

Quake 64 Simple total # of secrets & monsters per map

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MONSTER AND SECRET COUNTS FOR CONSOLE AND PC QUAKE 1 GAMES

o Secret counts for Quake 1 games, per-map totals:

MAP NAME	MAP ID/NUMBER			SECRETS		
	PC	N64	SEGA	PC	N64	SEGA
INTRODUCTION.....	.START.	START.	..0.0.
THE SLIPGATE COMPLEX.....	.E1M1.1.	.E1L1.	..6.5.5.
CASTLE OF THE DAMNED.....	.E1M2.2.	.E1L2.	..3.3.3.
THE NECROPOLIS.....	.E1M3.3.	.E1L3.	..3.3.3.
THE GRISLY GROTTO.....	.E1M4.E1L4.	..3.3.
GLOOM KEEP.....	.E1M5.4.	.E1L5.	..5.5.5.
THE DOOR TO CHTHON.....	.E1M6.5.	.E1L6.	..4.4.4.
THE HOUSE OF CHTHON.....	.E1M7.6.	.E1L7.	..0.0.0.
ZIGGURAT VERTIGO.....	.E1M8.7.2.2.
PURGATORIUM (Sega only)E4L8.3.
THE INSTALLATION.....	.E2M1.E2L1.	..7.7.
THE OGRE CITADEL.....	.E2M2.8.	.E2L2.	..3.3.3.
THE CRYPT OF DECAY.....	.E2M3.9.	.E2L3.	..4.4.4.
THE EBON FORTRESS.....	.E2M4.E2L4.	..4.4.
THE WIZARD'S MANSE.....	.E2M5.	..10.	.E2L5.	..2.2.2.
THE DISMAL OUBLIETTE.....	.E2M6.	..11.	.E2L6.	..2.2.2.
THE UNDEREARTH.....	.E2M7.	..12.2.2.
HELL'S AERIE (Sega only)E4L9.2.
TERMINATION CENTRAL.....	.E3M1.	..13.	.E3L1.	..5.5.5.
THE VAULTS OF ZIN.....	.E3M2.	..14.	.E3L2.	..3.3.3.
THE TOMB OF TERROR.....	.E3M3.	..15.	.E3L3.	..2.2.2.
SATAN'S DARK DELIGHT.....	.E3M4.	..16.	.E3L4.	..4.4.4.
THE WIND TUNNELS.....	.E3M5.E3L5.	..4.4.
CHAMBERS OF TORMENT.....	.E3M6.	..17.	.E3L6.	..2.2.2.
THE HAUNTED HALLS.....	.E3M7.	..18.4.4.
THE COLISEUM (Sega only)E4L10.0.
THE SEWAGE SYSTEM.....	.E4M1.E4L1.	..4.4.
THE TOWER OF DESPAIR.....	.E4M2.	..19.	.E4L2.	..5.4.5.
THE ELDER GOD SHRINE.....	.E4M3.	..20.	.E4L3.	..3.3.3.
THE PALACE OF HATE.....	.E4M4.	..21.	.E4L4.	..5.5.5.
HELL'S ATRIUM.....	.E4M5.E4L5.	..4.4.
THE PAIN MAZE.....	.E4M6.	..22.	.E4L6.	..4.4.4.
AZURE AGONY.....	.E4M7.	..23.	.E4L7.	..9.9.9.
THE NAMELESS CITY.....	.E4M8.	..24.4.4.
WATERY GRAVE (Sega only)E4L11.0.
SHUB-NIGGURATH'S PIT.....	.END.	..25.	.END.	..1.1.1.

Notes: "Secrets" are areas on a map that can affect a player's Secrets score.

PC quake has a total of 113 secrets, N64 Quake has 85, Saturn Quake has 105.
 Map names are those used in PC Quake, except where otherwise noted.

o Monster counts for Quake 1 games, per-map totals:

MAP NAME	MAP ID/NUMBER	SKILL 1	SKILL 2	SKILL 3 OR 4
	PC :N64:SEGA	PC:N64:SEGA	PC:N64:SEGA	PC :N64:SEGA
INTRODUCTION.....	START:..:START	.0:..:..0.	.0:..:..0.	..0:..:..0.
THE SLIPGATE COMPLEX....	E1M1:..1.:E1L1.	10:10:..18.	23:24:..23.	.42:..42:..23.
CASTLE OF THE DAMNED....	E1M2:..2.:E1L2.	16:16:..21.	24:24:..24.	.42:..42:..24.
THE NECROPOLIS.....	E1M3:..3.:E1L3.	31:31:..33.	47:47:..42.	.65:..65:..42.
THE GRISLY GROTTO.....	E1M4:....:E1L4.	22:....:21.	42:....:41.	.59:....:41.
GLOOM KEEP.....	E1M5:..4.:E1L5.	18:18:..27.	39:39:..40.	.60:..60:..40.
THE DOOR TO CHTHON.....	E1M6:..5.:E1L6.	14:14:..14.	24:24:..24.	.31:..31:..24.
THE HOUSE OF CHTHON.....	E1M7:..6.:E1L7.	21:21:..1.	21:21:..1.	.21:..21:..1.
ZIGGURAT VERTIGO.....	E1M8:..7:.....	17:17:.....	28:28:.....	.34:..34:.....
PURGATORIUM (Sega only).:..:E4L8.:23.:40.:40.
THE INSTALLATION.....	E2M1:....:E2L1.	18:....:25.	33:....:34.	.46:....:34.
THE OGRE CITADEL.....	E2M2:..8.:E2L2.	20:19:..32.	39:36:..38.	.48:..42:..38.
THE CRYPT OF DECAY.....	E2M3:..9.:E2L3.	21:18:..24.	38:33:..33.	.54:..48:..33.
THE EBON FORTRESS.....	E2M4:....:E2L4.	27:....:30.	62:....:50.	.78:....:50.
THE WIZARD'S MANSE.....	E2M5:10:..:E2L5.	21:22:..22.	43:43:..37.	.61:..61:..37.
THE DISMAL OUBLIETTE....	E2M6:11:..:E2L6.	31:32:..39.	62:61:..46.	.85:..82:..46.
THE UNDEREARTH.....	E2M7:12:.....	43:43:.....	67:67:.....	.78:..78:.....
HELL'S AERIE (Sega only):..:E4L9.:19.:34.:34.
TERMINATION CENTRAL....	E3M1:13:..:E3L1.	28:28:..42.	55:55:..56.	.67:..67:..56.
THE VAULTS OF ZIN.....	E3M2:14:..:E3L2.	28:28:..25.	35:35:..33.	.47:..46:..33.
THE TOMB OF TERROR.....	E3M3:15:..:E3L3.	25:25:..25.	32:32:..32.	.47:..47:..32.
SATAN'S DARK DELIGHT....	E3M4:16:..:E3L4.	27:24:..23.	38:34:..35.	.47:..42:..35.
THE WIND TUNNELS.....	E3M5:....:E3L5.	25:....:23.	43:....:42.	.50:....:42.
CHAMBERS OF TORMENT....	E3M6:17:..:E3L6.	34:34:..28.	59:59:..56.	.73:..73:..56.
THE HAUNTED HALLS.....	E3M7:18:.....	32:32:.....	40:40:.....	.42:..42:.....
THE COLISEUM (Sega only):..:E4L10:..0.:..0.:..0.
THE SEWAGE SYSTEM.....	E4M1:....:E4L1.	26:....:29.	48:....:41.	.56:....:41.
THE TOWER OF DESPAIR....	E4M2:19:..:E4L2.	19:19:..31.	34:34:..35.	.43:..43:..35.
THE ELDER GOD SHRINE....	E4M3:20:..:E4L3.	51:50:..36.	77:77:..60.	105:105:..60.
THE PALACE OF HATE.....	E4M4:21:..:E4L4.	43:38:..38.	68:59:..50.	.87:..78:..50.
HELL'S ATRIUM.....	E4M5:....:E4L5.	45:....:50.	75:....:61.	.98:....:61.
THE PAIN MAZE.....	E4M6:22:..:E4L6.	35:35:..18.	53:51:..43.	.84:..81:..43.
AZURE AGONY.....	E4M7:23:..:E4L7.	33:31:..40.	62:53:..52.	.88:..79:..52.
THE NAMELESS CITY.....	E4M8:24:.....	46:46:.....	64:65:.....	.88:..89:.....
WATERY GRAVE (Sega only):..:E4L11:24.:31.:31.
SHUB-NIGGURATH'S PIT....	END:..:25:..:END..	21:16:..9.	25:20:..13.	.25:..20:..13.

Notes: Map names are those used in PC Quake, except where otherwise noted.
 PC and N64 Quake have 4 Skill levels, Sega Saturn Quake has 3. In any given Quake 1 game, monster counts are identical at the two highest Skill levels. This chart lists the monster totals as displayed on the tally screens of the individual games. Note that these numbers do not always reflect the actual number of existing monsters, or accessible/killable monsters.
 In all Quake games, the "HOUSE OF CHTHON" map has only 1 monster that can be killed by a player. Additional monsters (PC/N64) are killed automatically.
 In PC Quake, an error causes each Rotfish on any given map to be counted as 2

monsters present; However, they only count as 1 monster when killed.
 In PC Quake at Skills 2 through 4, an error on map E2M4 ("THE EBON FORTRESS") causes 4 Scraggs to be trapped an area that is inaccessible to players.
 In Saturn Quake, a player starting on E2L2 ("THE OGRE CITADEL") is credited with 1 kill before actually killing any monsters.
 In Saturn Quake map E4L10 ("THE COLISEUM"), no monsters are present at first, but a variable number of them are spontaneously generated during play.
 In Saturn Quake, an error prevents the Shub-Niggurath monster (on the "END" map) from being counted as a kill when it is destroyed.

o Monsters-per-game, grand total:

	QUAKE VERSION		
SKILL	-----		
LEVEL	PC	N64	SEGA
-----	-----	-----	-----
..1...	...848.	...667.	...790
..2...	.1,400.	.1,061.	.1,147
..3...	.1,851.	.1,418.	.1,147
..4...	.1,851.	.1,418.

Notes: Grand totals are derived by adding the monster counts as displayed on the tally screens of the individual games. Note that these numbers do not always reflect the actual number of existing monsters, or accessible/killable monsters. (See the monsters-per-map chart for more details.)

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