

Quake 64 Level Exit FAQ

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QUAKE

GAME MULTIMEDIA FOR
IBM-PC, NINTENDO 64 AND SEGA SATURN

LISTINGS OF ALL MAPS AND MAP INTERCONNECTIONS

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0. INTRODUCTION

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- o This document lists all of the map levels that are built into some of the more popular commercial versions of Quake, and also provides quick-reference information on the exit/entry connections between the maps.
- o Other computer-based editions of the PC Quake games exist, however they are identical in most aspects to the PC games, and so are generally not addressed in this document. Other editions of Quake not addressed here may be included in future updates.
- o This document is 79 characters wide, and is best viewed in a monospaced-font format.

1. IBM-PC QUAKE

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- o PC Quake includes 38 maps: 30 maps divided into four story-related Episodes, 2 stand-alone maps linked to that four-Episode set, and 6 "Deathmatch Arena" maps. Breakdown of PC Quake map groups:

Episode or map group	Episode number	Maps included
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WELCOME TO QUAKE.....	.N/A.....	.1 map ("START").....
DIMENSION OF THE DOOMED..	.1.....	.8 maps (maps E1M1 through E1M8)
THE REALM OF BLACK MAGIC.	.2.....	.7 maps (maps E2M1 through E2M7)
THE NETHERWORLD.....	.3.....	.7 maps (maps E3M1 through E3M7)
THE ELDER WORLD.....	.4.....	.8 maps (maps E4M1 through E4M8)
FINAL LEVEL.....	.N/A.....	.1 map ("END").....
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DEATHMATCH ARENA.....	.N/A.....	.6 maps (maps DM1 through DM6)..

Notes: "N/A" is "Not Applicable".

o PC Quake map list (38 maps):

Map name	Map ID	Entry from	Exit(s) to
INTRODUCTION.....	START	Launch/E1M7/E2M6/E3M6/E4M7	E1M1/E2M1/E3M1/E4M1/END
THE SLIPGATE COMPLEX	E1M1.	START.....	E1M2.....
CASTLE OF THE DAMNED	E1M2.	E1M1.....	E1M3.....
THE NECROPOLIS.....	E1M3.	E1M2.....	E1M4.....
THE GRISLY GROTTO...	E1M4.	E1M3.....	E1M5 and E1M8.....
GLOOM KEEP.....	E1M5.	E1M4 or E1M8.....	E1M6.....
THE DOOR TO CHTHON..	E1M6.	E1M5.....	E1M7.....
THE HOUSE OF CHTHON.	E1M7.	E1M6.....	START.....
ZIGGURAT VERTIGO...	E1M8.	E1M4.....	E1M5.....
THE INSTALLATION...	E2M1.	START.....	E2M2.....
THE OGRE CITADEL...	E2M2.	E2M1.....	E2M3.....
THE CRYPT OF DECAY..	E2M3.	E2M2.....	E2M4 and E2M7.....
THE EBON FORTRESS...	E2M4.	E2M3 or E2M7.....	E2M5.....
THE WIZARD'S MANSE..	E2M5.	E2M4.....	E2M6.....
THE DISMAL OUBLIETTE	E2M6.	E2M5.....	START.....
THE UNDEREARTH.....	E2M7.	E2M3.....	E2M4.....
TERMINATION CENTRAL.	E3M1.	START.....	E3M2.....
THE VAULTS OF ZIN...	E3M2.	E3M1.....	E3M3.....
THE TOMB OF TERROR..	E3M3.	E3M2.....	E3M4.....
SATAN'S DARK DELIGHT	E3M4.	E3M3.....	E3M5 and E3M7.....
THE WIND TUNNELS...	E3M5.	E3M4 or E3M7.....	E3M6.....
CHAMBERS OF TORMENT.	E3M6.	E3M5.....	START.....
THE HAUNTED HALLS...	E3M7.	E3M4.....	E3M5.....
THE SEWAGE SYSTEM...	E4M1.	START.....	E4M2.....
THE TOWER OF DESPAIR	E4M2.	E4M1.....	E4M3.....
THE ELDER GOD SHRINE	E4M3.	E4M2.....	E4M4.....
THE PALACE OF HATE..	E4M4.	E4M3.....	E4M5.....
HELL'S ATRIUM.....	E4M5.	E4M4.....	E4M6 and E4M8.....
THE PAIN MAZE.....	E4M6.	E4M5 or E4M8.....	E4M7.....
AZURE AGONY.....	E4M7.	E4M6.....	START.....
THE NAMELESS CITY...	E4M8.	E4M5.....	E4M6.....
SHUB-NIGGURATH'S PIT	END..	START.....	Game end.....
PLACE OF TWO DEATHS.	DM1..	Launch or DM6.....	DM2.....
CLAUSTROPHOBOPOLIS..	DM2..	Launch or DM1.....	DM3.....
THE ABANDONED BASE..	DM3..	Launch or DM2.....	DM4.....
THE BAD PLACE.....	DM4..	Launch or DM3.....	DM5.....
THE CISTERN.....	DM5..	Launch or DM4.....	DM6.....
THE DARK ZONE.....	DM6..	Launch or DM5.....	DM1.....

Notes: "Launch" means launching/running Quake, and beginning a standard game. The START map ("INTRODUCTION") has 5 exits: One exit leading to the first map of each of the 4 Episodes, and a fifth exit which leads to the END map ("SHUB-NIGGURATH'S PIT"). Barring the use of cheat codes, the fifth exit will open in single-player or Cooperative games only after a player has completed all 4 Episodes, and then returns to the START map one final time. There are no Exit slipgates in maps DM1 through DM6. Deathmatch players can

only "exit" a Deathmatch Arena map if the game's built-in Timer or Frag Counter is being used.

2. NINTENDO 64 (N64) QUAKE

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- o Notes: This game is also known as "Quake 64".
- o N64 Quake includes 32 maps: 25 maps divided into four story-related Episodes, and 7 "Deathmatch Arena" maps. Breakdown of N64 Quake map groups:

Episode or map group	Episode number	Maps included
DIMENSION OF THE DOOMED..	.1.....	.7 maps (maps 1 through 7).....
THE REALM OF BLACK MAGIC..	.2.....	.5 maps (maps 8 through 12).....
THE NETHERWORLD.....	.3.....	.6 maps (maps 13 through 18).....
THE ELDER WORLD.....	.4.....	.7 maps (maps 19 through 25).....
DEATHMATCH ARENA.....	.N/A.....	.7 maps (maps ARENA 1 through ARENA 7)

Notes: "N/A" is "Not Applicable".

- o N64 Quake map list (32 maps):

Map name	Map ID/ number	Entry from	Exit(s) to
THE SLIPGATE COMPLEX..	.1.....	.Game start.....	..2.....
CASTLE OF THE DAMNED..	.2.....	..1.....	..3.....
THE NECROPOLIS.....	..3.....	..2.....	..4 and 7..
GLOOM KEEP.....	..4.....	..3 or 7.....	..5.....
THE DOOR TO CHTHON...	..5.....	..4.....	..6.....
THE HOUSE OF CHTHON..	..6.....	..5.....	..8.....
ZIGGURAT VERTIGO.....	..7.....	..3.....	..4.....
THE OGRE CITADEL.....	..8.....	..6.....	..9.....
THE CRYPT OF DECAY...	..9.....	..8.....	..10 and 12.
THE WIZARD'S MANSE...	..10.....	..9 or 12.....	..11.....
THE DISMAL OUBLIETTE..	..11.....	..10.....	..13.....
THE UNDEREARTH.....	..12.....	..9.....	..10.....
TERMINATION CENTRAL..	..13.....	..11.....	..14.....
THE VAULTS OF ZIN....	..14.....	..13.....	..15.....
THE TOMB OF TERROR...	..15.....	..14.....	..16.....
SATAN'S DARK DELIGHT..	..16.....	..15.....	..17 and 18.
CHAMBERS OF TORMENT..	..17.....	..16 or 18.....	..19.....
THE HAUNTED HALLS...	..18.....	..16.....	..17.....
THE TOWER OF DESPAIR..	..19.....	..17.....	..20.....
THE ELDER GOD SHRINE..	..20.....	..19.....	..21 and 24.
THE PALACE OF HATE...	..21.....	..20 or 24.....	..22.....
THE PAIN MAZE.....	..22.....	..21.....	..23.....
AZURE AGONY.....	..23.....	..22.....	..25.....
THE NAMELESS CITY....	..24.....	..20.....	..21.....
SHUB-NIGGURATH'S PIT..	..25.....	..23.....	.Game end..
PLACE OF TWO DEATHS..	.ARENA 1..	.Game start or ARENA 7..	.ARENA 2...
CLAUSTROPHOBOPOLIS...	.ARENA 2..	.Game start or ARENA 1..	.ARENA 3...
THE ABANDONED BASE...	.ARENA 3..	.Game start or ARENA 2..	.ARENA 4...
THE BAD PLACE.....	.ARENA 4..	.Game start or ARENA 3..	.ARENA 5...

THE CISTERN.....|.ARENA 5.|.Game start or ARENA 4.|.ARENA 6...
 THE DARK ZONE.....|.ARENA 6.|.Game start or ARENA 5.|.ARENA 7...
 THE COURT OF DEATH...|.ARENA 7.|.Game start or ARENA 6.|.ARENA 1...

 Notes: There are no Exit slipgates in the Deathmatch ("ARENA") maps. Players can only "exit" a Deathmatch Arena map if the game's built-in Timer or Frag Counter is being used.

3. SEGA SATURN QUAKE

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- o Sega Saturn Quake includes 32 playable maps: 30 maps divided into four story-related Episodes, and 2 stand-alone maps linked to that four-Episode set. Breakdown of Saturn Quake map groups:

Episode name	Episode number	Maps included
N/A.....	.N/A.....	.1 map ("START").....
DIMENSION OF THE DOOMED..	.1.....	.8 maps (maps E1L1 through E1L7, E4L8).
THE REALM OF BLACK MAGIC..	.2.....	.7 maps (maps E2L1 through E2L6, E4L9).
THE NETHERWORLD.....	.3.....	.7 maps (maps E3L1 through E3L6, E4L10)
THE ELDER WORLD.....	.4.....	.8 maps (maps E4L1 through E4L7, E4L11)
N/A.....	.N/A.....	.1 map ("END").....

Notes: "N/A" is "Not Applicable".

- o Saturn Quake map list (32 maps):

Map name	Map ID	Entry from	Exit(s) to
ENTRANCE.....	START	Game start/E1L7/E2L6/E3L6/E4L7	E1L1/E2L1/E3L1/E4L1
SLIPGATE COMPLEX....	E1L1	START.....	E1L2.....
CASTLE OF THE DAMNED	E1L2	E1L1.....	E1L3.....
THE NECROPOLIS.....	E1L3	E1L2.....	E1L4.....
THE GRISLY GROTTO...	E1L4	E1L3.....	E1L5 and E4L8.....
GLOOM KEEP.....	E1L5	E1L4 or E4L8.....	E1L6.....
THE DOOR TO CHTHON..	E1L6	E1L5.....	E1L7.....
THE HOUSE OF CHTHON.	E1L7	E1L6.....	START or END.....
PURGATORIUM.....	E4L8	E1L4.....	E1L5.....
THE INSTALLATION....	E2L1	START.....	E2L2.....
OGRE CITADEL.....	E2L2	E2L1.....	E2L3.....
CRYPT OF DECAY.....	E2L3	E2L2.....	E2L4 and E4L9.....
THE EBON FORTRESS...	E2L4	E2L3 or E4L9.....	E2L5.....
THE WIZARD'S MANSE..	E2L5	E2L4.....	E2L6.....
THE DISMAL OUBLIETTE	E2L6	E2L5.....	START or END.....
HELL'S AERIE.....	E4L9	E2L3.....	E2L4.....
TERMINATION CENTRAL.	E3L1	START.....	E3L2.....
THE VAULTS OF ZIN...	E3L2	E3L1.....	E3L3.....
THE TOMB OF TERROR..	E3L3	E3L2.....	E3L4.....
SATAN'S DARK DELIGHT	E3L4	E3L3.....	E3L5 and E4L10.....
WIND TUNNELS.....	E3L5	E3L4 or E4L10.....	E3L6.....
CHAMBERS OF TORMENT.	E3L6	E3L5.....	START or END.....
THE COLISEUM.....	E4L10	E3L4.....	E3L5.....
THE SEWAGE SYSTEM...	E4L1	START.....	E4L2.....
THE TOWER OF DESPAIR	E4L2	E4L1.....	E4L3.....

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THE ELDER GOD SHRINE|E4L3.|E4L2.....|E4L4.....
THE PALACE OF HATE..|E4L4.|E4L3.....|E4L5.....
HELL'S ATRIUM.....|E4L5.|E4L4.....|E4L6 and E4L11....
THE PAIN MAZE.....|E4L6.|E4L5 or E4L11.....|E4L7.....
AZURE AGONY.....|E4L7.|E4L6.....|START or END.....
WATERY GRAVE.....|E4L11|E4L5.....|E4L6.....
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SHUB-NIGGURATH'S PIT|END..|E1L7 or E2L6 or E3L6 or E4L7..|Game end.....
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Notes: A "TITLE" map also exists, but is not included here. (TITLE is the non-playable map section that appears in the game's animated introduction, where the Quake symbol and the various game-company logos are displayed.) The single Exit slipgate in maps E1L7, E2L6, E3L6 and E4L7 will transport the player to the END map (SHUB-NIGGURATH'S PIT) if the player possesses all 4 Runes upon exit; Otherwise, the player is transported back to the START map. Each Episode has one "secret" map. The "E4L#" designators for each of the secret maps are the map file labels used internally by Saturn Quake.

4. GLOSSARY

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o Quick-reference glossary for terms used in this document:

CHEAT CODES: Commands allowing such things as permanent invulnerability, etc.
COOPERATIVE: Game where 2 or more players fight monsters and/or each other.
DEATHMATCH: Player-versus-player gameplay. PC versions can allow Team play.
E#L#: Episode and Level ("map") designator for map levels in Saturn Quake.
E#M#: Episode and Mission ("map") designator for map levels in IBM-PC Quake.
EPISODE (also DIMENSION): Usually refers to a group of related map levels.
MAP LEVEL/MAP: "Map level" is used to distinguish "level" from "skill level".
N64: "N64" is the common abbreviation used for the Nintendo 64 game system.
PC: Refers to the Quake games for the PC, Macintosh, and/or other computers.

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