

Digital Times is a "for eCommerce newsletter reporting on the development and/or availability of interactive products and services."

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Sandra Knowles, *Founding Editor*

## Quake the Scene! Part I I

By Staff Writer and 3D Modeler,  
Vess Velikov

The first part of Quake's ground-shaking equation was addictive, multiplayer gameplay.

On the surface, there was nothing especially redeeming about it: the 2 simple modes of deathmatch (a free-for-all fragfest) and teamplay, 6 dedicated multiplayer maps, and the ability to multiplayer on the single player maps. However, something "special" about the total design came together, be it an intervention of celestial powers or Camack's Magic Dust, and multitudes of players became addicted to the lightning-fast-paced deathmatch gameplay, despite the horrendously slow internet response times (a.k.a. lag) and bank-breaking telephone bills (the internet was young at the time). The second pillar of the revolution was Quake's incredible flexibility and ability to customize. What other game had its own programming language? This went far beyond the usual availability of a map editor. Programmers using Quake-C were able to completely overhaul the gameplay itself.

Fueled by the wild deathmatch action and the endless possible avenues of modification, amateur programmers and artists from around the world began creating "mods" that enveloped a huge range of gameplay. Here are some of them:

- \* **SuperHeroes Quake**, which allowed the player to pick a character based on one of several of his super heroes, each gifted with a set of unique super powers.
- \* **Capture the Flag**, which introduced the specific goal of bringing the enemy team's flag to your own base to teamplay. This mod became so immensely popular, that Dave "Zoid" Kirsch, the head of its development team, later became a contract programmer for iD Software.
- \* **Team Fortress**, which took the concept of CTF and added several player classes, each with its own special advantages and disadvantages, which provided for a much greater strategic aspect. Currently, the creators of Team Fortress work for Valve Software (known for their smash-hit Half-Life), and are working on Team Fortress 2, which will be a stand-alone game introducing cutting-edge technology.
- \* **Action Quake**, which transformed the dungeon-blasting Quake deathmatch into an "action"-packed gunfight based on the action movie theme.
- \* **Quake Rally**, which turned the Quake engine into a full-featured racing game.

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## DEATH

by Sprint/Earthlink DSL, cont-

**DSL kit was not there.** Sprint apologized, and said the kit had not been sent out. I told them this was a critical situation as I had a publishing deadline and needed a connection. They offered to send me a new kit, as long as I was willing to pay another \$9.95 for shipment [they had **already billed me \$9.95** on Dec. 12th]. I said, why am I being penalized for another \$9.95 when you didn't send it in the first place? I ended up talking with a supervisor who promised to waive the \$9.95 [**it showed up on my bill anyway**].



3-4 days later it had not yet arrived, so I called *Sprint*. This time I got someone willing to give me a dial-up connection so I could publish my newsletter on January 1st. Whew! Thank God for my *old 56K Modem!* On January 2nd, the kit arrived. It included a DSL modem, a high-speed cable from my PC to the modem, a typical phone jack connector, a faceplate, dongles [terminators], a software CD and hard copy instructions.

**It didn't work.** I couldn't connect. I called Sprint. They said someone would come out within 24 hours to check the wiring. No-one showed. I called Sprint. They said someone had come out to the pole and that everything was OK. I told them everything is NOT OK. Late in the afternoon of that day someone came out, did something to some wiring in a box located on the SIDEWALK, came inside to check my DSL modem to see

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## Digitally Cool

### Book By You!



Romantics and book lovers alike

can co-author '**Tropical Treasure**' a survivor-type novel containing love, passion and adventure, by filling out a character questionnaire. You name the highly spirited heroine, her best friend and our quick-witted hero -- after yourself and your friends. You can also specify hair color, style, pets, etc. [Books for Kids](#), too! The brainchild of high-tech inventor Mike Pocock of Canada his website is: <http://www.bookbyyou.com/>

## DriveSavers

### -ER for PCs

A lifesaver for PCs, DriveSavers is a computer hard drive data-recovery service very popular in the movie business that claims to have a 90% success rate. 33 employees tackle @ 1,000 cases/month. Data salvage typically takes 24 hours and on an average, costs about \$800.00. Sean Connery used it! Too steep for most of us, but good to know about, check out their recovery tips at: <http://www.drivesavers.com/recovery.html>

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## DEATH

### by Sprint/Earthlink DSL, cont'd

asked me to unplug and replug the Ethernet cable. The modem responded partially, but the enet green light never came on. They said there is never anything wrong with their SpeedStream modem by Efficient Networks, Inc. but that they will send me a new one and to return the old one as soon as I get it.

3-4 days later [I'm still using my old 56K Modem!] the new 'self-install' kit arrived. I swapped modems and reinstalled the software. I couldn't connect. I swapped the Ethernet cable that goes from my PC to the SpeedStream, reinstalled the software and connected! I then called DSL customer service, reported what the problem was and was told they never test the Ethernet cables. I returned the kit using the enclosed label. **My account was charged \$199.00 for the 2nd kit, even though I'd returned it.** I called DSL customer service and verified their receipt of it, then called billing and told them the good news. I am told the \$199.00 would be credited next month... I understand Verizon wireless DSL is excellent. Anybody have any experience with Verizon? Let me know, and I'll publish your story....

-editor@digitaltimes.com

## Quake the Scene! Part II

The

short list on page one was just a small taste of what made Quake so great and how it has expanded to such levels.

Aside from the community-created modifications to the gameplay itself, there was the phenomenon of QuakeWorld, which was released by iD Software itself and dramatically improved the way computers communicated with each other, thus reducing lag and making the game much more enjoyable for those not lucky enough to have had a fast connection at the time. The other major piece was QuakeSpy, a tool that listed most running public servers and ranked them in order of how fast your individual connection to them was.. This allowed players to know what they were getting into, instead of blindly joining a server and gambling on the premise of having a fast connection to it. No longer did players have to coordinate with one another or search through random short and out-of-date server lists on the web.

This was the formula that allowed Quake to expand until it managed to set the trends which shape multiplayer gaming today as we know it. One can look at virtually any aspect of the online portions of today's games and trace it back to the ultimate originator, Quake.

### -by Vess Velikov

[vess@digitaltimes.com](mailto:vess@digitaltimes.com) wrote an article on **Star Wars Galaxies** featured in our January subscription issue.

The information contained in Digital Times is a combination of original editorial content and information pulled from wire services, research and various online resources.