Quake already a legend

The *Quake Test* has been available for less than a month, and the official shareware version won't be here until May at the earliest. Yet *Quake* has already taken over our lives.

By JAMES FLYNN

Six o'clock is the appointed hour. Every evening work stops, blinds lower to repel all light, and there is excited chatter about the impending battle. The ***Quake*** server powers up and eight people forget about life and set about hunting down their once-friends. Rockets explode, limbs fly and screams of simultaneous pain and delight travel through the building. *Quake:* it's here to stay.

Unlike, that is, *PC Gamer*'s collection of keyboards, which have all been shipped back to the manufacturer after a week's *Quake* playing. Two broken space keys and a blown keyboard controller chip have left us with the rag-tag remnants of *PC Plus'* keyboard dustbin. But still we play on, gallantly fighting for what we know to be right.

If you haven't been able to play deathmatch *Quake* yet, it's hard to describe the fix, but it's certainly something extremely rare, and even at this early stage it's up there with the *Dooms* of this world. What's particularly intriguing is that it's nowhere near finished, and most games only come together right towards the end of development.

We're going to be meeting with Jay Wilbur and Mike Goldsmith of id in a few days in London, and they've promised to show us a version of the one-player game, with monsters in it and everything. We'll be bringing you a full report in the next issue, along with answers to all the other questions we're dying to ask. What weapons will there be? What'll the monsters be like? What other playing environments will be included? Can they make it any faster? Have they picked up any special playing tactics? Who's the recognised id *Quake* supremo? And, most importantly, WHEN WILL IT BE OUT? All the answers will be in the next *PC Gamer,* on sale on 15th May. Got to go. It's 5.58.



The remnants of one unfortunate opponent. *Quake* is a very spiteful game.





(Above) A rocket explosion at close range – huge damage to opponents but effective if you have armour. Get something better than this shotgun as soon as you can.

Aftershocks

Last time id released a game it took about a year until the rest of the industry figured out quite why *Doom* was so much better and got around to copying it. It's still early days for *Quake,* but already challengers are appearing. Epic's *Unreal,* elsewhere on these pages, is one. Here are two others:

Into The Shadows

Scavenger's *Into The Shadows* has been described by one generous member of id as 'awesome technology'. It's still slated for a May release, but this is seeming increasingly optimistic. Scavenger boss Daniel Small recently paid a visit to the UK to see GT (who are distributing their games) and promised us more material on the rest of the Scavenger catalogue soon. From what we've seen, *Into The Shadows* certainly has the potential to be the best-looking game on the PC when it's released. But what'll it be like to play?





Prey

3D Realms scored a hit with *Duke Nukem 3D,* but *Quake* has since eclipsed it as a multi-player game. The next generation of software from the US company will come in the form of *Prey.* This features a full 3D polygon environment with scenery (judging from the screenshot below) at least as complex as *Quake's.* In the past few years Apogee/3D Realms have taken a beating from id, and *Prey* is certainly their best chance to recover.





The enemies' expressions change according to what they are experiencing. Pain here.

Quake: Test1

Survival Guide

We have been giving the test version of Quake *considerable attention this month, with ferocious eight-player deathmatches taking place between us and our colleagues on PC Format and PC Guide every evening. We always triumph, of course, and here pass on some of our collective knowledge.*

General Advice

● Imagine you are a member of a SWAT team. Toss a grenade into a room before entering it. Then side-step smartly in and check for surviving enemies with rapid mouse movements. Keep close to walls, with your back to them whenever possible. Trust no-one.



● Learn to 'skiff'. This is the art of running in a circle around your opponent while keeping your weapon trained on him. It is achieved by holding down Forward and one of the Strafe keys while moving the mouse at precisely the correct speed to allow you to rain fire upon your bewildered adversary.





● Type FLY and NOCLIP into the console, and then rise up through the ceiling by pressing D. This will allow you to study each level in plan view, and more easily form a mental image of its layout.

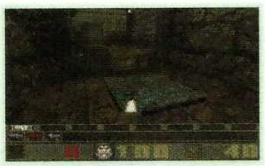
And now, advantageous information for each map:

TEST1

The weakest level, but the scene nevertheless of many frantic dashes along corridors, and some frenzied gunfights between the pillars in the cellar.



Shoot the blood-covered area of wall at this point to open a secret door.



This switch operates a bridge leading to the armour beside it.



We are currently uncertain as to the function, if any, of this block with strange writing on it.

TEST2

A fearsomely intense level, with most of the action taking place in the long corridor with the secret armour room at one end. The large hall is sadly neglected, and would benefit from more accessible balconies around the walls.



Stand occasionally in this small room and watch for enemies entering the area outside. When someone appears, sidestep neatly into the switch beside you, causing him to be consumed by lava.



If you happen to spot someone waiting in one of the small rooms to the side, hoping to drop you into the lava, press the appropriate one of these two switches and crush him.



Press this switch to create a bridge in the room next-door.



Then run around and press this switch to cover the lava.



Cross the bridge and collect the red armour.



Finally, open an escape route using this switch and re-enter the fray.





(Above) Disorientate opponents by changing colour (type "COLOR 7 11" or something) at irregular intervals.

(Left) We've only tried teamplay mode a bit, but the possibilities appear to be promising.

Complete control

One of the joys of *Quake* is that you can reconfigure almost every aspect of it at any point, including the way the controls work. Having toyed with various control combinations, we eventually settled upon a system similar to that used by The *Terminator: Future Shock*, whereby the mouse is used to look around and fire, and the cursor keys move one backwards, forwards and sideways. It takes some getting used to – initially we found ourselves staring at our feet for much of the time – but should eventually give you the edge in the intense 3D battles which characterise *Quake*.

Here's the Exec file we use whenever we play. Type in it using 'edit' in DOS (or copy it from this month's CD Gamer, where you'll find it labelled JD.CFG along with a couple of alternatives), and then run it by typing EXEC [your filename] into the *Quake* console.

```
bind K_UPARROW +forward
bind k_DOWNARROW +back
bind K_LEFTARROW +moveleft
bind K_RIGHTARROW +moveright
mouse1 +attack
mouse2 +forward
bind K_CTRL +mlook
cl_forwardspeed 400
cl_backspeed 320
cl_sidespeed 500
```

For best results we suggest perching a heavy weight on the CTRL key to keep 'lookaround' mode permanently activated.



This switch, as you are bound to have discovered, opens a door around the corner to the right.



This is a good place for cowards to lie in wait while collecting a supply of rockets.

TEST3

Our favourite level by a considerable margin, featuring desperate battles to reach the red armour at the top of the spiral staircase, tense underwater shoot-outs, much teleporting back and forth, Super Nailgun death, Mexican stand-offs on the walkway over the water and horrific grenade accidents.



By jumping onto this window-sill it is possible to rain fire upon anyone below.



Move along the underwater tunnel backwards, lest anyone attempts to follow you.



Before hopping down through this hatch, pop a couple of opportunist grenades or rockets through it.



The Super Nailgun can be found on top of the computers, if you jump diagonally from this point.



A good place to wait in ambush.



Jump carefully from computer to computer and you will be able to make your way towards this ledge. Beside it lies a room containing extra health points.



Engage frequently in slow-motion underwater battles with several other players while humming the theme to Thunderball.

Quake

Only an early test version of *Quake* is available at the moment. There's more news on the full game on page 16 of Eyewitness.

The right weapon

In order that you may more easily choose the right weapon for the right situation, we have tested each at both short and long range, and ascertained the likelihood of you (listed on the vertical axis) winning a duel against an opponent (listed on the horizontal axis) armed with each of the other weapons. The tests were made with each player having no armour and 100 health points.

W – win; L – lose; = – draw

Close range

	Shotgun	Super Shotgun	Nailgun	Super Nailgun	Rocket Launcher
Shotgun	=	L	W	L	L
Super Shotgun	W	=	W	=	W
Nailgun	L	L	=	L	W
Super Nailgun	W	=	W	=	W
Rocket Launcher	W	L	L	L	=

Long range

	Shotgun	Super Shotgun	Nailgun	Super Nailgun	Rocket Launcher
Shotgun	=	L	L	L	L
Super Shotgun	W	=	L	L	L
Nailgun	W	W	=	L	L
Super Nailgun	W	W	W	=	L
Rocket Launcher	W	W	W	W	=

We have omitted the Grenade Launcher owing to its erratic results. However, under our test conditions a detonating grenade knocked 95 health points off a player standing directly over it.

The Rocket Launcher's poor performance at close range is caused by its tendency to inflict as much damage on its firer as on its target. We recommend switching to the Super Shotgun before entering a confined space.