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# **GAME GUIDE:**

## **QUAKE III: ARENA**

**By Doug Radcliffe and David Perkins**

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# INTRODUCTION



As we leave one century behind and venture into the next, we bring with us the most fluid and graphically fantastic computer game created to date: Quake III: Arena. Upon its release, gamers all over the world plunged into its virtual worlds and have been gunning each other down for thousands of server-hours a week ever since. Poke even one toe into one of these servers, and someone will skewer it with a railgun.

Entering these violent and frantic arenas can be daunting, but this Quake III: Arena game guide is designed to make the trip more fun. You will not only find tips for beginners here, veterans too will glean strategies from these pages that will improve their games.

## INSIDE THIS PACKED GAME GUIDE, YOU'LL FIND:

◆◆◆ **General Deathmatch Strategies:** Whether you're new to deathmatch or a seasoned veteran, search this section for tips on keyboard and mouse control as well as general strategies to apply to any map and deathmatch encounter.

◆◆◆ **General One-on-One Strategies:** Though free-for-all and team play provide the most explosions and highest frag counts, it's the one-on-one matches that often provide the most tension and strategic play. Inside this section, you'll find general strategies to hold your own against experienced one-on-one combatants.





◆◆◆ **Weapon Strategies:** Head here for a complete rundown of Quake III's powerful arsenal of weapons. Inside, you'll find statistics and strategies to improve your weapon skills.

◆◆◆ **Power-Up Strategies:** Weapons are only part of the game. A true master of the arena also knows how best to use each Quake III power-up and its location within the game.

◆◆◆ **Deathmatch Map Analysis:** Knowledge of the weapons and power-ups will only get you so far. Before competing in a single-player tournament or multiplayer online battle, dive into this section for strategies for all Quake III's deathmatch maps. Inside, you'll find the map's inventory (weapons, power-ups, and so on), location of key weapons and power-ups, and strategies for racking up your frag count.

◆◆◆ **Tournament Map Analysis:** One-on-one play requires a different mindset than the chaos that is a free-for-all deathmatch. Both the single- and multiplayer version of Quake III feature tournament (or one-on-one) maps. Head into this section for each map's inventory, location of key items, and strategies on controlling the level and maintaining the lead.

◆◆◆ **Capture-the-Flag Map Analysis:** Head here for some Quake III capture-the-flag strategies as well as specific techniques for the game's four maps.

◆◆◆ **Cheat Codes and Easter Eggs:** In this section, you'll discover some Quake III cheat codes and some interesting Easter eggs scattered around the maps.





# CHAPTER 1

## General Deathmatch Strategies

**D**eathmatch is, on the surface, a pastime as simple as its name. Ending up in first place is another matter, however. To become a good deathmatch player, you must link several skills together like a jigsaw puzzle - without each piece in place, your game will suffer. This chapter will speak, in turn, about these skills. Put these ideas into practice, and your game will certainly improve.

### BEFORE YOU PULL THE TRIGGER

Setting up your keyboard and mouse correctly is a must. While there is no particular best way to do this, there are certain features every good setup must have. The maneuvers you will be performing most are the ones that should be under your fingertips as they rest on the keyboard and mouse. Since one hand presses the keys while the other controls the mouse, you have five keys to work with. How you set up those keys will help determine how well you frag your opponents.

Deathmatch is much more than move and fire, but these two actions surely take up the bulk of your attention. Firing is simple in Quake III, since each weapon has only one mode. Like 99 percent of the gaming world, you will likely assign attack to your left mouse button.

**Attack:** Left mouse button

Moving requires five main tasks: move forward, move backward (backpedal), strafe to your left (step left), strafe to your right (step right), and jump. Your index, middle, and ring fingers should take care of three tasks, while your thumb and right mouse button take the other two. Set your keys and mouse up as you like, but here is one time-tested suggestion:







**Move forward:** Right mouse button  
**Backpedal:** X  
**Step left:** Z  
**Step right:** C  
**Up/jump:** Space bar

With this configuration, you can accomplish every meaningful task in Quake III without lifting a finger. As any time spent in a deathmatch game will show you, minimizing your reaction time is important. Some folks like to crouch (for example, when having a railgun battle) to create a smaller target - but crouching is not often used, so it is relegated to your pinky:

**Down/Crouch:** **Left Ctrl key**

If you have a three-button mouse or a clickable mouse wheel, you should bind it to something useful. Binding it to an alias for rocket-jump is one idea; we do not want to get into altering your config file in this guide, but you can find help in Quake III web sites.

Switching weapons is the next most common activity after moving and firing. Quite a few people use their mouse wheel to switch weapons, but we argue against this choice. It's not wise to use any key at all, in fact, to cycle through your weapons. The best weapon for a job should be as instantly available as possible, and moving through your list of weapons in a cycle is not nearly good enough.

Since the default keys assigned to weapons (namely, the number keys 1, 2, 3, and so on) are likely to be far away from your movement keys, reset the keys near your movement keys to your favorite weapons. For example:

**Super shotgun:** A  
**Plasma gun:** S  
**Rocket launcher:** D  
**Railgun:** F  
**BFG:** V

After playing a few games with a setup like this, you will become so accustomed to it, that when you require the rocket launcher, your index finger will do your bidding automatically, slipping from the C key to punch D in an instant. In fact, you may find yourself so





comfortable with this setup that you can turn "automatically switch weapons" off. This is the preferable setting, but only if your keyboard is set up so you can switch weapons easily.

Keep in mind that this control scheme is just a suggestion. Many players opt for the WASD configuration, with W and S for moving forward and back and A and D for moving side to side. It's important to use whatever feels comfortable. If you're struggling with any maneuver, you'll be at a significant disadvantage against the hardened veterans that play Quake III for hours on end.

## STOP STARING IN THE MIRROR

Vanity is the downfall of many a competitor - not vanity in your looks, but vanity in your graphics. If you are really bent on becoming a killing machine, turn down your graphics settings until you can run around the busiest of rooms without taking a big framerate hit. Sure, ejecting brass and 32-bit color look good, but if you're looking at them from a puddle of your own remains, it's not going to help your score.

Quake III web sites are a good source of advanced graphics tweaks, adjustments made through the config file or console to speed up framerates. There are also quite a few settings available in the Setup menu, especially in the Graphics submenu. Lowering your resolution and texture detail, for example, can make a big difference. Other options include turning off ejecting brass and the high-quality sky. Make the necessary changes to ensure that no matter how complex the map and how frantic the action, your framerate doesn't sputter when you turn quickly.

## BE VIGILANT

Once your basic setup is correct, you will find greater success in the deathmatch arenas. The only exceptions to this rule will be novice players, who may take a while to get used to running fluidly while using the mouse to point the way. If you are just beginning to play first-person shooters, you might consider delaying your foray into the multiplayer world until you are comfortable with the keyboard and mouse setup. It should take a dozen or so games versus bots to get the hang of it.





To succeed, you must move in one direction while facing another. Easiest to learn is moving while facing backward. This is usually useful when fighting an aggressive opponent or backing into an alcove to grab an item. If your move forward and backpedal buttons are beneath two different fingers, you can fluidly switch directions without shifting one of your fingertips - as those people who set X to backpedal and S to move forward do. Rather than run straight ahead while someone is chasing you, backpedal away from the enemy while firing at him.

More difficult is to move while looking from one side to the other. Accomplishing this requires you to smoothly switch among your move forward, step left, and step right keys. While you are looking to your left as you run, you will be using your step right key to keep moving. The reverse is true as you look to your right. To keep yourself moving in your preferred direction while looking left and right, you may have to release the move forward key at times or tap it repeatedly.

The reason for this complex movement is simply this: most of the time, your opponents are not going to appear directly in front of you. There is a greater chance that they will approach from one of your sides. Further, it is often the case that you will be running past open doorways, over courtyards, or beneath ledges - and in all these cases, you must look around you as you run for your next destination.

Many players, when propelled through the air by an accelerator pad, keep their eyes focused on the spot where they will land, as if they'll turn an ankle unless they are vigilant. Accelerator pads rarely send you to tricky landing spots, so while you are in the air, take the time to look around you. Let the computer guide your feet to safety while you focus on getting a bead on your opponents. If you are being chased on these pads, it is especially true that you should look behind you and fire at your pursuer. The plasma gun and super shotgun are good weapons for this maneuver.

Bounce pads present an additional movement challenge, as they usually send you more vertically and more slowly than accelerator pads. Generally, you will have some control over the path you take in the air, so don't passively accept the trajectory that the bounce pad defaults to unless you are all alone. While in the air, look around you rather than staring straight ahead. Preferably, look up at your destination and then down at it as you fly by it. If pursued, look straight down and fill the air with plasma bolts, grenades, or rockets.







When you are simply running down an empty hallway, you should occasionally take a quick look behind you to see if an enemy is following. To do this, you must instantly switch from moving forward to backpedaling, as you flip the view 180 degrees with your mouse - and then instantly back again. While this takes practice, this maneuver alone will have quite an effect on your overall scores.

In sum, no matter where you are moving throughout a level, keep your view pointed at where the action is likely to be. Inspect doorways, ramps, and ledges as you run past them. Keep your eyes out behind you. Be vigilant with every spare moment you have.

## PULLING THE TRIGGER

The most important skill is not choosing the best weapon, but predicting the movement of your enemies. In a one-on-one game, knowing the map location of your only other opponent is paramount, whereas in a game with many players, this is not important. Here, by predicting, we mean in a battle. Very few opponents travel in a straight line, and it is crucial to match up the weapon you are using with your opponent's maneuvering.

Rockets and grenades take a little bit of time to reach their intended target, as do blobs from the plasma gun. When fighting with these weapons, which fire relatively slow projectiles, you must take your best guess as to where your opponent is heading and fire there. The most common plasma gun mistake, for example, occurs when people aim it at their opponent as they fire it. Unless your opponent cooperates with this plan, very few of your shots will land. Another example is a rocket launcher shot that often bounces opponents around, and while it's kind of fun to shoot them out of the air like a duck, it's a safer bet to aim where they are going to land and meet them there with a rocket.

**Weapons Tip:** Each weapon includes a default quantity of ammunition (for instance, when grabbing the rocket launcher, you get 10 rockets). If you snag another spawned weapon when you have equal or greater of the default ammunition, you'll only get one extra unit of ammunition, but if you have less than the default amount, you'll gain a quantity to bring you up to the default amount. However, grabbing a weapon discarded by your enemy provides a full default amount - so, if you have the choice between the spawned and discarded weapon, get the spawned weapon first then the discarded weapon (for a total of 20 ammo, as opposed to eleven if you grabbed the discarded weapon first).



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Bounce pads and accelerator pads make opponents move in certain predictable paths that often you to get an easy kill. A railgun or shotgun can often hit opponents in midair, but more reliable is firing a rocket or grenade at the spot where they are about to land.


Try to resist the urge to rush over to the weapon that pops out of an enemy, unless he is holding a weapon you really do want. Doing so wastes time that would be better spent heading for a power-up or health sphere. You may also wish to pause immediately following a kill and listen for the sound of the opponent respawning nearby. If you have plenty of health and a good weapon for the job, knowing the opponent's location will let you hunt him down.

If you are on the losing end of a fight and can escape, try to change your vertical position as quickly as you can. It is more difficult for human enemies to track your motion if you are moving up and down than it is if you are moving along a flat surface. As you retreat, run backward and fire behind you. Head for ledges and bounce pads and move unpredictably.



# CHAPTER 2

## General One-on-One Strategies

 uake III's one-on-one tournament play offers a more strategic game than the chaos that often characterizes free-for-all matches. The tactics that grant repeated success differ greatly from free-for-all play. In this section, we'll cover some of the important techniques in one-on-one play, so you can emerge on top in both the single-player game and in online multiplayer competition.

### AURAL COMBAT

Though the tournament levels aren't very large, it's still important to keep your ears tuned to the match as much as possible. To assist in that cause, turn down Quake III's music! Sure, the adrenaline-pumping music will likely fire you up, it will also mask some of the important sounds on the level that give away your opponent's position - and likely his next move!

Study the level before competing in a one-on-one match and note the location of certain loud items, like armor shards, as well as other distinct noises such as doors opening and closing, bounce pads, and teleporters. For instance, if you know where the armor shards are located and hear your opponent pick them up, you can instantly ascertain his position on the map and likely make a best guess at the direction he's headed. Move to cut off the player, even hiding behind a wall or structure, and ambush him with the rocket launcher or other weapon.







## AMBUSHING A RESPAWN

Another important element to aural combat is listening in for your opponent's respawn. If you listen carefully after terminating your opponent, you can hear him respawn back on the map. The sound also plays louder the closer your opponent spawns to your current location - and you can even hear the direction! Unless you're hurting for health, it's important to immediately head to your opponent's respawn location for an ambush.

When you respawn, you're only granted the machine gun, gauntlet, and around 130 health (which decreases to 100 over the next several seconds). With a powerful weapon in hand (and adequate health), it's not difficult to overwhelm a newly spawned opponent armed only with the machine gun. Don't be merciful in trying to win the match. Controlling the game means keeping your opponent away from the best items and weapons - and attacking immediately upon respawn is a means to that end!

## CONTROLLING THE BEST ITEMS

The key to winning a one-on-one match is controlling the level - which means controlling the level's best items! These include power-ups like quad damage, regeneration, and the battle suit; health and armor items like the mega health and red armor; and weapons like the rocket launcher. Although most levels include wide spawn spots for important items (making it difficult to control each), it's vital to select a heavily contested area of the map to maintain control and keep the item or weapon out of enemy hands.

For instance, on the Vertical Vengeance map, the red armor located on a ledge around the center of the map becomes a key item because of its quick respawn rate, boost to armor, and close position to both the rocket launcher and mega health. Snagging the red armor repeatedly could give you up to 200 armor at any one time, making you nearly indestructible against an unarmored opponent. At 200 armor, it would take three direct hit rocket blasts to take you down.

Learn the respawn rates of the power-ups (quad, regeneration, and so on), red armor, and mega health. Keep a running clock in your head to return to their spawn locations as often as possible to check on their availability. As the time approaches, control that part of the level by playing defensively and keeping your opponent away. Shoot rockets to stop your





opponent from advancing and give yourself time to snag the power-up. One-on-one matches rarely are fought 100 health to 100 health - it's control of elements like armor and power-ups that determine the battle.

The rocket launcher is also an important item to control; no matter how effective other weapons are, the rocket launcher will always be the weapon of choice and the best killer in a tournament game. Weapons in Quake III respawn at an extremely fast rate, so maintaining control and keeping it away from the enemy could prove difficult. Study the maps and pick important areas to control; if you think the rocket launcher is worth keeping away from your enemy (such as on Fatal Instinct), then do so, but not at the expense of important power-ups like quad damage.

## WEAPON SELECTION

Though many one-on-one battles will center around the rocket launcher, it's to your advantage to practice as much as possible with Quake III's other weapons, primarily the plasma gun, railgun, and shotgun. Further, it's important to learn the best situations to use these other weapons.

The railgun, while enormously powerful, shouldn't be used in a close-range fight against a player firing the rocket launcher or shotgun. The railgun's slow rate of fire opens you up for significant damage during the moments you can't return fire. The more you practice with the railgun, however, the better you'll become at scoring hits, making close-range battles more effective. To start, though, save the railgun for long-distance shots, where all other weapons will prove futile.

The plasma gun works well once you've cornered your opponent or when inside a tight hallway with little room to maneuver. Follow up a railgun shot with an immediate switch to the plasma gun. Unless your opponent was fully armed, it likely won't take many additional strikes with the plasma gun to score the finishing blow.

Use the shotgun only at close range, though often you'll opt for the rocket. The shotgun's advantage at close-range is that you can often score more punishing damage to a mobile or jumping opponent than you can with the rocket launcher. The shotgun is a weapon you should practice with, but don't depend on too much; it's slow rate of fire means you'll only have one or two shots of opportunity until your opponent's rocket blasts start taking their toll.





## KNOWING WHEN TO FIGHT OR RUN

In a one-on-one match, surviving to fight the better fight separates the good players from the great players. Have you heard your opponent grab the mega health and some armor, and you're sitting around with only 86 health? Now would not be the best time to engage with the rocket launcher. Or, you've only got a shotgun, and your opponent is approaching quickly with the plasma gun or the rocket launcher? It's probably wise to free and grab another weapon.

Fight the percentages and stay away from uphill battles (both literally and figuratively). If you suspect you're more armored than your opponent, fight. If you suspect your opponent carries more health and armor than you, attempt to run. Running isn't always possible, however; if you must fight, implement the best tactics for your current weapon (circle strafing for machine gun or plasma gun and jumping and dodging for the rocket launcher).

## HOARD HEALTH AND ARMOR

Power-ups like quad damage and red armor are certainly important to control, but health pick-ups are equally as important! Several tournament levels only include a few health pick-ups here and there. Remember their location and return any time you've suffered health damage. Especially on a map like Fatal Instinct, which only includes a few +50 health pick-ups, keeping all the health for yourself will frustrate an opponent who can't retreat and look for health because you're constantly stealing them all. Regardless if you're at 97 or 54, grab the +50 health pick-ups and keep them for yourself - and away from your opponent!

Armor shards also help, though they tend to give away your location. Still, it's important to keep your armor rating up and out of opponent hands. If you believe your opponent is listening for armor shard audio cues, mix up the direction you take after snagging the shards.

## STAYING UNPREDICTABLE

Don't move in predictable patterns throughout the tournament map. While the action serves you well in a free-for-all game (so you can periodically check on all the important spawn points), it's unwise to use the same routes over and over again during a one-on-one match.







Veteran players will soon detect your pattern and can anticipate your next move. Confuse your opponents by opening doors and not heading inside or firing a rocket and jumping to make it sound like you are rocket jumping up to another ledge. Look for predictable patterns in your opponent's behavior, but keep him guessing about your own intentions.



# CHAPTER 3

## Weapon Strategies

Combining some of the most popular weapons from Doom, Quake, and Quake II, Quake III's destructive arsenal features a weapon for every situation - though most players still gravitate to the rocket launcher. In this section, you'll find some statistics for each weapon as well as some combat strategies for free-for-all and one-on-one Quake III matches.

### GAUNTLET

**Default ammunition:** N/A  
**Ammo pick-up amount:** N/A  
**Maximum ammunition:** N/A  
**Damage potential:** High (50 per strike)  
**Range:** Very short  
**Rate of fire:** Low  
**Self damage:** No  
**Splash damage:** No

Like Doom II's chainsaw, Quake's bloody axe, and Unreal Tournament's impact hammer, no first-person shooter deathmatch game would be complete without a high-powered, seldom-used melee weapon.

### WEAPON STATISTICS

Each weapon includes some statistics to measure its effectiveness against the other weapons.

**Default Ammunition:** The amount of ammo you receive when picking up the weapon for the first time.

**Ammo Pick-Up Amount:** The amount of ammo you receive for grabbing the weapon's respective ammo pack.

**Maximum Ammunition:** The total amount of ammunition the player can hold.

**Damage Potential:** The relative amount of damage (with approximate point values) you can expect to inflict on an unarmored foe.

**Range:** The approximate range of the weapon.

**Rate of Fire:** The approximate speed at which the weapon fires.

**Self Damage:** Whether or not the weapon carries the potential to inflict self-damage.

**Splash Damage:** Whether or not the weapon carries the potential to inflict splash or blast damage.

**Found in Maps (BFG only):** Maps that include the particular weapon by default.





Quake III offers the gauntlet, an over-sized metallic glove with a handy spinning blade (charged with electricity) affixed on the fist. Using the gauntlet doesn't take much skill. Simply hold down the fire button and run around until you bump into another player; make contact, and you'll inflict 50 points of damage to an unarmored foe. The downside to its relatively destructive strike is you must be right up against an enemy to score a hit. Most players won't let you get so close and don't expect the gauntlet to reign supreme against the computer-controlled bots of the single-player game.

If you're out of ammunition or just want to take the gauntlet for a test drive, try to run your opponent into a corner or dead-end. Don't run in a straight line at your opponent, or you'll open yourself up for an easy counterattack. Look for enemies that are currently only using the machine gun (as it doesn't inflict much damage), the shotgun (somewhat easily dodged since it fires slowly), or the railgun (it has a slow fire rate). Anything else, and you're asking to be blown to bits before you even get close enough to test out your gauntlet technique.

Once you get close enough to your opponent, stay close behind and follow as quickly as possible. Again, look for opportunities to trap the player in a corner, against a wall, or against a door jam. When you do trap the player, don't stand in front of him, staring down the barrel of his weapon. Instead, circle strafe around him to his side or back and use your gauntlet there.

As stated previously, don't expect repeated success with the gauntlet. Sure, it doesn't require ammunition, and it inflicts lots of damage, but against good deathmatch players, you just can't get close enough for the weapon to work. If you do manage to kill another player with the gauntlet, you'll be rewarded with the "humiliation" icon (as well as accompanying voice-over). Combining the gauntlet with the quad damage power-up will have more effect; you'll likely kill any opponent in one shot as long as he isn't heavily stocked with armor.

As a counter to the gauntlet, simply run away, preferably backing up so you can take shots at your enemy. Run into open areas and stay out of dead-end rooms. Use bounce pads to give yourself a momentary head start upon landing and turn around and take some shots if your opponent followed you. Don't stick around and try to take shots if you're using the railgun; sure, the weapon is powerful and will likely kill the gauntlet fiend in a single shot, but its slow rate of fire really opens you up to melee attack. Choose another weapon and keep moving, taking shots at any opportunity!





## MACHINE GUN

Default ammunition: 100

Ammo pick-up amount: 50

Maximum ammunition: 200

Damage potential: Low (approximately seven per bullet in free-for-all or one-on-one, five per bullet in team play)

Range: Long

Rate of fire: Very high

Self damage: No

Splash damage: No

Arguably the most effective default weapon in any first-person shooter deathmatch game (light years beyond Quake II's next-to-useless laser blaster), Quake III's machine gun is a hit scan weapon, meaning the projectile immediately reaches the target within your crosshairs (though the millisecond pause between firing and shooting could differ depending on your ping). Further, Quake III's machine gun features a fairly tight spread, making it useful at both long and close-range (though you will score less hits at long-range).

Quake III includes a ding sound when you've struck your target and are inflicting damage. Listen for this sound in conjunction with the machine gun. It lets you know when your crosshairs are perfectly aligned to the target. As the target moves, adjust your crosshairs left or right (or use strafe) to follow. Maintain the same crosshair level, listen for the ding sound, and continue to cause damage.

Because the machine gun doesn't inflict a significant amount of damage (around seven points of damage per bullet to an unarmored enemy), you must keep moving while attacking if your opponent decides to return fire. Enter into the traditional first-person shooter circle strafe maneuver to strafe around your foe while keeping your crosshairs planted on your opponent's torso. Success greatly depends on your opponent's weapon; remember that everything higher than the machine gun will be more effective, so if you do choose to fight, jump as you circle (to avoid splash damage) and try to cut down on your opponent's circling maneuver. Then, get behind him and out of the line of fire.

If you're in a one-on-one game (and even a free-for-all game), you'll likely want to avoid contact with enemies when you've just respawned and are only carrying the machine gun. To score a frag, you must impact more than 14 bullets into an unarmored, 100 health foe. It







doesn't sound like much, but against an enemy that continues to move and dodge the bullets, it could take what seems like an eternity. Resist the temptation to fire on opponents with superior weaponry; the chances of success are quite small and are even less against armored foes. In a one-on-one game, you'll want to seek out a better weapon immediately and only use the machine gun as a last resort when cornered.

The machine gun's speed and hit scan ability creates a good combination with the quad damage and haste power-ups. Multiply its damage with the quad damage power-up, and the machine gun becomes a formidable weapon; further, you won't have to worry about self damage as you would with the rocket launcher, grenade launcher, plasma gun, and BFG-10K. Haste also complements the machine gun well; its already fast rate of fire will improve even more, and you won't need to worry about blowing yourself to bits with an errant rocket blast.

Another decent use of the machine gun is to follow up a railgun blast. When using the railgun, if you heard the distinct ding of a successful hit, you can expect your enemy to be hanging on to life by a thread. Instead of attempting another railgun strike (one of the toughest weapons to score consistent hits), switch quickly to the machine gun and use it to pelt your foe with bullets - your enemy will likely be retreating in search of armor or health and won't return fire.

Defending yourself against the machine gun doesn't take much effort. Above all, keep moving, not in a straight line, but dodging left and right and jumping as well. If you're in a circle strafe machine gun battle, mix up your maneuvers. Don't keep going in the same direction; switch clockwise or counterclockwise and continue to jump. Look for opportunities to get around your foe and behind them. Trying to maintain crosshairs on a moving target isn't easy, so it's to your advantage to keep those legs churning when on offense and defense.

Look for an opportunity to turn around and return fire, primarily with a more powerful weapon. If you must run (if you are hurt and only possess the machine gun), head toward the level's health and armor and snag a more powerful weapon. Put some distance between you and your pursuer and wait for your opponent to approach and rip into him with a better weapon. If you're armored, you'll likely win a one-on-one battle with the machine gun (as long as you keep moving). Consider not running and taking on the opponent head-on.





## SHOTGUN

Default ammunition: 10

Ammo pick-up amount: 10

Maximum ammunition: 200

Damage potential: High (approximately ten per pellet, 11 pellets)

Range: Medium

Rate of fire: Medium

Self damage: No

Splash damage: No

Perhaps the most common weapon in Quake III: Arena (most levels include multiple shotgun respawn points), the shotgun combines elements from Quake II's single-barreled and double-barreled super shotgun to create a hit scan weapon with the potential to inflict lethal damage at close-range. Though the weapon appears double-barreled, it only uses one shell of ammo per discharge with a spread of 11 pellets. Each pellet inflicts approximately 10 points of damage. Thus, if you're close enough to your opponent, you can expect to frag an unarmored, 100 health foe in a single shot.

As previously mentioned, Quake III's shotgun is another hit scan weapon (like the machine gun and railgun), meaning the projectile instantly impacts the target. With a high ping in Internet games, however, you can expect some minor lag between the time you press the trigger and when the projectiles are launched.

Because the pellets disperse in a spread pattern after exiting from the barrel, the shotgun works much better at close range than at medium or long distances. Don't bother with the shotgun at extremely long distances; you'd be much better off using the machine gun. However, at medium distances, such as chasing behind an enemy, you could have moderate success with the shotgun. You can expect about three or four pellets to strike a running target, meaning you'll need several hits to take down an unarmored, 100 health enemy. If the first shot inflicts significant damage, consider switching to the machine gun if you believe you can keep the crosshair positioned on the fleeing enemy.

Wait for opportunities to use the shotgun at close range. Stand at the top of bounce pads and wait for the enemy to launch up. As your enemy launches up and comes down to land, give your opponent a face full of shells. The move is quite dangerous, however, if your





opponent is carrying a rocket launcher, plasma gun, railgun, or BFG-10K. Don't necessarily stand right at the top of the bounce pad; stay off to the side to remain unseen. After the enemy lands on top, move toward him and fire the shotgun blast.

Look for ambush opportunities around corners and dead-end map areas. Effective use of the shotgun requires approaching as close as possible to your target. Spot opponents using machine guns or railguns that will give you a minor advantage with the shotgun. Disposing a rocket launcher-wielding enemy will prove much tougher. Circle around your opponent and, as in most deathmatch techniques, look for ways to approach from the blind side or away from the enemy's line of fire.

Like the machine gun, the shotgun makes an excellent combination with the quad damage power-up. With its significant damage potential, it'll likely only take two medium-range blasts to dispose an enemy - and close-range will be even more devastating. Additionally, using the shotgun with the quad damage power-up will avoid dangerous self damage.

## PLASMA GUN

**Default ammunition:** 50

**Ammo pick-up amount:** 30

**Maximum ammunition:** 200

**Damage potential:** Medium (approximately up to 20 per shot)

**Range:** Long

**Rate of fire:** High

**Self damage:** Yes

**Splash damage:** Yes (1 to 19 per strike)

Somewhat of a combination between Doom and Doom II's plasma gun and Quake II's hyperblaster, Quake III's plasma gun features a high rate of fire (though it's not near the original nor the hyperblaster) and solid damage potential. Further, you can expect to grab plenty of ammo for this beast; you grab 50 energy cells when you pick up the weapon and can gain another 30 from the ammo packs scattered around the map. With an approximate damage of 20 points against an unarmored foe, you gain a significant amount of damage potential with each plasma gun pick-up and ammo box.





With decent damage and ample ammunition, don't hesitate to pull out the plasma gun against any enemy, even those carrying rocket launchers (though the BFG will be quite a test). Strafe and jump to avoid the rocket blasts and pummel your foe with the bursts of hot plasma. You'll find the weapon works best within small- to medium-sized halls and rooms. Circle and strafe side to side while firing the plasma gun to ensure the bursts cover every horizontal inch of the area. With no where to run, you'll score multiple hits on your enemy; and with the plasma gun's high damage potential, you don't need to score many to get the frag. Also, the plasma gun inflicts moderate amounts of splash damage (anywhere between 1 and 19 per strike), though its radius is tight and usually requires a direct hit.

A fleeing opponent who runs in a straight line is the plasma gun's best friend. It literally takes no effort to take down an enemy who isn't jumping around or moving much. Look for opportunities to corner foes against walls or inside dead-end areas. The plasma gun's bursts are quite large and difficult to avoid if there's not much room to maneuver.

The plasma gun is absolutely devastating with the quad and haste power-ups. Stock up on cells and spread the plasma throughout the hall or room and easily take down opponents in just a few shots (with quad damage). The main thing to worry about is the plasma gun's potential for self damage (about 6 to 8 points of damage if you're within the tight self-damage radius). If you're too close to the enemy or get stuck against a wall (and you're firing), the plasma burst will inflict damage on you; if you've got quad damage working as well, you'll likely won't survive many blasts.

With a high rate of fire and fast projectile, the plasma gun makes a good camping weapon. Look for areas to conceal yourself on the map and wait for enemies to pass by. This works especially well when you target a specific area. For instance, if the quad damage power-up respawns inside a small niche, hide somewhere with a view of that point. Get your plasma gun ready and begin firing just as an opponent enters that niche (even coupling the weapon with Quake III's zoom feature). Upon arrival, your enemy will be greeted with a face full of plasma and likely not survive unless he's at full health or carrying armor.

The plasma gun is a common weapon, found on nearly every deathmatch map, and one you'll rely on time and time again. Though not as effective as the rocket launcher, BFG-10K or a well-practiced railgun, the plasma gun's rate of fire, speed, and damage potential creates a well-rounded weapon that's useful in long- and close-range situations and against enemies carrying any armament.







In a one-on-one match, usually dominated by the rocket launcher, you'll have moderate success with the plasma gun as long as you can avoid the enemy's rockets. Keep moving and jumping and spread the plasma out, so it's nearly impossible to avoid the blasts. Lure your opponent into a tight room or narrow walkway. The larger the room or path, the easier it is to avoid the plasma gun's projectiles.

### GRENADE LAUNCHER

**Default ammunition:** 10

**Ammo pick-up amount:** 5

**Maximum ammunition:** 200

**Damage potential:** Very high (approximately 100 to 120 points for a direct hit)

**Range:** Variable

**Rate of fire:** Medium

**Self damage:** Yes

**Splash damage:** Yes

Returning from Quake and Quake II, the grenade launcher carries an extremely high damage potential (as great or greater than rockets on a direct hit), but that advantage is offset significantly by its unpredictability. Once fired, grenades bounce around for around three seconds before exploding; the direction and speed of the bounce depends on the angle from which you fired (and how close the launched grenade was to the first surface it strikes). The grenade explodes immediately, though, upon striking a player target (or if stepped on); keep in mind, this also includes yourself!

Attempting to master the bounce patterns of the grenade launcher will likely prove futile. Instead, aim for the opponent's feet and try to lay out a spread pattern of grenades, almost like a minefield. Don't give your opponent room to maneuver. Even attempt to launch some grenades in such a way that they land behind your opponent. With an inability to move side to side, backward, or forward... well, there won't be room to escape the explosions, and you'll soon score yourself an easy frag.

The grenade launcher works best in free-for-all games. It's no coincidence that you'll likely find the grenade launcher overlooking a well-traveled room, often positioned on a platform a ledge. Inevitably, you'll also find a player standing on that ledge using the grenade launcher to rain down explosives into the room below. It's a relatively easy way to score quick frags; while other players run around the room battling each other, they'll likely not spot the





grenades bouncing around their feet. Pull off the maneuver yourself, but look out for opponents on to your scheme and either gunning for you inside the room or looking for a way to sneak up on your position.

Stand back from bounce pad landing zones and fire off some grenades to explode on the exact landing point. When you spot players coming, toss out the grenades and watch them land with an explosive boom.

Tight hallways and around corners are optimum places to discharge grenades. If you're running from an opponent, run backward and instead of firing the grenade straight out at your opponent (which he could easily avoid by jumping, not to mention the grenade likely won't explode before he passes by), aim left or right at the wall and fire the grenade; the bounce off the wall should cut down on its complete distance. The effort should pose more problems for a pursuing opponent.

The grenade launcher isn't found on the Quake III maps designed specifically for one-on-one tournament play, but if you find yourself against a solo player, lure the enemy around corners and into tight rooms before discharging the grenades. Give your opponent as little opportunity as possible to avoid the explosives. You can also use the grenade launcher to keep an opponent at bay as you run off to grab supplies or a better weapon. Fill a hallway with grenades, and your adversary will think twice before following you.

Finally, you can use the grenade launcher to grenade jump, much like you can use the rocket launcher and BFG - though the maneuver is much more tricky and will likely cause more self damage than the other two weapons. Toss out a grenade to the correct position and quickly run and stand on top. Time your leap as soon as the grenade explodes, and you'll be propelled in the air with additional force. Use the grenade jump to access otherwise inaccessible areas or to quickly reach a ledge, bypassing stairs or a bounce pad.

## ROCKET LAUNCHER

Default ammunition: 10

Ammo pick-up amount: 5

Maximum ammunition: 200

Damage potential: Very high (approximately 100 points for direct hit)

Range: Long

Rate of fire: Medium

Self damage: Yes

Splash damage: Yes





Though found in pre-Quake shooters like the Doom series and Duke Nukem 3D, the rocket launcher gained, for the lack of better words, national prominence with its devastating power in the original Quake. It's speed, rate of fire, and damage potential overshadowed all other weapons, turning weapons like the railgun and super shotgun into meaningless pieces of metal. Sure, you could still score some kills, but nothing beat Quake's rocket launcher in terms of quick killing power.

In Quake II, id decided to tone down the beast somewhat. Not only did the projectile fire slower (making it easier to dodge), but the blast radius, though it inflicted lots of damage, didn't propel people into the air and off ledges in the same brutal fashion as Quake I's dominate launcher. Quake III retains a mix of the two. The projectile speed has returned, though it doesn't seem quite as lethal as the original; further, the blast effect makes another appearance, so you can expect to knock opponents around - into the air and off ledges - with a simple explosive nudge from the launcher.

Substantial practice with the rocket launcher is required to keep up with the many Quake veterans that compete in online play. Study its rate of fire and the speed of the projectile. Learn to predict exactly when you must fire next to strike a target and how quickly the rocket can reach its target. The rocket launcher will kill an unarmored, 100 health player with a direct hit; you'll find the weapon on every map, and it's usually located in a highly contested location.

The important thing to remember about the rocket launcher is its ability to inflict splash damage (or blast damage) as well as damage from direct hits. Striking a moving opponent with a direct hit is quite difficult and something you won't pull off very often. Instead of trying to get off that perfect direct-hit shot, attempt to inflict as much damage as possible with each shot by inflicting splash damage. Shoot the rockets around your opponent - at the ground below the feet and against the walls around the body. It'll take two or three shots to eliminate an enemy this way, but you're guaranteed to inflict damage with each shot as long as the rocket impacts close to your opponent's body. Further, the splash damage causes your opponent's character to bounce around wildly; the disorientation will leave him open for an additional strike. A popular maneuver is to shoot a rocket at your enemy's feet, watch as he bounces high into the air, then fire another rocket at the landing spot.

Practice getting the most out of every rocket shot and not shooting wildly, even at the ground or walls. If you're too wild, you'll soon notice that you're taking plenty of damage yourself because the rockets you're firing are exploding on the ground too close to your character.





This is why you'll see so many players jumping around as they fire the rocket; not only does jumping make them more difficult to hit (from splash damage), it makes it more difficult for them to hurt themselves with their own splash damage.

In free-for-all games, look for areas to maximize the damage potential with the rocket. Look for player-congested hallways and fire the rocket inside. Fire the rocket at weapon spawn points as players pass over them. Shoot the rocket at the landing zone of bounce pads.

It's also important to maintain a height advantage over your opponent when using the rocket. Because the weapon inflicts ample amounts of splash damage, it's easier to cause damage to a character running around on the ground, than a character running around on a high ledge. With the character on the ground, you have a wide area in which to impact the rocket and cause damage. Against a player on a high ledge, however, you basically only have the area directly beneath the player's feet (or a direct hit). Stay high and rain down rockets in free-for-all games, especially over rooms with important items where players are sure to frequent.

One-on-one games typically come down to the domination of the rocket launcher. Though many power-ups play an important role, the player that maintains control over the rocket launcher typically stays ahead in the match. Unless your opponent carries the BFG, you should have the advantage with the rocket against any other weapon (except a railgun at extreme range). Pick up the rocket launcher at every opportunity and keep it out of the hands of your opponent - not an easy task, considering that weapons respawn so quickly in Quake III. For instance, in the tournament map Fatal Instinct, the rocket launcher is positioned inside a central gazebo-like area. Controlling this section of the map is paramount to your success. You must also -keep an eye on the quad damage power-up located just outside the gazebo. But keeping control of the rocket launcher gives you a weapon advantage over your opponent.

A maneuver that veterans perfected in the original Quake is the rocket jump. This requires using the rocket launcher to gain additional height on each jump. To perform the move, simply point the rocket launcher directly at your feet and jump; a split second later, fire the rocket launcher. The extra height achieved permits you to reach higher areas of the map (usually a good thing) and also provides extra height to jumps if you're trying to avoid enemy fire or just shoot at them from above. Keep in mind the rocket jump will cause self damage. Count







on losing at least 40 points of health unless you're armored. Grab the battle suit, described in the power-ups section of this game guide, for protection against the rocket's splash damage, both in fighting another player and when trying the rocket jump.

## LIGHTNING GUN

**Default ammunition:** 100

**Ammo pick-up amount:** 60

**Maximum ammunition:** 200

**Damage potential:** Medium to high (approximately 8 per 1 point of ammo)

**Range:** Medium

**Rate of fire:** Extreme

**Self damage:** No

**Splash damage:** No

Making its return from the original Quake (then known as the thunderbolt), Quake III's new version of the lightning gun has been toned down considerably. In Quake, simply touching another player with the powerful wand-like beam would usually ensure an instant kill. The new lightning gun requires much more patience, good aim, and a low ping certainly doesn't hurt. Inflicting what seems like a mediocre 8 points of damage per one point of ammo, the lightning gun's rate of fire makes up for its low damage rating. Combine the two, and the weapon becomes extremely formidable as long as you can keep the beam planted on your target.

Against a highly mobile target, you'll find the lightning gun difficult to use. Inflicting fatal damage on your opponent requires a steady cursor that remains on the target for some time. Trying to do so against a running, strafing, and jumping target will prove challenging. Attempt to corner your enemy in an alcove or dead-end room. With little area to maneuver, you'll have a much greater success with the lightning gun. The weapon requires a medium- to close-range distance to maintain effectiveness. The closer you are to the target, the easier it will be to keep your crosshairs on the target.

The higher your ping, the more you'll notice the lightning gun working like a loose string than the sword-like beam from the original Quake. As you turn your view, the lightning gun's beam lags slightly behind. Couple this with a mobile enemy, and scoring consistent hits becomes even more of a challenge.



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Avoid engaging players head-on with the lightning gun if they're using the rocket launcher, plasma gun, and shotgun (and, naturally, the BFG). Both the rocket and plasma weapons inflict tons of damage and will be tough to avoid as you're attempting to stay on target to inflict damage. The shotgun becomes troublesome as you get closer and closer to your opponent.

Instead, look for players busy fighting others or opponents carrying machine guns, railguns, or grenade launchers. Circle strafe around your target and try to stay out of his line of fire. Concentrate your crosshairs on his torso and keep the lightning gun firing at all times. The lightning gun's extreme rate of fire is both an advantage (as you'll score lots of hits if you can keep the crosshairs on the target) and a disadvantage (you'll go through a full load of ammunition in a matter of seconds). Be ready to run out of ammo and switch weapons accordingly.

Aim for players fleeing your position, especially those who don't strafe wildly or jump around to avoid shots. The easiest opponent to take down with the lightning gun is the one who flees in a straight line.

The lightning gun works well in combination with the quad damage power-up. The extra damage means you won't have to maintain such a long lock on your opponent. The haste power-up will also offer some success, though you'll run out of ammunition in a matter of seconds. If you can't get a lock on the target, the power-up will be wasted.

## RAILGUN

**Default ammunition:** 10

**Ammo pick-up amount:** 10

**Maximum ammunition:** 200

**Damage potential:** Very high (approximately 100 points for a direct hit)

**Range:** Very long

**Rate of fire:** Low

**Self damage:** No

**Splash damage:** No

One of the most popular weapons from Quake II returns with nearly all its destructive power - and disadvantages. The railgun fires a high-powered rail slug that instantly impacts anything inside your crosshairs. Much like Quake III's machine gun and shotgun, the railgun is a





hit scan weapon, meaning the projectile immediately travels to its destination. With a damage potential of around 100 points of health per shot, it's no wonder the railgun occasionally takes precedence over the rocket launcher and is the weapon of choice in large, open area levels (such as the space deathmatch levels).

Effective use of the railgun takes practice - lots and lots of practice. Test your skill against the computer-controlled bots before testing the waters against online, human opponents. You'll find the railgun fairly lag-dependent online, though; the higher your ping, the longer the duration between when you press the fire button and when the railgun actually fires. Growing accustomed to this delay takes time, as does mastering this extremely powerful and useful weapon. Take time to learn its abilities and limitations; a one-shot kill weapon can quickly turn the tide in a free-for-all, team, or one-on-one deathmatch.

The railgun's biggest disadvantage is its rate of fire. After each shot, the railgun takes what seems like an eternity to recharge for another blast. It's a tough close- to medium-range weapon against a mobile opponent carrying the plasma gun or rocket launcher. You'll likely only get one or two decent shots before you're turned into gibs. Though you'll likely have some success in these battles, use the railgun more for long-range sniping (in combination with Quake III's seldom-used zoom feature) or against fleeing opponents.

As mentioned in regard to the machine gun, use the railgun in conjunction with other weapons for quicker kills. If you score a hit with the railgun, even a glancing blow, you're assured of inflicting a significant amount of damage. Instead of trying to line up another shot (scoring two hits in a row isn't an easy task, which is why it's rewarded with a Quake III "impressive" icon), switch weapons and finish your enemy off quickly. The machine, plasma, and lightning guns with their high rates of fire work best.

When using the railgun at medium to long range, look for environment assistance in lining up successful shots. The railgun's small impact zone (meaning there's not much room for error when scoring a hit) means accuracy is paramount - not an easy task against a circle strafing, jumping-like-mad target. As your opponent is running around the map, though, line up the railgun with ammo packs or floating weapons. When the player runs across the fixed point on the map, fire the railgun. The technique also works well on bounce pads. You'll find players traveling the same speed and trajectory on vertical and horizontal bounce pads. Line up the railgun at the apex of a player's vertical bounce (or his landing zone).





Look for opportunities against players running perpendicular to your position. A fleeing opponent won't often run in a straight line for you to plant a rail slug in his back. He'll strafe left and right wildly and jump up and down to create a difficult target. A player moving perpendicular to your position, however, won't benefit from strafing left or right - it'll still be a straight line. You likely must contend with jumping, but at least it presents an easier target. Also, look for chances to snipe at players already engaged with each other. Remember that the rail slug actually travels through its target, so it's possible to score several kills with one blast.

Although you'll grow accustomed to aiming for the feet with weapons like the rocket launcher and BFG-10K, you must break that habit when using the railgun. If you notice your shots ending up around the ankles, move your crosshairs up a bit. Aim for the torso of the enemy player; though you'll occasionally hit the feet, a shot to the midsection inflicts more damage and provides a larger target area to strike.

An important time to look for railable opponents is when you're underwater or on a ledge overlooking a waterway entrance. Players move slowly in water, making them much easier targets against the accuracy-dependent railgun.

## BFG-10K

**Default ammunition:** 20

**Ammo pick-up amount:** 15

**Damage potential:** Extreme (approximately 100 points for a direct hit)

**Maximum ammunition:** 200

**Range:** Long

**Rate of fire:** High

**Self damage:** Yes

**Splash damage:** Yes

**Found in maps:** The Dredwerkz, Grim Dungeons, Demon Keep, The Very End of You

The most powerful weapon from the Doom series (and Quake II) returns with significant modification. The previous incarnations fired a huge green blob that destroyed not only everything in its path, but literally anything inside the room as soon as it impacted. Also, the Quake II version included green laser beams that locked onto players within sight and range of the green blob to cause additional damage. Well, the days of the fire-and-forget BFG are over, though the Quake III version still causes an incredible amount of damage with little effort.







Found in only a few maps (listed with the statistics), the BFG is typically located in an isolated part of the map or an area that's difficult to navigate or reach. For instance, in *The Very End of You*, you'll find the BFG on a high ledge that's only accessible by a jump pad. Once on the ledge, however, you only have a precious few seconds before an enemy player shoots a switch causing a ledge to come down with crushing force. Snagging the BFG is usually a challenge, but an effort that pays off with its rate of fire and damage potential.

Think of the new BFG-10K as a cross between a rocket launcher and plasma gun. The high-powered weapon includes the rate of fire and speed of the plasma gun, combined with the splash damage and damage power of the rocket launcher. The bursts of fused plasma take only moments to reach their target. Plus, holding down the fire button will unleash several bursts a second. It's to your advantage to fire in controlled bursts; don't hold down the fire button, but press the button for each shot to maximize the potential of its scarce ammunition.

Use the BFG much as you would the rocket launcher. Aim for an enemy's feet to cause splash damage. Scoring a direct hit with the BFG against a moving player is tough, but not nearly as difficult as with the rocket launcher. Still, it should only take one or two blasts to blow apart an opponent, even without a direct hit. Aim for the feet and ground around your opponent and, as stated previously, and maximize the potential of the weapon's scarce ammunition.

Combining the BFG's power with the quad damage and haste power-up isn't as useful as with other weapons - the BFG already does incredible damage! Consider saving the BFG's ammunition until the quad damage or haste power-up runs dry. Use other weapons while under the quad damage influence; when you're finished, cycle through to the BFG to continue your killing spree.

Keep in mind, the BFG carries the potential to cause an enormous amount of self damage. Don't attempt to fire upon enemies positioned right next to you. Save the weapon for medium- to long-range shots. It's especially effective when firing from a higher position (as all splash damage weapons are). You'll also find success against players swimming around in water (such as on the map *The Dredwerkz*). Players move slowly in the water, and the speed of the BFG projectile gives them no time to move.





Like the rocket and grenade launcher, you can use the BFG to BFG jump, though expect to suffer significant splash damage (about the same as the rocket launcher). Fire the BFG directly into the ground at your feet. Jump at the same time, and you'll gain enormous height - even more than the rocket launcher. You can use the maneuver to leap onto the bounce pads on Demon Keep to snag another BFG weapon from the high position (thus replenishing your ammunition).

BFG ammo boxes are scarce; memorize their locations on maps, so you can return to them quickly once you've snagged the powerful weapon. After you've grabbed the BFG, attempt to keep it powered up for as long as possible. If you're nearly dead and don't think you'll survive your current encounter, switch to another weapon, so your opponent doesn't get to pick up your discarded BFG.

Expect the BFG to be hotly contested on each map it's on (especially The Dredwerkz). To keep up with the leaders, visit the BFG spot early and often. Memorize the quickest routes to the weapon and its ammo. Construct a pattern through the level, so you can return to the BFG spawn spot once you're nearly out of ammo. Head past the ammo spots as well to collect as much of the fused plasma as possible.



# CHAPTER 4

## Power-Up Strategies

**W**eapons aren't your only tools of destruction and protection. Quake III, like its first-person shooter predecessors, includes nearly a dozen special pick-ups and power-ups that enhance everything from your defensive armor to the amount of damage your weapons inflict. Controlling and acquiring the following power-ups are vital for success in both free-for-all and one-on-one confrontations.

### YELLOW AND RED ARMOR

**Yellow armor effect:** +50 armor up to 200

**Red armor effect:** +100 armor up to 200

**Overall effect:** Absorbs approximately 66 to 70 percent of all damage, the remaining 30 to 34 percent comes from health

**Yellow armor respawn time:** Approximately 20 to 25 seconds

**Red armor respawn time:** Approximately 20 to 25 seconds

One characteristic that separates the good players from the elite players (in both free-for-all and one-on-one deathmatches) is the acquisition of armor. Respawnng approximately every 20-25 seconds, the yellow and red armor power-ups are located on almost every Quake III map, with the red armor usually located in a key area - one that will likely be heavily trafficked.

Consider the primary importance of armor - it absorbs approximately 66 to 70 percent of all damage. For example, one blast from the plasma gun inflicts 20 points of damage on an unarmored foe. However, if you're wearing the yellow or red armor, 14 of that 20 points will deplete from your armor - only six will come from your health reserve! A direct hit from the





railgun takes 66 away from your armor and only 34 away from your health. Wearing armor is basically the same as boosting health; wouldn't you always want to boost your health reserve?

You can snag as many suits of armor (or the pieces of armor shards that increase armor by 5 points) as you wish to a maximum armor rating of 200. Once you get more than 100 armor, the reserve decreases at a point per second until you're back down to 100. Don't worry about your reserve depleting on its own; it's still extremely important to hoard as much armor as possible. Armor will save you not only from plasma guns and machine guns, but wearing even a few shards of armor will save you from one direct rocket launcher or railgun hit.

Against an armored foe, your best bet is still one of the most powerful weapons, either the rocket launcher, railgun, BFG-10K, or close-range shotgun blast. If you suspect your opponent is wearing armor, don't even bother with the machine gun. Armor absorbs 5 points of the machine gun's 7 damage potential per shot - that leaves only 2 points of damage to an enemy's health reserve! It will literally take forever to knock an armored opponent down to critical health with the machine gun.

In one-on-one matches, hoard the red armor as much as possible (if it's included on the map); though not at the expense of some of the more devastating power-ups (such as the quad damage power-up mentioned later in this section). Memorize the red armor's location, so you can check on its availability every time you respawn. Do whatever it takes to keep snagging the red armor. If it's located on a ledge, perform a rocket jump to snag it. The 30 to 40 health you lose for rocket jumping is well worth the extra 100 you receive from the armor; plus, you just simply find a few health pick-ups to return to full health.

If you're failing to get the red armor in a one-on-one battle, at least listen for its distinct pick-up sound, signaling that your opponent snagged it. Don't charge in with a machine gun if you've just heard your opponent get the red armor. Stay away, grab the rocket launcher, railgun, or BFG, and only then decide to engage him. The sound of the armor pick-up will also reveal his location; you can cut him off down a hallway or wait around a corner for him to appear. Surprise him with a rail blast and deplete most of his armor in a single blast!

Armor will keep you alive much longer in a free-for-all match. Dying isn't as troublesome in a game with many players, but you'll still likely want to rack up consecutive kills before respawning. Hang around the red armor area on free-for-all maps; you can expect the area







to be quite crowded, as players will look to grab the armor for themselves. If possible, camp near the red armor by remaining on its spawn spot; it only takes 20 to 25 seconds to resurface, and you'll be fully stocked at 200 armor.

It's important to note that while armor is a necessity for survival, if you aren't picking up health pick-ups, its effect won't matter. For instance, if you have less than 33 health, a direct hit with the railgun or rocket launcher is going to kill you, even if you have 100 or even 200 armor.

## MEGA HEALTH

**Effect:** +100 health (up to 200)

**Respawn time:** Approximately 25 to 35 seconds (two minutes on one-on-one the Q3Tourney4 map)

**Found in maps:** The Campgrounds, Temple of Retribution, Brimstone Abby, Hero's Keep, Deva Station, The Dredwerkz, Lost World, Grim Dungeons, Demon Keep, The Longest Yard, Vertical Vengeance, The Very End of You

Like suits of armor, you shouldn't pass up any opportunity to snag Quake III's mega health, a power-up that has appeared in some form in most of id software's first-person shooter games. The mega health boasts a chunk of 100 health to your current level with a maximum potential of 200. When you eclipse 100, your health will decrease at a rate of 1 point per second until you're back down to 100. This extremely desirable power-up is usually located in secret areas on free-for-all maps; though the location could be readily apparent, often it takes a bounce pad or other trick to reach it. Check out the map section for the location of all the mega health power-ups.

The mega health appears on two tournament one-on-one maps, Vertical Vengeance and The Very End of You. Snagging the mega health is extremely important in a one-on-one game - you must keep this power-up away from your opponent! Listen for its unmistakable pick-up sound; if you're opponent snagged the mega health, you should stay away, unless powered with the rocket launcher or railgun. Evade your opponent for at least 30 seconds to provide enough time for the mega health's effect to wear off; grab suits of armor to counteract your opponent's boosted health if you choose to engage him. Memorize its location on these maps and keep track of the respawn time; as the time approaches, hang on to its area of the map and grab it before it falls into your opponent's hands.





## BATTLE SUIT

**Effect:** Protection from environmental and splash damage

**Effect duration:** 30 seconds

**Respawn time:** Approximately two minutes

**Found in maps:** Demon Keep, Hell's Gate

A rare, but extremely effective power-up, the battle suit protects its user from environmental damage (such as lava pools) and splash damage (such as the rocket launcher's source of destruction). The battle suit, while not quite a complete invulnerability, protects you from almost 100 percent of the effects of the rocket launcher. It's useful for both free-for-all and one-on-one battles, considering the popularity of the weapon.

You'll find the battle suit on one tournament map, Hell's Gate, positioned in the center of the middle catwalk. One-on-one games typically revolve around one's effectiveness with the rocket launcher, making the battle suit an important power-up to control. Should you need to engage a player equipped with the suit (its wearer boasts an indistinguishable gold glow), switch to weapons like the plasma gun or railgun. Those weapons still won't operate with 100 percent efficiency against the battle suit (for instance, the plasma gun loses about 50 percent damage), but you'll have more success than with the rocket launcher unless you can score direct hits.

Remember that, because the battle suit protects you from splash damage, you can perform rocket jumps (or BFG jumps) without the concern of hurting yourself.

## FLIGHT

**Effect:** Ability to fly

**Effect duration:** 30 seconds

**Respawn time:** Approximately two minutes

**Found in maps:** Apocalypse Void

Located in a single multiplayer map (not used in the single-player game because of bot problems with the power-up), the flight power-up grants the user a short-lived ability to fly. The power-up is especially useful on the map it appears, Apocalypse Void. It's a space map with no ceiling; with flight in hand, a player could ascend to the top of the map nearly undetected and snipe at players below with the railgun or rocket launcher.





For its ability, however, flight's duration is quite slow; by the time you get into the position you want to be, the power-up will nearly be depleted. You can also use the power-up to quickly reach areas of the map that normally take a minute or more (traversing all those moving platforms or acceleration pads). Though its useful for travel, you'll have more success - and fun - simply hovering over other players, especially those engaged in combat, and taking them out with the rocket launcher or railgun. While you're hovering, you'll be vulnerable to weapons like the machine gun and railgun, but nearly impossible to hit with the rocket launcher. Floating in air means no splash damage, and as long as you keep moving, it's unlikely a player will strike you with a direct hit.

## HASTE

**Effect:** Increased movement speed and firing rate

**Effect duration:** 30 seconds

**Respawn time:** Approximately two minutes

**Found in maps:** House of Pain, Deva Station

Although the haste power-up is rare, most players will find it nearly as useful as quad damage. Haste increases the user's movement speed and firing rate (approximately 1.5 to 2 times the normal rate). A weapon like the shotgun, normally with a rather poor firing rate, gains considerable usefulness with the haste power-up in hand. Not only does the rate of fire increase, but with the increase in movement speed, you can circle strafe around opponents more quickly as well as dodge fire and retreat quickly if necessary.

Weapons like the plasma gun, machine gun, and lightning gun move into the insane firing rate zone with the addition of the haste power-up. Though, if you can't keep the crosshairs planted on the target, the extra speed won't matter. You'll find the plasma gun, with its ability to spread fire horizontally throughout a room, one of haste's chief beneficiaries. Rocket launcher also dominates with haste, but you must take extra care when shooting at the ground; its faster firing rate can feel unusual at first, and you'll likely inflict self damage if you're not careful.

Control the Haste like any other power-up. Understand its abilities, though; you aren't granted additional health, like the Mega-Health, or protection against the rocket launcher, like the Battle Suit, or the ability to inflict extra damage, like Quad Damage (though in a roundabout way you are, since you can fire faster). To be effective with the Haste's increased rate of fire,





you must also be skilled at accurate shots. After grabbing the Haste power-up, if you're excellent at keeping your crosshairs pinned on your enemy, then select the lightning gun, machine gun, or railgun. However, if you're not so good with accurate shots, select the shotgun, rocket launcher, or plasma gun.

## INVISIBILITY

**Effect:** Nearly completely invisible to other players

**Effect duration:** 30 seconds

**Respawn time:** Approximately two minutes

**Found in maps:** Brimstone Abby, The Nameless Place

Though located on only two Quake III maps, the invisibility power-up provides plenty of free-for-all fun and mayhem. Though you're not completely transparent to other players (you can faintly spot a player's outline), the power-up provides enough invisibility to effectively sneak up on other players and gain a quick tactical advantage. Keep in mind that your weapon's muzzle flash and any additional power-ups grabbed (specifically quad or regeneration) will still be visible to other players, despite your near translucent body.

After snagging the power-up, look for opportunities to surprise other players, especially ones attempting to camp on items or from high positions in the map. Take out the shotgun, sneak up behind them, and pull the trigger. Invisibility will also work well in large rooms that feature crowds of fighting players. Most will ignore you, likely because they can barely see you, and you can stand back in the room's corner and pummel the other players from a safe distance.

## QUAD DAMAGE

**Effect:** Approximately triple damage to all weapons

**Effect duration:** 30 seconds<sup>11</sup>

**Respawn time:** Approximately two minutes (one minute on the Q3Tourney1 map, three minutes on the Q3Tourney5 map)

**Found in maps:** The Place of Many Deaths, The Campgrounds, Temple of Retribution, Brimstone Abby, The Nameless Place, Deva Station, The Dredwerkz, Lost World, Grim Dungeons, Demon Keep, The Longest Yard, Space Chamber, Apocalypse Void, Powerstation 0218, Fatal Instinct





## GAMESPOT GAME GUIDE: QUAKE III: ARENA



The most coveted of all Quake power-ups - the infamous quad damage, a popular choice for Quake I and Quake II fans everywhere, makes a third appearance in Quake III: Arena. In its latest incarnation, however, the moniker doesn't completely fit - though its third appearance certainly does. Quad damage isn't "quad" at all; in fact, snagging the quad damage power-up boosts your damage potential to three, not four. But, does it really matter? A direct rocket blast will cause about 300 points of damage, so, not really.

The quad power-up significantly improves every weapon in the game. The gauntlet becomes a one-punch kill machine, dishing out about 150 points of damage per strike. Even the machine gun carries some ummph, with 21 points of damage per bullet. Most players will opt for charging around with the rocket launcher while carrying the quad damage; its ability to completely annihilate groups of players in a single shot make it the most tempting selection. The downside is that if you're within any splash damage radius, you can expect to take significant damage and likely die. Be careful with quad damage and the rocket launcher; avoid shooting the ground or walls near your position.

Two weapons you likely don't want to combine with the quad power-up are the railgun and the BFG-10K. The railgun already inflicts enormous amounts of damage, but its accuracy requirements and rate of fire limitations make it nearly useless in the 30 seconds you have to make the most of the power-up. The BFG-10K, while equally fierce, is so rare and does so much damage on its own that the weapon is worth saving for your post-quad battles. Instead, use the shotgun (30 points of damage per pellet), plasma gun (60 points of damage per blast), lightning gun (24 points of damage per ammo), and the two explosive launchers.

Realize in a free-for-all game that if you've snagged quad damage, it's like putting a huge "kill me" sticker on your back. If you're killed with quad damage (or you kill someone), it's dropped like a carried weapon (team games are an exception). The next person to snag the power-up receives its remaining time. Everyone wants quad damage; if you're running around in its familiar blue hue, nearly every opponent that spots you will take a shot at you. More than likely, you'll kill most of them, but realize that you're now a marked man.

Memorize the quad damage respawn location and construct a pattern that takes you back to its area at its spawn interval. Hoarding the Quad Damage in free-for-all games will ensure a high kill count. In a one-on-one match, its acquisition is equally as important. If you hear your opponent has snagged the Quad, don't mess around. Get away and grab a powerful weapon (rocket launcher, railgun, BFG-10K) to defend yourself - or simply hide until your opponent's power-up depletes.





## REGENERATION

**Effect:** +15 health per second when less than 100, +5 per second when more than 100; restores up to 200

**Effect duration:** 30 seconds

**Respawn time:** Approximately two minutes (one minute on the Q3Tourney 1 map)

**Found in maps:** The Nameless Place, The Dredwerkz, Powerstation 0218

The effects of regeneration should be familiar to any long-time Quake and Quake II player who experimented with user-created modifications like capture the flag. Upon snagging the regeneration power-up, the player's health will increase by either 5 or 15 points for 30 seconds (up to a maximum health of 200). If the user is currently less than under 100 health, the regeneration power-up restores 15 health per second; when you've more than 100 health, the regeneration power-ups adds 5 health per second. The power-up continues to work even if the player is damaged. You can tell if a player possesses regeneration by its red, pulsating glow as he gains health.

While not as useful as the quad damage or invisibility power-ups, the regeneration power-up provides plenty of extra health and lets you take some risks in your free-for-all confrontations. Additionally, you'll find the regeneration power-up on the tournament map Powerstation 0218. Its health bonus should provide enough extra health to engage your enemy head-on, though don't expect to survive rocket blasts significantly better just because you're gaining 15 health per second. Still, it's important to maintain control over this power-up and keep it out of the hands of your opponent.

## MEDKIT

**Effect:** Restores health to 100

**Respawn time:** Approximately one minute

**Found in maps:** Deva Station, Lost World

Think of the medkit power-up as a portable health pick-up. Normally, when you run over health pick-ups, their effects are used immediately. Then, when you really need some health, during an intense battle, you don't have access to them because they were used immediately. With the medkit, one of two inventory items in Quake III, you can use the power-up any time you wish. The medkit will restore full health up to 100.





Don't use the medkit the moment you pick it up - even if you're near death! If you aren't in immediate danger, search around for standard +25 and +50 health pick-ups to restore your life force. Save the medkit for combat situations. Engage enemy players and use the medkit once you notice your health is down to critical levels. The extra boost should provide an advantage over the players you're battling. Assign a quick-to-use key for inventory use, so you can use the medkit at a split-second notice.

## PERSONAL TELEPORTER

**Effect:** Teleports user to random map location

**Respawn time:** Approximately one minute

**Found in maps:** The Campgrounds, Temple of Retribution, The Dredwerkz, Grim Dungeons, Demon Keep, Space Chamber, Apocalypse Void, The Very End of You

Like the medkit, the personal teleporter is a Quake III inventory item, meaning you pick it up for use at a later time. The personal teleporter transports the user to a random location on the map. Assign inventory use to an easy-to-use key, so you can activate the teleporter quickly; its best used during hectic firefights when you don't think you're going to survive much longer. Especially in a one-on-one match, it's much wiser to teleport out and survive to fight another battle, then to donate a frag to your opponent.

In a free-for-all game, you can also use the personal teleporter as a mechanism to deliver you closer to the action. Say you're trailing behind the leader in frags, are hopelessly lost on the map, and can't find anyone to engage. Use the personal teleporter and hope you emerge in a familiar location and close to potential targets. Likewise, activate the teleporter after snagging the quad damage in hopes of emerging near imminent victims.

The personal teleporter appears on one map geared toward one-on-one play, The Very End of You. One important place to activate the personal teleporter on this map would be the BFG-10K spawn spot. Thorough investigation of the map reveals that the BFG-10K is placed between two large platforms. A button high in the air, once shot, lowers the top platform over the BFG-10K, crushing any player standing underneath. If you want to snag the BFG, but worry about your opponent activating the button, use the teleporter as soon as you grab the powerful weapon and emerge elsewhere on the map.



## GAMESPOT GAME GUIDE: QUAKE III: ARENA




Use the teleporter after falling off the side on a space map or into the red mist on a standard map. It's especially useful on The Very End of You, once again. Knocked off into space by your opponent's railgun? No problem, just teleport back to safety with a quick press of the inventory hotkey.





# CHAPTER 5

## Deathmatch Map Analysis

 A deathmatch map that is clogged with players can often be won simply by touring through the available hotspots, especially the spawn points of the quad damage power-up and rocket launcher. The strategies we provide here are geared instead toward the player who enjoys playing versus an appropriate number of players or one-on-one competition. In this section, we describe the locations of the most important power-ups, the best areas on the map to control, and proven battle techniques to emerge at the top of the leaderboard.

Most of the Quake III deathmatch-designated map strategies are geared toward free-for-all (and team play where applicable). Some of these also include one-on-one techniques if the map size warrants them.

### Q3DM1 - ARENA GATE

**Armor items:** Armor shard, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, plasma gun

**Ammo:** Bullets, shells, cells

**Power-ups:** None

Mostly a deathmatch map for those new to Quake III or deathmatch fighting, Arena Gate features two simple rooms, an inner area with the red armor and a plasma gun and an outer courtyard with armor shards and the rocket launcher. A central, tight hallway with two entrances and exits (that includes a shotgun and +50 health) separates Arena Gate's two main areas.





Arena Gate's extremely small battleground doesn't really accommodate more than about four to six players. Any greater, and the kills come too quickly to carry any strategic interest; basically, it's just fire rockets until you're depleted and hope you can quickly retrieve some more. In a free-for-all match, the rocket launcher room will be the center of attention. Most players will ignore the red armor unless they happen to venture into that area.

Though audio cues are scattered throughout the level, Arena Gate isn't really large enough to even question where an enemy is located. Armor shards, located in the courtyard around the rocket launcher (+30 armor total), make a loud, distinct sound when grabbed and the red armor, positioned on the 'tongue' near the plasma weapon (+100 armor total), also creates a familiar pick-up noise.

## PLAYING ONE-ON-ONE

Keeping the red armor out of your opponent's hands is a valid strategy. However, the only two weapons located nearby, the plasma gun and shotgun, aren't much of a match against the rocket launcher. Instead, concentrate on controlling the rocket launcher room. With armor shards worth +30 armor nearby and two +25 health and one +50 health pick-up within a short distance, it's easy to remain healthy, moderately armored, and well-armed.

The two statues out near the rocket launcher provide decent cover against shotgun and plasma gun attacks. Strafe around the sides of the statues to avoid enemy fire. Make sure you keep an eye on the rocket launcher spawning in the center and keep it out of enemy hands. When fighting, hang out on the side of the courtyard near the two +25 health respawn spots.

**Trapping Tip:** Watch for your opponent to head for the red armor. Entering the mouth that houses the power-up can be a deathtrap if you're hanging around just outside with the rocket launcher. As your opponent heads inside, lay down some rockets pinning him inside or fill the hole with plasma bursts for easy damage.





## Q3DM2 - HOUSE OF PAIN

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, plasma gun

**Ammo:** Bullets, shells, rockets, cells

**Power-ups:** Haste



Snagging the haste power-up followed up by the red armor creates a deadly combination.







Though not as small as Arena Gate, House of Pain's diminutive battleground ensures fast and easy killing for a population of six or more. Three primary rooms highlight the small map, two containing powerful weapons and another housing two important power-ups, haste and the red armor.

Players will find the rocket launcher through a door across from the entrance to the haste power-up spawn location (from the bridge side). Snagging the rocket launcher carries potential dangers. Its spawn location lies inside a dead-end room. In free-for-all games, you'll find it fairly easy to follow someone inside and frag him before he reaches the weapon.

The haste power-up lies in the room across from the rocket launcher and respawns every two minutes. The position overlooks a recessed waterway that contains the red armor, which respawns every 25 seconds. Watch for players scurrying around down in the shallow water. You possess a considerable height advantage up near the haste power-up and should have an easy time disposing lower players with the rocket launcher. The plasma gun rests in an outdoor area with three different entrances and exits - one through the recessed waterway, one that leads directly to the haste power-up, and another that leads to the rocket launcher door. You'll also find the yellow armor outside.

Controlling the haste power-up will serve you well, not only for its bonus to firing rate, but the increase to movement speed will let you traverse the relatively small level quickly, essential in both one-on-one and free-for-all matches. Combine haste's power with the plasma gun for excellent results inside hallways; the rocket launcher also works well, but be careful not to inflict self damage.

## PLAYING ONE-ON-ONE

Two sets of armor shards fill two halls - one that leads from the rocket launcher to the haste power-up (five armor shards, +25 armor) and another that leads from the haste power-up to the plasma gun courtyard (two armor shards, +10 armor). Listen for the number of pick-up sounds to determine an opponent's location. The sound of the yellow armor being picked up is also useful; your opponent is likely headed down the hall to the rocket launcher.

The shallow waterway makes another decent sound cue. Watch for players emerging from the waterway out to the plasma gun area. The tight hallway is extremely vulnerable to both rocket launcher and plasma gun attack. If you feel an opponent is waiting for you, rocket jump from the red armor to the haste spawn spot instead.







## Q3DM3 - ARENA OF DEATH

**Armor items:** Armor shard, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, grenade launcher, rocket launcher, plasma gun

**Ammo:** Bullets, shells, grenades, cells

**Power-ups:** None

God help the man who dies here, as it's difficult to wrestle level control away from a well-equipped player. In a crowded free-for-all game, the grenade launcher (located in the darkest corner) can rack up the kills - but the fewer people there are in the game, the more crucial it becomes to control the spot where the plasma gun and rocket launcher spawn.

These two weapons take turns (two plasma guns, then one rocket launcher) spawning in the same spot, and directly to either side of that spot are +50 health spheres. One of the map's starting spots is quite nearby, and it is a simple task to hunt the unfortunate player down who spawns there. A short bit away is the red armor on the walkway in the central room. Clearly, this corner is the place to master.

It is important to clean up the weapons of those who attempt to wrest control of this corner away from you, or else you run the risk of others using them against you. Runs for the red armor should only be made when you are quite confident it is there - you can hear it being picked up from this corner. At times, it may be useful to rocket jump up to the red armor's walkway from the center room's floor.

**Spawn Spot Tip:** If you spawn in the center room, head right away for either doorway and pick up the shotgun. By going for the grenade launcher, you let your opponent collect health and armor, making it all the more difficult to dethrone him from control of the rocket launcher area. Instead, take the shotgun (or machinegun) and charge his position. If he has no problem beating back these assaults, you were going to lose anyhow.





## Q3DM4 - THE PLACE OF MANY DEATHS

**Armor items:** Red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, plasma gun

**Ammo:** Bullets, shells, rockets, cells

**Power-ups:** Quad damage



Control this spot, and you control the rocket launcher.



## GAMESPOT GAME GUIDE: QUAKE III: ARENA



This is The Place of Many Deaths, but it has just one killing zone. The rocket launcher is situated on a walkway above the room that contains the quad damage. Access to the walkway is via two sets of stairs that both meet at one spot. If you z. Although there is no health on this walkway, there is health by the red armor. Put all this together, and you've got the place to be on Q3DM4.

From the vantage point of the walkway, at the top of the stairs, you can control access to the rocket launcher and red armor. If you are controlling the area, the only weapons your opponents will have are the plasma gun and shotgun. Having a height advantage, your rocket launcher will win more often than not.

If need be, you may leap down to the red armor from the walkway at the cost of only one health point. There is health beside the armor, and there's more health as you travel back up the stairs to the rocket launcher's walkway. Below the walkway is the quad damage power-up's room. This room contains ammo for the rocket launcher. If you move quickly from the spot that overlooks the red armor to the spot that overlooks the quad, you will control this key point in the map. Although you cannot see the quad damage power-up from the walkway itself, you can see it from either end of the wide platform that houses the rocket launcher.

The rocket launcher's walkway can be reached via a rocket jump, in case you want to cut off an opponent who is heading that way. You may simply want to follow an opponent up the stairs and hit him as he navigates the narrow walkway instead.

### PLAYING ONE-ON-ONE

If your opponent controls the rocket launcher's walkway, your best bet is to get the shotgun and see if the quad damage power-up is available. A leap to the red armor should be taken not from between the walkways, but from one side, beneath one of the bulging pipes. Don't stare at the red armor as you grab it, but keep your focus up the stairs, so you can dodge rockets. The red armor is in a little nook, which makes it simple to rebound off of the wall and grab it, should you miss it the first time.

**Navigational Tidbit:** The teleporter near the plasma gun sends you to a spot facing the quad damage power-up. If you teleport and spin around, you'll be at the stairs leading down to the red armor.







## Q3DM5 - THE FORGOTTEN PLACE

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, grenade launcher, rocket launcher, plasma gun

**Ammo:** Shells, grenades, rockets, cells

**Power-ups:** None



If you have the rocket launcher and armor, this room will yield many points.







Because the rocket launcher and red armor are located in the same room, it is one spot on The Forgotten Place that you definitely do not want to forget. Rocket jumping to the red armor from the ground floor is a must, especially in games with few players because the walking route is simply too long and dangerous by comparison. Learning how to navigate the walkway to the red armor without staring at your feet is very wise.

Since the rocket launcher is in a narrow alcove, anyone who goes to grab it is vulnerable to all manner of weapons. Rockets will do splash damage from the walls and floor, grenades will bounce around happily, and plasma gun users will take advantage of the nice flat floor. If you do make a bid for the rocket launcher, run into the alcove backward and keep an eye out for pursuers.

Let us stress once again that a rocket jump is the best way to the red armor. While health on the walkway is a fair piece away, there are two health spheres on the floor of this room nearby. Bear in mind that jumping to the floor will cost you your height advantage.

In general, if you are amply armored and armed, stay up on the walkways that thread their way throughout the level. Along with the walkway near the red armor, the walkway near the grenade launcher is a very good spot to control. On the walkway, you will find rocket ammo, and below the walkway are two weak spawn spots.

### PLAYING ONE-ON-ONE

As soon as you get a kill, return to the rocket launcher room. Rocket jump to the red armor unless you are already on the walkway. Jump down for the health if need be or stay on the walkway and listen for clues.

Attacking the red armor walkway is most easily done by coming in along the walkway itself. It is difficult to hit a player who has a rocket launcher, the red armor, and the height advantage. Grab the yellow armor and the plasma gun and attack along the walkway to drive your opponent down onto the ground level. The small block near the yellow armor is enough of a boost to let you jump onto the platform it leans against; use it right after you pick up the armor, instead of going up the stairs.

**Audio Tidbit:** While commanding the walkway by the red armor, listen for the sounds of a player picking up the armor shards as he enters from the room that houses the shotgun.





## Q3DM6 - THE CAMPGROUNDS (FREE-FOR-ALL)

**Armor items:** Yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, cells, slugs

**Power-ups:** Personal teleporter, quad damage

## Q3DM6 - THE CAMPGROUNDS (TEAM PLAY VARIATION)

**Armor items:** Yellow armor, red armor

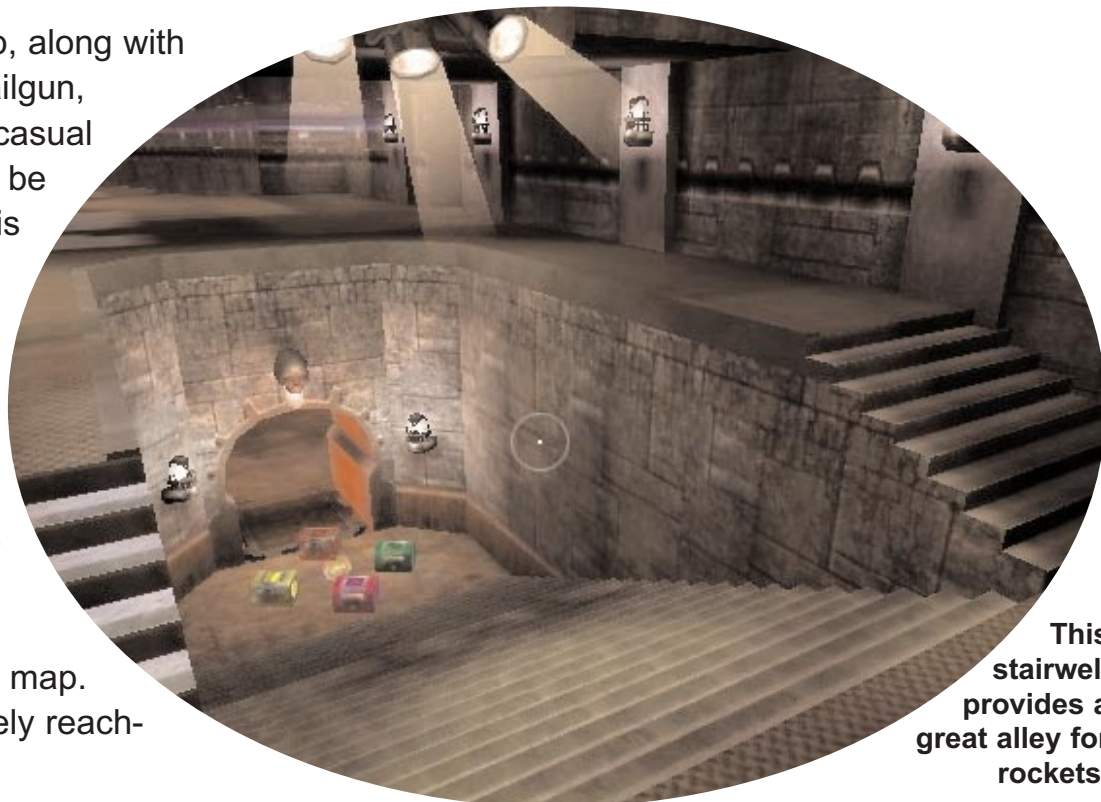
**Health items:** +5 health, +25 health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** Quad damage

The name of this map, along with the inclusion of the railgun, might indicate to the casual player that this would be a map to avoid. This is a large map, however, with few good places to camp. The railgun is up a short bounce pad on a ledge that is somewhat camp-worthy, as it looks down upon one of the most popular rooms on the map. This ledge is just barely reachable by rocket jump.



This stairwell provides a great alley for rockets.





The quad damage appears on the lowest level near a bounce pad that leads to the rocket launcher. Frequenting this room is clearly important, although holing up next to the rocket launcher will not pay large dividends. The room below is quite far away, and the rocket launcher platform is available from two different directions behind you. This room should be visited on your way to the temple of power-ups - that series of pillars upon which sit the teleporter, the mega health, and the red armor. These pillars are also reachable via a jump pad, which should be included in your most commonly used routes.

At least a third of your frags are likely to occur on and around the stairways where the yellow armor spawns. A rocket launcher is the most useful weapon due to the confining walls that surround the staircases. Just around a corner is a +50 health sphere. Care must be taken against players who snipe with the railgun from the ledge upon which that gun sits.

**Team Play Tidbits:** In team play, the red and yellow armors trade places, making the triple staircase room even more important. Control that stairway, while taking trips to visit the series of +5 bonus health pick-ups and quad damage room.

## Q3DM7 - TEMPLE OF RETRIBUTION (FREE-FOR-ALL)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** Personal teleporter, quad damage

## Q3DM7 -TEMPLE OF RETRIBUTION (TEAM PLAY VARIATION)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** Quad damage



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One of this level's rocket launchers sits up on a walkway that leads to a button that opens a nearby grating. Jump down inside this grating to reach the red armor. When you approach the exit, it will open for you, and you will find yourself in a room that houses not only another rocket launcher, but much of this level's action.

Adjoining this room is the large open space that contains the railgun, yellow armor, and quad damage. Should you find the quad there, exit the room in the direction of the rocket launcher room, where the action is. If the quad damage power-up is not there, jump down for the railgun, drop off the ramp to get the yellow armor, and follow the hallway around to a teleporter. Behind the teleporter is the mega health and just on the other side of the teleporter is the plasma gun.

Controlling the lower of the two rocket launcher rooms is difficult, since there are no spots from which you have both a full vision of the battle and a height advantage. Lurking among the pillars is one option, as is simply fighting for as long as you have breath, scoring as many points as possible. Either way you play it, this room will be a rich source of points, whether you can control it or not.

The upper rocket room is more easily controlled because only one staircase accesses the walkway. Control of this room, however, just denies others use of the red armor - not a great way to score points yourself.

### PLAYING ONE-ON-ONE

This is a large level with two rocket launchers, so it is difficult to dominate the map when playing an opponent equal to yourself. Pause from time to time, use the walkway, and avoid picking up unneeded ammo or armor shards (to eliminate audio cues) to get the jump on your opponent. Look for areas of height advantage (such as on the rocket launcher catwalk, rocket launcher ledge, or yellow armor platform) and goad your opponent into attacking.

**Team Play Tidbits:** Items shuffle around significantly in the team play variation with the quad power-up positioned where the outdoor rocket launcher is during free-for-all games. In the quad power-up's place, you'll find the red armor, and in the red armor's place, you'll find a shotgun. With only one rocket launcher on the team play map - and positioned far from both the quad power-up and red armor - the match hinges on a team's ability to stay armored and in control of the quad power-up (and adept use of the plasma gun, positioned just below the quad power-up's spawn point).







## Q3DM8 - BRIMSTONE ABBEY (FREE-FOR-ALL)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, grenades, rockets, slugs, cells

**Power-ups:** Quad damage, invisibility

## Q3DM8 - BRIMSTONE ABBEY (TEAM PLAY VARIATION)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, grenades, rockets, slugs, cells

**Power-ups:** Quad damage

In the abbey proper, there is a bounce pad that sends you flying to the opposite end of the room, where you land on a platform that houses the quad damage and invisibility power-ups (these two power-ups spawn in the same spot, so only one will be there at a time). While in the air, you can also peel off to one side to land on the ledges that each hold a +50 health sphere.

A popular past time on free-for-all play is to grab the nearby grenade launcher that rests in a hallway overlooking the abbey proper. Because the room is heavily traveled in free-for-all play, both for its plasma gun and deadly power-ups, you'll likely find several players fighting down inside the room at any given time. Stand at the top and let some grenades fly to score some kills from a safe distance.

The red armor is in a precarious position, at the bottom of a water hole in a highly populated area. Yellow armor may be found in other spots, if you aren't willing to risk it for the red. An offshoot from the hallway that leads to the red armor room leads to an alcove where the mega health spawns.





Due to its enclosed and winding layout, this level requires quite a bit of movement. While no one room is worth controlling, the red armor pool and quad room is often a good spot to rack up kills. The nearby railgun is highly effective at picking off slow swimmers.

## PLAYING ONE-ON-ONE

The red armor is a better bet when there is only one opponent on the map. Before taking the dive, pause to listen for footsteps. Run a loop that takes you past the mega health, the red armor, and the quad and invisibility power-ups, and occasionally reverse your path.

**Team Play Tidbits:** If a teammate takes the plunge for the red armor, stay up on the shore and cover him. Control the quad power-up on the level (there's no invisibility power-up in the team play variant), but look out for players looking to railgun its niche-like spawn spot - an easy target for a skilled railgun player.

## Q3DM9 - HERO'S KEEP (FREE-FOR-ALL)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** None

## Q3DM9 - HERO'S KEEP (TEAM PLAY VARIATION)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** None

The focus of Hero's Keep is on the rocket launcher and railgun, each of which is found on an accelerator-pad accessible platform at opposite ends of the level. Since the red armor is on a platform near the railgun, controlling either of the two end rooms in a free-for-all game will suffice.



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The railgun platform can also be reached via a rocket jump. From the railgun, a difficult jump will take you to the red armor. Alternatively, you can drop off the edge of the railgun platform onto the angled bounce pad below. This angled bounce pad is also easily reached from the two walkways beside it. The rocket launcher is also easily leapt to from the ledges that overlook it. One alternative to taking the pad's exit from the rocket launcher platform is rocket jumping back to one of these ledges.

Way up by the ceiling in the rocket launcher room hovers the mega health. To reach it, land on the bounce pad directly beneath it and look upward as you ascend to line up your approach. You can reach the bounce pad by dropping off the two ledges above it to each side. Trickier approaches include leaping from the rocket launcher platform and tiptoeing up the side of the accelerator pad by the rocket launcher. To exit this bounce pad, move forward at either the rocket launcher platform or the two side ledges, just after you bounce off the pad.

### PLAYING ONE-ON-ONE

Stealth becomes important on this map, since most encounters will take place in the hallways that connect the rocket launcher room to the railgun room. Pause often and listen for clues that will give away your opponent's position (such as armor pick-ups and bounce and accelerator pad use). If you hear none, walk through the level rather than run. Look for opportunities to hit your opponents at the end of a bounce or accelerator pad jump; it's much easier than trying to strike them in the air.

**Spawn Spot Tip:** If you appear next to either of the honorary statues for Quake or Doom, you're extremely close to snagging the rocket launcher. Hop up to the straight bounce pad nearby and follow the winding corridor into the large room. Turn slightly to the left or right (depending on which statue you're arriving from) and spot the rocket launcher on the ledge below. A simple jump later, and you're armed and ready.

## Q3DM10 - THE NAMELESS PLACE

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health

**Weapons:** Rocket launcher, lightning gun, plasma gun

**Ammo:** Rockets, lightning, cells

**Power-ups:** Quad damage, regeneration, invisibility





A deviously placed rocket launcher guarantees fast and furious frag counts on The Nameless Place. The rocket launcher is located at the end of a narrow walkway across from level's other important feature, a blue shaft of light (which we'll call the health booth for the lack of a better term) that regenerates +5 health and +5 armor (up to 200 each) as long as you remain within its beam. Three narrow halls lead to the rocket launcher with the weapon positioned at the intersection - firing down this hallway usually nets a frag. Take care when snagging the weapon and look down each hall quickly to locate a pursuer or your next victim. Splash damage is extremely effective down the hall as is a strafing plasma gun.

Using the health booth is also somewhat risky. Positioned across from the rocket launcher makes it vulnerable to players camping on the launcher and waiting for someone to step inside. Further, the catwalks above the health booth possess a nice view; any time you traverse these walkways, peer over and check to see if anyone is inside the booth. Listen closely; if a player stands inside the booth, a distinct sound is heard.

Yellow armor litters the map, many placed at player spawn spots and one on the walkway between the health booth and rocket launcher. You'll find the red armor up some stairs on the left side of the health booth on the rocket launcher side. A spawn spot nestled on the far side of the map opposite the rocket launcher houses all three of the level's power-ups: quad, regeneration, and invisibility. All randomly spawn on the same spot two minutes after acquisition.

The area between the health booth and rocket launcher is usually flooded with players in a free-for-all match. Hang out here, not only to snag the rocket launcher at every opportunity but to also use the health booth when possible. Check all the alleys as you stand in the booth. Check on the power-up spawn spot often, as many players ignore its existence because of its distance from the level's main action.

The level's two other weapons, the plasma gun and lightning gun, are located on the staircases that flank the rocket launcher spawn spot. You'll find both very effective in the tight hallways, but prepare to be on the wrong end of a rocket if you're charging down the rocket launcher hallway.







## PLAYING ONE-ON-ONE

Audio cues abound on the map, especially the health booth with its familiar health and armor pumping noise. Grab the rocket launcher and maintain control of the booth as well as the power-up spawn spot located on the other side. Remember that both the health booth and rocket launcher feature multiple entry points - listen for your opponent's location - by hearing spawns and pick-up noises - and head in that direction.

**Lava Bath Tip:** Two deadly patches of lava are positioned on either side of the health booth toward the rocket launcher. Firing a rocket launcher at someone's feet as he regenerates in the booth will often knock him in. Stay alert around this patch of lava yourself as you escape the booth either to the left or right.

## Q3DM11 - DEVA STATION

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, lightning gun, plasma gun

**Ammo:** Bullets, shells, grenades, rockets, lightning, cells

**Power-ups:** Medkit, quad damage, haste

One of Quake III's first big levels, Deva Station's size makes it suitable for a heavy population and less exciting for one-on-one games or just a few players. Featuring a winding set of corridors and rooms that interconnect, Deva Station includes several powerful weapons and three important power-ups located in adjacent rooms.

The medkit power-up lies at an important location. Though you can head to its left, deeper into the complex, if you turn around and follow one of the two staircases, you'll end up at a teleporter that provides backdoor access into the quad damage room. Not many players travel into this section or through this teleporter; remember its location, so when you spawn near the medkit, you can head through the teleporter to check the status of the quad power-up.

A few rooms past the medkit lies what appears to be a central hub, but upon further examination, it is only another room connecting the rest of the map. In the slime-filled room's center rests the rocket launcher. Several armor shards hover over an angled bounce pad that





provides access to a ledge with a +50 health pick-up and red armor. During a populated free-for-all, you can expect this room to contain at least one player looking to snag the powerful weapon and important suit of armor.

Several corridors past the rocket launcher room sits the most crowded area of the map, a long hallway that includes a room with the yellow armor on the left and a door providing access to the plasma gun on the right. If you continue past the plasma gun, you can jump to a flat bounce pad that can elevate you to the mega health hanging high overhead. Continue over the bounce pad to the next ledge, and you'll emerge inside the room with the haste power-up; the quad damage power-up is just a room away.

This important power-up room has three main entrances - past the plasma gun and over the mega health bounce pad, through the teleporter across from the medkit, and down the hallways past the rocket launcher. With haste, quad and mega health all adjacent to one another, it becomes important to visit this location often and through all possible entrances.

When inside the haste power-up room, you must shoot the small square switch above the power-up to open the door into the quad damage room. When you snag quad damage, an alarm sounds and automated grenade launchers begin firing both in the quad and haste rooms. Run out of the rooms quickly, and you probably won't take any damage. If possible, snag the mega health first, then grab the two power-ups (or one if only one is available).

**Navigational Tip:** The teleporter that lies behind a shotgun takes you to an intersection with six armor shards (+30 armor) at the base of the plasma gun hallway. The teleporter is one-way, but a good bet if you want to emerge quickly near the action (the plasma gun hallway is usually full of players) or grab the mega health, quad, and haste.

**You've Found A Secret!** Walk against the wall across from the teleporter with the shotgun spawning just in front. A hatch opens, revealing a +50 health pick-up and a very unusual fish creature that some have called the Dope Fish!





## Q3DM12 - THE DREDWERKZ (FREE-FOR-ALL)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, lightning gun, railgun, plasma gun, BFG-10K

**Ammo:** Bullets, shells, grenades, rockets, lightning, slugs, cells, BFG-10K

**Power-ups:** Personal teleporter, quad damage, regeneration

## Q3DM12 - THE DREDWERKZ (TEAM PLAY VARIATION)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, lightning gun, railgun, plasma gun, BFG-10K

**Ammo:** Bullets, shells, grenades, rockets, lightning, slugs, cells, BFG-10K

**Power-ups:** Personal teleporter, quad damage, regeneration

The first Quake III level to include the BFG-10K is also dominated by the powerful weapon. The Dredwerkz features one primary killing zone, a short waterway that connects to areas of the level (as well as provide access to the BFG) and many winding corridors and doorways that provide ammunition and additional weapons.

Your main frag zone will likely be what we'll call the main room. It includes a water access in its center with various ledges, doorways, and catwalks that surround the outer perimeter. The rocket launcher rests on a platform at one end of the main room; snag the powerful weapon via the bounce pad or enter through the door behind the weapon.

On the floor of the main room, just adjacent to the water access, you'll locate the quad damage spawn spot. With so many players frequenting this area, it's wise to control this power-up as much as possible and rack up frags for those going for the rocket launcher or into the waterway to seek the BFG.



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Speaking of the waterway, hop inside and swim until you locate the spawn spot on the ground; this houses the regeneration power-up. Swim straight up from its position to enter the BFG-10K room, which also includes two +25 health pick-ups. A teleporter in the rear of the room exits at the yellow armor positioned above the rocket launcher in the main room.

With the BFG-10K so easy to grab on The Dredwerkz, it comes as little surprise that the weapon holds extreme importance. If you're going to keep up with the leaders, you must grab the weapon as often as possible and return to its spawn spot to replenish ammunition. The main room is the best area to hang out in while carrying the BFG; also, you can roam the halls that connect to the main room, but don't venture off too far, so you can always return to the center of the action.

Another item you might spot in the main room is the mega health, positioned on a ledge high above the ground. To grab the mega health, either go through the door on the left at the bottom of the main room and take the bounce pad up (you can also go through the water to reach that bounce pad). Take the right hallway, and you'll emerge on a ledge just above the mega health. Following the left hallway takes you out to the red armor area. Drop down on the accelerator pad on the right to snag the floating red armor.

The red armor area contains an extremely important teleporter. Use a bounce pad to reach the upper walkway and leap over into the teleporter - you'll emerge inside the BFG room. It's important to remember this teleporter as well as its proximity to nearby player spawn spots so you can easily return to the BFG room without the dangers of the main room or swimming slowly through the water.

**Camping Tip:** Watch for players to grab the BFG then stand on the ledge overlooking the water (and the regeneration spawn spot) waiting for unsuspecting players to come up.

**Rocket jump Tip:** You can snag the mega health by rocket jumping from the left catwalk onto the mega health left. Also, you can grab the yellow armor by rocket jumping from the rocket launcher spawn spot just underneath.

**Swimming Tip:** All players move more slowly in water - making them extremely vulnerable targets! Bring a railgun to the main room and score some rail kills by targeting players diving in for a swim and a chance at the BFG.







**Team Play Tip:** Control of the BFG is extremely important as is maintaining a guard on the main room and its plentiful power-ups. Learn the alternate routes into the BFG room (two water access routes and the red armor teleporter) in case you lose control of one entrance. Against a BFG-happy team, make sure you gain the quad power-up and the rocket launcher to defend yourself. Losing control of the BFG and quad damage power-up usually determines the game.

## Q3DM13 - LOST WORLD

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, lightning gun

**Ammo:** Bullets, shells, grenades, rockets, lightning

**Power-ups:** Medkit, quad damage

An intuitive grasp of the fastest path to the rocket launcher from each player spawn spot will guarantee plenty of frags and usually a top finish on Lost World. You'll find the rocket launcher at the top area of the map at the intersection of two narrow catwalks. Placed in a niche against the wall just beneath one of the catwalks lies the quad damage spawn spot. Because the power-up lies in a niche, look for opportunities to nail players camping in the spot or just as they leap for the power-up. After snagging it yourself, jump to the middle level ledge and find your way back up to the rocket launcher platform, as it's typically the most traveled.

Some important landmarks when trying to return to the rocket launcher include the grenade launcher, lightning gun, and yellow armor. If you're near the grenade launcher, simply follow the hall to the right and you'll emerge at the end of the rocket launcher catwalk. From the lightning gun, simply follow the left stairs up, and you'll enter a hall with the rocket launcher platform at the end. From the yellow armor, just spot the bounce pad in an adjacent room. Use the pad and follow the hall back to the rocket launcher.

Lost World's other important power-up is the mega health. One way to snag the health is to rocket jump onto its ledge just behind the yellow armor. Also, you can drop down a hole on the right side of the room that opens into the rocket launcher platforms. Finally, you'll spot a medkit buried in a niche across from the grenade launcher.





Though Lost World's rocket launcher area usually holds the most population, you will find success roaming the tight hallways and small staircases and implementing other weapons like the shotgun, grenade launcher (useful around the tight corners), and lightning gun (perfect for the tight halls). A room near the bottom of the map containing +5 health pick-ups also becomes heavily traveled as players make their way back up to the rocket launcher.

**Route Tip:** Should you find yourself in the very bottom, lava-filled room (touching the lava inflicts around 30 damage), here's the quickest route back to the rocket launcher. Proceed through the teleporter, go up the bounce pad you spot ahead, follow the small stairs to the right, turn left at the next turn, and emerge onto the rocket launcher platform.

**Armor Tip:** The red armor lies on a platform just above the lowest, lava-filled area. While on the bottom, do a rocket jump up to the red armor ledge, then head back through the teleporter.

## Q3DM14 - GRIM DUNGEONS (FREE-FOR-ALL)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Shotgun, rocket launcher, lightning gun, railgun, plasma gun, BFG-10K

**Ammo:** Bullets, shells, rockets, lightning, slugs, cells, BFG-10K

**Power-ups:** Personal teleporter, quad damage

## Q3DM14 - GRIM DUNGEONS (TEAM PLAY VARIATION)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, lightning gun, railgun, plasma gun, BFG-10K

**Ammo:** Bullets, shells, rockets, lightning, slugs, cells

**Power-ups:** Personal teleporter, quad damage





**Learn the routes to the BFG, but watch out for campers with the railgun in the upper right corner.**

Though not as dominating as on The Dredwerkz, knowledge of the BFG-10K's location and the best paths to retrieve the weapon are extremely important to succeeding in the Grim Dungeons. The BFG-10K rests on a platform accessible primarily by a moving platform. Although you can make the jump from the moving platform to the BFG platform with ease, only attempt the jump when the moving platform has begun its movement toward your landing location.



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Several routes will take you to the BFG's location. In the room outside that contains the yellow armor (in front of a door), the mega health (inside a crawlspace to the right under some BFG ammo), and the rocket launcher (to the left on the walkway) sits a hole. Jump down the hole, avoiding the bounce pad, and enter the BFG room. You can also access the BFG from the hole in front of the plasma gun, which rests near the red armor. Another route is down a hole by the personal teleporter (adjacent to the yellow armor room), which places you behind the BFG (avoiding the initial trip over the moving platform). Finally, follow the corridor that heads under the walkway inside the complex lightning gun room.

Along with the BFG, Grim Dungeon's other important power-up, quad damage, sits on a spawn spot outside, adjacent to the red armor area. Locate the quad damage by using the bounce pad in the lightning gun area or by following the door behind the yellow armor.

Players tend to congregate both near the BFG and in the lightning gun area (because the complex room provides access to all the level's power-ups and weapons). Construct a route that takes you by the red armor, quad damage power-up, mega health, rocket launcher, and BFG. Follow the route, carrying a powerful weapon at all times, and time your patrol against the power-up respawn times (quad damage appears every two minutes, while the armor and mega health respawn much more quickly at around 25 seconds).

**Camping Tip:** Campers often overlook the BFG room, where a railgun spawns (accessible primarily from the door behind the outside yellow armor). Nail players attempting to snag the BFG; players are extremely vulnerable if they decide to ride the moving platform all the way across. Also, look for players dropping down behind the BFG and engaging others while trying to control the room and hoard the weapon.

**Team Play Changes:** The team play version of Grim Dungeons includes some significant changes. There's no mega health on the map. Instead, it's replaced by yellow armor (which moves from its position in front of the door to the crawlspace). A railgun rests at the plasma gun spawn spot, with the plasma weapon behind a bounce pad located just below. Also, there's no BFG ammunition on the level; to gain more, you must return to the BFG spawn spot and snag the weapon again.







## Q3DM15 - DEMON KEEP (FREE-FOR-ALL)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, railgun, plasma gun, BFG-10K

**Ammo:** Bullets, grenades, rockets, slugs, cells, BFG-10K

**Power-ups:** Personal teleporter, quad damage, battle suit

## Q3DM15 - DEMON KEEP (TEAM PLAY VARIATION)

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, railgun, plasma gun, BFG-10K

**Ammo:** Bullets, grenades, rockets, slugs, cells, BFG-10K

**Power-ups:** Quad damage, battle suit

Fighting on Demon Keep centers around two main areas, an outdoor lava pool that includes the BFG-10K, red armor, yellow armor, battle suit, and railgun and an acceleration and bounce pad-laden interior with the rocket launcher and mega health within close proximity (and quad damage not far behind). Demon Keep provides an interesting dilemma on which area to concentrate on most, but the presence of the BFG and powerful armor pick-ups make the lava pool the more important zone.

Obtaining the BFG-10K, positioned high above the lava pool, can be accomplished in a couple of ways, but both require a rocket jump (or a BFG jump). The flat bounce pad located adjacent to the entry ledge lies just under the BFG. Though a standard bounce won't reach high enough, you can rocket (or BFG) jump on top of the bounce pad to reach the powerful weapon.

Alternatively, you can cross the flat bounce pad to the center platform over the lava pool. An angled bounce pad floats in the air at the end. Rocket (or BFG) jump from the end of the platform to the pad to fly back over the lava pool to the main building, crossing through the BFG spawn spot and landing on a dead-end ledge with the red armor.





Another important area of note at the lava pool is the spawn spot just in front of the flat bounce pad; the battle suit appears here, providing protection against splash damage from the rocket launcher and BFG and the environmental hazard of the lava below. Secret alert: After grabbing the battle suit, drop down into the lava, and hug the left wall. You'll spot a doorway to a small room with three cases of BFG ammo (45 shots!). You can snag these packs of BFG ammo without the battle suit, but you'll take significant damage, even if you enter from the closest ledge and jump along the way (a 100 health, 200 armor player will end around 60 health and 100 armor after grabbing the BFG ammo).

Demon Keep's other main area includes the rocket launcher, down in the center of a large room, with two accelerator pads on either side that provide access to the mega health hovering above a catwalk. You can grab the mega health either by jumping down onto the angled bounce pads below or by rocket jumping from underneath.

Two staircases on either side of the rocket launcher room lead down to the walkway housing the quad damage power-up. If you decide to venture down here, head down the left staircase as it contains additional BFG ammunition. The quad damage power-up rests on a catwalk under some swinging pendulums. If the pendulums strike your character, you die instantly. Time your advance over the catwalk carefully. A personal teleporter is positioned at the entrance to the quad area; use it after snagging the quad damage power-up to quickly return to a, hopefully, more populated area of the map.

Despite the presence of the BFG outside, a free-for-all game usually gravitates to the rocket launcher room. Knowing that area typically contains the most players, scamper outside and snag the BFG; return quickly inside and dish out damage from above, as players wrestle over the rocket launcher below.

**Camping Tip:** A railgun spawns on the platform above the lava pool. Grab the weapon and use the acceleration pads, along with some left or right air control, to land on small niches on the far left or right of the structure. Face the lava pool and assume a sniper role, taking out players trying to get the BFG-10K or making a run for the hidden ammunition.





**Team Play Tidbits:** Maintaining control over the lava pool area takes precedence over the quad damage room. The battle suit and BFG as well as the plentiful armor make the lava pool the most important area on the map. Further, a trip to the rocket launcher only takes moments. Position some excellent railgun shooters out in the lava pool to keep its important power-ups out of enemy hands. Meanwhile, send BFG warriors on rampages inside the Demon Keep structure. A battle suit-equipped BFG player owns any opponent holding the quad damage power-up.

## Q3DM16 - THE BOUNCY MAP

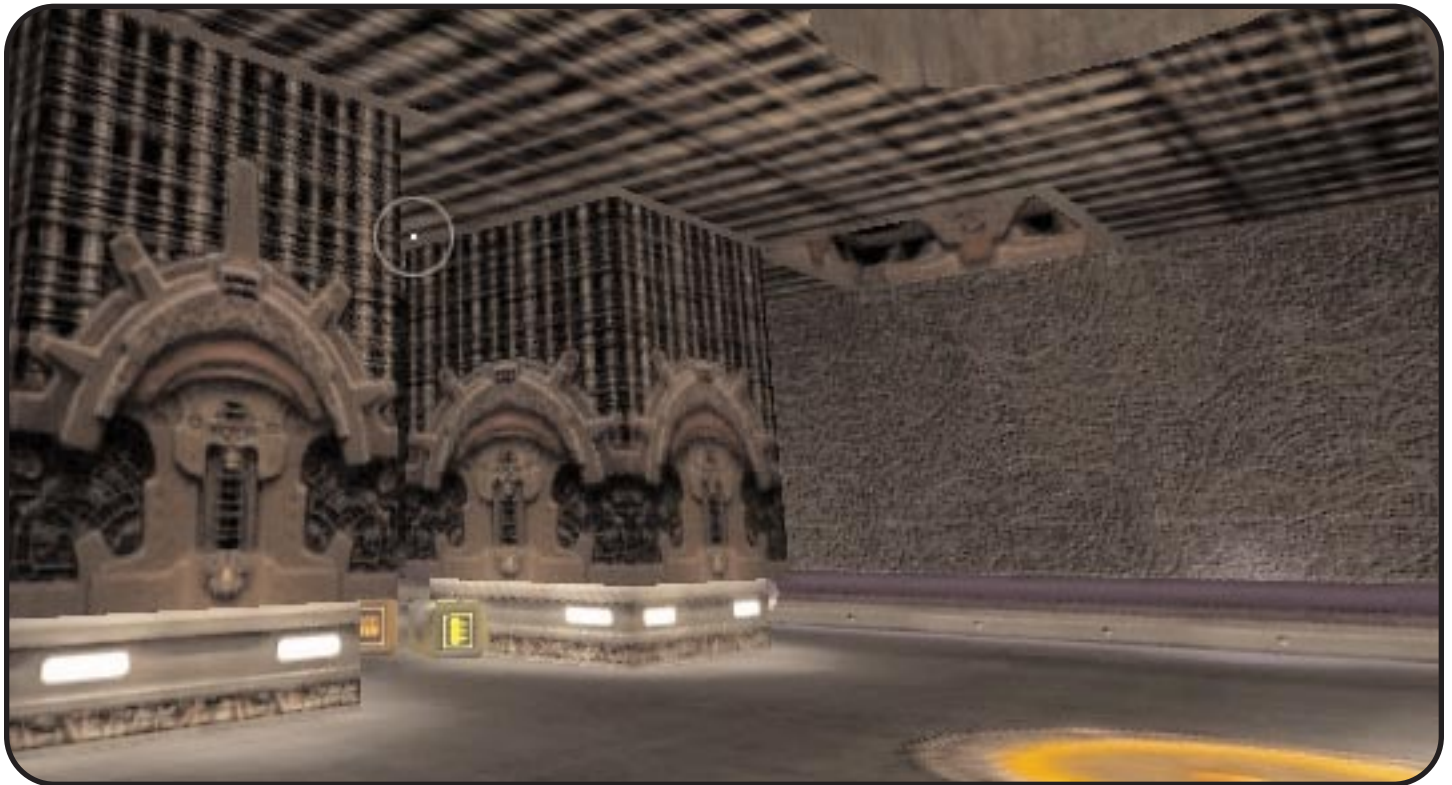
**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** None



While not as glamorous as the outside, this inside maze is a great place to bring a rocket launcher.



## GAMESPOT GAME GUIDE: QUAKE III: ARENA



Bouncy indeed. The two bounce pads at each end of the map are quite useful, as one lands you at the rocket launcher, while the other sends you to the topmost level where the railgun spawns. The red armor and yellow armor are on ledges just below the main open area on each side of the map.

Due to the varied environments, you should do a lot of weapon switching. The lowest level, where the pillars divide the room into crisscrossing hallways, is a good spot for the rocket launcher or plasma gun. Up on the surface, the railgun works well, although if your opponent is making liberal use of bounce pads and stairways, you might switch to the shotgun. As you look down into the interior of the level from the surface, use the rocket launcher.

Once you acquire the plasma gun or rocket launcher, one option is to drop down into the lower level, where players often spawn. Not only are there plentiful health spheres, but traffic volume is quite heavy. Often, enemy players will be occupied with each other among the pillars and won't see you arrive.

### PLAYING ONE-ON-ONE

There are so many escape routes that in an evenly-matched one-on-one battle, it can be minutes before either player registers a kill. Having armor and +50 health spheres on both sides of the map lets a wounded player beef himself back up in no time.

Control of the surface, usually from the railgun platform, helps get the first shot in on an opponent, who can then be pursued. Break off combat if your health is such that another hit of any kind will kill you and disappear into the lowest level to get health.

## Q3DM17 - THE LONGEST YARD

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun

**Ammo:** Bullets, shells, rockets, slugs

**Power-ups:** Quad damage

This map, which was included in the first multiplayer demo, needs no introduction for some people. Set in outer space, this map is linked by a network of bounce pads that require all sorts of vertical mouselooks. The weapon of choice on this wide-open map is the rocket launcher, although the machine gun is quite useful, as is the railgun if it is in skilled hands.





## GAMESPOT GAME GUIDE: QUAKE III: ARENA



A surprising amount of action takes place on the lowest level around the five bounce pads that point in all directions. The rocket launcher rules this area, especially when wielded by bouncing opponents who are looking down at the action.

Whoever controls the quad damage power-up on this level will control the game. Access to quad damage is usually via two bounce pads, one of which is on the lowest level, while the other is hovering in space far above. When jumping from the first to the second bounce pad, keep your eye on the second pad, as it is easy to be knocked off course into open space. Crafty players will fire rockets at the red armor platform when they hear that the quad damage has been taken because the teleporter at the quad power-up sends you to that spot. While a jump from the quad power-up platform is feasible, it's usually less painful to just delay for a couple of seconds before entering the teleporter.

The mega health is suspended in space just underneath the quad power-up's platform. It is accessible in various ways, most commonly from the topmost of the cluster of five bounce pads below it.

Free-for-all games are typically a battle of attrition because the amount of bouncing on the map makes it difficult to score frags with consistency. Stay on the map and stay out of negative numbers. Don't run along the edges when positioned on the rocket launcher platforms and be careful when reaching for the +50 health pick-ups on the bottom floor. Remain in position numbers and keep moving; standing still will make you a target for railgun campers using zoom on its spawn spot.

### PLAYING ONE-ON-ONE

In a one-on-one game, control of the quad power-up is even more important. Also, the top-most platforms (which are connected by accelerator pads) can only be reached by the bounce pads beneath them. This makes these platforms quite defensible by a player who holds the rocket launcher. If you need a moment of peace, go to one of these platforms.

## Q3DM18 - SPACE CHAMBER

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, railgun

**Ammo:** Shells, rockets, slugs

**Power-ups:** Personal teleporter, quad damage



## GAMESPOT GAME GUIDE: QUAKE III: ARENA



Rule number one: do not fall off this map! Take special care to stay on the map and preserve each point you've earned. Avoid unnecessary trips near edges or you'll give your opponents the kill rather than take one away from yourself by falling.

There is a rocket launcher, accessible via accelerator pad, on both sides of this map. As a result, these pads are used often. Since the landing zones are on platforms on the edges of the map, aiming a rocket at the landing area is a good way to knock others off of the map. If you see someone aiming for you as you leap across, peel off your route as quickly as you can and land elsewhere.

The red armor appears on the fourth of a series of platforms, sometimes on one side of the map and sometimes on the other. While it is possible to drop between the platforms to your death, it is not necessary to jump from one platform to the next. You can run right across them, and if you keep going, a bounce pad below will send you back up to a higher level.

**Bouncy Tidbits:** If you are bouncing for the rocket launcher and notice the red armor below you, immediately press the backpedal key to slow yourself up. You will still grab the rocket launcher, but you'll also land on one of the little platforms that leads to the red armor. This is a very useful trick, but you must be a little careful to land on a platform, not in the space between two platforms.

You can use the bounce pads on the edges of this map to reach some unusual spots. For example, from one bounce pad you can force yourself over toward the middle of the edge of the map, where you'll land beneath the quad damage power-up. This bounce pad can be used to access the next red armor bounce pad along. This jump is difficult and probably only useful if you want to lure a pursuer to his death.

## PLAYING ONE-ON-ONE

This map is so mazelike that it is fairly easy to run away from an opponent when you are injured. Points of control include the red armor and quad damage areas. The rocket launcher is impossible to control, as it appears on opposite ends of the map. The railgun, which spawns in the center of the map on a walkway, can be controlled, although it is often not as effective as the rocket launcher on this vertically oriented map.





## Q3DM19 - APOCALYPSE VOID

**Armor items:** Yellow armor, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Shells, rockets, slugs, cells

**Power-ups:** Personal teleporter, quad damage

Now, here's a map where the railgun truly shines (the railgun is up high on a stationary platform). A quad-powered shotgun also comes in pretty handy. A pair of accelerator pads connects the quad damage power-up (where you'll also find the rocket launcher) to the red armor platform, and you will want to control this area as best you can. Unfortunately, the best weapon is the railgun, and it's across the map. The railgun is also the best weapon for clearing out a player who is by the red armor, unless you use the accelerator pad below to jump to the quad platform, then jump back to the red armor.

Memorize the location of the moving platforms that provide access to the higher areas of the map, especially the red armor area and the railgun. Staying high provides a height advantage with weapons like the rocket launcher. Also, if your opponents are unaware, you can knock out some railgun kills by seeking out players riding platforms (leaving them stationary and vulnerable) or those going for the quad damage and rocket launcher (aim the railgun at the landing zone).

This map contains a wild card. A flight power-up on the lowest level will carry you anywhere you'd like to go, including way the heck above the map. Be sure to bring the railgun along for your flight. It lasts for a limited time, so be sure you are hovering above a platform of some kind as it wears out.

**Flight Tidbit:** Combine the flight power-up with the railgun and Quake III's zoom feature. Fly high up to the top of the map and use the zoom to seek out vulnerable players, such as those camping with the railgun, riding platforms, or hopping over to the quad damage power-up and rocket launcher.

**Playing One-on-One:** In a one-on-one game, head for either the railgun or the quad damage and red armor as often as possible. The player who shoots the railgun better will win this map. The flight power-up also gives a significant advantage to the player who uses it the most.



# CHAPTER 6

## Tournament Map Analysis

**W**hile one-on-one tournament play doesn't typically offer the high frag counts and explosive carnage of free-for-all play, it does feature a more strategic style of combat. Control of certain items and power-ups means control of the level - and control of the level means control of the scoreboard! In this section, you'll find a complete list of all the Quake III tournament maps. While these maps can be played in free-for-all style, the following strategies are geared more toward one-on-one competition.

### Q3TOURNEY1 - POWERSTATION 0218

**Armor items:** Yellow armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher

**Ammo:** Bullets, shells, rockets

**Power-ups:** Quad damage, regeneration

Three, small circular rooms characterize Powerstation 0218, a one-on-one map with only two additional weapons, the shotgun and the rocket launcher, and an important power-up spawn spot. The center room contains the yellow armor (spawning every 25 seconds), the shotgun, ammunition, and some health pick-ups. Leading out of the room and to the left takes you to a dead-end room with the rocket launcher and two +20 health pick-ups. Leading out and to the right takes you to the power-up spawn room that features both the quad damage and regeneration power-ups randomly appearing on the same point (quickly respawning just 30 seconds after pick-up).







It's important to note that two paths lead from the yellow armor room into the power-up spawn area. One along the main intersection (which left goes to the rocket launcher) and another at the back end of the yellow armor room behind the power-up spawn spot. Note the quickest way to the power-up room and head there often and control that power-up, one of the main keys to controlling Powerstation 0218.

Because the quad or regeneration power-up respawns every minute (30 seconds after picking it up initially), it's vital to retain possession of as many appearances as possible. With such little armor protection on the map (only one yellow armor), the regeneration power-up is nearly as vital as quad damage. Ascending into the upper echelons of health will protect you well against splash damage and shotgun pellets.

The tight hallways that lead to each room provide excellent fighting ground for both the rocket launcher (plenty of splash damage opportunity) and shotgun (close-range battles are inevitable). Snag the rocket launcher as often as possible, but not at the expense of the power-up room and, to a lesser extent, the yellow armor.

**Trapping Tip:** Follow a player silently into the rocket launcher room. The weapon lies behind a center column structure. When the player emerges into view (which will usually be on the opposite side from where he entered), offer a warm greeting with a face full of shotgunpellets.

**Audio Tip:** There aren't many player spawn locations on Powerstation 0218. Listen closely after your enemy dies, and you can gauge the area of his spawn. Trap him inside the hallway if he appeared inside the rocket launcher room, buying yourself enough time to snag the power-up and yellow armor. If he appeared near the power-up, engage him quickly if you're healthy and have at least the shotgun (or just the machine gun if you're armored). There are no weapons at the power-up spawn spot, so your opponent can only return fire with the machine gun, or if he's desperate, the gauntlet.





## Q3TOURNEY2 - THE PROVING GROUNDS

**Armor items:** Armor shard, yellow armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, lightning gun

**Ammo:** Shells, rockets, lightning

**Power-ups:** None



Trap players on this bridge who decide to follow you through the teleporter.





Three main battlegrounds, each connected by a series of staircases, forms The Proving Grounds, a one-on-one tournament map dominated by two of the interconnected rooms, one with a yellow armor and the other with the rocket launcher. At the top of the level, you'll find The Proving Ground's primary control zone - a yellow armor, a +25 health pick-up, and a nice collection of ten armor shards (+50 armor). Further, the rocket launcher lies just below the room with bounce pads providing a quick return trip.

Although another yellow armor spawns at the map's middle level (accessible by either the stairs or a teleporter) and is flanked by a +50 health power-up and the lightning gun, the top level yellow armor, with its collection of armor shards nearby, becomes much more important to control. Make return trips through this room as often as possible, as both the yellow armor and armor shards spawn with high frequency.

When chasing a player near the lightning gun, observe which set of stairs he takes to escape. Return through the teleporter on the other side of the bridge and attempt to intercept him. Going through this teleporter sends you back to the top level, but you'll instantly fall down to the rocket launcher room; just use the bounce pad to return up to the top. This teleporter is key to maintaining control of the level, as it quickly provides access to the level's two yellow armor spawn spots as well as the rocket launcher.

Though you'll find the lightning gun moderately effective on the map (as long as you can keep crosshairs on the enemy), the rocket launcher works best on the angled staircases and from the height advantage provided by the top room.

**Navigational Tidbit:** Don't necessarily follow your opponent through the teleporter located at the top room. Your enemy might expect the move and wait for you to materialize on the narrow bridge. Conversely, if you're being pursued, turn around after warping in and fire some rockets at the teleporter in case your opponent decides to teleport through.







## Q3TOURNEY3 - HELL'S GATE

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +25 health, +50 health

**Weapons:** Rocket launcher, railgun, plasma gun

**Ammo:** Rockets, slugs, cells

**Power-ups:** Battle suit



Careful navigation is required while on the central catwalk, but you must frequent it often to maintain control of the battle suit and red armor.







Hell's Gate requires adept use of the railgun, one of three weapons on the map, but certainly the most important. You'll find the railgun on a platform overlooking the level's central catwalk. Separating the level's two main rooms are three angled catwalks. The two on the outside offer a back wall for protection against the abyss underneath; however, traversing over the narrow, central catwalk requires a steady hand, as a plunge to the red mist below waits on either side.

Just below the railgun, you'll find the red armor, situated at the end of the central catwalk. Directly across on the other side lies the rocket launcher. Positioned in the center of the center catwalk is the level's sole power-up, the battle suit. Snagging the red armor early and often should keep you alive for significantly longer, but be sure to stay healthy with the +25 and +50 health pick-ups in the two rooms and on the catwalk (yellow armor is also located by the rocket launcher). A collection of armor shards on a side catwalk provides a key audio cue to your opponent's position.

The bounce pads that provide the exit from the two main areas of the map also create the most vulnerability to the railgun. While a player floats around after a bounce, he's slower and a much easier target for a railgunner waiting in the distance. Watch which direction your opponent flees from the lower rooms and wait outside with railgun in hand. Areas above the bounce pads also grant decent height advantage. Trap players in the lower areas by firing rockets inside; switch to the railgun to nail them as they exit onto one of the other catwalks.

A plasma gun makes a formidable weapon when your enemy runs across the center catwalk. There's no room to dodge the plasma gun bursts; strafe left and right as you fire to dish out a deadly spread. Most players still prefer the railgun against center catwalk campers, though; it's easier to predict location as there is little room to maneuver on the narrow walkway.

Make note of the match time to keep track of the battle suit respawn. As it grows close, hang in the outer area on a side catwalk and keep your opponents at bay with the rocket launcher or railgun. Once the power-up spawns, leap to the center catwalk by jumping from a higher position. The battle suit provides protection against splash damage (nearly invulnerable against the rocket launcher). Once suited, engage your opponent at close-range with the rocket launcher or plasma gun. With the battle suit on, you won't have to worry about self damage.





**Easy Death Tip:** Scampering across the central catwalk takes guts, especially against a veteran railgun player. Even a nick from the railgun should provide enough force to knock you off the center catwalk and into the mist below. If you're under fire from the railgun, leap to one of the side catwalks that provides more protection from the abyss below. Make sure you leap from a higher position on the center catwalk, though, or you're unlikely to make it.

**Environment Tip:** The red mist abyss in the center of the map isn't considered an environmental hazard - it's considered instant death! Even with the battle suit, you'll die instantly if you plummet into the mist.

**Red Armor Tip:** When running toward the red armor from the center catwalk, fire some rockets at the red armor alcove; if your opponent gets there before you, make him pay a heavy price for the power-up.

## Q3TOURNEY4 - VERTICAL VENGEANCE (TOURNAMENT)

**Armor items:** Armor shard, red armor

**Health items:** +5 health, +25 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** None

## Q3TOURNEY4 - VERTICAL VENGEANCE (TEAM PLAY VARIATION)

**Armor items:** Armor shard, red armor

**Health items:** +5 health, +25 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Bullets, shells, rockets, slugs, cells

**Power-ups:** None





Vertical Vengeance features a horseshoe-shaped, three-tier arena surrounding a central structure that houses the railgun. Several entrances into the center structure are scattered around the map - three doors on the bottom floor (on each side of the horseshoe), one door on the middle floor (in the horseshoe's center), two doors on the upper floor (on the horseshoe's sides).

The mega health lies on one side of the horseshoe in the middle level; the power-up respawns every two minutes. On the opposite side of the map, in the same position, rests the rocket launcher. Finally, an extremely important red armor spawns on a ledge on the middle section of the horseshoe. The armor is available either by jumping from the upper tier or by rocket jumping from the middle tier.

Although the railgun's shrine-like presence in the center structure might indicate its importance on the level, it's the rocket launcher that will provide the most destruction. The three-tier level structure makes lining up accurate rail shots extremely difficult unless you're currently positioned on the same floor as your opponent. Though you can use the weapon from a height advantage, you must approach so close to the floor's edge that you become more susceptible to rocket shots.

Upon your first spawn, head to the mega health, which appears immediately on the map, then snag the plasma gun just below if you hear your opponent with the red armor already. If your opponent spawns closer, go for the red armor and the rocket launcher and deny your opponent its use. Four armor shards (+20 armor) located on the second tier, on the mega health side, provide some audio cues to your opponent's position. Stay up above if possible and use your rocket to fire on the target below.

Four +25 health pick-ups are positioned inside the center structure, two on the lower level and two on the middle level. Remember their location and head inside often when damaged; two additional +25 health pick-ups rest behind the rocket launcher.

Control the red armor as much as possible. Its central location provides a good view of the outer area of the map. Further, you can immediately see when the mega health respawns and ambush an opponent diving for the rocket launcher. Rocket jump to the red armor if you must, but immediately drop down to the second tier and head inside to replenish your health.





**Navigational Tidbit:** The two bounce pads at the dead-end areas of the horseshoe provide access from the bottom to the top tier. The other, centrally located bounce pads only give enough height for a second floor landing. Also, get accustomed to dropping off the top tier to the middle tier by falling down onto the edge or corners. It's a quick way to hop down to the mega health or rocket launcher.

**Team Play Tidbits:** Maintain control of the rocket launcher as well as the red armor (there is no mega health). Also, remain at a height advantage over your opponents and, if they attempt to ride the end bounce pads, nail them while they're in a vulnerable position. Don't concern yourself too much with the structure's interior, except to replenish health. The railgun becomes somewhat more important, however, as the likelihood of same-tier fights increases in relation to the number of combatants.

## Q3TOURNEY5 - FATAL INSTINCT

**Armor items:** Armor shard, yellow armor

**Health items:** +50 health

**Weapons:** Shotgun, rocket launcher, plasma gun

**Ammo:** Bullets, shells, rockets, cells

**Power-ups:** Quad damage

With a bonus yellow armor pick-up on each respawn, it's no surprise that the rocket launcher, positioned at the very center of the small squarish map, dominates the play. Keeping the rocket launcher out of your opponent's weapons locker becomes the key to victory on the foggy Fatal Instinct. Because the map is so small, hanging around the rocket launcher still keeps you well within view of the map's other important items. A +50 health lies just adjacent to the rocket launcher; a yellow armor pick-up spawns just outside the center gazebo, and the quad damage power-up (respawning every three minutes) rests on a ledge that runs on the edge of the map around the gazebo.

Audio cues also play an important part on Fatal Instinct. Four armor shards (+20 armor bonus), one of the loudest pick-ups in the game, are positioned behind the walls behind and to the left of the rocket launcher spawn spot (if you're facing the quad damage power-up). If you hear the shards being grabbed, surprise your opponent with a rocket blast as he exits







from behind the wall (there are two exits leading away and toward the quad damage power-up). If you're behind there yourself, don't go out the opposite way you came in. Mix it up, so your opponent doesn't predict your movements.

Snagging the quad damage power-up requires one of two maneuvers. You can ascend the staircase on the opposite side of the map (that houses a +50 health pick-up) and scurry across the ledge around the entire map, grabbing some rocket ammo along the way. Or you can simply rocket jump to the quad power-up's spawn spot once it appears. Taking the long route is a tad riskier; though you possess a height advantage, your opponent knows exactly where you're headed and can meet you there with rocket blasts. Further, the ledge gets closer and closer to a back wall as you go, making you more vulnerable to splash damage.

As obvious as it is to maintain control of the quad power-up, it's equally important to control the +50 health power-ups that litter the map. One is positioned just next to the rocket launcher, another on the stairs that start the long quad power-up ledge, and another between a gap in the ledge across from the quad power-up. Snag these even if you're only slightly damaged to keep them out of enemy hands. Deprive the enemy of health and even near-miss rocket blasts become efficient.

**Rocket Jump Tip:** If you aren't afraid of heights, you can actually rocket jump from the quad power-up ledge onto the top pillars that surround the rocket launcher. While you're fairly safe at this height from opponent rocket fire, you likely won't get any easy kills. A wise opponent would simply run behind one of the walls that run around the map to stay out of your view.

## Q3TOURNEY6 - THE VERY END OF YOU

**Armor items:** Red armor

**Health items:** +25 health, +50 health, mega health

**Weapons:** Rocket launcher, railgun, BFG-10K

**Ammo:** Bullets, rockets, BFG-10K

**Power-ups:** Personal teleporter

The final tournament map houses both the final confrontation on the single-player game (with the railgun master Xaero) and extremely fast-paced multiplayer action. Another space map, The Very End of You, includes two symmetrical platforms connected by an acceleration



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pad. Each platform contains the rocket launcher (positioned just in front of the acceleration pad that takes you to the BFG - more on this in a moment), a railgun, a couple of +25 health pick-ups, and ammunition, most notably a pack of BFG ammo.

Two acceleration pads exit each platform. One pad takes you to directly to the other platform and lies next to a +50 health pick-up; a personal teleporter and red armor power-up spawns in the air between the two platforms and is accessible via the acceleration pads. Finally, a mega health (respawning approximately every 35 seconds) is available for daring players who ride a slow moving ledge to a small area between the two platforms. A teleporter here sends you back to one of the platforms, safely behind some columns.

The level's most important, and risky, pick-up is the BFG-10K sandwiched between two platforms high in the sky. You reach the platform by taking a wild ride starting with the acceleration pad behind the rocket launcher, jump off a bounce pad, and finally land on the BFG spawn spot (+25 health pick-ups also rest here). What makes the weapon such a risk is the floating switch located above and adjacent to the BFG's position. Once this switch is shot (the center red switch, easiest hit with the railgun), the platform above the BFG slams down, squishing any player inside.

Going for either the BFG-10K or mega health is extremely risky on this map; one-on-one games hinge on the ability to stay ahead of your opponent. The number of self kills produced by the BFG machine and the dangerously vulnerable mega health platform could turn the tide quickly in any one-on-one game. If your opponent continues to deprive you of the BFG, ignore the weapon and rely on the railgun or rocket launcher.

Conversely, ensure your opponent doesn't grab the BFG. When you see your opponent high in the air above the center of the platforms, you know he's on the way to the BFG spawn spot. Turn to the switch and quickly fire. Even if it closes before the player gets there, the closed platform won't let the player inside, resulting in a plummet into space and a negative frag.

The small columns on each platform provide decent cover against fire and provide small cat-and-mouse games. However, they also provide a danger for self damage due to a rocket launcher or BFG's splash damage. Hog the red armor and personal teleporter that spawn in between the two platforms; use the personal teleporter to retrieve the BFG a tad more easily.



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If you make it to the BFG platform, snag the weapon and quickly use the teleporter to safely warp out. Make your stay with the BFG count. Grab the ammo pick-ups on each platform and avoid self damage at all costs.

**Acceleration Pad Tip:** If you use the accelerator pad behind the rocket launcher on your way to getting the BFG, but see your opponent poised and prepared to shoot the switch, you can discontinue your flight to the bounce pad by moving, in the air, to the left or right. It's a risky move, though. You'll likely fall on top of one of the small columns that litter the platforms and occasionally fly right off - it's a toss-up decision, but if you're not going to get the BFG anyway and likely smack into its sandwiched platform, you might as well get it a try.



# CHAPTER 7

## Capture-the-Flag Map Analysis

**G**enerally, those teams that split into defensive and offensive units enjoy the most capture-the-flag success. Then, even if a defensive player spawns away from his base, he returns to it as quickly as possible. If an offensive player brings back the flag and scores, he should head right back at the enemy base. Keeping the roles split like this lets players pay more attention to other important decisions.

If your flag is missing, all defenders should make every effort to find it. Guarding your own flag carrier, if he is holed up in your base waiting to score, is not wise. Playing too defensively, you give your opponents the advantage - all they need is a fortunate attack on the flag carrier to score.

Communicate with fellow team members about the enemy team's offensive and defensive situation, specifically weapons used and quantity of members. Flag runners that can enter an enemy base knowing what to expect will have much more success than simply running in blind.

In this chapter, we describe the locations of power-ups, good routes for attack, defense set-ups, and the best chokepoints (if any exist).

### Q3CTF1 - DUELING KEEPS

**Armor items:** Yellow armor, red armor

**Health items:** +25 health, +50 health

**Weapons:** Shotgun, rocket launcher, plasma gun

**Ammo:** Shells, bullets, rockets, cells

**Power-ups:** None







**Control the central area, with its two rocket launchers and red armor power-up, to control the game.**

Each team's flag room contains a shotgun, plasma gun, and plenty of health and armor (two suits of yellow armor). Two routes lead to each flag from the central room; the right path leads down stairs to the lower portion of the flag room, and the left heads along the walkways to the upper portion.

Defending both with a couple of players isn't too difficult. Attempt to grab the rocket launcher, located in the central room, for at least some of the defenders because of the tight walkways and height advantage presented by the elevated flag.





Save the red armor, positioned at the exact center of the map, for the attackers. If possible, control the central room, as it contains the only two rocket launchers on the map as well as the quick respawning red armor. Push the majority of your offense and defense to this room, but keep one of your best rocket launcher players back on defense, well-stocked with yellow armor inside the base, to defend the flag.

The shotgun and plasma gun work well in the cramped hallways that lead from the central room to each team's base. Chase down fleeing flag carriers with the plasma gun (be sure to collect as much ammo as possible) as its rate of fire proves much more useful than the rocket launcher in a high-speed pursuit.

## Q3CTF2 - TROUBLED WATERS

**Armor items:** Armor shard, yellow armor, red armor

**Health items:** +5 health, +25 health, +50 health, mega health

**Weapons:** Shotgun, grenade launcher, rocket launcher, railgun, plasma gun

**Ammo:** Shells, bullets, grenades, rockets, slugs, cells

**Power-ups:** Medkit

A colorful central area offers several different routes into the enemy base. Stealth players might opt for the underwater tunnels; inside you'll find a medkit, useful for an extra boost of energy when enemy pursuers won't get off your tail, and the red armor, helpful for both attackers and flag runners. The underwater tunnels exit into the base's armory area, a small room included in each base that features a rocket launcher and mega health.

It's important for the base defenders to snag the mega health from time to time, so enemies that infiltrate through the underwater tunnel can't use the power-up for themselves. The rocket launcher and mega health would give the attacking team a chance at snagging even a well-protected flag.

Upper catwalks that overlook the central section lead into the base through two large windows overlooking the base interior. A grenade launcher and grenade ammo pack rest here for defenders primarily, but they're also useful for attackers who happen upon the weapon and use it to clear out defenders below. Many teams plant a defender here to clear out anyone who manages to get inside; a railgun is quite useful for defense from this window, as attackers must use a bounce pad to reach the flag (or at least a rocket jump).





Speaking of that bounce pad, each team's flag rests on a large column accessible only by bounce pad (located across the room) or rocket jump. Defenders placed adjacent to the flag will have a decent height advantage over enemy infiltrators, but not much room to maneuver if an enemy manages to get up near the flag. Attackers should position some players at the grenade overlook to wipe out defenders, while flag runners enter the base and nab the flag while the defenders are occupied - or dead.

Another route through the central area is via the accelerator pad that launches players over the water access and into the opposing base. Just behind the accelerator pad is a sniping area equipped with railgun. Position a lookout here to knock out enemies using the accelerator pads (it's easy to line up a shot on the landing zone) as well as those going into the underwater tunnel (it's easy to rail slow swimmers). Communicate with the rest of your team about the quantity of attackers and where they're coming from.

## Q3CTF3 - THE STRONGHOLD

**Armor items:** Armor shard, yellow armor

**Health items:** +5 health, +25 health

**Weapons:** Shotgun, rocket launcher, railgun, plasma gun

**Ammo:** Shells, bullets, rockets, slugs, cells

**Power-ups:** Quad damage, invisibility, regeneration

The large room with four staircases that lies between the two flag bases is a chokepoint - all traffic must pass through it. In the center of the room, the quad, invisibility, and regeneration power-ups take turns spawning. If they are careful, defenders from each base can push their line of defense forward into this room (although as they advance, they may miss an attacker or two who is threading through the hallways below or above).

If you are defending the flag base, staying up on the two walkways is smart. You can survey all possible entrances and have the height advantage on defenders who are coming from the lower level. You can also see when the regeneration power-up and yellow armor appear on the platform below. If you don't need the regeneration power-up, let your offensive players take it, so they can use it to battle their way through the waves of enemies they will face.







When attacking, use the walkways.

Again, they provide a height advantage, and there is little chance of being knocked off into the deadly mist.

Unless the regeneration power-up is there in the enemy base, retreat along the walkways as well.

The upper and lower walkways provide two routes into each enemy base, so don't concentrate all your defenses on one floor.

Place defenders where the floors intersect and attempt to push ahead as much as possible to gain control of the power-up room.



All back and forth traffic passes through this room.

## Q3CTF4 - SPACE CTF

**Armor items:** Yellow armor

**Health items:** +50 health, mega health

**Weapons:** Shotgun, rocket launcher, railgun, BFG-10K

**Ammo:** Shells, bullets

**Power-ups:** None

There is a direct way across this map and a couple of indirect ways. The indirect ways lead through platforms that hold the mega health, yellow armor, and railgun, and are therefore best used as attack routes. The direct way, right across the middle, is a great flag-carry route, as your entire return trip takes less than ten seconds - unless, of course, menacing enemies block the way.







The mega health platform can also be reached with a rocket jump from beside the accelerator pad that shoots you over the mega health. The BFG is available via a variety of bounce pads, which catapult you far above the map, where you can land on a sliding platform that takes you to it.

The two bounce pads just below the flag platforms can be used to access the flag spots directly, if you angle toward that spot as soon as you bounce. This simple move saves a handful of crucial seconds if you are returning a flag.

**Rocket Jump Tip:** On your return trip across the middle (if you have enough health), you can shave a couple of seconds by rocket jumping off of accelerator pads.



# CHAPTER 8

## Cheat Codes and Easter Eggs

**B**ring down the Quake III console by pressing the tilde (~) key. To activate the cheat codes, you must launch a server with the cheats enabled by starting a map with /devmap +map, where +map equals the name of the map (for instance, q3dm1 or q3tourney4). After the map loads, drop down the console and type any of the following to activate the cheat.

### */iamacheater*

Unlocks all single-player arenas.

### */god*

Makes you indestructible by enabling god mode.

### */noclip*

Toggles no clipping mode, which lets you fly freely around the map and even pass through walls.

### */give all*

Give yourself all weapons with 999 ammunition.



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You can also combine the /give command with any of the following to immediately add the particular item to your character.

**allammo**  
**armor**  
**battle suit**  
**bfg10k**  
**flight**  
**gauntlet**  
**grappling hook**  
**grenade launcher**  
**haste**  
**health**  
**invisibility**  
**lightning gun**  
**machinegun**  
**medkit**  
**personal teleporter**  
**plasma gun**  
**quad damage**  
**railgun**  
**regeneration**  
**rocket launcher**  
**shotgun**

## EASTER EGGS

Bring down the console (with the tilde ~ key) and type "/map test\_bigbox" to load a small, rectangular arena with only the gauntlet and machine gun available. Don't expect to engage in any fierce battles here, but it's still interesting to look at. Well, actually it's not that interesting, but you can gauntlet box with your closest friends!

On Deva Station (Q3DM11), locate the teleporter placed behind a shotgun spawn spot. The teleporter, a one-way trip, takes you to a room with armor shards. Across from the teleporter and shotgun is what appears to be a simple wall. Approach the wall, touching its surface, and watch it open. Step inside for a message ("You've Found A Secret!") and grab the +50 health inside and take a look at the strange fish creature that some call The Dope Fish.





On Demon Keep (Q3DM15), enter the tunnel at the bottom of the lava pool area that leads back into the heart of the keep. Along the way, you'll spot a disembodied head, complete with freaky eyes, on the left side of the path.

On Bouncy Map (Q3DM16), fly underneath the main area of the map and spot the character from the Internet comic strip User Friendly.

On Apocalypse Void (Q3DM19), fly underneath the main area of the map and spot the same User Friendly character from Bouncey Map. Also, fly around to the large antenna and spot another logo for the Old Man Murray web site.





# GAMESPOT

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