

# 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

Gamepad button	Action
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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