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Q U A K E III A R E N A™



QUAKE III ARENA

www.quake3arena.com



GAME OVERVIEW

1

Untold centuries ago the Vadrigar, the mysterious Arena Masters, constructed the Arena Eternal for their own infernal amusement. Virtually nothing is known of these beings except that they savour the carnage and clamour of battle. As such, they have stocked the arena with the greatest warriors of all time. And you have just joined their ranks.

As a gladiator in the Arena Eternal, you must not only survive, but also win each and every battle against ever more powerful opponents. Don't worry overly much about getting "fragged." The Vadrigar won't be cheated of their favourite sport by a little thing like death. Those who fall are instantly restored to life and immediately thrust back into the battle, perhaps a little wiser for their misfortunes.

When the dust, blood, and gibs settle, all warriors will have earned the right to battle again, providing further entertainment for the Vadrigar. But only the warrior who has fragged the most foes will be lauded as the winner. The victorious gladiator advances to a more challenging array of arenas, until, at last, he or she faces Xaero, Lord of the Final Arena.

GAME STRUCTURE

In single-player mode, Quake III Arena is split into six tiers of four arenas each. In order to progress to the next tier, a gladiator has to beat all four arenas. Finishing second or third won't do—you must emerge as the clear winner.

While the rules are a little different in multiplayer (network or online) games, there is one important rule that sums up your life as a gladiator in the Arena Eternal:

Frag Everything That Isn't You.



INSTALLATION

2

There are three easy ways to install Quake III Arena on your system. Begin by inserting the CD-ROM into your drive and then choose one of the following methods to start the setup program:

1. If you have Autorun enabled, the setup program will start automatically.
2. Open the START menu from your Windows® desktop, select the RUN option and type `d:\setup.exe` in the Open box. Press Enter and the setup program should begin to run. If your CD-ROM drive isn't the "d" drive, be sure to substitute the appropriate letter.
3. Open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the Quake III Arena icon. Double-click on the setup program icon to start installing the program.

Once the setup program has started, a series of on-screen instructions will guide you through the rest of the installation procedure.

COPY PROTECTION

To play Quake III Arena in Single Player, you must have the Quake III Arena CD in your CD-ROM drive.

To play Quake III Arena in Multiplayer, you must enter the CD verification string located on the back of the CD packaging.

NEWS AND UPDATES

Updates to Quake III Arena, game news, and other information will be available over the Internet at www.quake3arena.com. This is also the place to check for tech support or frequently asked question (FAQ) files. Be sure to stop by often in order to keep your competitive edge in the Arena Eternal.

THE ARENA ETERNAL



3

The Arena Eternal is an extradimensional structure created by the Vadrigar and populated with the greatest warriors in all of time and space. In order to survive there, you'll need to know a little bit about your enemies, weapons, and the environment in which you'll be fighting.

GLADIATORS

In addition to you, there are 32 computer-controlled gladiators residing in the arena. Each of them is a deadly warrior with his or her own personality and tactics. Some are tougher than others, as you'll quickly learn in battle.



Anarki (Cybronic Human): Always seeking an edge, this cyber-board surfer paid with his humanity for a seemingly endless array of cybronic implants.

Angel (Humanoid Robot): Although certainly not a classical beauty, Angel was created by a sculptor to be his ideal companion. She quickly proved herself to be a creature of hate, not love—killing her maker in a berserk fury.



Biker (Human): Biker is crude and coarse: a bully who gets his kicks out of hammering helpless opponents. He may not be smart or brave, but he's brutal as hell.



Bitterman (Human): This hero of the Strogg War may also be its most tragic victim. While a captive on Stroggos, vile experiments transformed his flesh into something both far more and far less than human.

Bones (Human Skeleton): This fearsome foe showcases the powers of the Vadrigar, for it has no true life of its own. But it begs the question: "Where do the gibs and blood come from?"



Cadavre (Undead Human): Cadavre is a brutal murderer who couldn't be executed. The electric chair, gallows, and gas chamber only made him meaner.

Crash (Human): Once, she was Doom's military instructor. Now the Arena Eternal tests Crash's mettle to the extreme—extreme patience, that is. She is the trainer who introduces new warriors to the skills of battle.



Daemia (Human): The bounty hunter, Daemia, long ago stopped caring who or what was in her sights. Enemies are enemies whether they're human, alien, or demons from the pits of hell.

Doom (Human): Long after everyone else on Phobos was dead, he kept fighting, determined to send out a warning to Earth before the demons could claim him.





Gorre (Cybronic Human): Born in the breeder tank of a genetics lab and nurtured in a cybronics workshop, Gorre was created to be the ultimate warrior... at least in his own mind.



Grunt (Human): A mentally shattered veteran of the invasion of Stroggos, Private Nathan Grunt is still fighting a war that ended years ago.

Hossman (Human): Easily mistaken for a big, clumsy oaf, Hossman is a deadly opponent whose agility is a match for his fearsome strength.



Hunter (Human): When her village on Tau Ceti was decimated by the Sorg, Hunter vowed to seek out and destroy the reptiloids wherever they might hide.

Keel (Cybronic Human): Lance Corporal Ben Keel died during the Spiker Insurrection—only to be revived as a humanoid battle machine by scientists experimenting with captured alien biotechnology.



Klesk (Alien Child): Half religious zealot, half gifted mystic and all bizarre alien, Klesk cleanses his soul with the purifying fire of combat.



Lucy (Human): A former prison guard, Lucy crossed the line and ended up on the other side of the bars where every hour was a battle for survival.



Major (Human): A veteran of the Stroggos campaign, Major Wayland is haunted by the memories of her fallen troops and the parasites that killed them. It may be that she believes she's still fighting that long-concluded war.

Mynx (Human): Fashion model, master assassin, or adult entertainer: Which is the real Mynx? She's part viper, part black widow, and all woman.



Orbh (Allen Cybronic Construct): Designed by the Vadrigar to monitor combat in the arena, Orbh evolved beyond his specifications and became a deadly combatant.

Patriot (Cybronic Human Vampire): A twisted combination of cybronic implants and supernatural powers, Patriot is a throwback to the days of nationalism—before mankind found other enemies among the stars.



Phobos (Human): An experienced veteran, he led the invasion of the demon-haunted tunnels of Phobos. There, he was betrayed by superiors who thought they could learn more from watching him die than by studying his reports.



Ranger (Human): Originally a slippgate explorer, the man called Ranger has faced and escaped certain death a thousand times on a thousand worlds. His experiences have left him more alien than human now.



Razor (Human): During a time of civil unrest on Earth, Razor and his gang of vigilante followers enforced a rigid, brutal code of justice in the Pacific Northwest. Razor never admits defeat and shows no mercy in defence of order.

Sarge (Human): A grizzled combat veteran with plenty of scars to prove it, Sarge is the master of modern warfare. He's clever, determined, and deadly.



Slash (Cybernetic Human): A young force-blade punk from the streets of Los Angeles, Slash became a test bed for the hottest cybernetic implants, turning her into a barely-contained bundle of energy.

Sorlag (Reptiloid Alien): This mercenary Sorg merchant long ago resolved to do whatever it took to get ahead, no matter how many others had to die in order to line her coffers.



Stripe (Human): Raised on the mean streets of a post-apocalyptic city, Stripe avoided crime and drugs by being tougher than the gangs and pushers.



Tankjr (Cybronic Human/Strogg Crossbreed): The spawn of a human Tank Commander and an Iron Maiden of Stroggos, Tankjr is a sadistic bio-tech nightmare.

Uriel (Gargoyle): For untold eons, mankind has known and feared Uriel's diabolical kind. The aura of evil and death hanging around this gladiator is enough to send a chill down the spine of any opponent.



Visor (Cybronic Human): Visor is an enigma who says nothing about his past, letting his weapons do all his talking for him.

Wrack (Human): Wrack is a shell-shocked Sliggate War veteran who relives countless battles through a haze of imagined glories, half-remembered facts, and exaggerated personal abilities.



Xaero (Metaloid, Cybronic Human): The most dangerous enemy in the arena, Xaero embraces honourable death. He longs for the day when he will meet the opponent who frees him from the shackles of life eternal—if such a warrior exists.

WEAPONS



9

Gladiators in the Eternal Arena have a wide variety of weapons available to them. At the start of every match (or after they've been fragged), all combatants are armed only with a machine gun and gauntlet. Depending on the arena they're battling in, other weapons may be available. Ammunition for each weapon can usually be found in the same arena. Collect a weapon (or its ammunition) by running through it.



Gauntlet: The gauntlet combines a whirling saw blade with a powerful electrical charge to create a deadly close-combat weapon. Unlike the other weapons, the gauntlet needs no ammunition, so it's always ready to go.



Machine Gun: Although not particularly powerful, this weapon has a high rate of fire and can be used to blanket an area with a suppressing hail of bullets.

HUD + AMMO



Shotgun: One of the most common weapons scattered throughout the arenas, the shotgun delivers an instantly impacting shower of heavy pellets. Reloading causes a short delay between shots.



Plasma Gun: This powerful energy weapon unleashes a deadly stream of plasma pulses that rapidly consume its energy supply.



Grenade Launcher: The time-fused grenades fired by this weapon are incredibly powerful and have a wide blast radius.





10



Rocket Launcher: The rockets fired by this heavy weapon have a large blast radius, enabling them to harm several targets at once. Be careful when using this weapon, since it's easy to include yourself in the explosion!

HUD



AMMO



Lightning Gun: The most unusual weapon in the arena, the lightning gun unleashes a powerful stroke of electricity at its target. Despite its short range, nothing looks cooler than the lightning gun!



Rail Gun: This highly accurate weapon uses a linear accelerator to throw a depleted uranium slug at an incredible rate of speed. The gun's accelerator must recharge between shots, causing a delay before it can be fired again.



BFG-10K: An evolution of the plasma gun, the BFG-10K is the dream weapon of every gladiator in the arena. It hurls devastatingly powerful bursts of fusing plasma to mow down enemies.





ARMOUR

There are three types of armour available in the Arena Eternal. At the start of a match, you won't have any, so you'll have to look for it. Although the normal maximum armour rating you can have is 100, some improvements allow you to increase it beyond this limit, up to a maximum of 200. Whenever your armour rating is above 100, it will gradually count down until it reaches that mark, even if you aren't taking damage. Your current armour rating is displayed on the bottom right corner of the screen.



Armour Shard: These fragments improve your armour rating by 5 points, increasing it even beyond the normal maximum of 100 points.



Combat Armour: Donning a yellow combat armour vest improves your armour rating by 50 points.



Heavy Armour: A suit of red heavy armour will increase your armour rating by 100 points.

HEALTH

There's no way around it: you're going to get hurt or even fragged running around the arena. You can tell how badly wounded you are by looking at the Health score displayed to the left of your characters face. At the start of every event, all gladiators begin with health scores of 125 (which counts down to 100). During the course of play, it's possible to increase your health beyond this value, although it will gradually count down to 100 when this happens. Cross-shaped health bonuses are scattered throughout most arenas. Restore your health by running through them.



Green: Each green cross you collect will add 5 points to your health (even beyond your maximum!).



12



Yellow: A yellow cross adds 25 points to your health, increasing it up to, but not beyond, its maximum rating of 100.



Gold: Every gold health cross you pick up adds 50 points to your health, up to its maximum rating of 100.

FLAGS



Red/Blue Flag: When you're playing in a Capture the Flag event, each team is given a standard to guard. You score points by grabbing the enemy banner and carrying it back to your own base.

ITEMS

In addition to weapons, armour, and health bonuses, combatants will find many useful items scattered around the arena. These can be picked up by running over them. There are two types of items: power-ups and carried items.

POWER-UPS

Power-ups are items that take effect the instant you touch them. They remain in effect for a short time, which is counted down on your screen, and then expire.



Battle Suit: This golden shell protects the wearer from lava, slime, drowning, and other hostile conditions (including splash damage from weapons). Be careful. Even a Battle Suit won't protect you from the Fog of Death or the Void!



Flight: A Flight pack is a small anti-gravity generator allowing a gladiator to propel him- or herself through the air with minimal effort. Flight packs are only available in multiplayer games.



Haste: This tachyon accelerator creates a bubble of compressed time, greatly increasing the gladiator's movement speed and rate of fire.



Invisibility: This unit bends light around its user, making a gladiator very difficult to see. However, muzzle flashes and power-up glows are still fully visible.



MegaHealth: When you pick up a MegaHealth, your health is increased by 100 points (even beyond your maximum).



Quad Damage: When you scoop up a Quad Damage, your weapons are supercharged for a brief period of time.



Regeneration: When you grab the Regeneration, your health will gradually increase until it reaches 200 or the effect times out.



CARRIED ITEMS

Some items are picked up and carried with your gladiator until you choose to activate them. It's important to remember that you can only have one item at a time. Before you can pick up another, you have to use the one you already have. Once activated, the effect is instantaneous.



Medkit: This battlefield medical kit contains a wide array of healing and pain-killing chemicals. When activated, its computer brain diagnoses the user's injuries and instantly restores the gladiator to full health (100).



Teleporter: A personal teleporter is a small unit with the ability to fold space around its user. When activated, it instantly transports the user to a random point in the arena.

MEDALS

Medals measure and instantly reward outstanding combat performance. When you (or another player) receive a verbal praise award, such as "Excellent!" a medal icon corresponding to the award is immediately displayed above the gladiator's head for a few moments before fading away. Your medal awards are also displayed on-screen briefly. As the match goes on, and you earn additional medals, the game shows all earned medals of that type. At the end of the match, the totals for all awarded medals in that match are displayed. Between matches, you can see the grand totals for all medals awarded to you since the game began (the RESET control will wipe out this value).



Excellent – Awarded for making two frags within two seconds.



Impressive – Awarded for two consecutive hits with the rail gun.



Frag – Awarded each time you make 100 frags.



Accuracy – Awarded when your percentage of hits-to-shots is greater than 50%.



Gauntlet – Awarded each time you make a frag with the gauntlet.



Perfect – Awarded when you are victorious in an arena without being fragged even once yourself.

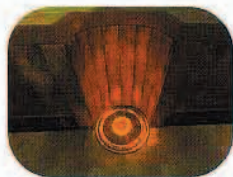
THE ENVIRONMENT



15

The various arenas created by the Vadrigar contain many features and hazards. Some are ordinary things that hardly merit mention, others are extremely deadly menaces capable of quickly fragging the reckless, and a few fall somewhere in the middle.

Acceleration Pads: Acceleration pads use a powerful artificial gravitational field to impart lateral thrust to anyone stepping onto them. Think of them as high tech jump ramps.



Bounce Pads: Similar to acceleration pads, a bounce pad uses a powerful pulse of anti-gravity particles to propel anyone who steps on it high into the air.

Doors: Doors in the arena come in many shapes and sizes. Most open when you move near them. Others remain closed until a button or other trigger activates them. A standard door will open if it's shot.



Fog of Death: These swirling crimson vapours are highly caustic and faintly radioactive. They dissolve flesh and will quickly kill any gladiator, regardless of armour or other protection.

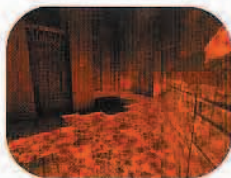


Fog: Despite the fact that it looks spooky, normal fog isn't dangerous. Of course, it obscures your vision and can conceal enemies or hazards.



Gates: A gate is a portal allowing gladiators to move instantly from one part of the arena to another. These are very much like teleporters (see below) but allow you to see the area to which it leads.

Lava: In some arenas, gladiators will be forced to deal with streams or pools of molten rock. Anyone foolish enough to step into lava without the protection of a Battle Suit (see Power-Ups) will suffer an amazing amount of damage.



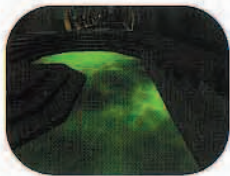
Lifts: Scattered throughout the arenas is an assortment of lifts. When a gladiator steps onto a lift, it begins to rise.



Pendulums: In some arenas, gladiators will encounter massive, swinging pendulums. Anyone who gets in the way of these heavy, swinging weights will be instantly crushed.

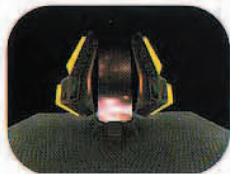
Platforms: Unlike lifts, which operate only when a gladiator steps onto them, platforms are constantly in motion. Some bob up and down, while others go back and forth.





Slime: This green ooze is highly acidic and consumes flesh at an incredible rate. The only way to move safely through slime is with the protection of a Battle Suit (see Power-Ups).

Teleporters: A teleporter is similar to a gate, allowing gladiators to instantly travel from one point in the arena to another. You can't see where a teleporter leads, however, until you step into it.



Triggers: Triggers often take the form of a button or pressure plate. When activated, they cause something to happen (usually nearby). Some triggers activate when touched, others must be fired on.



VOIDS: In some cases, an arena will seem to be nothing more than a series of platforms adrift in space. A poorly aimed jump or misstep will send gladiators plunging to their deaths in the all-consuming void.



Water: Scattered pools and canals can be found in many of the arenas. Although these are safe to swim in, a careless gladiator can drown if he remains underwater too long without a Battle Suit (see Power-Ups).

THE GAMES

Free for All - This is the classic form of Deathmatch. It's every man, woman, and sinister alien being for him/her/ itself as the players frag everything that moves to get the most points.





Team Death Match – It's Red against Blue in a coordinated contest of carnage. Two teams of players work to control the arena and score the most frags on their foes.



Tournament – Players fight each other one-on-one, while future foes watch as spectators. The watchers wait their turns to be the challenger who wrests control of arena from the most recent victor.

Capture the Flag – Slip into the other team's home base, grab its flag, and run home to score. What could be simpler? Now do it while dodging heavy artillery fire and you've got an idea of how this fast moving team game feels. Score the most and win!



Refer to the documents on the disk for specific game rules and instructions.



Bring It On: If you like tough football, this is the level for you. You'll have an edge over your opponents here, making it almost impossible to get yourself really fragged.

Hurt Me Plenty! When you're ready to go into combat with tough opponents, move on to this level. You and your opponents will be on even ground here, so they're more than able to frag you when you get careless or cocky.

Hardcore: If you're ready for the big leagues, this is the level for you. Neither you nor your opponents will have an edge—they're just as deadly as you are. From start to finish, even a hardened gladiator will be fighting for his life here.

Nightmare! If you're really looking for punishment, the Nightmare level will hand it out in spades. You probably won't live long on this level, but you'll go out in a blaze of glory.

MULTIPLAYER

Choose this option to join or create a game played over a network or via the Internet against live opponents. No matter how tough the opponents in a single player game are, there's no thrill greater than competing against other live players. When you select this option, a screen will appear where you can view, organise and join servers (computers hosting multiplayer games) running Quake III Arena. You can also select the Create option to start your own server.



ARENA SERVERS

Servers are other computers hosting multiplayer games. The default setting is LOCAL. If your computer isn't part of a local network, you won't see any games displayed. At the top of this screen are five options to help you organise the servers that are displayed in the screen's centre window. Click on the word to the right to toggle through the options. They will automatically sort and filter the games available to you.

The highlighted server name is your current selection. You can use the scroll bars on the right side of the server list window to see the complete list of servers available. To select another, click on the one you want to join and hit the Fight button on the bottom of the screen.

SERVERS

Local: If your computer is part of a network, activating the Local toggle will detect and display all the Quake III Arena games being run on it. Just click on the one you want to join and hit the Fight button on the bottom of the screen. If your computer isn't part of a local network, no games will be displayed.

Internet: If your computer link to the Internet is active, selecting this option will show you the servers available. If not, then none will be displayed. This listing also indicates the "ping" rate for each server. Ping is the amount of time it takes your computer to send and receive data to and from the server. The lower the ping rate, the faster your connection to that server will be. It's important to remember that, while a low ping rate is better for play, Quake III Arena is designed to run well even with higher ping rates.



Favourites: Clicking on this button will filter out any server not on your list of favourites. If none of your favourite servers are running, or you haven't book-marked any favourites, you won't see any games displayed. To bookmark a favourite server, you must be playing the game on the desired server. Hit Esc to open the menu, then select Server Info. At the bottom of the Server Info screen, click on Add to Favourites and the server will be added to your favourites list. You can also delete entries.

GAME TYPE

Use this option to include only servers running the game type (All, Free For All, Tournament, Team Death Match, or Capture the Flag) that you would like to play.

SORT BY

This option sorts the list by the select instruction.

Ping Time - The lower the ping rate, the faster your connection to that server will be.

Server Name - Alphabetically lists servers.

Map Name - Groups the servers by Arena filename.

Open Player Spots - Displays servers with more open player spots at the top of the list.

Game Type - Groups the servers by which game type is currently being played.

SHOW FULL

Quake III Arena doesn't normally show you games that have reached their maximum number of players. Set this to ON, and the Arena Server menu will include them.

SHOW EMPTY

Ordinarily, Quake III Arena filters out games in which no one is playing from the list of Arena Servers. Activate this to display empty games as well as those with players already in them.

You will find five buttons at the bottom of the screen.

BACK

Returns you to the previous menu.

REFRESH

Hitting this button instructs the program to search the network, Internet or your favourites again and update the list of games available.

SPECIFY

If there's a particular server to which you want to connect, you can do so by hitting this button. The program will prompt you for the exact Internet address of the host server and then connect you to it, if possible.



Dedicated: (multiplayer-only option) A dedicated server is a computer that ONLY runs the game. A person cannot use the dedicated computer to play in the dedicated game. Toggle between three settings. Choose NO if you don't want your machine to be a dedicated server. Otherwise, select LAN for a network connection or Internet for a game being played on the web.

Hostname: Enter the name you want to give your arena on this line. This is what other players will see when they search for available servers.

FIGHT

Begins the battle.

SETUP

Use this option to set up your player attributes, game controls, adjust your system settings and game options, and enter your user validation string.



PLAYER

This screen lets you give your player a name, set a handicap for yourself, and customise your gladiator for combat in the arena. The following options are available:



Name: You can click on and type in the name you want to be known by in the Arena.

Handicap: The default handicap rating for all players is 100. This value can be lowered for veteran gladiators to level the playing field when inexperienced combatants are in the Arena. A handicap reduces the effectiveness of your weapons, armour, and so on as well as lowering your maximum health value.

Effects: When you fire the rail gun, the slug leaves a streak of light in its wake. Adjusting this slide bar allows you to select the colour of that light trail and the flash it makes when it hits. Think of it as something of a signature.

Model: When you press this button you'll see a gallery of images. The one you pick determines what other players will see and hear when they encounter your gladiator.



CONTROLS

You can use this button to customise the game interface to your liking. Just about everyone has his or her own favourite settings and the sub-menus you pull up here will allow you to adjust almost every aspect of the controls.



LOOK

For the most part, you'll look around simply by moving the mouse to and fro. Imagine that your mouse is controlling the gladiator's head and you'll quickly get the hang of it. Remember that you will shoot wherever you're looking. There are a few other controls you can customise. The default keys assigned to these functions are shown in parentheses. If a "???" appears, no key is initially assigned to that feature. Players who want to use it must select (or bind) a key themselves.

Mouse Speed: Adjust this slide to make your mouse more or less sensitive, speeding up or slowing down the rate at which your gladiator is able to change his view.

Smooth Mouse: Turn this option on to smooth the on-screen motion as you move your mouse.

Invert Mouse: Changing this toggle reverses the direction in which your mouse moves your view. Adjust it to suit your own preferences.

Look up/Look down (PGUP/DEL): These buttons will tilt your gladiator's head back so you can see what's above him or cause your gladiator to look downward.

Centre View (END): If you've been looking around and lost your bearings, hitting this key will centre the view again.

Zoom View (MOUSE3): By activating the zoom view, you'll effectively have a telescopic view of the battlefield. This is useful for sniper fire but leaves you vulnerable to anyone close by who might sneak up on you.

Joystick: Activate this toggle if you want to play using a joystick.

Joystick Threshold: Adjusting this slide will make your joystick more or less sensitive.

MOVE

Always Run: Toggling this button on will make your gladiator run everywhere in the game. This gets you where you're going faster, but your enemies will be able to hear your footsteps.

Run/Walk (SHIFT): Holding this button down will cause you to run (if the ALWAYS RUN toggle is off) or walk (if the ALWAYS RUN toggle is on). If you want to sneak around, be sure to walk or your footsteps will give you away.

Move Forward/Backward (W or UP ARROW /S or DOWN ARROW): These buttons will move you forward or backward without changing the direction your gladiator is facing.



Step Left or Right (A or COMMA/D or FULLSTOP): This will cause you to sidestep left or right without changing the direction your gladiator is facing, a manoeuvre commonly known as strafing.

Up/Jump (SPACE): Hitting this key will cause your gladiator to leap into the air. If you're moving when you jump, you'll leap in the direction you are moving.

Down/Crouch (C): Holding down this key will cause your character to drop into a kneeling crouch. Use this to hide behind things or take cover.

Turn Left or Right (LEFT/RIGHT ARROW): These keys cause your gladiator to pivot left or right, changing his facing without moving forward or backward.

Sidestep/Turn (ALT): Holding this key down in conjunction with the left or right arrow will cause you to sidestep in that direction instead of turning.

SHOOT

Attack (CTRL): Hitting this key will loose a short burst of fire at your enemies. Hold it down and you'll pummel your target as quickly as the weapon can fire.

Previous/Next Weapon (LEFT BRACKET or RIGHT BRACKET): Scrolls through the weapons available to your gladiator in the order indicated above (see Ready Weapon).

Autoswitch Weapons: If this toggle is ON, you will automatically arm yourself with a new weapon whenever you pick it up.

Ready Weapon (NUMBER KEYS): Over the course of the game, you'll be able to collect a deadly assortment of weapons. By hitting the number keys, you can pick the one you want to use. You can't arm yourself with a weapon you don't have, but you can ready one that's out of ammo. The default weapon keys are:

- | | | |
|----------------|---------------------|---------------|
| 1. Gauntlet | 4. Grenade Launcher | 7. Railgun |
| 2. Machine Gun | 5. Rocket Launcher | 8. Plasma Gun |
| 3. Shotgun | 6. Lightning Gun | 9. BFG-10K |

Misc.

Show Scores (TAB): Hitting this button will show the current scores for all players or teams in the game.

Use Item (ENTER): If you have an item (like a Personal Teleporter), hitting this button will activate it.

Gesture (???): This button causes your gladiator to make a characteristic gesture for all the world to see.

Chat (T): Hitting this button will allow you to type in text that will be displayed on every player's screen. You can also chat with computer controlled opponents during single player games. Give it a try and see what they have to say!



Chat—Team (???): Hit this button to send a message only to your teammates.

Chat—Target (???): Hit this button to send a private message to whomever happens to be in your sights at the moment.

Chat—Attacker (???): Hit this button to send a private message to whomever is trying to frag you.

SYSTEM

These controls can be used to adjust the way Quake III Arena plays on your system. Most of them are fairly self-explanatory.

GRAPHICS

Graphics Settings: Select the option matching your computer's graphics card and capabilities.

GL Driver: If you use a Voodoo graphics card, toggle through the options here to select the appropriate GL driver for your machine.

GL Extensions: Disabling the OpenGL Extensions may solve problems with some graphics cards, but will slow down play somewhat.

Video Mode: Cycle through the options here to select the video mode best suited to your computer's speed. Remember, choosing higher resolution uses more memory and can slow the game down.

Colour Depth: Cycle through the various options and choose the one best suited to your needs.

Full Screen: Turning this toggle off allows you to play in a window on your desktop.

Lighting: Set this toggle to control the overall lighting effects in the game. Game performance will improve when this is set to Vertex Lighting.

Geometric Detail: This allows you to reduce the level of detail used to draw curves and models. Lower settings speed play but make curves rougher.

Texture Detail: Setting lower values here will make the backgrounds and features less sharp, speeding game play.

Texture Quality: Some 3D graphics card drivers allow textures to be stored in greater or lesser qualities. Adjust this setting to suit your computer's capabilities.

Texture Filter: Adjust to improve the appearance of the game. Tri-linear filtering gives best quality, but at a speed cost.

Driver Info: Display information about your current graphics driver and settings.





DISPLAY

Brightness: Adjusts the brightness of the game screen.

Screen Size: Adjust the size of the display to suit your tastes or the capabilities of your system. A smaller screen will speed game play.

SOUND

Effects Volume: Controls the volume for explosions, gunshots, and so on.

Music Volume: Adjusts the volume of the game's background music.

Sound Quality: Switch this toggle to suit the capabilities of your sound card. Lower sound quality settings will use less memory and speed up play.

NETWORK

Data Rate: Adjust this setting to reflect the speed of your modem or connection for multiplayer games. Be careful: if you set your modem rate faster than your modem's capacity, you can cause the game to slow down.

GAME OPTIONS

This sub-menu allows you to control various features of game play. Turning some or all of them off can speed play on a slower machine.



Crosshair: Toggle through and select the crosshair you would like to use in the game.

Simple Items: Toggle this option ON to display a sprite icon in the game for power-ups, weapons, health, and ammunition, as opposed to their usual representative model.

Marks on Walls: If this is on, gunfire will leave black marks when it hits walls.

Ejecting Brass: If this is on, your machine gun will eject shell casings as it fires.

Dynamic Lights: When this is on, weapon fire illuminates the areas through which it passes en route to its target.

Identity Target: This shows you the name of whomever happens to be in your sights at the moment.

High Quality Sky: This adjusts the graphics quality of the sky above the arena.

Sync Every Frame: This evens out the performance of various graphics cards at the possible expense of some performance.

Force Player Model: This causes all opponents to use the same character model as the player, reducing the amount of memory used by the game and speeding play.

Draw Team Overlay: Toggles your team members' reporting information during Capture the Flag and Team Death Match.



CD KEY

Use this option to re-enter your CD verification string.

DEFAULTS

Use this option to reset all of the game options to their original (out-of-box) settings.

DEMOS

Clicking this button allows you to view the game demos that highlight various features of play.

CINEMATICS

Clicking this button lets you see the cinematic sequences shown during the introduction and between game tiers. Only "unlocked" tiers can be accessed.

EXIT

If you've had enough punishment for one day, you can always bow out by selecting the good old Exit option.



ESC MENU

At any time during play, you can press the Esc key to pull up a brief menu of important game options. In a single-player game, this pauses the action. In a multiplayer game, the other gladiators remain active while you stand still—making you a perfect target.



TEAM

When playing in a Team Deathmatch or Capture the Flag game, you can use this option to select your team. The choices available to you are:

Join Red/Blue: This makes you a member of either the red or blue team.

Join Game: Pressing this button changes you from a spectator into a player, randomly assigning you to a team with an open player slot.

Spectate: This allows you to enter the game as an invisible ghost who cannot interact with the arena or other players but can move about freely, except through doors, to watch what's going on. You can also view the game through the eyes of another player by pressing Attack.

ADD BOTS

This allows you to add computer-controlled opponents in the middle of a game to any open player slot.

REMOVE BOTS

Remove computer-controlled opponents currently in game.

TEAM ORDERS

Give orders to other members of your team. Please refer to the online manual for team game options.

SETUP

Clicking this option will pull up the menus described earlier in the section detailing the Main Menu.

SERVER INFO

Shows information about the current server and allows you to add it to your list of favourites.



30

RESTART

Clicking this restarts the current game.

RESUME GAME

Exits the menu and takes you back into the game.

LEAVE ARENA

Takes you back to the Main Menu.

Exit

Exits Quake III Arena and sends you back to your desktop.



DEFAULT HOT KEYS

LOOK

Look up	.PgDn
Look down	.Del
Centre View	.End
Zoom View	.Mouse3

MOVE

Run/Walk	.Shift
Walk Forward	.W or Up Arrow
Backpedal	.S or Down Arrow
Step Left	.A
Step Right	.D
Up/Jump	.Space
Down/Crouch	.C
Turn Left	.Left Arrow
Turn Right	.Right Arrow
Sidestep/Turn	.Alt or Mouse2

SHOOT

Gauntlet	.1
Machine Gun	.2
Shotgun	.3
Grenade Launcher	.4
Rocket Launcher	.5
Lightning Gun	.6
Railgun	.7
Plasma Gun	.8
BFG-10K	.9
Attack	.Ctrl or Mouse1
Previous Weapon	.] or Wheel Up
Next Weapon	.[or /

MISC

Use Item	.Enter
Show Scores	.Tab
Gesture	.???
Chat	.T
Chat-Team	.???
Chat-Target	.???
Chat-Attacker	.???

Remember: You can change these keys through the Controls section of the Main Menu or by pressing Esc at any time during play!



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3. What operating system you are using (e.g., Windows 95 or DOS)?
4. What kind of processor does your machine have (e.g., Intel Pentium® 90)?
5. What kind of video and soundcards does your machine have (e.g., Diamond Stealth 64 video, Sound Blaster)?
6. Are you using a joystick? If so, what brand and model? What is it using as a game port (e.g., soundcard, dedicated game port)?
7. How much free disk space do you have?
8. How much RAM is in your machine?

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

IF YOU ARE USING A MODEM:

1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem?
This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

IF USING AN EXTERNAL MODEM:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

IF YOU ARE ON A LAN:

1. Can you see other computers on the network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

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