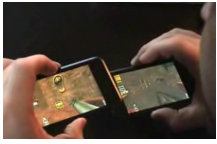


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By: Filip Truta, Apple News Editor



Just a screenshot from the video demonstration

[Quake 3 Ported to iPhone, iPod Touch](#)

Using Apple's iTouch, Hermitworks' Scott only had to make a few adjustments to get some motion-sensing, multiplayer wireless action on

While [Quake 3](#) for iPod Touch / iPhone looks much more believable than the [iPhone version of Mortal Kombat](#), it doesn't seem that the game is going to work as expected on either of the two platforms, should it see a public release. Hermitworks' Scott was able to port id Software's FPS in no time, using Apple's iTouch. "So we've been playing around with Quake 3 and Apple's iTouch. Scott grabbed the icculus source and with a few modifications had it running pretty quick," says cam. As a **FPS** player (not a hardcore gamer though) I can't help but notice the slow input response and of course the limited view angles. Players of such a simple version of Quake 3 might also find it frustrating to have to tilt their device in all directions with light bouncing off the screen and into their eyes right when an enemy appears in front of their character. Still, this is an unfinished version of the ported game and, as noted above, should it be promised a public release, we might just see a tweaked-up motion-sensitive Quake 3. And why shouldn't it be released publicly? Readers are going on about it like crazy. Here are some examples: - "this is cool but i would rather see onscreen controls then accelerometer....," says just.danne. "But really god job , is this going to be publically released?" - "Veeeeery nice. How can we help you to release it publicly?" said mhaller. - "PLease, please, please!! Public release!! Don't care if it's just a Demo or WIP!! Imagine the bragging rights!! priceless!!" Omolbadan wrote. Scott actually managed to get multiplayer working. You have a gameplay video below. Be sure to leave a comment and tell us what you think about the control system, the game's potential as a public release and so on. Have a look at the [iPhone version of Mortal Kombat](#) too and compare the two videos if you will. You'll notice that aiming too looks pretty darn difficult: