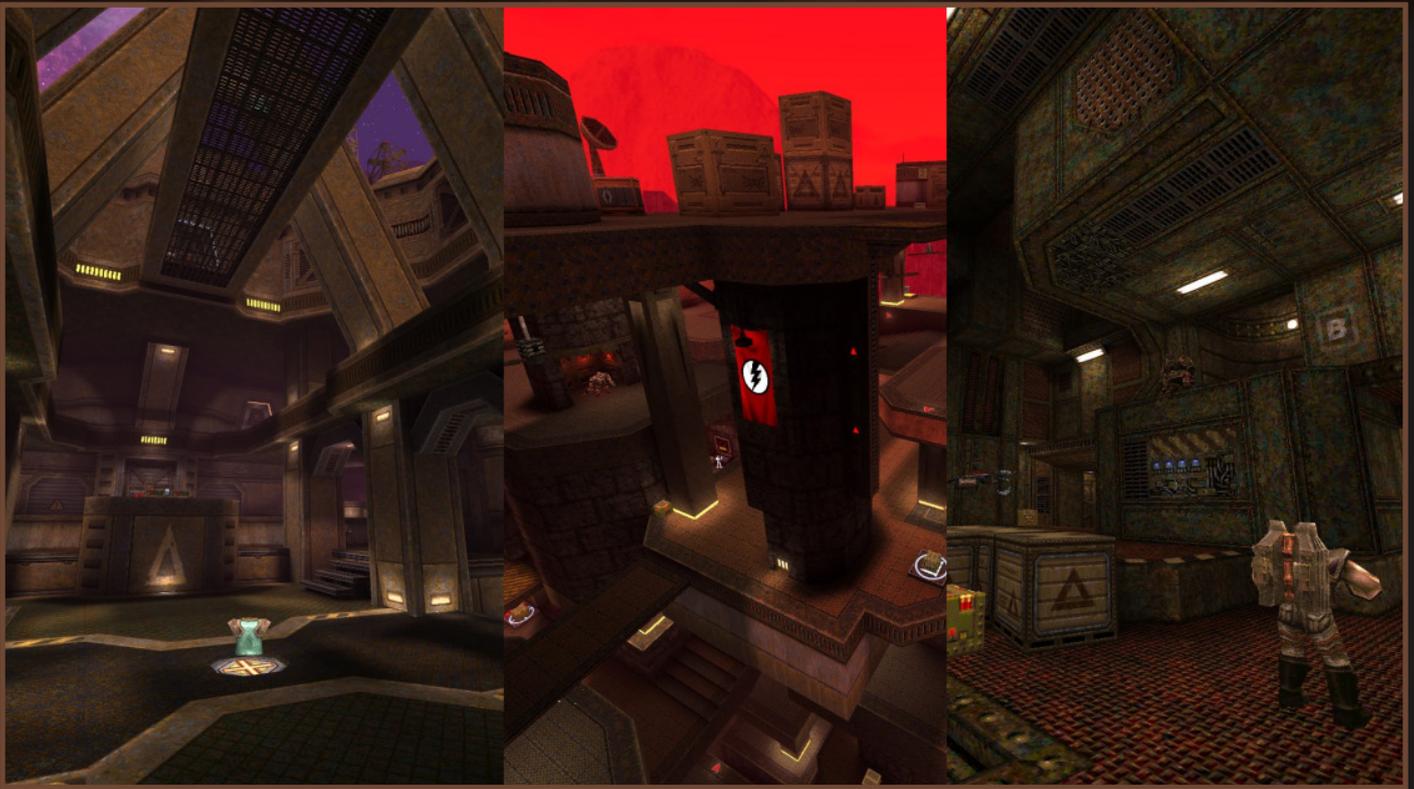
-Wikipedia

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THE OLD GODS ENDURE



While it is a very known fact that Quake hasn't had much life since the 2000s, partly due to a very bad management of the IP and a divided community between multiplayer and singleplayer, the game still kicks hard to this day in different places of the internet. While still small, the community for Quake 1 is one that endures greatly thanks to an active forum, Discord servers and mapping events that gather the attention of different members around the globe, all coming together to produce more views into the Slipgate of this world. Thanks to the fully 3D rendered engine and some easy-to-access tools, lots of maps, projects and even mods have been produced around the 25 years of life that Quake has. While some games have turned much into the forgotten realms of mediocrity, like Quake 4, some other games still endure thanks to an active, strong and very passionate group of people that keep playing the game, creating content and just sharing the passion. Both multiplayer and singleplayer are still active campaigns that present different noteworthy events every single year. Quake Champions is your go-to if you wish to experience the classic feel in a more modern look with some neat new features. Quake Live is your best choice if you just want the best vanilla-like experience of the ultra-fast, ultra-violent multiplayer game.



ALKALINE, A 2021 MAP THAT SHOWS YOU THE MIGHT OF QUAKE MAPPERS

Now, want to experience the true gold of the mountain? The treasure trove filled with diamonds, golden swords and cursed skulls? Then head to Quake 1 and get ready to launch yourself into dimensions that cross time, space and all kinds of hells. Your best place to go is going to be *Quaddicted*, the most active and best place for all-purpose general community events, projects, maps, and so on about Quake 1. Offering reviews, forums, tools, tutorials and a general installer and launcher for you to enjoy. This is a great place to start your journey into the Quake world, but if you want something more direct and complete, check out [this guide](#).

25 years later and you'll find that there's quite a substantial amount of content, history and players that will give you a warm welcome into this world. Just like any small community, the Quake one is tight-knitted by sheer passion and love for a game that has been neglected for years by its owners. But, isn't that how most games exist? After all, we, the fans, are the ones that endure, and just like Doom, as long as there are quakers out there, Quake lives.



“TELLUS TERMINUS” AUTHOR: ZIGI

BUT NOW, LET'S HEAR SOME WORDS FROM THE QUAKE COMMUNITY MEMBERS:

Speedmapping sessions were a frequent occurrence, but then most of us started working for 3DRealms (Wrath, Graven, etc) so releases slowed down a little bit. We're a pretty tight knit community and unlike the doom community our numbers are pretty slim; all the regular mappers know each other- so it's always cool when a new name shows up in a speedmap pack or a jam. Another really cool thing to see is how mappers release increasingly complex maps over time - honing their skills and putting them on display for all.

- JCR

Quake has an odd history for me personally. Back when it was new, and I was much younger, I didn't have much love for it. The game wasn't bad by any means, but it failed to pull me away from Doom. It wasn't until I rediscovered Quake as an adult that I finally understood why it's such a brilliant and important game. The level design just feels so much tighter, with better flow and pacing. For instance, despite the player movement being technically slower, the overall action feels much more fluid and faster, as if it emphasizes pure movement and navigation. Doors and switches don't hinder the flow with the need of a use key, and the amount of directional control just so much tighter.

One thing I like about Quake is the level design. Quake didn't have an automap, but it also taught me that a well-designed level doesn't need one. This is something that I've carried over into my Doom mapping, where I try to design things so that a quick peek at the automap is totally unnecessary. I really think episode 3 shows this best (minus «The Wind Tunnels»), which is part of why it's easily my most favorite episode. The theme of Quake is something else I utterly adore, as it was this game that introduced me to H.P. Lovecraft.

I'm sometimes asked what my favorite user-made maps are, or which ones I recommend checking out.

There's a lot of really good content for the game, but for me, my favorite remains a level called «Runic Recycling» (mappi2). It uses the same runic metal style as episode 3 of Quake, has some really fun encounters (that Quad Damage is so memorable), and a really memorable ending. So I'd suggest checking it out.

Also, American McGee has to be the best damn mapper to ever come out of Id.

- Mistress Remilia

I just remember when my brother said about new awesome game that was going to be released, I was playing Doom 2 crusher; he said to me that in this new game monsters don't stay in place with 2 frames looping, but patrolling, and everything in 3D. I didn't like Quake at first, because it was all brown and dark. But when I played it later i loved it a lot more because of dark atmosphere. Tho I didn't feel (even now) any lovecraftian theme in it.

- 4MaTC

I am incredibly grateful to the Quake community who is still playing the game competitively to this day, to the team and to Trent Reznor for his music. Thanks, everyone. Thanks for playing my games.

- John Romero

While I didn't play Quake during its early years, I jumped into the saga with one of the most polemic titles of the series: Quake 4. I loved it. It was so brutal. So gritty. The gore was mechanical and unique, and each enemy felt like a living nightmare. Even if the game didn't reach out to the expectations, it was a solid game for my fourteen-year-old ass. Years later I finally gave a chance to the original with Quakespam and I was in fascinated with it. It was, indeed, an id game, the last one made by the original team. And it showed.

- Endless. (Why Am I quoting my own self ass?)

QUAKE WAD BSP RECOMMENDATIONS!

UNFORGIVEN

(2011) By Tronyn & PM

Ever wanted to relieve your epic-dark-fantasy dreams/nightmares into the Quakrealm? Look no further, Unforgiven is not going to forgive! 3 massive levels in a single episode of absolute fantasy where madness and pain are always on the top of your head. Lots of enemies await you as you stumble across castles, dark spires and forgotten villages. Thanks to the extended use of increased limits, Unforgiven creates a fantastic and grueling atmosphere that fills the air with sheer dread. Like a Lovecraftian dream of medieval proportions, this is one big adventure that you shouldn't miss out. Beware! For this episode is more than full of enemies waiting for your arrival. Death is a guarantee, and so is sheer pleasure! New enemies and new weapons ready at your disposal, you'll find yourself quickly immersed in this big world of gothic fantasy with a dark twist. A super-super shotgun ready to blast open the carcass of undead knights, a magic wand ala Heretic to help you deal with those pesky pests and lots more for you to enjoy. Unforgiven is a must for all fans of both Quake and fantasy, you'll love the blend this beast manages to create.



PRECIPICE CONTINUUM

(2001) By Tim Elek

Precipice Continuum is a big outdoor level that excels at showcasing the power of the Quake engine while still working as a modest yet extremely entertaining classic level from 2001. A landmark on its own, Precipice Continuum is big, fast and quite imaginative, featuring some awesome landscapes and delightful outdoors areas that work quite well in showcasing how Quake really shines when it comes to outdoors, compared to Doom, that is. Despite being quite the old map by this point, Precipice Continuum still plays more than well and is simple enough to understand, giving you some solid minutes of entertainment that might just show you how well-preserved Quake-mapping history is. If you want to give yourself an idea of how this map plays and looks, well, as Doom WAD connoisseur (a cunt) I can tell you to think about Earth, and you'll get the idea quite fast. If you love landscapes, outdoors with Greek-like architecture and a fair challenge, well, play this.

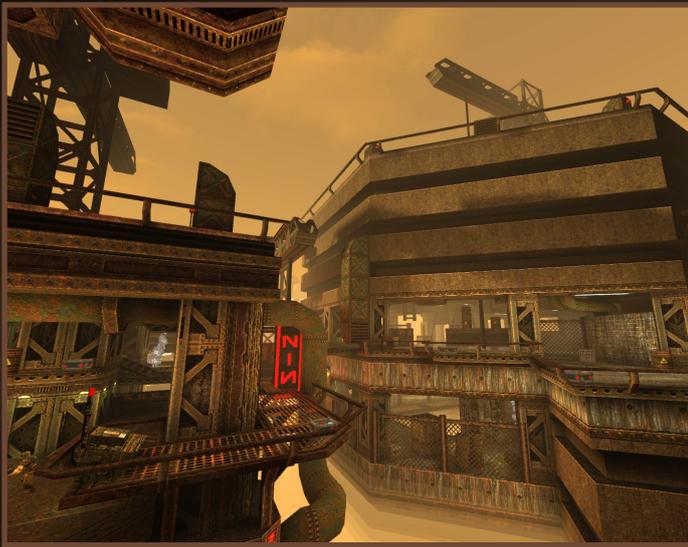


ARCANE DIMENSIONS

(2015) By sock, mfx, necros, Lunaran, Scampie, FifthElephant, ionous, EricW & Preach.

This is it. The Quake campaign that broke the internet. Arcane Dimensions is what Eternity is to Doom. A gigantic fully fledged campaign made out of more than 30 maps of all kinds of visual themes, environments and sizes. The hub alone is more than enough to take your breath away. This magnificent beast is one that you'll never forget thanks to a plethora of awesome new stuff; not only are you going to enjoy more maps to blast through, but also a fairly balanced collection of new enemies, as plentiful as they're painful. Monsters are a thing, but these maps... man, they're amazing: gigantic cathedrals of forgotten gods, massive tech-bases corrupted by time, enormous castles full of darkness and despair, angelic floating isles, gruesome battlegrounds filled with blood and much, much more! The ultimate experience for the ultimate Quake lover. You own yourself a playthrough of Arcane Dimensions.





ALKALINE

(2021) By the ALKALINE CREW

And now, a more recent entry that's making its way steadily into the epics of Quake. Alkaline is a massive 10-map campaign that introduces many new features previously found in the Rubicon mod, Zerstoror, Malice and more! but this time extended, improved and Quake-fied to the hundred. Alkaline is like an amalgamation of the best of the best that Quake has received in its 25 years of life, all gathered to fest upon the glorious Quake Engine that pretty much gave birth to modern gaming. Each map feels like an enormous modern adventure that makes the average military-shooter level designer cry in envy. A freedom of movement and combat rifles through each single brush and enemy, plowing way into a grandiose ending that leaves your mouth drooling with a desire for more. Fantastical, modern and just beautiful. Alkaline is a piece of art, a testament to level designers and a testament towards old games still surviving thanks to the efforts of the awesome community. Play it.

XMAS JAM 2020

(2020) By various authors

You can't have a mapping list without at least one open community project. Introducing: Xmas Jam 2020! This mapset includes 19 maps made during the annual xmas community event for the Quake community. Including a collection of amazing variants of landscapes that range from your classical Quake styled adventures to some more whimsical journeys in a myriad of snowy arenas. Not only are these maps fun as fuck to play, but they also come included with the Arcane Dimensions mod! Meaning that you'll enjoy the best features of the mod plus these new maps. Perfect for your xmas bloody fantasy.



*A Happy Birthday to
Quake from the Wadazine
team!*

We hope you, either Quake or Doom fan, enjoyed this little piece of article. Quake is the little brother of Doom that paved the road for future titles to come. Is insane to think that such iconic games like Half-Life and Call of Duty wouldn't exist without the Quake Engine, so we owe this little game a lot (or should we resent it from puncturing the balloon of arena-games and leaving the world filled with military-esque shooters? Nah.) So, happy 25 years and we hope all you Quake fans have a great day! You guys are great!