

Against my will to these sad shores,
An unknown force has drawn me.
Bound unto a future,
Shaped by ancestors before me.
Day on day I march the beat,
To someone else's drum.
I have searched far foreign lands,
There's nowhere left to run.

Impending storm rise up rise up,
Oh demons I shall shame you.
Look down the barrel of my gun,
And one by one I'll name you.
Day on day my brothers leave,
Go marching off to war.
Yet we never understand,
For what we're fighting for.

QUAKE MJÖLNIR

MANUAL

INSTALLATION

Quake: Mjölnir is powered by [Keep](#) (included), which incorporates content from many previous Quake creations including [Arcane Dimensions](#), [Drake](#), and [Arms of Asgard](#). To install it, simply copy all files to the your Quake folder under a folder called mjolnir, i.e. c:\Quake\mjolnir.

To run it, you need one of the following engines: [IronWail](#), [FTE-Quake](#), [QuakeSpasm-Spiked](#), [Quakespasm](#), [VlQuake](#), or [DarkPlaces](#). Run the engine with the parameter **-game mjolnir**. See [Quaddicted.com](#)'s guides [Installing Custom Content](#) and [Troubleshooting / Common Errors](#).

***In game, use the space bar to skip any cut scenes, or to go to the next level.**



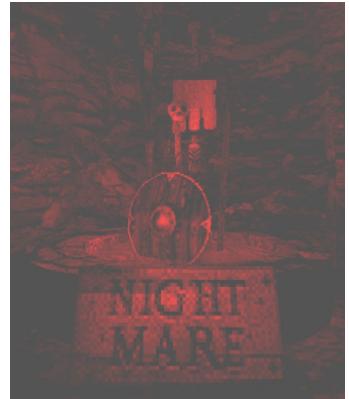
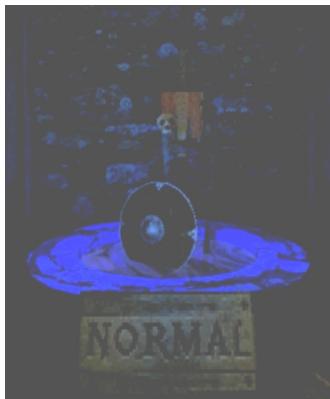
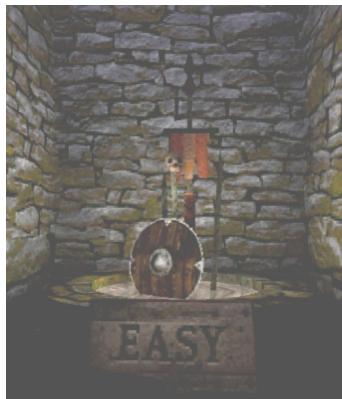
THE STORY

You get the phone call at 4:00 a.m. By 5:30 you're in the secret installation. The commander explains tersely, "It's about the slipgate device. Once we perfect these, we'll be able to use them to transport people and cargo from one place to another instantly. But since we first opened the slipgates for testing, an unknown enemy has been able to successfully infiltrate our bases to kill, steal weapons, research and resources, and kidnap our people. The hell of it is where we have no idea where these enemy soldiers are from. From the ones we've captured, their languages seem only distantly related to ours, if at all. And not all of them are human. We've captured some very quaint creatures, and all of this seems to relate to another dimension or another time. A few of our guys were taken to some strange places, but survived to make it back. They describe vast temples and hostile locals, some organized into military and religious structures and equipped with unknown technologies. We're sending you through our slipgates into enemy territory, on a mission to defend Earth. Learn what you can, and since they've been seizing our weapons, return the favour and steal theirs. Should you make it back alive, we'll find a use for anything you recover. On their end, leave none alive but the sheep and the frogs."

THE WORLD OF QUAKE: MJÖLNIR



The first level, **Beyond the Fields We Know**, features three battle standards; the one you touch selects the skill you wish to play at: **Easy**, **Medium**, or **Hard**. The entrance to the fourth and most difficult skill, **Nightmare**, is hidden, so those who may stumble upon it are warned...



The second level, **Valkyrie Temple**, contains four passages which lead to the four episodes. At the end of each episode, there is a magical **Rune**, one for each of the four seasons.

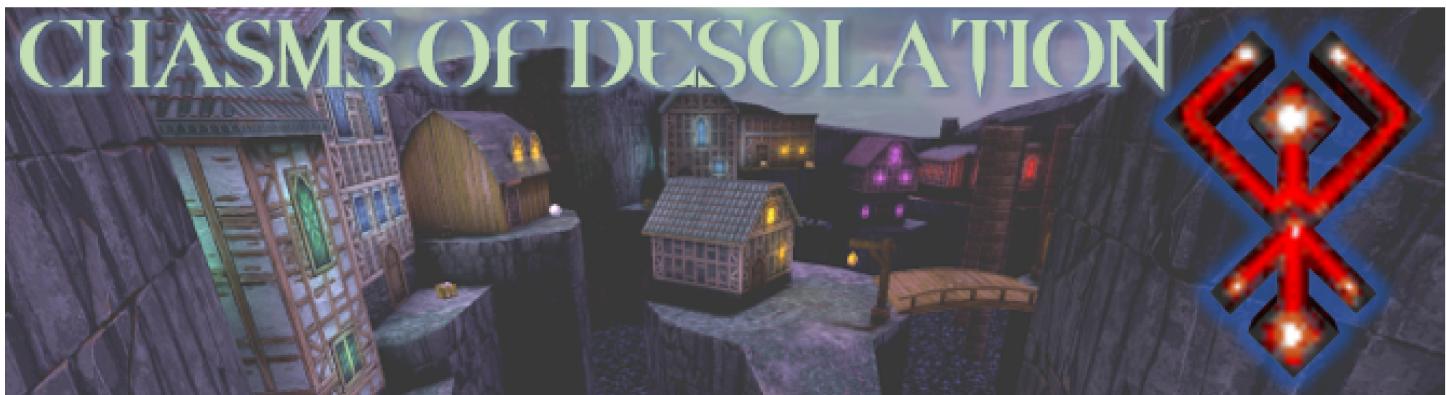




Episode 1: Mysteries of the East - NOT INCLUDED IN MJÖLNIR 1.0



Episode 2: Ghosts of Fallen Kingdoms - NOT INCLUDED IN MJÖLNIR 1.0



Episode 3: Chasms of Desolation - Recommended to play first (short simple levels)



Episode 4: The Stair of Grief - Recommended to play last (long complex levels)



GODS, SHRINES, AND GUARDIAN SPIRITS

The world of Quake: Mjölnir was shaped long ago by powerful supernatural beings whom the locals worshipped as Gods. These include **Odin**, God of Warriors, **Loki**, God of Volcanos, **Thor**, God of Earth, **Ran**, Goddess of Oceans, **Baldr**, God of Peace, **Hel**, Goddess of Death, Freyr, God of Growth, Hodr, God of Shooting, and Skadi, Goddess of Mountains. These beings created and preserved architecture and technology, including weapons as well as artifacts of protection, and healing. In remote locations such as the upper slopes of the largest volcano in Mjölnir's world, Mount Erebus (the setting of Episode 4: The Stair of Grief), you may encounter active **Shrines** to various deities. Simply touch the shrine to pray, and the deity may respond with a blessing that will augment your abilities. Other areas of Mount Erebus may be a focus for the energies of Guardian Spirits, minor demigods who may favour travellers by summoning supplies, artifacts, or other gifts within their magic circles. These include Chu-Bu, God of Winds, Shimpley, God of Summer, Sheemish, God of Winter, Shambley, God of Shamblers, Aule, God of Blacksmiths, and Gorice, God of Time.





RESURRECTION: THE BLESSING OF THOR

Warriors who honorably spare all non-hostile life forms (Denizens) will be rewarded by Thor, God of Earth. If you accidentally kill a Denizen, you can resurrect it with Thor's Hammer, Mjölnir, to restore Thor's protection. If a warrior who has obtained the Blessing of Thor is killed, whether in battle or from natural dangers like falling off mountains or burning in lava, Thor will bring him or her back to life with an instantaneous resurrection.



THE PALANTIR: THE VISION OF FRIGG

The Palantir, the legendary seeing-stone of Frigg, Goddess of Prophecy, allows anyone who uses it to see distant places and things. You may come across Palantirs in the mountains of Episode 4 The Stair of Grief, which will show where you need to go.



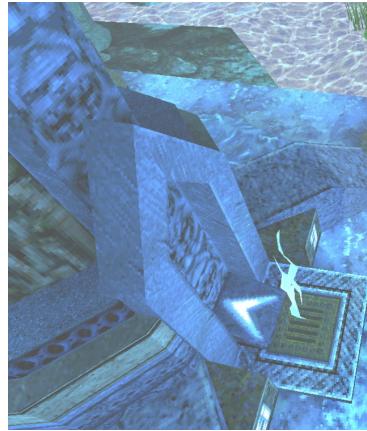
JOURNEYING THROUGH THE WORLD

Quake: Mjölnir has two goals. First, stay alive. Second, get out of the place you're in. As you travel, you will encounter Monsters (hostile attackers), Denizens (non-hostile creatures), and Items (such as health, armour, weapons, keys, and artifacts). At the start of each level, Quake: Mjölnir will show your current location on the **World Map**. At the end of each level, Quake: Mjölnir will display your **Time** and score on both **Secrets** and **Kills** (which is divided into **Monsters** and **Denizens**; respecting karma, the ideal score for the former is 100%, the ideal score for the latter is 0%).



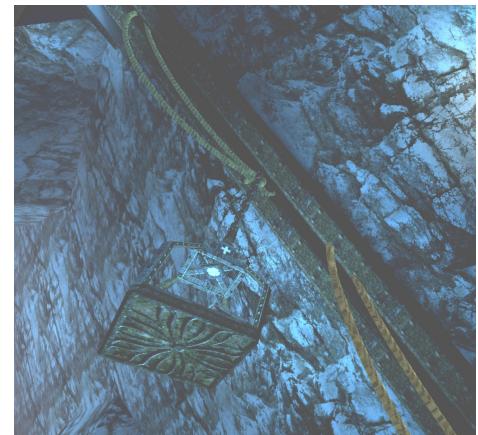
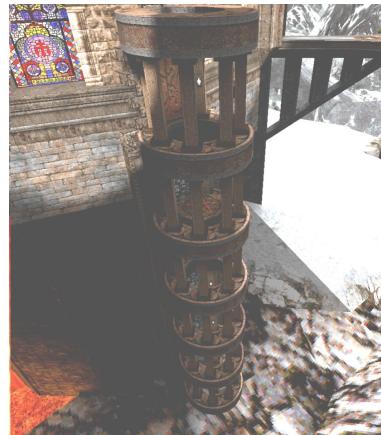
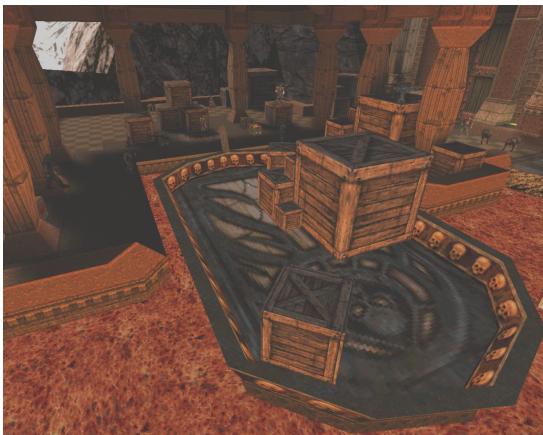
LOCKS, KEYS, BOOKS AND SECRETS

Advancing often requires getting through doors, gates, and other obstacles, which you may need to remove by pressing buttons. A **Locked Door** (left) can be unlocked with a **Key** (centre). Sometimes you will need to kill a particular monster in order to advance. Important messages which describe your objective are printed in the centre of the screen. **Books** (right) contain clues about routes and local areas. Hidden away are many different **Secret Areas**, containing secret items, artifacts, and weapons.



BOUNCE PADS, AIR VENTS AND WIND TUNNELS

When you see a pad, vent, or tunnel marked by a column of rising steam or smoke, you can jump onto the rising column to be thrown upwards towards a higher area.



CANAL BOATS, ELEVATORS AND CABLE CARS

In the world of Quake: Mjölnir you will also encounter various types of moving vehicles and equipment built and used by the large armies that occupy the landscape.



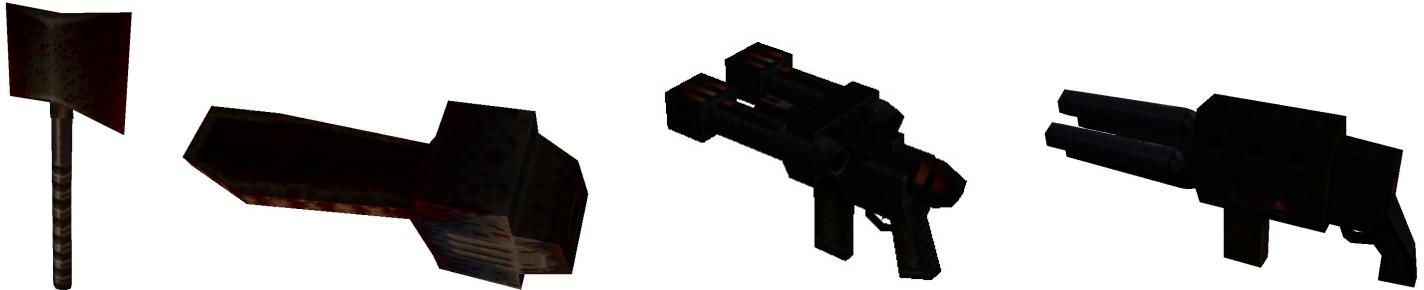
TELEPORTERS, MAP PORTALS & EPISODE GATES

The gods connected the world of Quake: Mjölnir together with an instantaneous teleportation technology, which lets you travel from one area, level, or episode to the next.

INDUSTRIAL WEAPONS

These industrial weapons from Earth's "civilization," have often been stolen by Quake's forces.

Melee Weapons: Axe, Chainsaw. **Nailguns:** Nailgun, Perforator (Super Nailgun).



Shotguns: Shotgun, Double-barreled Shotgun, Widowmaker (Triple-barreled Shotgun).



Explosives: Grenade Launcher, Proximity Gun, Sidewinder.



Explosives: Rocket Launcher, Flak Cannon, MIRV Launcher.



Energy Weapons: Laser Cannon, Thunderbolt, Chain Lightning Gun.

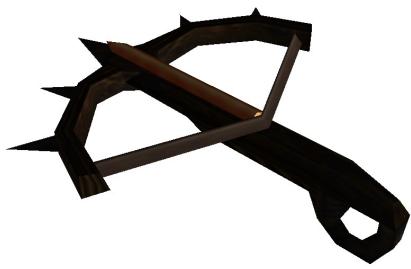


MAGIC WEAPONS (ARMS OF ASGARD)

These magical weapons, native to Quake's world, were created by gods during ancient times.

Bows:

The Solemn Sacrifier
(Hodr's Bow)



Bows:

The Asgard Arbalest
(Skadi's Glance)



Staffs:

The Light Bringer
(Freyr's Wand)



Staffs:

The Blizzard Sphere
(Ran's Staff)



Vampiric Weapons:

The Sanguinators
(Hel's Claws)



Vampiric Weapons:

The Blood Mace
(Baldr's Maul)



Holy Weapons:

Gungnir
(Odin's Spear)



Holy Weapons:

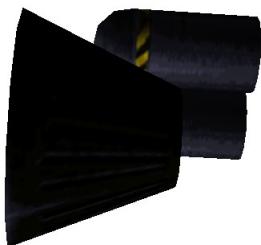
Mjölnir
(Thor's Hammer)



SPECIAL TOOLS & NAVIGATION ARTIFACTS

These “weapons,” rather than striking down enemies, enable mobility, defense and evasion.

Air Fist

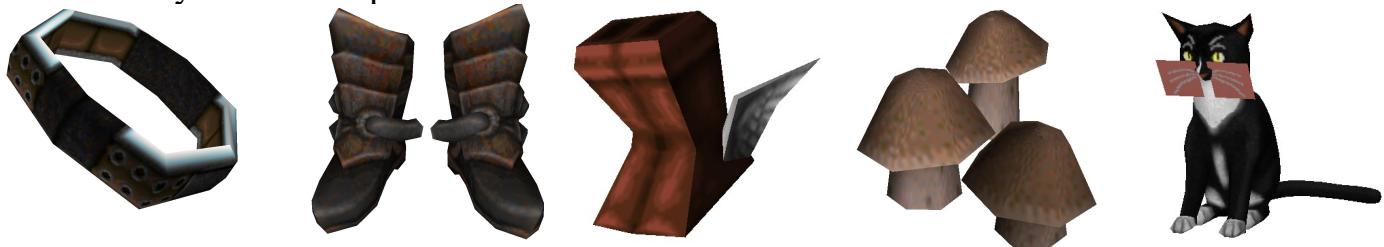


Grapple Hook



The first four artifacts increase your vertical mobility, while Loki's Cat knows all the secrets.

Anti-Gravity Belt Jump Boots Levitation Boots Mario Mushroom Loki's Cat



AMMUNITION

Weapons use many types of **Ammunition**, both Industrial and Magical in origin. Some magic weapons can be used even without ammunition, and have multiple functions or attacks.

Shells Nails Lava Nails Rockets Multi-rockets Energy Cells



Blood Crystals Bolts Poison Elemental Mana Void Shards



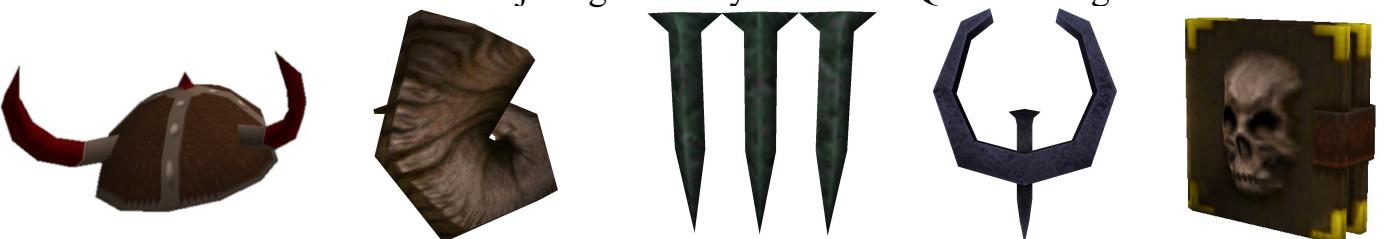
MAGIC ARTIFACTS: OFFENSIVE POWERUPS

Weapons may be augmented by **Artifacts**; the **Tome of Power** can unleash many new attacks.

Haste Nail Piercer Equalizer Optimizer Sharp Shooter



Berserker Horn of Conjuring Trinity Quad Damage Tome of Power



MAGIC ARTIFACTS: DEFENSIVE POWERUPS¹²

These artifacts make it harder for enemies to target you (Ring of Shadows makes you invisible), block or absorb enemy attacks, or transfer damage onto your enemies (Empathy Shields).

Blast Belt



Power Shield



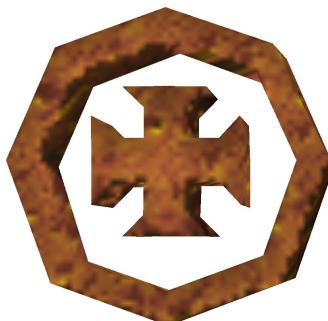
Ring of Shadows



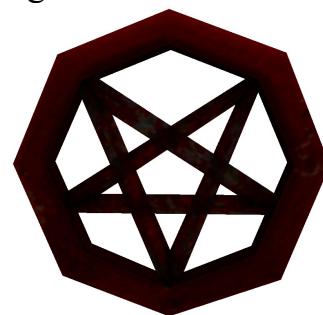
Empathy Shields



Cross of Deflection



Pentagram of Protection



HEALTH AND ARMOR

Health and **Armor** keep you alive. There are also seven types of **Exotic Armor** (Dragonscale, Onyx, Power, Berserker, Spirit, Chaos, Ninja), which confer further defensive advantages.

Health Vial (10 health)



Small Health Kit (15 health)



Large Health Kit (25 health)



Megahealth (100 health)



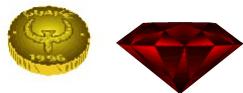
Vitality (100 health)



Health Regeneration Artifact



Treasure
(Armor Shards)



Green Armor



Yellow Armor



Red Armor



Special Forms
of Armor

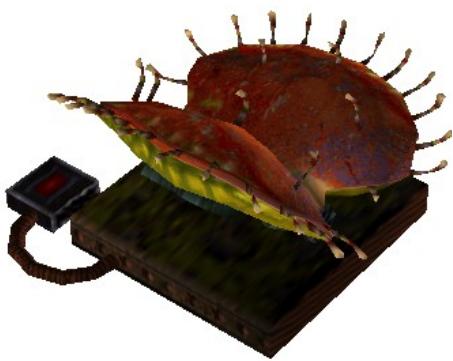


HAZARDS AND TRAPS

Gravity Kills? You can fall a long distance and suffer only minimal damage. Still, some falls can be fatal. If you fall off the edge of a mountain, the benevolent Thor will teleport you back.

Traps: Quake's forces often store explosive barrels of fuel or waste out in the open, so don't get too close. We cannot guarantee that all local plant life is harmless. Some doors or gates can crush you to death, and some walls will shoot metal spikes at you or light you on fire. When you are on fire, touching water or getting health kits will douse you.

Venus Fly Trap (Floor)



Venus Fly Trap (Standing)



Explosive Barrel



Liquid Hazards and Protection: Water presents a drowning hazard if you stay underwater too long, while **Slime** and **Lava** rapidly hurt and kill you unless you have a protective suit or shield.

Biosuit



Wetsuit



Lava Suit



Lava Shield (Aegis of Chthon)



MONSTERS

Creeping Things: Both on land and in the water, a variety of dangerous local creatures lurk.

Rotfish



Electric Eel



Hydra



Octopus



Spider



Scorpion



Centroid



The Imperial Army: When the Empire fell into decline the ruling class made a Faustian bargain to maintain its power. Now the entire hierarchy, down to the lowest local game-keeper, is subject to demonic control. These possessed meat puppets will keep fighting even when dead.

Hell Hound



Bow Knight



Knight



Zombie Knight



Zombie



Hell Knight



Death Knight



Death Guard



Bow Guard



Infected Boil



Death Lord



Baron



The Ogre Brigade: Mercenaries, miners, builders, raiders and smiths, these rough people exist in tension with the Empire, which has at times enslaved them (and their lesser kin, the wholly peaceful Ogles). Often responsible for infrastructure, they tend to be heavily armed. The gods gave some of them chainsaws and grenade launchers, to enact their vengeance upon humans.

Axe Ogre



Bow Ogre



Chainsaw Ogre



Hammer Ogre



Mace Ogre



Nailgun Ogre



Goblin Tribes: These creatures are hardly a threat on their own, but they often attack in groups.

Goblin Bandit



Goblin Rebel



Goblin Archer



Goblin Outlaw



Elementals: Rivers, waterfalls, and areas of volcanic activity, are associated with powerful land-spirits, enormous beings that zealously defend their territory.

Swamp Dweller



Golem



Lava Man



The Arcane Order: The Clergy of the Empire were especially corrupt, experimenting with necromancy and vampiric technology, and so they ended up as conduits for demonic magic.

Sorceror



Troglodyte



Nemesant



Skull Wizard



Fallen Angel



Wrath



Reiver



Lost Soul



Winged Terrors: Areas exposed to the open sky are haunted by predators by day and by night.

Imp



Gaunt



Dragon



Void Demons: These nightmarish beings from beyond the known universe, seem to have gained entry into this plane of existence through the foolish meddling of an Imperial Inquisitor.

Gremlin



Fiend



Scrag



Vore



Drole



Shambler



Shuffler



Gug



DENIZENS (THOR'S PETS)

Some of the creatures you will encounter are non-hostile. Thor, patron of honourable warriors, blesses those who spare such Denizens and achieve a Denizen Kills Score of 0. Thor's Hammer Mjölnir can resurrect dead Denizens, thus recovering any honour you may have lost.

Frog



Sheep



Ogle



Void Wraith



QUAKE: MJÓLNIR CREDITS

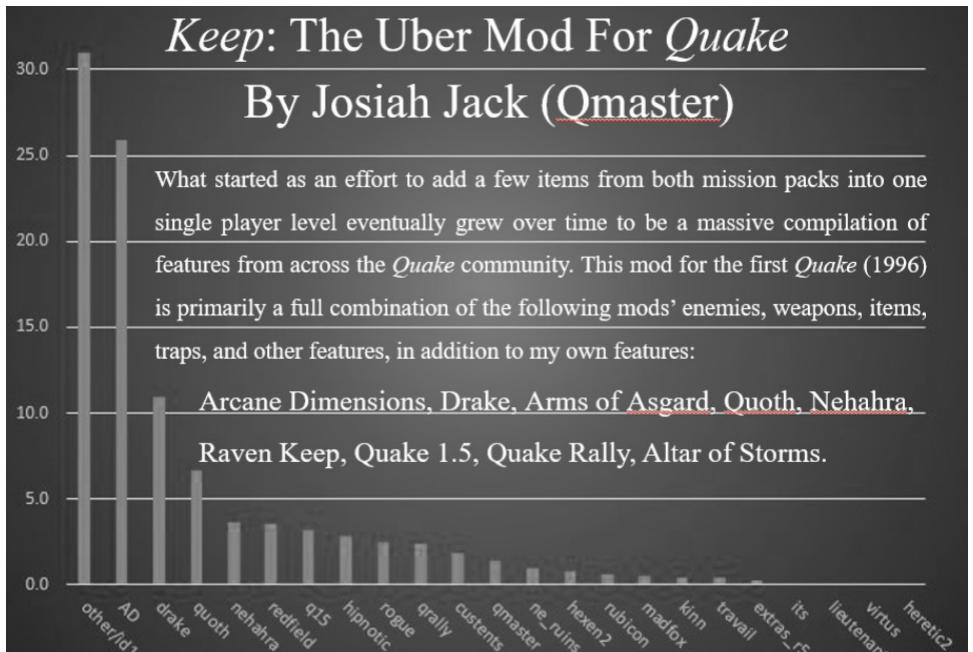
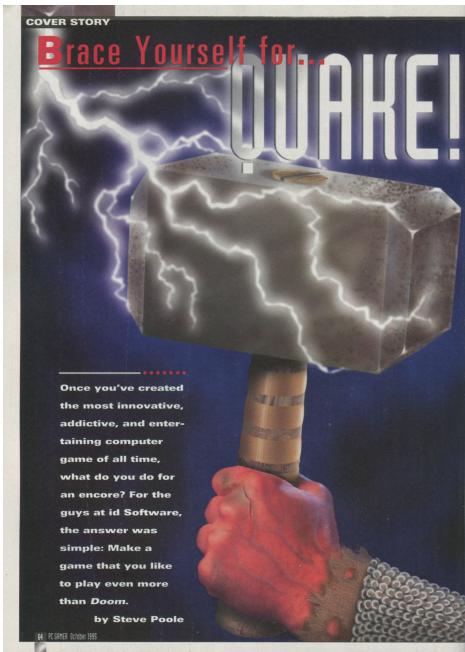
For **updates**, see [Qmaster's Github Page](#) or the [Tome of Keep Youtube Channel](#). The download for this project can be found on [Quaddicted.com](#) and [Slipseer.com](#). Like many of the previous game projects which inspired it, this project is **open-source** and part of the creative commons. Feel free to distribute, republish, edit and further modify this project's contents. Other creators are encouraged to make use of any of this project's contents in any non-commercial projects, with proper acknowledgement.



2021 Support for Mackenzie Stewart's World Map: The completion of this free, open-source, and totally non-commercial game project has been made possible by the 2021 support of the [University of Manitoba Department of Icelandic Language and Literature](#), Faculty of Arts (Endowment Fund) and English Department (DETFM). Thanks to P.J. Buchan and Catari Gauthier of the Icelandic Department, and to Katrín Nielsdóttir and Ryan E. Johnson of [The Icelandic Collection](#), where Mackenzie Stewart's World Map painting and other contents of this project were displayed as part of [Creation Myths of the North in the Fall of 2022](#). See also [Developing.Quake.Mjölnir.pdf](#) in the Mapsrc Folder.



Keep incorporates content and code from 27 years' worth of free, open source game modifications, assets, engines, design tools, and editing utilities. Please see the full [Online Credits for Keep and Mjölnir](#) for more information on specific contributions. All of this builds on the [Quake](#) code by id Software, released to the public (GPL License) in 1999.



The following is a focused credits for the content which appears in *Mjölnir* 1.0, as opposed to the comprehensive documentation of the larger mod *Keep* 1.0 (see the Credits folder for that). All source files are included with the download of this project, and current source files are available on [Qmaster's Github page](#) and documentation [here](#).

Concept & Project Organization: Dustin Geeraert (Tronyn), Josiah Jack (Qmaster).

Programming: Qmaster (see the [Keep readme](#)), also incorporating previous work by Ryanscissorhands ([Arms of Asgard](#)), by Sock and others ([Arcane Dimensions](#)), by PM ([Drake](#), a crucial precursor of this project), and by Preach, Necros, and Kell ([Quoth](#)).

Compilers, Tools and Engine Support: We particularly appreciate the support of Ericw (creator of the engine [Quakespasm](#)), Shpoike (creator of the engine [QuakeSpasm-Spiked](#)) and Andrei Drexler (creator of the engine [IronWail](#)). Thanks to the creators of map and model editors like [Trenchbroom](#), [JACK](#), and [Noesis](#), and the webmasters of sites like [Quaddicted](#), [Slipseer](#), and [Discord](#).

Artwork: Madfox (Models, Textures), Tintin (Models, Textures), Ironlizard (Models, Textures), Mackenzie Stewart (Mjölnir World Map Painting). Artwork from earlier in Quake history appears, notably models and textures created by [Redfield](#), [aDaya](#), [Dwere](#), [Bal](#), [Sock](#), and [Naitelveni](#), particularly from [Arcane Dimensions](#), especially Redfield's stunning [Raven Keep](#).

Level Design: Tintin, Ironlizard, Shadesmaster, Hrimfaxi, mfx, Tronyn, Qmaster.

Testing: ijed, Ironlizard, Qmaster, and many others.

Sound Editor: Idioplex. **Original Music:** Idioplex and Field of Fear. **Video Editing:** Wineland.

Soundtrack Editor: Tronyn (responsible for ensuring permissions, contact me to have anything removed).

The [Quake: Mjölnir Soundtrack](#) is available on [Youtube](#), and features music from:

-Idioplex (*A Land In Need*, *Valkyrie Temple*, *Pulsing Glyphs*, *Towers in the Mist*, & *Moonlit Glass*).

-Field of Fear (*Bitter Winds* and *D# Intro*).

-Burzygór (Burzygór).

-Eduard Schwan (*Rainy March*, a piece inspired by the game [Myth: The Fallen Lords](#), originally published on the composer's web site [Schwan Songs](#)).

-Stvannyr ([Secrets of the Runes](#), [Death in the Ravine](#), and [Emperor Eagle](#)).

-Haxan Dreams ([Tundra of the Fallen Kings](#)).

-WitcheR ([The Sacred Ocean](#), [Summernight Melancholy](#), and [Over Ødemark](#), a cover of a song originally by [Wongraven](#)).

-Carbon Based Life-Forms ([Snö På Hisingen: CBL Carbonator Remix](#)).

-Luke Jansen (covers and/or remixes of songs by Kevin Schilder from [Hexen](#), namely [Shadow Wood](#) and [Darkmere](#), and from [Heretic](#), namely [The Docks](#), [River of Fire](#), [Lava Pits](#), [The Cesspool](#), [The Crater](#), [Portals of Chaos](#), [The Ice Grotto](#), [The Graveyard](#), and [The Cathedral](#)).

-Mixed Chalk ([The Great Below](#), cover of a song originally by [Nine Inch Nails](#)).

-AlienMusic ([Eon Blue Apocalypse](#), cover of a song by [Tool](#)).

-Save Tara ([Stones](#), cover of a song originally by [Kenneth Arnold](#), from the [Ultima](#) series).

-Synthsound1 ([Exile](#), cover of a song originally by [Gary Numan](#)).

-Echoes Station (instrumental cover of [At the Gates of Silent Memory](#), originally by [Fields of the Nephilim](#), a band which also inspired the classic Lovecraftian Quake mod [Quoth](#)).

-As part of our tribute to a lost era, tweaked songs from the following 1990s fantasy games appear: Kevin Schilder's *The Dungeons & The Gatehouse* (from 1994's [Heretic](#)), *The Gibbet & Griffin Chapel* (from 1995's [Hexen](#)), and Tracks 2, 4 & 7 (from 1998's [Heretic II](#)); Jeehun Hwang & Rob Patterson's *Black Cathedral* (from 1997's [Quake: Scourge of Armagon](#)); Total Audio ([Martin O'Donnell](#))'s *Sons of Myrgard* (from 1997's [Myth: The Fallen Lords](#)), *The Stair of Grief*, and *Gate of Storms* (from 1998's [Myth II: Soulblighter](#)); and Glue the Moose's *The Chimera* (from 1999's [Myth II: The Chimera](#)).

QUAKE: MJÖLNIR VERSION 1.0 LEVEL & SONG LIST

Name	Title	Author(s)	#	Song	Musician
E0	TIME AND THE GODS				
start	Beyond the Fields We Know	Tintin	2	A Land In Need Bitter Winds	Idioplex Field of Fear
start2	Valkyrie Temple: At the Gates of Silent Memory	Ironlizard Tronyn	3	Valkyrie Temple At the Gates of Silent Memory	Idioplex Echoes Station
E3	CHASMS OF DESOLATION				
mj3m1	Ebon Church	Shadesmaster	5	The Dungeons	Kevin Schilder
mj3m2	The Twisting Caverns	Shadesmaster	6	The Gatehouse	Kevin Schilder
mj3m3	Mana Extraction	Shadesmaster	7	Shadow Wood	Luke Jansen
mj3m4	Gremlin Keep	Shadesmaster	8	Griffin Chapel	Kevin Schilder
mj3m5	Monastery of Wrath	Shadesmaster	9	Darkmere	Luke Jansen
mj3m6	Double Barbican	Shadesmaster	10	The Gibbet	Kevin Schilder
E4	THE STAIR OF GRIEF				
mj4m1	Echoes of Eternity	Hrimfaxi	12	King's Honor Friend, Autumn, Gregorian Rhapsody, Eveninn, Mirkwood, Finale Rainy March Summernight Melancholy Track 2 & 4 (Heretic II) Halo, Shadows, Soultrap	Burzygóry Eduard Schwan WitcheR Kevin Schilder Soul of Evil
mj4m2	Illusions Outnumber Changes in Fortune	Ironlizard Ericw Tronyn	13	The Great Below The Docks, River of Fire, Lava Pits, The Cesspool, The Crater, Portals of Chaos, Ice Grotto Towers in the Mist Track 7 (Heretic II)	Mixed Chalk Luke Jansen Idioplex Kevin Schilder
mj4m3	Karnith Zo: Bridge of Sighs	Ironlizard Hrimfaxi Tronyn	14	Death in the Ravine, Silent Island, Wilderness Chant, Whistle of White Winds, Ainé's Veil, If the Long Ships Could Talk, Grave on the Black Hill, Emperor Eagle	Stvannyr
mj4m4	Koshta Belorn: Stair of Grief	Tronyn	15	Tundra of the Fallen Kings The Graveyard, The Cathedral Exile The Stair of Grief The Sacred Ocean The Chimera	Haxan Dreams Luke Jansen Synthsound1 Total Audio WitcheR Glue the Moose
mj4m5	Koshta Pivrarcha: Cliff of Ghosts	Tronyn	16	Moonlit Glass Sons of Myrgard	Idioplex Total Audio
	Intermission		17	Over Ødemark (Boss Track)	WitcheR
			19	Gate of Storms	Total Audio

Dr. Mhorbo Orqules, Mjölinr's mascot and maestro, can be found hidden in some secret areas in Episode 4, *The Stair of Grief*. He is an ogre, a tough and resilient type of creature commonly found in the mines, fortifications, and infrastructure of the world of *Quake: Mjölnir*. These primordial but adaptable beings are capable of building siege weapons and using humanity's own technology against us. As decreed by his gods, Mhorbo is doomed to be killed by humans during a slipgate testing incident, in which human scientists accidentally pull him into our dimension. As chronicled in Mindcrime's *The Seal of Nehahra* (2000), Mhorbo was quickly teleported back into his own world again; but while trying to communicate with humans, trigger-happy soldiers fatally shot him. Dying in his own world, he described humans as unknown but ugly beings. Prior to his death, he was living in seclusion in his ancestral mountains, having retired from his army position as a foreman after a mining disaster in which many suspected sabotage. This is the time when *Quake: Mjölnir* is set, as Mhorbo spends his final days playing haunting tunes on his pipe organ. In *The Seal of Nehahra* his death is avenged by his father Grotto.

Tears in my eyes,

Chasing Ponce de Leon's phantoms.

So filled with hope,

I can taste mythical fountains.

False hope perhaps,

But the truth never got in my way,

Before now.

Feel the sting,

Feeling time bearing down.

