

QUAKE®

Authorized Strategy Guide



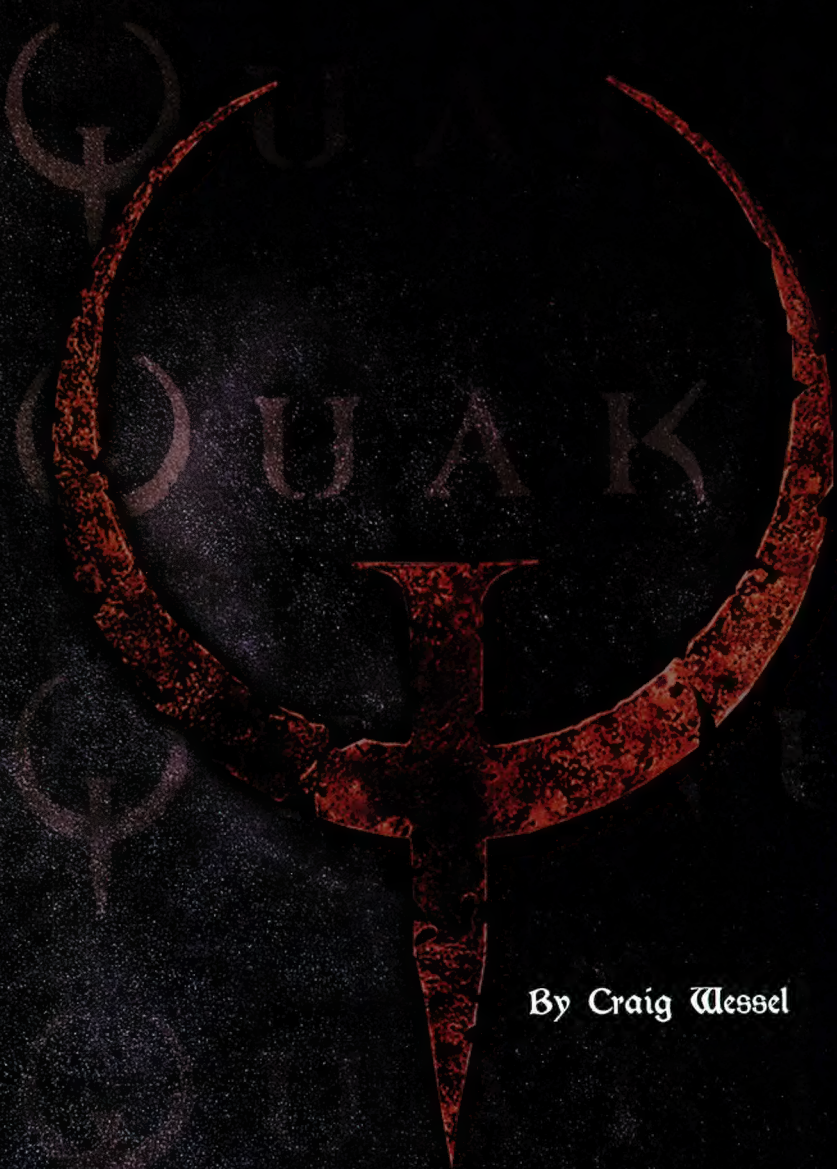
Every Secret
Revealed

Detailed
Level Maps



Covers Nintendo 64®

BradyGAMES
STRATEGY GUIDES



By Craig Wessel

/// **BradyGAMES**
STRATEGY GUIDES

Q U A K E[®]

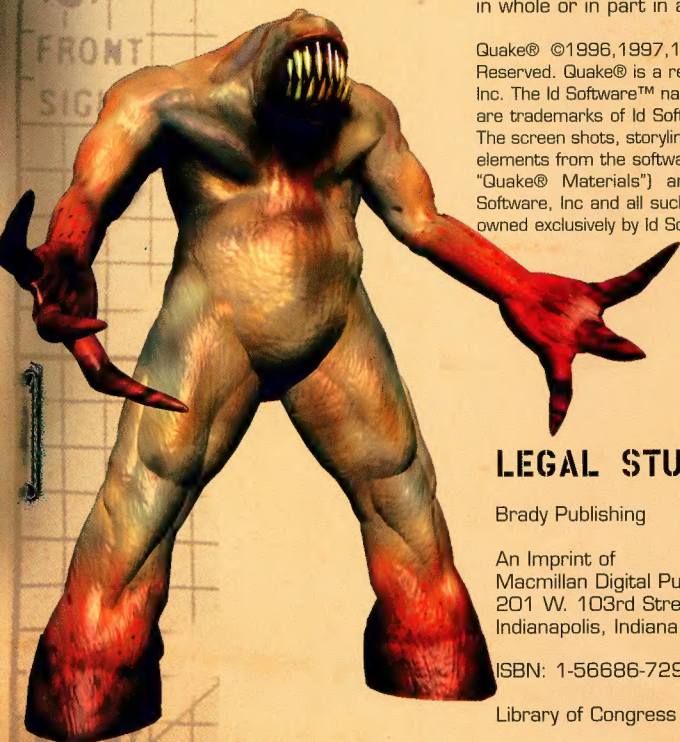
for the Nintendo 64[®]

Authorized Strategy Guide

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LEGAL STUFF

Brady Publishing

An Imprint of
Macmillan Digital Publishing USA
201 W. 103rd Street
Indianapolis, Indiana 46290

ISBN: 1-56686-729-0

Library of Congress Catalog No.: 97-077187

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 98-1 shows that the first printing of the book occurred in 1998.

00 99 98 3 2 1

Manufactured in the United States of America.

This book was produced digitally by Macmillan Computer Publishing and manufactured using computer-to-plate technology (a film-less process) by GAC/Shepard Poorman, Indianapolis, Indiana.

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Author Acknowledgements

Getting back into these Quake levels again brought back many memories. Quake is truly an awesome game, and the changes for the Nintendo 64 platform made it fun to re-experience. Hats off to everyone at Midway and id Software for getting it to the platform in style.

Many thanks to the entire BradyGAMES crew, as well as a special thanks to Jerry Jones for giving me a lift when I needed one.

As always, I couldn't do what I do without the support of my family. My wife, Debbie, sacrifices greatly so I can indulge my hobby-turned-profession, and I love and appreciate her for it. This book is dedicated to her.

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INTRODUCTION

There are very few avid gamers who haven't seen or at least heard about Quake—id Software's 3D shooter to die for. Quake has been a mainstay in the PC gaming scene since its introduction, and its adaptation to the Nintendo 64 platform has been eagerly awaited.

With its 3D environment, MIP-mapped textures, colored lighting, and Rumble Pak support, Quake for the Nintendo 64 looks sharp and the gameplay is on par with the original. There's no doubt—if you have a Nintendo 64, you need this title.

In addition to fast-paced single-player action, Quake for the N64 also features two-player Death Match play, something Quake is famous for. The N64 version's split-screen play doesn't take anything away from the thrill of saddling up and blasting your friends into oblivion.

In the following pages, you'll learn all you need to know to attain the rank of Quake Master. Each level is broken down into an overview, necessary steps, and level secrets. To help out, detailed maps display the information in an easy-to-understand context. You'll also find tips on how to defeat each enemy, as well as the benefits of each weapon and power-up. In addition, you'll find successful strategies for Death Match games.

The Story

You receive an early-morning call from your commanding officer, who assigns you to lead a covert mission called operation Counterstrike. It seems that Quake, an enemy from a distant dimension, is preparing to launch an offensive assault upon Earth, using devices called Slippgates to instantly transport his armies into position. But a secret government installation researching the top-secret Slippgate technology has made an important breakthrough that will allow you and your team to strike first.

Upon arriving at the complex, you find that things have gone horribly wrong. Quake's minions have struck first, overrunning the Slippgate Complex. In one swift blow, Operation Counterstrike has been wiped out. As the only survivor, your mission is clear: You must take the Slippgate in the center of the complex to Quake's dimension and defeat his minions before it's too late for Earth.

BASICS

To get started, select **Options** from the main menu. This is where you configure your **Audio**, **Video**, and **Controls**. The Controls menu deserves special mention. Set up your controls by selecting the button you want to change, then moving the joystick right or left to select the action you want that button to perform. When you've got it highlighted, press the **A** button to select it.

Once you've chosen the settings you like, be sure to save them from the main **Options** menu by choosing **Save Setup**.



When you return to the main menu, select **New Game** (or select the **Multiplayer** option if it's available and you're playing with someone else), then choose your difficulty from the list that appears. Unless you've already played plenty of Quake, don't select **Nightmare**—you've been warned. Once you select your difficulty level, the game begins.



WEAPONS
AND
POWER-UPS



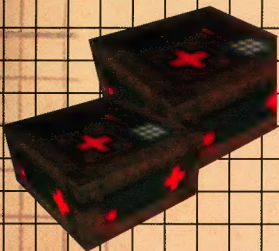
QUAKE®

WEAPONS AND POWER-UPS

The world of Quake is a dangerous one, filled with nasty creatures waiting to tear you limb-from-limb. Luckily, it's also filled with powerful weapons and lots of handy power-ups to give you a fighting chance.

POWER-UPS

Quake features a number of power-ups that are activated when you walk or run over them. Two power-ups boost your health (health, Megahealth); three provide protection from attacks (Armor, Biosuit, Pentagram of Protection); and two other grant you special powers (Ring of Shadows, Quad Damage Rune).



HEALTH

Health is a precious commodity in Quake. When you have less than 100 hit points, you can pick up health power-ups that give you 15 points each, up to your maximum of 100 hit points.

Keep an eye out for health power-ups, even if you don't need them. Chances are, you'll need them later!



MEGAHEALTH

This power-up is the ultimate health boost: 100 points of health, up to a maximum of 200 hit points. Note that you only enjoy the total boost for five seconds, after which the effect slowly decreases until you're back to your normal 100.

Try to get the most out of this power-up by grabbing it when your health is at least 100 points, using nearby regular health power-ups first.



ARMOR

Armor provides some basic protection from enemy fire. It absorbs about a third of the damage you take until it's depleted. There are three types of armor, each offering a different amount of protection:

Green: 100 points

Yellow: 150 points

Red: 200 points

Generally, the better the armor, the harder it is to find. Keep an eye out for hidden rooms and secret areas.



BIOSUIT

The Biosuit is a fully contained environmental safety suit, offering you complete safety from toxic slime for 30 seconds. The suit is made of a special material that resists the corrosive effects of slime. In addition, it has its own air supply, enabling you to stay underwater (or under slime) the entire time the suit is active.

The screen will be tinted green when the Biosuit is active. It will start to flicker and you'll get a warning tone when it is five seconds from wearing out.



PENTAGRAM OF PROTECTION

This power-up renders you invulnerable for 30 seconds. Nothing can touch you while you're under its effect, so make the most of it if things are hectic, and make a mad dash for the Exit. Be aware that you will glow brightly whenever you have this power-up active, allowing you to see even in total darkness. As with the Biosuit, you'll be warned when the Pentagram is about to expire.



RING OF SHADOWS

Grabbing this ring will render you almost completely invisible. Only your eyes are visible in the game. This is useful in single-player games, and particularly useful in multiplayer action.

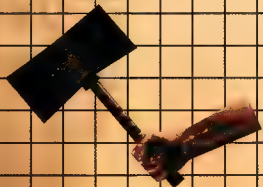


QUAD DAMAGE RUNE

This rune quadruples the damage you do with all weapons for 30 seconds. It also causes you to glow brilliantly, emitting a reverberating echo whenever you fire a weapon. Most monsters will disintegrate with one shot from your Boomstick while you're under the influence of a Quad Damage Rune, but some may require heavier firepower.

WEAPONS AND AMMO

There are eight different types of weapons and four types of ammunition in Quake. This section covers them all. Each weapon is listed with the type of ammo it uses, the initial amount of ammo in the weapon (shown in parenthesis after the type of ammo), and notes on its use.



AX

AMMO USED: N/A

When you run out of ammo, you'll be left with your trusty ax. Go looking for a gun as soon as you can. You won't live long without a higher level weapon. Fighting with this weapon alone is the act of a desperate player or a madman.



BOOMSTICK

AMMO USED: SHOTGUN SHELLS (25)

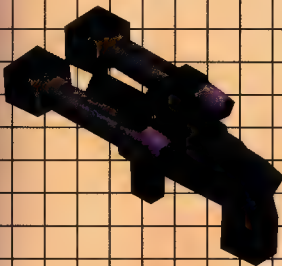
The Boomstick is Quake's Shotgun, and it's your default weapon. Unless you're facing Grunts, it will take three or four shots to take most monsters down, depending upon your distance from them. Use this weapon for shooting switches and for medium to long-range work. Its tight spread will carry damage a fair distance before dissipating.



DOUBLE-BARRELED SHOTGUN

AMMO USED: SHOTGUN SHELLS (5)

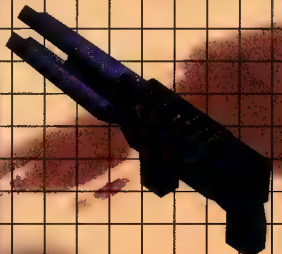
The Double-Barreled Shotgun (or Super Shotgun) has good firepower, especially at close range. Two shots with this baby should do the trick for most monsters in the game.



NAILGUN

AMMO USED: NAILS (30)

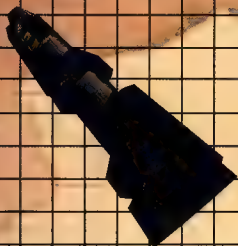
The Nailgun has a high rate of fire, and it does a very good job of perforating your targets. Don't make the mistake of standing still while using this weapon; keep moving, and remember that the closer you get, the more damage the nails inflict.



SUPER NAILGUN

AMMO USED: NAILS (30)

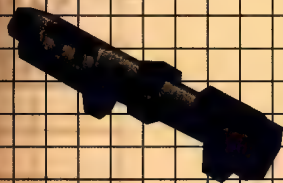
One of the coolest weapons in the game, the Super Nailgun will shred monsters in a hurry. As with the Nailgun, get up close and personal to finish Quake's minions off quickly.



GRENADE LAUNCHER

AMMO USED: GRENADES (5)

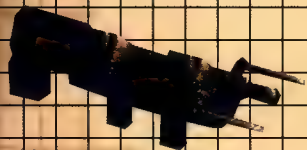
The grenade launcher lobbs grenades toward the target. Grenades will bounce off walls, floors, and ceilings before coming to rest. If they strike enemy flesh before they stop, they immediately explode, blasting the target into small pieces. Use this weapon to shake off pursuit by leaving a deadly trail behind you as you flee.



ROCKET LAUNCHER

AMMO USED: ROCKETS (5)

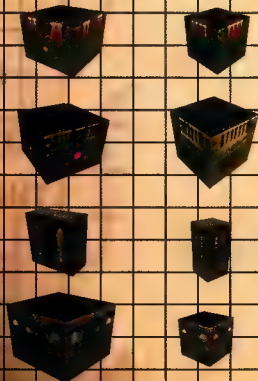
The Rocket Launcher packs quite a punch, and is the weapon of choice for long-distance work against powerful monsters. Be very careful when firing rockets at close range—they will damage you if you're too close to the ensuing explosion.



THUNDERBOLT

AMMO USED: ENERGY CELLS (15)

The Thunderbolt fires a continuous bolt of lightning that will roast your target. You can hold down the trigger and pan around a room, taking out any monster who happens to be standing around. A word of caution: electrical discharges and water don't mix. Stay out of the drink when you fire the Thunderbolt.



AMMO

There are four types of ammunition in the game: **Shotgun Shells, Nails, Rockets, and Energy Cells.**

Each type of ammo comes in boxes of two sizes, small and large. The amount of ammo in each box is as follows:

Ammo	Small Box	Large Box	Max. Amount
Shells	20	40	100
Nails	25	50	200
Rockets	5	10	100
Cells	6	12	100

ENEMIES

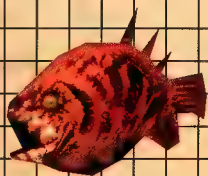


Q D A K E

ENEMIES

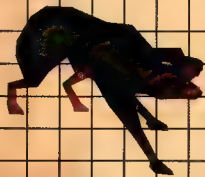


Quake's realm is full of fearsome (and sometimes disgusting) creatures that do his bidding. You'll have to face them all in order to save the planet, and this section will give you the info you need to survive.



ROTFISH

A Rotfish is a piranha with an attitude. These bad boys inhabit slime pits and water holes and can be more than an annoyance when in a group. However, they are easily killed—just don't forget to surface in order to breathe while you fight them.



ROTTWEILER

Fast and vicious, these dogs would like nothing better than to rip out your throat. They tend to rush you, so keep your distance and put them down with two well-placed Boomstick shots.



GRUNT

These shambling ex-soldiers are Quake's cannon fodder. They will fall easily to your Boomstick, but 'n groups they can whittle you down quickly.



ENFORCER

Enforcers are Grunts with improved armor and weaponry. It will take two Super Shotgun blasts (or four Boomstick shots) to drop these soldiers—and they're equipped with lasers to make your job more difficult. Keep your distance from them while they are shooting, then close in and blast them in the face.



KNIGHT

Wielding a very nasty sword, Knights generally attack in groups of at least two. If you can stay out of their range, you can take them down easily with a few Super Shotgun blasts.



DEATH KNIGHT

This is the big brother to the lowly Knight. Don't even think about hanging back when you're fighting Death Knights. They have a firestorm weapon that fires multiple death-dealing streams of light at you from a distance. The most effective way to take them down is with a Rocket Launcher or Thunderbolt, but a solid stream of nails works well, too.



ZOMBIE

These undead creatures pull off chunks of themselves and toss them at you. The only possible way to kill them is with a Rocket or Grenade Launcher, which will blast them into pieces so small they can't re-animate. If you shoot them with anything else, get moving—they'll be back!



SCRAG

Scraggs are flying snakemen that shoot venom-like projectiles. The most dangerous thing about Scraggs is that they float in midair, so watch for them over gorges and near high ceilings. A few Boomstick shots will take them out if you can stay alive long enough.



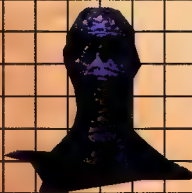
OGRE

Ogres are big, bald, ugly monsters that carry both a chainsaw for close-up work, and a Grenade Launcher for medium range attacks. Using at least a Super Shotgun, rush Ogres to avoid their grenade attacks, then back up while firing. Keep repeating this dance to finish them off.



FIEND

Resembling demons from the depths of hell, these monsters can jump great distances and can quickly turn you inside out with their razor-sharp claws. Listen for their distinct snort and the "thud" they make when they jump. Move backward quickly while firing rockets or grenades at them.



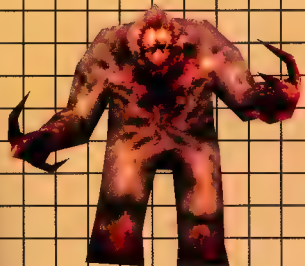
SPAWN

Spawn are blue, elastic, and annoying. They resemble globs of dark Jell-O that bounce between floor and ceiling, eating up your health in the process. If you manage to shoot them, they explode, so try to keep your distance to avoid joining them in death. Take Spawn out before they get moving—you'll be glad you did.



VORE

These spider-like creatures fire heat-seeking purple pods that explode on contact. The only way to dodge their projectiles is to dive behind a corner, which will make the projectile explode into the wall. Use the Thunderbolt or Rocket Launcher and keep your distance when fighting Vore.



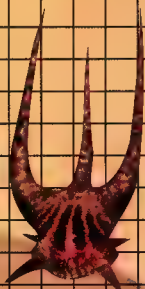
SHAMBLER

Imagine the abominable snowman with no eyes, but with the ability to hurl lightning bolts. This monster is one of the most dangerous you will face. At close range, its claws will make short work of your armor and flesh. At medium range, its electrical attack will seriously ruin your day. To make matters worse, Shamblers are highly resistant to explosions, requiring nearly 20 direct grenade hits to kill. However, the Super Nailgun will take them down if you can stay alive long enough to use it.



CHTHON

Chthon is one of Shub-Niggurath's guardians, and he's the "boss" for the first episode. He roars out of a giant lava pool and hurls explosive chunks of lava at you. Normal weapons can't kill Chthon. To kill him, activate the two floor switches on either side of his lava pool to lower the electrodes above him. Then step on the floor switch at the end of the pool's upper level to zap him with electricity. It will take three discharges to finish him off.

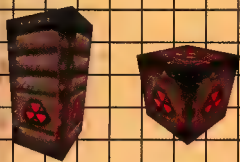


SHUB-NIGGURATH

This nasty creature is Quake's main lieutenant, and faithful minions that defend her religiously surround her. There's only one way to kill Shub-Niggurath: The roving spiked ball that flies around her lair is the destination for the teleporter located at the end of her pool. Step into the teleporter when the spiked ball passes into her flesh, and she'll explode into tiny Shublettes.

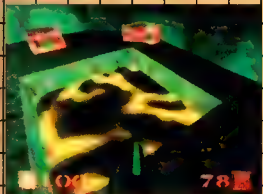
OTHER ENVIRONMENTAL HAZARDS AND BENEFITS

Quake's domain is anything but friendly. Following are a few things to avoid if you plan on surviving.



RADIOACTIVE CONTAINERS

These boxes are marked with a radioactive symbol, and they explode when shot. This is great when you intended to shoot them, but not so hot when you get caught in a fire fight and shoot them by accident.

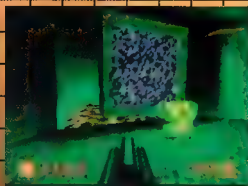


WATER, SLIME, AND LAVA

Just because it appears to be liquid, don't dive in. The water here is NOT fine. In Quake's world, water is inhabited by Rotfish, and some of it is toxic. If you don't come up for air (assuming you can swim in it to begin with), you'll drown. Slime is toxic and will quickly eat through you if you get caught in it without a Biosuit, and lava is seriously bad news. Unless the lava pool you stumble into is very shallow, you won't be able to get out before you're burnt to a crisp.

TRAPS

Quake contains several traps, including trap doors, spike shooters, spiked walls, and other fun tourist attractions. If you push a button and nothing seems to happen, or if your path is wide open, look around for a trap.



TELEPORTERS

These shimmering portals will instantly take you to another part of the level, or to a new level. Be careful when using them in multi-player games. If someone steps through right after you, they'll telefrag you, splattering your gibs all over the room.

LEVEL

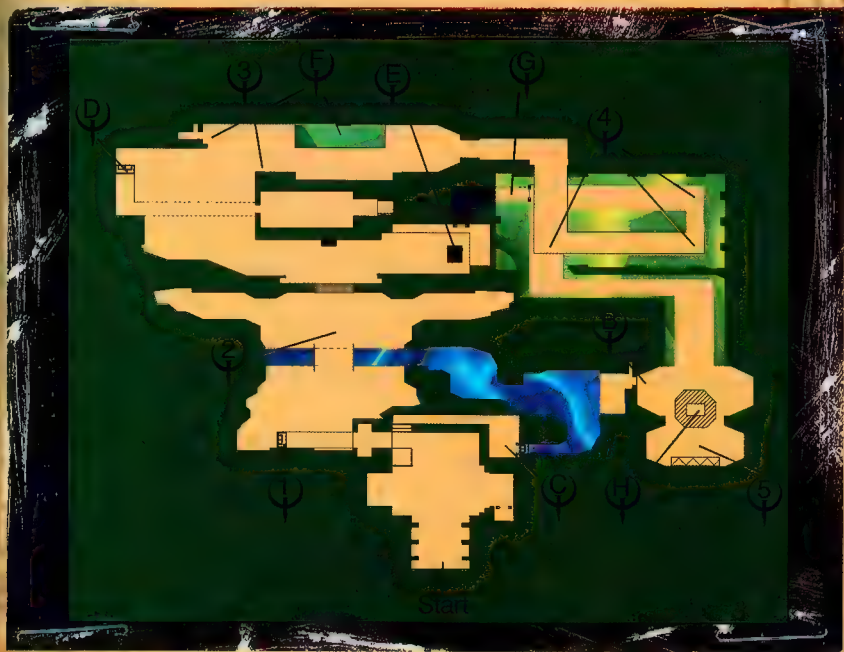
STRATEGY



WAKE

LEVEL 1:

SLIPGATE COMPLEX



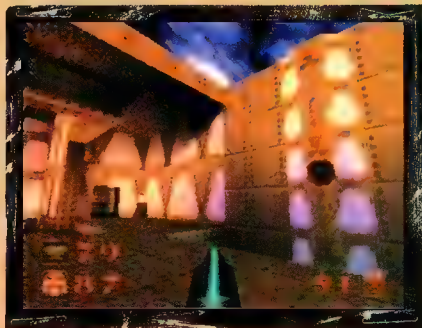
This is where the adventure begins. This level is fairly easy, and it has several secret areas to explore. Your objective is to get through the overrun base and find the Slipgate that leads to Quake's dimension. Be on the lookout for Grunts and Rottweilers.

CRITICAL PATH

1. Go through the door on your left and push the red switch on the wall to ride the elevator down. Keep your weapon at the ready for any Grunts who might be waiting for you.
2. Cross the bridge and enter the front door to the Slipgate Complex. Shoot the radioactive container to dispatch the Grunts and Rottweilers guarding the entrance.
3. Push the red switch on the wall to extend a bridge across the slime.
4. Push all three switches along the sloping walkway to gain access to the Slipgate below.
5. Exit through the Slipgate into Quake's dimension.

SECRETS

- A. On the ledge to your right as you start, shoot the wall with the red design to reveal a secret room with a box of **shotgun shells** inside.





B. Follow the river underneath the bridge outside. There's a **Megahealth** atop the steps ahead. Use the lift at the end of the watery passage, and then shoot the wall to return to the room in which you started.

C. Grab the **Green Armor** and **shotgun shells** on the ledge near the start.

D. Take the lift up to the second level once you're inside the complex. Grab the **Nailgun** in the room ahead—watch out for the Grunt who will attack from the corner, as well as the two guarding the **box of nails** ahead.

E. Go to the corner between the ledge and the column and shoot the planet texture above. The floor will rise, allowing you to reach the ledge above. Shoot the planet texture on the wall to reveal a passage that leads to a **Quad Damage Rune**.

F. Push the button over the slime to extend the bridge. When you're halfway across, turn left and shoot the red spot on the wall to open a secret area on your left with a **Super Shotgun** inside.

G. Behind the column at the bottom of the sloping walkway is a **Biosuit**. Grab it, jump into the slime, and swim beneath the walkway until you can swim up into a small chamber containing some **health** and **Yellow Armor**. Entering the teleporter here will take you to a ledge overlooking the complex entrance.



LEVEL 2:

CASTLE OF THE DAMNED

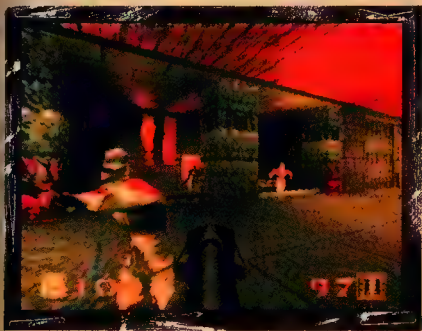
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Things are getting a bit more serious as you enter Quake's realm for real. You'll meet Ogres and Knights here in your search for the Silver Rune Key.

CRITICAL PATH

1. Collect the **Double-Barreled Shotgun** on the ledge over the pool.



2. In order to reach some **Yellow Armor**, shoot the red switch on the wall near the armor.
3. When you enter the area above the **Yellow Armor**, a wall opens to reveal a room with Knights and a wall switch. Kill the Knights and activate the switch to reach the Silver Rune Key around the corner.

4. This is the wall switch that extends the bridge to the Silver Rune Key.

5. The Silver Rune Key.

6. This door opens as soon as you grab the Silver Rune Key.

7. Enter the silver door.

8. Step on the floor switch. Those rising blocks will enter the wall, causing two teleporters to appear in the corners. Immediately jump into one to avoid the Fiend that the blocks released, and snipe at him from the safety of your perch. When he's dead, jump down.

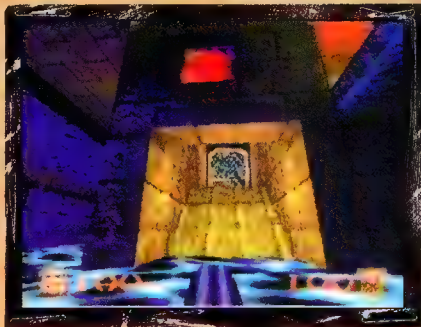
9. Kill the defenders here and exit through the doorway.



SECRETS

A. From the ledge with the Super Shotgun on it, jump into the water and follow the underwater passage to find a small room with some **shells** and two **health** power-ups inside.

B. After you have found the secret room in *step A*, dive into the water and swim left beneath the walkway until you reach a large pool. The wall beneath the red symbol will open, revealing a teleporter to some **Green Armor** near the Super Shotgun.



C. Push the small plate of stone on the column to reveal a secret alcove with a **Quad Damage Rune** inside.

D. On the ledge above the Fiend, get the two **health** power-ups.



LEVEL 3:

THE NECROPOLIS

PASSWORD: HOP3 2XBN WQ2B NZVK



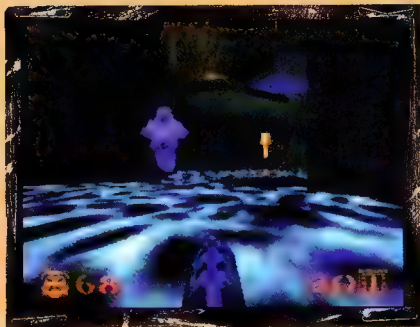
In this level, you need to find the Gold Rune Key. It is heavily guarded by Zombies, so stock up on grenades and rockets. Look out for the Scraggs on the prowl as well. In addition, you'll have to face two Fiends before you can exit.

CRITICAL PATH



1. Collect the **Grenade Launcher** here. Back up and bounce a grenade around the corner to take out the Zombies.

2. There's a **Nailgun** here. Grab it and quickly shoot the red switch to reveal stairs in the floor.



3. Jump down into the water to obtain the **Gold Rune Key**. Watch for the Zombies rising from the water around you.
4. Exit the water through this door.
5. Ride the lift up, and battle the Scraggs at the top of the stairs.
6. Watch for the Ogres here—some of them are hiding in the rafters, so be on guard.
7. Enter the Gold door.
8. Stay close to the wall to avoid the trap. Jump down through the trap door into the water below.
9. Use your Grenade Launcher to deal with the Zombies down here.

10. Go through the door and push the switch to activate the lift. Turn around before you reach the top, and battle the Fiends that appear.

11. Exit through the arch.

SECRETS

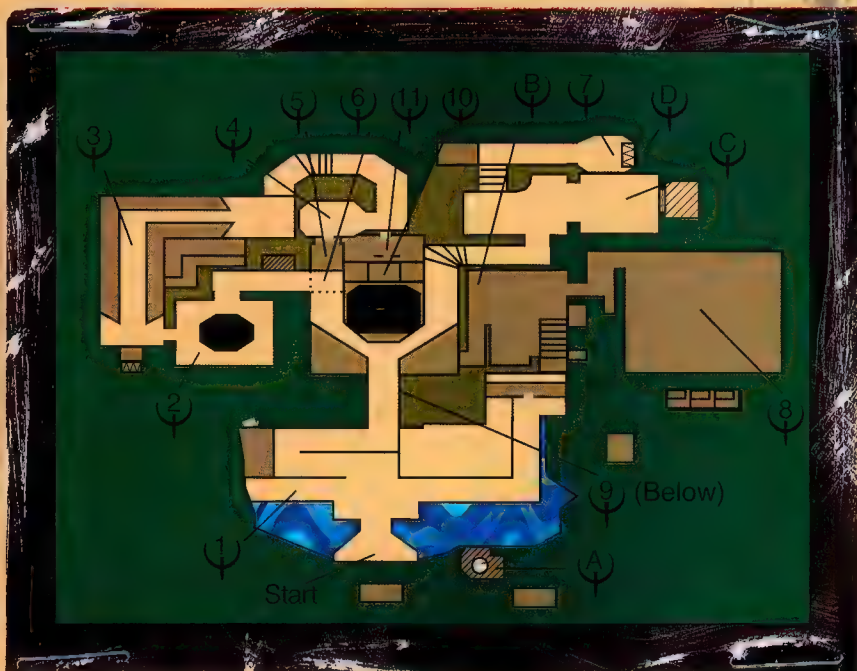
- A. Near the lift up from the Gold Rune Key, drop off the short bridge and shoot the wall at the back of the nearby alcove to find some **rockets** and **health** inside.
- B. In the pool near the Gold Rune Key, stand next to the wall with the dark, unique texture, and you'll fall beneath the water. Swim down the passage and you'll find a **Ring of Shadows**.
- C. When you come to the **Yellow Armor** behind bars, kill the Ogres overhead, grab the armor, and shoot the wall behind it to reveal a teleporter to the ledge above. Run through the teleporter to make sure you reach the **rockets** on the ledge above.
- D. Near the regular Exit, there's a secret exit that will take you to Ziggurat Vertigo, Quake's first secret level. To reach it, once you have jumped to the rockets in *Secret C*, shoot the wall to your right. A secret passage will be revealed. Run down the hall and jump into the teleporter at the end—if you don't run fast enough, the hall floor slides away, dropping you into lava!



LEVEL 4:

GLOOM KEEP

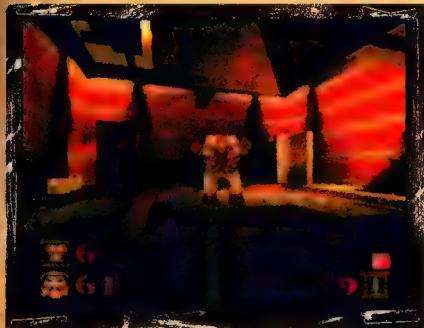
PASSWORD: CWHX CH3B GDB3 14JY



This level features a number of traps and surprise attacks. Be prepared for plenty of action, and take your time.

CRITICAL PATH

1. As you enter the Keep, dodge the light spots on the floor, or you'll set off traps. Snag the **Rocket Launcher** and take out the Ogre above and the Knights that attack you.
2. The column on top of the checkerboard floor shoots nails in four directions. Touching the checkerboard floor activates the trap, so beware.
3. Step on the floor switch to activate a passage downstairs that leads to a lift. If the second set of spikes pushes you downstairs, don't go through the teleporter. Instead, look for an opening in one of the walls and follow the narrow passage to a lift, which will bring you out after the second set of spikes.
4. Step on the floor switch to open the way to the Silver Rune Key.
5. Grab the **Silver Rune Key**.
6. Drop down the hole to reach the walkway again.

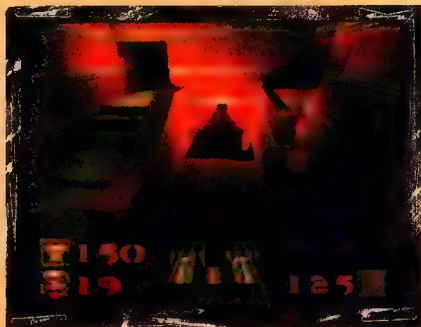


7. Walk up the stairs and enter the teleporter to reach the **Gold Rune Key**.

8. Grab the Gold Rune Key and be prepared for the Shambler!
9. Enter the Silver door in the pit on the lower level.
10. Push the wall switch, turn around, and take the elevator that came down across the room. Walk through the Gold door at the top.
11. Jump down the hole and through the teleporter to exit.

SECRETS

- A. At the bridge, jump off to the right. There's an area sticking out of the wall. Beneath the water is an opening in the ledge with some **nails** and a **Megahealth** inside.
- B. At the platform with the Ogre on it, jump across to a platform that holds **rockets** and **Yellow Armor**.
- C. At the center column near the **Super Nailgun**, hit the torch with your head. This opens a door with **Yellow Armor** behind it.



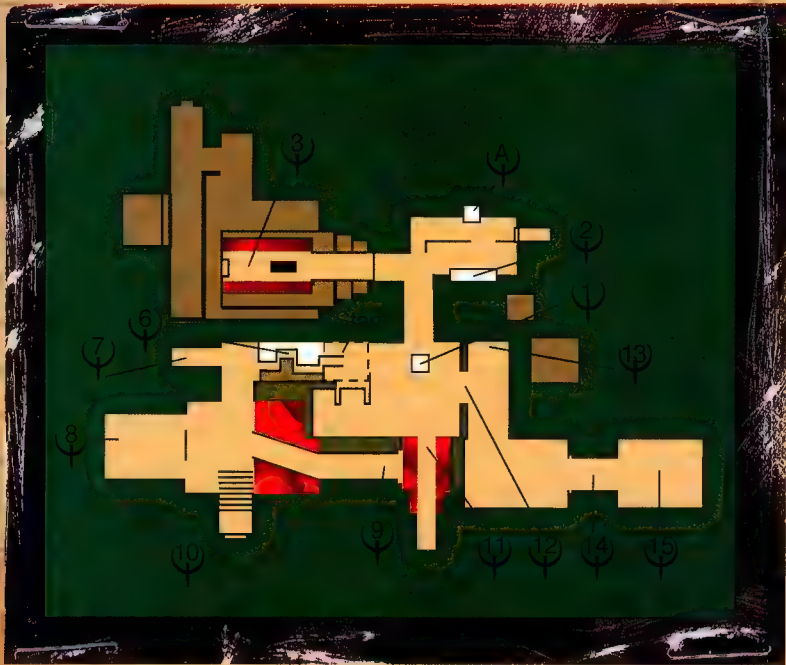
- D. Go behind the teleporter upstairs and step through the backside to reach a ledge with a **Quad Damage Rune** guarded by a Fiend.



LEVEL 5:

THE DOOR TO CONFUSION

PASSWORD: PQW4 9QVD Y8VY X2IM





Watch out for the Ogres on this level! There are several switches you'll have to throw, and Ogres are guarding every one of them. You'll need to collect a Gold and Silver Rune Key to complete this level. If that isn't enough, you'll have to face a Shambler at the Exit.



CRITICAL PATH

1. Push the Quake floor switch to open a wall down the hall.
2. Push this Quake wall switch to open another wall in the area. Ogres will be around nearly every corner from here on out.
3. Grab the **Yellow Armor**, push the wall switch, and drop down the hole that appears in the floor before the Ogres can blast you.
4. This room is a trap. Kill the Ogres to reveal the escape route and ride the lift up.



5. Grab the **Silver Rune Key** here and use the teleporter to return to the area near the start.

6. Cross the crooked beam. If you fall off, make a dash for the teleporter below before the nail shooters have a chance to perforate you.
7. Once you cross the beam, you'll have to fight several Ogres.
8. Push the wall switch to reveal the bridge to the Silver door.
9. Enter the Silver door and step on the floor switch to extend the bridge to the **Gold Key**.
10. Enter the teleporter, which returns you to the beginning of the level.
11. Jump across to the bridge that leads to the Gold Key, which releases a Fiend behind you. Have your Rocket Launcher ready to take care of him.
12. Enter the Gold door
13. Push the wall switch here.
14. When you step on the floor switch, a Shambler appears. Get your Super Nailgun ready and let him have it!
15. Jump into the floor teleporter to exit.

SECRETS

A. Shoot the red switch above the narrow hallway to open a secret door. Ride the lift up behind it and cross the ledges. Look below and drop down to the ledge below to snag a **Quad Damage Rune**.



B. Once you've collected the Yellow Armor and dropped down the hole, grab the **Megahealth** in the hall in front of the moving spike wall.

C. Once you have the Silver Rune Key, return to the room with the moving spike wall. This time, walk behind it as it passes by, and enter the teleporter to reach a landing with a **Super Nailgun** and **nails** on it. You can also jump to another landing with a **Megahealth** sitting on it.

D. This room is pitch black until you get the Silver Rune Key. Cross the room, climb the stairs, and hit the switch. At the column that points away from the chamber, shoot the red symbol. The stairs with the closed door lower, leading to a box of **rockets**.

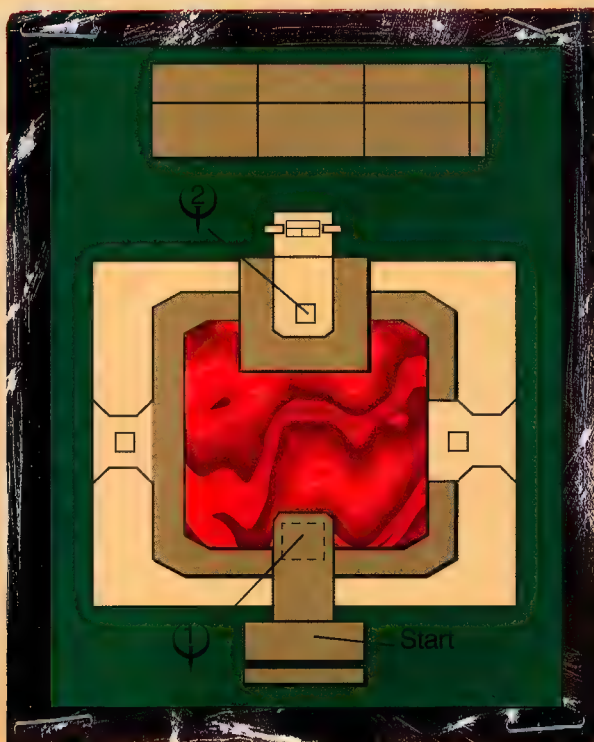
E. Wait at the bottom of the stairs in *Secret D* until they rise again. Follow the stairs to a teleporter that takes you to a ledge, where you'll be able to get another **Megahealth** power-up.



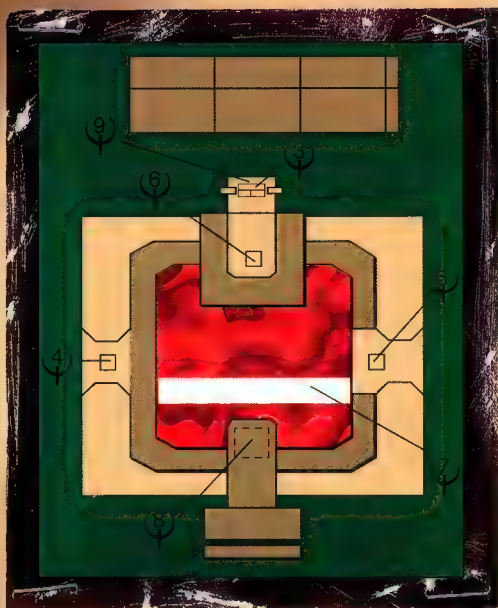
LEVEL 6:

THE HOUSE OF CHTHON

PASSWORD: PL24 XBBT YJLQ 32?6

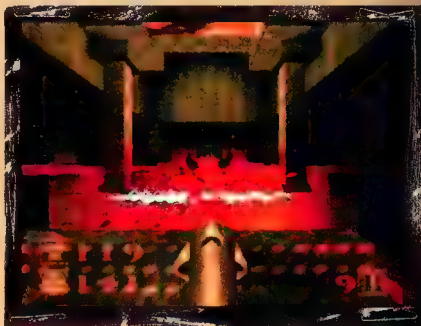


This is it! It's time for your showdown with Chthon, the first of Shub-Niggurath's lieutenants. Don't bother wasting your ammo—Chthon can't be killed in a normal manner.



CRITICAL PATH

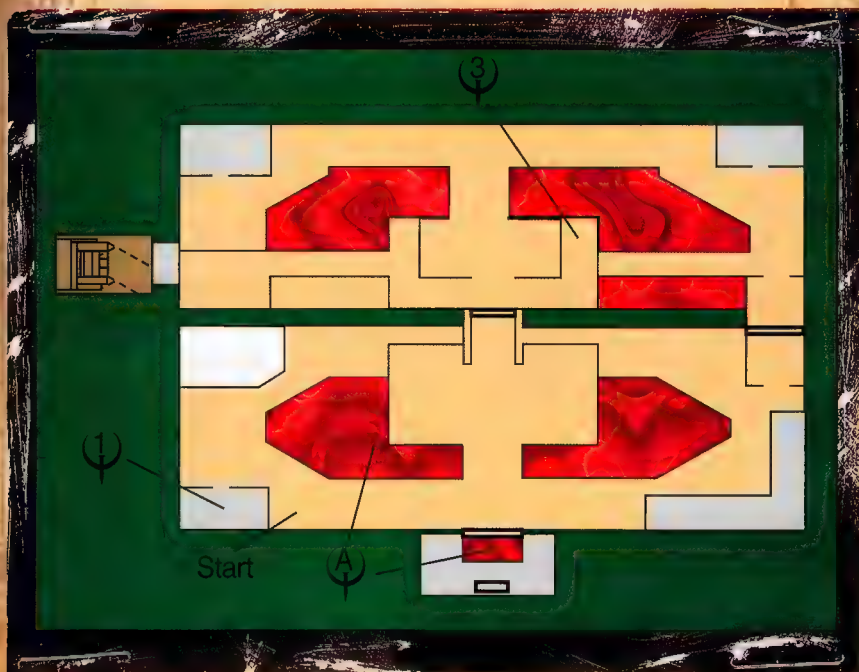
1. Grab the first **Rune** needed to reach Shub-Niggurath, and Chthon will rise from the lava. Get moving and head for the other end of the pool.
2. Grab the **Megahealth** in front of the lift.
3. Ride the lift to the upper level and get going!
4. Run along one of the ledges parallel to the pool of lava, stepping on the floor switch to lower the first electrode.
5. Run around the other side of the lava and step on the floor switch there to lower the second electrode.
6. Step on the floor switch in front of the lift to fry Chthon. Repeat this two more times to finish him off.
7. After you defeat Chthon, a bridge appears over the lava below. Drop down to the lower level and walk out onto it.
8. Jump down the hole—careful, it's a long drop—and enter the teleporter to go to the next level.



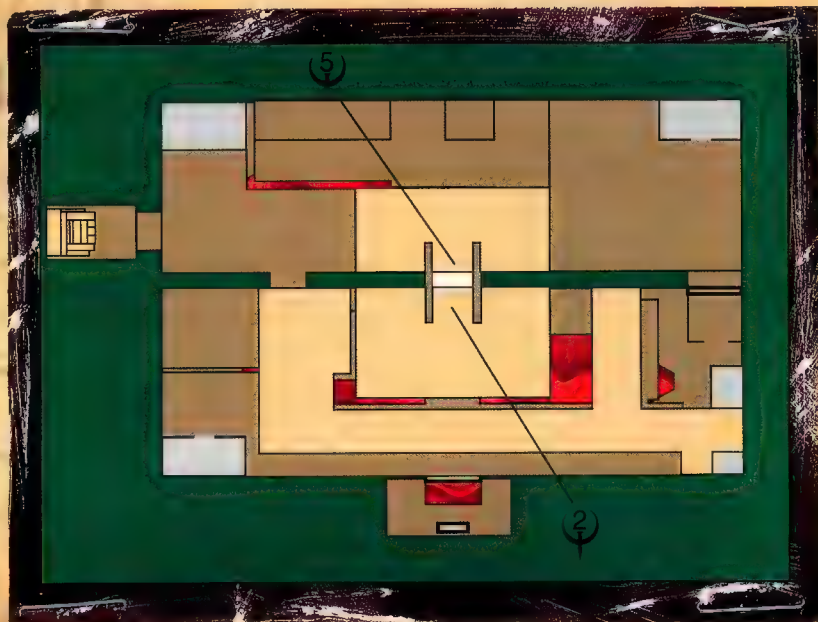
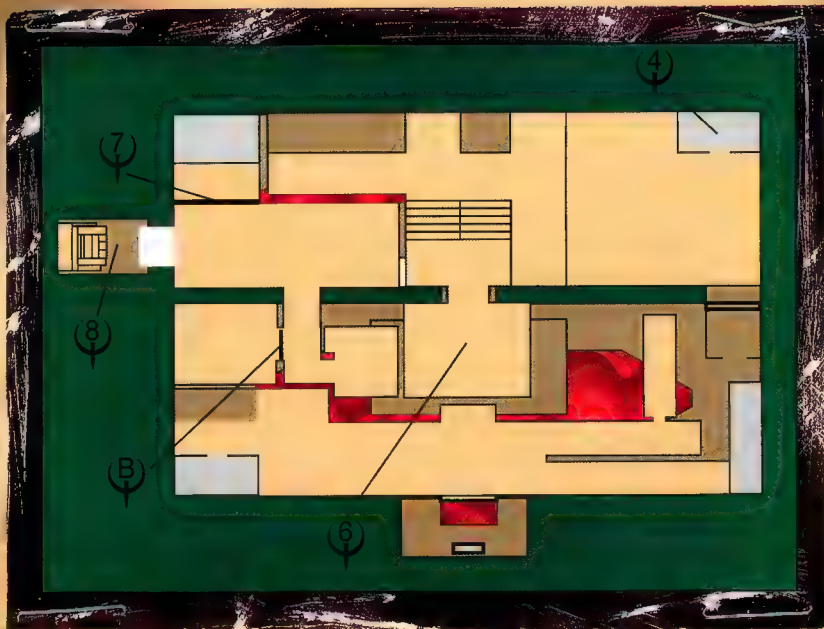
LEVEL 7:

ZIGGURAT VERTIGO

PASSWORD: 6JR3 KDDV 3SLG 9RFT

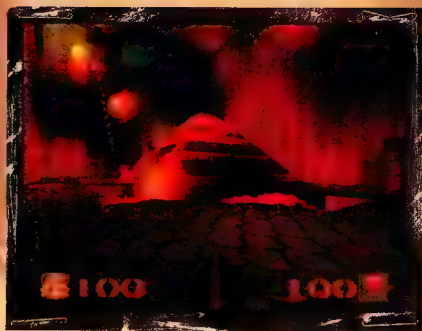


You can only access this level if you took the secret entrance to it from The Necropolis. This is a very low-gravity level! Expect huge jumps that take you in unexpected directions. The enemies on this level are also pretty fierce and numerous in some parts.

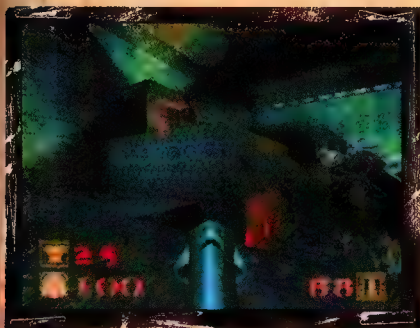


CRITICAL PATH

1. Leap from platform to platform to get to the top quickly.
2. Push the Quake wall switch at the top of the first area to access the rear area next door.



3. Push the Quake wall switch inside the room across from the crucified figure to open the doors to the lift.
4. Ride the lift up and jump to the highest platform in the room.
5. Push the Quake wall switch to open the doors in the room below.
6. Grab the **Silver Key** and be prepared for an ambush by some Scraggs and an ogre.



7. Enter the silver door.
8. Exit through the slippgate.

SECRETS

- A. Collect the **Pentagram of Protection** and dive into the lava by the bridge. Swim beneath the bridge away from the ziggurat to emerge in a small room with a **Quad Damage** power-up, **health**, and a slippgate to the bridge in front of the ziggurat.
- B. At the wall with a dark border on one section, shoot the section. A door in the wall will open, leading to two boxes of **nails**.

LEVEL 8:

OGRE CHATEL

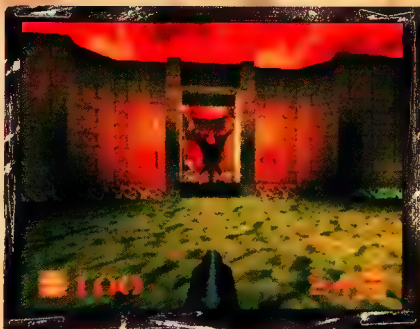
PASSWORD: GWY6 7BBB 23BD L4HK



The Ogre Citadel is crawling with Ogres—as you would expect—as well as Knights. There are plenty of switches and surprises here, so keep your eyes open and find the Gold Rune Key.

CRITICAL PATH

1. Grab the **Green Armor** and **Nailgun** in the courtyard.
2. Shoot the two red switches to open the door and extend the draw-bridge. A Fiend will attack, but he will fall into the moat if you are standing to the far right.



3. After crossing the bridge and killing the Ogre, avoid the nail shooter in the hallway ahead, and take out the Knights that attack from the room beyond.

4. Go down the stairs near the Gold door, and fight the Ogres and Knights as you climb the narrow stairway on your left.
5. Step on the floor switch to raise a platform outside, beyond the Gold door.
6. Grab the **Nailgun** and **Quad Damage Rune** and make quick work of the monsters between you and this switch. Don't activate the switch yet—instead, snipe at the Shambler below until he dies. Trigger the switch, and you'll be shoved off the ledge.

7. Get the **Gold Rune Key** and shoot the wall switch to open the exit from the room. There are more Ogres waiting for you in the hallway.
8. Open the Gold door and kill the Fiend and other monsters here before proceeding. Don't step onto the walkway until all the monsters are gone.
9. Run through the door and across the platform, which will start sinking as soon as you begin crossing it.
10. Execute jumps that take you up to the Exit. If you fall in, don't worry—there's a lift near the first pillars that will take you back up to try again.

SECRETS

- A. Before entering the Citadel, jump into the moat and swim left. Walk into the dead end, and a lift will take you up to a **Megahealth**.
- B. From the Megahealth power-up, continue through the water and turn left. Keep following the water under the bridge and into the alcove in the far wall. There's a **Grenade Launcher** upstairs here.
- C. Near the Gold Rune Key, step out the window onto the ledge outside. Walk along it to get the **Yellow Armor** and then snag the **Megahealth** in the room across the bridge as well.



LEVEL 9:

CRYPT OF DECAY

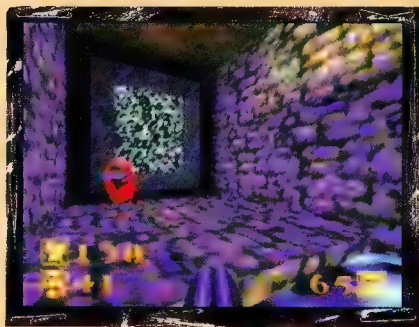
PASSWORD: B8YN BBBB ZBBB SXR4



3. Push the wall switch to extend the bridge. After crossing the bridge, look back—an open door will reveal **Yellow Armor** guarded by Zombies.
4. Push the wall switch to open the door on the other side of the bars.
5. Push the wall switch to open doors and bridges in the area next to you. Cross the bridge and turn right.
6. Grab the **Gold Rune Key** and be prepared for Death Knights coming from three sides. Your best bet here is to back up and begin blasting away. Pause before entering and exiting the room to let the spikes close. Run through the opening when the spikes are recessed into the wall.
7. Open the Gold door and attack the Shambler on the other side. Use your Nailgun or Super Nailgun on him.
8. When you get to this switch, don't push it. Blast the enemies you can see and allow the nail shooter to help you out. When all is clear, push the switch to extend the bridge. After you cross the bridge, take on the Shambler down the left hall.
9. Exit through the doorway (see *Secret E* for an alternate exit).

SECRETS

- A. Sidestep off the first bridge while facing the Yellow Armor. Move forward and under the bridge until you reach an underwater hallway. Go through the hallway until you reach a larger room. Turn left and go into the room with the arrows pointing at its doorway. Keep going, then take the first right you see. You'll go up some stairs, out of the water, and into a secret room with **Red Armor** inside.



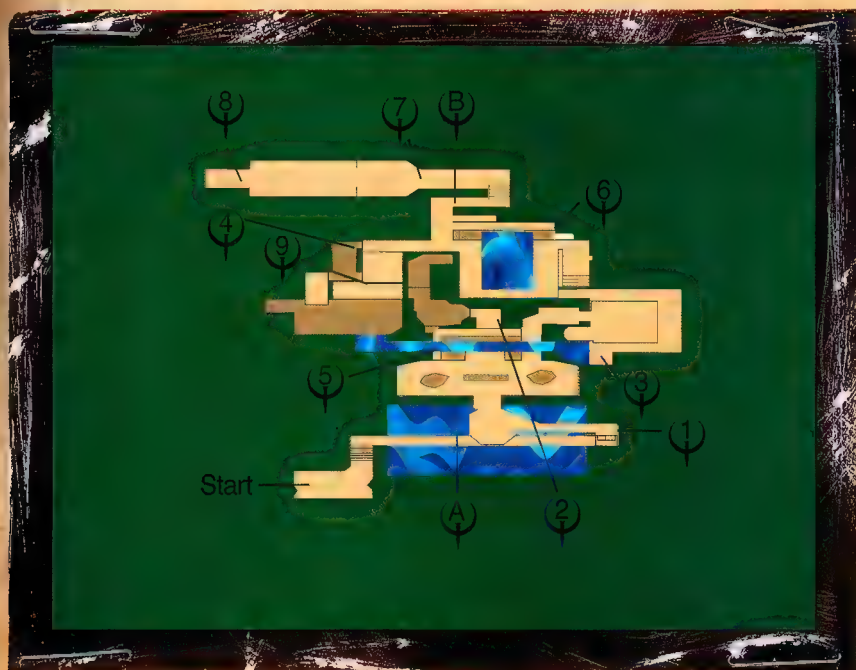
- B. After you find the Gold Rune Key, three doors will open revealing three more tiny rooms. Go into the one on your right and shoot the back wall to find a **Megahealth** power-up. If you jump into the water, you'll see some **Yellow Armor** and a barricade. More on the barricade later.
- C. The last intersection of the level has two paths: One leads to the regular exit, and the other takes you to a room with five boxes. Go into the room with the boxes and shoot the red switch on the ceiling, which causes a door to open above the middle box. Enter it, grab the **Megahealth** and hit the switch here. This will lower the barricade from *Secret B*. Return to the barricade and walk up the ramp. You'll find a teleporter that will take you to this episode's Secret Level: Underearth.
- D. In the room with the arched bridge that leads up to the Gold door, there are Zombies on a platform who snipe at you. If you aim a Grenade high enough, you can take them out. Killing them opens a door in the wall to the left of the Gold door, giving you a path to the Zombie's platform and some **rockets**.
- E. Exit the hall with the shooting nails, take the bridge to the top of the tower, and turn to the left. Shoot the Quake symbol on the ledge an Ogre used to occupy. Make the jump to the ledge to get the **Quad Damage Rune**, then follow the ledge around until you can enter the wall. Drop down into the water and swim for the **Biosuit** and **Pentagram of Protection** you find in the Well of Wishes. A section of wall will open, giving you access to the secret exit to Underearth.



LEVEL 10:

THE WIZARD'S MANSE

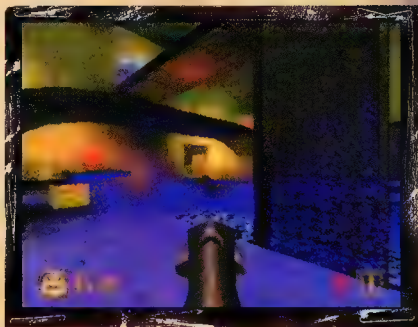
PASSWORD: 55R6 OXCJ 2LBR QVVI



This is a fairly small map, but it's packed with enemies. In your search for the Gold Rune Key, you'll have to fight off plenty of everything you've seen so far. Do your best to get the monsters to attack one another—it will make your job easier.

CRITICAL PATH

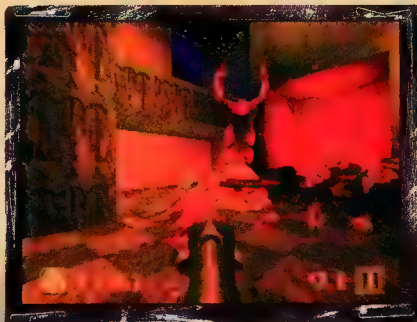
1. Take the lift upstairs.
2. Push the wall switch to reveal a walkway platform in the same area.



3. Push the wall switch to open a door on the other side of the room. Watch for the attacking Fiends and Ogres, and grab the **Red Armor**. To have any chance of surviving this room, you have to get all the monsters to fight one another. Run around the room in a circle—they'll go at it and you can watch the fun.
4. Shoot the two wall switches to reveal platforms used to cross the water.
5. Push the wall switch to take the lift down. Swim fast—it's likely you'll lose health on this swim.
6. Grab the **Gold Rune Key**.
7. Go through the Gold door and be ready to fight a Fiend and Death Knights.
8. Exit through the doorway.

SECRETS

- A. At the bridge with the rock column, jump into the water, and swim around the column. Enter the opening you find. Inside it, an elevator will take you to a secret area with **shotgun shells**.



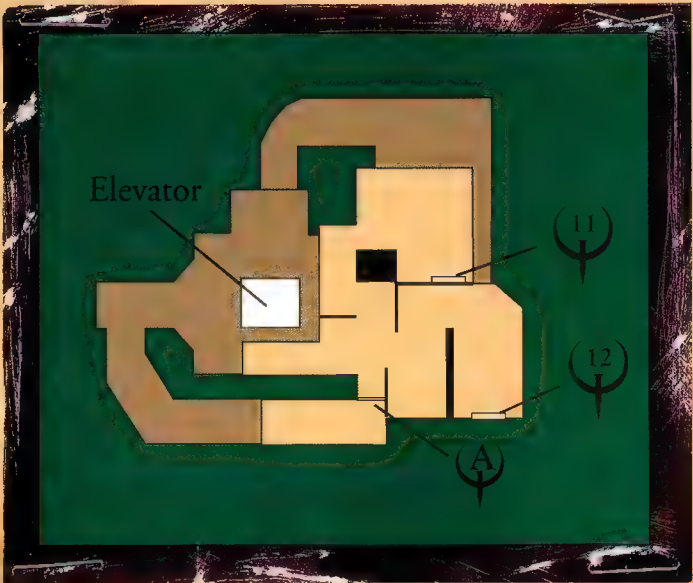
- B. After finding the Gold Rune Key, turn around and go back the way you came. When you turn right, you'll see that the wall texture is different in one section. Shoot the wall and drop down to collect the **Red Armor** and **Quad Damage Rune**.

LEVEL II:

THE DISMAL OUBLIETTE

PASSWORD: 5IRZ ?6XQ RGBR NNJH

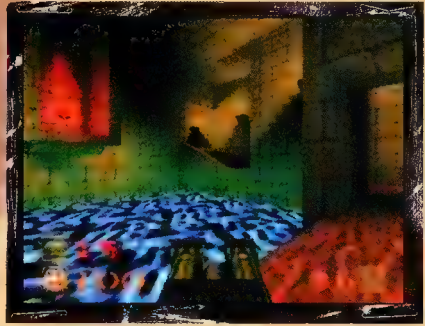




This is one of the largest, most difficult levels in the game, so proceed carefully. The Gold Rune Key is your objective, but to get it you'll have to push several heavily guarded switches.

CRITICAL PATH

1. Push the switch on the column to raise the bridge.
2. Push the wall switch to reveal stairs to cross the water in the other room. You'll have to run if you want to catch the stairs before they go back underwater. To make sure you make it, kill any monsters before pushing the switch.
3. Push the wall switch to open a door on the other side of the room.
4. Dive into the water here.
5. Swim up, using the small rails against the walls as guidelines.
6. Push the wall switch to open a gateway in another room.
7. Ride the lift upstairs.
8. Drop down and push the column switch to rearrange the center bridge.
9. Take the lift back down.
10. Push the wall switch to make the second floor accessible.
11. Push this wall switch to open a gateway elsewhere.
12. Push this wall switch to access the third floor.
13. Grab the **Gold Rune Key** and return to the lower floor.
14. Open the Gold door.



15. Push the column switch to rearrange the center bridge again.
16. Ride the lift down. Actually, the floor of this room lowers. Don't step in here without a good supply of grenades.
17. Take out the Vores to reveal the **Rune of Black Magic**.
18. Get the Rune and exit through the doorway.

SECRETS

- A. On the second floor of the tower by the Gold Rune Key barrier, there's an intersection with three paths. If you're coming from the elevator, the path in front of you and to your left will lead you to the switches. The path behind you will take you back to the elevator. Shoot the wall on your right and go inside to collect **nails**, **rockets**, a **Pentagram of Protection**, and a **Megahealth** power-up.



LEVEL 12:

UNDEREARTH

PASSWORD: 5XRV SMXP B7BR LP5H





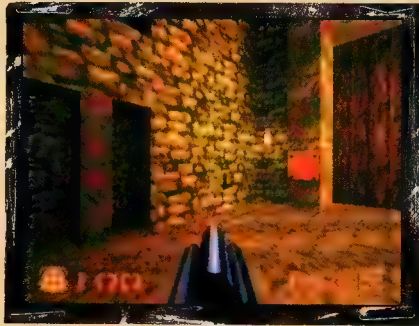
This level can only be accessed if you used the secret exit to it from The Crypt of Decay. This level is overrun with Fiends and Ogres, so keep your heavy weapons ready. Once you find the Gold Rune Key, you can escape.

CRITICAL PATH

1. Jump into the water under the bridge.
2. Ride the lift upstairs.
3. Grab the **Gold Rune Key**.
4. Enter the Gold door.
5. Push the wall switch to open a gateway in the same area.
6. Push the four wall switches to open the gateway in this area. Carefully avoid the nail shooter in the center of the room.
7. Push the three wall switches to open the bars on the stairs and the exit. Be sure you have a good supply of rockets and/or grenades—Zombies guard the switches.
8. Exit the level.

SECRETS

- A. To the left of the Gold door is a brick sticking out of the wall. Push it in, and you'll lower a nearby column to receive a **Quad Damage Rune**.



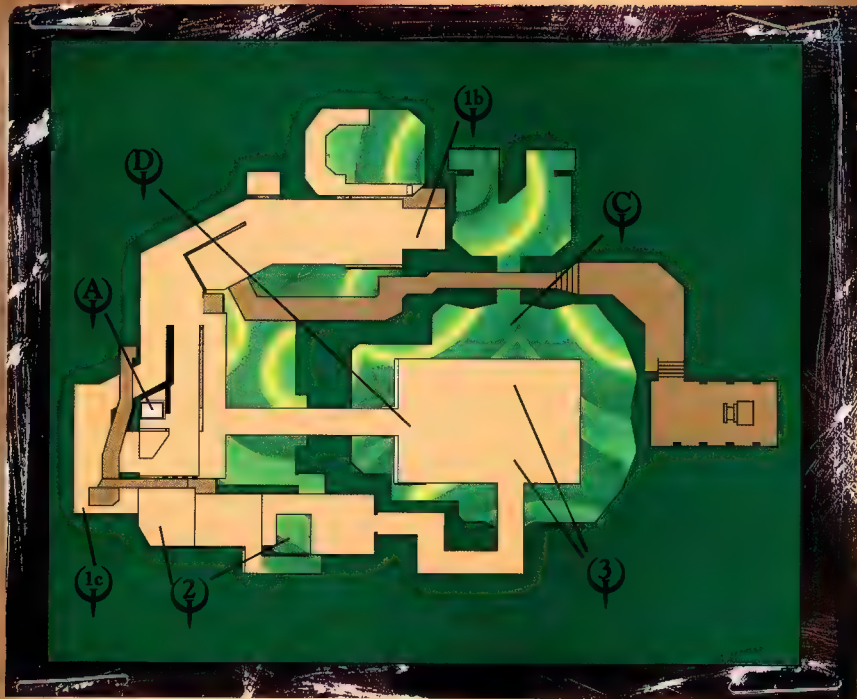
- B. After going through the Gold door, you will come upon a room that's basically a winding bridge over the slime pit. After crossing the bridge, look back across the slime pit. Underneath, you'll see a small opening you can get through. Jump into the pit and enter that area to find a **Biosuit**. Before you leave, dive down near one of the three pillars to get the **Red Armor**. Swim back up and use the button on the wall to get out of the slime.

LEVEL 13:

TERMINATION CENTRAL

PASSWORD: 5SR9 TPGF VQBR JBCT



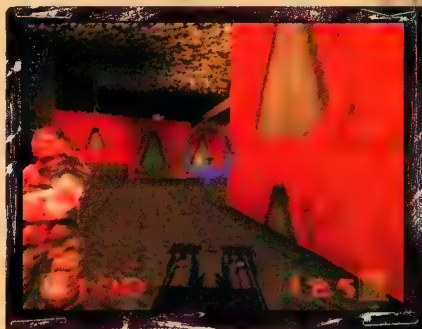


Watch out for the Enforcers in this level and beware of ambushes from above. Put exploding barrels and Quad Damage to good use here.

CRITICAL PATH

- 1a. Hop on the lift and get ready to shoot. Grunts and Enforcers wait for you down below, so be ready. Watch out for the Enforcer up on the ledge as you head for the **Green Armor**.
- 1b. Next, you come upon two diverging corridors. Follow the corridor that slopes down to the right and throw the switch. This opens a door in the left corridor. Go down the left corridor and throw the second switch while keeping an eye out for Grunts and Enforcers who ambush you from above.

2. Shoot the explosive boxes to take out some of the enemies waiting at the base of the first ramp. Watch out for Grunts lurking on the ledges above. As you go up the second ramp, be careful not to fall into the slime. If you do fall in, the quickest escape is through the tunnel to the right.
3. Grunts and Enforcers guard a **Quad Damage Rune** on this platform. Shoot the barrels to remove a few of these guys. If you're feeling manly, jump into the fray and grab the Quad Damage Rune first to make your job a lot easier. Watch out for the guy guarding the switch on the other side of the pillar. Hit the switch to open the bridges leading off the platform.



4. Clear a path through the Grunts and Enforcers that guard the lift. Go around the ledge to the left and get the **Gold Key Card**.
5. Blast your way down this hallway full of bad guys. There's not much cover, so sidestep to dodge fire. When you get near the end, a door slams shut and blocks your retreat—it opens automatically when you go a little farther.
6. This last section can get a little hairy. Keep an eye out for the two Enforcers who jump out from the black walls flanking either side of the exit. Once the area is clear, get the **health** on the ledge by jumping from some nearby boxes.

SECRETS

- A. Go to the spot where the hall splits into two corridors that ramp downward and take the left corridor. Go under the bridge and look for a dark shadow on the wall. Shooting this panel reveals a secret room that contains **Red Armor**.



- B. Step on the small lift embedded in the floor (it's close to the secret Red Armor room). The lift rises until it's level with a bridge on one side and a darkened ledge on the other. Jump to the ledge and follow it to the **Quad Damage Rune**.
- C. Head toward the large, freestanding platform over the slime pool. Go to the side of the platform facing the switch on the pillar and jump into the slime. Swim down to the bottom of the pool and through the tunnel, then surface in the secret place. Take the **power-ups** here and enter the teleporter. Follow the ledges to find a **Megahealth** power-up.
- D. On the same platform mentioned in *Secret C*, go to the edge with the two bridges. Carefully drop down to the ledge just below the platform. Take the **Yellow Armor** if you need it, and hop on the lift. The lift takes you high above the platform, where you can take potshots at your enemies.
- E. Jump up the pile of gray boxes near the Gold Key door until you reach the top. Shoot the wall panel that's missing the neon trim. Follow the passage to the end and take the lift up to a high ledge. Take the **Megahealth** power-up on the ledge.

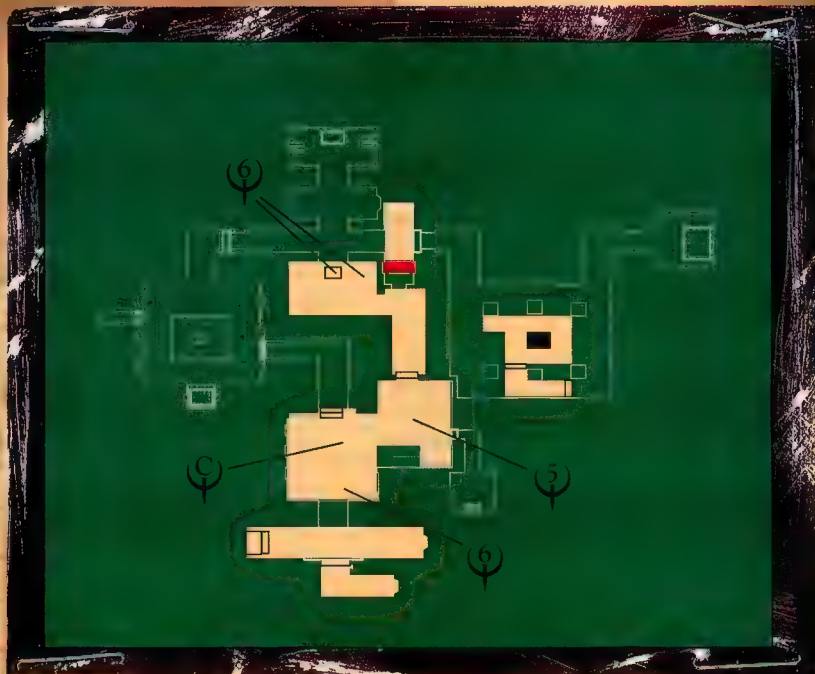


LEVEL 14:

VAULTS OF ZIN

PASSWORD: 5NRV JF6G CVBR GBFL

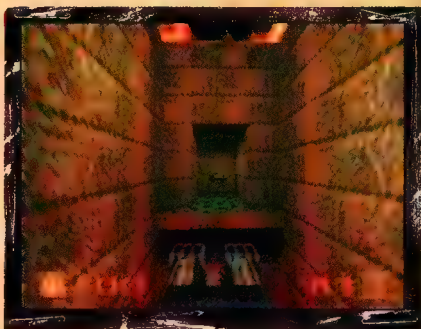


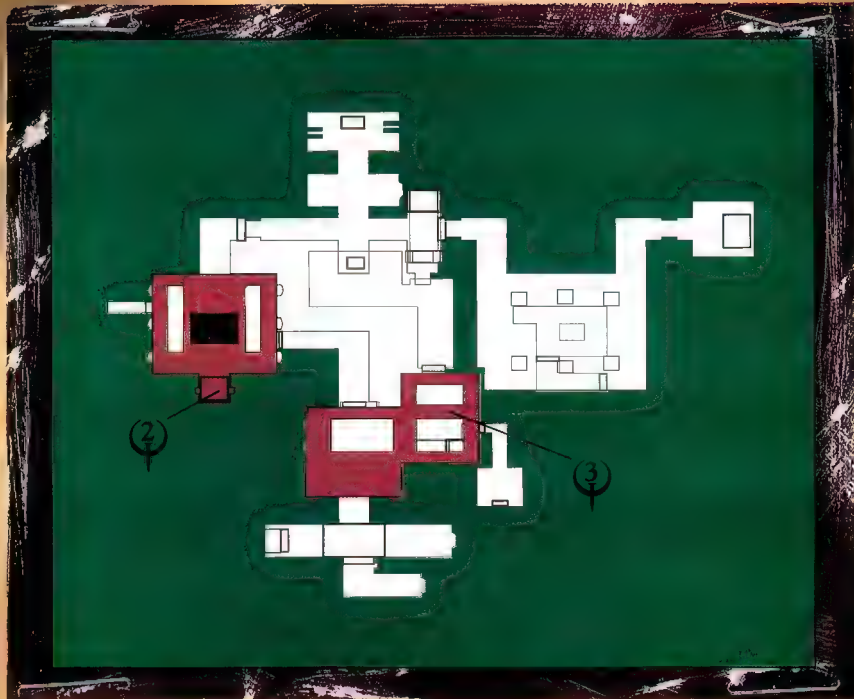


Zombies, Shamblers and Fiends inhabit this well designed level. Remember that Shamblers go down easier when you use nails on them.

CRITICAL PATH

1. Keep your eye on the closed door on either side of the hall—when you get to the end of the hall, Zombies will pour out of those doors. Let them have it if you've got a Grenade Launcher handy, otherwise, run down the hall, turn left and then jump across to the **Grenade Launcher**. Now return and kill the Zombies.





2. Push the wall switch to open the locked door. Watch out for an ambush as you enter the next room. Ride the lift up to the ledge above—there's a bridge up here with a pillar in the center. Push the switch to raise the pillar and reveal a hole in the bridge. Drop down through the hole to open a door. Kill the Ogres that appear.
3. A group of Ogres wait around the corner of the hallway. In the room beyond, there's an Ogre lurking in the rafters, so take him out.
4. Walk up the stairs, where you'll find yourself on a cleverly disguised lift. Turn left or right to get the drop on the Ogres flanking you, then throw the switch to open the side door. Hit the second switch to open another door that reveals a teleporter that will take you out of here.
5. Kill the Fiend in the pit beneath the crucifix and lure the others out by jumping into the pit and running for the lift.

6. Push the switch to unleash a horde of Zombies. A Fiend and an Ogre wait down the hall—grab the **Silver Rune Key** they're guarding and hop into the teleporter.
- 7a. Blast the Zombies and Fiend behind the Silver door, then kill the Zombies in the room beyond. Don't bother killing the Shambler below—another will appear in the room with you if you do.
- 7b. Hit the switch to raise the pillar. Step on the floor switch and don't step off—the rest of the floor vanishes, leaving you standing on a pillar. Wait until the Shambler is out of the way, then run for the door with **rockets** in front of it. Push the switch to open the door to the teleporter and get the **Gold Rune Key** on your way there. Concentrate on dodging, rather than killing the Shambler. Head for the Gold door and exit the level.

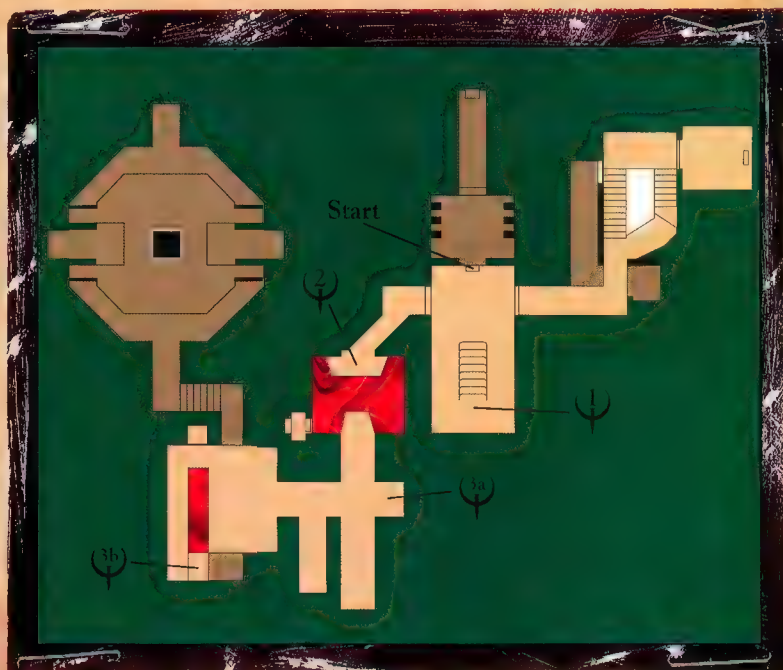
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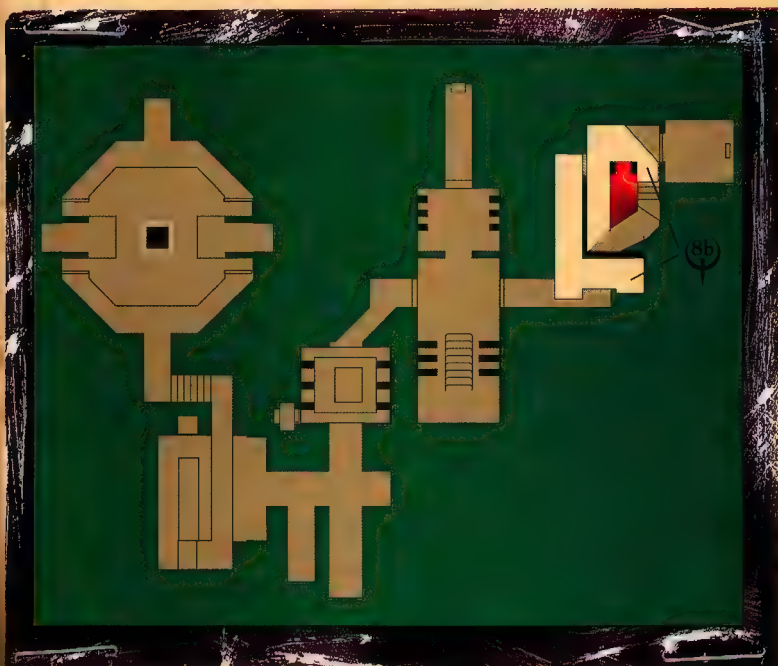
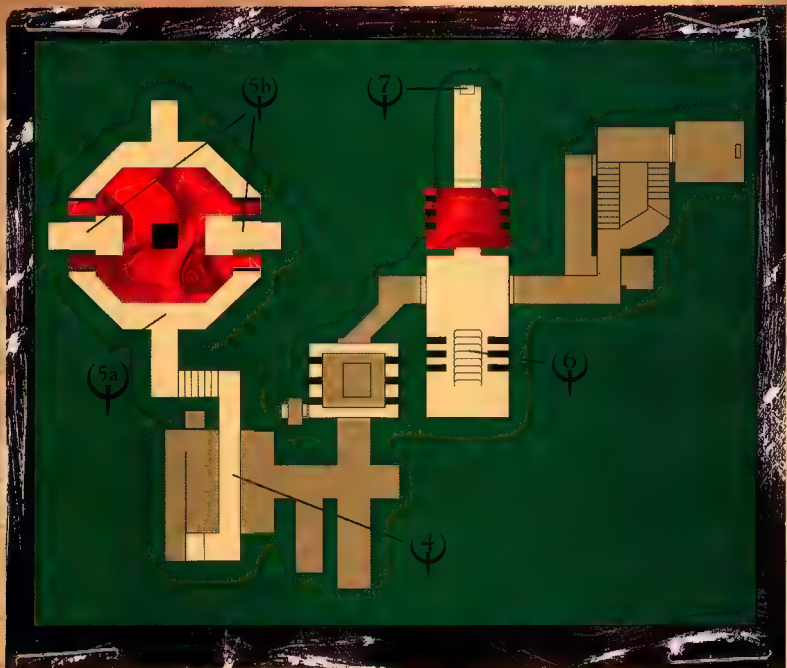
- A. Jump to the ledge with the Grenade Launcher and turn around. Jump into the pit once you've cleared out the Zombies below, and grab the **Megahealth**. Ride the lift back up.
- B. Shoot the wall just to the right of the crucifixion victim's knees. Jump up to the ledge and go through the door to find a **Ring of Shadows** inside.
- C. In the chamber with the Fiends, shoot the odd-looking wall texture to reveal a teleporter that takes you into the rafters.

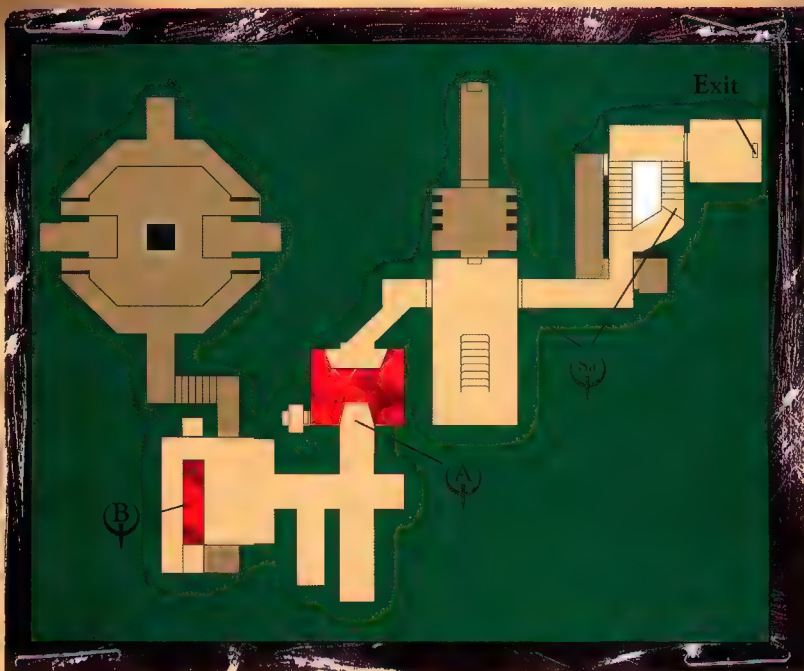
LEVEL 15:

THE TOMB OF TERROR

PASSWORD: 5JR6 HDXM 2ZBR DPN5







There are plenty of nasty traps in this level, including crushers and lava pits. Keep your Super Shotgun or Super Nailgun loaded to take care of roaming Death Knights.

CRITICAL PATH

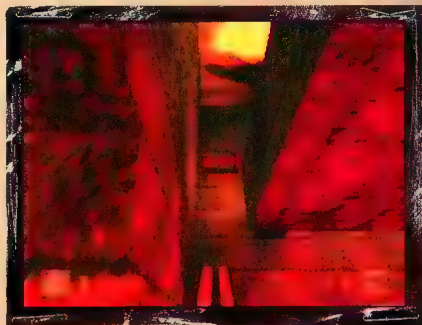
1. Throw the switch and watch out for the Ogres ahead. Try to lure the Death Knight into fighting the Ogres and move on while they take whacks at each other.



2. Step on the floor switch to raise the stairs. Hurry up them (they disappear soon) and grab the **Super Nailgun**.
3. Battle the Death Knights in the next room, but look out for the Zombies hiding in the side chamber. Walk up the stairs and ride up the lift.
4. There are nail shooters here. It's fairly easy to avoid taking damage from them, but when the Death Knight appears at the end of the hall, you'll probably end up backing into them. That's preferable to standing toe-to-toe with a Death Knight.
- 5a. Step on the floor switch to extend a bridge over the lava. Back over the floor switch on the center island and take care of the monsters that were trying to flank you by first killing the Death Knight, then use the hail for cover as you kill the Zombies.
- 5b. Trip the next two floor switches, but make sure you don't get crushed in the process. Once you've finished off the Scraggs and other monsters, enter the teleporter.
6. If you haven't killed the Ogres and Death Knight here, get them to fight one another and watch the fun.
7. Go down the hall and activate the switch. Run across the bridge, ignoring the nail shooters. Stop just inside the tunnel so that you don't fall into the pit ahead. Time a leap over the Death Knight below, grab the **Silver Rune Key**, and escape through the teleporter. Don't waste time on the Death Knight—a heavy stone ram will push you into the lava if you're too slow.
- 8a. Open the Silver door and kill the Fiend by running up the stairs and firing down on him. Kill the Death Knight lurking above the stairs, as well as the Ogre planning to surprise you below.
- 8b. Walk under the stairs. The switch there releases a pack of monsters. Blast them all, then enter their cage and push the switch inside to clear the way to the exit above.

SECRETS

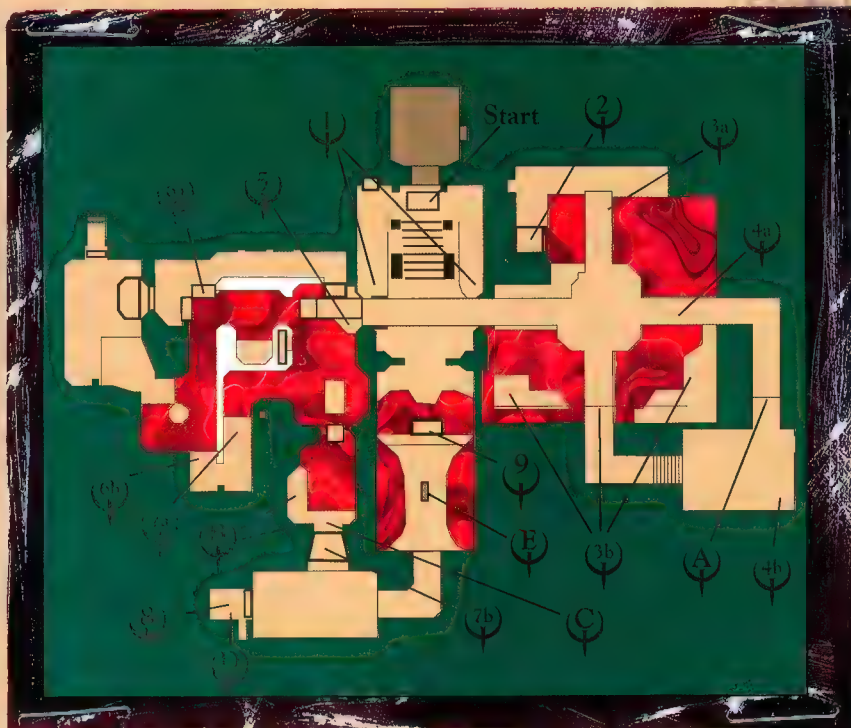
- A. At the top of the stairs that rise from the lava, look up and to the right. Shoot the button you see to open a door in the wall below. Jump into the teleporter inside and grab the **Red Armor** from the rafters.
- B. Jump into the narrow pool of water and swim under the stairs to find a **Megahealth** power-up.



LEVEL 16:

SAFAN'S DARK DELIGHT

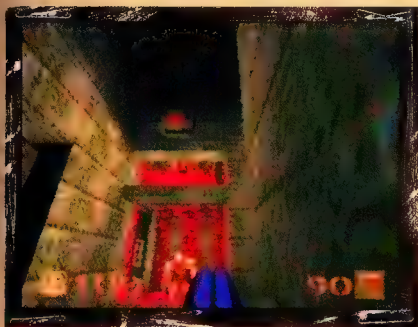
PASSWORD: 5DR0 HW4N PZ?S 5Y2W



As you would expect, given the name of this level, it's full of nasty surprises. The good news is that there are plenty of weapons and power-ups to collect.

CRITICAL PATH

1. Kill the Ogres on either side of the stairs, and drop into the water on the left. Swim up through another sliding hatch.
2. Fight your way through the Rotfish, picking up **health** and **ammo** as you go. Go through the door and onto the lift to get out of the water.
3. Activate the switch to extend a bridge over the moat. Jump to the platform and snag the **Yellow Armor**, then go through the door on the other side of the central room.
4. Activating the switches opens the two outer doors over the moat. Watch out for Ogres as you walk to the other side of this room to open the two remaining doors on the island.
5. Push the switch to activate the lift, and blast the Ogres above as you ride it up.



6. From the start, ride the floating platform in front of you. Kill everything you see the first time around, and shoot the switch over the bloodstained doorway to crush the Ogre standing in it.

7. Shoot at the switch on the floor while standing on the platform beside it. Ride the platform to the lift and start shooting when the door above opens. Grab some **health** once the fight is over.
8. Get the **Pentagram of Protection** (*Secret A*), then walk around the corner. Grab it and use it on the Shambler that appears when you walk down the ramp.
9. Jump through the teleporter beyond the ramp to exit the level.



SECRETS

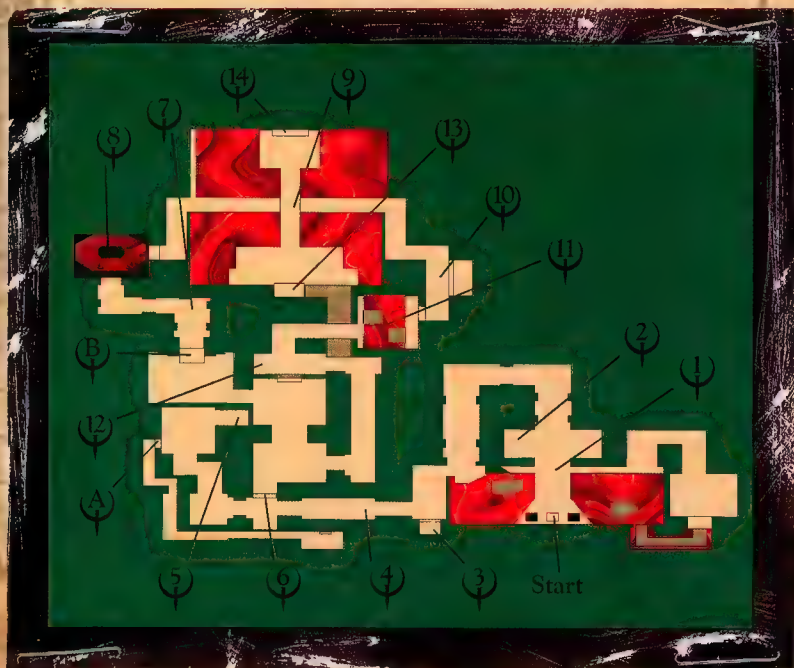
- A. Shoot the yellow light over the ramp. This raises stairs that take you to some **ammo** and **health**.
- B. From the room with moving platforms, jump to the ledge with the pillar in the corner, and the wall will open to reveal a **Quad Damage Rune**, **Yellow Armor**, and a **Megahealth** power-up.
- C. Inside the room in *Secret B*, shoot the four vertical lights to reveal a **Pentagram of Protection**.
- D. At the top of the lift, shoot the yellow light in the ceiling to open a chamber containing another **Pentagram of Protection**.
- E. To go to the Secret Level, The Haunted Halls, jump into the square hole under the ramp near the regular exit, then walk into the teleporter there.



LEVEL 17:

CHAMBERS OF TORMENT

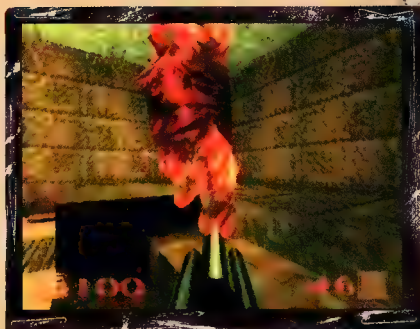
PASSWORD: 49R6 XBBJ 2GBQ 932T



This level is packed with high-level enemies. Save your best ammo for the nastiest enemies, specifically the Vores.

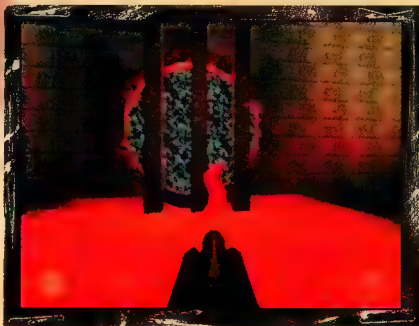
CRITICAL PATH

1. Take out the Death Knight at long range and go to the base of the stairs. Kill the Ogres who hide on either side of the stairs instead of going up into their direct line of fire.



2. Use the **Ring of Shadows** to scout ahead and locate the enemies. Take special note of the location of the Vores. They're the real killers of this level.
3. Blast your way down the hallway until the Fiend leaps out of the wall. Backpedal while firing at the Fiend. If you're low on rockets, retreat quickly to the stairs and fire through the balcony.
4. Shoot at the Vore (preferably with rockets or better) and then sidestep quickly back around the corner. Keep this up until he's dead. If one of his projectiles should get on your tail, run like crazy until you hear it explode behind you.
5. Kill the Vore and the Death Knight guarding the Silver Key. Grabbing the **Silver Key** releases Ogres from a trap door in the ceiling.
6. A group of Knights is waiting behind the silver door. Take them out and get ready for the next wave: Fiends. Watch out for the Scrag above the doorway and the Knights that attack from the door to the left. You should grab the **Quad Damage Rune** (*Secret B*) before entering the silver door.
7. Ogres lurk in the scaffolding above this room. Don't worry about them for now; just run straight through to the lift. Three Knights attack you in rapid succession here, so be ready.
8. Approach the nail-shooting pillar from the left side of the hall. Take out the two Scraggs and jump down into the pit. Be careful not to drop into the line of fire. Time the shots so that you can get to the pressure plate without getting spiked.
9. Get past the Ogre in the hallway. A Fiend lunges down the walkway at you. He should be no trouble compared to the Vores up on the bridge. Don't stand around in the doorway and make yourself an easy target for the Vores. Sidestep and fire until you're sure they're all dead.
10. Step on the three pressure plates, and a hidden door on your left will release a couple of Ogres.

11. Clear the room with the sliding platforms of enemies before you dash across the pit. When that's done, wait until just before the platforms join and run across.
12. Two Vores guard the **Gold Key** from an adjoining chamber. Grab the Key and then drop down to the gold door.
13. If you have extra rockets, they can come in handy taking out the succession of Scraggs in this hallway. Take the lift up.
14. At the top of the lift you see the goals of this whole set of levels before you: the **Rune** and the portal out of this hellhole! Of course, it's not going to be as easy as running across the bridge. Before you try to cross, lure the Vores to your side of the lava pit. Fire down over the edge at them. When the Vores are dead, head across the bridge. Halfway across, two Fiends appear—one in front and one behind you. Jump off the right side of the bridge and onto the walkway. If the Fiends jump off after you, circle back around to the bridge and cross to the exit. If not, shoot at them from below and then circle around. If only one jumps off, they're still easier to kill individually than together. Once the bridge is clear, take the Rune and head into the next level.



SECRETS

- A. In the room with the Silver Key, look up and shoot the switch on the ceiling. Go through the door that appears in the wall. Get the **Yellow Armor** and the **Quad Damage Rune**.
- B. Get on the lift and look up. Shoot the button on the ceiling to allow you access to the tops of the beams.

LEVEL 18:

THE HAUNTED HALL

PASSWORD: 45RZ ZF32 LZBQ 773R





This level keeps you on your toes, but it's not *too* difficult. You've got to learn how to deal with the Vore's attack to have any chance of survival. Don't turn a corner and expect the next corridor to be empty—this place is crowded!

CRITICAL PATH

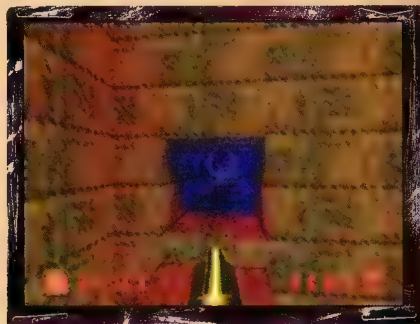
1. Shoot the Ogre, take his **grenades**, and use them on the Zombies.
2. Ride the lift and cross the bridge. You'll be ambushed by a Fiend, so back around the way you came and fire as you go.
3. Zombies, Ogres, and a Scrag wait in the next room. Dodging in and out will usually cause the monsters to fight amongst themselves. Hit the switch to open the door, but beware of the Ogre lurking overhead.



4. As you walk into the next room, a bar blocks your retreat and a Fiend emerges from a pit in the floor. If you have grenades, lob them into the pit before you enter the room.
5. Throw the switch to open the door on the other side of the bridge. This triggers an ambush of Zombies and Scraggs between you and the bridge.
6. Use hit-and-run tactics to take out the five Ogres guarding this room. Get the **Yellow Armor** and be sure to grab the **Quad Damage Rune**.
7. Throw the switch at the top of the lift to open the iron door below. Walk onto the bridge and shoot the Quake symbol to your right. A Shambler materializes and a door blocks your retreat. Hold your ground and kill your attackers quickly. Drop into the Vore's cage and land on the pressure plate to open the door above. Shoot the wall switch to teleport out.
8. Stand at the top of the stairs and toss some grenades over the railing. That'll get the Death Knights' attention, and you can finish them off as they come up the stairs.
9. Before you run the nail-shooter gauntlet, look up and to the right. An Ogre hides in the alcove.
10. Run to the far end of the hall and press up against the wall (this is an easy way to find a spot that's safe from the nails). Kill the Ogre quickly, then aim for the Vore on the other side. Quickly grabbing the nearby **Quad Damage** and **Armor** can help in dealing with the surrounding menace (*Secret C*).
11. Hit the switch to lower the lift. Shoot the Ogres on the bridge from the floor before going up. From the bridge, kill the last Ogre stupid enough to stand between you and the exit.

SECRETS

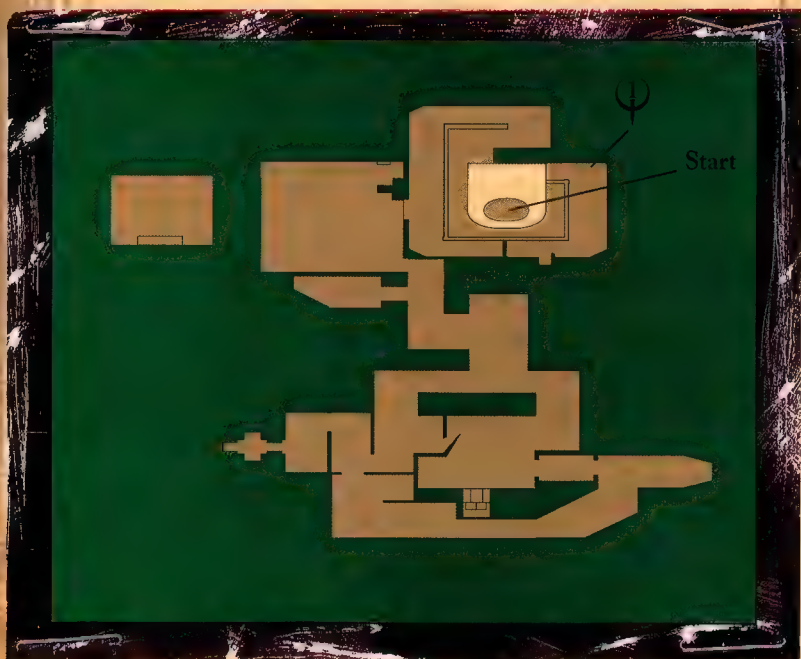
- A. Stand on the walkway over the lava and shoot at the bloody grate to reveal a **Quad Damage Rune**.
- B. Go up the lift next to the teleporter receiving pad. Quickly jump off and go under the lift. Here you'll find a **Megahealth** power-up.
- C. Stand in front of the lift switch and look up. Shoot the Quake symbol to open a chamber containing **Armor**, **Megahealth**, and a **Quad Damage Rune**.
- D. From the bridge, jump on the Ogre cage. A door opens, revealing an Ogre and a **Pentagram of Protection**.

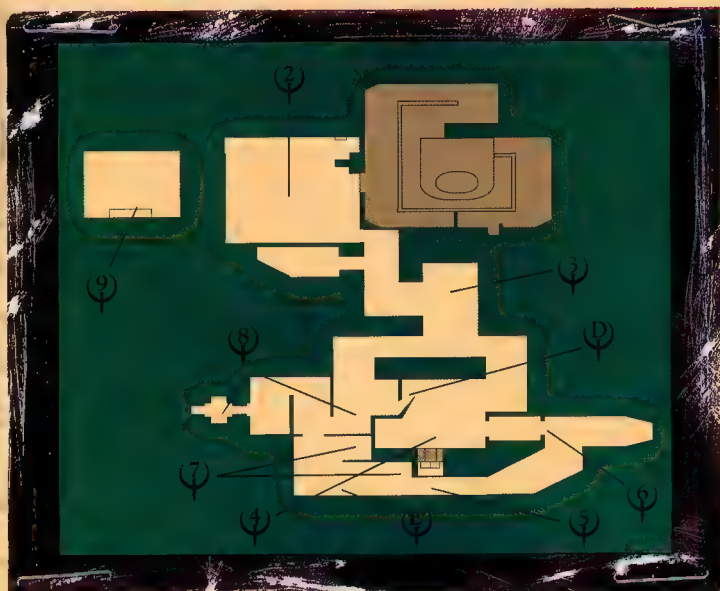


LEVEL 19:

THE TOWER OF DESPAIR

PASSWORD: 4IRO 6PFG WGBQ 5BCH



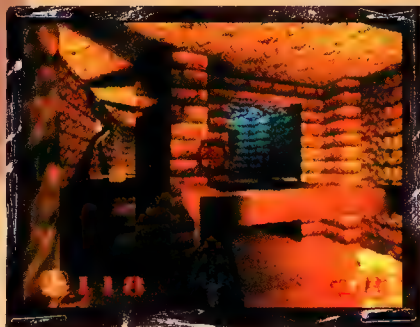


You are catapulted to a medieval castle full of ghoulish Knights, unspeakable horrors, and deadly traps—just another day at the office for you! There are only a few secrets, so you're free to concentrate on staying alive—that's more than enough to keep you busy on this level.

CRITICAL PATH

1. Leap down into the tower and blow your way through the Knights, then head down the left corridor. This leads to a well-guarded pool. Kill the Ogres and Vore before you go wading.

2. Before you take the plunge, grab the **Ring of Shadows**. (*Secret B*). After you dive in, you'll find yourself alone in the dark with a Shambler. The Shambler will ignore you if you don't attack, so run past him and into the room directly behind him. Ignore the Death Knight behind the door and hit the switch on the far wall. Ride the lift up and grab the **Pentagram of Protection**. Drop down and immediately eliminate the Shambler.



3. As your invulnerability dwindles, race down the hall and grab the **Quad Damage Rune** around the corner—it's time to wreak some havoc. Use your remaining moments of protection in tandem with the Quad Damage Rune to get rid of the huge army of bad guys that will try to dismember you.

4. Be careful as you enter this room—the multiple Ogres can pick you apart in seconds. Jump off the landing below the window to land on the beams. Then make your way to the platform overlooking the window. Shoot out the window and leap through the newly revealed opening.

5. Press the button, but don't drop down. A door has opened, revealing a platform with two Ogres providing covering fire for a Death Knight. From the left side of the pit, pick off these beasts before making your descent.

6. This corridor is full of traps. Avoid the spiked door trap by walking slowly up to the door, letting it shut, then walking through the gap. Stick to the right wall to avoid the dart trap.

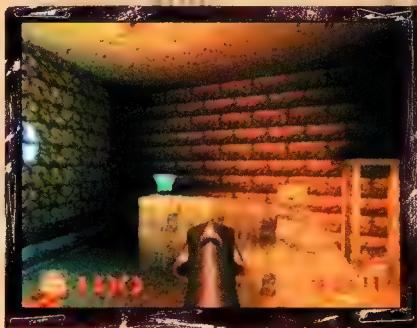
7. Race across the beams on the right-hand side, and hide in the corner next to the teleporter while the monsters below duke it out. You may need to do a little coaxing to keep them at each other's throats. Jump down and finish off the victors, then press the switch on the wall.

8. Grab the **Quad Damage Rune** and clear this corridor as you follow it to the end. Press the switch on the wall to open the bars, and step into the small treasure room. Grab the **Key** and you'll teleport to the previously well-protected pool. From there you can leap around to collect the **Silver Key**, **Megahealth**, and **Yellow Armor**.

9. Go through the teleporter above the pit and you'll warp directly to the exit.

SECRETS

- A. Shoot out the window in the first room to reveal a switch. Push it to open the cages surrounding the **box of shells** and **Double-Barreled Shotgun**.
- B. Shoot the wall where the trim stops to reveal a hidden chamber containing a **Ring of Shadows** and a **box of nails**.
- C. As you enter *Secret B's* chamber, you'll see a switch to your left. Push it, then immediately head out into the hallway. Enter the trapdoor that has appeared in the floor to teleport to the narrow walkway in the first chamber. Walk around carefully and collect the **Green Armor** and a **box of nails**.



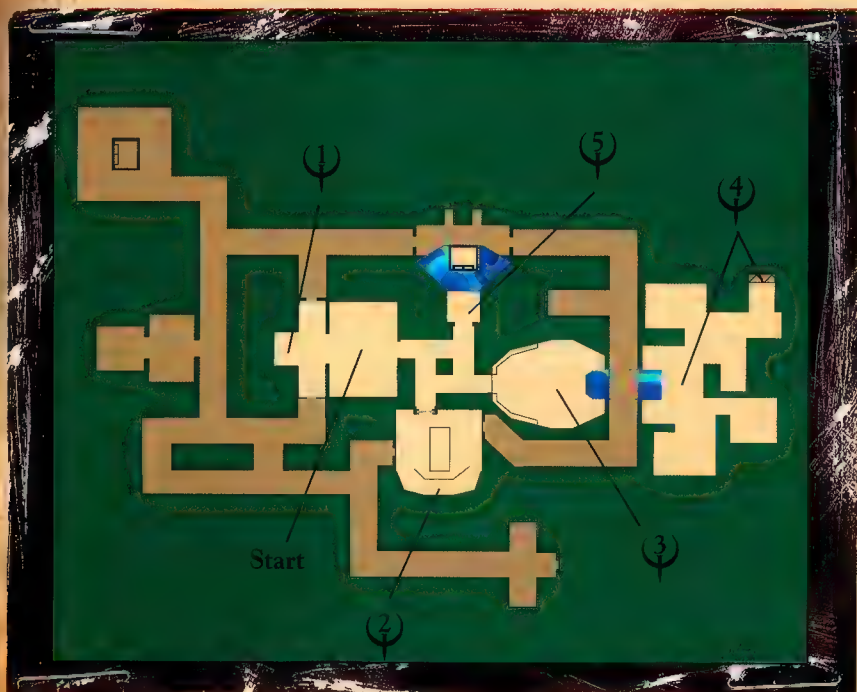
- D. As you walk up the beams, look for a dark nook in the wall to the right of the window. Follow this passage to an overlook where you can see a **Megahealth** power-up below. Jump down so that you land on the cage's edge.
- E. Hit the wall to the right of the switch to reveal a passage that leads to the Ogre platform. You'll find a couple of **health** power-ups there.

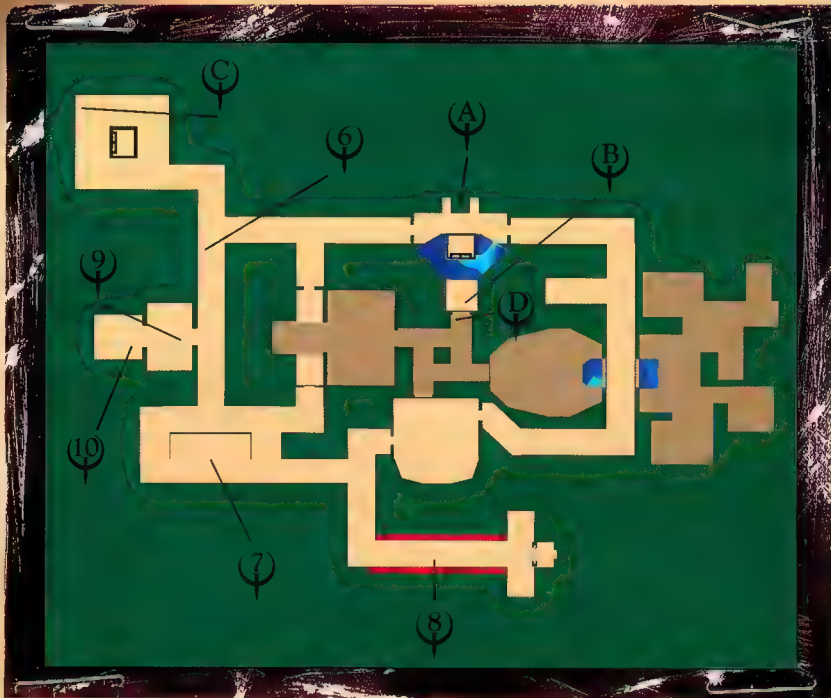


LEVEL 20:

THE ELDER GOD SHRINE

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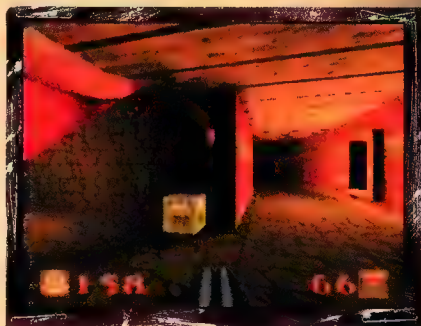




The challenges become even more deadly as you progress. Horrific Fiends, Spawn, and hordes of Zombies make this area extremely deadly. Play time's over, kids—this one's for keeps. Better have your dodging technique perfected to avoid those deadly leaping Fiends!

CRITICAL PATH

1. Beware of the two Fiends in front of you. Shoot the window to open the sealed door, giving you access to the Fiend-producing hub of this level.
2. Grab the **Quad Damage Rune** and make this a quick trip in and out. Run to the back of the room and hit the switch to unlock another door in the hub. Avoid battling the Ogres above—their superior position makes for an unnecessary, difficult fight. Beware; hitting the switch spawns several Knights and a Fiend.



3. Two Scraggs will come through the stained glass, but the real threat lies under the platform. Using what remains of the Quad Damage Rune, walk off backwards so that you can immediately shoot at the Ogres waiting in ambush. When the room is clean, jump into the pool and head for the graveyard.
4. There are several Zombies lurking in the graveyard. Unless you're the type who feels the need to kill everything in a level, grab the **power-ups** and head for the teleporter out. Grabbing the **Grenade Launcher** will spawn even more Zombies, so be prepared to run and fight if you snag it.
5. The teleporter drops you into the last unopened room of the initial set. Leap forward and catch the elevator up to the landing. Head for the door on your left—it opens into a corridor. From here you should be able to effectively fight the countless Scraggs that enter through the windows. After killing the first two, you may want to grab the **Quad Damage Rune** to help you defeat the rest of them.
6. Follow the hall to the junction, then take a left. Go past the room with the Ogres—watch out for their grenades! Turn right and then take two lefts. These halls are overflowing with monsters; take your time and don't let them gang up on you.
7. As you walk forward, the wall to your left opens to reveal a room full of Zombies and a Fiend—and then the lights go out. Grenades and rapid movement are essential to your continued survival. After you turn them into hamburger, grab the **Ring of Shadows** and run like crazy for the **Key**.



8. This long corridor is one giant trap. Step onto the floor so that it begins moving. Run back to the start and wait for the floor to begin sliding back into place. This will give you plenty of time to get across; however, you may risk becoming visible too soon. With the Ring of Shadows intact, grab the **Key** and **power-ups**, then run back across the lava trap. From here you can pick off the monsters without putting yourself at risk. Finally, take the **Silver Key** back to the silver door.



9. You'll find the **Gold Key** behind the silver gate. Beware of the Knights and a Spawn protecting the Key. There's a **Quad Damage Rune** nearby that you may want to take as you leave to help you eliminate the Ogres behind the gold door.
10. Throw open the gold door and lay waste to the Ogres inside. If you're feeling cautious, toss some grenades through the windows instead. With the destruction of this group of monsters, you're ready to exit.

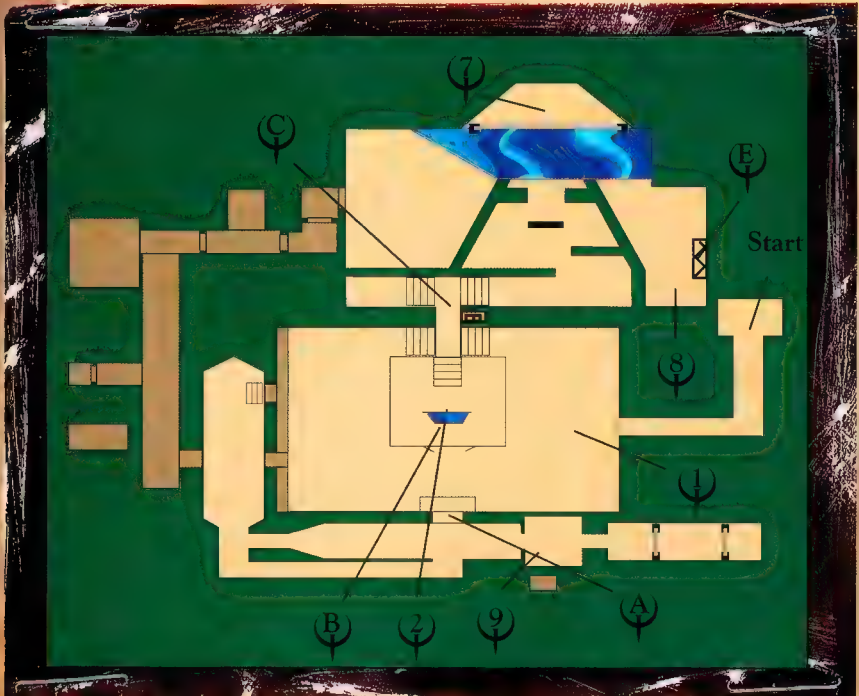
SECRETS

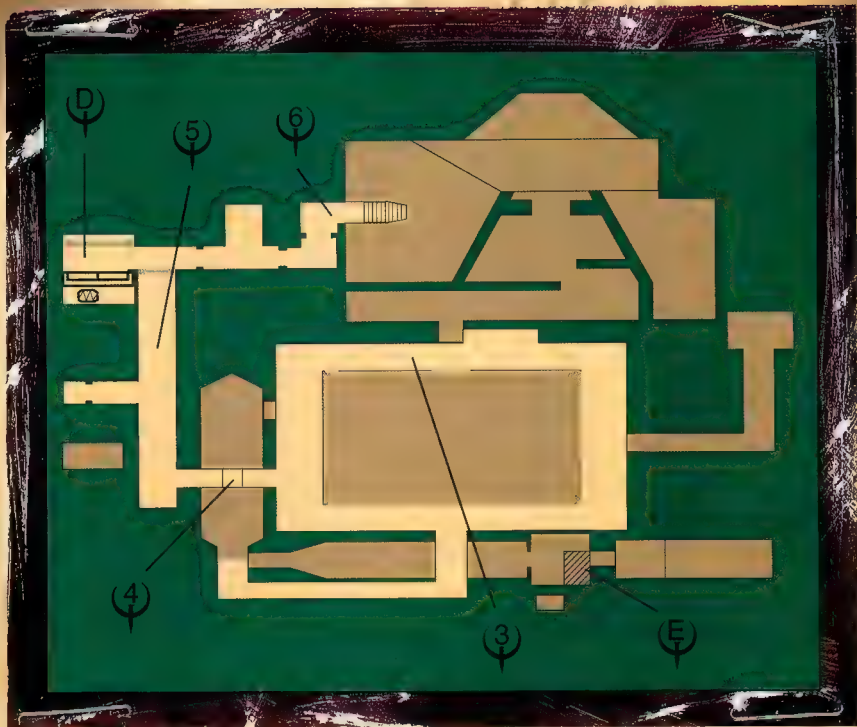
- A. There are two **health** power-ups hidden behind the stained glass windows. If you can make the leap to the area over the door, you'll also get some **Red Armor**.
- B. Getting to this nook is one of the trickier secrets. You'll have to decide if Red Armor is worth the potential damage and wasted ammo. Stand on the edge of the lift opposite the secret nook (facing the stained glass). Look down and shoot a rocket off the lift, jumping backward. With proper timing, the rocket will propel you into the secret nook. You'll find **Red Armor** and 50 **health** points if you get there, but you may lose almost as much trying to reach it.
- C. Hit the switch on the wall to drop the floor down, revealing a room full of Zombies and a Scrag. Your reward is **Green Armor**, a **Quad Damage Rune**, more **health**, and some **ammo**. Get on the platform and press the switch to ride it back up.
- D. The entrance to The Nameless City, the last secret level of the game, is opened by hitting the switch on the back of the ramp in the second room. The switch is hard to see, but it's not the large one on the back wall—it's actually on the ramp itself. The actual exit is above the platform near *Secret B*.

LEVEL 21:

THE PALACE OF HATE

PASSWORD: 4SR5 DBBN ZGBQ 1628





The Palace of Hate is filled with plenty of Fiends and Shamblers, as well as a crowd of Knights, Death Knights, and Scraggs. You'll have your hands full here. Fortunately, there's a lot of ammo handy on this level, but use it wisely; there are more than enough monsters to absorb it all. You'll definitely want to take advantage of every power-up to get through this level alive.

CRITICAL PATH

1. Take the corridor up to the main room, but look out for the Fiend on your way there—you won't have much room to maneuver in the small hall. Scout around the main room and take out the Knights hiding in the corners.
2. Clear the entry of Knights—they're hiding around every turn. If you need some health, jump into the healing pool. When the entryway is clear, grab the **Pentagram of Protection** (*Secret A*) and charge down the Fiend-filled hall. Time is of the essence—the faster you move, the more damage you can do. Look for the lift on the right just before the intersection.

3. This upper section is full of Fiends and Death Knights. Lure the monsters back to the lift. The Fiends can't get you as long as you're standing on the lift. This trick also tends to cause friction between the Fiends and Death Knights. When the area is clear, head for the bridge on the right side of this section.
4. The bridge is guarded by a Shambler. Strafe past the door and toss a grenade at him. He will most likely be knocked off the edge. If not, continue strafing until he's toast. As a last resort, use nails on him. As you enter the next hall, a Fiend will jump at you from the left. He too can be lured off the edge.
5. This hall is filled with Fiends. Take your time and constantly backpedal. Going too far forward will often mean facing several Fiends at once. At the end of the hall, walk toward the **nails** on the left; the walls will come down, revealing several Knights. Kill them all, then jump on the left lift to access a teleporter.
6. The teleporter places you further down the hall that you were just in. Take out the Scraggs before you grab the **Ring of Shadows**. This will allow you to avoid wasting valuable time since the Scraggs will see you before you become invisible.
7. While invisible, grab the **Super Nailgun**—it will spring a trap to your left. Since you're invisible, the Fiends won't be able to see you. Grab the **power-ups**, then sprint for the **Silver Rune Key**.
8. With Silver Key in hand, grab the **Pentagram of Protection** and stand under the teleporter. Shoot a rocket into the ground to propel yourself into the teleporter above.



9. Grab the **Ring of Shadows** on the other side and hop down to the area below. Run straight for the exit and you won't have to deal with any of the Shamblers lurking about. Beware—any monsters that you attacked earlier from above will be able to see you now.

SECRETS

A. Blast the symbol above the alcove, opposite the big red window, to reveal a **Pentagram of Protection**, a **box of nails**, and a severely ticked-off Fiend.



B. Be sure to step into this pool—it's the healing variety—very convenient on this level, indeed.

C. This area is accessed by going under the nearby lift. Let the lift go up without you (step on and step back quickly) and go underneath. Look out for the Knight and go around the corner to get the **Red Armor**. Press the floor switch to get out.

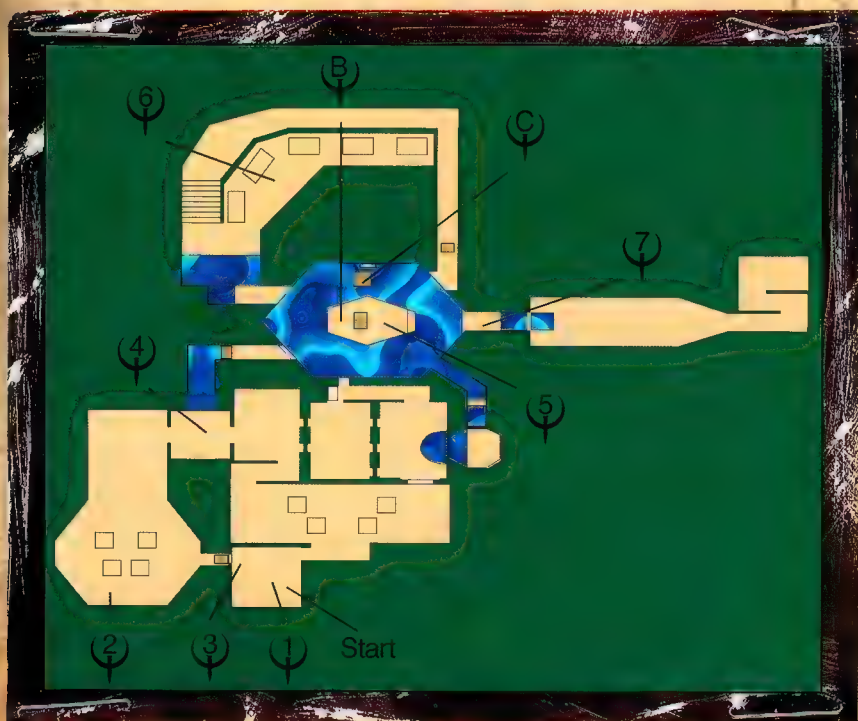
D. When you get near the nails at this dead end, the left wall slides down to reveal several Knights. Ride the platform up, then jump down to a room with a **Quad Damage Rune** and a teleporter. The teleporter takes you to the stairs overlooking the chamber with the Silver Key.

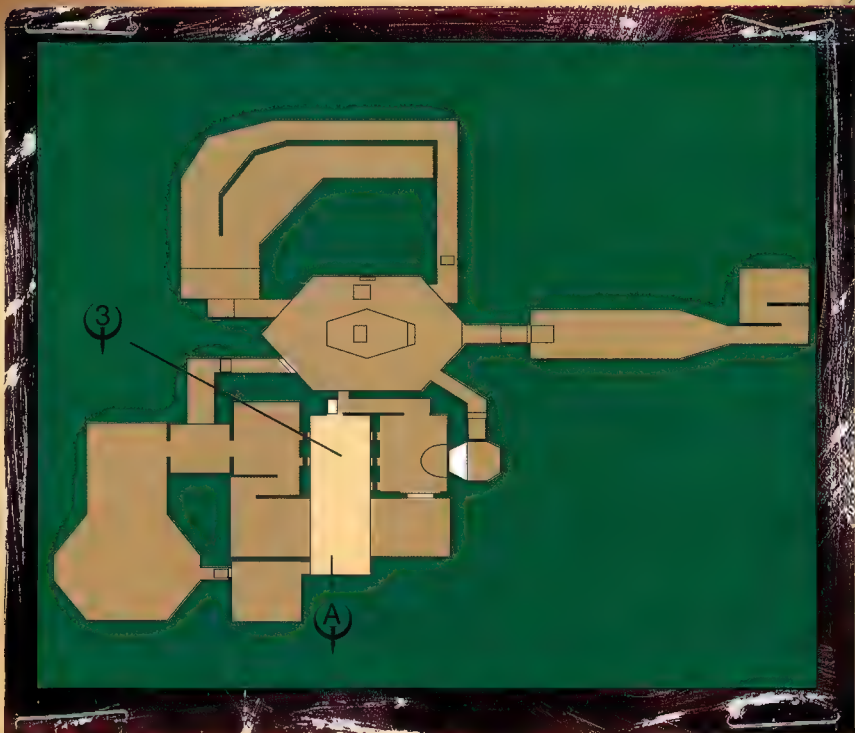
E. You must take the teleporter in the area with the Silver Key to reach this location. To use the teleporter, stand under it and fire a grenade straight up so that it lands at your feet. Stand on the grenade and jump as it explodes to hurl yourself into the teleporter. When you arrive at your destination, you'll find a **Ring of Shadows** and some **health**.

LEVEL 22:

THE PAIN
MAZE

PASSWORD: 4NRV JBBF BRY5 744W



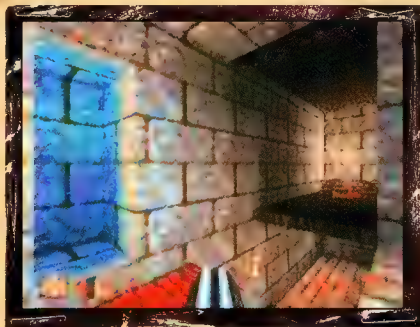


Come on in, the water's infested with Rotfish! If that's not enough, several Fiends, Zombies, and Death Knights are eager help you enjoy your stay. Your leaping ability will definitely come in handy here.



CRITICAL PATH

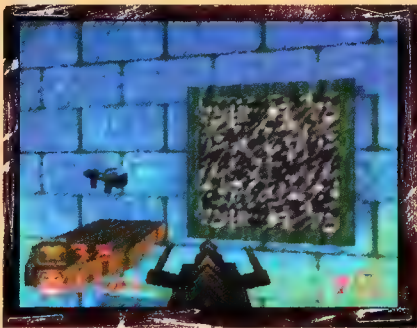
1. Grab the **Quad Damage** and **Megahealth**, then jump down to start blasting Fiends. Press the switch on the back of the pillar to your left (it reveals a door that's mentioned in *step 3*). Go to the left-hand side of the room and follow the path to the room with the barred opening. Touch the bars and they open, letting you in.
2. A quick turn to your left as you enter this room shows that it's crawling with Spawn. Blast them at a distance and watch the chain reaction. Press the four switches, one on each pillar. Get the **Gold Key** and ride the platform up.
3. You're back at the starting point again. Jump down into the room below, but this time head for the right-hand door. Open it and go through until you reach the landing with the altar. When you touch the altar, a message tells you to shoot it repeatedly. After doing so, a panel slides open in the wall behind you, revealing the **Silver Key**.



4. Leap and grab the Silver Key, then return to the pillar room near the beginning. When you reach that room, go to the right. This time, don't enter the barred doorway; instead, leap into the small pool. Swim forward and to the right until you reach an elevator. Ride it up to a small room with a barred opening overlooking a large pool.
5. Leap out and get to the central island in the pool, where you can ride the elevator up to the first beam level. Run around the beams collecting items and getting rid of those pesky Death Knights who insist on strafing you.
6. Jump to the corridor with the **box of shells**. Enter the pool and go up the ramp. This room is crawling with Spawn, Vores, and Fiends. When you've cleared it, press the button on the pillar downstairs. Then head upstairs to find a newly revealed passage that leads to the upper beam level.
7. Jump to the upper beam and follow it over to where you can leap into the short corridor with a pool at the end. Get over there and swim down fast, then come up in a new room with two Vores and several Spawn. Shoot the altar. This opens a door, allowing you to run up the passageway to the top and toward the exit.

SECRETS

A. Just to the right, after you drop into the opening room, you can go under the platform to find a secret room. Ride the elevator up and get rid of the Fiend and two Death Knights, then refill your **ammo** containers. Drop down and get more as you reap the benefits of your find.



B. From the upper beam level, make the leap to the platform in front of the teleporter to obtain the **Red Armor**. From there, leap to the **Rocket Launcher**. The teleporter takes you back to the upper beam level.

C. There's a **Biosuit** at the bottom of the large pool. A tunnel leads from the large pool to a smaller one containing more **goodies**.



LEVEL 23:

AZURE AGONY

PASSWORD: 4JR5 IBBB OQBQ X4HX



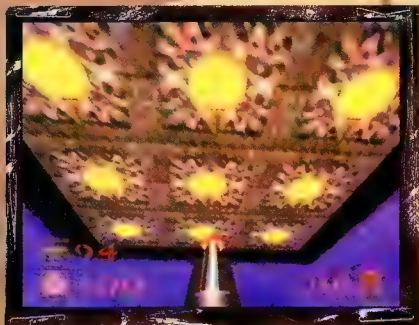


This is the final battle before you face Shub-Niggurath. Quake's minions have pulled out all the stops for this one, and you'll need every ounce of courage, determination, and ammo you possess to make it through. Good luck!

CRITICAL PATH

1. Walk forward carefully, because a Shambler drops in on you unexpectedly. Toast him with a Thunderbolt and head toward the right-hand door, avoiding the pools. When the door opens, leap in and start fighting as you fall down the trap door to the lower level.
2. Find the two wall switches. Throw both of the switches to get out of here; you'll be able to take the elevator up. Collect the **gear** on both sides, but the **Armor** side holds the door you want to take.
3. Follow the stairs down until you reach an intersection. Watch out for the nail shooter trap!
4. Continue down the stairs, take a left and two rights to the **Biosuit**. There are lots of Fiends and Death Knights here, so use the handy **ammo** recharges provided. Notice how the hall is red brick? See *Secret J*.

5. When you pass a **Ring of Shadows** floating on an upper level to your left for a second time, take the set of stairs going up to your right. (Going straight leads you back into the maze.)



6. When you reach the large set of steps overlooking the pool, blow away the **Death Knight** on the other side. Shoot the red window overhead to slide out a platform extension on the far side of the pool.

7. Leap across the pool and proceed down the corridor. Watch out for the **Vores** as you head to the large chamber where the **Silver Key** floats in the center. Grab the Key and shoot the red window overhead.
8. Jump in the pool for a refreshing dip. You'll be swarmed by **Rotfish** and **Zombies**, but with **Quad Damage**, they shouldn't be a problem. Shoot the red window in the bottom and come on up, grabbing whatever you can while your air holds out. Head for the barred opening that is now clear. Go through the corridor and to the right, down to the end, where the silver gate is on the right-hand wall.
9. Four **Vores** on platforms await you in a large chamber; the elevator in the middle takes you up to their level. When you defeat them, hop off the elevator to the exposed platform where the **Rune** is floating. Grab the Rune, and jump down into the room with the large teleporter, where you can leave the level and head for your showdown with **Shub-Niggurath**.

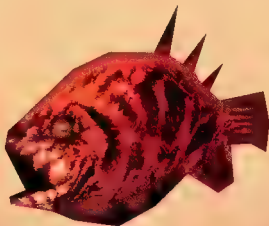
SECRETS

- A. In the pools in the first chamber, you'll find a number of **Zombies** and an array of **health**, **energy cells**, **rockets**, and **nails**. More **Zombies** drop in to play, but you can handle them while you head for the switch on the floor. Press it and the bars slide open, revealing an underwater passageway to a room nearby. From here, you can get to the silver gate, or find a door leading back into the first chamber.
- B. Behind the first door you open in the first chamber, there are two boxes of **rockets** on the far side of a the trap door. You can jump there directly, but if you leap to the right side of the room, you can stand on a narrow ledge that lets you get the rockets.
- C. When riding the first elevator up, the platform to your right holds **health**, **nails**, and **shotgun shells**. Behind the door is a dart shooter, but there's also a **health** power-up and a **Ring of Shadows** if you want to take a dart or two to pay for them.

- D. Take the elevator back down to see where two rooms have opened up, holding a Spawn and a Death Knight—but there's also a **Quad Damage** and a **health** in there.
- E. As you make your way toward the stairs for the leap across the big pool, you'll walk through a brightly lit section of corridor. At the bottom of the stairs in that section, turn around and you'll see a switch on the wall under the stairs. Shoot it, and the stairs will now lead up to the higher level with the **Ring of Shadows**. You can get back to those stairs by following the path and bearing left.
- F. As you pass the turn to the steps leading to the pool you must leap across, you'll find a dead end with a **Quad Damage Rune** floating there. Grab the Quad and you'll be dropped into a pool. You'll see a teleporter straight ahead that takes you to the door where you started in this maze. Go around the corner in the green pool to find a teleporter to a secret area with **Red Armor**. Push the switch on the wall to release a pair of Death Knights—your reward is a **box of nails** and some **health**.
- G. Drop into the pool that you normally leap across and you'll find some Rotfish, a **Quad Damage Rune**, and a **health** pack. Beneath the stairs is a switch to press, that tells you to look in the hall of red brick for a secret. On the opposite side of the pool is a teleporter back to the foot of the steps.



- H. The teleporter in the pool (under the Silver Key chamber) takes you to a landing with a Shambler. If you nail him, you can drop down to the landing you saw from the maze—the one with a **Ring of Shadows** and lots of **ammo**.
- I. The landing also has goodies behind the left wall. Strike there with your Ax on both sides (or shoot it with your Boomstick), and you'll find two secret storage areas with **rockets** hidden there.
- J. Back in the hall of red brick, a new area has opened up with several Spawn and a few Fiends in residence. You'll also find some **rockets** and some **energy cells**.



CRITICAL PATH

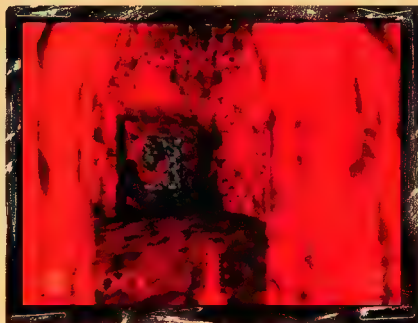
1. The pool you start in is full of Rotfish. Your best bet is to quickly kill them and swim down the sloping passage on your left. Swim up, and the bars over the pool will open, enabling you to reach a platform defended by a Scrag. Load up and step into the teleporter.
2. After you teleport from the platform, you'll face a series of Shamblers. Remember to use nails and/or your Thunderbolt on them. After killing the first to open the way ahead, do your best to do an end run around the other Shamblers and Vores once the way is clear—killing them is a waste of time.



3. When you reach the teleporter at the end of the walkway, look for the floating spiked ball. When it passes into Shub-Niggurath's flesh, step into the teleporter to destroy her.

SECRETS

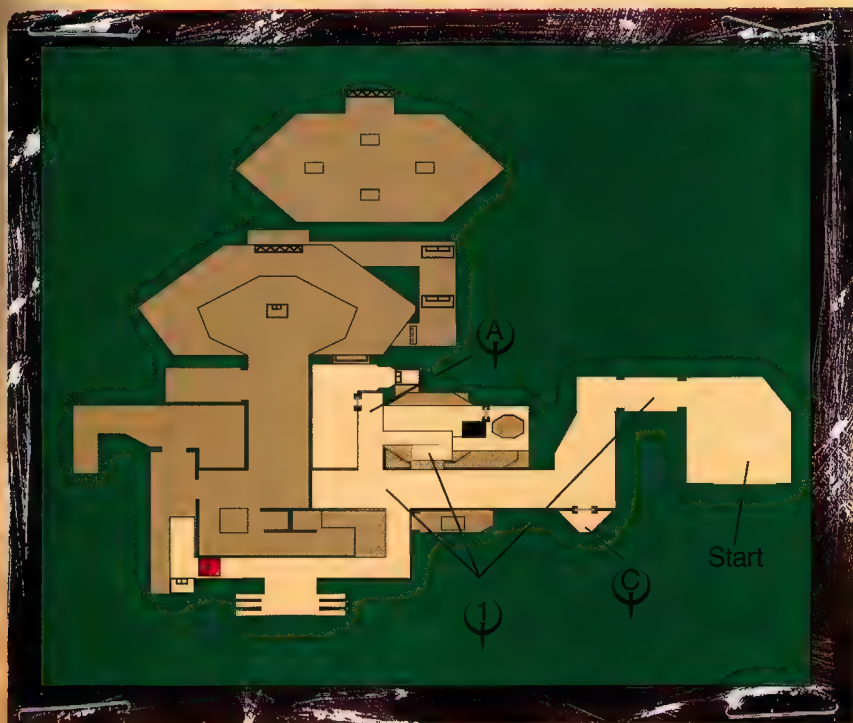
- A. Before you telefrag Shub-Niggurath, carefully slide off the edge of the path near the teleporter. You'll drop down to a ledge that will lead you to a room with a **Quad Damage Rune**—perfect for clearing out those pesky Shamblers and Vores so you can concentrate on the business at hand.



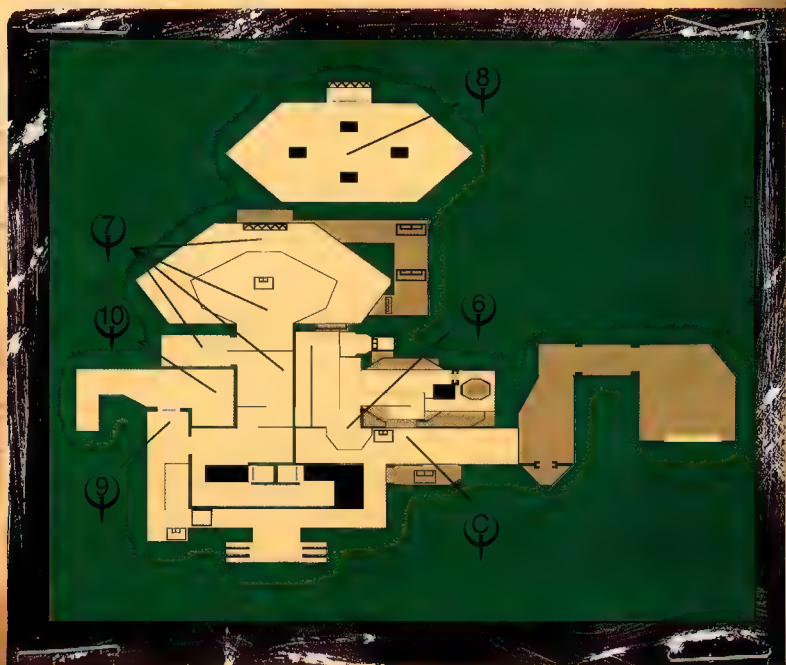
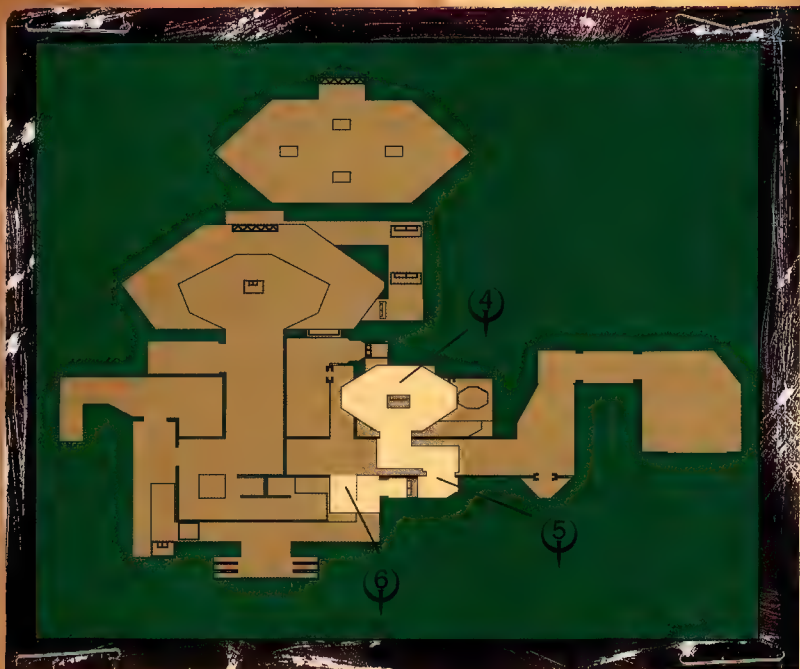
LEVEL 25:

THE NAMELESS CITY

PASSWORD: 4DRI 4XDD RVBQ VMIB







This bizarre place isn't even listed anywhere in your briefing! It's only reachable from The Elder God Shrine, and it takes some practice to even reach the entrance. It's not likely to be a big tourist attraction anyway though, considering that it's overrun with Fiends, Ogres, Vores, and Zombies. There are a lot of buttons to push, so keep searching until you find them all. This level is great for Death Matches.

CRITICAL PATH

1. Blow away the Zombies and head up the ramp. When the area is clear of Ogres and Fiends, duck into the passage under the Gold Key platform. There are two Ogres waiting in ambush for you on the next floor. Tossing up a couple of grenades will calm them down a bit. Follow the ramp up to the second story.



2. Dive into the pool below—consider grabbing the **Quad Damage Rune** hidden below (*Secret B*). Be ready for more Zombies at the bottom.
3. Swim to shore and press the switch on the wall. Ignore its effect and head up the series of elevators to the left. This won't be a problem if you're powered up. Throw the floor switch at the end, then head back down. On the way, you might want to stop in the Ogre nooks for some **cells**.
4. Ride the lowered beam up and jump in the center cage. Throw the switch to lower yourself into darkness.
5. Shoot the switch on the wall to open the cage before you fight the Zombies. Your chance of survival increases dramatically when you can move freely. Clear the corridor and call the elevator at the end of the hall.
6. Look out for the two Death Knights at the top of the shaft. From here, you can grab the **Gold Key** and collect your meager reward (*Secret C*). Follow the hall to its end, but beware of the Death Knight lurking in the shadows.
7. Drop down and take the path to the right of the Ogre's platform. Watch out for the dart trap! This leads to a courtyard full of evil beasts. Run for the platform in the center and jump to the high ledge. Take out the Vore and his friends, but don't use the Quad Damage Rune. When the area is clear, grab the **Quad Damage** and run through the teleporter with your Thunderbolt in hand.



8. Eliminate the Fiends right away, then aim the Thunderbolt just above the altar, in the center, and fire non-stop. Several Fiends and a Shambler will drop in, but the Thunderbolt with Quad Damage will roast them before their grimy claws can touch the ground. Grab the **Silver Key** and jump in the teleporter.

9. Race for the silver door and look out for those Vores.

10. You may want to grab the **Megahealth** (*Secret D*) before you turn the corner. A Vore is the only thing standing between you and the exit, but there's not much room to maneuver. Run up the ramp and out the door.

SECRETS

- A. Jump from the second story to hit the switch located high up on the opposite wall. That switch opens up a corridor to the right. Follow the new corridor to the elevator at the end. You'll find a chamber occupied by a Shambler and a **Quad Damage**. Leap down to collect some **Red Armor**. (You can use the explosives to boost yourself up to the platform, saving some time.)
- B. Run off the top edge of the hole so that you land on the ledge below. There's a hidden room in the corner; just shoot the wall where the texture doesn't match to get in. Line up with the hole so that you can see the nook near the bottom. Drop a couple of rockets in to kill the waiting Ogre before you leap in. Run off the edge and push into the wall. You're rewarded with a **Quad Damage Rune** and some other **goodies**.
- C. Grab the Gold Key from the Ogre's platform and use it on the gold door. There's not much here, but you can throw a switch to activate the lift next to the Ogre's platform.
- D. Drop through the small hole in the bars above this secret alcove to collect a **Megahealth**.



DEATH MATCH LEVELS



QUAKE

There are seven additional maps included with Quake for the Nintendo 64 that are Death Match-only arenas. To play these maps, launch them from the Main Menu. After that, all you need to do is select the level and start the game.

Player One will be on the top half of the screen, and Player Two will be on the lower half. When you're playing another player, it's best to concentrate on your half of the screen—it's pretty easy to catch your opponent watching your half of the screen and it's also tough to switch back to your screen when an attack begins. Be aggressive and listen for cues as to where your opponent is rather than spending your time trying to ambush him.

DEATH MATCH 1

PLACE OF TWO DEATHS



This is the first of the Death Match levels included with Quake. The only weapons are a double-barreled shotgun, a grenade launcher, and a few nailguns. If you're a rocket fan, you're out of luck here.

KEY AREAS

The Double-Barreled Shotgun Room—The hole in the floor allows you to drop down to the lower level or snipe at players below. A word of warning: If you can see them, they can see you. Watch out for return fire from below, and make sure you check your surroundings often. Grenades are an excellent choice to lob down through the opening.

The Lower Level—Located just beneath the Double-Barreled Shotgun room—don't stand here (see paragraph above). Spend only enough time down here to scoop up the Green Armor and head either for the switch on the south wall that opens the gate to the teleporter, or up the stairs by the Yellow Armor. There are two health power-ups along the west wall if you need them, as well as two more near the teleporter.

Yellow Armor Room—Step on the switch and jump over the lava. A ramp will come from the wall, and enable you to reach the Armor.

Secret Ledge—There's a secret door here that leads to a ledge that supports a Megahealth power-up.

Grenade Launcher Ledge—Perfect for dropping a few grenades on the heads of players below you, or to ambush someone coming from the secret ledge.

STRATEGY

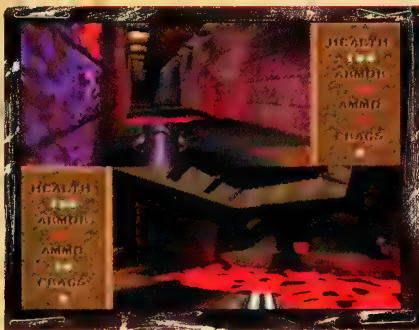
Run a pattern centered around the Grenade Launcher. You'll get maximum frags by using it to lob grenades down the halls and onto the lower level. Grab the Launcher, lob a few downstairs, then drop down to the lower level, and snag the Green Armor.

Use the wall opposite the ledge that the Grenade Launcher is on to deflect grenades below you to take care of anyone waiting for you to drop down to the lower level.

Head up the stairs to the Double-Barreled Shotgun room, and drop more grenades down the hole in the floor. Watch the door to the room, and toss a few grenades into the hall to take care of anyone teleporting in from downstairs. Hustle around to the secret door, and get the Megahealth. By now, the Grenade Launcher should be back in place, so repeat the cycle.

For a little variety, grab the Launcher and head for the Yellow Armor before dropping downstairs. Whatever you do, don't get caught standing still for too long in this map, or someone will make you pay for it. Learn to time your pass so that the weapons, armor, and Megahealth appear just before you arrive. With 200 health, some armor, and a backpack full of grenades, you'll be unstoppable.

DEATH MATCH 2 CLAUSTROPHOBOPOLIS



This is a wicked little map, with plenty of great places to ambush your prey. If you were into Quake on the PC or Mac, you probably remember playing this one a lot.

KEY AREAS

The Lava Pool Room—Stay out of here; if someone hits one of the switches in the halls that surround this room, you'll be barbecued instantly as the floor disappears and you get dropped into the lava hidden underneath. If you have to cross the room, hurry.

Rocket Launcher Room—Snag the Launcher, then hit the road. It's easy for opponents to lob grenades down on you when you try to hide out in here.

Red Armor and Megahealth Ledge—A tasty combination when you can get them. Jump to the ledge from near the Double-Barreled Shotgun. Don't miss. Alternately, you can hit the switch upstairs from the Rocket Launcher to extend a bridge out to them. Unless you can perfect a forward rocket jump (tough to do on the N64), your opponent may get to the goodies before you can.

Grenade Launcher, Megahealth, and Grenades—The ultimate spot to take a siesta. Shower grenades on your foe, and keep snagging the Megahealth as it appears—cherry picker heaven. Get here by using the floating bridge.

STRATEGY

Grab all the stuff you can, and head for the top of the level, to the area across the floating bridge that has the Quad Damage, Rocket Launcher, Grenade Launcher, Megahealth, and grenades. Set up shop here, standing well back from the edge and shooting grenades over the edge to the floor below. Some brave soul with a Rocket Launcher is likely to end your fun, but not before your frag count rises substantially. Send a few grenades over on the floating bridge to discourage company.

Once you have this area, try not to leave it for any reason; if someone else gets it, you'll be the one catching falling grenades all match long. If your opponent just won't come play with you here, then you've got the firepower to go find him and make him pay.

DEATH MATCH 3



THE ABANDONED BASE

The Abandoned Base has plenty of room for players to run around. There are several areas, all with seemingly different themes, that combine to make this a memorable Death Match level. Expect plenty of action around the Rocket Launcher and Thunderbolt in the pool.

KEY AREAS

The Courtyard—This area and the ledge surrounding it are a central part of the level. The Megahealth sitting on the hill in the center of the area should be your target as you pass through.

The Ledges Near the Megahealth—This area allows you to head to different parts of the level easily. There is a Ring of Shadows and a Quad Damage power-up. Both of these should be protected and/or picked up.

Rocket Launcher Room—This room is a focal point during combat. Make it part of your pattern in order to keep it away from your opponent.

Outside—There's a Megahealth here, as well as a Pentagram of Protection. You access this area by swimming to it.

Teleporter—This is a great teleporter for doubling back on someone chasing you. A quick backstep will put you behind whoever followed you through.

STRATEGY

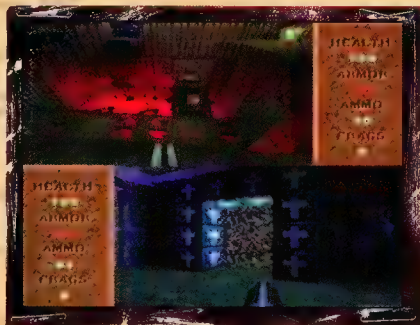
The key to this map is successfully picking up the Quad Damage, the Ring of Shadows, one of the Megahealth power-ups or the Pentagram of Protection, and the Rocket Launcher. What you do first depends upon where you spawn. If you're downstairs, dive into the water and get the Pentagram first, then ride the lift up, drop down, and grab the Ring of Shadows on the ledge. Jump down into the courtyard, heading for the Rocket Launcher. After the Pentagram wears off, head for the ledge over the courtyard, and get the Quad Damage power-up. Repeat the process, and you'll dominate this map.

An excellent spot to nail a Rocket Launcher hog is the ledge over the water near the teleporter. Shoot rockets across the water, through the window of the Rocket Launcher room to discourage him from hanging out there. Head down the stairs and up the opposite stairs to get it when you are running low on ammo.

As a last resort, use the Thunderbolt in the water. You'll both die, but sometimes it's worth it to keep your opponent from getting a frag on you. Likewise, stay out of the water as much as possible, just in case your opponent is in a suicidal mood.

DEATH MATCH 4

THE BAD PLACE



This level is small, but it has all the weapons. This map is constructed in a vertical manner, so you want to grab the Grenade Launcher and head for the top level.

KEY AREAS

Start Area—The Teleporter to the lower level is located here.

Rocket Launcher Ledge—Expect an ambush down here, since this is one of the weapons you'll both want in this level. There's another Rocket Launcher on the middle level that draws less attention.

Thunderbolt Ledge—The Grenade Launcher is here also, so this is definitely a popular place. Watch out for your opponent sniping at you from the upper level.

STRATEGY

This map is a lot of fun once you learn the pattern that best suits it. Try this: Head toward the Super Nailgun, and take a right. Grab the Yellow Armor if you like, but drop down to the middle level, where you can get the Red Armor and Rocket Launcher. Teleport down to the lower level, and head for the other Rocket Launcher and Megahealth located across the lava pit. Launch a few rockets ahead of you, and head for the teleporter on the lower level. This takes you back to the upper level, where you can drop grenades and launch rockets down on your opponent from the ledge near the long drop to the lava. When you run out, or things get too hot, repeat the pattern.

That's about it. Going for the Quad Damage is usually worth it, but be aware that you're a sitting duck until you jump out of the alcove it's in.

DEATH MATCH 5 THE CISTERN

The Cistern is a great Death Match arena that is well-suited for fast-paced action. This level has everything—teleporters, easily accessible weapons, hard to get weapons, and plenty of ammo and power-ups.



KEY AREAS

The Rocket Launcher Room—You open the door to this room by hitting the switch on the wall opposite the doors (across the ledge). Unfortunately, you may open the door, and your buddy may get the Rocket Launcher and Megahealth in the room before you.

Thunderbolt Ledge—The Thunderbolt and a Pentagon of Protection are located on this ledge.

STRATEGY

Get the Rocket Launcher and Megahealth and control access to them. Run the upper level circuit around the map, dropping down to open the door to the Rocket Launcher room when you need more ammo or health. If you own the Rocket Launcher in this map, you'll win every match played here. Snag the Pentagram of Protection early on to insure you don't die before you can establish this type of control.

DEATH MATCH 6

THE DARK ZONE



Two Rocket Launchers, a Grenade Launcher, a Thunderbolt, a Super Nailgun, and some fast and furious telefragging action make this relatively small level capable of sustaining quite a fire fight.

KEY AREAS

Grenade Launcher Sniper

Spot—Let fly on the poor slob if he walks by below, but watch your back. This isn't a good place to hang out.

Teleporter to Rocket Launcher and Megahealth—The teleporter at the bottom of the long staircase (near the Super Nailgun) takes you to the Rocket Launcher and Megahealth.

Rocket Launcher/Megahealth Room—This room will see more action than Grand Central Station at rush hour. A nasty trick is to teleport in, grab the Rocket Launcher and Megahealth, then slide behind the teleporter. Shoot through the teleporter when you hear your opponent teleport in. Cheesy, but effective. This trick usually works only once.

Rocket Launcher #2—This one is out in the open if you want to avoid being shot in the back teleporting for the other one.

STRATEGY

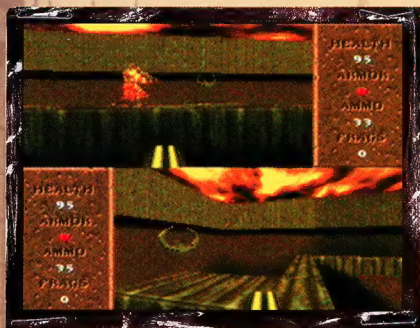
With the right pattern, this map rocks. Head for the Rocket Launcher room (the one with the Megahealth) first, and grab the goodies there. Don't wait around; head through the tunnel, sending a few rockets across into the hallway facing you. An important thing to remember in this map is to fire rockets as you slide around every corner. You'll often catch your opponent standing there.

Head up the hallway to the left of the room you just dropped out of, firing rockets as you go, and get the other Rocket Launcher. Go up the stairs and get the Red Armor, continuing up to the Grenade Launcher. Drop a few grenades, then follow them, teleporting and then immediately backing up to teleport to the Rocket Launcher/Megahealth room. *Voilà*—there's your pattern.

Don't allow your opponent to camp in the Megahealth room—it can be detrimental to your health, not to mention your frag count. There are plenty of places to make a stand in this map, but don't do it without Megahealth and a Rocket Launcher. If you like, shoot the irregular floor in the Central teleport room, then drop down and get the Thunderbolt to help you clean up the level. The Ring of Shadows down here can really make it nasty in the early going.

DEATH MATCH 7

THE COURT OF DEATH



A completely new addition to the six original Quake Death Match levels, The Court of Death is based around a central courtyard and pool, making for some interesting action both in and out of the water.

KEY AREAS

Upper Level—The upper level has a Quad Damage Rune in a rather precarious position. If you're going to go after it, make sure you know where your opponent is—you're a sitting duck while you make a run for the power-up.

Middle Level—With its Double-Barreled Shotgun and Yellow Armor, the middle level will see a lot of action. The "pipe" that blows you up to this level is a good spot to stage an ambush. Any spot that allows easy transit between levels will be a hot spot.

Lower Level—Most fighting takes place down here, simply because you'll both tend to fall into the water sooner or later. There are plenty of weapons around, and the other levels are quickly accessible.

STRATEGY

Height equals might here. It's much easier to work this map from the top down than to hang out on the lower levels catching grenades.

Don't ignore the Ring of Shadows in the early going. If you grab it and any of the more powerful weapons, you can get a head start quickly.

Think twice before going for a swim—swimmers can't get out of the water easily, and there's little to support a sneak attack from the drink. Get out of the water as soon as you can.

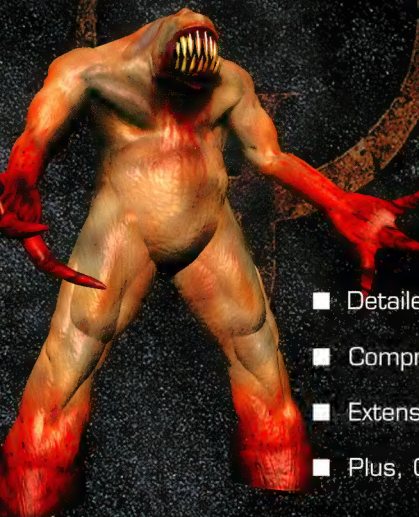
There's only one way up to the top level, so be creative. If you can control the Quad Damage Rune, and access to it, you'll have a huge advantage.

QUAKE®

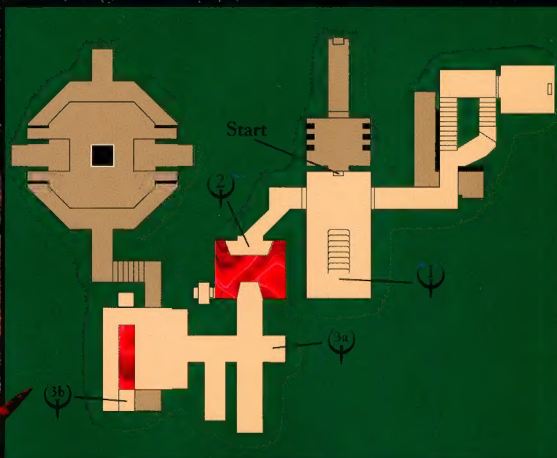
Authorized Strategy Guide

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LEVEL 15: THE TOMB OF TERROR



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