Epochs of Enmity

• Episode manual •

Table of Contents

Overview

Overview

Inspired to do an episode, Epochs of Enmity (EoE) is a collection of 10 maps (12, if you include the start & end/credits map). I have gathered together a group of some reputable mappers to form a nice little "vanilla feel" episode.

The goal was to create an "unofficial 6th" episode, to follow Quake's unofficial 5th, Dimension of the Past. The focus was to create a series of various themed maps, since Ranger is traveling through time to stop the evil that is tainting the time continuum.

The main maps had to include at least one quad, stay within the range of 100 enemies (more if multiple quads exist), and not use external models or sounds; however, skyboxes, colored lighting, and fog was okay.

A special stripped-down version of progs_dump was used, mostly for triggered spawning and minor vanilla bug fixes.

Maps tie together initially in a loose chronological order (i.e. Ruins, Village, Medieval, etc.) that soon ventures into the surreal. In addition, each map also has an element of focus (like "Village with church" or "Metal with traps").

We hope that you enjoy EoE!

Greenwood, Project Lead

P.S. Coop gameplay is available.

How to install

Installation of Epochs of Enmity is quite simple!

• Unzip the downloaded package and drag the folder marked "eoe"
  into your the main folder where Quake is installed.

• Launch the game

• Press the escape key to bring up the console
  (or the tilde key if already in game)

• Type "game eoe" (no quotations)

• If done correctly, the EoE menu screen will appear. Start the game!

Source port recommendations

It is recommended to play Epochs of Enmity with Quakespasm or one
of its offshoots (Quakespasm Spiked or vkQuake).

In addition, EoE tested fine with DarkPlaces, FTE, and Mark V.

NOTE: Due to the soundtrack being in OGG format, music will *NOT* play
in Mark V. To keep the file size down, only an OGG version was included.

A few maps are in BSP2 format, due to size/complexity.
Experimentation with other source ports might yield mixed results.

Maps included

Map	Title	Designer
Start map	"Toward the Within"	Bal & Greenwood
Map 1	"Called to Muster"	JCR
Map 2	"Tombs of Omega"	Greenwood
Map 3	"Knight on the Town"	FifthElephant & Greenwood
Map 4	"The Augur's Mold"	Rhoq
Map 5	"The Citadel of Twilight"	Jpal
Map 6	"Knavel Orange"	Fairweather & Greenwood
Map 7	"Bunker of Barzai"	Greenwood
Map 8	"Obliteration Domain"	Nolcoz
Map 9	"Terrorcotta"	Markie Music
End/credits	N/A	Greenwood
Secret map	"Downfire"	ZungryWare

Minor gameplay changes

Due to the use of progs_dump, some minor, "quality of life" changes have been made. These include the some of the following:

Ogre marksmen
The ogre marksman was a slightly altered ogre character in the original game. What distinguished him from the regular ogre was his lack of a "sight sound" (noise made when first seeing the player) and the possibility of in-fighting with his ogre "cousins," if friendly fire occurred.

In Epochs of Enmity, the sight sound has been restored; however, now the ogre marksman is partially Z-aware (able to lob grenades higher/lower). However, his potential for in-fighting remained untouched.

Fish fixes
In Quake, there is an issue with fish kills counting double; therefore, the deathcount would always be off with maps involving fish. This has been corrected in Epochs of Enmity. In addition, fish are now "gibbable" (able to be dismembered), the weird "shrunken head" dead fish model has been corrected, and fish are now instantly non-solid upon death.

Mild model updates
A few models have been updated in Epochs of Enmity. These are so subtle that, for most players, they will probably not be noticed.
A few of these include the following:

• c0burn's rounded head ogre and dead fish model (mentioned above)
• Dwere's straightened weapon models (early authentic model pack version)
• Seven's fixed idle animation shalrath/vore
• Copper's BSP version of item pickups, etc.

Music & special thanks

Epochs of Enmity includes an original sound track, from various artists who produce dark ambient tunes that fit well with Quake

Map/theme	Title	Composer
Start map	"EoE start"	Markie Music
Map 1 - Base	"Riscinth"	Immorpher
Map 2 - Ruins	"Deeper Outside part 1"	Verbum Mentis
Map 3 - Village	"Grauwheid"	Verbum Mentis
Map 4 - Swamp	"Gwam Swolíst"	Immorpher
Map 5 - Medieval	"Thia Whythdyí"	Immorpher
Map 6 - Knave	"Sinew Entombed"	Fairweather
Map 7 - Runic	"Lingering Repetitve Agony"	Verbum Mentis
Map 8 - Metal	"Yss Éskiuth"	Immorpher
Map 9 - Terracotta	"Wailing Wind"	Markie Music
Secret map	"Scratch My Surface"	Verbum Mentis
Intermission	"EoE intermission"	Markie Music
Ending/Credits map	"Architects of Enmity"	AlekswithaK

Special thanks to all mappers involved, id software, SleepwalkR (Trenchbroom), ericw (tools), dumptruck_ds (mod), necros (GUI), Mike Jackman (TexMex), etc.

Dedicated to my brother, Peter. R.I.P.