I. Setup.

To play full game:
- copy **PAK0.PAK** and **PAK1.PAK** files from your original Quake installation into **\Quake Classic\id1**.
  For steam it is **\Steam\steamapps\common\quake\id1**.
- Copy soundtrack from **Quake HD Pack\id1\sound\cdtracks** folder to **Quake Classic\id1\music** folder.

II. Official Mission Packs.

Copy **PAK0.PAK** from your original Quake installation folder (**hipnotic** for MP1:SoA and **rogue** for MP2:DoE).
Copy soundtracks from **Quake HD Pack** into **Quake Classic**. From **sound\cdtracks** to **music** folders.
Launch **quakespasm** with **-hipnotic** or **-rogue** command line parameter, on Windows you can use already prepared .bat files.

III. Quake Community Made Maps & MPs.

To browse, download and launch singleplayer maps from **quaddicted** archives execute **00_quakeinjector.jar**
In *Configure -> Engine Configuration* you can select **quakespasm, RMQEngine,** or any other engine.
You'll need the full Quake to run community maps and **quakeinjector** requires java to be installed on your system.

You can find singleplayer maps and episodes, with detailed info, screenshots and community reviews, at **quaddicted maps archives** .
Use **00_quakeinjector** to download and launch them though, since it is more convenient than setting them up manually.

Nehahra comes with its own modified gl_quake engine, which is recommended, since it is the only engine 100% compatible with it.
Quakespasm will run most of community maps and unofficial mission packs, like **Travail**, but use **RMQEngine** if increased limits, or BSP2 format support is required
If both above mentioned engines fail you, give **FTEQW** a try. In **Quake_Classic\engines** folder you'll find recent versions of mentioned engines, linux versions included.