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3 NEW MONSTERS AND 3 NEW WEAPONS FOR QUAKE

MY INTENTIONS

This is a script for "3 new monsters and 3 new weapon for QUAKE".

With this first script I want to add 3 truly unique enemies and 3 unique weapons to enhance the game experience of QUAKE, a game developed by ID Software in 1996.

You are free to implement my ideas or part of them according to your skills.

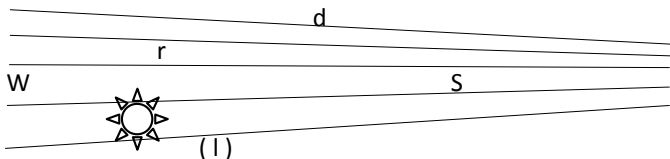
Feel free to use my ideas for other games, too if you wish.

In my descriptions I also purposely leave lot of room to let you interpret my ideas freely as I would like to see different interpretations and consequently outcomes.

You are free.

I hope many of you will transform these ideas into game experiences, like a symphony is performed multiple times and the outcomes are always different.

My script like the score of a symphony.



1st monster
(SILENT WORMS)

They are descending from the sky or rising from the waters or coming out from completely dark corridors and pipes.

They have a beginning (the mouth), but don't have an end.

They are very slow but completely silent.

They kill the player and other characters eating them in one go or if the player and other characters touch their poisonous body.

They cannot be killed.

They can slither on floors, ceilings, walls, columns.

They can hang in the air and traverse the environment without the need to creep on surfaces.

The only sound they produce is when they eat their prey.

The appearance can be different in terms of colours, textures, details and size.

They move very slow but each worm has a unique speed.

They can come alone, in couple or groups and if so they can intertwine with each other and move in the same direction or split and go separately.

Once they choose their prey, they follow it through different rooms till they decide to retreat.

2nd monster (THE MYTHOLOGICAL FACES)

They float just above the floor and move through rooms.

They can also be attached to walls, ceilings, columns, inside or outside the water.

They are also attached to movable objects like lifts, doors, platforms.

They appear like medallions where on one side is depicted a face and on the other side there is a mirror.

There are 2 kinds of faces: hexagonal and octagonal.

The hexagonal faces cannot be destroyed.

The hexagonal faces are slow and roam the environment uncaring of the player and other presences.

The hexagonal faces kill instantly the player and other characters if they are on a direct line independently of their distance as if the faces were constantly emitting a deadly invisible laser beam.

The hexagonal faces kill emitting an ominous sound.

If the player stays behind the hexagonal face close and long enough, the mirror at the back of the face rewards the player with items and ammo but it is dangerous as the hexagonal face can suddenly turn back and kill the player instantly.

The octagonal faces can only be destroyed shattering the mirror placed at their back.

The octagonal faces are aggressive, quite fast and chase the player and other characters.

The octagonal faces kill instantly emitting a white flash just by touching the prey or if the prey is making eye contact with the face, as if the faces were emitting a deadly invisible laser beam unleashed at the moment of the eye contact.

3rd monster (THE QUADRUPEDS)

2 bulky creatures half quadrupedes half humans.

These 2 creatures focus exclusively on the player.

When the player enter a certain radius, the 2 quadrupedes sense the player and gallop full speed towards him, to kill.

The player knows that are coming because even if he is not able to see them, he can hear their intimidating galloping.

The 2 quadrupedes can attack indipendently pushing the player down from a height or crashing him against a wall.

The 2 quadrupedes coordinate their attacks coming from opposite directions and crush the player between them.

They can be killed but it takes a lot of hits.

1st weapon (THE DISCOBOLO)

This is not really a weapon but a special move that the player can do to throw an enemy afar.

This special move can be acquired picking up a specific discobolo item that allows the player to perform it a certain number of times.

This special move requires space and consist of grabbing the enemy and make it rotate like the discobolo does with the disk.

The more the player rotates the enemy the higher is the centrifugal force that the player gathers to throw the enemy afar or smash it against a wall, or against another enemy or launch it down from a height.

The catch is that after the "discobolo move" the player feels dizzy and the controls are inverted for few seconds.

If the player kills one enemy smashing it against a wall he can get a special item.

2nd weapon (HSBALL)

HSBALL stands for Heavy Spiked Ball that is chained to the player's waist and once the player decides to have it, he cannot drop it like a normal weapon.

The player can throw the spiked ball along a parabola to hit the enemy but the chain has a certain length.

The damage that it causes is very high but there is a catch, the player has to retrieve the ball getting close to it for picking it up because once the HSBALL has been thrown and is on the ground, it acts as a ball and chain of a prisoner restricting the movements of the player according with the length of the chain.

Another catch is that if the HSBALL falls from a height, it will drag the player down.

One last catch is that in the water the movements of the player are slowed down considerably.

Carrying the HSB double the damaging effect of the discobolo move.

The only way to dump the HSBALL is finding a specific tool that may be around hidden somewhere in the level.

3rd weapon (DBAXE)

DBAXE stands for Double Blade Axe and it is a double axe that the player and other characters can use but that has to be retrieved to be used again.

It causes a lot of damage.

One is lunched, it rotates in the air emitting a swirling sound.

There is a second version of the DBAXE and it is called DBTNTAXE which has TNT explosive inside the handle.

The DBTNTAXE makes a even more sinistre swirling noise and it kills instantly exploding on impact, even in the proximity of the victim.

The DBTNTAXE can be use just a single time.

The DBTNTAXE has a catch: it is very instable and the holder of this weapon will explode if he receives any sort of damage.

MINI CONTRACT

You can use my ideas for free.

If you use them, just let me know as I love to hear about your projects and how my ideas are useful for you.

But if you make a profit with this script, I would like you to share the profit with me.

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WORDS

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WORLDS

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