Quake II

Quake II (1997) by id Software is a first-person shooter set in a sci-fi universe where Earth's military launches a counterattack against the alien Strogg. Batocera supports three engines: **libretro: vitaQuake 2** (RetroArch core), **vkQuake2** (Vulkan-based source port) and **Yamagi Quake II** (enhanced client). This system scrapes metadata for the “ports” group(s) and loads the quake2 set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulators:** RetroArch (vitaQuake 2), vkQuake2, Yamagi Quake II
- **Folder:** `roms/quake2/`
- **Accepted ROM formats:** `.quake2`, `.zip`, `.7zip`

BIOS

No Quake II emulator in Batocera needs a BIOS file to run.

ROMs

You need the original Quake II game data files. You can purchase the game from Steam or GOG.com. Copy the `baseq2` directory and its contents into `/userdata/roms/quake2/`. Then create an empty file with a `.quake2` extension in `/userdata/roms/quake2/`.

Make sure all data files and folder names are **lowercase**, e.g. `baseq2`, not `BASEQ2` and `pak0.pak`, not `PAK0.PAK`.

Neither Yamagi Quake II nor vkQuake2 support the `.zip` or `.7zip` extensions. Only the libretro vitaQuake 2 core supports these formats.

Directory structure

```
/userdata/roms/quake2/
                ├── baseq2/
                │    ├── pak0.pak
                │    ├── pak1.pak
                │    └── pak2.pak
                └── Quake II.quake2
```

Mission Packs

Copy the necessary data files to the corresponding directories:

Mission Pack	Directory	Launch file keyword
The Reckoning (MP1)	`xatrix/`	“reckoning”
Ground Zero (MP2)	`rogue/`	“zero”
Quake II: Zaero	`zaero/`	“zaero”
Slight Mechanical Destruction	`smd/`	“destruction”

All ports can run `xatrix`, `rogue` and `zaero`. vkQuake2 additionally supports `smd` and the Capture the Flag mod using the `ctf` directory.

```
/userdata/roms/quake2/
                ├── baseq2/
                │    └── pak0.pak (+ other paks)
                ├── xatrix/
                │    └── pak0.pak
                ├── rogue/
                │    └── pak0.pak
                ├── zaero/
                │    └── pak0.pak
                ├── Quake II.quake2
                ├── Quake II - The Reckoning.quake2
                ├── Quake II - Ground Zero.quake2
                └── Quake II - Zaero.quake2
```

Mission packs are auto-detected by vkQuake2 based on keywords in the launch file name.

Saves

Save location `saves/quake2/`

Emulators

RetroArch

RetroArch is a ubiquitous frontend that can run multiple “cores”. RetroArch offers a **Quick Menu** accessed by pressing `[HOTKEY]` +  which can be used to alter various settings. Standardized features available to all libretro cores: `quake2.videomode`, `quake2.ratio`, `quake2.smooth`, `quake2.shaders`, `quake2.pixel_perfect`, `quake2.decoration`, `quake2.game_translation`

libretro: vitaQuake 2

vitaQuake 2 is a Quake II libretro core. It is the only engine that supports the `.zip` and `.7zip` extensions.

vkQuake2

vkQuake2 is a Vulkan-based Quake II source port with enhanced graphics. Requires Vulkan support. Standardized features available: `quake2.videomode`, `quake2.padtokeyboard`, `quake2.bezel`, `quake2.bezel_stretch`, `quake2.hud`, `quake2.hud_corner`, `quake2.bezel.tattoo`, `quake2.bezel.tattoo_corner`, `quake2.bezel.tattoo_file`, `quake2.bezel.resize_tattoo`

Yamagi Quake II

Yamagi Quake II is a mature, enhanced Quake II client focused on stability and correctness. Standardized features available: `quake2.videomode`, `quake2.padtokeyboard`

Controls

Here are the default Quake II controls for vkQuake2/yQuake2 (pad-to-keyboard) shown on a Batocera Retropad:

Gamepad button	Action
Left analog stick	Move / Strafe
Right analog stick	Look
D-pad	Move / Menu navigation
A (South)	Jump
B (East)	Use item
X (West)	Next weapon
Y (North)	Crouch
L1	Previous item
R1	Next item
L2	Run
R2	Fire
L3	Inventory
R3	Help computer
START	Drop item
SELECT	Menu / Back

Troubleshooting

My game does not launch

- Make sure the `baseq2` folder exists and contains the `.pak` files.

- Ensure all file names are **lowercase**.
- vkQuake2 requires Vulkan support — if your system does not support Vulkan, use the vitaQuake 2 libretro core or Yamagi Quake II instead.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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