

# Quake (video game)

*Quake* is also a short-form of the word [earthquake](#).

**Quake** is a [first-person shooter video game](#) that was released by [id Software](#) on July 22, 1996. It is the first game in the popular *Quake* series of [video games](#). In the game, the player must fight [demons](#) and [zombies](#) in lots of different places.

*Quake* was the first game that id Software released after they made *Doom* and *Doom 2*. It is a very similar game to *Doom*, but *Quake* is on a new [game engine](#) and has much more advanced technology. For example, *Quake* lets the player look up and down, lets the player jump, it has fully [3D](#) graphics, and has many more options for [multiplayer](#) than *Doom* had. *Quake* is famous for its multiplayer, and it was one of the first games where lots of people played [multiplayer through the internet](#). *Doom* also had online multiplayer through a service called [DWANGO](#), but *Quake* made playing online more popular than ever before. Tools like [QuakeWorld](#) and [QuakeSpy](#) made it very easy for players to find other people to play against over the internet.

The game's music and sound effects were done by [Trent Reznor](#) and [Nine Inch Nails](#).

## Gameplay

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In the single-player mode of *Quake*, the player has to get to the end of each level. The player will usually have to find keys or switches to open all the locked doors before they can get to the exit of a level. They will

### **Quake**

#### **Developer(s)**

[id Software](#)  
[ClickBOOM](#) (Amiga)  
[Lobotomy Software](#) (SS)  
[Midway Games](#) (N64)

#### **Publisher(s)**

[GT Interactive](#) (PC)  
PXL Computers (Amiga)  
[MacSoft](#) (Macintosh)  
[Sega](#) (SS)  
[Midway Games](#) (N64)  
[Macmillan Digital Publishing USA](#) (Linux)

#### **Director(s)**

[John Romero](#)

#### **Designer(s)**

John Romero,  
[American McGee](#),  
[Sandy Petersen](#), [Tim Willits](#)

#### **Programmer(s)**

[John Carmack](#), [Michael Abrash](#) and John Cash

#### **Artist(s)**

[Adrian Carmack](#), [Kevin Cloud](#)

#### **Composer(s)**

[Trent Reznor](#)

#### **Series**

*Quake* [Edit this on Wikidata](#)

#### **Engine**

[Quake engine](#)  
Slavedriver ([SS](#))

#### **Platform(s)**

[MS-DOS](#), [Mac OS](#),  
[Sega Saturn](#), [Nintendo 64](#), [Amiga](#), [Linux](#)

#### **MS-DOS**

**NA:** June 22, 1996

**EU:** 1996

#### **Mac OS**

**NA:** 1997

#### **Sega Saturn**

**NA:** October 31, 1997

**EU:** 1997

#### **Commodore Amiga**

**NA:** January 1, 1998

**EU:** 1998

#### **Release**

also have to fight lots of monsters that try to kill the player. There are also secret areas and secret levels that the player can find. Secret areas will usually have something that helps the player win the level, like extra health or [ammo](#). The player always has two weapons: the axe and the shotgun. More weapons can be found in the levels, including the nailgun, super nailgun, super shotgun, grenade launcher, rocket launcher, and the thunderbolt.

**Genre(s)**

**Mode(s)**

**Nintendo 64**

[NA](#): March 24, 1998

[EU](#): May 24, 1998

**Linux**

[NA](#): 1999

[EU](#): 1999

[First-person shooter](#)

[Single-player](#),  
[multiplayer](#)

The levels are grouped together into different episodes, and each episode has a different setting. Most levels look very [Gothic](#) or [medieval](#), but others look more futuristic, like [science fiction](#). There are 6 or 7 levels in each episode, but every episode also has one secret level. There is also one level that is not inside of an episode, which is the final [boss](#) level. There are four episodes in the game, and they can be finished in any order the player wants. The player can't get to the final boss without beating all four episodes, though.

The game has four difficulty settings: easy, medium, hard, and nightmare. Nightmare difficulty can only be found in a secret area which is on the episode selection level. This secret area can be found in the episode 4 selection room.

## Quake series games

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- *Quake*
- [Quake II](#)
- [Quake III: Arena](#)
- [Quake 4](#)
- [Quake Champions](#)

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