

We don't want to spoil the big surprise, but this is what you get to face at the end. Aren't we rotters?

PC FORMAT GOLD

Quake

Shareware ● id Software ● Contact GT Interactive ☎ 0171 258 3791
Download details at http://www.idsoftware.com

It's here, and it's on the *PCF* CD. It's the most eagerly anticipated game of all time, but has it been worth the wait? Jim McCauley goes off the Richter Scale to find out, helped by Simon Cox and other gaming scoundrels.

So, then. After weeks of rumour, counter-rumour, assurances from 'sources' and much hair-tearing by highly stressed members of the *PCF* team, *Quake* has finally arrived. All over the world, modems are going into overdrive, file servers are reaching critical mass and Net surfers are quietly fuming as they try to download it from an over-stretched Supercyclepath. Let them suffer – we were there first. We grabbed it, we ran like hell and we played it. And now we deliver our verdict.

Another perspective

Hello. Just popped by to give a sagely nod to *Quake*, a game to see us into the next century. The idsters are gods. *Wolfenstein* and *Doom* redefined the shoot-'em-up, and now *Quake* moves on a generation. Never mind the graphics engine... it's the level design, pacing and combat that make *Quake* shine. There will be no backlash: this is the best game ever made! (A quick plug: this month, *PC Review* is giving away a free book, with all the level maps and cheats.) Goodbye.

James Binns, Editor, *PC Review*

We have a few important rules at *PCF* when it comes to reviewing games. We don't review incomplete titles. We don't review shareware versions. And we frown upon games that demand heaps of power to run properly. Well, for the first and only time we're throwing the rule book out of the window, simply because *Quake* is going to change the way that PC games are seen forever. Id is the PC's Khmer Rouge, and *Quake* is its way of declaring Year Zero...

"Oh, come on," declare our more cynical readers. "It's just a game."

Damn right it is, but it's just a game in the same way that George Best was just a footballer, The Beatles were just a pop group and Leonardo da Vinci was just a painter. *Quake* surpasses everything that's gone before, and it sets a new standard for the future of PC games. Epoch-making? Very possibly.

But what's it like? Let's take you through the *Quake* experience step by step. There's the initial anticipation. As your hard drive whirrs away, as the data decompresses itself, as the clock ticks inexorably towards that moment when you can finally play this game, what goes through your mind? Will it run all right? Is your PC up to the strain? Is it going to be as good as everyone says? Are you going to be disappointed? Feel your palms – they're already sweaty, aren't they? The final bit of the installation process grinds to a halt, and you prepare for that last ritual before playing the game – the set-up routine.

But it doesn't happen. Before you know it, *Quake* is up and running, and the moment you've been longing for has come at last.

Gimme *Quake*

Maybe you sit and watch the demo run for a while, or maybe you just jab at the keyboard and start straight away. There's no menu for choosing a skill level, just an enormous hall with three passages at the opposite end. Take your pick and stumble across one of *Quake's* many subtleties: this ➪





Ogres and Shamblers and Fiends. Oh, my! If Dorothy had come across this lot, she'd never have got to the Wizard of Oz.

Secrets

Not many cheat codes yet, but try typing **GOD**, **FLY** or **IMPULSE 9** into the console for game enhancement. Secret level? Towards the end of The Grisly Grotto, after killing the Ogres in the alcoves and pressing the switches, a message appears that a secret cave has opened. Go back to the lake and you see a light patch low down on the right as you go in. Head for that and you come across another exit leading to the low-gravity secret level.

Who (or what) is id? World conquerors, that's who/what

John Romero

John is one of the founder members of id. He began programming at 12 and eventually took a job at Origin, moving swiftly from there to Inside-Out Software. After programming ports of *Tower Toppler* on the Apple II, then *Might and Magic*, he moved once again, this time to Softdisk. He left there in February 1991 to form id, along with John and Adrian Carmack. He's a programmer and designer and is credited with the overall look and feel of the games, with a hand in development of the World Editors that build the maps. As producer, he also takes care of Raven projects such as *Hexen*, and has more Ferraris than you can shake a big stick at. Apparently, he once sacrificed a frog to punish his father.

Jay Wilbur

This is who most people mean when they say 'id'. Jay joined the company in 1992 to take care of the business end of things, and is largely responsible for the *Wolfenstein* shareware explosion that made the company what it is today. Along with John Romero, he's the PR face of id, giving interviews and plugging the games to a press and public that simply can't get enough of his games. He's also known for his unhealthy obsession with all things Disney (don't ask).



Id considers how to punish folk who don't register *Quake*.

John Carmack

Co-founder, owner and lead programmer, he was one of the original line-up, leaving Softdisk Publishing in 1991 to form id. John is a self-taught 3D expert, and is responsible for the classic *Wolfenstein* and *Doom* first-person 3D engines – technology that created a whole new gaming genre and led to countless imitations, none of which comes even close to the exhilaration and originality of *Doom* – until now. He posts regular *Quake* work-logs on to the Internet. He created the *Quake* design style during one of id's role-playing sessions.

Adrian Carmack

Co-founder, owner and computer artist extraordinaire, Adrian's job at id has been described as 'to have nightmares and draw them'. If you start seeing the *Quake* monsters in your sleep, and you wet the bed, then you can send him your dirty laundry. He's been at id since 1991, having previously seen active duty in the id in the world: the Dodge Viper.

Michael Abrash

Michael is something of a graphics guru, having published seven books on the subject. He's the man in charge of keeping *Quake* up to speed – literally. He joined the company in 1995, becoming a co-owner, and, if *Quake* is slow on your system, he's the one to blame. Don't worry too much, though: id simply dumps any features that slow the game down.

Kevin Cloud

Co-owner and accomplished computer artist, Kevin is responsible, along with Adrian Carmack, for the final look of *Quake*. The monster textures, the walls, the lighting effects and many of the object designs are down to his expertise. Like John Romero, he too started out at Softdisk Publishing, before moving over to join the idsters. His surname is slightly unusual.

Sandy Peterson

Sandy can be regarded as nothing short of a gaming god by hundreds of thousands of role-playing enthusiasts the world over. Why? Because he created the best pen-and-paper RPG of all time, the deeply sinister *Call of Cthulhu* – a game notable for its insidiously disturbing atmosphere and its truly hideous monsters. Now he's turned his attention to the game design for *Quake*. If anyone knows how to scare the living daylights out of you, it's this chap. Be afraid.

Mike Wilson

Mike is Vice President of Marketing at id. It's his job to ensure that everyone in the entire world is talking about *Quake*, *Quake* and nothing but *Quake*. He's known at id as "Biz Guy No 2", after Jay, and gained most of his experience working as VP of Development on DWANGO, the high-speed multi-player gaming network. While he was there, the service went from two servers to 24, becoming a nationwide phenomenon by the end of 1995.

Quake's timeline

December 14, 1990
Commander Keen: Invasion of the Vorticons
Keen 'bursts' on to the PC, the first in a series of (now) primitive-looking platformer shareware games. It was published by the now competing Apogee Software.

February 1, 1991
John Carmack, John Romero and Adrian Carmack leave Softdisk Publishing and form id Software, releasing *Commander Keen: Goodbye Galaxy!* as shareware.

May 1992
Wolfenstein 3D
The blood-spiller that became a rather huge shareware hit, published, once again, by Apogee. It goes on to sell over 250,000 copies, and be forever remembered as the game that gave birth to *Doom*.

December 1993
Doom
PC games change forever. This time, the folk at id do the lot: they release it as shareware and watch as over 15 million copies get downloaded. A phenomenon is born.

October 1994
Doom 2: Hell on Earth
Arguably the best PC game ever, *Doom 2* storms the charts and wipes out everything in its path. It sells over half-a-million copies on release, and clocks up an amazing 1.6 million sales worldwide.

Another perspective

Hmm. *Quake*, isn't it? Small boys in the dungeon? Heads for goalposts? Let's be honest, it doesn't matter a cotton-pickin' iota what I say about *Quake:* it's going to be enormous. For the record, though, I find it disgraceful that a game such as this is openly available to minors. I mean, all that gameplay, those graphics, that atmosphere, that sheer joy... far too good for kids, if you ask me. *Quaaaaaaake*!

Ed Ricketts, *PC FORMAT*





To make the most of *Quake*, try it on the hardest level. Eek!



When an Ogre pursues you, it's easy to forget that you're dealing with a *game*

➪ isn't a level – it's a VR menu, with the three passages representing different skill levels. Once through that, there's another 'virtual menu', this time for choosing an episode. Only one path is available here, so follow it. Finally, after teasing you a couple of times, *Quake* reveals itself.

Your initial reaction? Running at the default 320 by 200 resolution, *Quake* at first seems a bit of a let-down. It looks attractive but, for the first five minutes, you'd be forgiven for asking just what all that fuss has been about. You come across your introductory

The *Quake* Survival Kit — Say goodbye to your life

Your friends have stopped calling. Your family hasn't seen you in weeks, and the dog, robbed of your attention, has become an alcoholic. Even your senile grandmother has noticed that something's up, especially since you've locked your bedroom door and refuse to speak to anyone who doesn't know where you can find shells for the Super Shotgun. *Quake* has stolen your life: there is *Quake*, and that's *all* there is. You've posted a sign on your wall that reads, "I *Quake*, therefore I am"...

Assuming that you'll be in this state for some time, we've put together the essential *Quake* Survival Kit, to make sure that you do things like eating, drinking and sleeping. Okay, maybe we're pushing it with the sleeping...

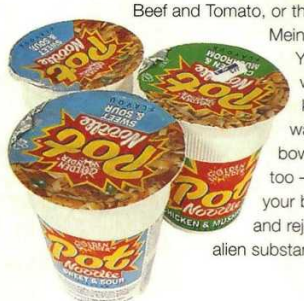
Beer

You'll be missing out on your social life, which means less beer. Not, however, if you plan ahead and buy 50 cans of cheap lager. It'll be great – just like being down the pub. And the best thing? You won't have to buy rounds for all your sponging mates.



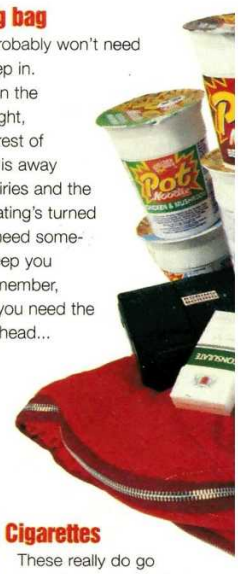
Pot Noodle

They may taste like demon spawn, but these dehydrated marvels should serve you well in your *Quake* fest. Just add boiling water (from the kettle you nicked from the kitchen) and you're away. You'll need at least 200 of the buggers, though. We recommend Beef and Tomato, or the Chow Mein one. You may want to keep a washing-up bowl handy, too – in case your body ups and rejects this alien substance.



Sleeping bag

No, you probably won't need this to sleep in. However, in the dead of night, when the rest of the house is away with the fairies and the central heating's turned off, you'll need something to keep you warm. Remember, though: if you need the loo, plan ahead...



Cigarettes



These really do go hand in hand with the beer. We're not saying that they're good for you, because they're not. You get cancer. But if you're holed up in your bedroom for weeks playing *Quake*, your nerves will be in tatters. So, smoke 'em if you've got 'em, and try not to set fire to your sleeping bag.



***Doom* too lame for you? *Duke* just too clean-cut? Try new blood-enhanced *Quake* for a shower of haemoglobin that resists even the toughest of today's biological detergents.**

opponents, the easily fragged Grunts, and you begin to wonder if id hasn't been having you on these past couple of years. You smash a couple of Ogres. Big deal. You start building up your armory (super shotgun, nailgun, grenade launcher – nothing you haven't seen in *Quake Test*), and then suddenly *everything clicks*. It's all so fluid and so real that you don't notice exactly how much is going on.

You stop and you poke around with a couple of the keys that you haven't tried out yet. You inspect your virtual world anew, and it dawns on you: this game is so damn realistic it's practically transparent; it draws you into itself so completely that you often need to remind yourself that it's just a game. This is what was so good about *Doom*, and id has done it again – but even more convincingly. The polygon-based characters look ordinary as stills, but when they move – when several peel off and surround you, when an Ogre single-mindedly pursues you until you're dead – it's easy to forget that you're dealing with a *game*.

And the levels. We've mentioned maps in the past, but since we made that rash promise we've had a chance to fully explore *Quake's* many landscapes. *Doom*, *Heretic*, *Hexen*, even the multi-layered *Duke Nukem 3D* – all of them can be mapped because they're based on flat surfaces. Not *Quake*. Its levels are 3D in every sense – with real height and depth – and we defy anyone to produce a coherent map of any of them. Beneath subterranean walkways are water channels filled with zombies; one of the lakes contains a network of air-filled passages; you can give yourself a feeling of vertigo just by peering over the precipitous ledges... It's vast, it's sprawling, it's a cartographer's nightmare.

Another perspective

We all knew that *Quake* would be good, and it doesn't disappoint at all. Nothing beats the thrill of wandering through dimly lit corridors, blasting Grunts at short-range with a double-barrelled shotgun. Wound them and they drop to one knee, screaming in pain before rising up again to do battle. The sound is excellent, and the graphics are superb. Best game of the year? This is the best game of the *decade*, mate.

Dean Evans, *PC Guide*

Skin deep?

All this and we've barely scratched *Quake's* beautiful surface. It's all well and good running in the default 320 ⇨

Quake's timeline

December 1994
Heretic
The *Doom* engine is brought to bear in a fantasy setting. The game is released by id, but developed by Raven Software (of *Shadowcaster* fame), and produced by id's John Romero. It's fun, but it isn't *Doom*...

October 1995
Hexen: Beyond Heretic
Notable for its 'interactive scenery' (you can break the glass in the windows), *Hexen* is again developed by Raven and published by id. It gleans a great deal of acclaim, but, by now, everyone knows about id's other project...

August 1995
Ultimate Doom
A retail version of the original *Doom* game (which was only ever available as shareware), with an all-new episode thrown in for good measure. Great if you hadn't registered the first time around, but by no means *Doom 3*.

February 1996
Quake Test
Id releases a rough and ready Internet Deathmatch test for *Quake*. Those who can't play it over a network are initially disappointed, because there are no monsters to kill. Those who can are hooked.

June 1996
Quake
The universe's most eagerly awaited PC game arrives in the form of shareware. And it is, without a doubt, *the best thing in the world – ever*. Id has to set up hundreds of mirror-sites to cope with the download demand. All we need now is the full version...



Sweets



No gaming odyssey would be complete without lots of sweets. You need to keep your blood sugar up, and you'll want something to rid your mouth of that Pot Noodle taste. They're also useful for keeping noisy children away from your house. "Go and play football somewhere else," you can say. "I'll give you these sweets." They might call the police, though, especially if you're hanging out of the window in a red sleeping bag and looking like you haven't slept for three weeks.



Optrex



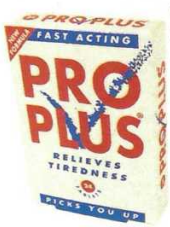
Staring at a screen for 24 hours is going to hurt you. Your eyes will ache, water and scream at you to release them from this nightmare. Tackle them with regular dips in a little blue bath full of Optrex. *Doom* Eyes were bad enough, and we expect *Quake* Eyes to really, *really* hurt. When you've finished with it, use the plastic thing as a little ashtray.

Answering machine



This one's optional. You could just disconnect the phone, but, if your mates are calling to give you handy *Quake* tips, you'll want a recording device. It's also a good way of reassuring your family that you're still alive. "Hello, this is me. I can't come to the phone right now because I'm getting a bit handy with a shotgun. Leave a message after the boom."

Pro Plus



These will keep you awake. Coffee takes too long to make, because it involves using the kettle and getting milk and sugar, which, frankly, means you're away from the game for far too long. Don't eat more than two Pro Plus at a time, however, or you'll suddenly find that you have to headbutt the wall, for no obvious reason.

Complan



These handy, milkshake-flavoured drinks contain the best part of a full meal in every serving. Just add water and stir for a bit. Or, better still, make a few gallons up beforehand and construct a really long straw with some garden hose. That way, you'll never need to leave your seat. Don't buy the diet ones, though, because you'll end up looking like Kate Moss.

After *Quake*

So, then – *Quake's* here at last. There's nothing else to look forward to now. All hope is lost. Or is it? Only the most hopelessly naive fool could imagine that *Quake* is the end of the id story. There *will* be life after *Quake*. This is how events should unfold.

In a couple of months, id will release the full version of *Quake*, and Romero, Carmack, Wilbur et al will rule the known cosmos. A little later, and in an tearful bout of retro mania, id will wave goodbye to an old and much-loved friend, with the release of *Final Doom*. This will be the end of the *Doom* saga, featuring over 30 brand-new levels, most of them designed by hardcore *Doom*aholics rather than id itself. *Final Doom* might cause ripples of fond indulgence in the PC world, but it'll also be viewed through *Quake*-tinted glasses, in which case everyone will wonder what all the fuss is about. After all, who still plays *Wolfenstein?*

And then? A year down the line, *Quake 2* will arrive, annoying everyone by containing only one new weapon, but still selling like hot lead. Later still, id will license the *Quake* engine to third-party developers, who'll (eventually) produce their own un-*Quake*-like titles. Everyone will say, "Yeah, but it's not the same as the original."

Another year later and the competition will have caught up with *Quake*, even surpassing it in a few areas – but no-one will care. Why? There are whispers between those in the know, vague rumours circulating on the Net and unofficial screenshots appearing here and there: id is working on a new game, and the word is that it's going to make *Quake* look like the first *Doom* (remember that?). And so the whole cycle begins again...

Deathmatch!



Deathmatching – it's a pleasure reserved exclusively for people with networks, modems and Internet access, right? Wrong. As long as you have a mate who also owns a PC and doesn't mind lugging it over to your house, you can indulge in frantic one-on-one Deathmatches for a fraction of the price you'd pay for modem or network play. All you need is a null modem cable (which is available for under £10 from any computer store). You simply plug it into the serial port of each PC.



That done, go ahead and start up *Quake* as a serial game. You can play around with the options before you start – to decide the level you're going to play on, and whether to go for simple head-to-head action or bring monsters into the equation and turn the game into a blood-splattered gore party. One important tip – sniping (or 'hiding like a girl') is generally considered bad form, resulting in scenes of real-life violence in the most severe cases. And if both of you hide, not much is going to happen.

➪ by 200 resolution, but look closer and you discover that *Quake* is capable of taking your graphics card right to its limits, running in resolutions of over 1,024 by 768 with the assistance of a powerful VESA-2-compliant card. It might seem a pipe dream right now, but high-powered cards at low prices are just around the corner, and *Quake* is exactly the incentive you need to buy one. Even if VESA-2 is out of your reach, 10 increasingly high-res modes are available to owners of standard VESA cards – pick the one that's best suited to the card's on-board memory.

Of course, you can make more adjustments to *Quake* than simply upping the resolution. Beneath its menu system is the *Quake* Console, looking for all the world like the DOS command prompt. From this console you can do just about anything you like to *Quake* in order to fine-tune it to your specifications. Want to be able to jump that little bit higher?

By the time you're dropped head-first into battle, you've been sucked so far into the game world that your pulse really does start to race

Another perspective

Anyone of a jumpy disposition should steer well clear of *Quake* – it is, quite frankly, hard on the bowels. What's really impressive is just how atmospheric it is – as you wander around darkened corridors, you're enveloped by sound effects that are spooky enough to have you looking over your shoulder for weeks. That said, it's just a little bit too easy, and there's not enough of it at the moment.

Jason Holborn, *PC FORMAT*

Run that little bit faster? Set up the mouse so that it exercises just the righ amount of control? All these changes and a lot more can be initiated from the Console, and, as more people get their hands on it, plenty more uses wi become apparent. And if it seems a bi intimidating, don't worry – you can get a lot out of *Quake* without ever going near it.

See-through

Enough of the technicalities, and back to the real business of *Quake's* gameplay. How good is it? As we said, so fluid and so transparent is the game, you don't notice the gameplay – you just get on with it, dealing with the beasties as if they were 'real', flesh-and-blood monsters (if such things existed). Everything has been executed so perfectly that it makes a reviewer's job extremely difficult – you simply don't notice such details as learning curves, artificial intelligence or dodgy clipping, because they're never an issue. It all just *is*. The game draws yo in slowly at first, while you adjust to everything, learn the slightly novel control method (no action key – which

Beastly goings-on The monsters are coming

Super 3D engines, dynamic lighting and multi-player Deathmatch frenzy. Yeah, yeah... what you really want to know about is *Quake's* bestiary of blood-hungry monsters. Here they are – do not attempt to approach them.

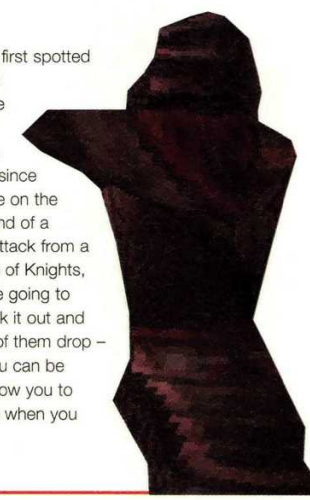
Ogres

Apart from the improvements in the graphics department, the main thing you notice about the monsters is their intelligence. Take the Ogres – approach one and it starts to lob grenades at you with devastating accuracy. Nasty enough, but if you survive the onslaught and get in close, then it whips out a chainsaw and tries to cut you into pieces. Take the swine out from long range.



Knights

These chaps were first spotted nestled among the hacked code of the original *Quake Test*, but they've come on a lot since then. If you're on the receiving end of a rushing attack from a brigade of Knights, you're going to know about it. Stick it out and make sure the lot of them drop – if you run away, you can be sure that they'll follow you to finish off their work when you least expect it.





Grunts

Slight echoes of *Doom* here. The Grunts, kitted out with standard-issue shotguns, are the first monsters you come across in *Quak* Shoot them a few times and they fall, bu unless you finish the job, they'll get back up again and come for you.



How do you kill that final monster? If you have to know, *this* is how.

might put people off, but *Quake* copes perfectly well without it) and get the hang of looking around your virtual environment. But by the time you're dropped head-first into a battle with a gang of Knights, you've been sucked so far into the game world that your pulse really does start to race, and sudden panic really does grip you. The first time you come across a Fiend, we guarantee that your blood will run cold – these guys are genuinely scary.

The fabulous thing about *Doom* was its atmosphere, the way it built up suspense slowly until your nerves were completely frayed, then scared you senseless without any warning. *Quake* does the same, but, because of the greatly superior game engine, it does so in a more sophisticated way. Try playing it with the lights out. Go on – we dare you. Once you're the sole human inhabitant of the *Quake* universe, it's entirely possible to forget that there's a real world out there.

Kill Uncle

"It's just a game." Try the Deathmatch. Even if modems and networks are beyond your reach, it's easy to rig up a head-to-head game, and then you get to experience *Quake* at its very best. Nothing beats the feeling of pursuing a fellow human being through a dimly lit dungeon, scattering grenades all around then watching his limp corpse arc through the air as the result of a well-aimed rocket. You might thinks the whole experience is overrated, but that's because you haven't tried it yet.

"It's just a game." How many games can deliver *Quake's* level of immersion, its degree of realism, its blistering combat action, its blood-chilling suspense and its compulsive puzzles? How many games can boast its sheer depth, its hidden subtleties and its ability to make full use of your PC? How many games grip you so firmly that you suddenly realise it's five in the morning and you've been playing for 12 hours? Feel free to send in your answers on a tiny postcard, but, once you get *Quake* up and running, we doubt that you'll have time.

"It's just a game." As if. PCF

Another perspective

Another perspective? Pah, if anyone tells you that *Quake* isn't much cop, you are to assault them – the law will let it go, I promise. Play *Quake* for even five minutes and you'll be all trembly with excitement. It has horrible monsters, some tough but ingenious puzzles and the world's most satisfying weapons. It's getting some stick on the Internet for being *Doom 96*, but that's silly talk, in my opinion.

Steve Owen, *PC Gamer*

Installation?

Minimum system: 8Mb (16Mb for Windows 95); VGA; 486DX/33, hard disk (30Mb)
Recommended system: Pentium
Optional extras: Soundcard; mouse
Windows 95-compatible? Yes
To install: Select *Quake* from our CD menu, and follow the on-screen instructions
To run: Inside the *Quake* directory, merely type **quake** [Enter].
To quit: Select Quit from the main menu

NB: Don't try to register in the UK! The full *Quake* is only available from GT Interactive.

Looking elsewhere

Don't bother – there's no need. Oh, if you absolutely *have* to, these are worth a shot:

Duke Nukem 3D
£44.99 US Gold/Apogee *PCF* 52, 85%

Jedi Knight
On its way from LucasArts

Dungeon Keeper
Coming soon from Bullfrog/EA

Quake: the verdict

We'd rather not use the standard For and Against ratings here. Even in its shareware incarnation *Quake* is the best game ever to grace the PC, and the new benchmark for games. Nothing touches it, and it's going to be a long time before anything comes close. If we had to make one criticism, that would be its power requirements – you need a fast Pentium to do it justice. Such is the price of progress, though: if you ever needed a reason to upgrade...

***PCF* Rating 94%**

Chinese whispers

It might finally have appeared on your home PC, but *Quake* has been alive and well on the Internet for months now. Since long before the network Test version appeared, a myriad of Web sites, newsgroups and IRC channels have been dedicated to just one thing: discussion of *Quake*. In the weeks leading up to the shareware release, things went a little mad in all of these forums. Anything related to *Quake* was deemed newsworthy, and the Net became swamped with all manner of reports, rumours, half-truths and hoaxes. Occasionally, someone from id would actually turn up on Internet Relay Chat in the middle of the night to answer questions, but these affairs were so disorganised, and weighed down with so much cross-talk, that it was difficult to glean even the tiniest bit of information. Of immense interest to all were id's programmer's work-logs – these were available on the Net, but, unless you were a programmer, they didn't mean very much. For example, here's a snippet from John Carmack's log:

- fixed cells dropping below 0 with new lightning gun animation
- tightened up the teleport particals
- big hack to catch rare stuck occasions
- prevented save in intermission
- unbindall command
- fixed strip makefile

Do what, John?

Shamblers

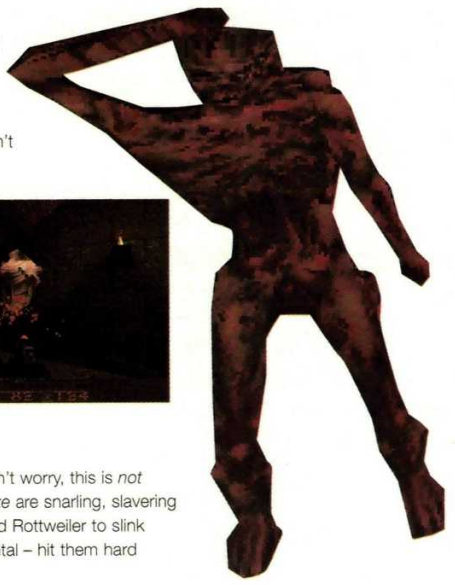
Yikes! A monster this big is frightening enough even from a distance, and then it actually comes at you, yelling and firing lightning bolts all the while. Just keep on pumping shots into it and remember that this is an intelligent beast – hiding from it won't get you far.





Zombies

No, don't laugh. A lone zombie might look comical with his rotting flesh and tendency to pull off loose body parts to lob at you, but, if you get surrounded by a gang of them, you're in serious trouble. Pick them off one by one and they shouldn't cause you any undue difficulty.



Wizards

Genuinely creepy monsters. The wizards float around, generally trying to spook you out, and then, just when you thought they were all mouth and no real danger, they fire a burst of venom at you.

Dogs

Cue cries of alarm from the animal rights brigade. Don't worry, this is *not* Lassie or Benji you're dealing with – the dogs in *Quake* are snarling, slavering beasts that would cause even the most bad-tempered Rottweiler to slink away with its tail between its legs. Don't get sentimental – hit them hard before they rip your throat out.