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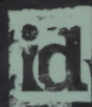
QUAKE II™

Jonathan Mendoza & Dennis "Thresh" Fong + Kenneth "Spear" Hwang of Gamer's Extreme

STRATEGIES
& SECRETS™



THE
OFFICIAL GUIDE
FROM



AND



FEATURING
HARDCORE MULTIPLAYER
+ STRATEGIES

BY

Thresh

OFFICIAL

QUAKE IITM

STRATEGIES & SECRETSTM

Jonathan Mendoza

&

**Dennis "Thresh" Fong + Kenn "Spear" Hwang
of**

GX
GAMERS EXTREME

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DEDICATIONS

JONATHAN: The floor—I've got it. Thanks for all the love, Christine.

DENNIS AND KENN: This is for our families, who have always given their unconditional support.

ACKNOWLEDGMENTS

JONATHAN: I'm still pulling up my socks. I think *Quake II* blew them off permanently. I'm convinced true gamers will be pleased and delighted for many a moon to come. And we've all got id Software's uncommon talent to thank for that—John Carmack, Brandon James, Paul Jaquays, Kevin Cloud, Adrian Carmack, Paul Steed, Brian Hook, American McGee, Christian Antkow, and Tom Willits. Their dedication is evident in every line of code, in every pixel and in every aspect of game design. *Quake II's* complexity and sophistication are beyond anything anyone has ever done or seen before. Though hardly adequate, I'd like to say "thanks" to Barrett Alexander, Todd Hollenshead, and Donna Jackson for opening their office and their well-stocked refrigerator to me. As with past Sybex projects, I have a supportive and visionary group of professionals to thank for the wonderful opportunity: Dan Brodnitz, Roger Stewart, Kim Askew, Jonathan Loucks, and Labrecque's Tory McLearn. And what could anyone say about my co-authors and partners in sleep deprivation, Dennis Fong of "Thresh" fame, and Kenn Hwang, a man who knows a bad network cable when he sees one. You two guys made this book a real deal. Come back to Austin some time and, just for a change, venture out of the hotel room.

DENNIS AND KENN: We would like to thank id Software for turning out another awesome game and for providing us with countless sleepless nights since the release of the first version of *Quake*. It's a habit we don't want to kick. Thanks also go out to Dan Brodnitz of Sybex, whose persistence and perseverance made this book possible. Finally, we'd like to thank Peter Kim, Lyle Fong, Joel Downs, Bryant Fong, and the rest of our crew at Gamers Extreme who helped us out along the way.





QUAKE II: OFFICIAL STRATEGIES AND SECRETS

FROM THE PUBLISHER: This book's authors deserve special praise: Jonathan Mendoza, Dennis "Thresh" Fong, and Kenn "Spear" Hwang all cranked as hard as humans can crank to get you high-quality strategies, killer text, and rockin' screenshots on the tightest schedule we've ever seen, all while shuttling between Oakland, Dallas, and Austin. When you read through this strat guide, be sure to think of Jonathan, driving up to Dallas, computer crammed in the back of his Miata, and Dennis and Kenn, typing away in their Austin hotel till the small hours.

Flat out—these guys rule. Without their dedication, love o' games, and sheer talent, this book would have never been possible.

Special thanks also to everyone at Labrecque—you're consummate professionals and always a pleasure to work with.





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INTRODUCTION

It has arrived. There is nowhere to hide. You cannot fight it. You search desperately around your neighborhood for signs of life, only to find deserted streets, bolted doors, and shuttered windows. Resistance will only prolong the agony. You resign to your house, knowing full well that in minutes, you too will succumb to its unrelenting call. *Quake II* beckons you.

Spawned from the twisted masterminds at id Software, *Quake II* erupts onto the gaming scene as the pinnacle of first-person shooters. Breaking new ground in a constantly evolving genre, *Quake II* brings with it a slew of new elements, while maintaining id's trademark dominance in mind-blowing, non-stop action. id's unique ability to offer intense multiplayer action combined with an enormously rich and daunting story line once again sets the standard for 3D action games to come.

SHOWDOWN ON STROGGOS

First contact was never supposed to happen this way. The Strogg attacked with little warning, obliterating distant outposts and stations, quickly moving on to the larger colonies, and then Earth. They stopped at nothing, harvesting their human prey for raw organic materials to aid in the proliferation of their cyborg race. Strogg battleships pounded Earth's cities to rubble and killed millions. The bodies of the dead and dying were loaded into the bellies of massive transports and sent to the Strogg's home planet for "processing."

What was left of Earth's once vast forces are scattered and chaotic. But the one thing that remained certain was this: Mankind will not go quietly into the night. Making use of the cyborgs' own interplanetary portals, Earth sent its battered soldiers to Stroggos, to make a final stand on the enemy front. The counter-strike begins.

WHAT'S IN THIS STRATEGY GUIDE

Listen up, marine—the Strogg aren't your everyday, garden-variety bad guys. If you don't want end up as the main course at a Strogg Thanksgiving dinner, it's time to spit out that gum and wipe that grin off your face.





Single-player, multiplayer—either way this game can kick your ass. Want a crash course in survival? It all starts in Boot Camp.

PART 1: BOOT CAMP

First up, you'll learn how to handle and respect your weapons, 'cause if you're not careful, you can blow off more than just your right foot. Of course, it'll take more than guns to get the job done. That's where the rest of your arsenal comes in—everything from silencers and armor to our beloved quad damage. These items will save your butt more than once—so learn 'em now, and learn 'em well.

Before you enter the fray, you've got to know your enemy. Strogg scum come in all sizes, shapes, and forms. If you can't tell the difference between a light guard and a tank commander, you'll wind up scraped off the ground with a Strogg spatula. So get ready to spend some quality time with Chapter 2's recon photos and accompanying tactics.

PART 2: THE STRUGGLE WITH THE STROGG

Part II focuses in on single-player action. Chapter 3 starts you off with basic single-player strategies. From Chapter 4 on, you get a guided tour through every *Quake II* single-player level. Secrets are revealed, strategies get spelled out—it's all here, and it's all essential to your survival and success.

PART 3: NO HOLDS BARRED

You've been through Boot Camp and you've wiped the floor with the Strogg...but you ain't seen nothin' yet. All the hardships you faced while killing monsters pale in comparison to playing against a live, human opponent. This is the next natural step for you. I'm confident that this is the best *Quake II* multiplayer strategy you can find anywhere. I've taken a no-holds-barred approach to writing this chapter—everything I know about playing *Quake II* is written down on these sheets of paper.

I won't kid you, though; it takes a lot more than just *knowing* what to do to succeed as a player. You need to constantly put that knowledge into practice.





QUAKE II: OFFICIAL STRATEGIES AND SECRETS

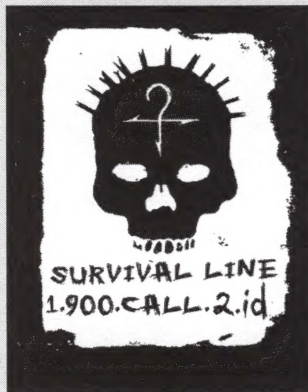
Experiment with the tactics I've shown you and form your own unique playing style. The two best skills you can have are the ability to learn and the ability to adapt. Learn the moves your opponents make that are working well against you and add that knowledge to your arsenal. Then, analyze those moves and adapt to them. As the wise man once said, "Be like water...don't block the attack, flow with it." Being versatile has been the key to my success, and it may well be yours too.

Before you're through, make sure you check out Chapter 14 for the inside word on *Quake II's* console. If you're already well-versed on *Quake's* console, you'll want to take a look at what's new. And if the console has always eluded you, this is your chance to lift up the hood and learn how to bend *Quake II* to your will using key commands like bind and alias, as well as awesome cheat codes that offer up everything from all weapons to instant invulnerability.

APPENDIX AND ONLINE UPDATES

Want to get the most out of your *Quake II* experience? Check out the Appendix for performance tech tips to help you push your PC to its limit. And when you've read this book cover to cover, check out <http://www.sybex.com> and <http://www.gamers.com> for online updates from the front.

—Thresh



To receive hints for id Software games, call the id Survival Line, which is open 24 hours a day, 7 days a week. There are two ways to reach the Survival Line: call 900-CALL-2-ID, or call 800-ID-GAMES. You must be 18 years or older, or have parental permission, and have a touch tone phone to call the 900 number. You will also need a touch tone phone to use the 800 number. Either way it will cost .90 cents per minute, but you can use your credit card for the 800 number. To order outstanding id games call 800-ID-GAMES.



PARADE

BOOT CAMP

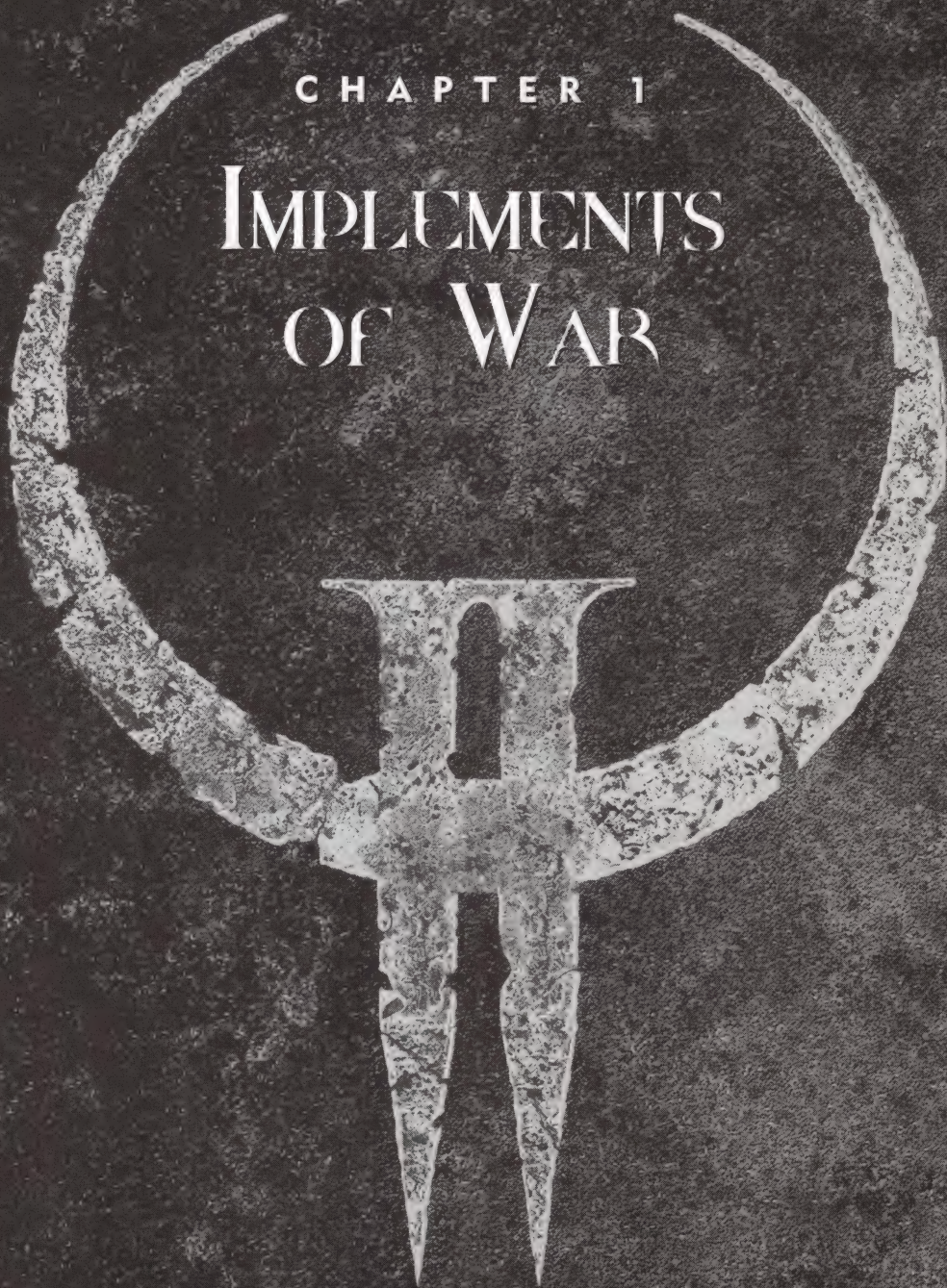


U.S. MARINE CORPS
USMC

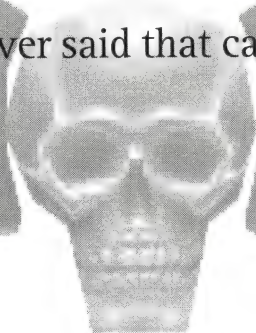
UNITED STATES MARINE CORPS

CHAPTER 1

IMPLEMENTS OF WAR



The only constant evolutions throughout human history are technology and war. The United States Marine Corps is the culmination of both. You are a member of the Corps and thus, a deadly weapon. But, to fight the Strogg, you'll need more than your fists—a lot more. For this reason, we're going to provide you with a list of everything you will have at your disposal to terminate this threat. You may have heard that war is wrong. When we're through, whoever said that can argue the point with the Strogg—in Hell.





CHAPTER I: IMPLEMENTS OF WAR

WEAPONS OF MASS DESTRUCTION

If you're serious about saving Earth, you're going to need more than a sling-shot. The enemy has blasters, grenades, rockets, chain guns, and more. A full complement of weaponry awaits you on Stroggos. Some of it you'll have to fight for. Good thing you're a marine, eh?

BLASTER

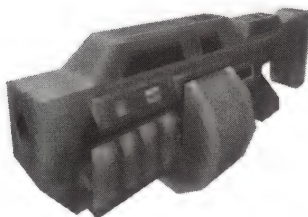
The blaster, your standard issue sidearm, doesn't have much power. But it does have a quality that no other gun possesses—it doesn't need ammunition. The rechargeable unit in this firearm is rated for several years of operational field use between failure. Use it for shootable switches, blasting holes through weak walls, and whenever you need to conserve ammo. No marine leaves home without it; but hopefully, you won't need to rely on it much.



SHOTGUN

In terms of firepower, the combat shotgun is the next step up from the blaster. Close range blasts are damaging and the small spread of the shotgun makes medium- to far-range shots possible.

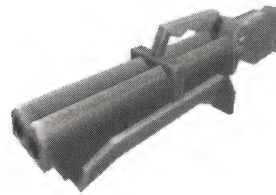
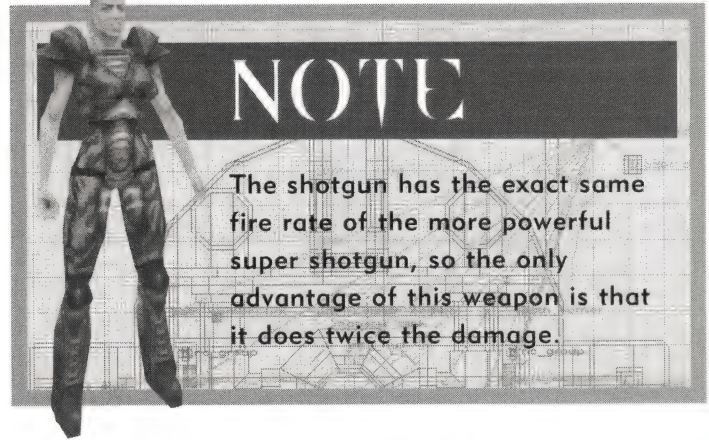
The shotgun uses commonly available shells for ammunition, which can be found in boxes of ten. This is one of the most common ammo types available.





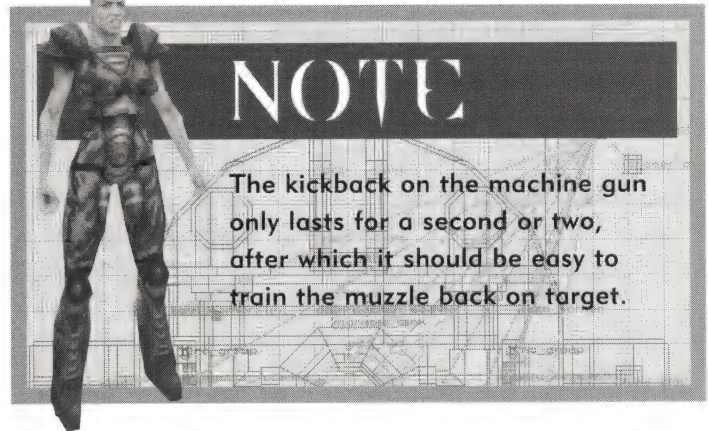
SUPER SHOTGUN

Many consider this to be the first “serious” weapon. The super shotgun uses two shells per blast, but easily does more than twice the damage of a standard shotgun. It’s good for multiple uses. At close range, it renders enough damage in one blast to knock even the most powerful Strogg off his feet, at least for a while. The scattering spread of the weapon makes it easy to hit enemies at medium range, but it won’t do much damage and consistent shots at far range are almost impossible. If you’re aiming at something distant, save your ammo and switch to a more accurate weapon.



MACHINE GUN

The machine gun is a good alternative to the shotgun, especially if you need to constantly pummel something without stopping between rounds to reload. It also fires more precisely, making the spread very compact—ideal for enemies too far away for the super shotgun to be effective. But note that this lightweight weapon lends itself to considerable kickback, which can push the





CHAPTER I: IMPLEMENTS OF WAR

muzzle up as you shoot. Practice keeping your aim steady, unless you enjoy peppering the walls *around* your enemy.

The machine gun and chain gun use bullets for ammunition. Bullets are boxed in quantities of 50.



CHAIN GUN

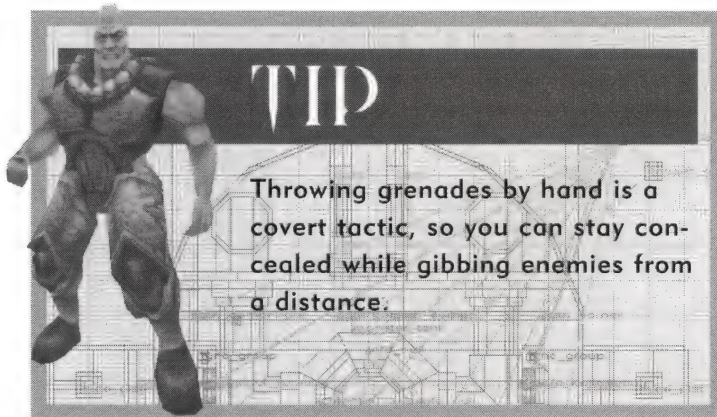
Now we're getting into the heavy weaponry. The chain gun has a steady, solid spread, and can easily reduce any enemy to a few bloody lumps on the floor. But, it comes at a heavy price—at its highest fire rate, the chain gun can spit out over 40 bullets a second. It also requires time to spin up when starting to fire, and to spin down after releasing the trigger. If you have to charge head-on into a Strogg convention, the chain gun is a fine choice.



HAND GRENADE

If you've got grenades, but haven't acquired a launcher yet, fear not. Get that pitching arm in shape. These time-fuse grenades are found in canisters of five, and can be independently activated and thrown by hand or fitted as ammo into a

standard gas-propelled grenade launcher. If you're using them manually, just twist, wait, and toss. Remember, the longer you wind up, the farther you can throw it. But wait too long and you'll suffer from a serious case of missing arm. One benefit of

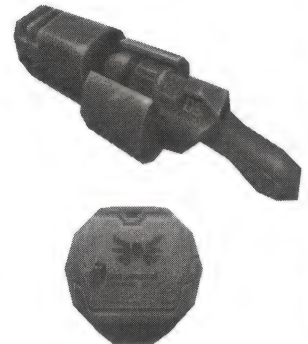




tossing grenades as opposed to launching them is that tossing by hand is silent. Your enemy will not be able to hear your grenades activating and may not react in time to save themselves.

GRENADE LAUNCHER

The grenade launcher uses standard time-fuse grenades and can propel them farther and faster than you could ever throw them by hand. Bank grenades around corners and into corridors to flush out potential ambushes or to cover your back during a strategic retreat. If you really know your timing, you can achieve incredible heights by jumping or rocket jumping with the aid of a grenade. If you're worried about accuracy, rest assured, the flying shrapnel from an exploding grenade will injure enemies several feet away. This also means you'll have to watch where you shoot. If it comes bouncing back to you, run. Don't look, just run. Grenades come in packs of five.



ROCKET LAUNCHER

One of the most useful weapons available, the rocket launcher is the staple weapon for many marines. Good for medium- to long-range attacks, the rocket launcher sends a powerful missile to the exact point you aim. If your aim isn't that good, the blast radius will inflict some damage. Unlike previous models, current rocket launchers do not share ammunition with grenade launchers; instead, they use specific chemical-propelled rockets. The rocket launcher is best used from high





CHAPTER I: IMPLEMENTS OF WAR

ground, where you can aim down on your enemies. Not only will this keep your foes from ducking under the rocket, but a missed shot will hit the floor and deal out some damage rather than exploding harmlessly against a far wall somewhere. Rocket packs contain five rockets each.

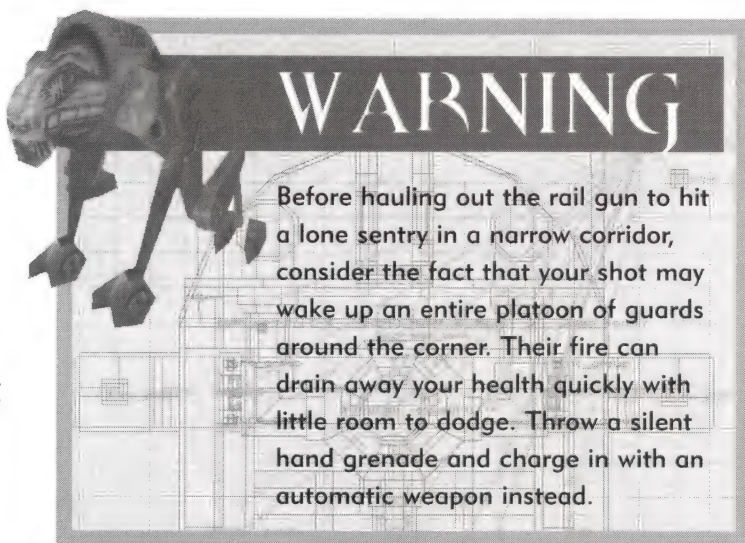
HYPER BLASTER

Unlike the standard blaster, the industrial-strength hyper blaster uses energy cells for ammunition. The weapon is fully automatic, and can carve down a Strogg at close-to medium-range. However, it eats up cells very quickly and although it starts firing at full speed, once you let go of the trigger, the barrel must be allowed to spin down for approximately 1.5 seconds before firing again. It may not seem like much time, but that's plenty for a berserker to rush up and pound in your skull. Be careful before you let go, but don't waste all your ammo shooting ghosts. Energy cells also power the BFG (see later in this chapter). These cells come in packs of 50.



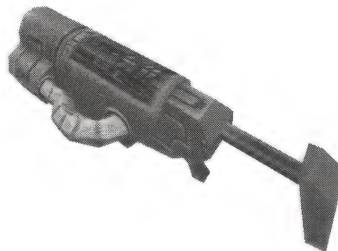
RAIL GUN

This is the mother of the classic guns. Fed with specially treated depleted uranium slugs, the rail gun propels it's ammunition at near-relativistic velocities and leaves behind a blue corkscrew smoke trail. It's also pinpoint accurate, which makes it good for dealing with far range enemies. The best part is, it does incredible amounts of damage and the slug



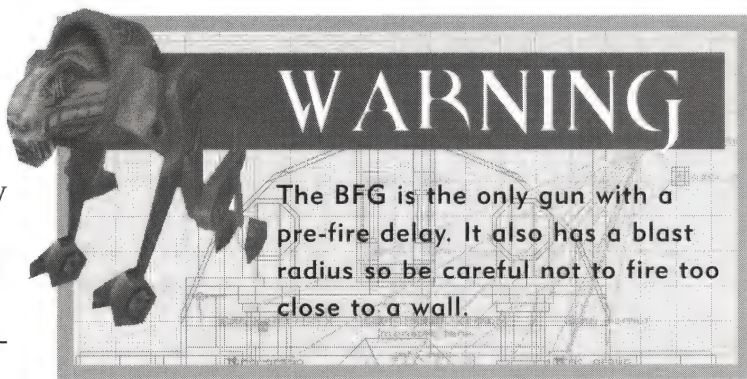


won't stop until it hits a wall. Line up a few enemy soldiers and you'll see what this means. Just remember, there's a long recharge rate between shots, so make 'em count. This may not be your best weapon when surrounded by enemies and it's not ideal for taking out fast and maneuverable flying creatures. Use it when you're concealed and reasonably protected from retaliation.



BFG10K

Ah, the big one. Deeply entrenched in the minds of many as the most powerful handheld weapon of destruction ever devised. Each shot consumes 50 energy cells, but the show is well worth the cost. The BFG releases a huge ball of plasma which sends out burning tracer beams to anything within its line of sight. Anything hit directly by the plasma ball is dealt a lethal blow; only the heaviest of armor can stand more than one direct shot from the BFG. But don't overestimate its power, for the Stroggs have some damned heavy armor at their disposal. The kickback from a BFG fired directly into a wall or at the floor is considerable, but some of the brave (and heavily-armored) have been known to go BFG jumping when lacking in rockets.



For the next few weeks, these weapons are going to be the air you breathe and the water you drink. Learn every detail you can about them, no matter how seemingly insignificant. In fact, what's described here merely skims the surface





CHAPTER I: IMPLEMENTS OF WAR

of what you should know. If you plan on playing multiplayer *Quake II*, and I know you do, search through the Multiplayer strategy chapter for Advanced Weapons Training. Information there can even help while fighting Strogg, but is absolutely essential if you're battling against a truly deadly adversary—another marine.

ARTIFACTS AND ITEMS

In your mission to save Earth and rid the galaxy of the monstrous Strogg, you'll have a vast arsenal at your disposal. However, sometimes even that won't be enough. Luckily, you'll have help in the form of power-ups that can greatly increase your longevity, or the influence of your weapons. Just remember, some of these artifacts are scarce and you'll only encounter them occasionally, so save what you have for when you really need it.

ADRENALINE

This super-stimpack boosts your health to maximum + 1. The extra health is permanent as long as you stay alive, and it will recover with first aid and med kits. These items are easily mistaken for standard stimpacks, but learn to distinguish them, because picking one up translates to full health and more.



BANDOLEER

The bandoleer increases your ammo capacity by 50. It lets you carry more bullets, cells, shotgun shells, and slugs, but not rockets or grenades. As an added bonus, each bandoleer comes pre-equipped with a few rounds of ammunition. This item is excellent for ammo-guzzling guns like the chain gun, hyper blaster, and BFG.





ENVIRO-SUIT

This power-up protects you from toxic slime and sludge, but it only lasts for 30 seconds, so the rule of the day is get in and get out as fast as you can. The suit can be carried around and activated when you need it.



FIRST AID KIT

These green health packs will instantly restore 10 life points when you pick them up.



HEAVY PACK

The heavy pack does for rockets and grenades what the bandoleer does for the rest of your ammo. Find this item, and your carrying capacity for rockets, grenades, and slugs doubles to 100, while shell, bullet, and cell capacity increases by 100.



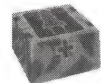
INVULNERABILITY

For 30 seconds, you are completely invincible. This is carte blanche to go berserk and charge mindlessly into any situation, guns blazing. Remember to watch the timer on the lower right of the screen and make sure you aren't surrounded by troops when it starts to run out.



MEDKIT

The medkit, which differs from the first aid kit in its slightly larger size and white and grey color, will restore 25 health points.



MEGA-HEALTH

This artifact will add a temporary 100 health to your supply. However, the human body was not designed for such a boost, and the excess health will slowly dissipate until it drops back down to 100.





CHAPTER I: IMPLEMENTS OF WAR

REBREATHER

This artifact allows you to breathe underwater for 30 seconds. Use it to navigate submerged tunnels and passageways, but be sure to find an airhole before time runs out.



QUAD DAMAGE

The Quad damage does what it says. All of your weapons have four times their normal damage for 30 seconds. Since this artifact can be stored in your inventory, you don't need to use it right when you pick it up. Save it for the really nasty beasts you'll face later on.

Be careful which weapon you choose with Quad. Slip and you might just send yourself into orbit. Danger weapons with Quad are the grenade and rocket launchers, and the BFG10K.



SILENCER

One of the more interesting power-ups available, the silencer will render any weapon soundless for 30 rounds. This can last an entire level with the rail gun, or less than five seconds with a chain gun. Use the silencer when you're low on health and can't afford to give away your position. It's excellent with the rail gun, as you can snipe away at patrolling units without alerting them to your presence.



STIMPACK

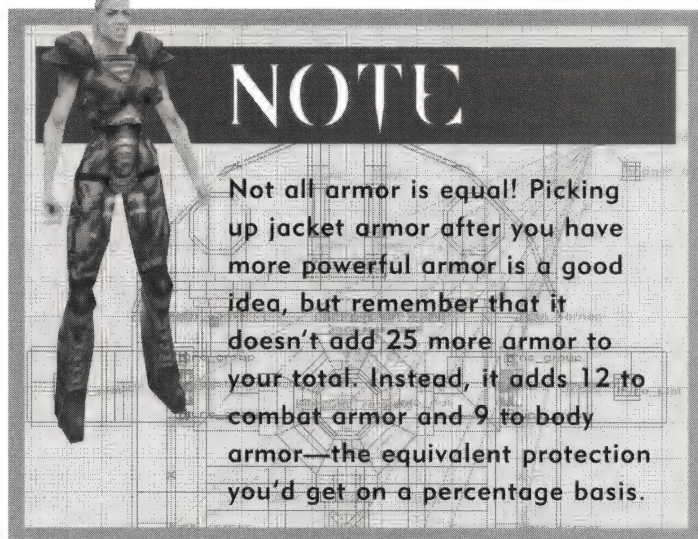
Each stimpack will boost your existing health by two. This may not seem like much, but they also allow you to temporarily exceed 100 health. They're usually clustered in threes.





ARMOR

You've got the big guns, and you've got power-ups that greatly increase your firepower and general ability to kill. What's left? Well, your uniform sure isn't going to help you survive the pummeling that the enemy is going to be dishing out, so sit down and pay attention to what's going to end up saving your skin: combat gear.



ARMOR SHARDS

These individual units can be fitted over the frame of whatever physical armor you currently wear (excluding energy armor). Each will upgrade you with two extra armor points; collecting armor shards is the only way to exceed the maximum rating of each particular armor.



JACKET ARMOR

The lightest armor available, jacket armor is the most common variety you'll find. It will absorb up to 30% of the damage from enemy flak. That should be long enough for you to finish off whatever you're fighting and run for some health. Each jacket increases your armor by up to 25 points, with a maximum of 50.

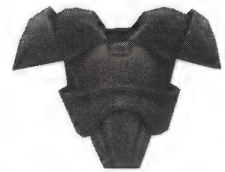




CHAPTER I: IMPLEMENTS OF WAR

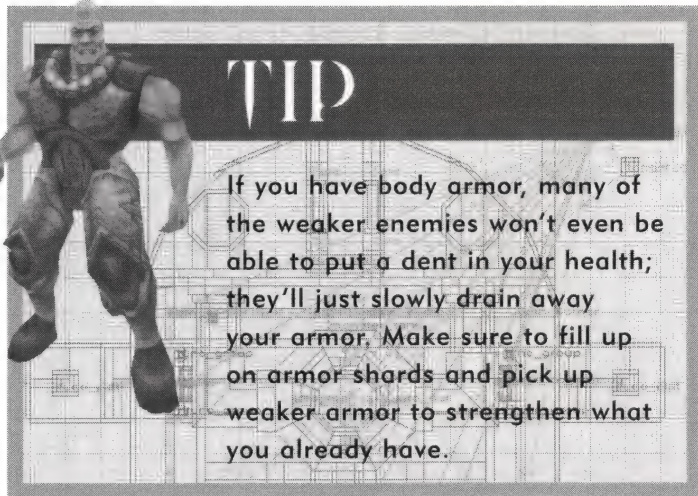
COMBAT ARMOR

Absorbing roughly 60% of enemy fire on your backside, the combat armor is heavy duty and ready for action. You'll be able to last a lot longer in a firefight and still come out smelling fresh. Each additional combat suit increases your existing armor by 50, with a maximum of 100. Adding a combat suit to partially used body armor will yield an additional 37 armor units.



BODY ARMOR

The most powerful variety of protection this side of the galaxy, body armor absorbs the shock of any weapon impact and distributes it evenly along its frame. This allows it to absorb up to 80% or more of all weapons fire, and a starting armor value of 100 means you won't lose it in a single skirmish. What's more, a maximum armor capacity of 200 raises the notch a bit on your chances of surviving your mission.



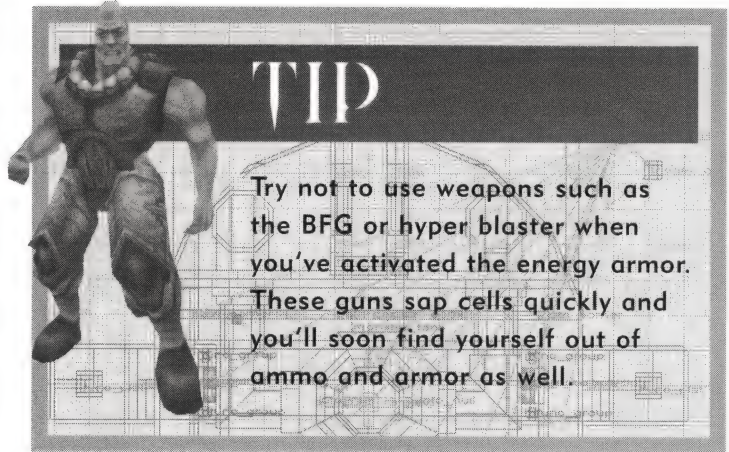
POWER SHIELD (ENERGY ARMOR)

This is powered armor that absorbs all types of shots. It runs on cells and depletes them slowly as it takes damage. The armor itself is never used up, so pick up more cells whenever you're low and you'll always have that added layer of protection. The power shield can be used in conjunction with standard armor for double the protection or more. By itself, the shield absorbs over 60% of the damage from an attack, but



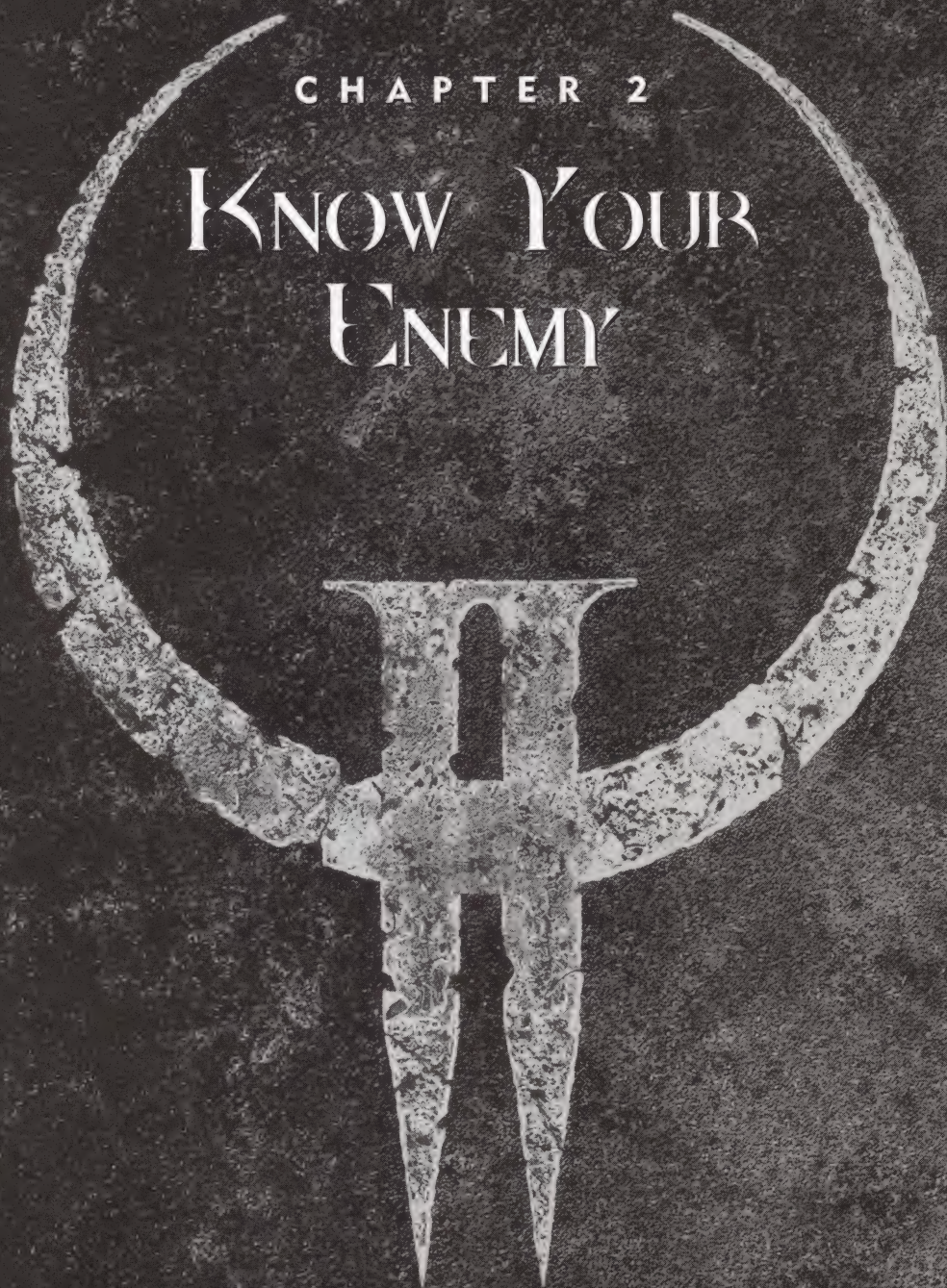


dissipates half of it, only taking half damage from what was absorbed. This means that even though the power shield is comparable in strength to combat armor, a 100-cell shield will last twice as long as a 100-armor combat suit.



CHAPTER 2

KNOW YOUR ENEMY



The planet Stroggos is home to a bizarre and deadly race of creatures called the Strogg. Technology has served the Strogg well over the centuries—too well. Now, Stroggos is inhabited entirely by beings that are slaves to technology—technology which is enmeshed with their flesh and their minds. Part machine, part organism, these monstrous creatures scour the universe, craving fresh raw material to add to their sick parody of civilization. To save your planet from total domination and destruction by the Strogg, you must prepare for what you're about to face. It's only by knowing your enemy that you can hope to destroy them.





CHAPTER 2: KNOW YOUR ENEMY

BARRACUDA SHARK

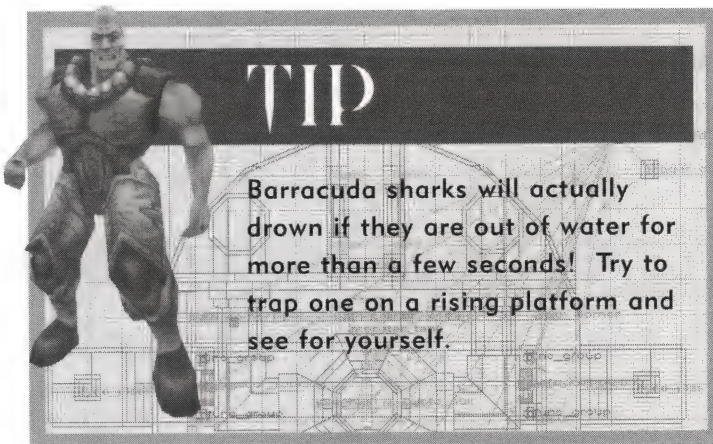
Found only underwater (for obvious reasons), the barracuda shark is fast and deadly at close range—they will snap violently at you, and will even raise their heads onto low platforms and banks to attack if you get too close to the water.



Barracuda Shark

TACTICS

Barracuda sharks can attack only at close range. However, they usually can't keep up with you if you keep moving. The easiest way to dispose of them is from shore, but, of course, that isn't always possible. If you're chased by a pack of hungry sharks, the best tactic is to swim backwards and give them a few blasts in the face with the weapon of your choice. The super shotgun works wonders in these situations and saves precious slugs and cells.



BERSERKER

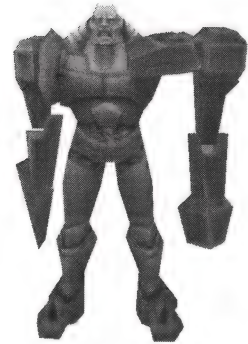
The berserker is a towering, close-range menace. Its arms end in fearsome spikes and hammers, each with a deceptively long range. The berserker can hit you from nearly 10 paces away and send you flying across the room. You don't want to fight him next to lava.





TACTICS

Like all close-range creatures, beserkers are fast, but you can outrun them. The easiest way to take them down is to run backwards, shooting as you go. They'll zigzag to avoid your fire, so duck into a narrow corridor to slow them down enough so that you can finish them off without incident. Just remember—it's usually safer to face them where you stand than to back into a corridor you haven't explored yet.

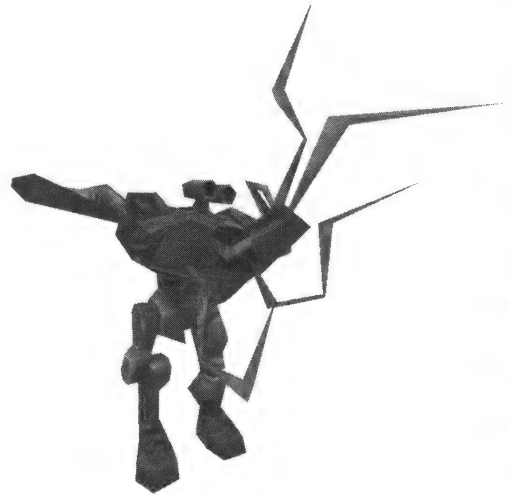


Berserker

BRAIN

Hobbling, fat, and slow, the brain looks more deadly than it actually is. The brain attacks at close range with two hooked claws, or rips open its chest to reveal writhing, life-sucking tentacles.

It's fortunate that its tentacle range is even less than its arm range. However, it does have a power shield (energy armor), which absorbs much of the damage from any weapon. This makes the brain harder to deal with, but in the end, it still winds up as cannon fodder.



Brain

TACTICS

If there aren't other enemies around, choose the weapon with the most ammo and take your time. You can circle the tubby brain, and he can't do anything about it.

ENFORCER

One of the more common enemies in the game, the enforcer is a bulky, muscular soldier with a chain gun grafted to one of his arms. If you get too close, he'll





CHAPTER 2: KNOW YOUR ENEMY

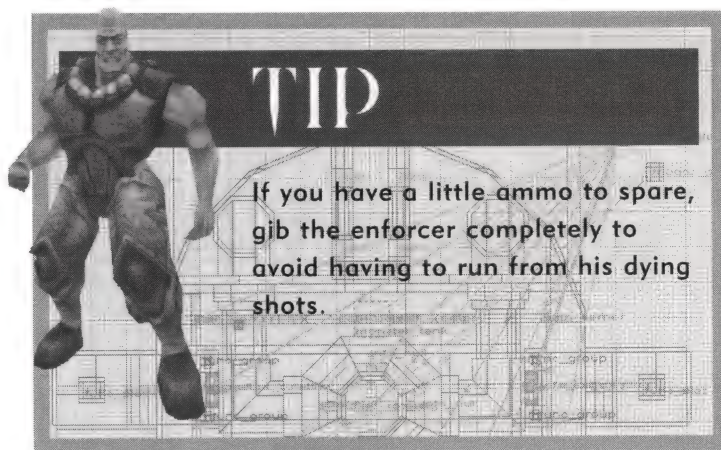
club you with his gun arm. The enforcer takes several shots to kill, and can dole out some real damage if you don't eliminate him early.

TACTICS

The enforcer stops to cock his gun before firing, so you should learn to recognize this action. Like most enemies, he stands still while firing, giving you a chance to pound him once or twice before taking cover behind a box or around a corner. After he fires, you have a few more opportunities to hit him before he tries again. One good tactic is to run right in front of him and then back up. At close range, he switches to his melee attack and attempts to pound you, but if you back away as soon as you're in range, you will have more than enough time to evade his attack and return the favor.



Enforcer



FLYER

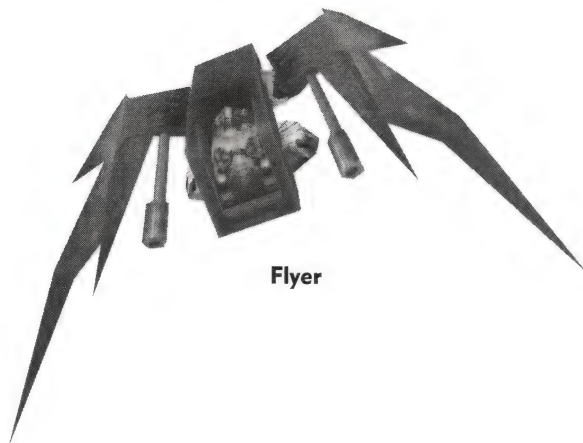
Airborne creatures can be painful to deal with—the flyer is no exception. It has a very small outline while facing you, making it a hard target. Also, its hyper blaster sends an accurate, extremely fast, high-volume burst in your direction. If you stop moving, even for a split second, you'll probably get hit. Up close, the flyer uses its razor-sharp wings to tear chunks from your flesh and armor.





TACTICS

Flyers attack in droves, so you never face only one at a time. It's lucky that they have very little health, compared to most other creatures. Choose a high-scatter or an instantaneous weapon (the super shotgun and shotgun work well, as do the machine gun and chain gun) and take potshots while dodging around corners. Flyers will chase you into narrow corridors, and if your aim is good, this can work to your advantage. Switch to the rocket launcher and blast the walls of the corridor—the radius damage should do the trick.



Flyer

GLADIATOR

One of the most powerful common monsters, the gladiator is armed with a shoulder-mounted rail gun for medium- to extreme-range attacks and a pincer claw for close encounters. If you stop moving for more than a second, you'll see the all-too-familiar blue spiral, but this time it'll be aimed straight at you. Strafing helps, but take out the gladiator fast to avoid trouble later.



Gladiator

TACTICS

Although the rail gun is an instantaneous weapon, the gladiator is a bit slow with it. It takes him a second to aim the weapon, allowing you to step out of the weapon's path. However, the simple solution is to keep moving and strafe in one direction, because the gladiator cannot lead his shots. You can also approach him





CHAPTER 2: KNOW YOUR ENEMY

and then back off to goad him into using his pincers, which gives you time to finish him off.

GUNNER

The gunner is one of the most versatile enemy units in the game. They guard important sectors and patrol corridors. They're armed with chain guns on one arm and automatic grenade launchers on the other, which they use liberally if you're not in their direct line of sight.

TACTICS

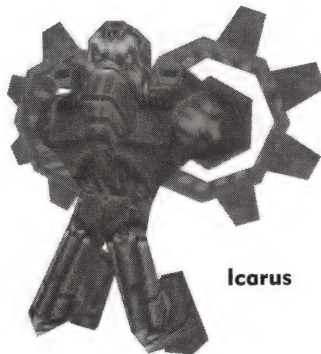
The best way to take out a gunner is to finish him off quickly. His chain gun rarely misses, but you have a short time to pound him while he opens his arm to reveal the weapon. Once you see the weapon, duck into a corridor or behind a crate. As soon as he stops shooting, pop back up and give him some more. There's a delay when he stops firing the chain gun and prepares to toss grenades, so you'll be safe around the corner while he fires. If you stay there too long, he'll either pump three or four grenades down the hall or round the corner and chain-gun you.



Gunner

ICARUS

Armed with the requisite hyper blaster (issued to all airborne units), the icarus relies on the huge jets that are mounted on its back. Although icarus are slow and don't have arms, their projectiles are fast and furious. Icarus attack in groups of three or more, often with other types of enemies as well.



Icarus





TACTICS

Unlike flyers, icaruses are slow and have a large outline while facing you. So, take advantage of distance. They are great for rail-gun practice, and the chain gun and machine gun work almost as well. At close range, the super shotgun doles out enough punishment to stun them momentarily, giving you extra opportunities to attack. Always assume that there are more than one of them nearby, because they always attack in numbers. If you drop your guard for more than a few seconds, you'll take a massive hyper-blaster pounding in the back.

IRON MAIDEN

She may be female, but she's no lady. Don't take the iron maiden lightly. She has claws, and if that's not enough, she also has a rocket launcher. You will find iron maidens in groups—be careful not to get caught in rocket-launcher cross fire.



Iron Maiden

TACTICS

Unlike human players or *DOOM*'s cyberdemons, iron maidens don't throw rocket-launcher fire at you gratuitously. They fire once every few seconds (at most), and you can see them prepare and line up their shots. Remember the golden rule: Keep strafing. Because iron maidens move slowly, most weapons work well on them. However, you shouldn't relax too much, because they usually have at least one sister nearby to back them up.

LIGHT GUARD

Light guards wear sporty red armor and carry standard blasters. You'll usually find them in the first few units—they make good target practice. Like all guards, they run toward you until they have a clear shot, which, incidentally, makes them very easy to strafe around.





CHAPTER 2: KNOW YOUR ENEMY

TACTICS

Take out your BB gun and practice your aim. Remember, though, that all guards can duck under your attacks—so, aim below the belt. Be aware that there are usually more powerful enemies around, which may work toward you as you fight the guards. After you drop a light guard, he sometimes has enough life left in him to fire off a few extra shots—don't let down your guard.



Light Guard

MACHINE-GUN GUARD

The toughest of the three guard classes, the black-clad machine-gun guards travel in tight groups, patrolling corridors and open areas. When they train their sights on you, be prepared for a painful burst of machine-gun fire—they rarely miss.

TACTICS

Later in the game, health and armor become an issue, and even the seemingly insignificant peckings of a machine-gun guard will seem substantial. At close range, take out your super shotgun and get ready for some gibbing. At longer ranges, a single rocket-launch should end all of the guards' ambitions. Just remember to get out of their line of sight once they start to attack.



Machine-Gun Guard

MEDIC

The medic is a monstrosity that belongs in an emergency room. Armed with a hyper blaster, the medic forces you to take cover while it revives the creatures that you've wasted. Needless to say, this is bad news. It's fortunate that you rarely encounter medics in *Quake II*. However, when you do encounter them, be prepared for a fight.





TACTICS

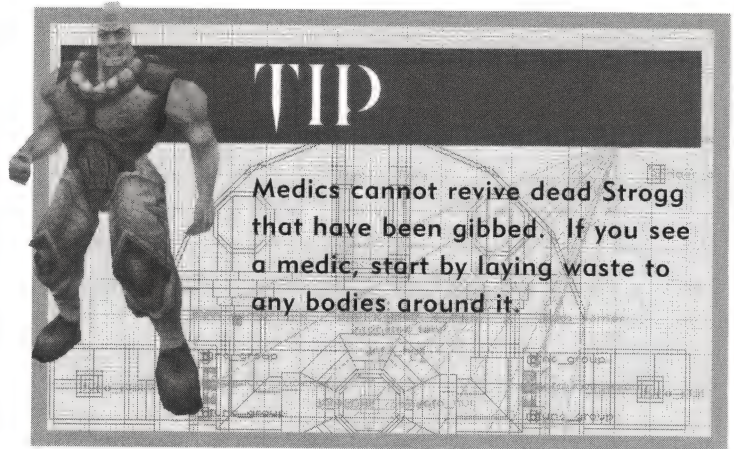
One medic is not much of a threat, but you never see just him. If you're attacked in droves by a variety of powerful enemies, don't be surprised if you find a medic nearby. They can revive creatures that have been killed, but they can't revive creatures that have been gibbed.



Medic

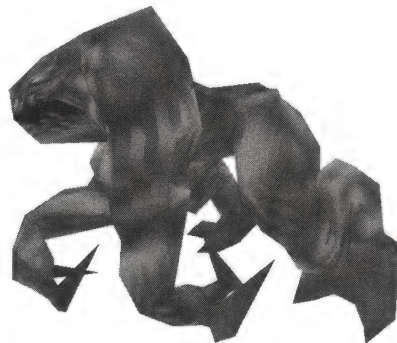
MUTANT

The mutant somewhat resembles the fiend from *Quake I*, with a notable exception—mutants are a lot more deadly. The runoff from the Strogg's nuclear waste has transformed these once docile animals into bloodthirsty monsters that leap at you with alarming speed and slash with huge claws.



TACTICS

Bring out the big guns for mutants. It's very easy to get cornered by more than one mutant—you'll want to finish them off quickly. Choose a weapon with a high rate of fire, such as a chain gun or hyper blaster, or at medium range, choose a BFG. Avoid explosive weapons, such as grenades and rocket launchers, because mutants approach



Mutant





CHAPTER 2: KNOW YOUR ENEMY

you extremely quickly—you'll find yourself getting smacked with your own rockets.

PARASITE

Don't let its small size fool you—the parasite is one of the nastiest creatures you'll encounter. It resembles a dog, but it has a probe attached to its back, which harpoons you and sucks away health if you stay in its line of sight. The parasite also runs fast and jumps out from hidden doorways behind you.



Parasite

TACTICS

As long as the parasite can see you, it can attack you. A round from the super shotgun should knock it down for a few seconds, giving you time to either finish it off or seek safer ground. If you're given a chance, get to higher ground so that you can attack the parasite and back away from its line of sight.

SHOTGUN GUARD

The green-uniformed shotgun guards are as dangerous as machine-gun guards. If you don't kill these creatures, it's impossible to avoid damage, because you cannot dodge their shots. It's fortunate that you can kill them very easily, but when they're down, it's likely that they'll take a few parting shots before dying.



Shotgun Guard

TACTICS

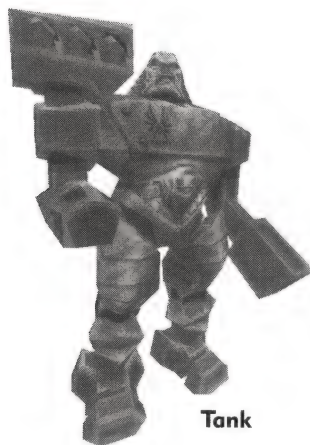
Kill shotgun guards before light guards, but after enforcers and machine-gun guards, whose attacks inflict more damage. Hit-and-run tactics are useful, but after a while, you can plow through and annihilate a platoon of shotgun guards, taking only minimal damage.





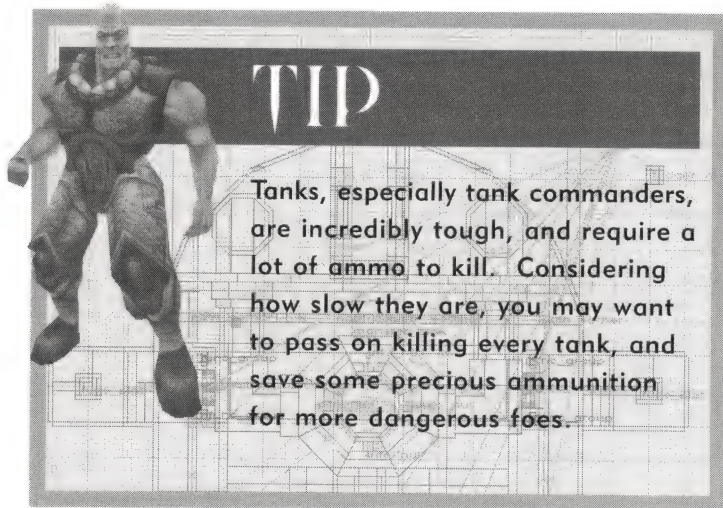
TANK

Tanks are hulking behemoths. Armed with blasters, machine guns, and three-rocket racks, they're the commanding officers of the Strogg armies and the guardians of their leading castes. These machines have enough firepower and armor to take out a small army.



Tank

TANK COMMANDER The tank commander is the imperial version of the tank. Painted yellow and red, the commander will give you a long fight. With approximately twice the armor of the standard tank, the commander has the same armaments and behavior, and can be taken down the same way—it just takes a lot longer.



TIP

Tanks, especially tank commanders, are incredibly tough, and require a lot of ammo to kill. Considering how slow they are, you may want to pass on killing every tank, and save some precious ammunition for more dangerous foes.

TACTICS

Although they have enormous amounts of health, tanks are not as tough as they appear by themselves. Like most enemies, they can only attack while standing still, and their attack preparations are easy to see. The easiest way to take down a tank is to secure yourself around a corner. Tanks are too slow to chase, and they'd much rather shoot anyway. Choose a big gun—the rocket and grenade launchers, rail gun, and BFG are ideal. Shoot the tanks a couple of times, and strafe around the corner as they prepare to attack. After they attack, jump back out and pump a few more rounds into them. It takes a while, but you can take down a tank with little or no damage to yourself.





CHAPTER 2: KNOW YOUR ENEMY

Even though they twitch and spasm as they die, tanks do not fire any parting shots.

TECHNICIAN

Looking a lot like airborne garbage cans, technicians round out the cast of airborne Strogg. They're armed with hyper blasters, shock prods, and flesh-tearing claws, but, unfortunately, in most cases they default to the hyper blaster. You'll find technicians in tight corridors, where you have little room to maneuver. Also, their heavy armor lets them take an enormous beating.

TACTICS

Technicians are heavily armored, but they're slow. You'll never find only one technician, and if you see a group, be prepared to meet more in the level. The chain gun and hyper blaster are ideal for taking out technicians. However, if you have room to move around, they are also easy targets for the rail gun. Remember that no matter which weapon you use, go easy on the ammo—if you find one technician, you'll find at least a few more around the corner.



Tank Commander



Technician



THE STRUGGLE WITH THE STROGG

PARLOR

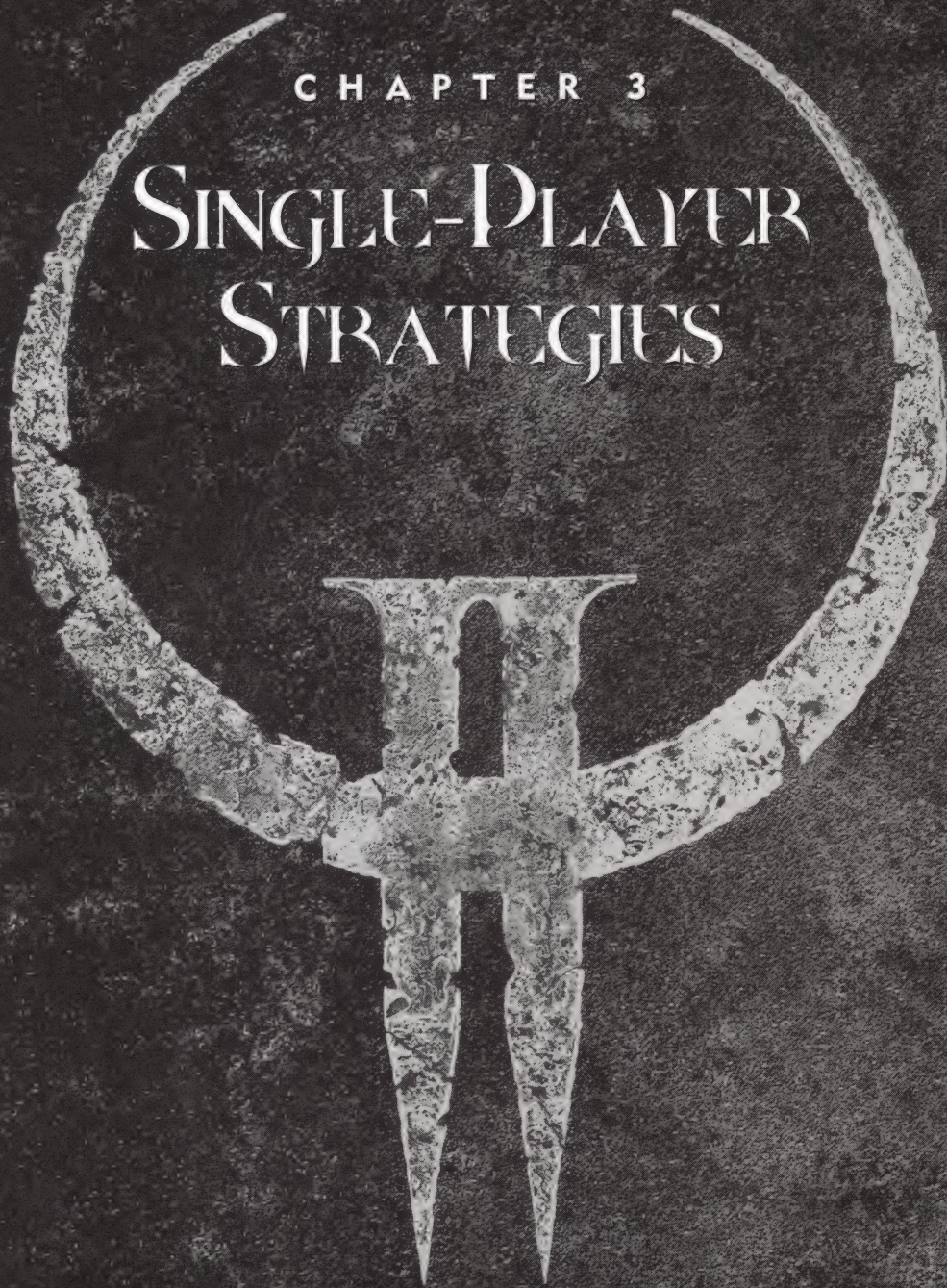


USMC

UNITED STATES MARINE CORPS

CHAPTER 3

SINGLE-PLAYER STRATEGIES



This chapter trims much of the fat associated with debriefings. In a few short pages it gives you solid, time-tested, field-proven tips and techniques that can help make you the kind of Terran Coalition Marine that any mother would be proud to call her own. To be sure, every mission and situation is unique, and each calls for different skills and approaches. But any mindful student of the art of war will agree that the TCM marines bound for Stroggos and the cyber city of Cerberon must be intimate with some specific knowledge. Particularly when the enemy is as vicious, savage, and technically advanced as the Strogg.

For more advanced tactical advise, jump to Chapter 13 and Thresh's massive Multiplayer Strategy Guide.





KNOW THE ENEMY

The abbreviated laundry list of waging war and winning against the Strogg involves:

-  Knowledge of the enemy
-  Familiarity with the environment
-  Development of your own fighting skills

In the few years since the Strogg ships burned like meteorites as they entered the sky space of the Earth and other human colonies, much has been learned about them: their motives, their technology, and even their cultural and political propensities. But still, much more remains a mystery to human scientists, psychologists, and our military. So you have to go with what's known. And you prefer to leave the academic study of suspected Strogg sexual impotence to academics. What you want and what you need to help you in the field of battle are their strengths and weaknesses. Rather than regurgitate what acclaimed tactical Strogg experts have already uncovered, if you haven't yet, read Chapter 2. If you've read it, go back and re-read it. It could save your life.



STUDY THE STROGGOS ENVIRONMENT

Though similar to Earth in some respects, the Stroggos environment is far more inhospitable. Coupled with the fact that much of the Strogg technology is unknown to the TCM, you must really watch your step as you get around in the alien world. Once you become familiar with common architectural constructs or





simple features of the terrain, you can derive a measure of confidence and use your surroundings to your advantage.

LOOK AROUND The first and most important aspect of exploring unknown territory involves taking stock of everything around you. The moment you walk into a room, a warehouse, a bunker, a computer control center, or even when you step outside and reach a courtyard or another large open space, notice the places where the enemy might be hiding. At the same time, you want to look for places you could run for cover. It pays to notice every aspect of the environment. For instance, you might spot a useful device or weapon, but no apparent way of reaching it. When this is the case, ask yourself, “Are there containers I could push to reach it or boxes I could jump from?” Maybe there are hidden impact switches you can shoot to activate platforms, ladders, or bridges (Figure 3.1).

As you will soon discover, that things aren’t as they seem in Stroggos. Sometimes a wall panel, a light fixture, or even an insignificant crack on the



FIGURE 3.1: Is this light merely shorted or is it a switch to something? Shoot it and see what happens.





CHAPTER 3: SINGLE-PLAYER STRATEGIES

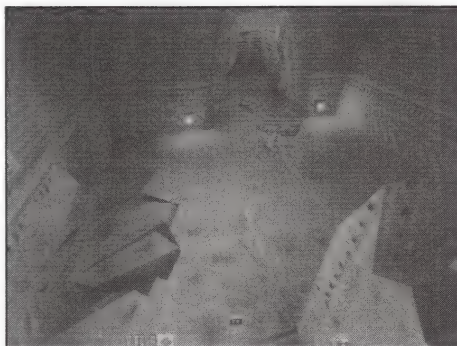
wall can lead to greater discoveries. If something in the environment appears out of the ordinary—like a constantly sparking flood light, or a discolored wall texture or panel—don't be afraid to investigate it. Shoot it, push it, jump, or crash through it to see if anything happens.

LIQUID BODIES It's not uncommon to encounter a variety of pools, canals, rivers, lakes, and other liquid bodies in Stroggos. For the most part, these are safe to swim in, although some are murky and offer very poor visibility. Sometimes you have no choice but to waddle through a canal, or swim deep undertow to get to a destination or avoid or seek out an enemy. The most danger you can face in liquid bodies comes from the local variety of shark. (See the description of the barracuda shark in Chapter 2.)

But liquid bodies can also be your friend. You can swim undetected past a troop of Strogg guards and other Strogg varieties by electing to go under (Figure 3.2). Also, you can shoot all your weapons under water and hit targets on land. If you happen to have an underwater breather, you can extend your time underwater considerably and travel great distances. And if you must make a desperate get-away, you can always dive from great heights and cushion your landing in water.

But just as there are relatively safe waterways, a large portion of Stroggos is crisscrossed with pernicious liquid substances: lava, acid, and other disagreeable chemicals, such as those used by the Strogg to process and treat organic matter so it is suitable for grafting into their patchwork physiognomy.

SOLID OBJECTS Not a very tidy species, Strogg installations are often littered with broken equipment, crates, rubble, rocks, dead bodies and other assorted solid objects. Much of this is simply junk that gets in the way when you are attempting to move swiftly. But during exchanges, a crate, a wall, a twisted metal beam—almost anything—can serve as a convenient shield to protect you from incoming fire. At the same time, you can rest behind objects, plot your next move,



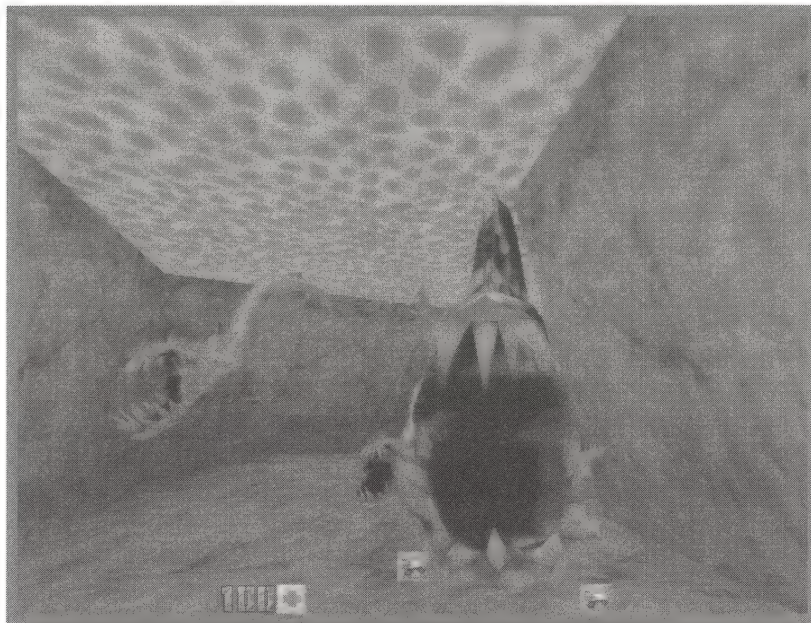


FIGURE 3.2: Would you rather swim with barracuda sharks, dance with wolves, or tango with Strogg?

and come out firing, only to crouch under the next doorway, cabinet, or computer console.

Some solid objects that are both a blessing and a curse include the radioactive containers and explosive crates. Silver in color, the containers look like high-tech garbage cans. The explosive crates tend to be darker in color than the ordinary brown crates with which they are often bunched or stacked. Radioactive containers, too, tend to be found in groups. When one or various Strogg are next to these explosive objects, rather than shooting at the enemy directly, aim at the tank or crate and watch the gibbs splatter nearby walls. Though they are heavy, you can slide containers on smooth surfaces and then use them to reach and climb to higher surfaces and areas.

On the other hand, if you are standing near an explosive crate and the enemy are close at bay, an attack you could normally ward off with your body armor may result in much more serious injuries and possible death.





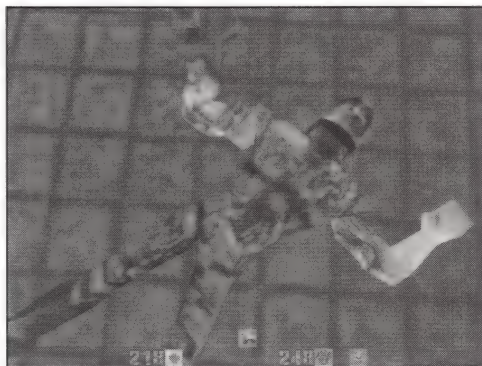
CHAPTER 3: SINGLE-PLAYER STRATEGIES

ARCHITECTURAL PUZZLES Unlike other virtual worlds, *Quake II*'s units are cohesive wholes, where often what you do in one level has direct or indirect repercussions on a different level. Solving an entire unit and accomplishing the unit's objectives may require you to visit a certain level more than once, or to enter a level from different access points. For instance, your unit objective might call for you to destroy a core reactor, but a crucial key to diffuse a force field barrier might be found in a different level. Thinking logically, deductively, and inductively is usually the best way to solve a unit or a single level. But sometimes you just have to take a leap of faith and evaluate the results.

DEVELOP YOUR FIGHTING SKILLS

Obviously, the more you fight and engage the enemy, the better acquainted you will become with your own strengths and weaknesses. Perhaps you favor a particular weapon or technique. Learn to recognize what that might be and develop it fully. On the other hand, be just as cognizant of your shortcomings. Are berserkers always getting the best of you? Do flyers sizzle you to no end? Will parasites ever stop sucking you dry with their deep probes? If the answers to these questions are a yes, yes, and no, then re-evaluate what you do and what you might do differently for a more desirable outcome.

Perhaps the answer is as simple as customizing your keyboard so you're more adept at switching weapons or simple maneuvering. If you're still using only the keyboard, discover the freedom, agility, and speed afforded by the mouse in conjunction with the keyboard.



DEVELOP YOUR FIGHTING SKILLS



Another way to raise your gib count might be to fine-tune which weapon you choose for the various Strogg enemy. Naturally, you always want to be aware of your health, armor, and arsenal. Perhaps you should rely more on under-used items like the energy armor, which protects you far better than the normal armor against blaster-wielding Strogg.

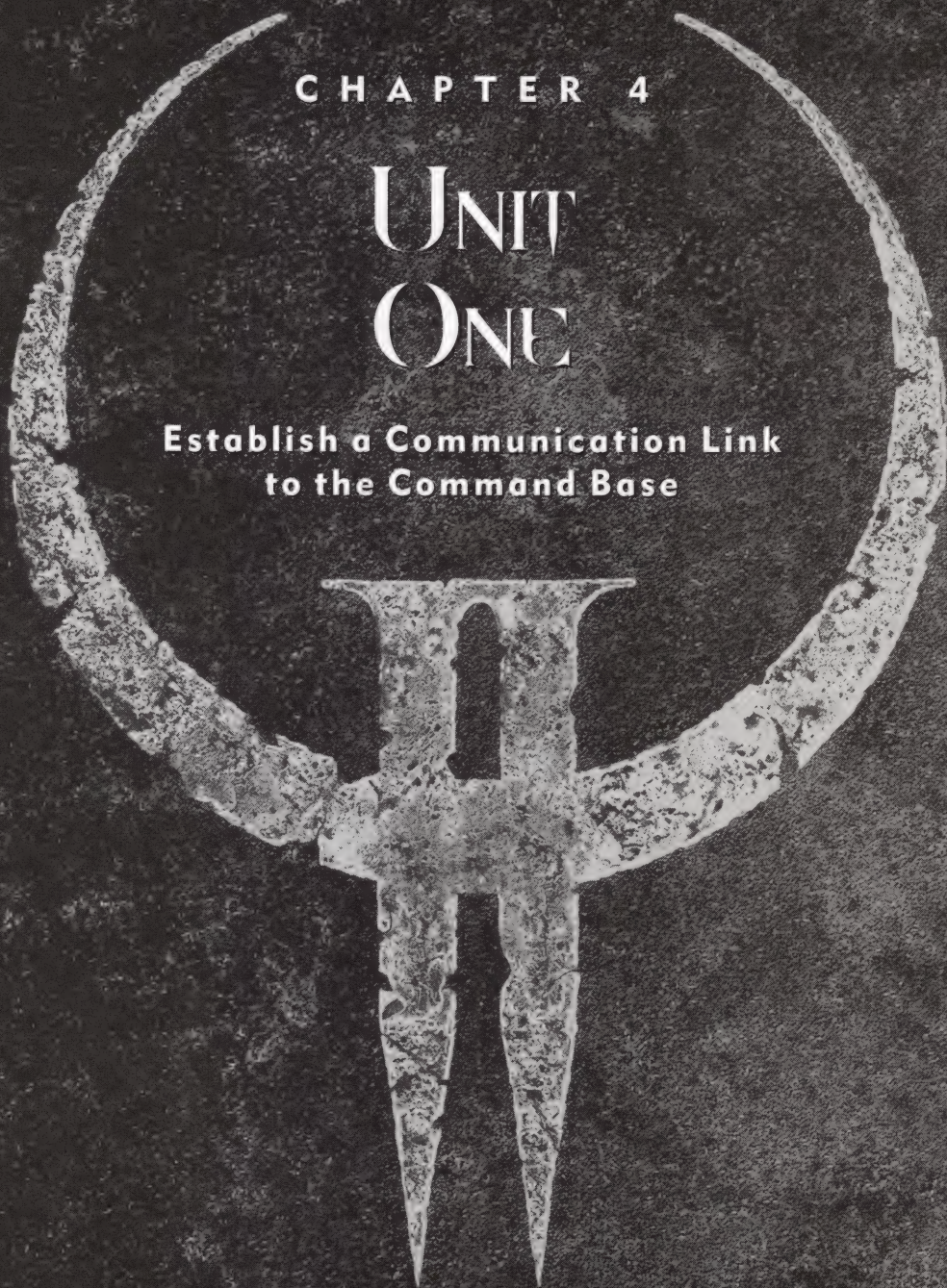
Learn to be surreptitious when called for. The silencer, though low-tech, can often help you filter undetected and take out the stronger Strogg before the lowlier ones catch up with you. In other words, make every effort to be in tune with yourself and with the environment around you. Explore the possibilities, and don't be hesitant to try unorthodox techniques.



CHAPTER 4

UNIT
ONE

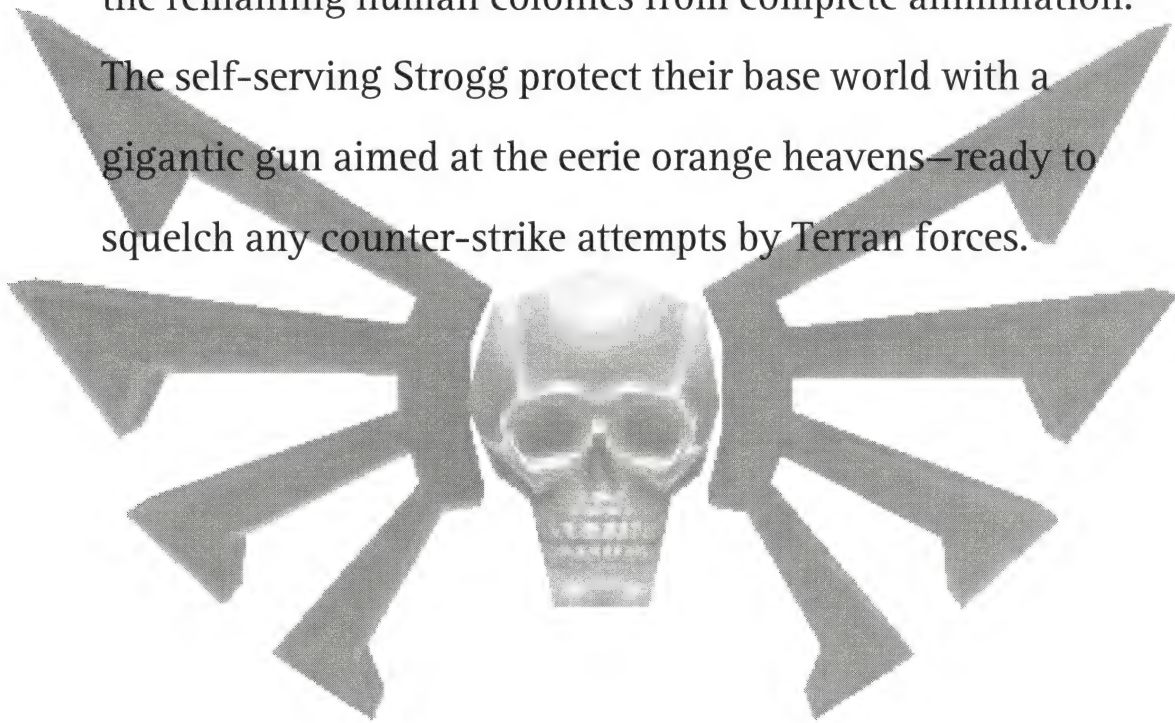
Establish a Communication Link
to the Command Base





A

s a battle-hardened space marine and active member of the Terran Coalition of Man, you're about to clash forces with a most cruel race of alien cyborgs in what could be the last epic struggle to save the remaining human colonies from complete annihilation. The self-serving Strogg protect their base world with a gigantic gun aimed at the eerie orange heavens—ready to squelch any counter-strike attempts by Terran forces.





CHAPTER 4: UNIT ONE

Cocooned in individual pods, you and hundreds of your comrades crash undetected through the Strogg atmosphere. Your mission is simple: You're to demolish the Strogg cannon to open the skies for heavier Terran reinforcements. Although the mission goal is crystal clear, accomplishing your mandate will be complicated.



UNIT ONE OBJECTIVES

An eerie reddish-orange glow floods the utility room where your one-man pod crashed through the thick metal ceiling. Your indispensable cache of weapons got lost in the crash landing. So, at least for the time being, you'll have to make do with your trusty blaster. In the distance, you hear the horrific cries of fellow space marines whose body parts the cyborg Strogg are all too eager to graft into their own. Go over your mission objectives on your portable computer (Figure 4.1) by pressing F1 on the keyboard.

Unit One: The Base consists of four levels:

-  Outer Base
-  Installation
-  Communication Center
-  Lost Installation

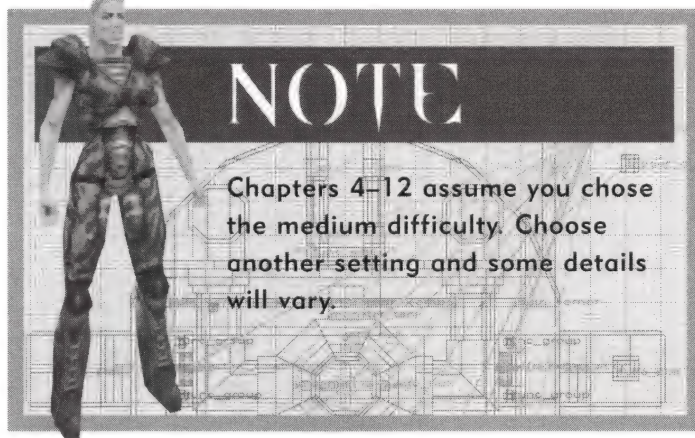




FIGURE 4.1: Your mission objectives are as clear as the tinted Strogg daylight.

To successfully establish a communications link to the mother Terran ship orbiting the Strogg planet, you must:

-  Obtain heavier weaponry and sufficient ammo in the Outer Base. Then you should reach the elevator that connects to the Installation.
-  Once in the Installation, battle the Strogg forces and navigate the subterranean ducts to reach the Communication Center.
-  At the Communication Center, activate the communications console and obtain the blue key to penetrate the Strogg bunkers.
-  Finally, return to the Installation and dispense with two gunners before reporting for your next assignment.





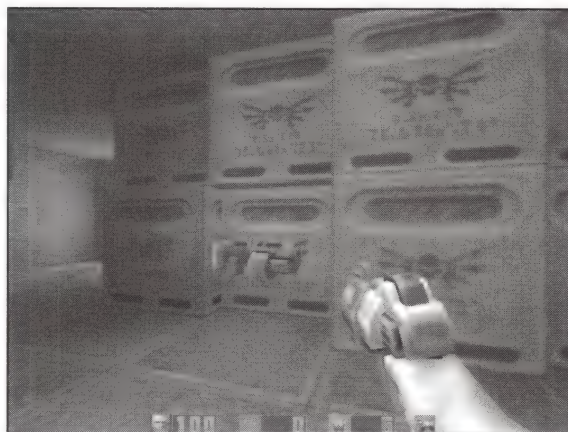
OUTER BASE

As the effects of cryogenic sleep dissipate from your body, your first order of business is to get a sense of your surroundings, fend off the Strogg guards, and look for more substantial weaponry. Then you can start exploring the Outer Base to reach the elevator near the center of this facility. The elevator connects you to the Installation, the second level in Unit One.

EXPLORING THE CRASH LANDING AREA

You've reached the Strogg planet, surprisingly, in one piece. And though your weapon cache is nowhere in sight, you take some comfort as you reach for and feel the familiar grip of your blaster. You trust it like a second pair of eyes. Pointing it ahead, you begin looking around and fine-tuning your senses to the hostile surroundings of the Strogg world.

1. **Score an armor jacket quickly.** Step down the ramp with your pistol leading the way. Dispose of the light guard and go through the gaping hole on the wall to the left. Crouch when you come upon a tunnel and slink inside to take the armor jacket. Then continue into a small outside area with a puddle of water and follow the path around to your left.





- 2.** Get a shotgun in the storage room. Watch out for an additional Strogg guard as you curve around to climb over a fallen rectangular column and proceed into a bi-level storage room with a broken elevator shaft. Descend into the lower storage area, where you can obtain a couple of medkits, some shotgun shells, and a shotgun near the stack of crates.
- 3.** Puncture either of the explosive tanks behind the crates with your pistol (and take cover). Then crouch into the hole on the floor and crawl into the dark space below. Follow the wall on your right side to emerge in a small underground waterway. Submerge and continue straight a short distance. Then emerge into a secret area where you can obtain a few armor shards and a case of grenades.

ADVANCING TOWARD THE HALLWAY AND THE OPEN COURTYARD

Armed with a shotgun and enough ammo to give you a boost of confidence, you're ready to face the Strogg contingent in the main hallway and in the medium-sized courtyard.

- 1.** Move into the hallway and take over the open courtyard. Trace your steps back into the initial room where you crash landed. Go through the broken door into a large hallway with tall ceilings and a few useful items strewn about (like armor shards and medkits). As you turn the first corner, you'll come upon a few Strogg guards. Near the middle section of the hallway, go out into the open courtyard and wage war against a few more of the Strogg ilk.
- 2.** Score a silenced. Before leaving the courtyard, look on the side of the stairs near the medkits. Crouch under the stairs and take the silenced.





PUTTING DOWN THE ENFORCER REBELLION AT THE END OF THE HALLWAY

The final showdown in the Outer Base is straight down at the end of the hallway in the largest room you have encountered up to this point. Also, this room is fortified by a few machine gun-wielding enforcers. So you must be extra careful, yet equally daring, as you attempt to reach the elevator in the upper level that leads to the Installation.

1. Meet the first serious opposition en route to the Installation. Continuing along the long hallway, push open the door leading into the largest room of the Outer Base. Besides the low-ranking Strogg soldiers, you'll see the first walking aberrations known as the enforcers.

2. Uncover another secret. Run behind the stairs and fire at the yellow light fixture overhead. Then crouch under the wall opening to recover a case of grenades and two medkits.

3. Work the room to the top. Ascend the stairs and find your way to the elevator. Open it and push the descend button. You're on your way into the Installation.

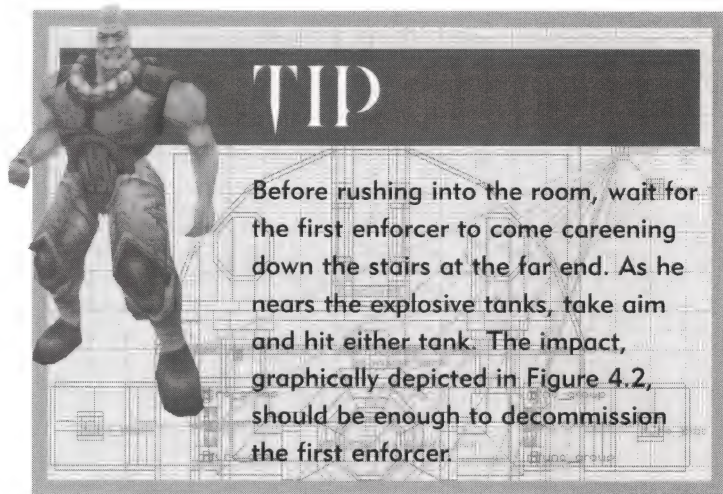




FIGURE 4.2: Aim at the explosive tanks as the enforcer rushes down the stairs.

INSTALLATION

Having made it to the Installation, your next goal is to tear through an ever increasing cast of Strogg infidels to reach a water canal under a severed bridge near the end of this level. There, you are to navigate the water tunnels to find a large porthole into the Communication Center. The complex Installation boasts larger multilevel rooms, a network of water tunnels, and perilous situations at nearly every turn. Before setting out to do battle, a quick look at your computer (Figure 4.3) reveals your objective and immediate goal.



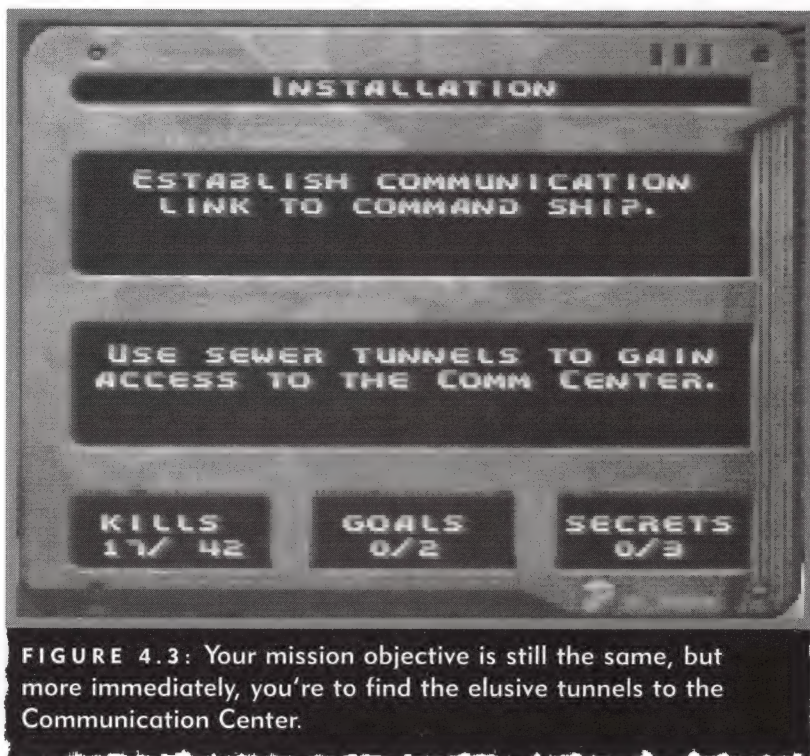


FIGURE 4.3: Your mission objective is still the same, but more immediately, you're to find the elusive tunnels to the Communication Center.

NEGOTIATING THE STORAGE ROOM

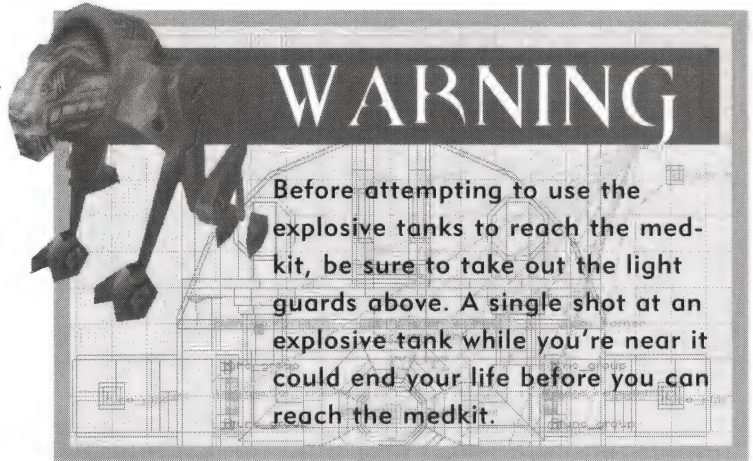
Every rank of Strogg soldier is represented in the entry room to the Installation and they've taken it upon themselves to make you feel most unwelcome. Shotgun and machine gun guards patrol the main floor area, while perched in walkways overhead, light guards train their sights on you.

1. **Storm the room.** Open the elevator door and concentrate on taking out the guards on the main floor. Use the crates for protection and retaliate with your shotgun.
2. **Get some healing.** Undoubtedly, you will sustain some damage. Luckily, a medkit sits atop a crate. Push one of the explosive tanks near the crate so you can jump to reach the medkit.





3. Blast your way into the hallway. Continue up the ramp at the end of the storage room and turn left into a wide hallway. Ready your shotgun to pacify the enforcer behind the crates. Another left turn and you'll be in plain sight of a few more machine-gun and shotgun guards. Take them out before advancing further. Then, look on the left wall for a switch to liberate a machine gun behind some metal bars. You're set to enter another large bi-level room with an elevator to the upper floor.



LOOTING THE UPPER FLOOR

The upper level consists of a series of walkways that look over the initial storage room and lead to an outside area with a wide canal. The canal has two water-logged tunnels, as shown in Figure 4.4. The one on the left connects you to a secret chamber. The one on the right leads to a larger tunnel network emerging somewhere near the Communication Center.

1. Fight off the enforcer and reach the top level. Armed with the machine gun, you are now able to take on enforcers face-to-face. Move into the dark room and reach the elevator on the right side.



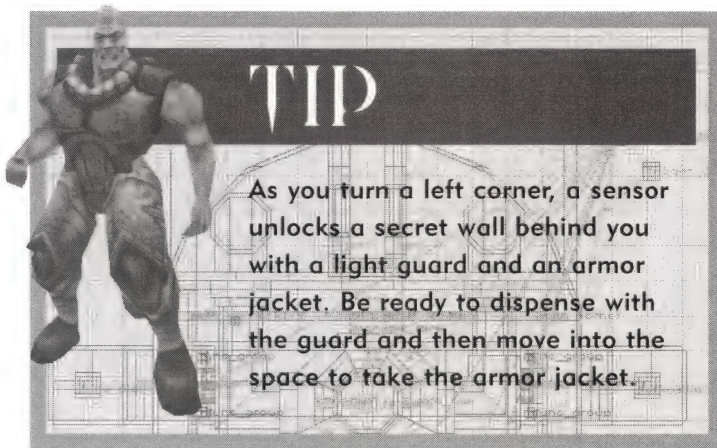


CHAPTER 4: UNIT ONE



FIGURE 4.4: Before moving toward the Communication Center, you'll want to explore the secret in the left tunnel for a machine gun.

2. Explore the upper level for more ammo and power-ups. At the top level, take the walkway, bypassing the first open door, and go back over the initial storage room and look for bullets and armor shards.





3. **Reach the outdoor canal.** After getting additional ammo and power-ups, head back toward the elevator and press through the door to its right. Don't let the enforcer derail you from reaching the outside canal.

APPROACHING THE COMMUNICATION CENTER

The wide canal separates the Installation buildings from the Communication Center complex across a broken bridge over the murky waters. A few light guards watch over the canal, making your entry into the tunnels difficult. But before heading for the tunnels, you're better off liquidating the opposition around the Communication Center.

1. **Jump the broken bridge.** After thinning out the guards in and around the canal, take a running start and jump over the broken bridge to reach the landing across the way. The entry to the left leads to a large room where a few enforcers and guards will try to keep you from going any further. At the far end of the room, you'll also be able to discern a small red sign identifying the Communication Center, your ultimate destination. But for now, you will not be able to reach that area. You simply want to take out the enforcers and the guards.
2. **Explore the tunnel on the left and score a secret.** Dive into the canal and reach the tunnel on the left at the far end. Hugging the wall to your right, follow the path around the rusted metal pillars until you see a narrow crack on the wall. A couple of laser pistol blasts should cause the thin wall to break open and reveal a shotgun next to a decapitated corpse (Figure 4.5). Grab the gun and exit the tunnel.
3. **Enter the next tunnel.** There might be a new contingent of guards when you exit the tunnel. Moving inside the next tunnel, you'll come upon a darkened square room with a faint switch on the





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FIGURE 4.5: The trip down the left tunnel affords you a secret and a shotgun for your troubles.

wall. Take the medkit near the corner, push the switch, and watch two massive doors unhinge into a large cylindrical hole. Jump into the hole to access the larger tunnel network that eventually will bring you near the entrance to the coveted Communication Center.

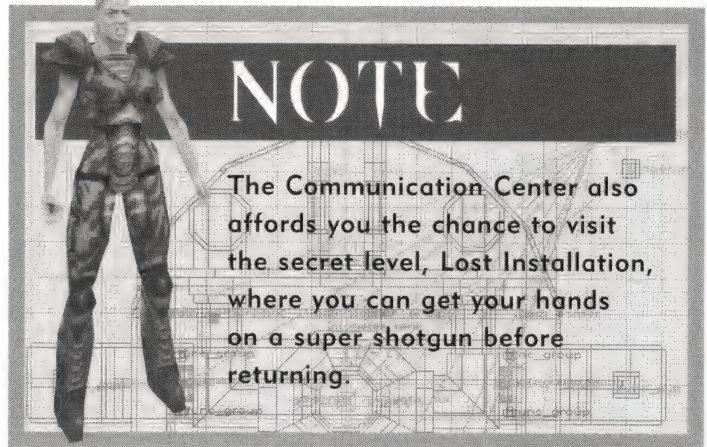
COMMUNICATION CENTER

Toward the conclusion of the Installation, you were able to catch a glimpse of the Communication Center. But, there was simply no way to bridge the gap in the anti-chamber. In this, the final level of Unit One: The Base, you have a chance to reach the console to link your computer to the Terran mother ship and also to collect an essential



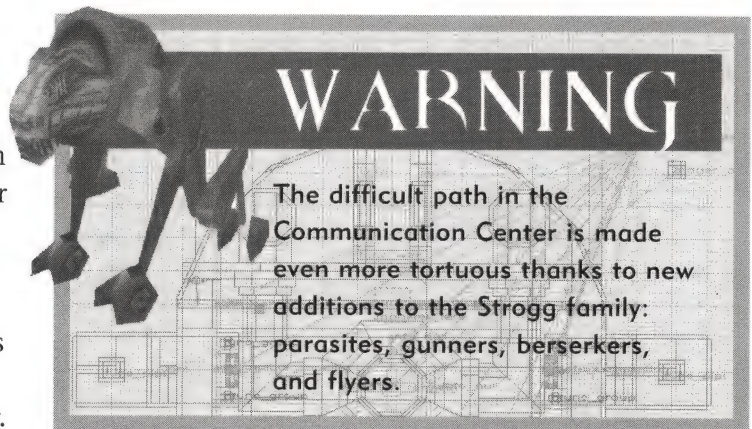


blue key. But first, you must negotiate the underground water tunnels, a series of tightly guarded chambers, and finally, the Strogg bunkers. Once you've established the link and gotten the key, you'll be able to go back to the Installation for the explosive conclusion of Unit One.



WADING IN THE WATER TUNNELS

1. Mop up the first underground chamber. Move ahead into the dark tunnel. Before entering through the sealed door, jump into the water and swim below the narrow walkways to score a case of hand grenades.
2. Take over the second underground chamber. Open the sealed door and poise yourself to strike at an enforcer across the larger water chamber. Dispense with a couple of

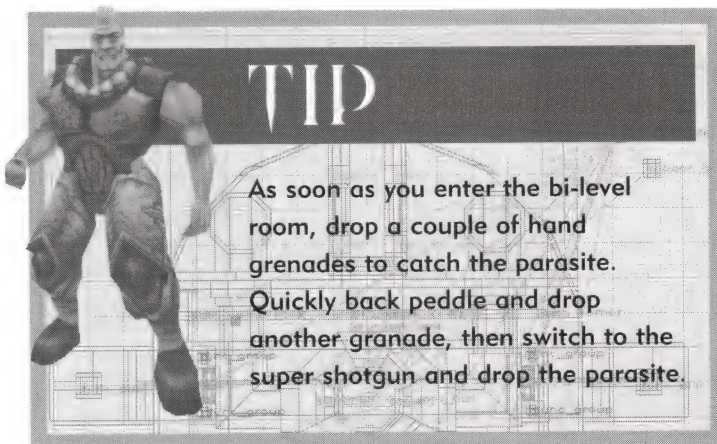
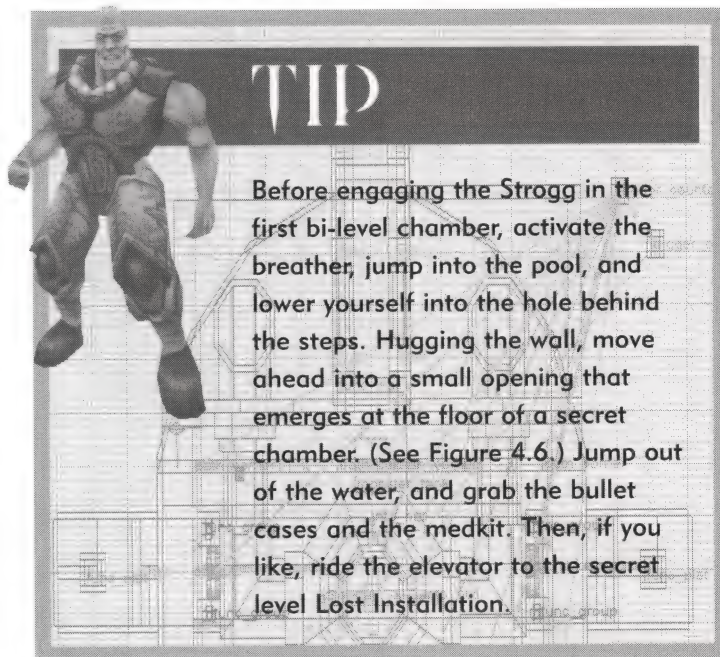




CHAPTER 4: UNIT ONE

light guards and move around the walkway to collect a few armor shards, an underwater breather, and the machine gun at the end of the walkway.

3. Assault the first bi-level chamber. Open the door into the bi-level chamber with the metallic orange walls and work your way to the top. Be ready to contend with a couple of parasites and enforcers on the lower floor, several guards in the upper floor, and another enforcer that lingers just beyond the door. The quad damage device is particularly helpful as you get ready to storm the acid pit room and the courtyard outside.



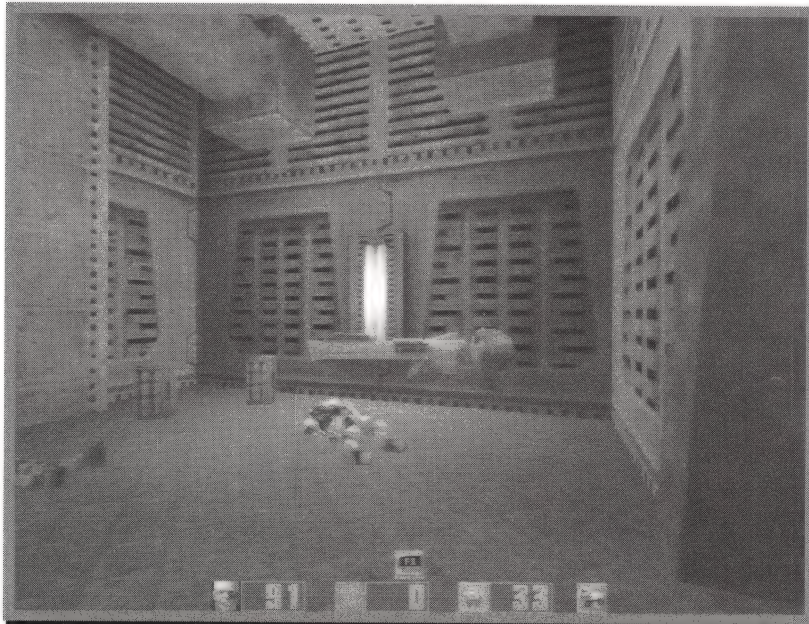


FIGURE 4.6: A little time underwater yields two bullet cases and a chance to visit Lost Installation, the first secret level.

STORMING THE ACID PIT CHAMBER AND THE COURTYARD

- 1.** Burn everyone in the acid pit chamber. Circle around the acid pit, being careful not to fall in, and eliminate all Strogg enemies.
- 2.** Pound the guards in the courtyard. Plant a few shots at the guard contingency. Collect whatever ammo you can use in the courtyard. (There is a medkit on the right side of the stairs leading to the storage room. The sealed door requires you to have a blue key and it leads to the Strogg bunkers.)





LEAVING A TRAIL OF BODIES IN THE STORAGE ROOM

1. **Make shards of the enemy in the storage room.** If your quad damage is still active, march into the storage room and aim at the enforcer at the back of the room before he reaches a switch that detonates various explosives around the lower floor.
2. **Board the elevator and abate the opposition upstairs.** Scour around the lower floor seeking more ammo and a medkit while dodging the laser blasts from the light guards above. Then dash for the elevator to the right of the entrance and reach the top level.
3. **Prepare yourself to confront a few guards and bag an enforcer.** Move along the narrow walkway over the storage room and continue through the door at the far end, going past the acid pit chamber below. As you turn the next corner, be prepared to confront a few more guards. Then, when you come upon the next left turn, be ready to unload a shot at an enforcer lurking behind a wall.

MAKING A PLAY FOR THE COMPUTER CONSOLE

1. **Score some grenades and annihilate a parasite.** Just past the point where you first encountered the berserker, you'll be able to see a translucent window looking into the Communication Center. But don't dash in just yet. A sensor in the hallway triggers an explosion unleashing a parasite behind a broken wall. Therefore, move backwards into the hallway. As soon as the wall explodes, get off two or three shots at the leaping parasite (Figure 4.7). Then go into the wall opening and collect the grenades.
2. **Take the fight to the gunner in the console room.** Bounce a few grenades at the feet of the gunner in the room behind the broken Plexiglas window. You can also follow the hallway to reach the





FIGURE 4.7: Face the wall as you move backwards into the hallway and blast the parasite before he gets too close.

entrance to the console room. When the gunner doubles over in death spasms, the laser booby trap is deactivated.

3. Establish the link and get the blue key. Move into the computer room and restore your health with the medkits lying about. Advance toward the computer console and touch it to activate the link. Listen for confirmation and wait a couple of seconds to take the blue key, which emerges from the floor port to the right of the console. It's time to storm the Strogg bunkers.

DEBUNKING THE STROGG IN THEIR BUNKERS

- I. Pick off the flyers in the courtyard. With blue key in hand, trace your steps all the way back to the courtyard, where a swarm of





CHAPTER 4: UNIT ONE

flyers anxiously awaits you. Without exiting the storage room, as shown in Figure 4.8, pick off the flyers one at a time as they dart about, positioning themselves to strike.

2. **Move into the bunkers.** Use the blue key to gain access to the Strogg bunkers and be ready to unload on the berserker and guards standing just on the other side of the door.
3. **Collect a few goods and head back to the Installation.** Enter the large open chamber and crouch into the horizontal cylinder to collect a couple of grenade cases. Then ride the elevator to the upper floor and open the two doors in front of you. You are headed back to the Installation, where another elevator leads directly to your next mission.



FIGURE 4.8: To reduce their striking angle, stay in the storage room and pluck off the flyers from the courtyard like clay pigeons.



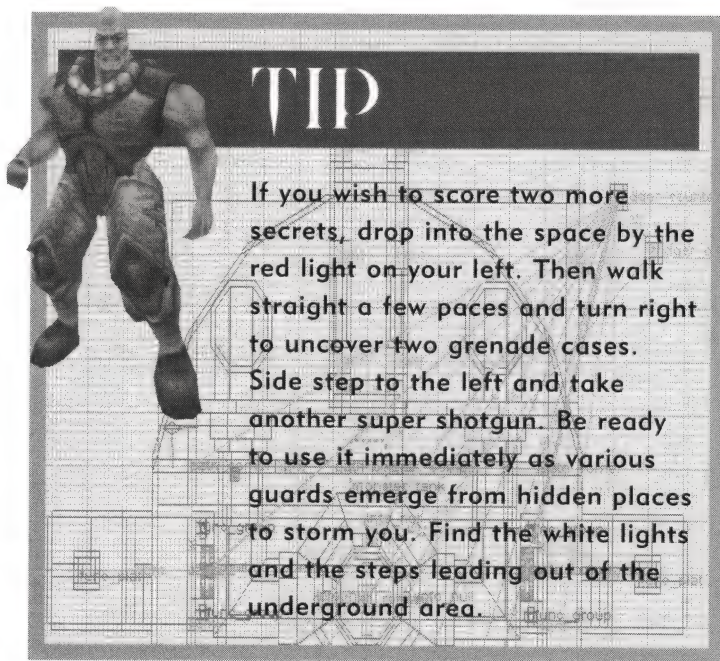


BACK IN THE INSTALLATION

1. Lower the bridge to access the key elevator. Open the second door, and you'll emerge in a large hallway with a lever right in front of you. Touch the lever to lower a heavy bridge that will eventually allow you to move to the area housing the exiting elevator to catch your next mission.

2. Zap more flyers in the central canal. Proceed to your left and battle off a few more flyers hovering near the central canal with the broken bridge. Then go inside the zigzagging hallway and continue into the large room where you lowered the bridge. Cross the bridge and go through the door on the right side.

3. Dispose of the gunners. Take the quad damage on top of the crates and meet the two gunners guarding the exit elevator with squarely placed rockets to their torsos.





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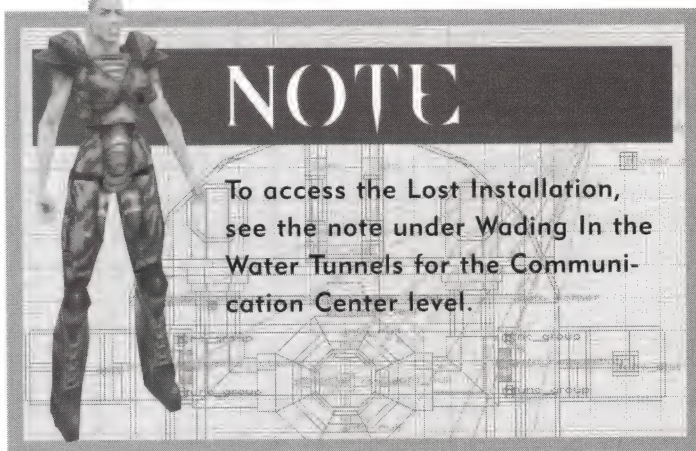
4. Report for your second mission. Step over the gunners' remains and punch the switch next to the elevator. Then step in and fist the switch inside the elevator. Prepare to begin Unit Two.

LOST INSTALLATION

The Lost Installation is the first secret level in *Quake II*. Not only is it packed with all manner of useful items, it also affords you the first heavy weapon in Unit One, a powerful super shotgun. To get it, you must first secure a red key hidden in this level.

REACHING THE RAIL TRANSPORT

1. Clean up the hallway. When you emerge from the elevator, make a quick right around the cargo unit and score the armor jacket. Then proceed to the hallway on the left, mixing it up with a few light guards. Open the door at the right and step inside a landing area where every few seconds one of the two rail transports makes a scheduled stop.
2. Discover the first secret. Enter the storage area to the right, annihilate the enforcer, grab the shotgun, and then hop from the crates on the left side to the boxes on the right. Climb over the boxes and look for the silencer.

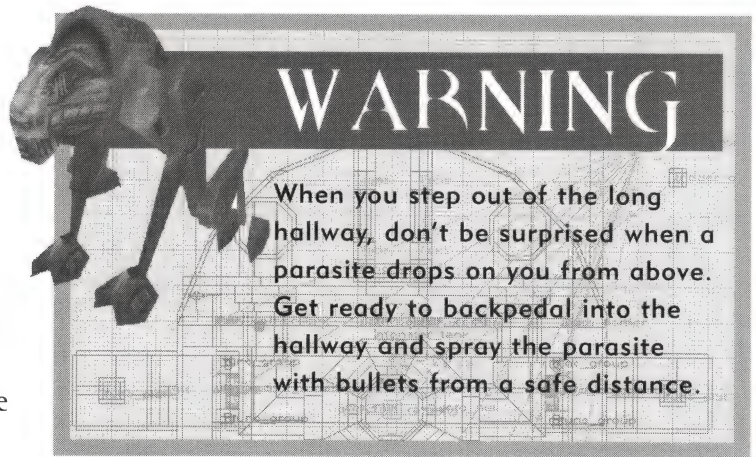




3. **Uncover a bevy of goods.** Wait for the transport to move out and dive into the water below. Swim toward the left, turn the corner, and ascend the steps into a long corridor littered with armor shards, medkits, and bullet cases.

4. **Make it back to the transport landing.** Push the switch near the metal door at the end of the

hallway and step out into the initial hallway. Then proceed back into the rail transport landing to set out after another secret.



FOLLOW THE RAIL TRANSPORT

1. **Drop after the transport.** Back in the first room over the small canal, jump onto the floor space to the right near the large metal doors. As the transport gets closer, crouch near a corner and follow after the transport as the doors open to receive it. A narrow body of water will cushion your fall.
2. **Reach the parasite's enclosure.** Fight off the barracuda sharks and swim to the far end of the canal. On the right side, step over the small platform and ride it all the way to the top. Then step off at the entrance of a narrow room that contains a light guard and a fierce parasite (Figure 4.9).



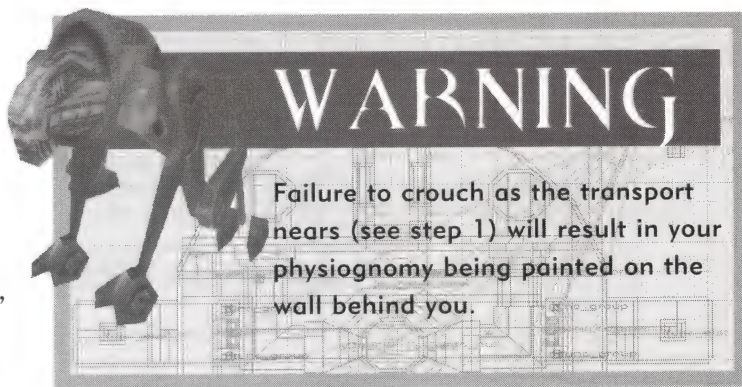


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FIGURE 4.9: Don't let the guard and parasite dissuade you from finding your rewards in this secret chamber.

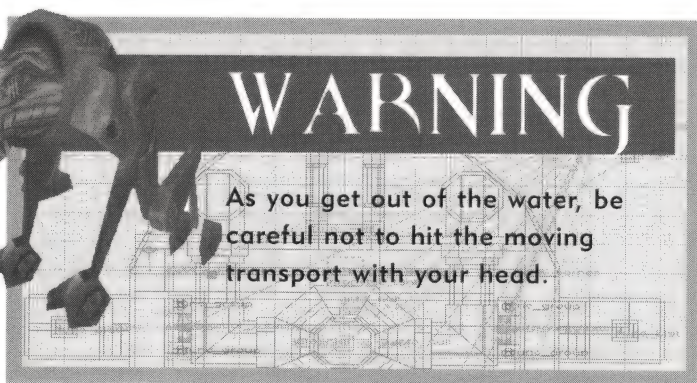
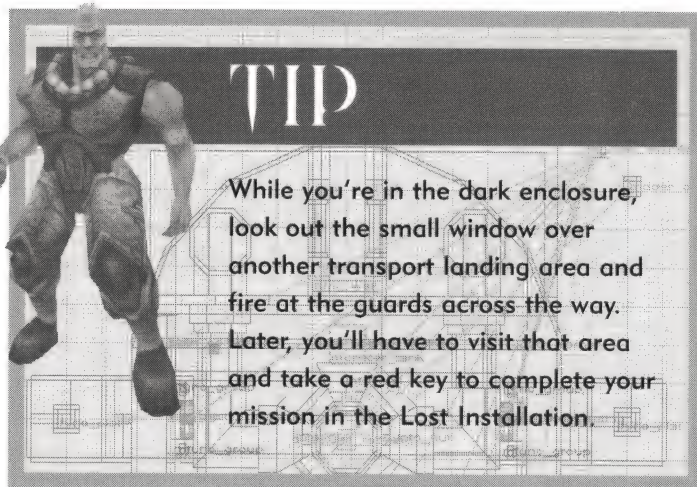
3. Grab what you can and submerge yet again. Mow down the guard and parasite and grab the bullet cases as you mete out more hurt on an enforcer around the corner. Then go down the stairs into a third narrow canal. Turn right, board a small platform, and ride up once again, to reach a small dark enclosure





where you can get a couple more medkits and a case of grenades.

4. Get back in the water and reach the second transport landing. Drop down into the tunnel and swim toward a green flashing switch. Punch it and proceed down the opening to the left. Swim toward the surface, and emerge near the second transport landing. You're now in search of the red key.



IN SEARCH OF THE RED KEY

1. Douse the enforcers and move upstairs. Climb onto the transport landing behind a curtain of bullets. Open the metal door on the right and start upstairs—dispense with the guards posted there to greet you.
2. Bridge the gap to the red key's chamber. Before continuing past





CHAPTER 4: UNIT ONE

the first flight of stairs, turn around and look for a burning yellow light. Aim carefully and fire a shot directly at it (Figure 4.10). Then walk across the bridge that forms below your feet to reach the chamber where the red key sits spinning over a platform.

3. **Reach the super shotgun tower.** Trace your steps back to the stairs and continue ascending until you reach a large metal door. Behind it are a number of enforcers and the final path leading to the super shotgun tower (so called because of its pillar-like structure and because it houses what you came here for).



FIGURE 4.10: Shoot the impact switch to bridge the gap that leads to the red key.





AFTER THE SUPER SHOTGUN

1. Blast your way to the tower. Battle a couple of enforcers and several of their guard minions, then move ahead and around the sloping climb to reach the entrance to the tower.
2. Fight to reach the top. Step to the right to train your sights on the swarm of flyers, enforcers, and guards patrolling the area (Figure 4.11). Thin the numbers as best you can before moving below to the base of the tower. Wade across the water and climb onto the small platform to ride it to the top.
3. Use the red key. Walk up to the computer terminal and activate it with your key. Step over the small bridge into the chamber where the

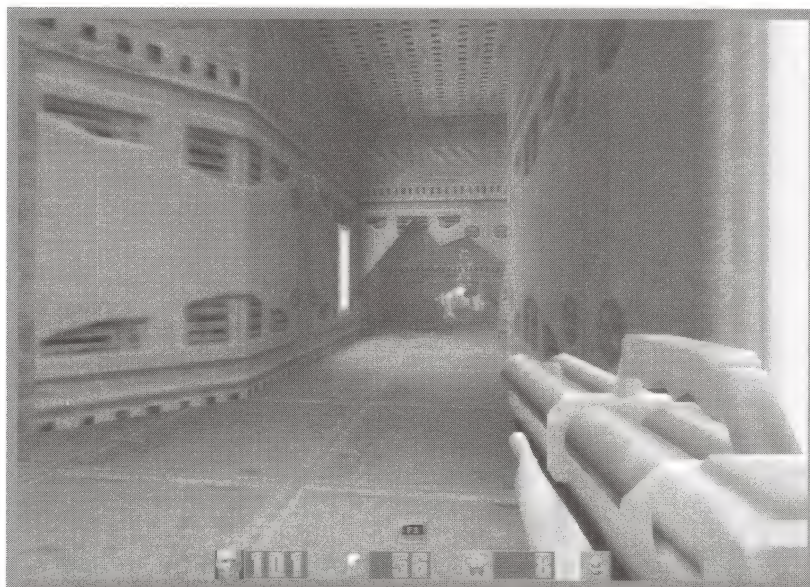


FIGURE 4.11: The super shotgun tower is heavily guarded.





CHAPTER 4: UNIT ONE

super shotgun awaits you. If you prefer, deal with the enforcer in this chamber after you've gained possession of the super shotgun.

4. Trace your steps back to the elevator. With your purpose accomplished, work your way back to the Communication Center. You will find, however, that the Lost Installation now crawls with a greater number of enemies. Upon reaching the transport landing, get on the rail unit and get off at the initial landing, where the Strogg will do their best to keep you from getting out with the super shotgun.

OTHER SECRETS IN THE LOST INSTALLATION

If you haven't had enough and wish to scour the Lost Installation for a few final secrets, here's what you can expect to find:

WATER LOGGED ADRENALINE Near the final stretch into the super shotgun tower, enter a narrow corridor and look to the left. Aim at the burning yellow light to cause a wall below to give way. Drop down and move into the open space before the wall cannons activate, spitting damaging energy blasts. Fall into a water logged cave and swim to the far end where, just below the surface, you can make out the dumb-bell shape of the energizing adrenaline.

FIRST AID KIT At the second transport station, push the door and start climbing the ramp, turn around, shoot the impact switch, and get off the ramp before it moves all the way up. Below the ramp, there is a first aid kit and, during multiplayer games, a hyper blaster.

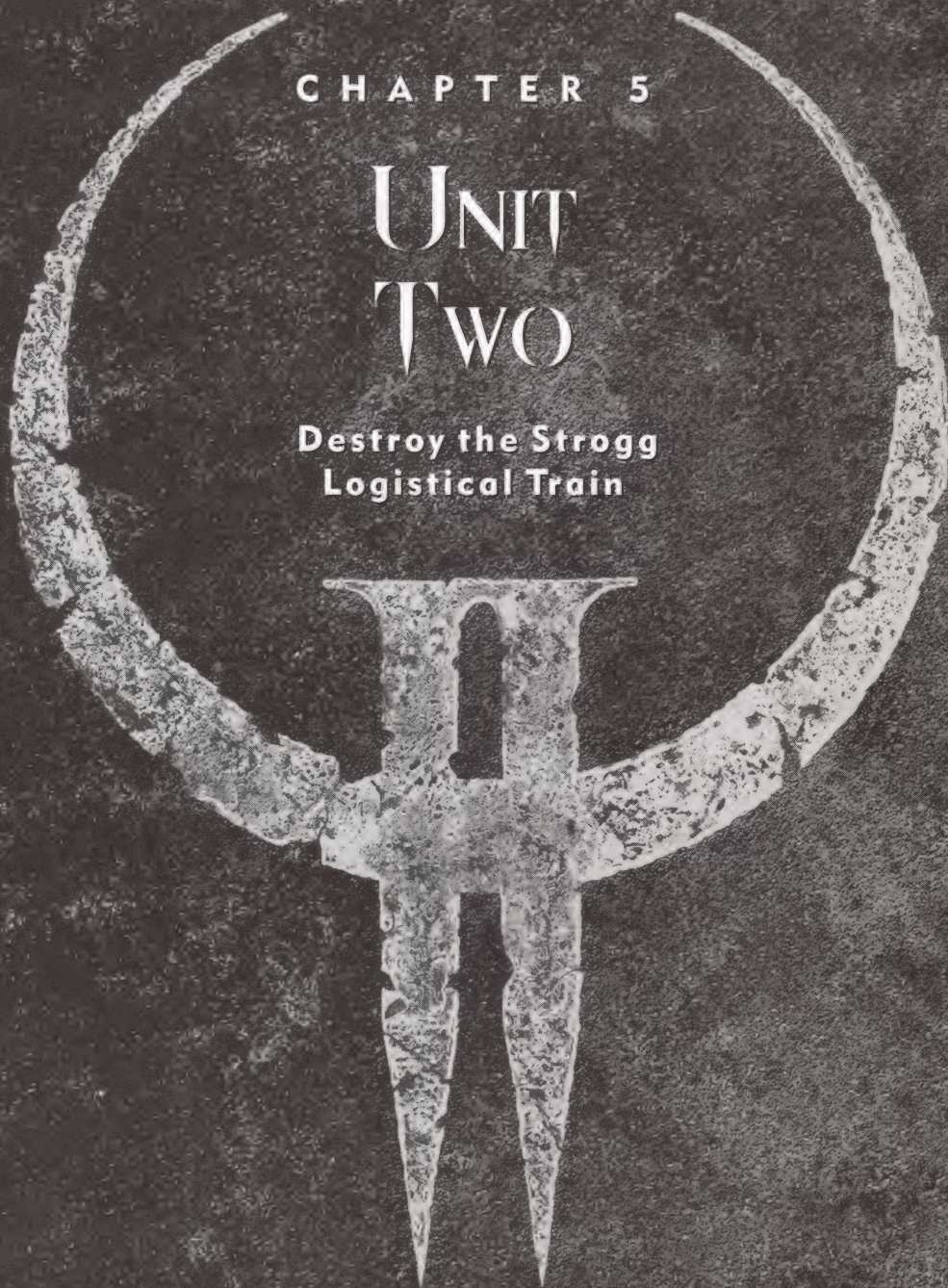
INVULNERABILITY, ARMOR, AND FIRST AID KIT Dive into the water around the super shotgun tower and shoot the large rectangular slab with a narrow crack at the top. Crawl into the space inside as the slab lowers. Then jump out of the water hole.



CHAPTER 5

UNIT
Two

Destroy the Strogg
Logistical Train





N

ow that you've established a link with the TCM computer, you're ready to put aside the astronomical odds against you and continue receiving further detail.





CHAPTER 5: UNIT TWO

UNIT TWO OBJECTIVES

Your next orders are brief and to the point. (Figure 5.1)

Three levels make up Unit Two:

-  Ammo Depot
-  Supply Station
-  Warehouse

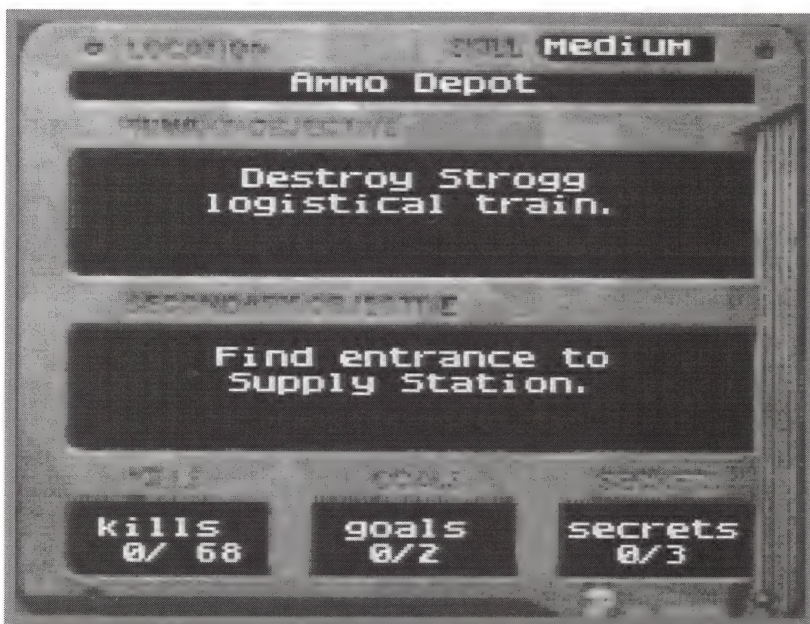


FIGURE 5.1: You'll have to improvise, but the Strogg logistical train is not going anywhere if you can help it.





To successfully derail the Strogg logistical train:



Penetrate the Ammo Depot, load up, and find the entrance to the Supply Station.



In the Supply Station, destroy the Strogg logistical train and look for the power cubes you will need to power up access to the Warehouse.



Finally, enter the Warehouse and find your way to Unit Three.

AMMO DEPOT

The Ammo Depot gives you a chance to restock your arsenal—you'll need to if you wish to successfully face the growing challenge of the Supply Station and the Warehouse. The austere, metallic surroundings of this level will resonate violently as you confront more berserkers than you've ever seen before in a challenge to locate the Supply Station entry.

SNAG THE QUAD DAMAGE

1. Explore the first storage room. Open the gate to the large storage room and jump into the floor below.
2. Scour the area for goods. Look around and take everything you can use, including a super shotgun. Point your pistol at the impact yellow switch directly above the crates in the far corner to open a large secret area along the wall in the upper floor. Also, activate the switch below the room's exit so you can continue exploring.
3. Climb up and get the quad damage. Press the switch next to the narrow platform and climb back out to the main floor. Then, before proceeding into the next chamber, hop onto the narrow ledge and into the secret area and take the spinning quad damage.





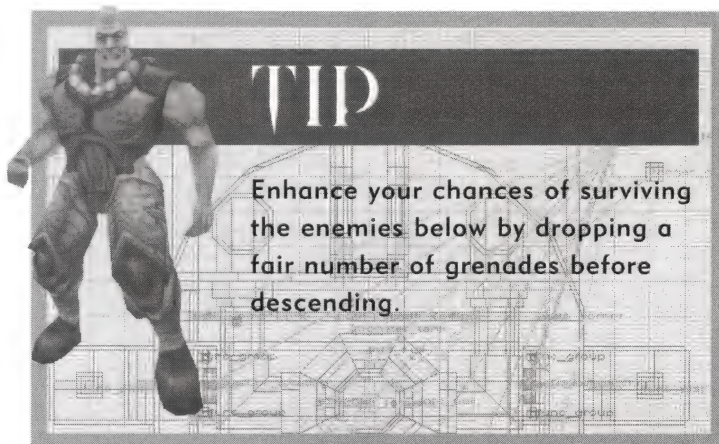
CHAPTER 5: UNIT TWO

REACH THE MULTILEVEL CENTRAL CHAMBER

1. Don't be deceived. All might *seem* calm, but when you start into the lower section of the next chamber, a small platoon of enforcers breaks out of a hidden wall chamber.
2. Unlock the exit door. Push the green switch on the lower floor and be ready to take on a contingent of guards dying to get in from the adjacent hallway. Also, be ready to greet an enemy heretofore unseen—the cold and lethal Strogg technician. Before moving ahead, collect the items left behind in the enforcers' enclosure.
3. Battle it out in the central chamber. Move into the next hallway and then inside the multilevel chamber. Attack the enemies on the lower floor, dodging the incoming fire from the guards perched on the runways above. Notice that the bridge connecting to the door across the deep crate area below doesn't extend completely.
4. Unlock the multilevel chamber's door. Before you can make further progress, you must drop into the storage area below. Activate the switch by the rectangular platform and ride to the lower area. Push the switch below the door with the bridge you eventually hope to extend.

This opens a small door above with a platform you must ride.

5. Bridge the gap to the door. Get back onto the main floor and climb on the small

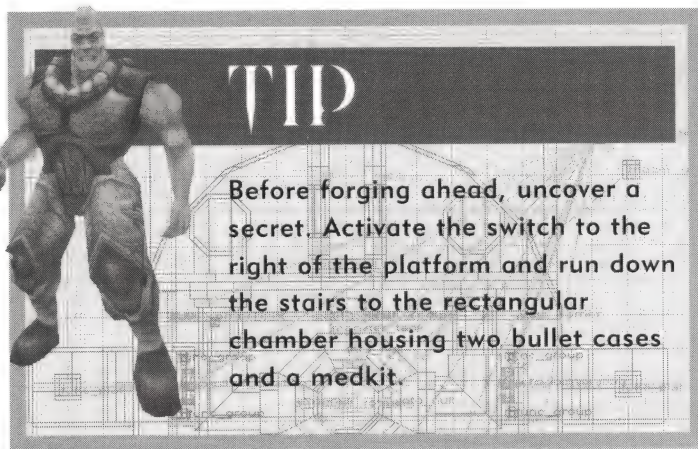




platform to reach an overhead walkway. Throw the switch in the middle of the walkway and watch the bridge below extend to its full length to reach the door at the far end. Drop directly on the bridge and proceed out of the multilevel chamber.

MANIPULATE A FEW SWITCHES IN THE DARK STORAGE CHAMBER

1. Reach the dark storage chamber. Be ready to pound hard on a berserker the moment you cross the bridge and open the door. The corridor behind the berserker is littered with stimpacks. Turning left, you will come upon a small chamber closed off by a force field.
2. Reduce the Strogg numbers. Before you're free to maneuver the switches in the dark chamber, fend off the flyer, the numerous guards, and the berserker in the area.
3. Lower the force field. Hit the impact switch inside the force field chamber and then proceed up the steps. Push the switch on the platform to activate the overhead cargo pod. It will go careening directly into the door at the far end, letting you explore further.





REACH THE WATER-LOGGED CHAMBERS

This leg of your journey through the Ammo Depot involves passing through a few treacherous hallways where enforcers and guards like to surprise you by jumping at you unexpectedly from behind crates and dark corners.

Eventually, you will get to a dark, split-level chamber that is lit only by red light fixtures. The floor space is crawling with berserkers and guards. As you've done before, leap into the lower floor of the dark chamber and exchange hot lead and energy blasts with the Strogg. When you reach the door at the corner of the lower floor, you're ready to continue the action. You'll ride a platform to a narrow chamber with two large crates held by cranes.

After you push a switch to release the heavy boxes on unsuspecting berserkers below, you're ready to continue through a few more hallways. At the end, there's a platform that brings you in view of a narrow bridge crossing over a lethal acidic solution. Your goal is then to reach and negotiate the water-logged storage chambers.

1. **Race across the bridge.** Be careful not to lose your footing and fall into the quick-acting acid. At the opposite side of the bridge, follow the right turn to look over the bobbing and submerged crates. Before diving in and swimming, you should first activate the switch.
2. **Reach the switch on the right landing.** Jump into the water and dissect the leaping barracuda shark. Crawl over the crates and hop onto the landing on the right side. Push the green switch and start across to the other side. Climb over a few more crates and proceed through the door you've opened.
3. **Ride the small platform to the top.** Follow the right angles of the next hallway, which ends at a point where the only way to go is up. Ride the small platform and dispense with the berserkers and guards. Take the first door to the right, which opens into a walkway high above the largest multilevel chamber.





4. **Reach the door to the Supply Station.** Continue past the next door, overlooking the dark chamber with the overhead cargo pod. Open the next door and continue past another hallway. The last door overlooks the dark central storage chamber.
5. **Enter the Supply Station door.** Take the path to the left and open the door. The next door leads directly to the Supply Station. Before barging through, blow up the explosive box above the chamber on the left side. Drop a few grenades to weaken the berserker inside and then drop directly through the hole (Figure 5.2). Claim the medkits and bullets, press the switch next to the force field beams, exit, and reach the final door to the Supply Station.



FIGURE 5.2: Down the berserker, claim the goods, and lower the force field before venturing to the Supply Station.





SUPPLY STATION

Although the Supply Station is only the middle level, it gives you a chance to accomplish the unit's main objective: to destroy the Strogg logistical train. This level also contains the four power cubes—without which the Warehouse remains *completely* inaccessible.



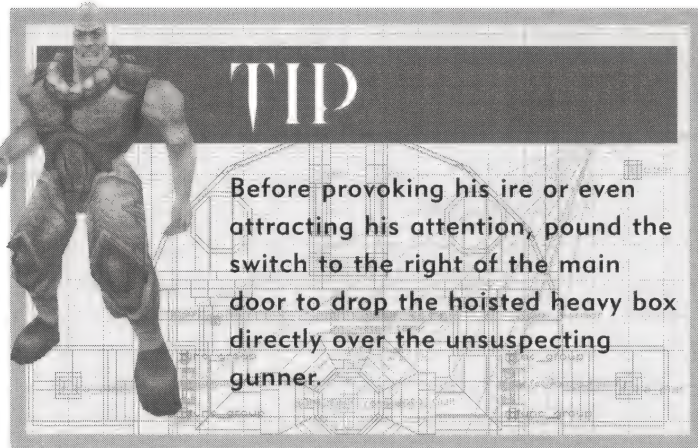
TAKE OVER THE FIRST AND SECOND STORAGE AREAS

1. **Get strong before long.** Because a gunner and various guards are posted near the main entrance, swallow your marine pride and take a dive. Run to the left side and slide over the short wall to reach the floor below the main building. Poke inside the door on the left side and grab the level's first secret, a coveted combat suit. Then ride the small platform all the way up to the main floor.
2. **Score the quad damage.** Stepping inside the initial storage area, dish out punishment to the guards posted across the sunken floor. Jump over the sliding cargo transport and ride it as it slides over the area and eventually moves into a wall opening to the left. Crouch as it rises into the space and jump in front of it to claim the second significant secret, the quad damage. Then chase the cargo out of the compartment.

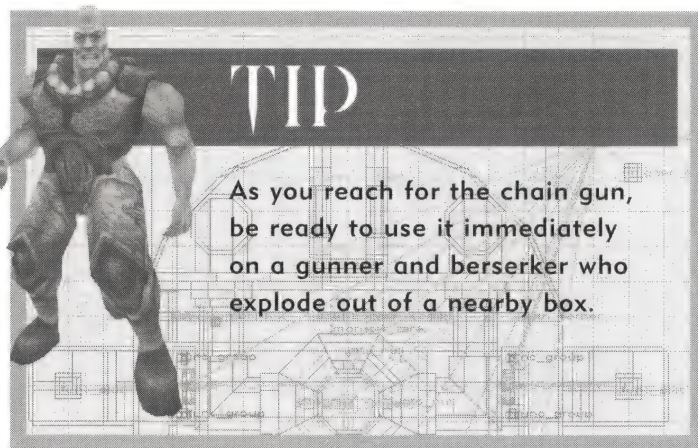




3. Proceed to the second storage area. Climb over the boxes at the far corner of the room and activate the green switch. Jump on the narrow platform as it lowers, and push open the door on the left (marked with a symbol that looks like “3”).



4. Score a chain gun. Watch out for snipers, perched high on supply boxes, and a roaming berserker. Work around and to the left of the initial row of boxes until you spot the first chain gun in this unit (Figure 5.3).



5. Get the first power cube. Push the switch near the far corner of the storage area and climb on the nearby platform. Grab





CHAPTER 5: UNIT TWO

the gleaming cube and then proceed along the L-shaped corridor.

6. **Reach the Strogg train.** Continue into a smaller storage area, which is guarded by a gunner. Grab the flak jacket above the crates and step over the large platform. As you emerge into the reddish lit chamber, activate the switch on the wall and follow the cargo transport into the adjacent room. Jump into the sliding belt, push the next door open, and behold the Strogg train.



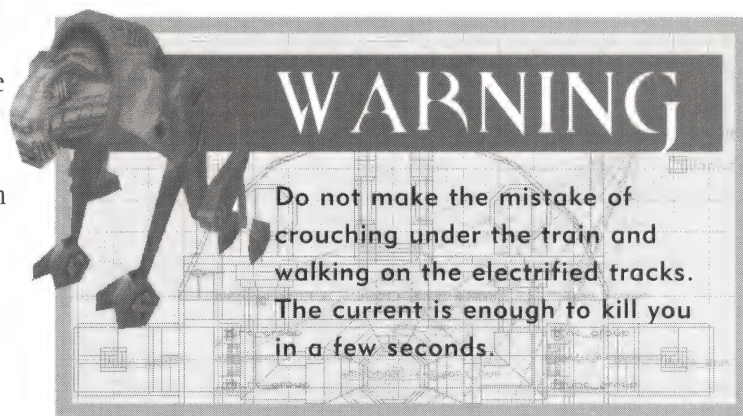
FIGURE 5.3: No sooner do you lay your hands on the first chain gun, when you're besieged by two formidable foes.





DESTROY THE STROGG LOGISTICAL TRAIN

1. Cross over the tracks. At the opportune moment, hop on the train's cargo car, and from there onto the landing at the other side. Move into the control area and push the green switch to cause the train to go crashing directly into the closed gate ahead. You've accomplished the unit's main objective, but you still have to collect the remaining power cubes.



2. Get two more power cubes.
Slide over to the next switch to the right and push it to uncover a platform holding a power cube. Grab the cube to deactivate power to the tracks, then slink under the train's tracks. Locate the green switch under the engine and push it. Climb the emerging ladder to a narrow metallic hallway where you can obtain another power cube and several armor plates. With the cube in your possession, climb into the narrower walkway to the left and push out of a wall grill. You will land a fair distance below, next to a long ladder where several Strogg will home in on you from above.
3. Get the last secret and heal what ails you. Climb the ladder and enter a well-lit storage area with large crates. Following the path to your left, look for a crate that is darker than the rest on the floor level. Fire a couple of blaster rounds at it and then crawl in to get the mega-health.





CHAPTER 5: UNIT TWO

GET THE LAST POWER CUBE

1. **Secure two more storage areas.** Push the switch next to a floor plate and descend into the stairs as it slides open. Fight off the enforcer and step over the lowering platform on the left side.
2. **Survive the onslaught in the darkness.** Gun down the berserker and the guards and find the switch that activates the two ascending and descending metal plates on one side of the room. It's the only way you can get back up and onto the elevated area of the storage room above.
3. **Grab the last cube and scram.** Push the door to the side of the elevated area and step onto a small storage room with an enforcer and the first gleaming power cube. As soon as you take the cube, another door slides open to reveal a much larger storage facility. Do your best to overcome the gunner and berserker and then climb the ladder at the opposite end. Activate a small green switch and start up the stairs through the door that opens below.
4. **Grab a super shotgun on your way out.** Follow the stairs, first up and then down, to emerge into a dark passage protected by a berserker. Take the super shotgun on the middle of the floor and then push the last switch to open the door that leads back to the sunken floor of the initial chamber. Ride the small elevator, get out of the front door, cross the bridge, and slide back into the Ammo Depot.
5. **Head for the Warehouse.** After emerging back in the Ammo Depot, cross directly ahead straight into the Warehouse. You are now in a position to power up the entrance into the last level of Unit Two.





WAREHOUSE

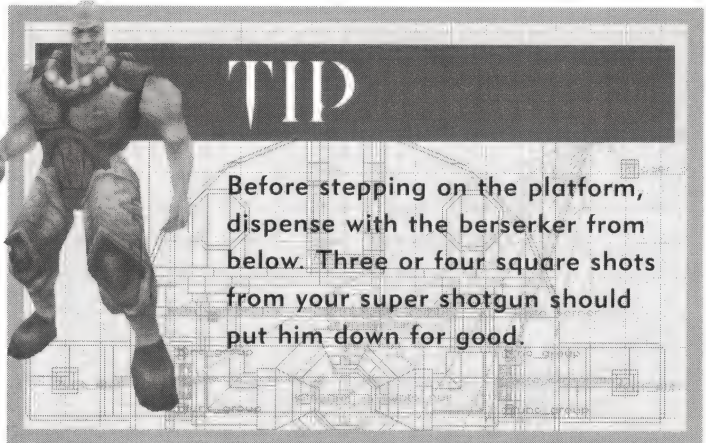
After you've secured all four power cubes back in the Supply Station, you are now ready to storm the Warehouse and navigate its various chambers by powering up key installation areas.

REACH THE MAIN DOOR TO THE WAREHOUSE

1. **Power up the elevator platform.** Before you can even start into the Warehouse, use the first cube in the utility closet just beyond the door leading from the Ammo Depot. As the lights come on, step over the platform at the end of the hallway and ride a good distance up onto the main floor.
2. **Enter the Warehouse proper.** Scoot down the central corridor and head directly past the door labeled "Warehouse." Next up is the final level in Unit Two. Take a deep breath and hold tight.

LIGHT UP THE INITIAL HALLWAY

1. **Greet the darkness.** Turn right and hug the wall as you step into the disorienting darkness in the Warehouse. At the end of the hallway, step into the utility closet and insert a power cube in the slot.





CHAPTER 5: UNIT TWO

2. **Get on top.** As the lights come on, jump on the platform and reach the walkway above. March down toward the door at the opposite end, but beware of the enforcers that come out of hiding behind you. Before moving on, claim the flak jacket behind the wall from where the enforcers emerged.
3. **Power up another Warehouse section.** Stepping past the next door, you need to stand at the top of a stairway going down into a chamber of colossal proportions. Drop a few grenades at the parasites and guards below before descending. Follow the bright hallway to the next platform and punch the nearby switch to reach the lower chamber. After heated exchanges with the parasites and enforcers, step into the power closet and insert your next cube. Then step over the narrow platform, across the floor, which should now be operational. At the top, cross over the narrow belt-way and go past the door at the other end.
4. **Use the last power cube.** Push the switches to your right and left, step out onto the narrow ledge and ride the small platform to access a small chamber, where an anxious parasite waits impatiently. Then push open the next door and step out onto a platform overlooking another dark storage chamber. Drop a good number of grenades on the parasites and Strogg below. Then jump down and insert the last cube in the utility closet to the left. A quick look at your computer reveals your secondary objective is completed and you're advised to move on to the next unit. But before that, there's an inevitable showdown with the tank, who guards a computer terminal you must gain access to.

LOOKING FOR THE CANTANKEROUS TANK

1. **Have a box dropped off.** Hop on the ascending U-shaped platform and jump off at the point it reaches the landing connected to the





moving belt-way. Dash for the green switch on the wall and push it to activate the hoist mechanism so it drops an explosive box near the door along the walkway.

- 2.** **Blow a hole in the door.** From a prudent distance, aim and fire at the explosive box. Then step through the hole into a smaller storage chamber.
- 3.** **Produce a spiral staircase.** Follow the glowing corridor and activate the switch by the left wall. Then start down the stairs you caused to assemble.
- 4.** **Remove the tank from the terminal.** Reaching the bottom floor, blow the parasite out of the way, and step into a well-lit chamber where the tank busies himself at the computer terminal. Push the first switch near the door to simultaneously shut the door to the tank's chamber and also open a door to the last storage chamber. Take advantage of the tank's position and empty the chain gun on his massive back (Figure 5.4). Then access the terminal and push the keyboard to let yourself out of the tank's chamber.
- 5.** **Head for the last chamber.** Open fire upon the Strogg as you come upon the last storage chamber. Push the switch behind the Plexiglas window to activate the hoist mechanisms. Hop onto one of the platforms and let it carry you to the other side of the room, where you should promptly jump off.
- 6.** **Make a quiet exit.** Continue past the door into a bright chamber with the visible exit sign and multiple windows on the far wall. Open the last door and jump between boxes onto the moving conveyor belt and let it carry you to your next destination.

OTHER SECRETS IN UNIT TWO

Just in case you might have missed 'em, here are some hard-to-get secrets in this unit.





FIGURE 5.4: Let the chain gun spin madly as you catch the tank in an uncharacteristically semi-vulnerable position.

AMMO DEPOT

CHAIN GUN AND FIRST AID KITS Safely pass the lava bridge and jump off the platform to your left. You'll discover an access way to an elevator. Ride the elevator up and you'll discover a hidden chain gun and two first aid kits. There's also another button up here which you can use to dump your enemies into the waiting lava.

WAREHOUSE

ARMOR AND OTHER GOODIES After you complete the level's objective (restoring power), head for the exit (up the sloping conveyor belt) to lift the exploding box into place. At the doughnut-shaped room, press the button to lower the circular stairs. Descend the stairs, but stop at the first window and shoot it. The glass will shatter. Look out the window and down at a stack of boxes. You can just see the corner of an impact switch hidden behind





them. Shoot the switch and continue down the stairs. Instead of stopping in front of the stack of boxes, the circular stairs now continue downward to a secret hidden chamber with health, armor, and other goodies.

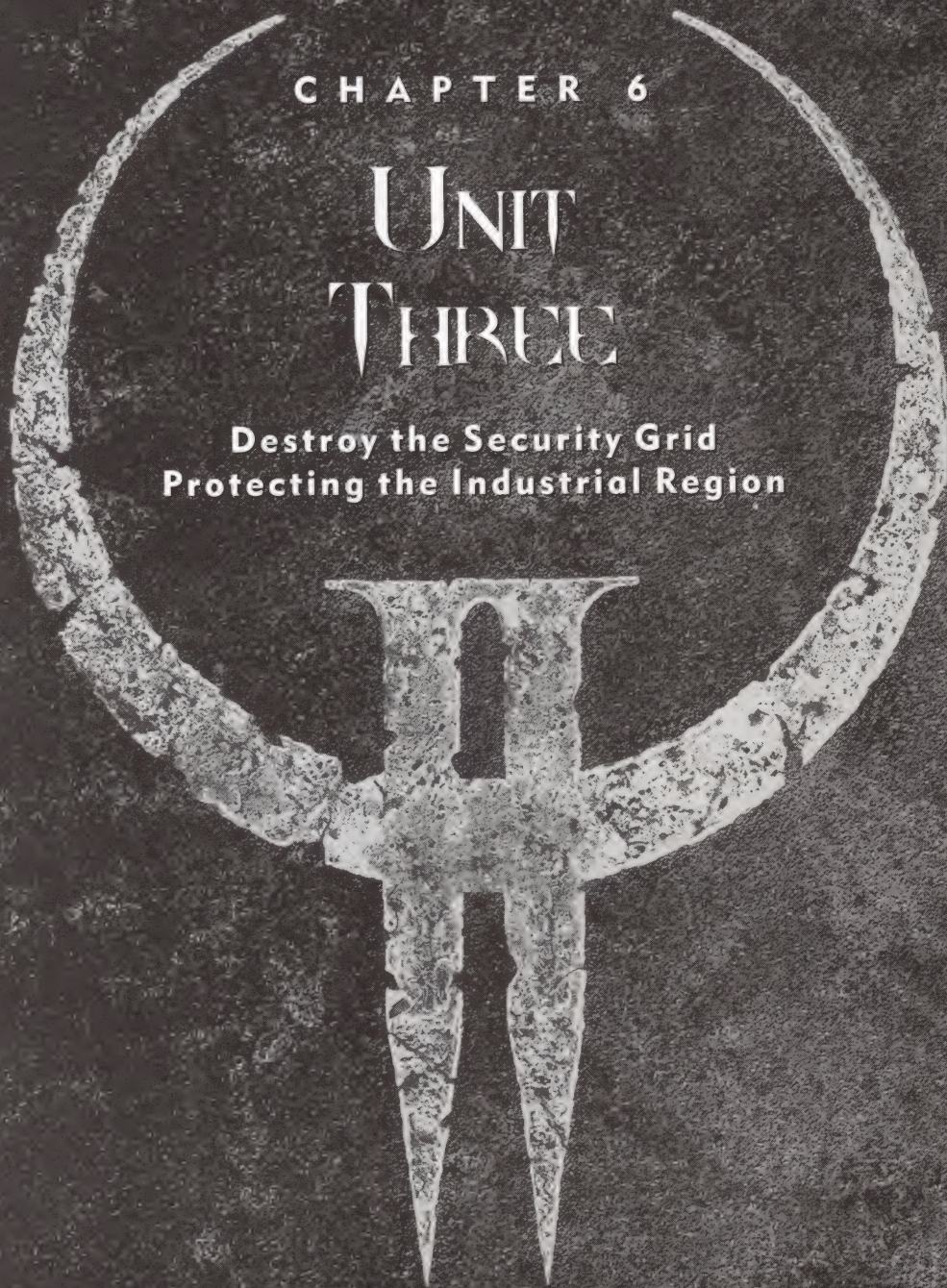
QUAD DAMAGE Near the exit, in the room behind the plexiglas, look up and shoot the impact switch. Then climb over the emerging ladder to take the quad damage above.



CHAPTER 6

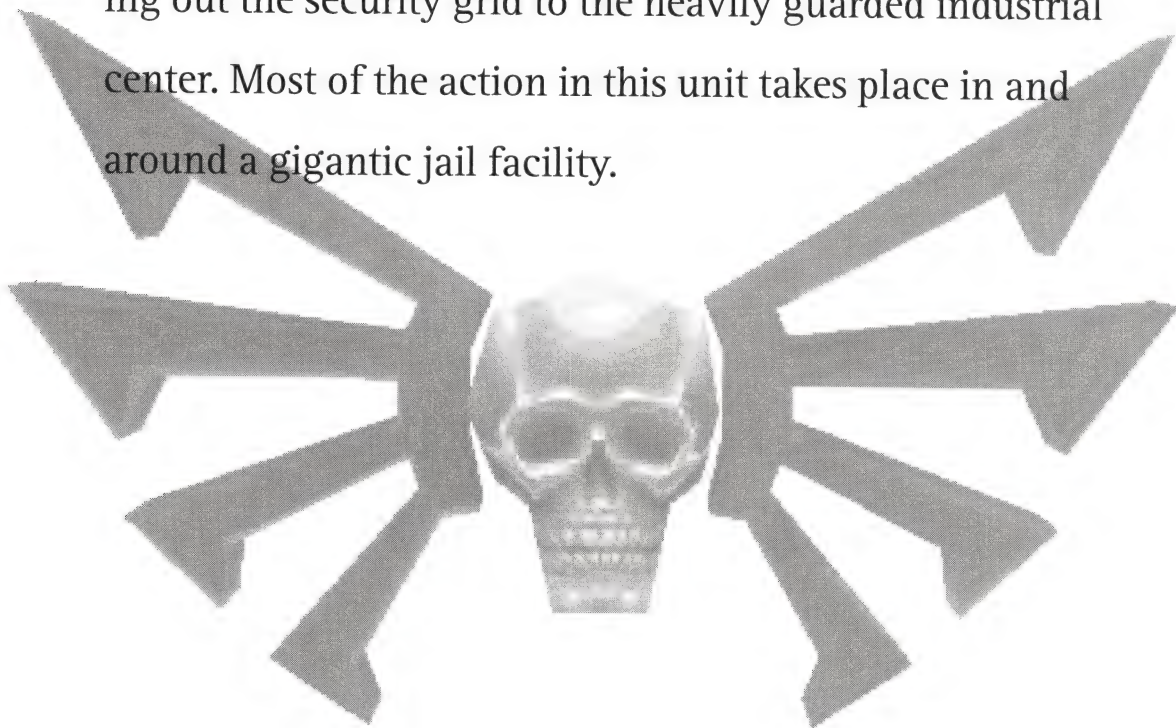
UNIT
THREE

**Destroy the Security Grid
Protecting the Industrial Region**



T

his is arguably one of your toughest assignments and certainly one of the longest. In Unit Three you're to continue moving north, wreaking havoc with the Strogg installations and eventually knocking out the security grid to the heavily guarded industrial center. Most of the action in this unit takes place in and around a gigantic jail facility.





CHAPTER 6: UNIT THREE

UNIT THREE OBJECTIVES

The Strogg are a totally industrialized race and few things could hurt them more than compromising their industrial regions. The detail for Unit Three is simple and direct (Figure 6.1).

Unit Three consists of six levels:

-  Main Gate
-  Detention Center
-  Security Complex
-  Guard House
-  Torture Chambers
-  Grid Control

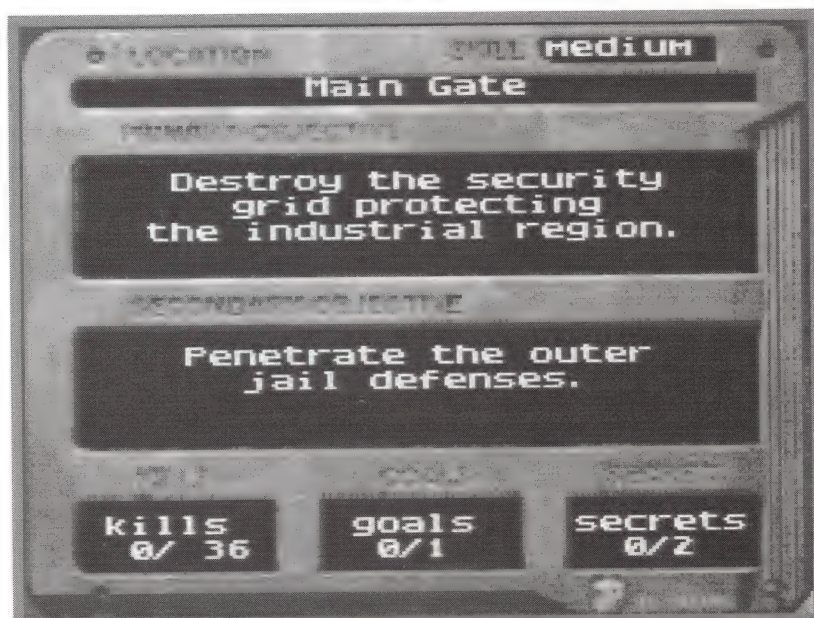


FIGURE 6.1: Expose their industrial region and the Strogg will suddenly seem vulnerable.





At the center of your objective is a pyramid structure in the Security Complex. Once you scour all other levels to obtain the pyramid's key and access pass, you'll be able to get to your ultimate destination, the Grid Control level. To accomplish your monumental mission:



Find your way past the heavy jail defenses in the Main Gate.



Locate the blue key in the Detention Center to enter the main building. Then find the entrance to the Security Complex.



Once in the Security Complex, retrieve the red key and return to the Detention Center to deactivate the yellow lasers barring entry to the Guard House and the Torture Chambers. (Both of these entrances are in the Security Complex, as are the laser beams barring their access.)



Rescue the pyramid key from the Guard House and get back to the Security Complex, but don't use the key yet. First visit the Torture Chambers, where you must find a data disk before claiming the pyramid's access pass.



Get back to the Security Complex and use the pyramid's key and pass to enter Grid Control.



Find the Grid Control generator and destroy it.

MAIN GATE

Your only objective in the Main Gate is to get past the heavily guarded courtyards and to uncover the elevator that connects to the Detention Center. There are several ways to penetrate the Main Gate's defenses. The following strategy details the most expedient route.

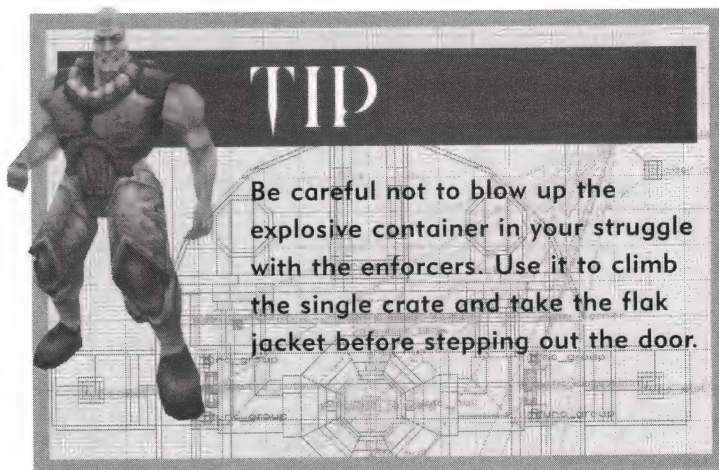




CIRCUMVENT THE FRONT ENTRANCE

1. Take a swan dive. Dispense with the enforcers in the initial chamber. Open the door, and avoid an early demise at the lethal limbs of the gunners and flyers by diving directly into the water below.

2. Uncover the first secret and negotiate the water tunnels. Swim below the bridge, jump into the narrow green corridor, and grab the underwater breather and the medkits—if you need them already.



3. Reach the cylindrical tanks. Move into the tunnel across and to the left of the secret corridor and start a wet journey to emerge onto another canal, where flyers are likely to swoop down to pluck you from the water. Undeterred, continue into the green tunnel at the far wall of the canal. Follow its zigzag path and come up for air in a huge cylindrical tank with a massive fan spinning overhead.
4. Grab some goods and blow a fuse. Jump out of the water and take the silencer and super shotgun and try to pelt the gunner on the other side of the bars before he can sound the intruder alarm. Also, you'll have to contend with an additional enforcer who brakes out of a nearby wall. Aim your blaster at the red glowing fuse next to the alarm switch and fire until it blows up. This will





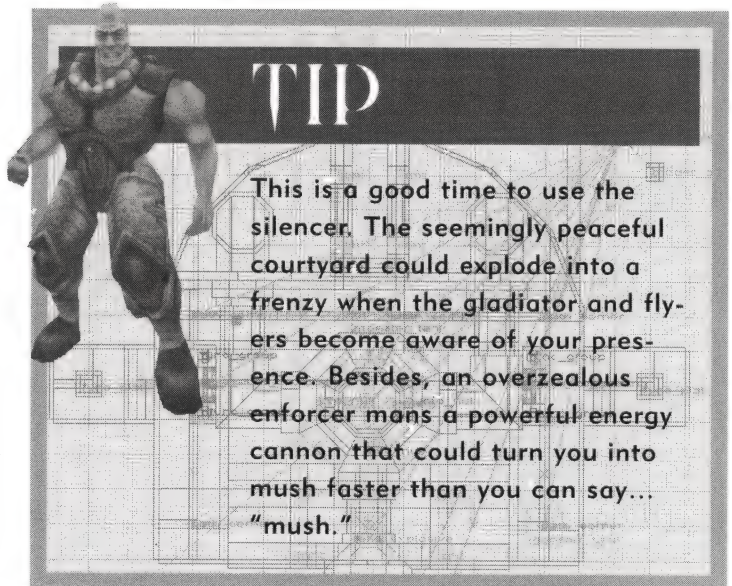
disable the fans, including the one connecting the current tank with the adjacent one underwater.

5. Enter the second tank and continue arming yourself. Submerge back into the tank and go through the large fan, which should now be stationary. Come up out of the tank and punch the alarm switch to keep it from driving you insane. Grab the chain gun and the flak jacket nearby. Then explore the narrow green corridors, taking left turns until you reach an area littered with armor shards and radioactive containers.

INFILTRATE THE OUTSIDE COURTYARD FROM BELOW

1. Blow the grill and climb the ladder. Notice the ladder at the far corner of the green hallway. Stand below it and fire a round at the grill. Then move up the rungs and emerge at the floor level of the observation tower in the courtyard.

2. Surprise a gunner and ride to the top. Dispose of the gunner with expediency and step on the circular platform to reach the top of





CHAPTER 6: UNIT THREE

the observation tower. Step over the foot switch to open the door for the elevator you've been trying to reach.

3. **Survive the battle in the courtyard.** By now alarms will be sounding and the courtyard will have become a hive of activity. The enforcer will, no doubt, attempt to knock you from the top of the observation tower and flyers will be zooming in. Before long, too, the first gladiator will make his presence felt.
4. **Ride into the Detention Center.** At the first opportunity, race across the open courtyard, jump into the awaiting elevator, and hit the down switch.



TIP

Beat the odds by pelting the enforcer behind the cannon with your lowly blaster. With its high aiming accuracy and aided by the crosshair, you can zero in on his cranium—even as he crouches behind the steel plate of the cannon. Alternatively, you can jump back to the bottom floor of the tower and use the walls to shield yourself. Lure the gladiator toward the tower so he gets in the way of the cannon. Then let the might of the cannon and the indignant gladiator's rail gun go toe-to-toe (Figure 6.2).

ANOTHER SECRET IN THE MAIN GATE

Besides the underwater breather, there is one additional secret, a flack jacket... and it's mighty hard to get. Rather than circumventing the front entrance, get past the gunners and the enforcers in the slamming steel doors. Then endure a flyer swarm in another small outside area before stepping through the front door. If no one pushes the alarm switch, do it yourself. Then accommodate the flyers newly released from a hidden area at the right end of the hallway. That's





FIGURE 6.2: An indignant gladiator retaliates after being shot in the back by the enforcer's misguided cannon.

where you'll find the flak jacket. From the stairs, climb the narrow ledge along the right wall, hop over the computer consoles, and finally jump into the small wall space to take the jacket.

DETENTION CENTER

The grim sight of your bloody, beaten comrades held in detention cells makes your relatively simple mission in this level barely tolerable. But you must forge ahead and make it to the Security Complex. First, you have to locate the blue key. Otherwise, you'll never even make it inside the massive portals of the Detention Center.





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After confronting a string of berserkers and enforcers in the halls leading to the Detention Center's main portal, you have a showdown with the tank. But even with the tank out of the way, the portal remains shut—unless you get the blue key first. (Before or after your encounter with the tank, be sure to grab the bandoleer.)

OBTAIN THE BLUE KEY

1. **Dive and attack from the rear.** Jump into the body of water below the descending stairs to the left of the portal. Grab the flak jacket and proceed into the wet tunnel at the opposite end. Emerge in a rocky enclave and climb along the rocks to face two gladiators standing guard by the blue key.
2. **Enter the Detention Center's main portal.** Taking the blue key with you, proceed up the stairs to the huge portal. Step in and steady your nerves for some gruesome sights.

LOOK FOR THE DOOR TO THE SECURITY COMPLEX

Once inside the portal, your computer's detail informs you that you're to make it to the Security Complex to locate the red key. But after getting that, you will have to come back to the Detention Center and use the key to enter an area in the Detention Center where you must deactivate a yellow laser barrier. The barrier bars access the Guard House and the Torture Chambers. The Guard House is important because it houses the pyramid's key. (The pyramid itself is in the Security Complex.) The Torture Chambers contain the access pass you must have once you enter the great pyramid.

1. **Study the Detention Center's main courtyard.** As you step into the courtyard, notice that there are portals to the right and to the left. The portal to the right requires that you have the red key and it leads to a computer terminal where you can shut down the yellow laser beams (Figure 6.3). The portal to the left leads into the actual cells of



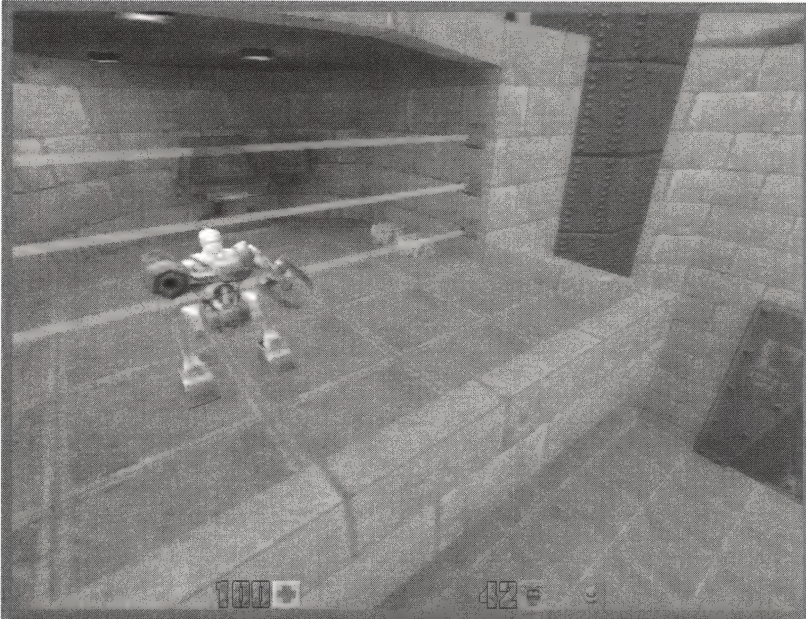
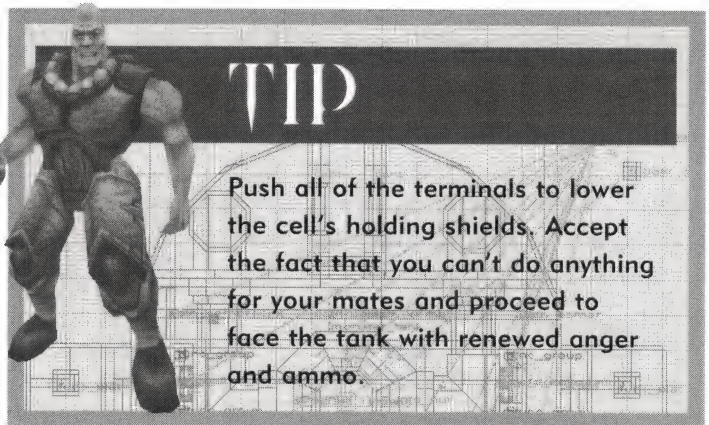


FIGURE 6.3: The terminal that produces a bridge to access the Guard House is clearly visible behind the gladiator in a balcony over the Detention Center's main courtyard.

the Detention Center. Directly ahead of the portal is a structure you can climb (via a lift platform) that lets you look directly across the courtyard. From this vantage point, you'll spot a gladiator guarding the key terminal—the object of your sojourn here.





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2. **Score quad damage in the cell area.** Race to the portal on the left and, hugging the wall to your right, move into a room directly over a holding cell where a fellow marine pitifully laments his fate. Push the switch on the wall to turn off the red laser barrier and grab the quad damage.
3. **Proceed past the holding cells.** Avail yourself of the quad damage to have a chance against the two gladiator sentinels. Rush to the opposite end, where a tank guards a valuable secret.
4. **Uncover a secret and flee to the security complex.** After pouring your venom on the tank, activate the switch behind him. Step inside the chamber and immediately activate the switch by the door. Race back out and push the switch at the front of the chamber. Move into the side door, go past the lowering pillars and descend the short flight of stairs to take multiple cells, adrenaline, and the power shield. Get out of the chamber, and proceed through the last two gates to emerge in the Security Complex.

SECURITY COMPLEX

Your first jaunt in the Security Complex is a quick trip to retrieve the red key. With it, you'll be able to go back to the Detention Center and deactivate the yellow laser beams. Then, you can get to the computer terminal that produces a bridge to the Guard House, where you hope to obtain the pyramid key.

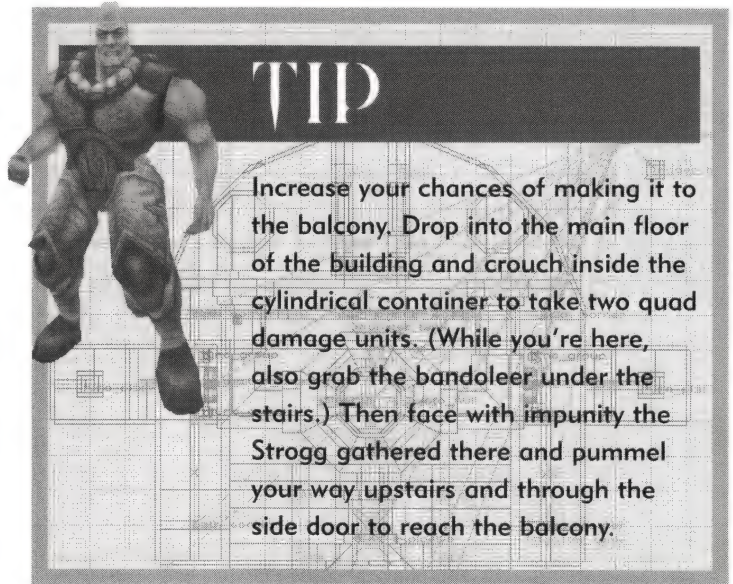




STORM THE MAIN BUILDING

1. Shoot the gunner in the back. Stepping into the Security Complex's courtyard, take advantage of the fact that the gunner's backside is to you and rip into him with a load of hot lead.

2. Tear your way through the balcony. Run directly across the walkway and straight into the main building. Remove the medic from your path and start up the stairs to either side of the main floor below. The door on the left side leads to a wide balcony overlooking the great pyramid.



3. Get the red key and run. Dash for the red key spinning on a levitation platform. If your quad damage is still good, you can dismiss the guardian gladiator with a few spins of your chain gun. Trace your steps back to the Detention Center.

DEACTIVATE THE YELLOW LASER BEAMS

With the red key in your possession, you can now go back to the Detention Center and access a new wing of the installation. This wing leads to a special

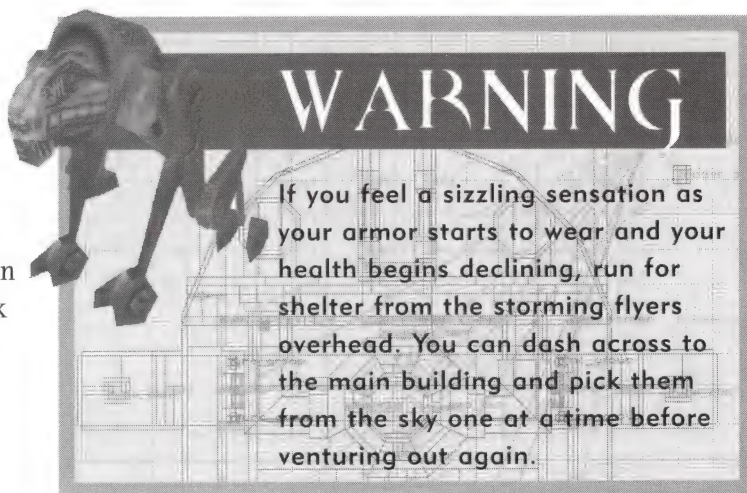




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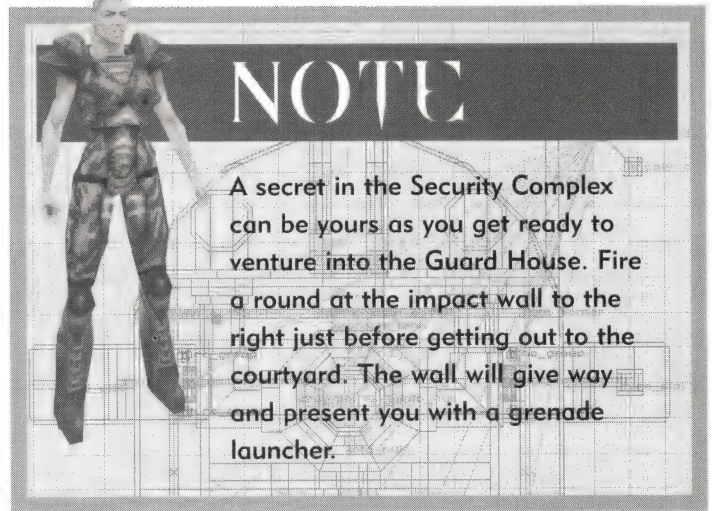
computer that deactivates the yellow laser beams in the Security Complex. Once the laser beams come down, you should go back to the Security Complex and start toward the Guard House.

1. **Cross straight through.** Cut a straight line from the door near the Security Complex all the way through the Detention Center's courtyard and directly into the portal marked with the red key symbol in its top-right corner.
2. **Squelch the enforcers and their parasite companions.** Move briskly into the hallways, always ready for an enforcer and parasite assault. When you come upon a wide courtyard with a holding cell below and a ledge on the far wall, pummel your way to reach the door across the floor.
3. **Ride a platform to the key terminal.** Endure another tussle with a couple of enforcers and their quadruped parasite. Then hop onto the lift platform and ride up into the balcony you might remember seeing the first time you entered the Detention Center. Moving cautiously, so the gladiator won't know you're there, push the terminal's keyboard and watch the yellow laser beams vanish. The same thing is happening back in the Security Complex, where you're bound next. A pyramid key cries for rescue in the Guard's House.
4. **Dash back to the Security Complex.** Upon arriving, check your updated computer instructions and don't be misled. To





open the control pyramid, you must first possess the pyramid key. To obtain the access pass (to be used inside the computer), you must tour the Torture Chambers first. So, without another thought, pivot 180 degrees to your left and march toward the door leading to the Guard House.



5. Persevere to the Guard House door. A platoon of berserkers and enforcers will do its best to keep you from reaching the Guard House's entrance. Don't let the first berserker just on the other side of the door catch you by surprise. When you come up to a larger room, grab the combat suit and continue toward the small outdoor courtyard. Take the bandoleer and chain gun by Willits' pod, step up to the Guard House's door, and knock.

GUARD HOUSE

You've come to the Guard House for one thing: the pyramid key. And though your business is brief here, the Guard House has considerable terrain to explore and plenty of bounty to boot. As you'd expect, the pyramid key is zealously guarded. The tank and an able contingent of Strogg guards will not be dissuaded easily. The key lies behind a force shield near an open space not so affectionately called the tank's Courtyard.



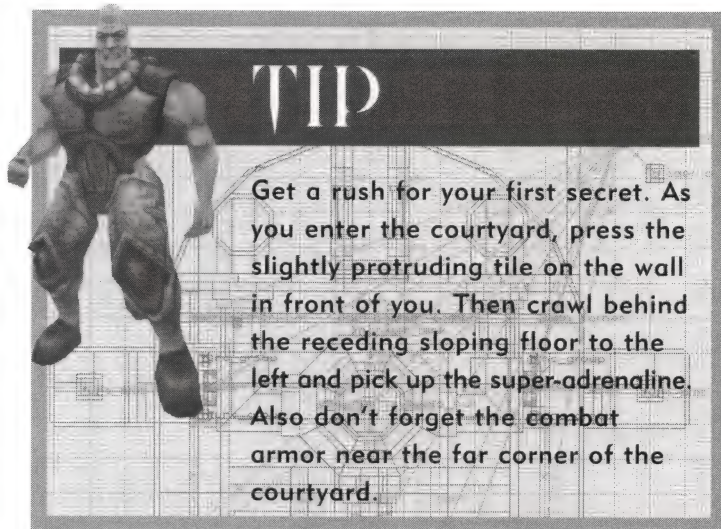


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REACH THE FIRST OPEN COURTYARD

The Guard House starts in a sunken detention area with some former proud marines behind force fields. Blow past these guys and take the elevator platform at the opposite wall. Wind your way through the right angle hallways to emerge above a sunken storage area lit by dim blue light.

Look for a small crack along the wall, near the radioactive containers. Blow it open and crawl inside the reduced space to obtain the first back-pack of your mission. Then continue down the stairs and do away with the last contingent of guards before opening the door into the first open courtyard.



TAKE ON A MUTANT AND CONTINUE TOWARD THE TANK'S COURTYARD

1. Take on the mutants. Move inside the next building, keeping your weapons ready and your leg muscles supple so you can retreat from the mutant's onslaughts. This is a new enemy you haven't seen before so exercise caution. Take the flight of stairs to the left and descend upon a larger chamber, which is also another mutant's stomping grounds.
2. Reach the tank's Courtyard. Grab the combat armor, move into the tunnel and follow the platform's path, disabling Strogg guards





as you eventually behold the open Stroggos skies and the tank's imposing figure in his courtyard (Figure 6.4).

3. **Fight like a warrior.** Duck behind the crate and pelt the tank with your heavy weaponry until his system goes into shock and he eventually crashes to the ground in a pile of charred metal and scarred flesh.
4. **Disable the force field.** Run behind the smoldering tank and punch the switch. Then step inside the enclosure to remove a few more Strogg guards before you walk up to the pyramid key and make it your own.

At this point, your computer beeps to notify you of your next orders: Return to the Security Complex and open the pyramid structure with your newly acquired



FIGURE 6.4: You must get past the tank if you want to get your hands on the pyramid key, which can be seen through the Plexiglas behind him.





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key. You're not one to question orders. But in this case, you take exception. Knowing you still need the access pass inside the pyramid, you make a command decision to visit the Torture Chambers instead. So, high-tail it back to the Security Complex and start down the tunnel to your chosen destination.

GET SET FOR A TOUR OF THE TORTURE CHAMBERS

The short path down the tunnel to the Torture Chamber's entrance is extremely perilous. For one thing, a tank guards the computer you must activate to create a bridge over some sizzling lava. In addition, two icarus hover nearby ready to rain destruction upon you.

Make the most of the distance between you and the tank and shower him with grenades and other heavy projectiles. The rocket and grenade launchers are good choices. After activating the computer behind him, draw the icarus into the tunnel to reduce their shooting angle. The chain gun should prove to be efficient against the swiftly hovering icarus. Finally, run over the bridge and open the doors to the Torture Chambers.

TORTURE CHAMBERS

What sort of unspeakable tortures could a heartless predatory species like the Strogg dream of? You'll soon find out. And if the thought of cavernous, enclosed chambers deep in the bowels of Stroggos isn't your idea of fun, then that's all the more reason to make your foray profitable in the least amount of time possible.

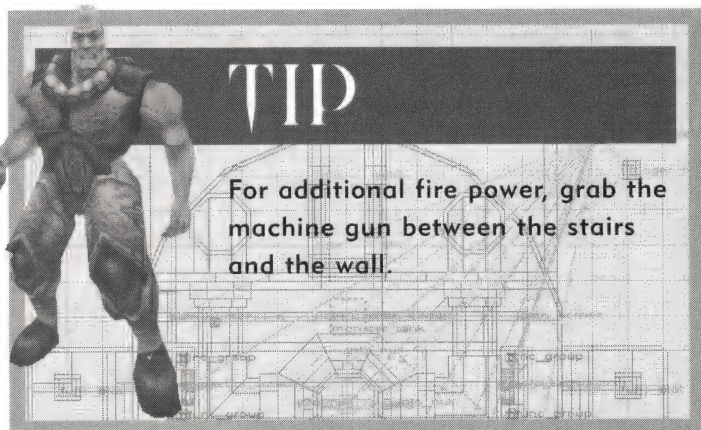




GET TO CELL BLOCK “A”

Per your instructions, set out to find a data CD in cell block “A.” Without it, you won’t be able to get inside cell block “B.” And you must make it there to find the pyramid access pass.

1. Smash the tank and discover your first secret. Emerging at the top of a slightly sloped floor under a large warehouse-type roof, bring the tank down. Then get out of the



structure and explore the small open space around and to the left to discover a hyper blaster.

2. Burrow deep. Stomp over the foot switch and ride the platform deep down into the Stroggos ground. With the platform switch to your back, start toward your right and follow the blue-lit corridor around and down a flight of stairs. Hug the wall to your right as you descend another flight of stairs. Open the door to the right and you’re in cell block “A.”

OBTAIN THE CD DATA DISK

1. Become suddenly invulnerable. Lower the force field to the cell below the “Cell Block A” sign and pop a grenade or two in there. Your buddy in the cell, clearly beyond help, would beg you to. Then





CHAPTER 6: UNIT THREE

crawl into the opening in the wall to claim the invulnerability you need so desperately on this mission.

2. **Spot the disk and spring toward the platform.** Coming out of the cell, turn right, and, turning a deaf ear to the cries and laments of your broken-down buddies, jump onto the platform to come up facing the data disk. Punch the computer control next to it and reach for the silvery, shiny object.
3. **Head for cell block "B."** Proceed along the elevated walkway staying close to the wall on your right. Turn right at the first corner (disposing of a tank along the way) and go through the next door. You will come out at the point where the cell blocks divide into "A" and "B." Still staying to your right, use the computer terminal and open the door into the block "B" cells. Step into the L-shaped corridor and come out looking at the block "B" cells.
4. **Slither down a hole.** Lower the force field to either of the cells under the "Cell Block B" sign and drop into the gaping hole. Spray the parasite with your hyper blaster before he has a chance to shoot his life-sucking probe. Find the breather by the pillars and turn to face the circular hole in the wall.
5. **Swim toward the access pass.** Step right up through the hole as its diaphragm dilates. Activate your breather and swim the murky waters inside the greenish tube. Eventually, you will emerge in a large rectangular tank. Leave the water and grit your teeth at the sad sight of another helpless marine about to be flattened.
6. **Produce the access card.** Mercy kill your comrade to cut his suffering short. Then touch the computer console to bring the painfully slow heavy iron cross to flatten the dead soldier's body. Then collect the access pass that mysteriously appears to the side of the torture machine.
7. **Activate another terminal.** Push the next door, step through and activate the next terminal to open the door just to the right.



DESTROY THE GRID CONTROL COMPUTER



Continue inside and zigzag on the walkway to enter a final chamber of horrors. As with the other mercy killings you've had to dispense, shoot the doomed marine in the cage and then step on the foot switch to lower the contraption in the scalding lava. When the cage re-emerges, crawl inside to take another hyper blaster as a legacy of your fallen fellow warrior.

8. **Face the final tank.** Move toward the exit sign and unleash your might on the immutable tank before stepping outside to be free—for now.

You thought you were battle-hardened, but putting down your own doomed marines hasn't been easy. Still, you now have the two items you need to penetrate Grid Control and inflict a serious loss on the Strogg you've come to despise. So you emerge back in the Security Complex and are all too eager to get to the pyramid.

ENTER THE PYRAMID AND USE THE ACCESS PASS

Returning from the Torture Chambers, you find yourself in an unfamiliar section of the Security Complex. But, just to orient yourself, you're on the third level of the main building, very near the great pyramid.

Impart due punishment upon the enforcers and medics on your way down to the lower floor. Stepping out into the open, use the pyramid key to split it open down its center and behold the levitating icarus suspended like an angel of death. Waste no time hosing him down under a barrage of hyper blast fire. Then drop into the pyramid's hole. Walk up to the access console and use the access pass. In a few seconds, the gateway to the Control Grid is open and your fate is but a few steps away.

DESTROY THE GRID CONTROL COMPUTER

The cold dark metal, exposed wiring, eerie bluish light, and the nearly subsonic pulsing hum of this installation makes you feel as though you were inside a





CHAPTER 6: UNIT THREE

strangely alive machine with absolutely no sympathy for one like you. Your fear is not the least bit unfounded.

To get to the Control Grid computer, you have to negotiate crisscrossing sensitive energy beams. Then there's the ultimate showdown of Unit Three as you confront two tanks, several berserkers, and a tank boss that's just too heavy to describe with mere words.

Working your way around, over, and under the lethal energy beams, you reach the very back of the installation. Then take one of the platforms to reach the open area above. As the tanks sense your presence, begin your own assault campaign, retreating to the lower

floor of the Grid if necessary. Once you dispose of the tanks, keep a firm footing as a giant rumble announces the presence of the four-wheeling tank boss, a true aberration on wheels. Simultaneously, the walls around the central structure collapse, leaving only the corners to serve as shields. The tank boss is assisted by a few more berserkers, who are much more mobile, but much less powerful.

Finally, when the tank boss begins to fold, and ultimately goes out with a loud explosion, drop into the hole in the middle of the floor to deal the coldest of boots to the Grid Control computer. Follow the cable piping and step over a yellow platform to reach a view of the Control Grid computer's power core. Activate a switch in front of it to expose the crystal heart of the demonic device and blow it to smithereens (Figure 6.5). Then turn around and glance at your computer for your next assignment. The Strogg might not be so invincible after all.

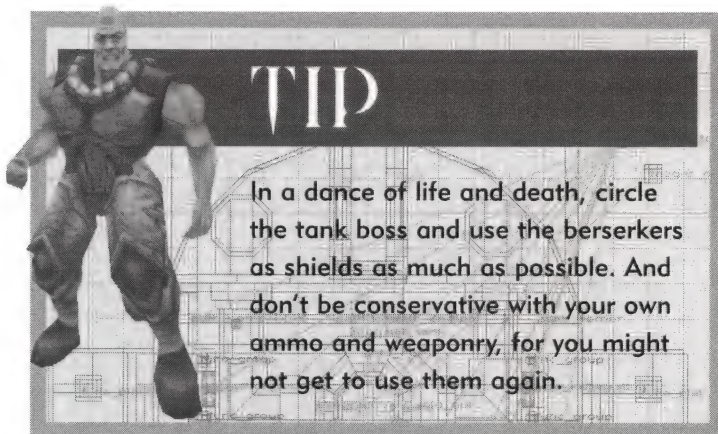




FIGURE 6.5: After a cold boot of this magnitude, not even a major system upgrade can save the Grid Control computer from becoming utterly obsolete.

OTHER SECRETS IN UNIT THREE

Don't settle for less than finding all the secrets in this unit.

DETENTION CENTER

COMBAT ARMOR Go into the room that has the switch that turns off the force field in front of the quad damage. Turn to the left and go up the stairs. Turn completely around and you will see a gunner standing in front of an impact switch. When the gunner is out of the way, shoot the impact switch. This causes the stairs that you just climbed to be raised up. Run to your right, jump down into the cell block and run to you left (basically circling back to where you started the puzzle). If you're fast enough, you should be able to slide under the stairs before they drop again.





TORTURE CHAMBERS

INVULNERABILITY In cell block A, go to the lower level (where the cells are located) and face into the corner with a cell on your left and your right. Open the force field door on your left. In the back of the cell, you will find a brick that juts out from the wall. Blast this brick into powder and crawl into a circular chamber to get an invulnerability. You'll need this to reach the next secret!

HEAVY PACK, GRENADES, SLUGS, ROCKETS, SHELLS, BULLETS, CELLS, AND QUAD

DAMAGE This one is located inside the cauldron filled with superheated transparent fluid into which a captive marine is lowered and out of which you get the hyper blaster. Activate invulnerability before you jump into the cauldron then swim down and collect your prizes, which are substantial. Get out before your invulnerability wears off!



CHAPTER 7

UNIT
FOUR

Navigate the Mine and Find
the Factory Entrance

You dealt a hard blow to the Strogg war machine when you knocked out the Grid Control Computer. In Unit Four, you must burrow deep underground through a series of mines to worm your way into an important Strogg factory.





CHAPTER 7: UNIT FOUR

UNIT FOUR OBJECTIVES

In this unit you must find your way through a labyrinthine Strogg mining complex to reach an alternative entrance to the factory—the main entrance is all but impenetrable. A quick look at your square-headed girlfriend (your pocket computer) gives you the skinny in brief (Figure 7.1).

Unit Four consists of five levels:

-  Main Entrance
-  Upper Mines
-  Bore Hole
-  Drilling Area
-  Lower Mines

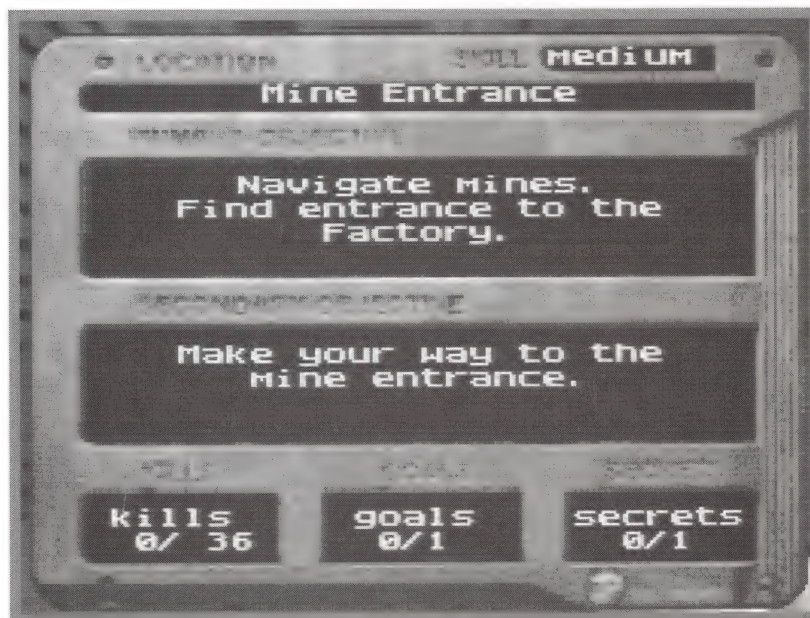


FIGURE 7.1: Inch your way through the stinking bowels of the Strogg mining complex to eventually descend upon their factory.





You must visit every area of the mining complex. After lowering a key bridge in the Lower Mines, you will then have a chance to ride the otherwise inaccessible elevator in the Drilling Area to enter the factory surreptitiously. Your exploration path goes something like this:



Locate a way into the mine complex in the Main Entrance.



Activate the giant ventilation fans in the Upper Mines.



Restore power to the machinery in the Bore Hole so you can descend into the Drilling Area.



Lower a key access bridge in the Drilling Area, then get back to the Bore Hole. From the Bore Hole, enter a different section of the Drilling Area to reach a giant mining bore.



Penetrate the Lower Mines to dig another hole into the Drilling Area so you can take the access bridge and reach the Strogg factory.

MAIN ENTRANCE

Leave the smoking ruins of the Grid Control computer behind and, after stepping out of the short metallic corridor, you're treated to an imposing sight of the massive Strogg factory across the canyon. Its front door, resembling the locked jaws of a monstrosity massive T-Rex, is anything but inviting. As your journey begins, you're simply to load up on weaponry, survive the Strogg encounters, and make it to the Main Entrance of the mines.

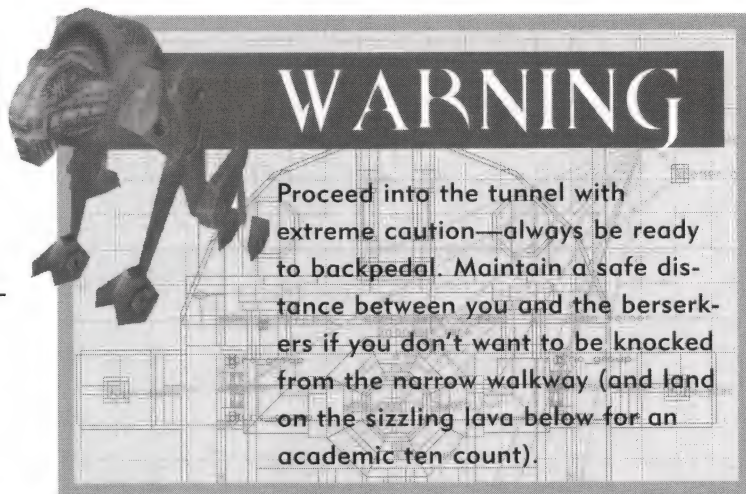




CHAPTER 7: UNIT FOUR

BUILD YOUR ARSENAL RIGHT AWAY

1. **Endure a little pain.** Circle the elevator shaft to grab the ammo and step out onto the open area. Turn immediately to your right, climb onto the ledge and follow it to the end, and jump directly onto a small landing to get the energy armor and some stimpacks. Then, jump as far as you can and take the draining lava heat no more than necessary. Move forward to reach the small rock landing. A second hop from there lands you directly on top of the hyper blaster and a cell. Explore every corner of the open area to get additional ammo. Use the medkits to restore any health you might have lost.
2. **Move into the tunnel and score the Main Entrance's only secret.** Make a couple of quick turns on the walkway to the right of the factory's main entrance and you come upon another wide open area divided by a large lava river. Blow a hole through the electronic consoles by the flak jacket. Then step through a gaping hole to grab a rocket launcher.
3. **Build some stairs and collect more goods.** Step through the door into the first mine enclosure. Shoot the impact switch high above and to the left to produce a set of stairs.

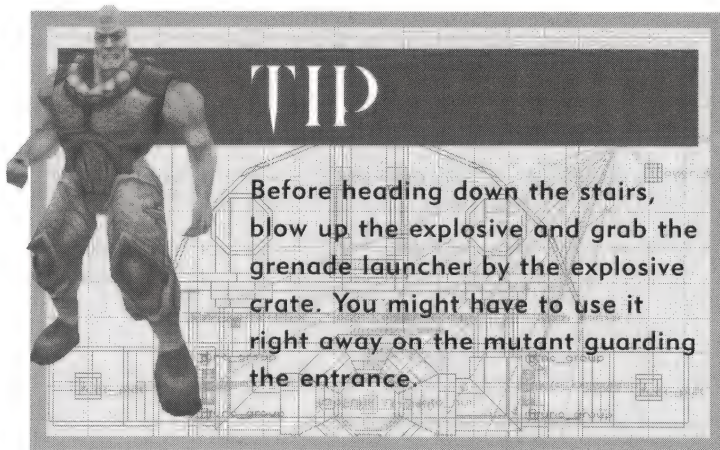
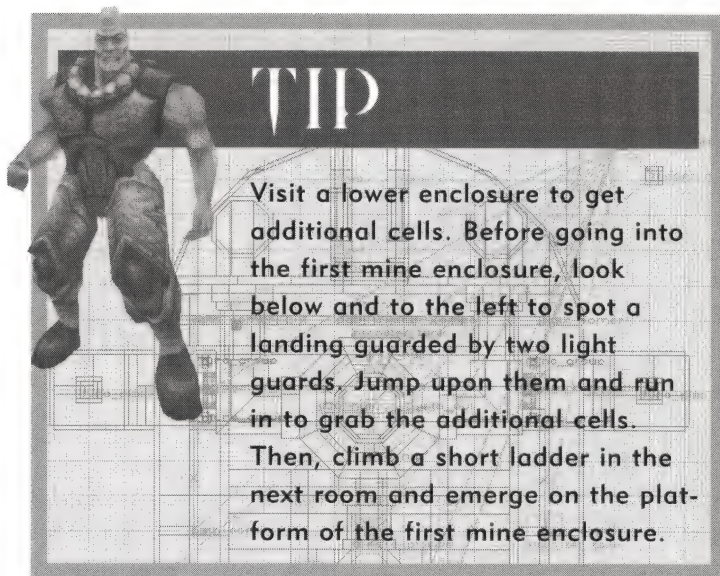




Climb over them and walk around the platform to collect additional cells.

4. Start down the tunnel to the main entrance. Push into the narrow tunnel and come out next to a large curving metal shield and watch out for icarus hovering nearby. Turn right at the end of the shield to take in a panoramic view of the mines' Main Entrance below.

5. Proceed down the stairs. Down the mutant and another berserker before stepping through the mines' Main Entrance.





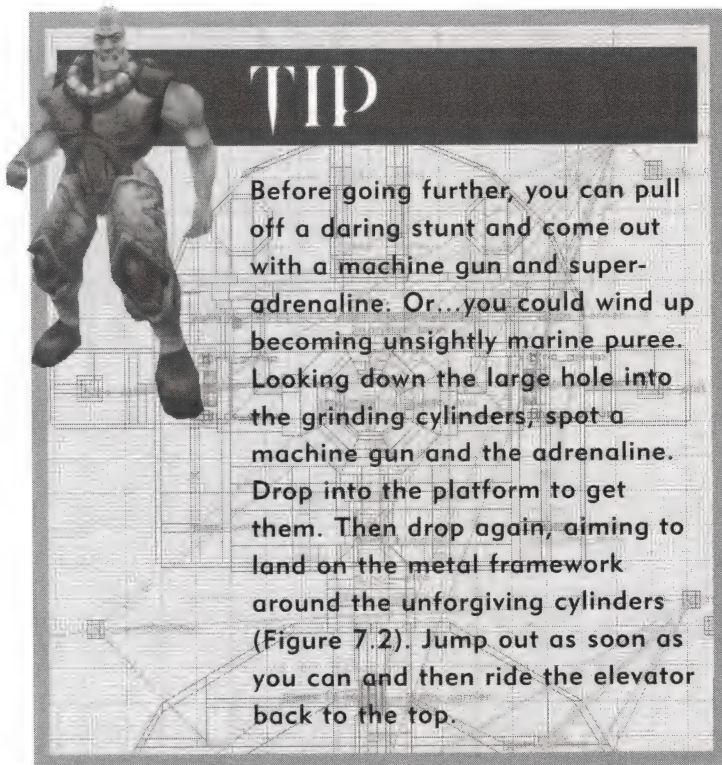
UPPER MINES

For a lesser marine, it would be very easy to get lost and succumb to panic and claustrophobia in the stuffy corridors and dark chambers of the Upper Mines. But your objective here is to locate the remote switch to activate the ventilation system so the Lower Mines, which include the Bore Hole and the Drilling Area, become safe for you to breathe in and explore.

TAKE OVER THE UPPER LEVEL

1. Sweep the bottom area. Look below the walkway for rockets. Also climb up a short distance into the tunnel to the right of the grinding cylinders to claim a rocket launcher. Then hop on the shaft elevator and ride to the top.

2. Reach the huge ventilation pit. Proceed up the next hallways, claiming a chain gun and fighting off an assorted cast of Strogg, including a gladiator, icarus, and various guards. Eventually, you'll



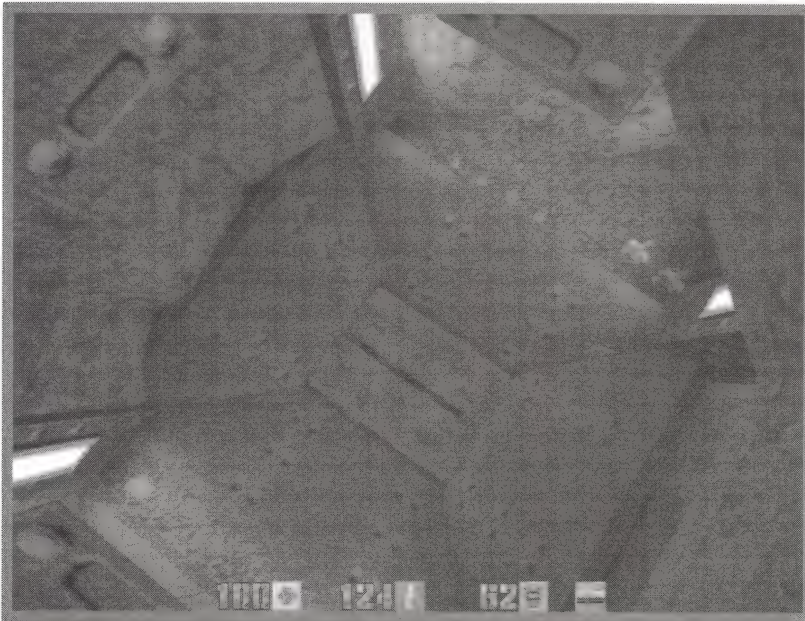
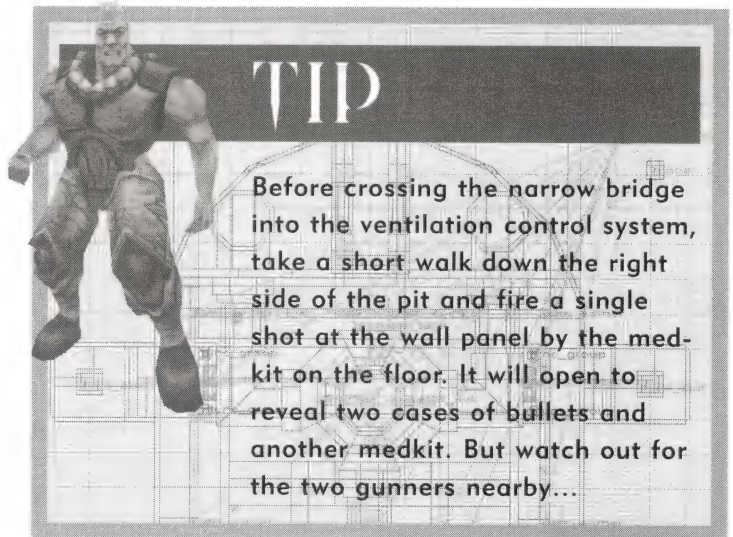


FIGURE 7.2: Is a machine gun and the adrenaline worth a stunt like this? Maybe not, but the rush certainly is.

reach an outdoor area dominated by a gigantic fan, which is not moving at all (thus creating the toxic conditions in the Lower Mines).

3. Head for the ventilation control system. Move into the tunnel to the





CHAPTER 7: UNIT FOUR

right—walking on a metal grill work over hot lava—and follow its sinewy path to emerge into yet another ventilation pit. When you make it past another gladiator and another gunner, duck and dash for the rocket launcher in the middle of a large hallway. The cannons on the side walls go off intermittently and their impact is devastating. Upon reaching the other side, step on the floor switch to turn the cannons off. Move up a small ramp and battle to reach the next ventilation pit.

4. **Activate the ventilation system.** Walk down the narrow walkway and deal with another gladiator before you can push the large switch inside the chamber to start the gigantic fans.

HEAD FOR THE LOWER MINES

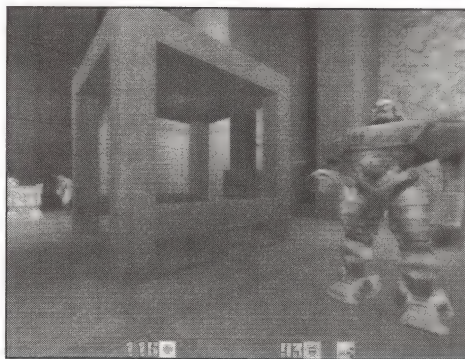
1. **Trace your steps back.** The swooshing of the wind and your beeping computer both tell you the Lower Mines are now accessible. Deal with the gunners you avoided earlier near the secret compartment you uncovered.
2. **Cross the bridge when you get there.** Step over the foot switch to produce a bridge across the empty space. Reach the other side and turn to your right. March down the hallway you've seen before until you come in view of the next enormous ventilation pit.
3. **Get down deep.** Descend the few steps into the mouth of the ventilation pit and walk around to reach the metallic entrance to the tunnel across the way. Step in to entertain a few more gunners. In the chamber at the end, step over the grill work and activate the platform switch.
4. **Bore Hole, here you go.** At the bottom of the ride, accommodate the mutant and the guards, grab the rockets in the puddle, and step into the shaft leading to the Bore Hole.





THE SERVICE ELEVATOR

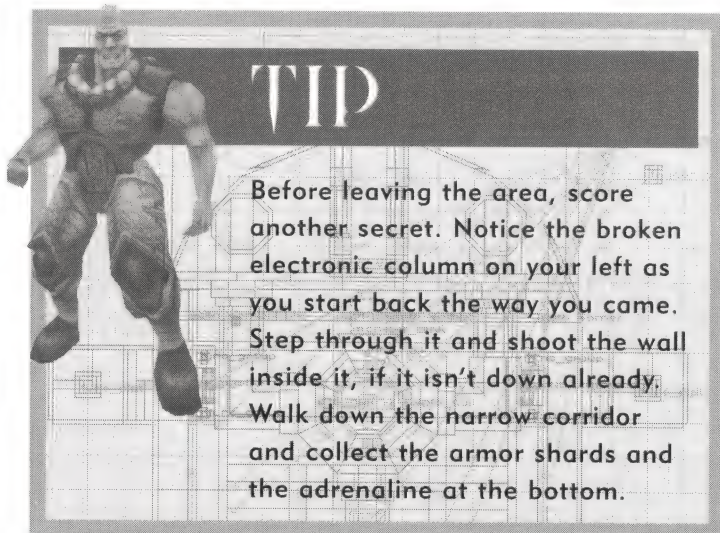
The Bore Hole and the last two mines in Unit Four (Drilling Area and Lower Mines) are connected at various points in time and space. Your strategy for solving the remainder of this unit and eventually reaching the service elevator to the Factory involves skipping around from one mine to the next and returning to previous mines when necessary.



TURN ON THE JUICE IN THE BORE HOLE

Although there are two entrances to the Drilling Area very near to your starting point, they might as well be miles away. That's because the platform to reach them is inoperative due to lack of electric power. Therefore, your first foray into the Bore Hole is all about restoring the juice.

1. Storm the halls toward the bi-level chamber. As you start forward, grab the grenade launcher and dump a few grenades at the feet of the gladiator in the circular chamber. Continue down a short flight of stairs and to your





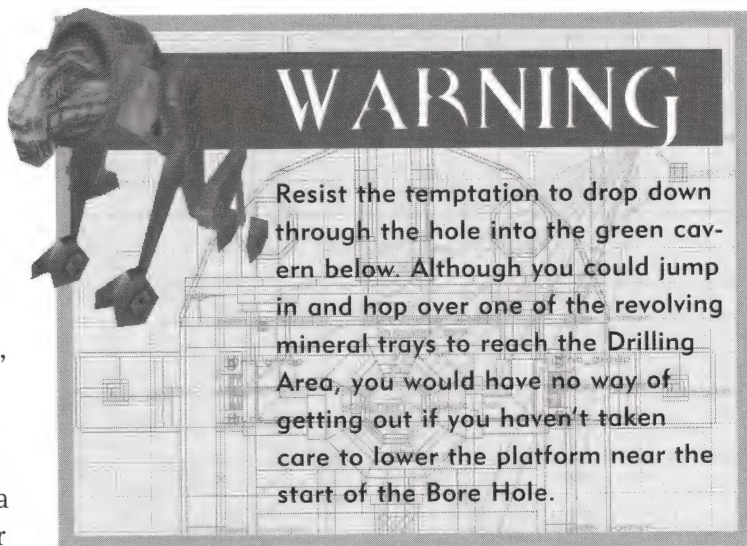
CHAPTER 7: UNIT FOUR

right, you'll meet resistance from a gunner and various guards. Upon reaching the bi-level chamber, look under the stairs to nab your first secret, combat armor and some rockets. Don't pass up the hyper blaster and cell by the radioactive tanks.

- 2. Meet more opposition in the tunnels.** Continue on the walkway through the door in the corner of the room and liquefy the berserkers blocking the way. Advance into the darkened tunnel and mow down the guard contingency—but save your best weapon for their gladiator leader. Step over the bloody remains, taking a machine gun with you as you come into view of another gladiator.

- 3. Power up.** Make another sharp left turn, take out two more belligerent berserkers, and step into a green chamber housing the power switches.

Activate them both and watch the generator come alive. Now you can go back and activate the platform that leads you to the Drilling Area entrances.



You can trace your steps back exactly as you came. But if you want to score more items and engage a few more enemies, get out to the walkway and drop some grenades on the marauding mutants below. Then, drop down and collect





the cells and rockets. Proceed to the rocky area lit by a red bulb and crouch under the short metal slab to take the quad damage from the puddle.

Hop over the slab and start into the rusty metal tunnel. Steam over the guards you encounter along the way and end up in a cavernous green chamber with a spinning fan through which you can see the Stroggos sky. Endure the heated battle with the gunner and berserkers and, finally, step over the metal mesh platform and ride it up to emerge facing two more gunners from the back. Drop them and then jump below into the circular juncture. From there, it's only a few paces to your starting spot.

LOWER THE ACCESS BRIDGE IN THE DRILLING AREA

Walk over the long U-shaped platform overlooking the incandescent lava. Activate the switch near the center and ride the platform down a short ways. Jump inside the open porthole. Step through two more doors and come out in the Drilling Area.

Decline the gunner's bullet handshake and start down the stairs. Grab the combat armor under the stairs and move down the hallway to meet serious opposition, including other gunners, enforcers, guards, and a couple of gladiators.

When you come upon the slicing doors, time your forward advance so the door is lifting as you move ahead. Take the super shotgun between the doors and continue toward the control room, where you'll have access to the bridge-lowering mechanism. Fend off the last gunner and the gladiator. Then engage the lever in the center of the room and watch the access bridge lower on the other side of the barred look out point.

Now that you've accomplished your first mission in the Drilling Area, it's time to go back to the Bore Hole. There, you'll connect with another door into the Drilling Area.

LEAVE A LASTING IMPRESSION IN THE DRILLING AREA

After tracing your path back to the Bore Hole and emerging on the U-shaped platform, move near its middle and push *only* the switch on the right side. When the platform lowers completely, step into the next porthole. Touch the





CHAPTER 7: UNIT FOUR

next porthole plate and emerge back into a different part of the Drilling Area.

Grab the rocket launcher and aim your crosshair directly at either of the fuses under gunner watch. Pull the trigger and repeat the process with the second fuse. This will open the middle bar into the tunnel leading to the massive drilling bore

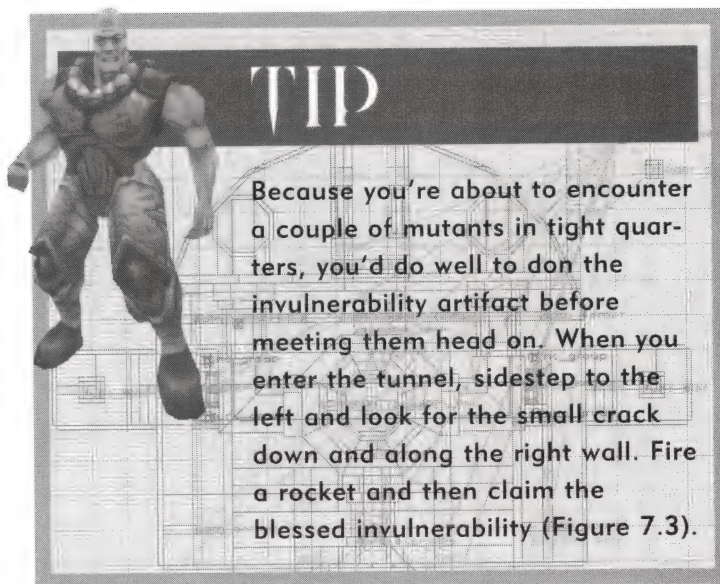


FIGURE 7.3: Don't pass up the most serious form of protection for your double date with a set of mutant twins.





you're after. Enter without trepidation and move into the sepulchral enclosure below.

Leave the mutant carcasses behind and continue through the tunnels to reach the heavy duty mining bore. Assume control behind the switch and push it in. Watch the bore's shield unfold like metal petals to reveal a translucent amethyst-colored drill bit. After the lasers concentrate their power on the head, the bore shoots a majestic energy discharge directly into the awaiting ground, which melts under the intense and concentrated heat (Figure 7.4). Walk up to the freshly dug hole and drop in. You're bound for the Lower Mines.

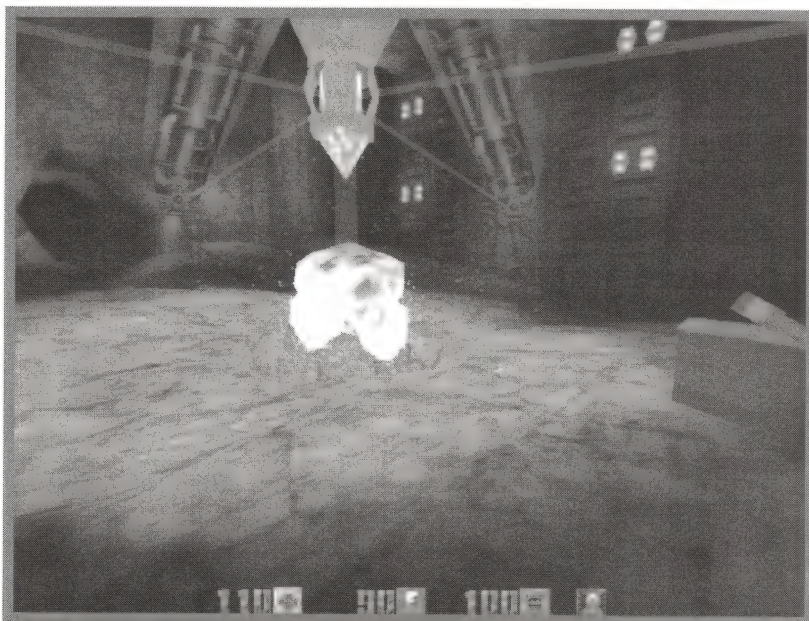


FIGURE 7.4: The Strogg technological might is obvious in their mining bore. Use it to your advantage as you seek to reach the Lower Mines.

REACHING THE ACCESS BRIDGE FROM THE LOWER MINES

Probing deep into Stroggos' rock mantle, the Lower Mines is the place where the cyber race obtains most of its "steedium," their mysterious crystal energy





CHAPTER 7: UNIT FOUR

source. But you're not here on some new age rock-finding frolic. Instead, you've come to continue digging your way to the service elevator to the Strogg factory. You're closer than ever and you cannot flounder now.

Heavily dug, the ground of the Lower Mines can give at any time. So watch your step and avoid losing your balance near lava pools. The Lower Mines is also a technician stronghold. Their maneuverability and single-mindedness makes them valuable mining operatives and fierce watch dogs.

Upon emerging in the Lower Mines, walk over the metal plank and push the lever that starts the tray belt. Walk back over the plank and hop on one of the trays to catch a ride up to an upper dig.

Move down the narrow tunnel to your right and fight for elbow room with a technician and a gunner. Hug the wall to your left and drop into the landing below. Grab the grenade launcher and continue into the zigzagging metal tunnel.

Coming upon a clearing, move quietly to the lever and activate it to drop a heavy boulder on a tank below (Figure 7.5). Deal with the nearby gunner and



FIGURE 7.5: Poised to get the ultimate headache, this tank is soon to be no thicker than a coin.





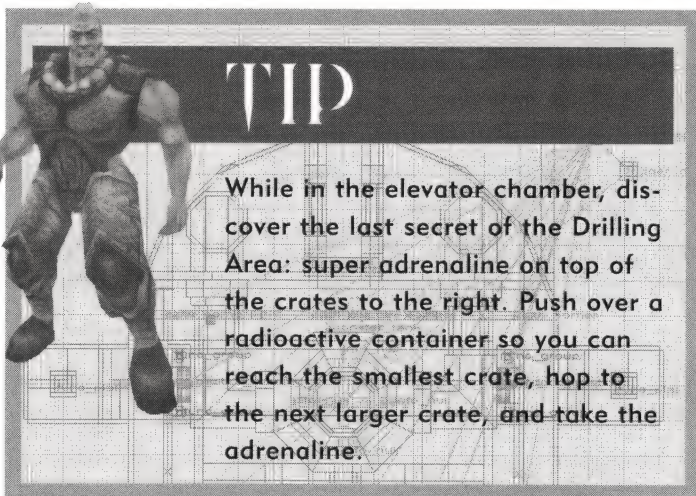
then hop below to claim a quad damage. Step behind the laser cannon and push its switch to dig a passage to a nearby tunnel.

Step into the newly dug tunnel, reach for the rocket launcher, and retreat very rapidly back into the chamber before a careening cargo transport comes breaking through the wall and uses you for a front bumper as it crashes against solid rock.

Once the transport passes by, move behind it and enter another tunnel down a ways and to the right. Take care of two technicians roaming about and advance carefully down the very narrow walkway. Keep safe footing through the rumble and reach the other end. Get past two more gunners and you'll see a large metal platform that rises to a chamber above. Head directly for the port-hole marked "Exit" and come out in the Drilling Area once again.

CROSS THE ACCESS BRIDGE AND RIDE THE SERVICE ELEVATOR

Walk over the metal bridge you laid down earlier, taking the hyper blaster and cell in the way. Step through the next tunnel and emerge in a dark chamber with the service elevator flanked by a tank and various other Strogg undesirables. Wage the last battle of this unit and then step in the service elevator. You're about to crash the Strogg factory gates.





CHAPTER 7: UNIT FOUR

ANOTHER SECRET IN UNIT FOUR

Don't miss the final secret in this unit.

BORE HOLE

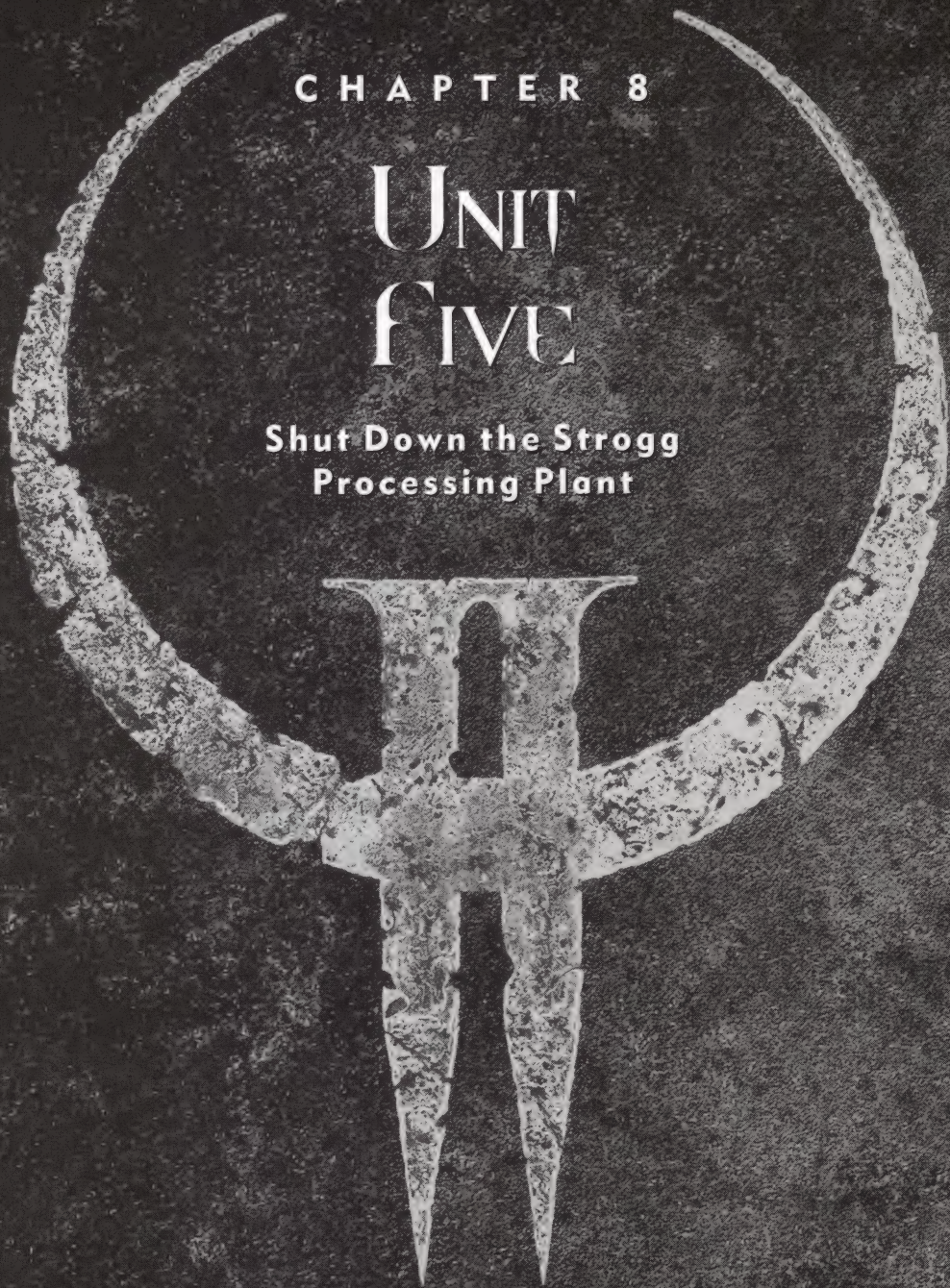
SUPER ADRENALINE As you wind through a twisting passageway of corroded brown pipe on your way to collect the quad damage from the cave of the mutants, stop in water-filled cylindrical chamber before going onward. Drop off the pathway into the murky brown water and swim down to collect an invigorating adrenaline pack!



CHAPTER 8

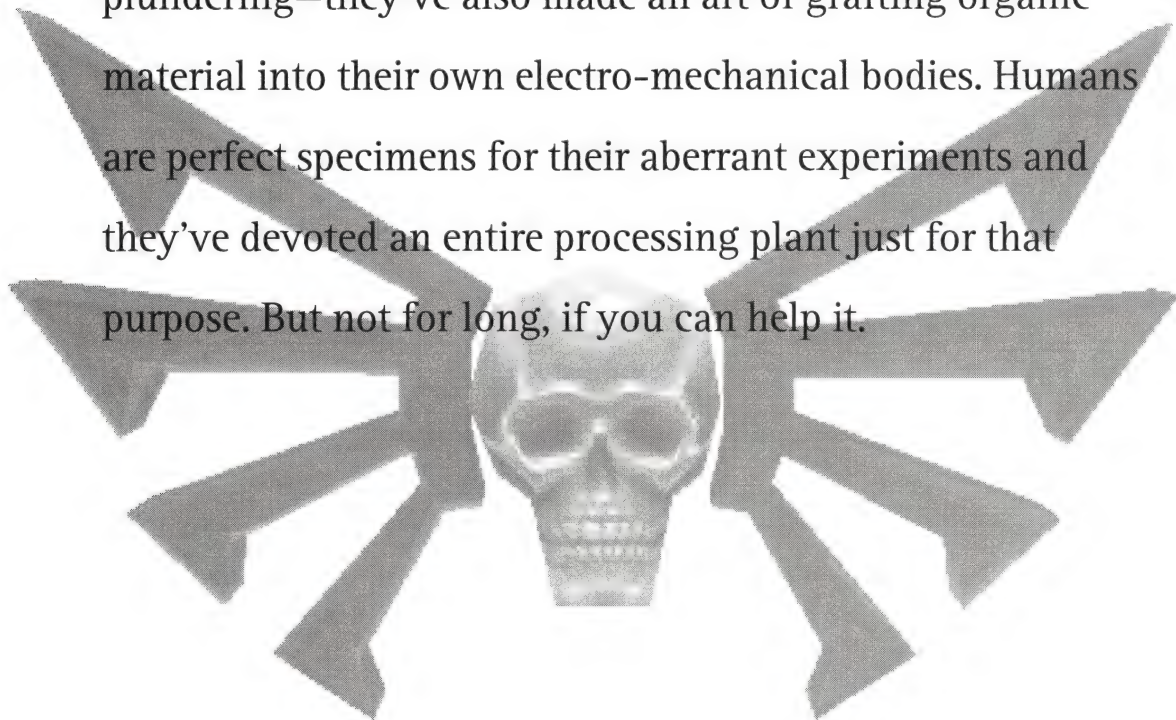
UNIT
FIVE

Shut Down the Strogg
Processing Plant



You weren't expecting a leisurely tour in Stroggos, but Unit Five presents perhaps the goriest spectacle you've had to endure since your arrival.

The Strogg civilization thrives not only on pillaging and plundering—they've also made an art of grafting organic material into their own electro-mechanical bodies. Humans are perfect specimens for their aberrant experiments and they've devoted an entire processing plant just for that purpose. But not for long, if you can help it.





CHAPTER 8: UNIT FIVE

UNIT FIVE OBJECTIVES

This brief but mind-numbing unit posits a major challenge and tests your intestinal fortitude. You're to destroy the Strogg assimilation machinery *and* retain your lunch (Figure 8.1).

Unit Five has two disturbing levels:



Receiving
Center



Processing
Plant

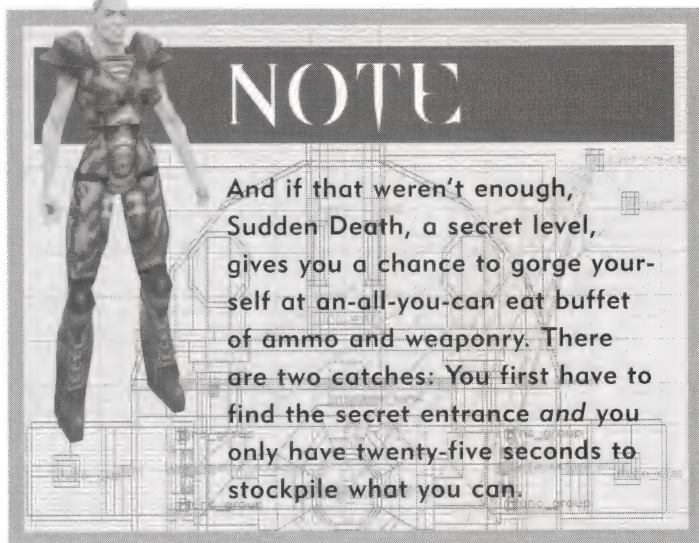
To successfully shut down the Strogg Processing Plant (also known as the factory):



Explore the Receiving Center to get a major weapon and to uncover the Plant's entrance.



Locate and deactivate every piece of Strogg equipment in the Processing Plant.



RECEIVING CENTER

After the stale air and grim surroundings of the Strogg mining complex, you might feel that anything you have to face on the Stroggos surface is a bonus. But you shouldn't speak too soon.



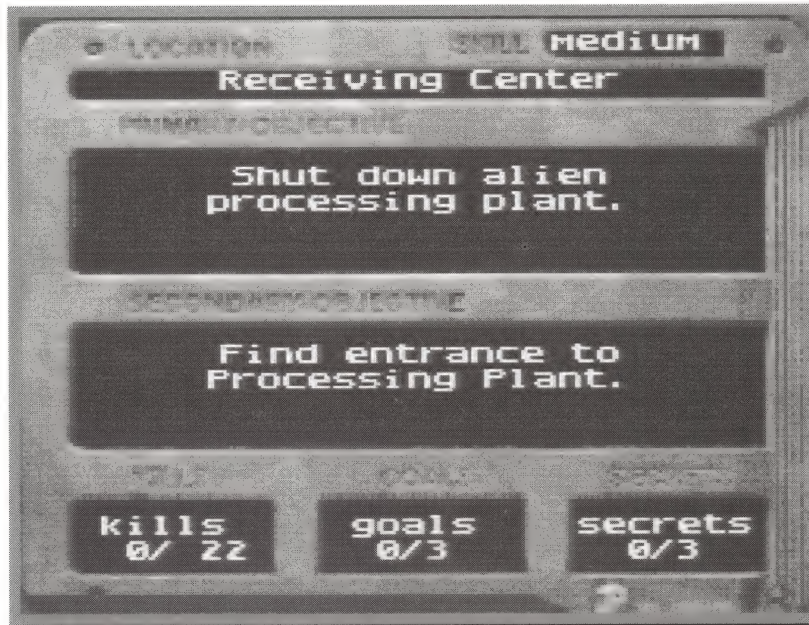


FIGURE 8.1: This mission will give special significance to a motto you've sworn by before, "No guts, no glory."

However, the Receiving Center does provide at least a temporary buffer before you have to face the Strogg freight factory.

DROP DOWN A CHUTE AND EMPTY A LAVA POOL

1. Go under right away. Leave the service elevator and step out into the Receiving Area's main hallway. Advance toward the left and push the switch next to a large chute on the floor. As the circular entrance swings slowly open, drop in to land in a flooded square enclosure.
2. Go down the tubes. Jump onto the landing next to the red glowing tube and hop inside. Follow the tube's path until you come out overlooking an Olympic-size lava pool.





CHAPTER 8: UNIT FIVE

3. **Drop and drain.** Look down and jump on the small landing next to the switch. Push it to place a swinging bridge so you can walk across to the other side. Push the drain lever and watch the lava swiftly disappear.
4. **Access another tube.** Jump into the empty pool and press the switch at the far end to open the lid to the tube above it. Climb up the steps and turn around to stand on a lifting platform where you can jump onto the newly opened tube.
5. **Meet the brain.** Climb the ladder at the end of the short tube and be ready to pour some hurt on the awaiting brain, who's been dying for someone like you to crawl out of the earth.
6. **Start the small platforms.** Run to the end of the long corridor around the corner, bring a gladiator to his demise, and push the switch at the end to start three small platforms (near the tube you climbed out of) moving up and down. Climb on the middle one to take a flak jacket at the top and then fall onto the other side of the wall.

STEP OUTSIDE TO DISCOVER A SECRET

Take in the almost serene muted color of the strangely glowing green water that is in sharp contrast with the fiery orange sky. Jump in, move into the dry metallic chamber below, and collect the grenades and, most significantly, a rail gun. But be careful not to get crushed by the lowering ramp as you reach for the rail gun. Walk up the ramp and continue searching for the factory entrance.





KEEP SCORING AND GAINING ON THE STROGG

1. Open a hidden chamber. Grab the rockets on the floor and push the narrow metal wall along the panels on the right side. Step in to grab combat armor, more rockets, and bullets, too.
2. Cross a fire bridge. Taking the cells on the way out, climb the stairs and come out looking at a bridge suspended over a hot lava bed. Cross to the other side, engage the berserker, and punch the switch to open the nearby door and gain access to a courtyard with translucent, greenish water.

While you're in the courtyard, you're only a few paces away from discovering Sudden Death, the secret level in this unit. To get there, take a running start and lunge yourself over the waterfall. Then simply follow the wet trail and submerge as the water level gets deeper.

GET A QUAD DAMAGE DEVICE AND MAKE IT TO THE PROCESSING PLANT

1. Avoid the lava. Run to the opposite end of the initial hallway and push the door open. Entertain the eager gunner and shoot the crate across the pool to expose a quad damage device. Drop over the large hole of the metal grill to the right of the hot lava pool. Race across the enclosure, grabbing the grenades as you go.
2. Score the quad and get out. Hop onto the narrow platform at the end of the enclosure and grab the quad upon reaching the surface. Then turn to your right, waste a gladiator, and advance toward the door leading to the Processing Plant.





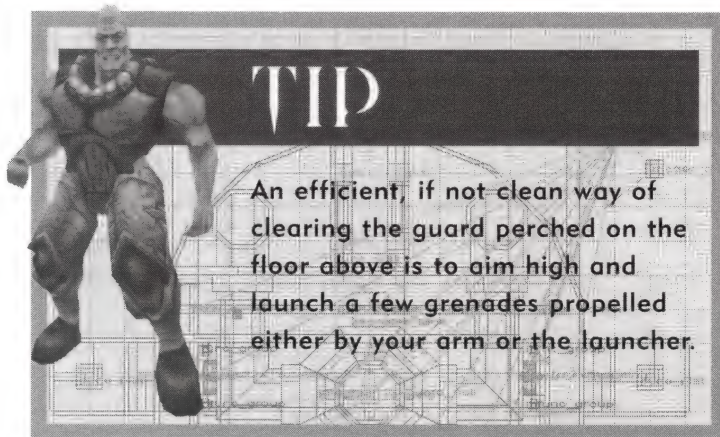
PROCESSING PLANT

It gets ugly in the Processing Plant very quickly. Even a tough marine like yourself might prove squeamish at the sight of the horror to which your captured comrades are being subjected. But you're here to put a stop to it all and to shut down every piece of Strogg biological treatment machinery.

OPEN THE WAY TO THE REST OF THE PLANT

1. Push a key switch. Climb up the spiraling stairs, permanently quieting the gunners perched near the electronic equipment. Push the red switch and jump below to explore the area previously kept out of reach by the red laser beams.

2. Run over a tank. Jump below, careful not to land on the lava, and go through the door. As you curve around the hall, meet the emerging tank with the full force of your rail gun. Take care of all other Strogg infidels and then stand by the sizzling solution to the right with the assorted body parts. Catch a ride upstairs on one of the trays on the conveyor and get off just as you reach the top floor. (If you stay on too long, you are crushed against the ceiling.)



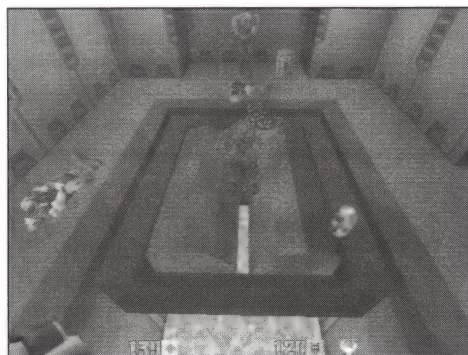


3. Open up the processing areas. Walk into the adjacent chamber and activate both of the switches by the side of the door. Then move into the first processing area.

START TURNING OFF THE BIO-PROCESSING MACHINES

1. Come down the short flight of stairs, remove the guard from his post, and throw the switch to bring the Organic Material Liquefier to a halt. Continue along the walkway, past the next door, and go down to the floor level of the next horrific machine. Pound the parasite before moving to the left side of the evil contrivance. Push the door open and slaughter the guards where they stand. Then push the switch to take the Strogg Bio-Assimilation tank out of commission. Get back upstairs and go straight through the door directly ahead. Wipe the gunner out before he can raise his aiming arm and push your way into the floor below, mowing down another parasite.

2. Continue through the next door into a large room with a conveyor belt running at high speed and a chute spewing assorted human limbs into a gooey liquid below. Hop over the belt and reach the other side, spraying bullets at the guards posted there. Move toward the other end of the room, hopping over the belt a second time to reach another switch. Push it and knock out the Bio-Processing Control Unit. Step over the narrow platform and move up; then head downstairs, and through another door where a spirited parasite runs wildly.





CHAPTER 8: UNIT FIVE

3. Take out the parasite and step over a lifting platform to reach the switch that shuts off the Ionization Catalytic Chamber. But be very careful when a group of flyers descends from a hiding place near the ceiling. Continue into the next chamber, which glows red. The machinery can be heard humming at a very low frequency. Walk to the opposite side of the large machine, take out the enforcers, force the guard from the control switch, and then simply deactivate the infernal Emulsifying Flesh Press.
4. Hold on to your lunch. There are only two more processing machines left. Turn around from the switch and walk into a hallway lit by red light. Turn around to your right and ride a platform to the top level. Turning right again, open the door into yet another aberration of science and good taste. Riddle the guards with lead and push the button to the Bio-Compression Chamber.
5. Turn around and step out into the red-lit corridor and don't let a newly arrived gunner catch you off guard. Proceed to the left and straight to the last great Strogg contrivance for better living. Hop over the mechanism in the middle of the noxious pool and then again to reach the door at the other end. Push through, follow the path, and vent your fury and disgust on the guards gathered there. Throw the last switch to kill the Enemy Processing Unit.
6. Turn around and go through the open door. Then step on a semi-circular platform and ride down and jump when you first see the lower floor. Push the final switch near the door and step through to get back to your initial entry point into the Processing Plant. You're now headed for a less gruesome, but tougher, Power Plant. But first, you must make another short trip through the Receiving Area. So step right through the door where you first arrived and come out the other end, back in the Receiving Area.





LEAVE THE RECEIVING AREA BEHIND AND HEAD FOR THE POWER PLANT

Look into the first room where the red laser beams make the floor completely impassable. But notice this time that the square metal platforms are moving along their tracks. Hop onto the first one and wait for the other platform to get close enough to board it. Gun down the guard who is likely to emerge from a cubby hole. Hop off the platform and walk down a semicircular set of stairs. Walk around the central structure, look for the lowered panel on the slanted surface, and fire at the impact switch to open its door. Then step in to claim some ammo. Get out, walk to the door with the exit sign, and step in. Punch the exit switch and get ready for a major tour de force at the Power Plant.

SUDDEN DEATH

Taking the Sudden Death detour makes perfect sense because there are no enemies to get in your way. Only the clock breathes down your neck. So if you jumped over the waterfall back in the Receiving Area, you're set for twenty-five seconds of unadulterated gorging.

As far as a strategy for making the most of your meal, take the heavy weapons and ammo that are harder to find in the normal levels. This includes the rail gun, hyper blaster, cells, and, naturally, the BFG 10K.

ANOTHER SECRET IN UNIT FIVE

Why not take everything with you? Here is a secret you can't possibly leave without.

RECEIVING CENTER

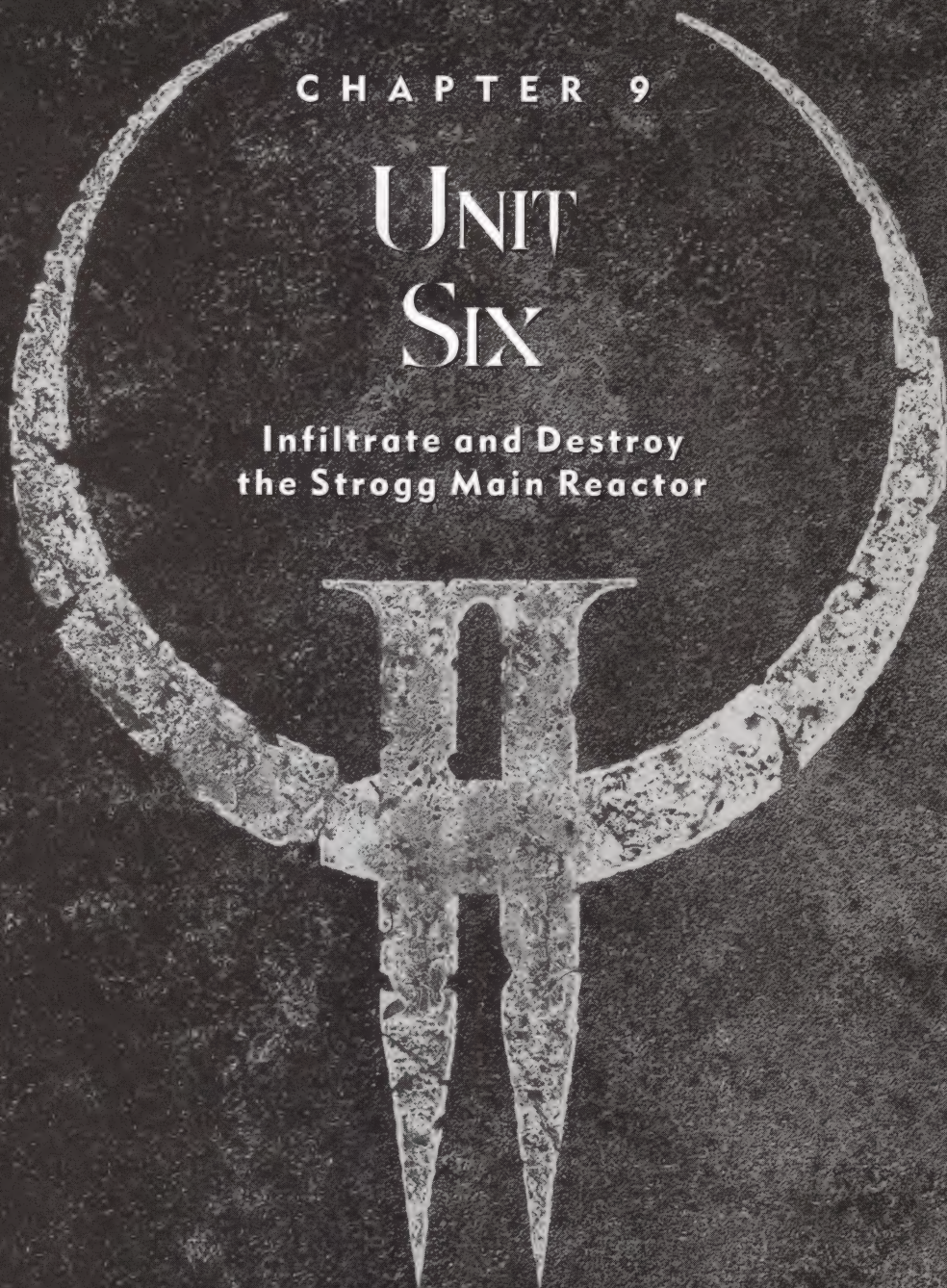
Near the exit to the level, in the room with the red supports, go past the revolving exit. The second red support from the far end camouflages an impact switch. Shoot the switch and backtrack the way you came. The end of the support-surrounded structure will now be open, revealing a chamber filled with shotgun shells and health.



CHAPTER 9

UNIT
SIX

Infiltrate and Destroy
the Strogg Main Reactor





In Unit Five you brought down the Strogg factory and, with it, their heinous bio-processing machinery. This experience might have been unsettling, but every mission brings you closer to realizing the Coalition's purpose—to protect the surviving human colonies and preserve humanity's culture and way of life. In Unit Six you have a chance to deal the Strogg another major blow by bringing down their power source. All major Strogg facilities rely on the tremendous power generated by their main reactor. Succeed in knocking it out, and even the seemingly impassive Strogg might begin to look worried.





UNIT SIX OBJECTIVES

Your new mandate is beamed down via the communication link you established early on. The TCM's stratagem calls for nullifying much of the power to key Strogg facilities. Therefore, TCM's command directs you to find, expose, and destroy the Strogg reactor (Figure 9.1).

Unit Six contains six levels, most of which are of enormous proportions.

-  Power Plant
-  Reactor
-  Cooling Facility
-  Toxic Waste Dump

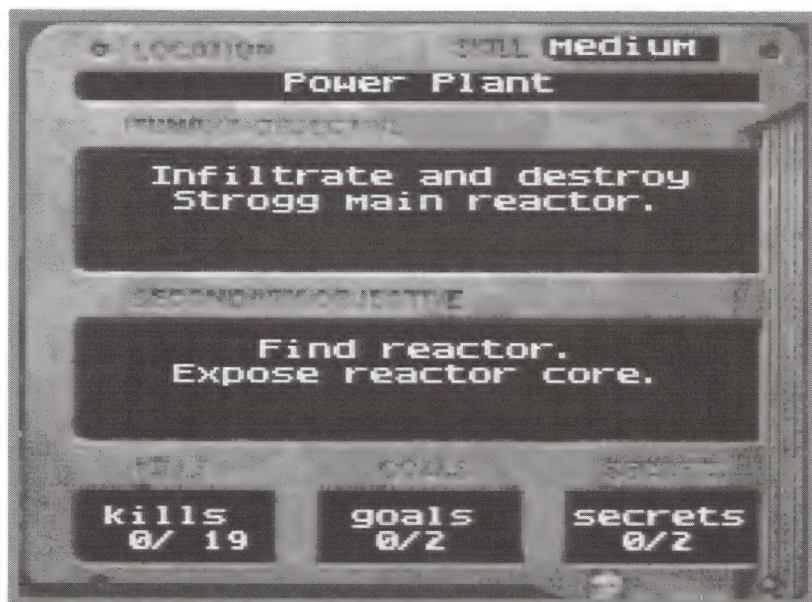


FIGURE 9.1: A tall order by any standards, the Strogg core reactor is your new target.





Pumping
Station 1



Pumping
Station 2

In addition to the six levels, the Big Gun closes off this unit with a mega bang. If you're able to expose and demolish the Reactor's core, you will get a new briefing from the Coalition command, ordering you to seek out and destroy the Strogg's Big Gun, thus clearing the way for Terran air strikes.

Accomplishing the unit's objective involves "prepping" the reactor for destruction. To find, expose, and destroy the Strogg core reactor you must:



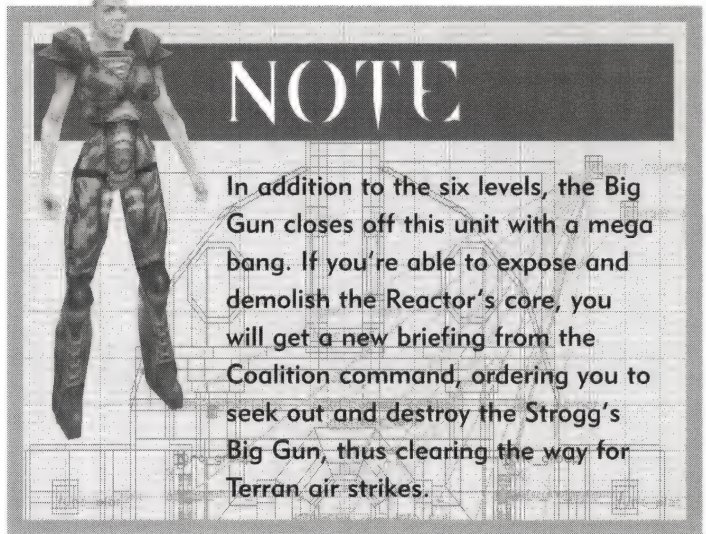
Find the entrance to the Reactor from the Power Plant.



Sneak inside the Reactor and expose its core. Once this has been accomplished, look for the Cooling Facility. Here you can control and lower the reactor's coolant levels.



Return to the Reactor and find the entrance to the Toxic Waste Dump. From there, locate the entrance to Pumping Station 1 and activate the pumping mechanism. Next move to Pumping Station 2, activate its pumping mechanism and go back to the Reactor to demolish the core you've been prepping.



POWER PLANT

From outside, the massive Power Plant looks cold, heavy, and menacing—if such terms can be used to describe an alien building. Inside, the decor is strictly utilitarian, austere, and almost





CHAPTER 9: UNIT SIX

completely unadorned. Your objective in the Power Plant consists of arming yourself to the teeth, surviving the encounters with the Strogg personnel (including the new blood of the iron maiden), and locating the core reactor. If you accomplish these goals and find the entrance to the next level—the Reactor—you'll make the Coalition and your mama proud.

FIND YOUR WAY INTO THE PLANT

1. **Locate the red key.** Without the red key, you can't go very far inside the Power Plant, so you might as well get it now. To do so, you must get past the tank boss patrolling in the courtyard below. First, grab the nearby rockets and grenades and weaken him before jumping in. Then take the tank boss out completely and you'll find the red key sitting in the middle of two thick metal columns near the center of the courtyard.
2. **Drop inside and don some armor.** Descend into the hole behind the columns, take a short platform up into the main floor of the plant, and grab the armor suit.
3. **Save your sweet-nothings.** Step around the pillar and make the not-so-pleasant-acquaintance of two iron maidens (Figure 9.2). Blow up the containers to the left of the imposing Strogg lord etching and step through the large hole in the wall. This path will lead you to the first secret. Next, deal with the always friendly berserker and

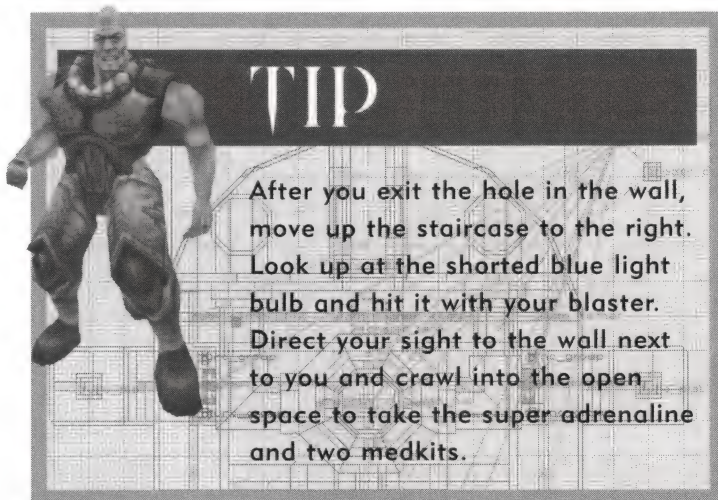




FIGURE 9.2: The Strogg iron maiden is just the type of girl your mom warned you about.

ride the platform up to the narrow blue corridor. Besides the berserker blocking the way, you'll also find a gladiator near the end, and behind him, the most powerful weapon ever, a BFG10K!

4. **Reach the next courtyard.** Get back down to the main floor and open the door to the right of the central effigy. Blow up the explosive crates and grab a chain gun and cells. Then continue into the next courtyard.

GO DOWN A FIERY FURNACE AND COME UP ON THE PLANT'S MAIN GATE

1. **Time your jump and get down.** Stand next to the fiery hole that blasts and sputters periodically. At the end of a sputtering cycle, trust your body armor and jump in.





CHAPTER 9: UNIT SIX

2. **Emerge near the main gate.** Stand on the circular platform and let it carry you back upstairs to the elevated walkway leading to the plant's main gate. (Of course, don't let the gladiator patrolling this area keep you from moving on.)

3. **Move into the next level.** Dash across the wide metal walkway and push open the two doors that lead to your next destination, the Reactor.



REACTOR

To expose the Reactor's core you must obtain a data CD that will allow you to pass through a security-encrypted door. After that, you must find your way along heavily guarded corridors and chambers. Iron maidens abound in the Reactor, as do gladiators and berserkers. Finally, the last obstacle you must face is a lethal blue laser-beam passage. Just like in good comedy, only excellent timing and the ability to improvise can see you through this level. Once you've successfully exposed the core, your next move is to find the entrance to the Cooling Facility.

1. **Storm the first chamber.** Move into the corridor, exchange blows with the berserkers, and turn either right or left and jump down into the main floor of the chamber below.
2. **Move up to the chamber holding the data CD.** Push your way through the middle door and climb up the sloping ramp into the next large and dark chamber. After you off one of the iron maidens, the bars guarding the CD give way. Step in and take it. Then deal with the newly liberated gladiator on the side wall and the two new iron maidens in a hidden chamber above the CD encasement





structure. Don't pass up the combat suit between the not-so-fair maidens (Figure 9.3).

3. Use your data CD. Climb the sloping plank on the side of the CD encase-

ment to reach the stairs and continue going up. Take the door in the center and then veer left throughout the berserker-infested corridor to emerge back in the first chamber. Go all the way

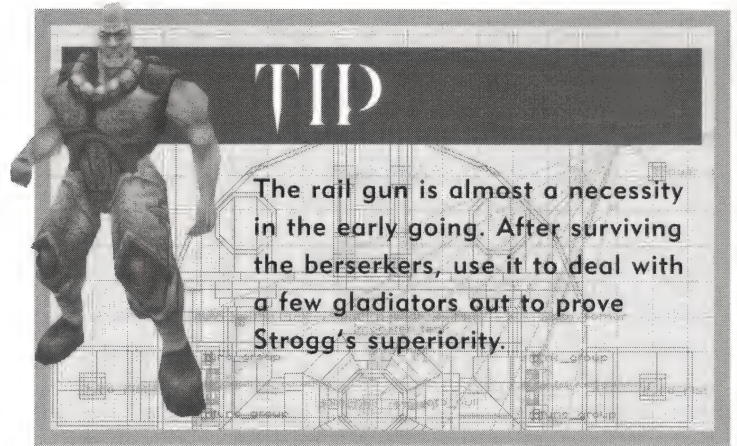


FIGURE 9.3: This is not a happy threesome, but the combat armor is well worth the hard work.

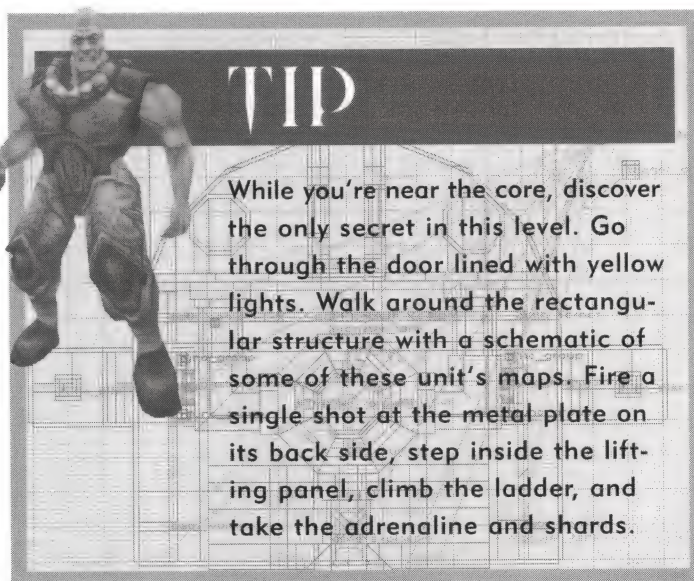
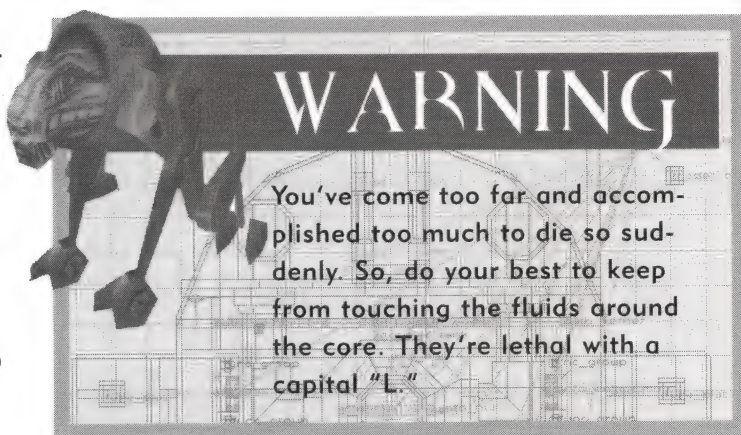




CHAPTER 9: UNIT SIX

around on the walkway, descend the stairs on the opposite end, and walk past the red door, using your data CD to grant you access.

4. **Get past the blue-laser barrier.** Run for the rail gun in the corner and to the left of the blue-laser gateway. Turn and use it on the gladiator and the other members of the Strogg. Step a short way into the blue-laser gateway and inch across as each beam momentarily goes off.
5. **Make a dash for the reactor core chamber.** Waste no time with the berserkers on the other side of the gate. Step on the platform lift to the right and move up a floor. Turn left on the middle walkway and proceed into a dark chamber with an elevator. Give the gladiator a piece of your mind, or best yet, take one of his with your trusty rail gun. Ride the elevator down. At the bottom,





run toward the doorway to the left, in through a short corridor, and push the next door open. From behind, surprise the gunner overseeing the reactor core. Then hit the switch on the left side and watch the protective shielding peel away, revealing the intensely yellow core reactor.

Check your computer for your new objective—to reach the Coolant Facility and lower the core's coolant levels. Jump onto the Reactor's floor level and scoot down the tunnel immediately to your left as you head toward the exit door that leads to the Coolant Facility.

COOLING FACILITY

You've exposed the Core Reactor, but it can still withstand considerable strain. Therefore, in this mission, you must lower the core's coolant levels and make it far more susceptible to failure.

SLIDE UNDERGROUND

1. Take in a grand view. Drop into the cylinder in the first chamber and poke your head out to see a panorama of the Coolant Facility with the looming Strogg Big Gun blocking a large portion of the sky (Figure 9.4). You are obviously getting closer.
2. Crack the floor. Grab whatever is useful in the rock courtyard. Then climb onto the ledge by the crates and push the switch on the wall. Jump into the crack just below the stairs.
3. Stock up on rockets. Slide next to the narrow canal, hop onto the narrower ledge, and walk against the current. Then, ward off the technicians and reach the small chamber at the start of the canal. Grab some rockets, grenades, and several shards. Jump in the canal and start a wet and downward ride.
4. Reach the upper level of the water tank. At the end of the ride, the canal pours into a large water-filled chamber. Swim toward





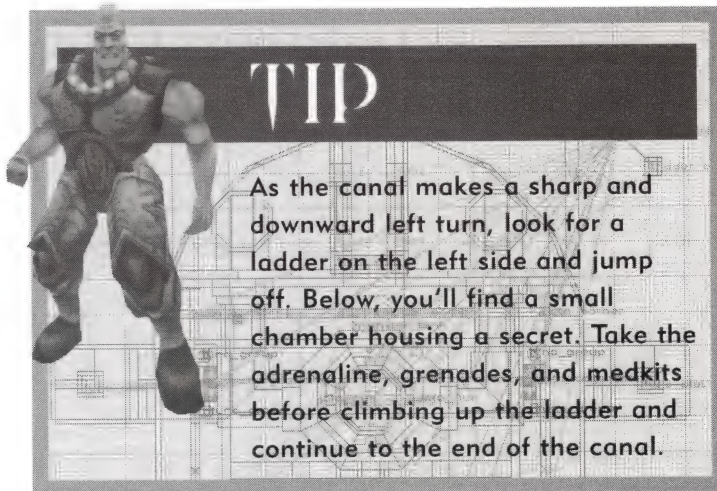
CHAPTER 9: UNIT SIX



FIGURE 9.4: Is that a Strogg BFG blocking the sky, or are they just unhappy to see you?

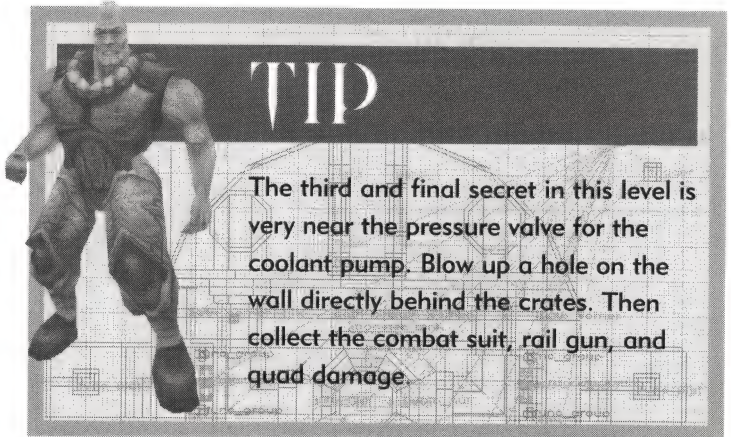
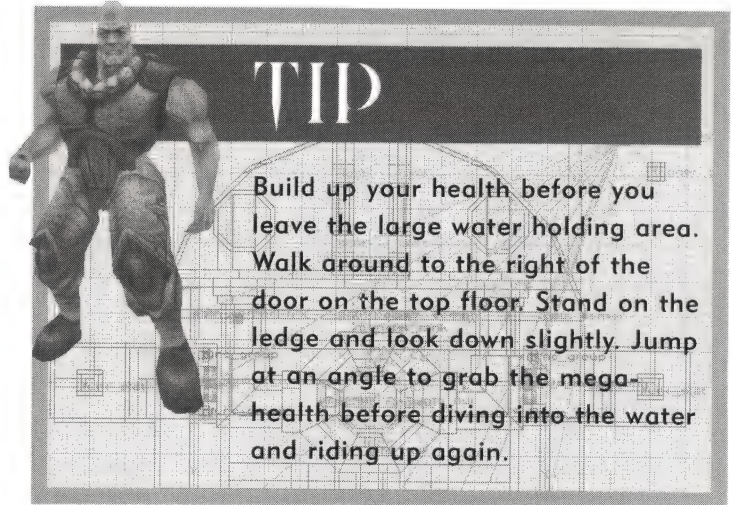
the cycling platforms to the right. At the top, go through the door and follow the sharp corridor's right angle turns to come out in the coolant pump chamber.

5. **Activate the coolant pump.** Walk around the water tank to the side of the pump and turn the first pressure





valve. As the pumping action starts, hop over the crates and leap on top of the actual pump. From there jump out at the highest point to reach an upper-level landing. Push a second activation switch and hop onto the lower of the two small pumping platforms. Then hop onto the higher one. Finally, jump from the higher pumping platform onto an even higher landing. Having accomplished this mission's objective, you're ready to get back to the Reactor.





JOURNEY BACK TO THE REACTOR

1. Get to the rooftop. Run up the inclined walkway and go past the door, catch the platform elevator, and come out on the rooftop of the coolant pumping area.
2. Slide down another canal. Jump into the narrow canal and start another long ride down. At the end of the ride, wage war with the last of the Strogg in this level. Continue down the stairs into an empty pool with green luminescent walls. Here you'll find the exit door.
3. Cut through the Reactor. Push past the next door and emerge into a small chamber. Take the chain gun and follow the tunnel back to the Reactor, near the start of your journey into the Coolant Facility. Run around the Reactor's shaft and straight through the door lined with yellow lights. Walk around the structure that shows map schematics, out through the next door, and straight down the walkway into the open door at the other end.
4. Reach the Toxic Dump's entrance. Head down the short flight of stairs and come out under the red Stroggos sky. Waste no time in climbing the stairs in the canyon-like open area to take a BFG10K. Then run down into the tunnel alight with yellow-green floodlights. At the end of the tunnel, jump into the large hole to drop directly near the entrance to the Toxic Dump.

TOXIC WASTE DUMP

Like Pumping Stations 1 and 2, the Toxic Dump dwarfs other Strogg installations. Besides its enormous dimensions, the Toxic Dump is just plain bad for your health. You shouldn't drink the water and, unless you're wearing a protective enviro-suit, you'd better stay far away from it as well. Like humans, at least in this respect, the Strogg are paying the price for their runaway technological society with ever increasing toxic by-products that threaten even their own





existence. Although the comparison is interesting, the sociology lesson can wait. You've come to gain access to the Pumping Stations and that's what you intend to do.

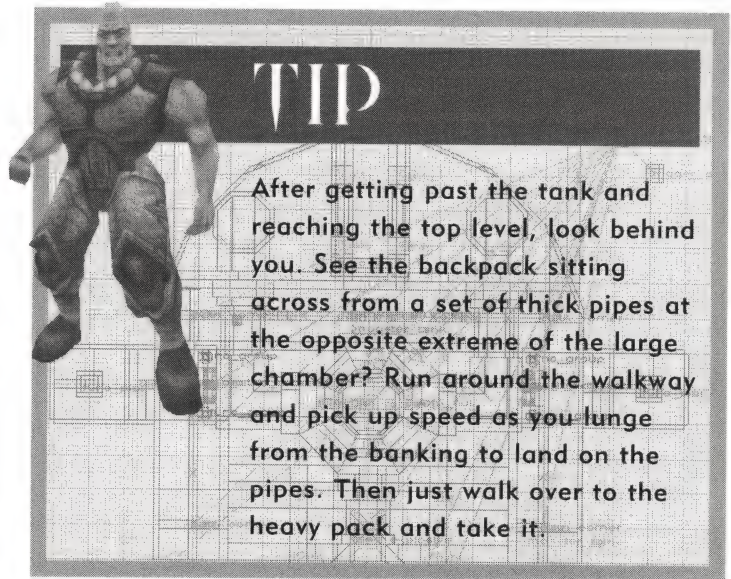
REACH THE MAIN WALKWAY AND OPEN THE PATH TO PUMPING STATION 1

1. Walk softly and use your big guns. The path to the Dump's main walkway is a good distance from your starting point.

Unfortunately, the entire path is impeded by growing numbers of guards and, eventually, iron maidens and a tank are added to the mix.

2. Blow a column and throw a switch. Once you reach the main walkway, dart across the path and silence the

fleeing iron maidens and berserkers. Make two quick left turns, leaving a gladiator in your dust, and fire directly at the column that looks as though it will collapse at any moment. Step through the gap and activate the switch on the wall, causing a nearby

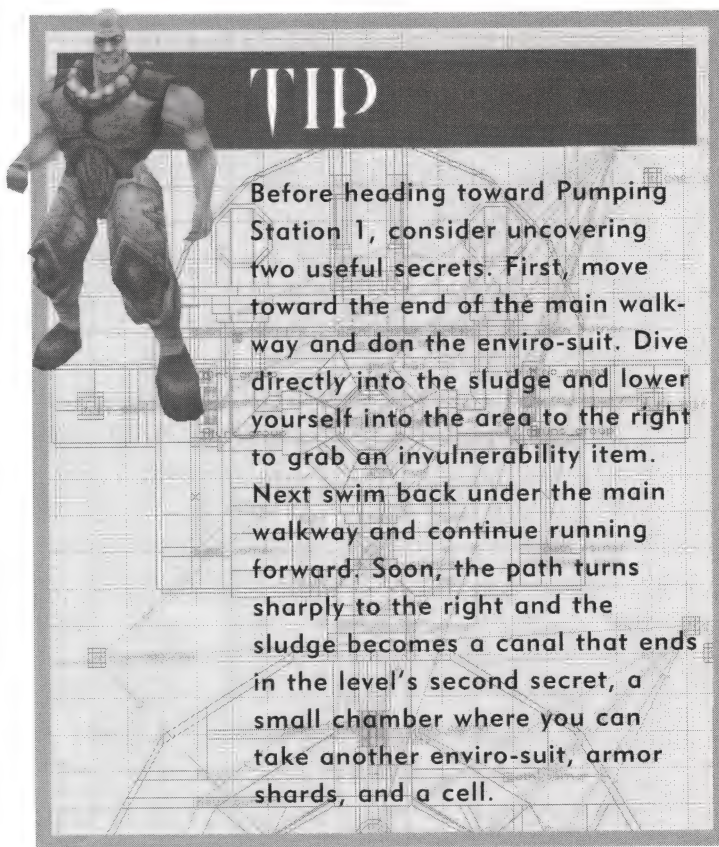




CHAPTER 9: UNIT SIX

bridge to pull apart and granting access to a lower floor that leads to Pumping Station 1.

3. **March toward Pumping Station 1.** Drop into the space below the tilted bridge and grab the super shotgun before heading into the tunnel. Liquidate two gunners as you reach the last chamber. Then walk up the short stairs to the door marked “Exit” and come out the other end at the start of Pumping Station 1.



ACTIVATE PUMPING STATION 1

1. **Reach the Pumping Station Room.** Upon arrival grab the chain gun and move into the metal tunnel—past a square chamber with wall-to-wall berserkers—and ride the platform to the top level.





FLOAT TOWARD A BFG10K

Blow up a large hole into the column with the crack on its surface. Climb the crates, take the grenade launcher, and jump directly into the gaping hole. Let the gentle clear waters float you down stream to a dark chamber. Use the lifting platform and grab the super adrenaline before dropping into a hole in a different pipe below you. Ride the water in the pipe until you surface in an outdoor area. Climb the narrow ledge along the right side and take the BFG10K from the landing across the way. Step through the door behind it and emerge overlooking the room leading up the ramp where you broke through the column.

From there, go up the sloping walkway into a room dominated by huge rock columns and crates.

- 2.** Throw the pump switch. Move past the columns into the next side of the chamber. Locate the large pump switch along the right wall and activate it.
- 3.** Head for Pumping Station 2. Push the Exit door at the end of the room and start into Pumping Station 2.

ACTIVATE THE PUMP AT PUMPING STATION 2

Despite the fact that Pumping Station 2 is very heavily fortified, it is relatively easy to find and activate the pumping mechanism. But getting back to the Reactor is a different matter altogether. You must first find a blue key to access the wing housing the exit. This requires that you go underground for a while.





FIND AND ACTIVATE THE PUMPING MECHANISM

1. **Reach the pump chamber.** Move up the inclined metal slope, past the gladiator. At the top of the slope, fire a round at the emblem on the wall next to the sealed door on the left (which requires the blue key). Then jump into the space behind to take the combat suit. Continue down the hallway to the right, crashing through the wall of berserkers. Finally make a right turn and open the next door into the pump chamber.
2. **Rain death upon the Strogg and activate the pump.** Surviving the raging battle that is sure to ensue isn't easy, but if it wasn't hell, they wouldn't call it war. The two tanks in this chamber make it very difficult to win (Figure 9.5), but persevere and activate the pump switch on the left wall.

FIND THE BLUE KEY AND REACH THE EXIT

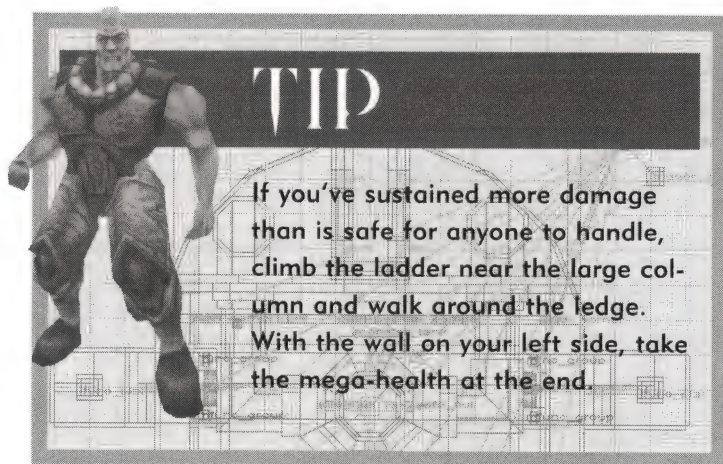
1. **Make a quick get away.** Drop through the hole that forms after the radioactive tanks in the middle of the floor explode. Continue fighting against various guards and a couple of technicians.
2. **Get the blue key.** Run into the adjacent chamber to the left and ride the platform up to a computer room where the blue key is stored.
3. **Reap more goods before heading for the blue-key door.** Use the platform to go down again. Start down the walkway and grab a heavy pack as you come upon a larger chamber. Continue down and walk around the large column flanked by thick pipes. Step through the tunnel near the center of the far wall and lay your





FIGURE 9.5: Got the quad damage or the invulnerability device? The situation in the pump chamber calls for either or both.

hands on a BFG 10K. (If you have an enviro-suit or don't mind using up your invulnerability artifact, step directly on the sludge and reach the secret at the end, the super adrenaline. But watch out for the technicians milling about.)

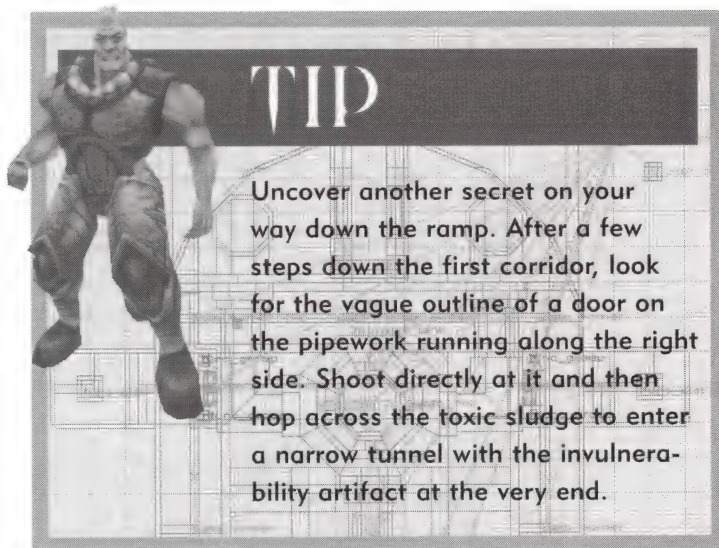




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4. Head back to the blue-key door. Trace your steps back to the upper chamber where you obtained the blue key. Jump down into the pump chamber and exit through the door at the

far end. Follow the sharp left and right turns, push the last door open, and come out directly in front of the blue-key door. You're headed back to the Reactor, but to get there, you'll have to pay another short visit to the Toxic Dump.



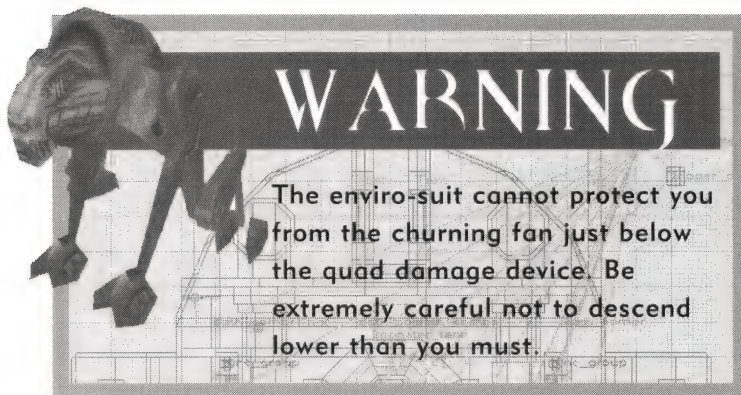
TAKE THE LAST ITEMS BEFORE GETTING BACK TO THE TOXIC DUMP

1. Grab the enviro-suit. Take the first right after stepping through the blue-key door. Walk around the three vertical pipes to take the enviro-suit. Then slush through the toxic ooze below, enter a small tunnel, and take the combat armor as yet another secret. Finally, head back out to the hallway and continue toward the last chamber in Pumping Station 2.
2. Dip in the ooze again. With your enviro-suit still active, dive into the ooze tank and spot the quad damage device on the far wall. Grab the last secret item and surface promptly.





3. Get back to the Toxic Dump. Climb up the short steps and emerge in an area of the Toxic Dump you haven't seen before.



GET BACK TO THE REACTOR FROM THE TOXIC DUMP

A tank stands guard in the Toxic Dump's small courtyard. But luckily for you, there's a BFG10K within easy reach. Dispose of the tank and step around to another small courtyard with icarus flying overhead. Activate the switch on the wall and walk over the emerging bridge.

Proceed over the bridge and prepare for a fierce battle. Hurdling over newly formed obstacles, the Strogg anticipated your return. Reach the Toxic Dump's main walkway, and take the first left. Finally, push the door open to return to the Reactor.

EVACUATE THE REACTOR

Arriving back at the Reactor, step over the foot switch to form a bridge across the rocky enclave. Cross to the other side, and steady yourself as the entire installation hums, rocks, and rumbles due to the core's almost complete instability. Proceed up the stairs into the Reactor's main floor, which is now flooded in toxic sludge. Dash straight across to the door at the other end, step around the metal structure, and come out in full view of the volatile core, which could go at any second.





CHAPTER 9: UNIT SIX

Advance to the platform on the right side of the floor and ride it up. Go through the door that has been blown open and step out and away from the Reactor, heading closer and closer to the Big Gun.

THE BIG GUN

This briefing is clear and to the point. You're to take out the biggest threat to the Coalition's air strike, the Big Gun itself. Rising majestically over the Strogg city of Cerberon, the Big Gun seems virtually indestructible. But you thrive on challenges, you're a Terran marine, and besides, you like destroying things—especially things that get in the way of your fun. And if humanity was doomed to assimilation or obliteration, how much fun could that be?

1. **Enter the steedium crystal chamber.** Just seconds after infiltrating the first floor of the Big Gun facility, things begin to break down. Two large pillars collapse onto the small room to your left, making escape an impossibility. Hop over the crates and take the combat armor. Step through the door ahead and feel it lock shut behind you. Periodically, a steedium crystal emerges from a circular casing in the middle of the floor and beams a synchronizing pulse to the rest of the Big Gun's supportive circuitry.
2. **Take out the hovering Strogg drone.** The apparent calm dissolves completely when a nearby enclosure coughs up a few explosions announcing the arrival of another Strogg aberration. This one resembles a hideous insect (Figure 9.6). Also expect to see several flyers descend on the scene. The drone is actually part of the security system. When you succeed in snuffing him, you receive a Coalition message informing you to proceed to lock down the laser guard.
3. **Reach the critical switch.** Move into the previously locked chamber and turn right, go down the ramp, and again to the right. (Unless you want to spend the rest of eternity in liquid form, do not cross the path of the luminous red beam.) Stand on the small platform and reach the upper floor. Move past a sunken chamber





FIGURE 9.6: With the aid of your BFG, swat the Strogg drone dead.

with two defense monitors, and into the control area housing the lock-down switch.

4. **Throw the switch and blast out.** Push the switch in front of the cylindrical column and race back out to the steedium chamber as the countdown to detonation begins. You have only ten seconds to reach the escape pod in the evacuation room, which has opened in the steedium chamber. Throw your beaten body inside and punch the take-off ignition, leaving behind a ruined Strogg Big Gun that is now a threat to no one.

OTHER SECRETS IN UNIT SIX

You've worked too hard and suffered too much. So be sure to capitalize on every secret you uncover in this unit.





PUMPING STATION 1

SUPER ADRENALINE Shoot the flickering yellow light near a corner of the room. A crate on top of the other boxes nearby explodes to reveal your prize. (Use the radioactive tanks to reach the adrenaline or rocket jump.)

QUAD DAMAGE In the same outer courtyard where you obtained the BFG10K, shoot the two sewer grates, one in the water hole, the other above and behind it along the rocks. A secret door in the corroded green metal of the building structure will rotate upwards, revealing a quad damage.

PUMPING STATION 2

COMBAT SUIT Stand before the blue key door. Face to the right and shoot the alien symbol embossed in the corroded metal. It will explode and reveal the combat suit, which will help greatly in obtaining the next secret. So you might want to wait until you have the blue key before grabbing this item.

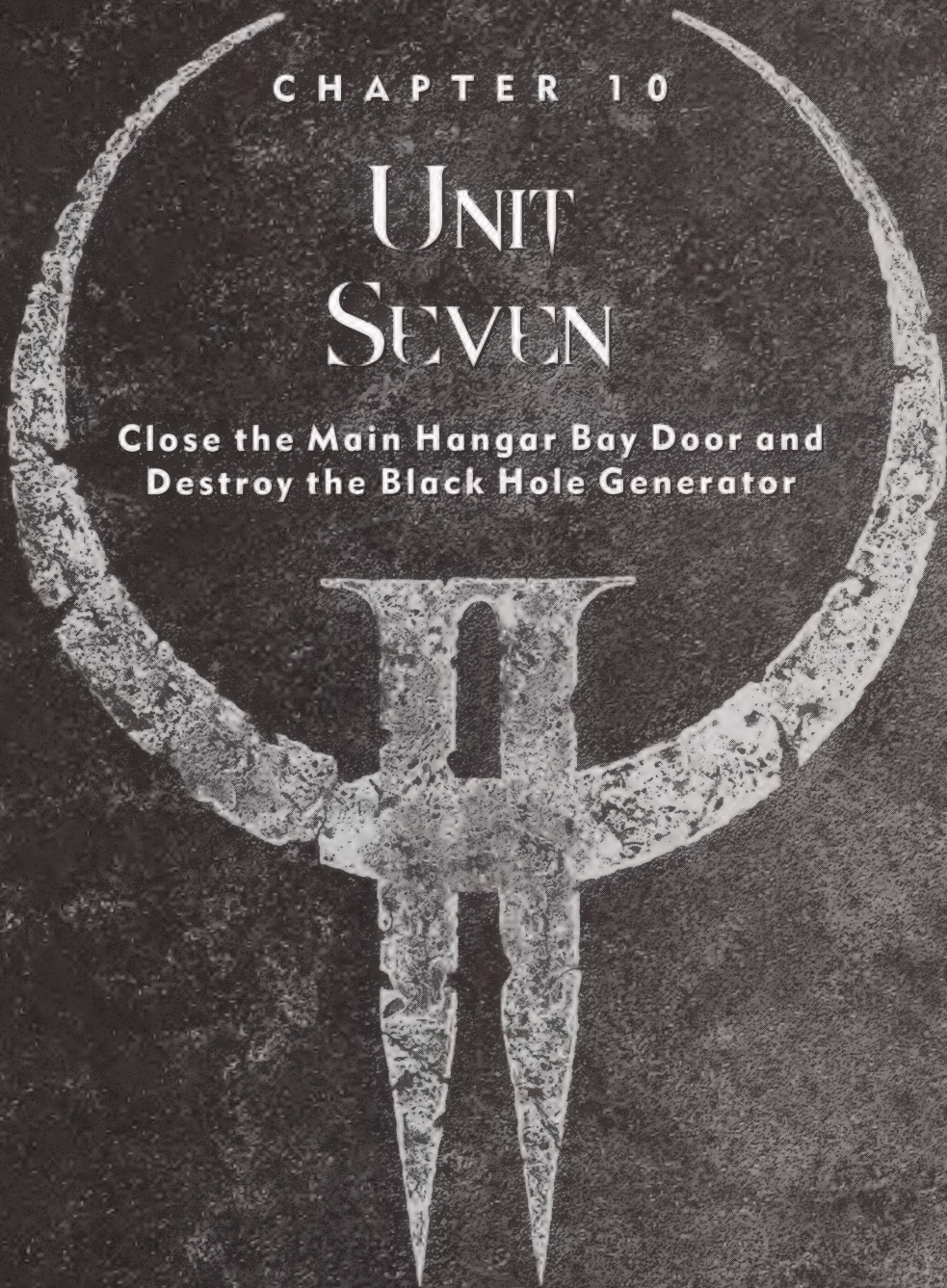
QUAD DAMAGE Near the door that returns you to the Toxic Waste Dump, you must jump across (or into) a vat of toxic slime (now full because you've turned the pumps on and raised the slime level). Instead of desperately scrambling out of the damage-inflicting goo, drop down into it on the far side and stay just long enough to grab the quad damage nestled in a recessed area on the wall.



CHAPTER 10

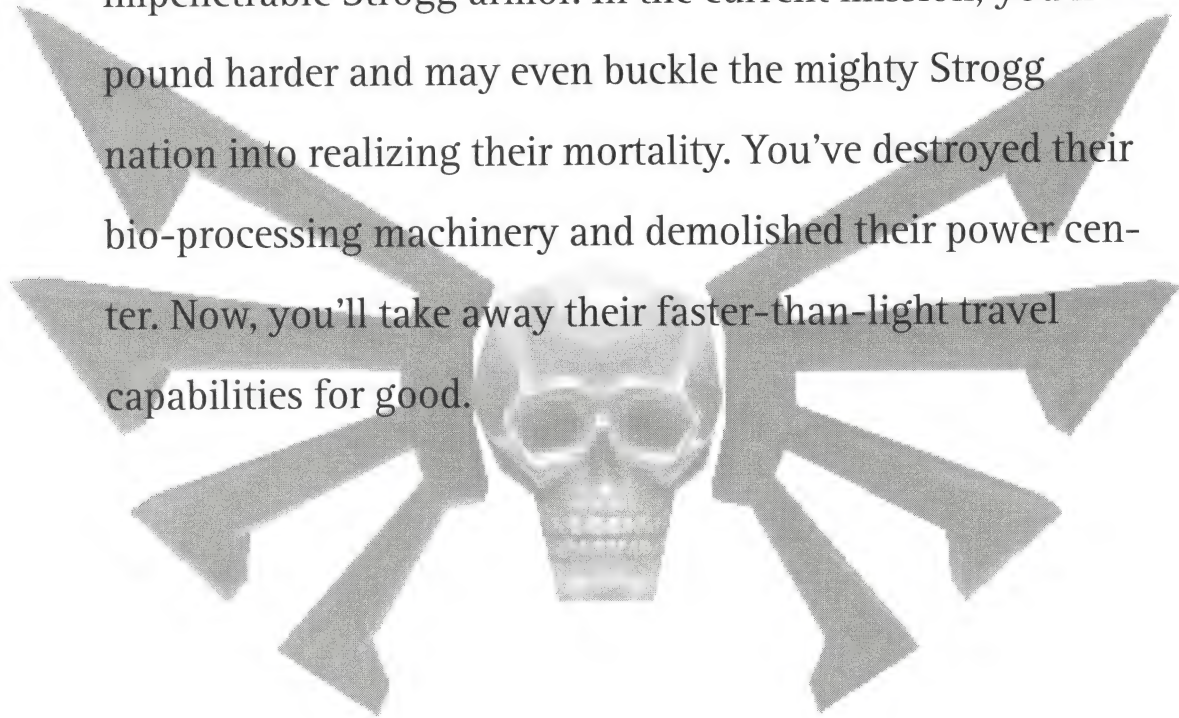
UNIT SEVEN

**Close the Main Hangar Bay Door and
Destroy the Black Hole Generator**



A

t the conclusion of the last mission, you sensed the tides turning in favor of the Terran Coalition of Man. Although it's far too early to sing victory, TCM has definitely put some big chinks in the supposedly impenetrable Strogg armor. In the current mission, you'll pound harder and may even buckle the mighty Strogg nation into realizing their mortality. You've destroyed their bio-processing machinery and demolished their power center. Now, you'll take away their faster-than-light travel capabilities for good.





CHAPTER 10: UNIT SEVEN

UNIT SEVEN OBJECTIVES

The thunderous explosion heard everywhere in Cerberon still resonates in your mind. It was the Big Gun going KA-BOOM. However, the moment of reverie quickly dissolves as you receive your new orders via the computer uplink, which still works well.

Unit Seven contains six levels, one of which is a secret level:

-  Outer Hangar
-  Research Lab
-  Main (Inner) Hangar
-  Launch Command



FIGURE 10.1: The Strogg harnessed the power of a black hole to travel far and subjugate other races. Now, they must pay the toll—it won't be cheap.





Outlands



Comm Satellite—the secret level

To close the Main Hangar bay door and snuff out the Strogg black hole generator, you must



Take over the Research Lab and steal the Commander's head—the CPU cranium of a high-ranking Strogg, whose body is in the lab for some repairs.



Use the head to gain entry to the Main Hangar and work your way to the very top to reach the controls for the bay door.



Overheat the gigantic CPU that runs the generator by shutting down the coolant at the Launch Command.



Recover and position a small air-strike target near the cable hub building to drive the last stake through the heart (if one exists) of the Strogg black hole generator.



As a bonus—beam back out to space on an austere (but huge) Strogg Comm Satellite, whose hangar doors you must close and whose dish antenna you must disable.

OUTER HANGAR

The Outer Hangar starts off Unit Seven, which rapidly builds to a delicious and interesting crescendo and sometimes ebbs unexpectedly and dangerously. In the Outer Hangar, you have a chance to grab essential weapons and ammo to facilitate your foray into the Main Hangar.

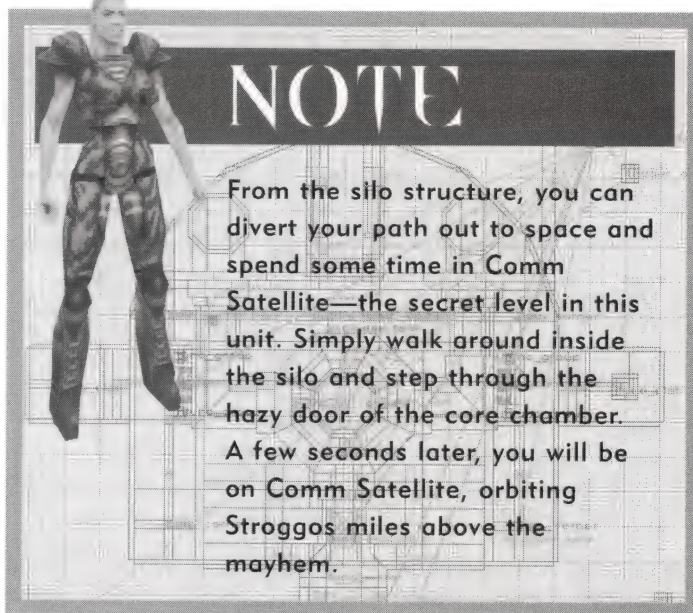




REACHING THE OUTER HANGAR'S ENTRANCE WITH STYLE

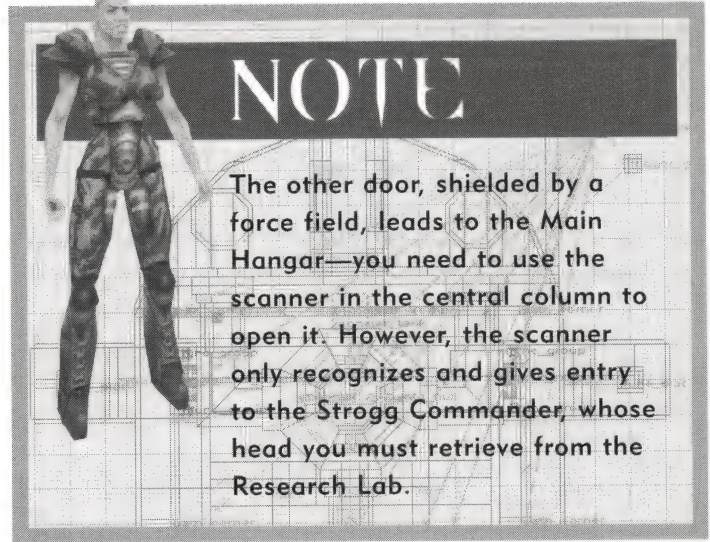
Here's how you get to the Research Lab and pick up the goods along the way:

1. **Build a bridge but don't cross it.** Grab the rocket launcher beside the getaway pod in which you rode out of Big Gun, and open the door. Take in the glorious view of the imposing panorama. The Outer Hangar's unassuming cylindrical structure protrudes from the hard rocks of the mountainside across the wide blue river. Step over the foot switch at the right end of the short landing to build a bridge across the river. Grab the cells and rockets, and then go back inside.
2. **Drop in unannounced.** Find the square opening along the wall and drop into the storage area below, where you can claim a few more items (including an underwater breather and a heavy pack) from the enforcers and berserkers.
3. **Go for a swim in barracuda-shark-infested waters.** Push open the next door and take the armor. Don't pass up





the armor shards on the other side of the pipe. Move up river and blow up a fan. Submerge a few feet and then bomb the fuse next to the large spinning fan near the manhole to stop the asps from turning.



4. Go down the tube. Emerge from the water and dive into the manhole. Follow it until you come out into a secret area, where you can get a few more useful items and ammo. However, be aware of the tank pacing in the silo structure nearby.
5. Enter the main building of the Outer Hangar. Climb the ladder nearby to reach a barren enclosure at the top. Fire a round at the metal wall to the left of one of the slanted columns. Proceed to the circular walkway inside the Outer Hangar's main building. Dispense with the row of enforcers as you move into a blue chamber—with another tank warding off intruders.
6. Enter the Research Lab. Secure the room from the tank and move through the door on the left, labeled "Research Lab."





RESEARCH LAB

You cannot go any further in your mission until you nab a certain Strogg Commander's head. You don't need the entire body, which is somewhat disassembled and in need of dire repair in the Repair Room—the head will do, and it's much easier to carry. In the Research Lab, there are gruesome and clandestine experiments being performed on captured TCM marines to further the Strogg's perverse body of knowledge.

OBTAINING THE BLUE ACCESS KEY

You need to find the blue access key before you can proceed to the Repair wing—and the Commander's head.

1. **Reach the Testing-Repair junction.** Activate the computer terminal in the first chamber to open the door to the Research Lab proper. Fight off the Strogg parasites, which abound in this level, and follow the angled turns. Go past the elevator with a force field to enter a hall that divides to the left and right—the Testing and Repair wings, respectively.
2. **Put an end to human testing.** Open the door to the Testing wing. If you try to enter the Repair wing, your path will be blocked by a door requiring a blue access key.

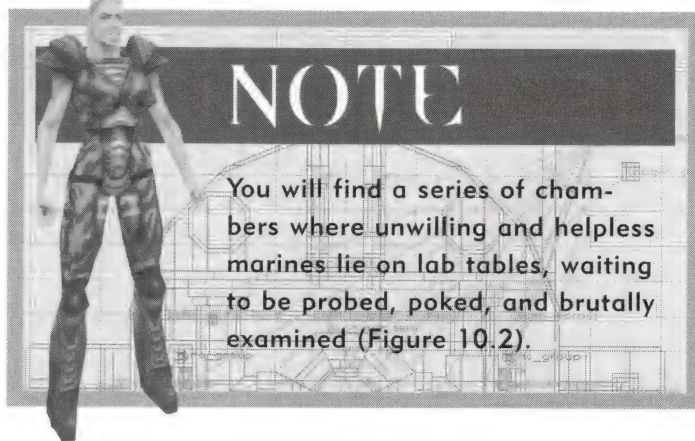




FIGURE 10.2: Unspeakable horrors await the poor marines who've fallen victims to the Strogg's inhumane experiments.

3. Get the blue access key. When you finally find the lab where a group of Strogg brains busy themselves on two wretched human subjects, activate the first computer terminal to eject the blue access key from a compartment on the floor. Be sure to take the armor and hyper blaster before leaving the brains' lab. Next, run back to the Testing-Repair junction and enter the Repair wing.

ACTIVATING THE MAINTENANCE BRIDGE

Once you have the blue access key, you can proceed through the Repair wing. However, a force field blocks the elevator that takes you to the lower floor, where the entrance to the heart of the Repair wing is found—the room where the Commander's parts lie in disarray. To lower the elevator's shield, you must





CHAPTER 10: UNIT SEVEN

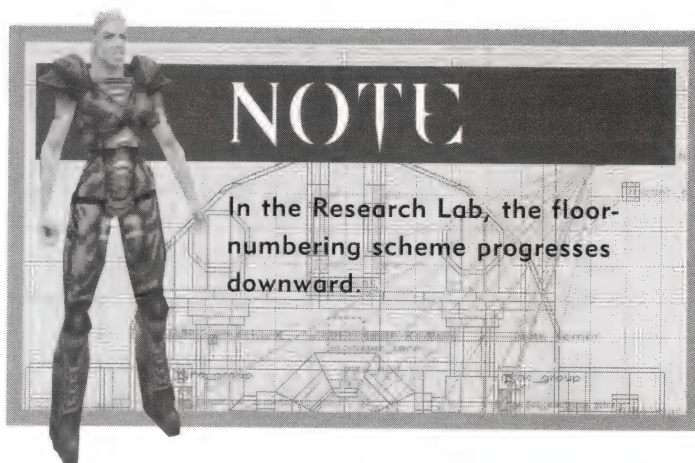
produce a maintenance bridge, which grants access to the switches that deactivate the force field.

1. **Reach the lower floor.**
Use the access card on the door past the L-shaped hallway (where you can see unfortunate marines crawling and squirming behind the

Plexiglas). Jump into the elevator and ride down to the second level.

2. **Activate the maintenance bridge.** Advance into the red-lit hallway and turn left, ignoring the door to the Repair wing for now. Activate the terminal in the chamber at the end of the hallway and watch for confirmation that the maintenance bridge has been formed.

3. **Rush toward the maintenance bridge.** Get back to the hallway, ignore the door to the Repair wing again, and continue toward the left. A group of Strogg brains will shuffle in your way to keep you from reaching the bridge. Perhaps the BFG10K can help in this situation.



TURNING OFF THE ELEVATOR'S FORCE FIELD

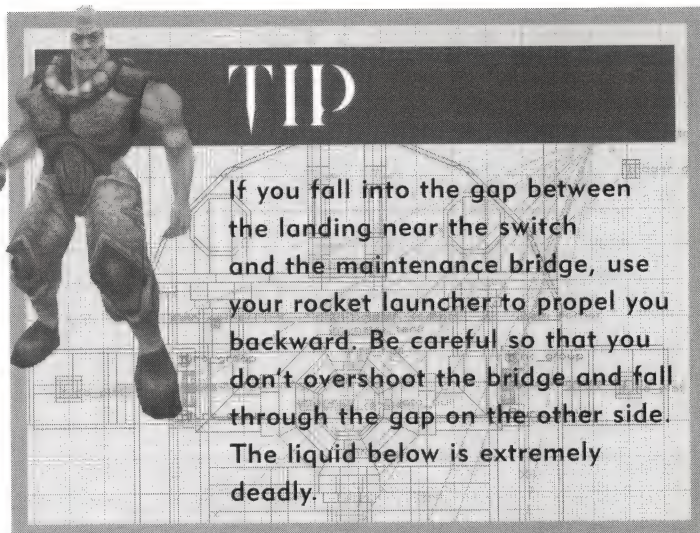
Enter the chamber humming with large electronic blocks. Walk over the translucent floor, hop onto the small space to the left, and press the first of two switches. Jump back onto the bridge and move down to get the next switch.





Turn back around and go up the maintenance bridge by the way you came. Next, head for the door labeled “Repair” and follow the hallway to the elevator. Ride the elevator back to the first level and move down the hallway into the room where two robotic “Waldo” arms operate on the Commander’s disassembled body (Figure 10.3).

Hightail it back to the Outer Hangar. The Commander’s head will help you fool the scanner and gain access to the Main Hangar.



MAIN (INNER) HANGAR

Your mission in the Main Hangar is simple: Find the controls to close the Hangar’s overhead bay door. Walk up to the central column and shove the Commander’s head into the scanner’s magic eye. When the force field disappears, you are free to go inside and pursue your mission’s objective.

REACHING THE HANGAR’S UNDERGROUND CHAMBERS

To go down, you’ll first have to fly up.

1. **Crack the first secret.** Snag the heavy pack by the door. Then, fire a shot at the crack in the middle electronics column along the left wall. Claim the adrenaline from the smoking ruins. Also, take the energy armor on top of the crates by the far wall. Move into the first warehouse-like room.





CHAPTER 10: UNIT SEVEN



FIGURE 10.3: The Commander doesn't look so well—he certainly won't miss his head.

- 2.** Get blown high. Open the heavy metal door at the far end of the room, walk out the other side, and let the powerful gust of wind propel you into the next level up. Push the terminal's keyboard to deactivate the turbine that blew you up.
- 3.** Fall back down. Drop through the hole and fall directly onto the now perfectly still turbine. Walk into the door nearby and move down the hallway. In the next chamber, push the switch on the wall to uncover two rectangular openings on the floor.
- 4.** Continue dropping. Drop through either rectangular opening and continue pressing down. Fall into one of the four spaces in the revolving door and walk out when its open side faces the next wet chamber.





DOING THE SQUARE SHUFFLE AND MOVING UP

These next few steps will require some acrobatics.

1. Score the quad damage. Fire a shot at the cracked cargo container near the corner and grab the exposed quad damage.
2. Negotiate the first two sliding cubes. Move into the corridor between the short sloping ramps. At the far end, hop onto the first sliding cube as it comes within range. When the next sliding cube inside the wet chamber is close enough, jump on top of it and let it carry you across the room. Jump off at the landing and activate the switch. This starts a third cube in motion.
3. Add a third cube to the mix. Hop back on the cube that last carried you, and then hop off when the third cube is near. Again, get off at the next landing and push the switch, which lowers a row of small ledges along the adjacent wall and a small catwalk that rises and lowers periodically.
4. Start going up. Get back on the third cube and then hop off when it gets close to the ledges. Hop along the ledges to get close to the catwalk and jump on it when it is low enough. Then, just let it carry you up.
5. Fall onto a giant cog. Get off at the peak of the catwalk ride and cross the tunnel to drop onto a thick, slowly turning, horizontal cog. Get off when you can land near a corner of the chamber to pick up cells or armor shards.

STARTING THE PROCESS THAT CLOSES THE BAY DOOR

Next, you need to find the controls for the bay door.





CHAPTER 10: UNIT SEVEN

1. **Get off the cog.** Get off the cog to reach the lower floor and move up the short steps into a zigzagging corridor, which will bring you in plain view of the huge cylindrical bay door. Drop directly onto the walkway, push the foot switch, and run back inside and to your left as a bridge extends overhead.
2. **Reach the bay door controls chamber.** Push the green switch on the wall to produce a stairway from the ground. Climb it to get back upstairs and cross the bridge to the other side of the cylinder bay. Move around the curving path to the left and push another switch to access an elevator. At the top, walk up to the controls lever and activate it to start closing the massive bay doors above (Figure 10.4).

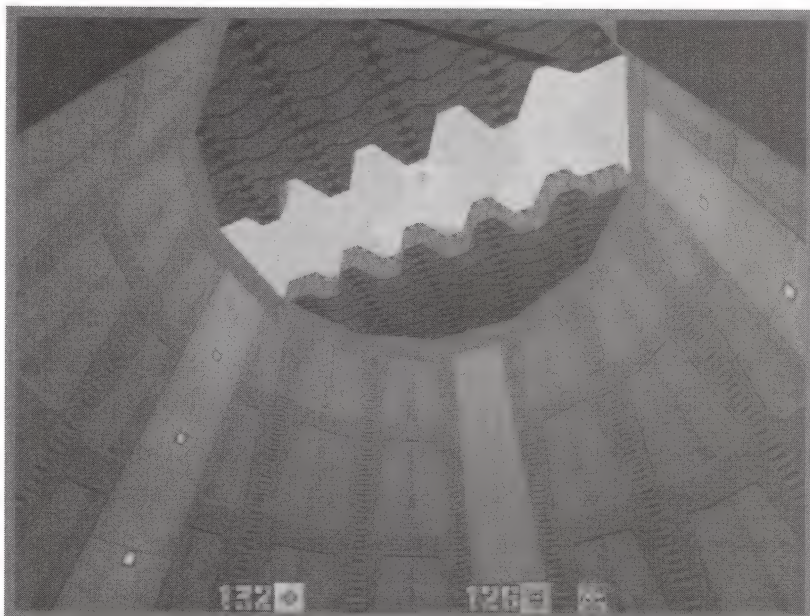


FIGURE 10.4: As the bay doors close, your mission in this unit is half complete.





3. Press ahead to the next level. As you push through the door on the right side, check your computer for your next orders. Step on the last elevator and press the exit button.

LAUNCH COMMAND

When you emerge on the grounds of Launch Command, you're greeted by an intriguing and giant outdoor structure, which contains a black hole in an energy field that defies anything humans have yet invented or conceived of. You marvel at the Strogg's command of nature and technology, but you loathe their misguided corruption of the wonders of science. No matter how impressive it is, the black hole generator must be shut down.

Launch Command houses the gargantuan CPU in the center of a hublike structure, with two coolant chambers flanking it and the core shield unit between the two chambers. To shut off the flow of coolant, you must shut down each of the two coolant chambers. Next, you must deactivate the CPU lock to enter the chamber that houses the controlling computers, which you must also blow up.



DEACTIVATING CHAMBERS ONE AND TWO

Next up, shut down the coolant flow.

- I. Do unto one chamber. Upon entering the bottom floor of the CPU core, turn left and enter the door to access the first coolant chamber. Disable one of the tanks to get through. When you reach the platform in the middle of the chamber's curved wall, ride it to the second floor. Push directly ahead and press the valve switch behind the unmoving iron maiden. Drop back down to the main floor as the lights go out and get out to the CPU's floor level.





CHAPTER 10: UNIT SEVEN

2. **Do unto the other chamber.** Run all the way to the door on the far right of where you entered. Move in and repeat the same process as with the first chamber.

DEACTIVATING THE CPU LOCK

Although you've lowered the coolant flow significantly, the CPU can still keep the chamber with the controlling computers locked. Take away this last line of defense by further restricting the flow of other chemicals. You can do this in the chemical containment chamber, which is between the two coolant chambers.

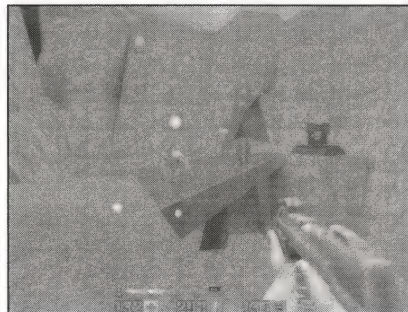
1. **Reach the chemical containment chamber.** After deactivating the coolant flow in the second chamber, and while you're still on the second floor, run around the walkway and step through the door in the middle. When you see the CPU core, now visible through the containment glass, turn left and battle the tank. Enter the first door you come upon and head into the chemical containment chamber.
2. **Shut off two key valves.** Run to the right side and hop on the platform to reach the upper level and the chemical shut-off valve. Get back down, run across to the other side, and push the other shut-off valve in the same way.
3. **Blow up the controlling computers.** Back in the walkway of the CPU core, turn right and wrestle with the tank to go inside the door marked "Launch Systems." In the room at the back, blow up both of the large computers lining the walls. If you look out the window, you should see the black hole's force-field rings disappear almost immediately.
4. **Blaze trails.** Get out to the walkway and turn left. Go through the second door to reach the chemical containment chamber for a second time. Then, simply step through the exit door and head to the last level of this unit—the Outlands.





OUTLANDS

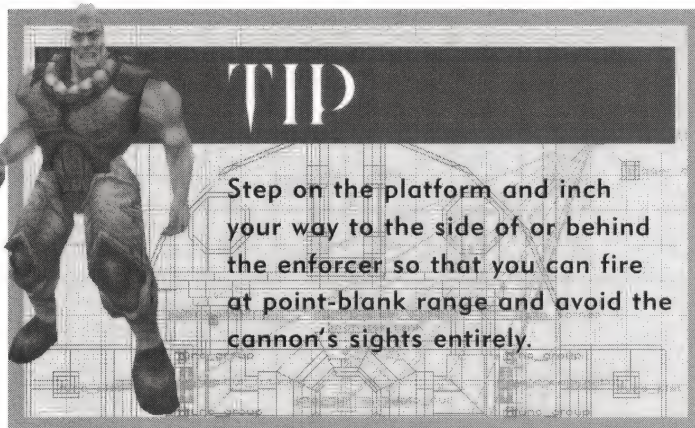
Entirely an outdoor enterprise, Outlands offers open-field warfare. The only shelter is behind boulders. You can also dive into the barracuda-shark-infested river, but this is not a very safe option. An enforcer who manhandles a heavy piece of artillery also adds significant danger to this mission. Against this backdrop, you must locate a targeting device and position it near the small building that serves as a hub concentrator for the cable network of the black hole generator. This will allow a TCM air strike to eliminate with certainty the Strogg black hole generator.



FINDING THE TARGETING DEVICE

Forget about finesse or tactical maneuvering: As soon as you step into Outlands, you're besieged from every angle. You must rely on your reflexes and let the lead fly. Of course, if you're armed with a chain gun or hyper blaster, you stand a better chance of warding off the Strogg army. Do your best to stay out of the cannon's sights. As soon as you're able, cross the bridge, and then circle around the enforcer on the cannon's platform and take him out.

Activate your breather and dive into the river, warding off the school of barracuda shark. Swim down river and hide from the Strogg guards perched around the rocks. Step out onto the rock bank at the end of the river and move





CHAPTER 10: UNIT SEVEN

uphill, leaving a trail of dead Strogg guards in your path as you claim the targeting device. Head up the trail that opens between the rocks on the right side. When you spot a clearing in the distance with a bit of orange color, you're quite near the target site. As you approach it, the orange color proves to be the cable housing. Deliver the targeting device by pushing the switch on the small hub building with the domed ceiling (Figure 10.5).

You have a scant five seconds to run for cover all the way across the cable housing and into the large building at the end. Your rail gun should help you clear a path through the Strogg enemies so that you can seek shelter inside.

After the smoke clears, run out and enter the building closest to ground zero. Push the exit switch to move to the next unit.



FIGURE 10.5: Once you deposit the targeting device, the TCM knows exactly where to drop the disabling bombs.





COMM SATELLITE

Little more than a weightless romp in space, Comm Satellite is the secret level in Unit Seven. After spending way too much time on Stroggos' surface, suffering endless hardship, and enduring the hostility of the locals in the capital city of Cerberon, perhaps it's time to get away for a while. If you found the secret exit back in the Outer Hangar, you've beamed into Comm Satellite. This orbiting structure floats within the asteroid belt, miles above the unfriendly planet. However, your time in Comm Satellite won't be all fun and games. In fact, this satellite serves the Strogg as a space relay station, reinforcing their ground communications. Given its importance to the Strogg, TCM command orders you to sabotage Comm Satellite and destroy its relay dish.



RISING TO THE CORE

First, you need to disable the satellite's power core.

1. **Space can suck very hard.** Although you may be lured by the energy armor, cells, and shells, if you cross the yellow line of the bay area, you will be sucked clean from the satellite. Instead, use the nearby terminal to close the gate. Then, move in for the goods.
2. **Ride the elevator and make the long trek.** Hop on the nearby platform and follow the long corridor as it curves and turns. You'll eventually go past a door blocked by a force field. (The main satellite cylinder, which houses the dish you want to break very badly, is behind the force field.)
3. **Reach the upper level and disable the satellite's power core.** The walkway ends abruptly at a door that opens into yellow flood-lights at the base of the power core. Follow the walkway's contour to reach an elevator at its other end and go up another level. Make a quick right turn before opening the next door. Step on a





CHAPTER 10: UNIT SEVEN

foot switch at the far end of the room and shoot the computer controller behind the metal plate on the wall.

BREAKING THE DISH

Finally, you're ready to disrupt the Strogg's communication.

1. **Reach the dish cylinder.** Get back out to the corridor as the lights dim. Open the door to the right and move forward into another gray metallic corridor. Then, step through the door on the left side and enter the chamber with the dish cylinder.
2. **Headbutt four switches.** Jump straight up from your entry position to collide with a switch on the ceiling way above you. Move around a short distance, looking for the next switch, and repeat the process when you find it (Figure 10.6).
3. **Beam back to Stroggos.** When the dish falls into the void, like a flower into a well, go back to the gray metallic corridor. Then, turn left and follow the path until you reach another door, which takes you into a landing bay almost exactly like the one from which you beamed in, a floor below. Step into the blue light of the beam transporter to land back on Stroggos.

OTHER SECRETS IN UNIT SEVEN

Some are more important than others, but every secret in this unit definitely counts.

OUTER HANGAR

SUPER ADRENALINE Reach the storage space below where the escape pod carried you to (from Big Gun). You can get there by dropping through the square gap on the wall, or by diving from the landing outside and opening the door. Hop over the large pipe right next to the door and consume the adrenaline.



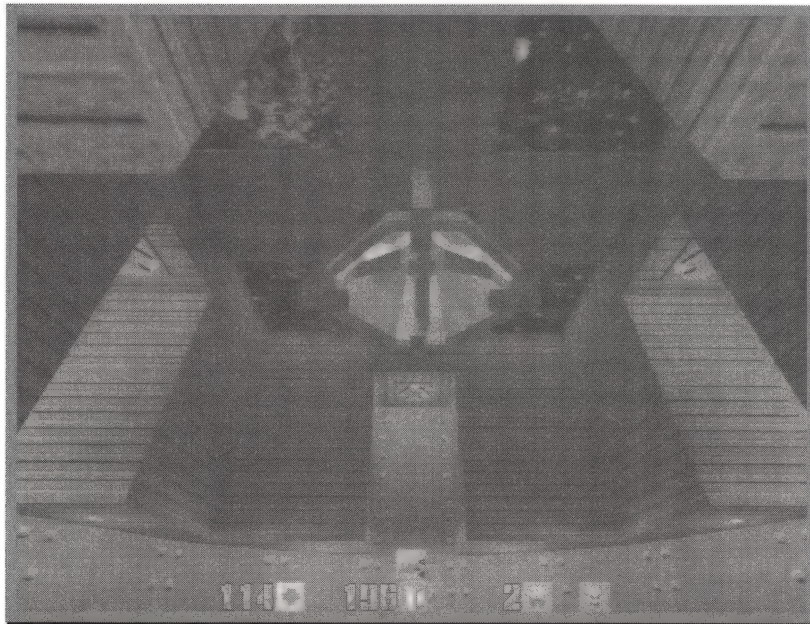


FIGURE 10.6: Use the weightlessness of space to headbutt the four switches around the cylinder and bring the dish crashing down.

INNER HANGAR

ARMOR SUIT After pushing the lever to close the Hangar's bay doors, move into the door to the right. Before entering through the door lined with yellow floodlights, shoot the wall on the left side. When the panel opens, the armor is visible inside.

SUPER ADRENALINE After extending the bridge in the hangar's bay area (by pressing the foot switch on the circular platform), jump into the water and find the entrance to a chamber where the adrenaline is found.

ARMOR AND BANDOLEER When first coming upon the wet room with the sliding cubes, jump into the water and head left. Go to the right of the stationary cube and swim beneath the platform with the switch. Navigate the small underwater maze to find the goods.





CHAPTER 10: UNIT SEVEN

RESEARCH LAB

QUAD DAMAGE AND SLUGS After activating the maintenance bridge, shoot out the bars that hold the prisoners nearby to reveal the quad damage device and the slugs.

LAUNCH COMMAND

BFG10K Near the start of the level, rocket jump onto the platform beneath the black-hole generator and run across it to take the BFG10K and some ammo.

ASSORTED AMMO In the exit hall, shoot out the damaged glass and jump into the water to find assorted ammo.

COMM SATELLITE

SUPER ADRENALINE There are two of these secret items in Comm Satellite. They are both on beams that are not just hard to see, but hard to get to as well. The first one is on the bottom section of the power core. Upon reaching the gold metallic cylinder structure, jump onto the first beam. Then jump across from one beam to the next. The adrenaline sits atop the last one.

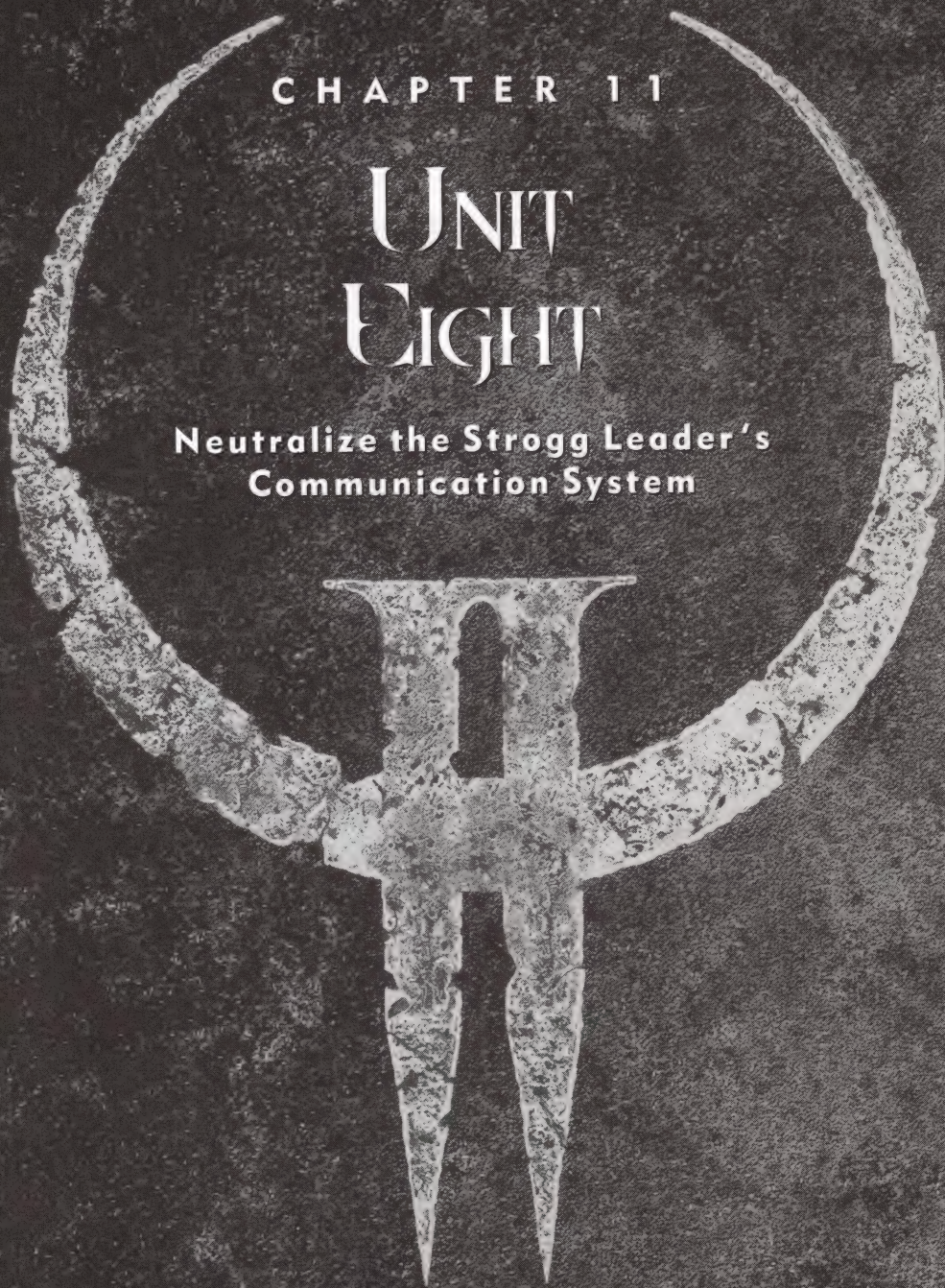
The other adrenaline is on a beam near the exit to the second landing bay. Ride the elevator up to the top floor (where you also deactivate the power core). On route toward the second bay before opening the door, use your blaster as a light source, pointing it to the right. Hop onto the beam for the adrenaline.



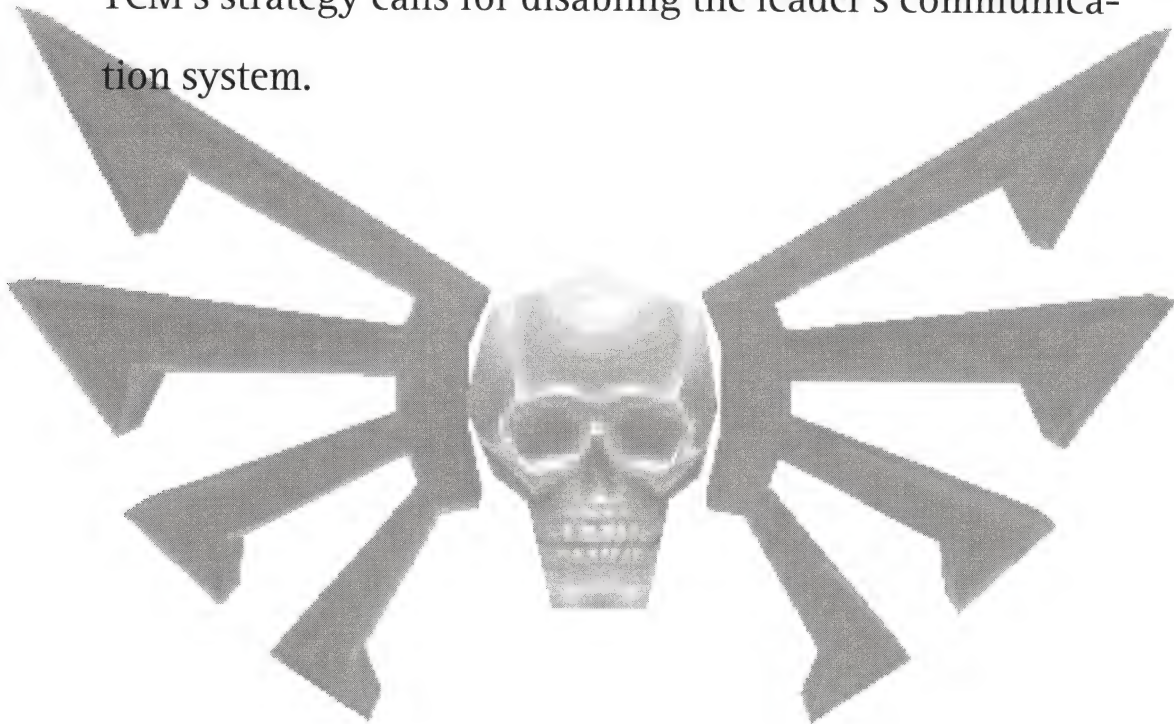
CHAPTER 11

UNIT EIGHT

Neutralize the Strogg Leader's
Communication System



As the Strogg's colossal war-mongering machine begins to crash, TCM decides to zero in on the head of the evil empire—the Strogg leader himself. To ensure that he can't summon reinforcements, TCM's strategy calls for disabling the leader's communication system.





CHAPTER II: UNIT EIGHT

UNIT EIGHT OBJECTIVES

Although you've been worn out and nearly consumed by innumerable battles, your vigor is renewed when you realize what you've accomplished so far: The Strogg can no longer rely on their black hole generator to spread their destructive seed throughout the universe. Now, as your computer bleeps with a new communiqué (Figure 11.1), you are anxious to get going.

Unit Eight consists of only three missions, but they are quite involved:

-  Outer Courts
-  Lower Palace
-  Upper Palace

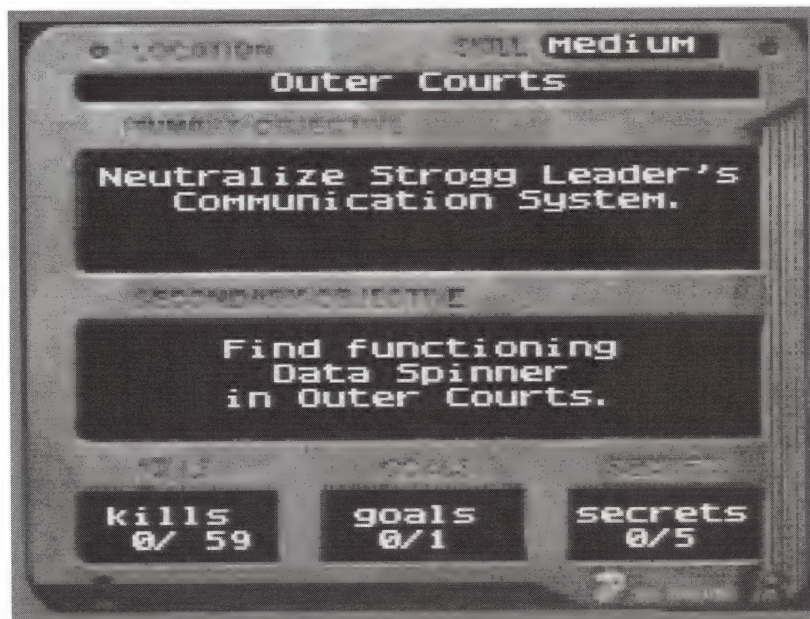


FIGURE 11.1: If you isolate the Strogg leader from his overzealous entourage, he should be easy prey.





To cut off all communications to and from the Strogg leader, you must

-  Obtain the data spinner in the Outer Courts.
-  Disable the red force fields in the Lower Palace.
-  Obtain the red key in the Outer Courts.
-  Access the Lower Palace and insert the data spinner in the communications console. Also, disable the green force fields.
-  Reach the Upper Palace and obtain the security access key.
-  Find the force field chamber in the Lower Palace and disable the yellow force fields.
-  Obtain the data CD in the Upper Palace and go back to the Lower Palace to reprogram the communications console.
-  Shut down the communications laser in the Upper Palace, and find and board the escape pod.

After you accomplish these objectives, the Strogg leader will be effectively cut off from his support systems. Then, you can go after him directly and terminate him with extreme prejudice.

OUTER COURTS

Built for a secretive and reclusive war leader, the Outer Courts were designed to keep unwanted parties from ever holding court with the Strogg leader. The outdoor area is patrolled by hovering icarus, gladiators, and other Strogg heavies. If you can penetrate the front gates, you must deal with berserkers, brains, and gunners. Of course, you must also navigate tricky corridors and





CHAPTER II: UNIT EIGHT

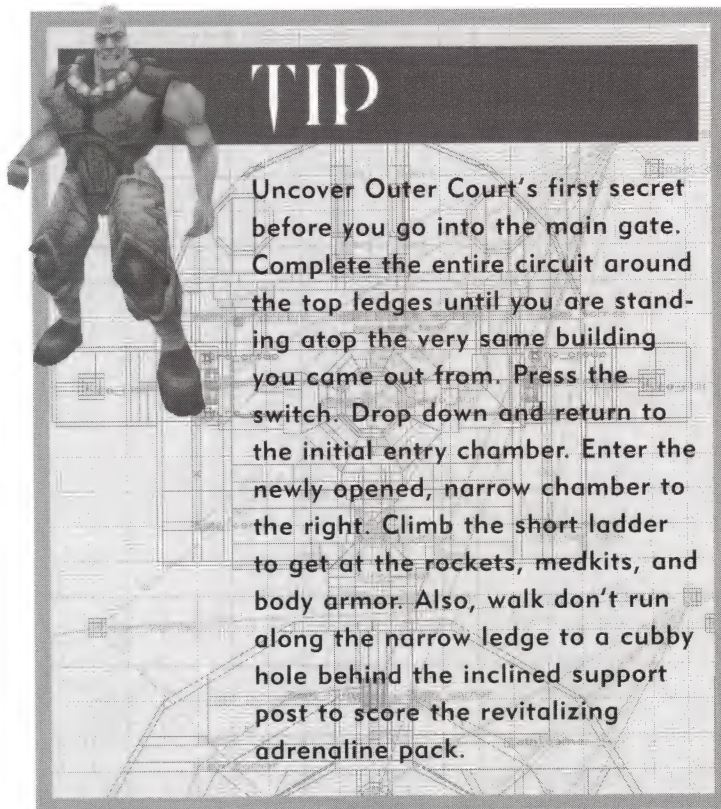
secret passageways to find the data spinner. Finally, you must reach the Upper Palace to find the data CD.

OPENING THE GATES TO THE OUTER COURTS

Here's how you get into the Outer Courts so that you can find the data spinner:

1. Take control of the field. Ward off the strong and varied Strogg contingency in the open area outside the front gates. Find the first secret in the second cave to the right of your starting position as you step into the open area. Drop a rocket through the crack in the wall and jump inside the small enclosure to score the energy armor.

2. Bust the gates wide open. Start to the left of your initial entry point and climb around the ledge that circles the open area. Drop onto the awning over the front gates and step on the switch, which makes the gates open. Also, grab the invulnerability nearby.



TIP

Uncover Outer Court's first secret before you go into the main gate. Complete the entire circuit around the top ledges until you are standing atop the very same building you came out from. Press the switch. Drop down and return to the initial entry chamber. Enter the newly opened, narrow chamber to the right. Climb the short ladder to get at the rockets, medkits, and body armor. Also, walk don't run along the narrow ledge to a cubby hole behind the inclined support post to score the revitalizing adrenaline pack.



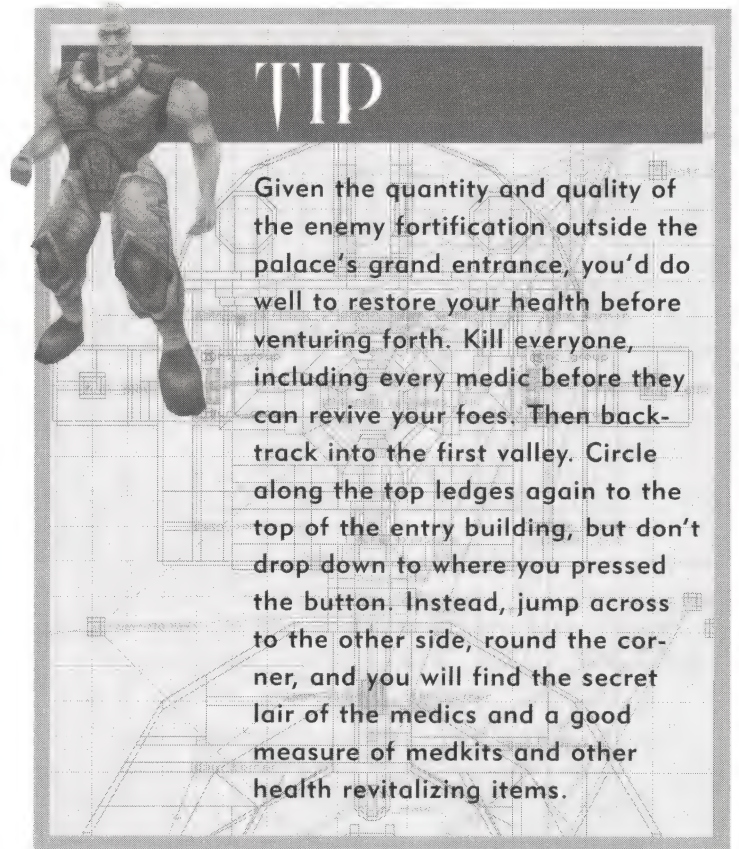


3. Don't bother ringing the bell. Walk up to the front gates and move through them, sticking very close to either wall—the bridge folds down the middle to uncover a pool of hot lava.

OBTAINING THE DATA SPINNER

Now, you must find the data spinner.

1. Break for the left wing. After you overcome the tank commanders and their Strogg armada, move through the majestic door and veer left (up the stairs) until you reach a murky water pit. Dive in and swim underwater toward the right side, surface momentarily, grab the respirator by the red force field door (with a red key inside), and continue through the water into the tunnel. Crash through the wooden barrier at the entrance to the next tunnel and





CHAPTER II: UNIT EIGHT

continue through this tunnel until you emerge into a tall rectangular chamber.

2. **Break the glass and run with the data spinner.** Climb the stairs and go past the half-bridge. Enter the small chamber where the data spinner is kept behind glass. Crash through the glass and take it. In this same chamber, face the wall where you grabbed the spinner and shoot the rightmost section of it. A section of the wall slides back. Step on the foot switch and turn around as the wall behind you slides up to reveal a wall switch and super adrenaline. (Press the switch to slide the moving bridge back into place.)
3. **Find the entrance to the Lower Palace.** Your next objective is to get the data CD, which is in the Upper Palace (above the Lower Palace). Jump over the half-bridge and drop directly into the water below. (This is a shortcut to the tunnels that brought you in.) Follow the tunnels to the water where you started. Look for a small platform, which leads to a narrow corridor and the Lower Palace.

LOWER AND UPPER PALACES

Move up the ramp, open the first door, and go forward into the corridor, past the door with the alternating blue beams. Turn into the corridor with a force field door with bright green lights around it. Turn the next corner to the left and step into the small chamber with a computer panel. Activate the panel to disable the red force fields. Next, it's time to go back to the Outer Courts and secure the red key, which you will need later.

Go back exactly the way you came—through the small water-hole entrance back into the water pit.

OBTAINING THE RED KEY BACK IN THE OUTER COURTS

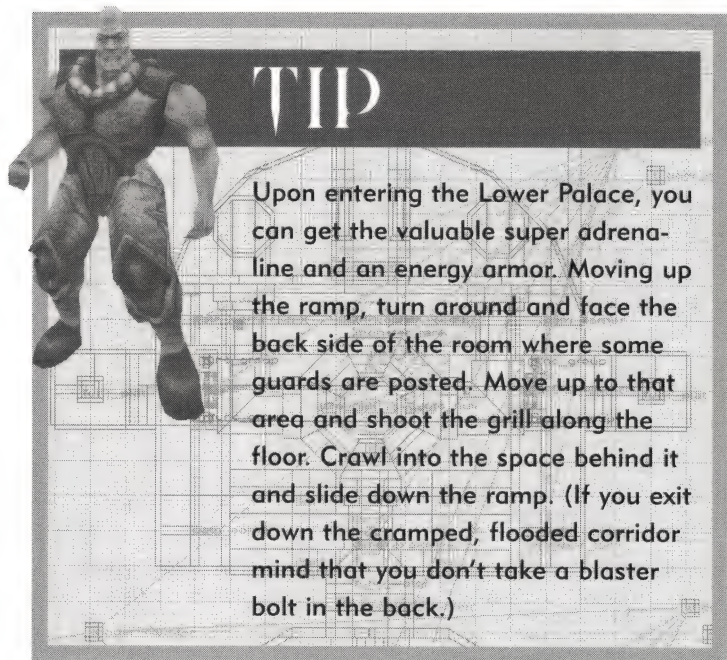
Swim toward the point where you got the data spinner for the first time. When you reach the clearing between the tunnel and water pit, hop into the small





enclosure and take the red key and energy armor (now that the red force field is disabled). You are ready to make another foray into the Lower Palace—this time through the front door.

Swim back to the main area. To get out of the water pit, hop onto the larger platform and let it carry you up. Jump onto the embankment and proceed toward the main door of the Lower Palace. You are now on the path to obtain the data CD in the Upper Palace.



REACHING THE CENTRAL COMMUNICATIONS CONSOLE IN THE LOWER PALACE

Next, you'll use the data spinner and find the entrance to the Upper Palace:

1. **Obtain some quick quad damage.** After entering through the main door, shoot the two effigies of the Strogg leader—one is above the translucent column holding the quad damage; the other is behind and above you. Then, take the quad damage from the descending column (Figure 11.2).
2. **Insert the data spinner.** Move into the hallway to the right, and go through the door with a red outline of a fallen force field, and up the stairs. Open the large door and jump over the balcony directly onto the communications console. Jam the data spinner





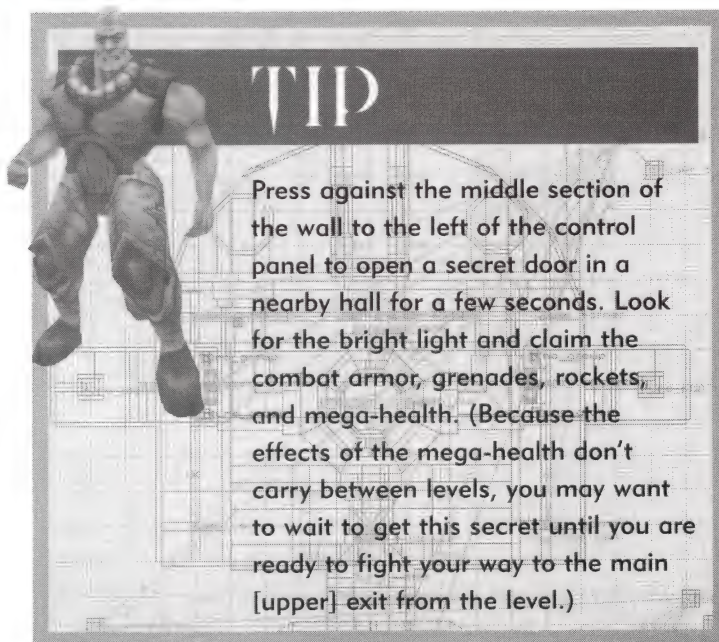
CHAPTER II: UNIT EIGHT



FIGURE 11.2: You'd be a fool if you didn't take the quad damage before venturing farther in the upper palace.

into the left terminal.

3. Disable the green force fields. Before searching for the entrance to the Upper Palace, leave the console area through the door next to the data-CD terminal. Move down the short hallway and



TIP

Press against the middle section of the wall to the left of the control panel to open a secret door in a nearby hall for a few seconds. Look for the bright light and claim the combat armor, grenades, rockets, and mega-health. (Because the effects of the mega-health don't carry between levels, you may want to wait to get this secret until you are ready to fight your way to the main [upper] exit from the level.)





into a waterlogged chamber. Turn around and step into a smaller room with the green force field controller. Disable the force fields and move into the next chamber, through the door on the left side, and down the ramp to find the entrance to the Upper Palace.

FORCE FIELD SECRETS

Like the red force field in the Outer Courts, you must travel to another level to uncover this secret in the Lower Palace. In the third city level, Upper Palace, you must turn off the yellow force fields. Start by exiting the Lower Palace into the Upper Palace through the basement exit to find the security pass that lets you into the yellow force field control chamber. You'll need to return to the Lower Palace through the same door and re-enter the Upper Palace through the main (upper) entrance. Once you've found the yellow force field control chamber and deactivated the force fields, you can return to the Lower Palace to stock up on ammo, medkits, and invulnerability. The secret is located near the other high balcony that overlooks the central computer room. You reach this area by climbing the ladder out of the barred and flooded area in the basement (where earlier you found the adrenaline and energy armor).

OBTAINING THE SECURITY ACCESS KEY IN THE UPPER PALACE

Work your way into the beige corridor, up the stairs, and through another door that once had a red force field. Board the platform for a very short ride and jump off at the next floor with yellow floodlights along the ceiling. (There are two such floors—you want to get off at the first floor.) Walk into the small chamber and take the security access key. With the key, you can access the force field chamber to disable the remaining yellow force fields. You must trace your steps back to the beige corridor and down into the Lower Palace.



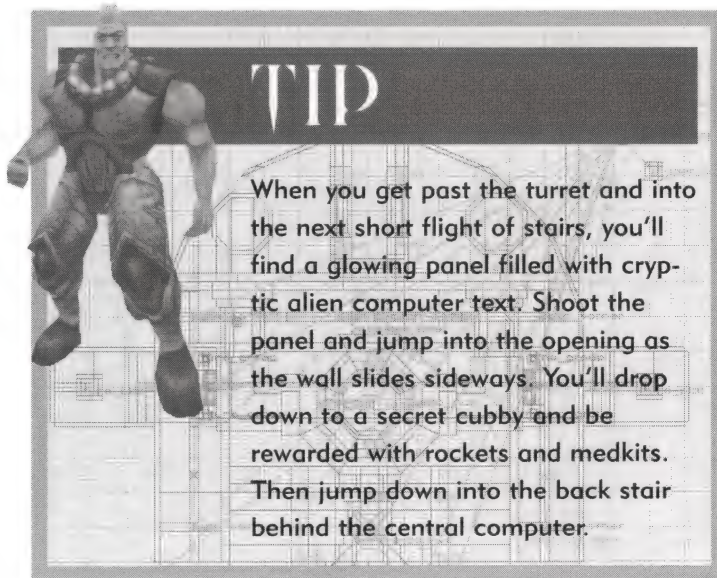


CHAPTER II: UNIT EIGHT

REACHING THE TOP FLOORS OF THE UPPER PALACE

Once you are back in the Lower Palace, go to the communications console and through the door closest to the terminal into which you inserted the data spinner earlier. Follow the corridor to the right and climb the stairs, staying close to the wall on the left side. Follow the red carpet, going straight past the balcony that overlooks the communications console, and then turn right and follow the carpet to the next door.

When you reach a wider hallway, watch out for laser blasts from a wall-mounted turret. You can disable it by hitting the impact switch above it. Or, better yet, hit the slightly sunken square area of the wall in front of you, just as you approach the hallway. At the top of the next clearing, push the switch next to the platform to bring it down. Then, get on it and go up. After you go through the next two doors, you'll be back in the Upper Palace—where you'll finally obtain the data CD and enter the yellow force field chamber.



OBTAINING THE DATA CD AND FINDING THE FORCE FIELD CHAMBER IN THE UPPER PALACE

When you see two wide, tall doorways blocked by force fields, press the switch on the left side to lower its force field. Ride the elevator. At the top, press another switch, and step past the next door and around to the left, between the





iron maidens standing guard. Then, make a quick right and follow the narrow path to the stained glass window. Turn left—you'll find a laser platform with the data CD on it (Figure 11.3). Now that you finally hold the data CD in your hands, you're ready to reprogram the communications console and disrupt all communications to and from the Strogg leader.

If you grabbed the security access key, drop from the platform and push the wall plaque just below and to the right of the place from which you took the data CD. The security mechanism will accept your key and grant you access to the force field chamber inside. Go around the thin console and deactivate the yellow force fields.

Go back out under the laser platform and through the orange door on the opposite side. You will come out near another corridor with an automatic turret. Also, there are many more Strogg troops patrolling the Upper Palace. Continue down the stairs to reach the elevator you rode to the laser platform and ride it again.



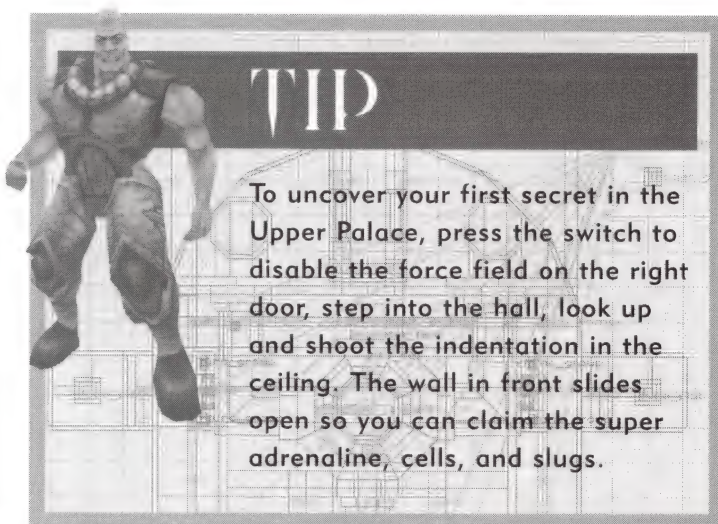
FIGURE 11.3: Use the data CD to reprogram and hack into the Strogg leader's communication system.





CHAPTER II: UNIT EIGHT

Then, go around the large doorway as before and walk down the same hallway. This time, turn right at the stained glass window. Step over the floor teleporter to beam back to the start of the Upper Palace, which is very near the entrance to the Lower Palace—precisely where you want to go next. Push open the next two doors and emerge back in the Lower Palace.



TIP

To uncover your first secret in the Upper Palace, press the switch to disable the force field on the right door, step into the hall, look up and shoot the indentation in the ceiling. The wall in front slides open so you can claim the super adrenaline, cells, and slugs.

MORE SECRETS

If you've got sufficient armor, try to get this secret. But, don't waste an invulnerability; you won't take *that* much damage. As you exit the lower level of the Hall of Banners in the direction that will take you towards the lower area of the communication laser, dash across the hall (if you run, you should avoid the blaster trap), and drop over the narrow edge into the lava. Try to go down in the corner and the distance you have to dance through lava will be shorter to get the quad damage and the medkits (in the lower skill levels, you land on a corner platform). The harder the skill, the longer the trip through the lava, so be warned. Ride the lifting platform up to the hall above. The top of the platform is actually a grill in the floor above, so you can see (but not reach) part of this secret from that vantage point.





REPROGRAMMING THE COMMUNICATIONS CONSOLE IN THE LOWER PALACE

Walk onto the lowering platform below the towering ceiling. Shoot the computer display built into the wall and step into the secret area as it slides out. Claim the ammo at the bottom and then drop further down onto a staircase, which leads to the balcony overlooking the communications console. Jump back into the console area and slide the data CD into the terminal on the right side. Then, wait for the data spinner to emerge from a small column behind you. Take it again and press the keyboard.

The last objective of this mega-mission is to shut down the communications laser back in the Upper Palace. Go back to the Upper Palace by the route you took before (through the door nearest the data-spinner terminal, straight past the balcony and up the stairs, past the laser turret, and up the elevator).

SHUTTING DOWN THE COMMUNICATIONS LASER IN THE UPPER PALACE

When you're back on the top floors of the Upper Palace, ride the elevator on the left side, past the place where the not-so-fair iron maidens once stood. Again, go down the long walkway and turn left to find the laser platform. Walk over to the small receptacle from which you took the data CD and step over it. Step into the narrow aperture in the column behind it. Activate the small terminal inside and detonate the blue laser. Then, cross the platform and walk through the red door. Make two rights to reach the end of the hallway. Here, another computer lets you open the escape pod, which lands almost right on top of the Strogg leader.



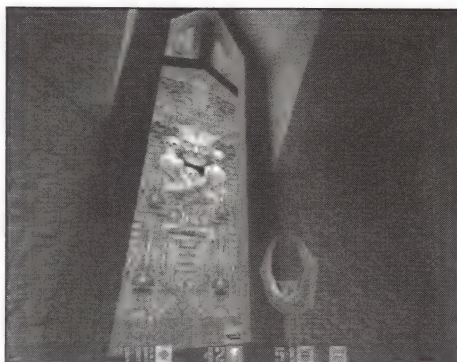


OTHER SECRETS IN THE UPPER PALACE

ENVIRO-SUIT In the basement area of the level, descend down to the dirt-wall excavation. Stand in front of the force field until you hear an explosion to your left. Kill the technician trapped in the ceiling hole and an enviro-suit drops down into your lap.

ENERGY ARMOR, AMMO, AND INVULNERABILITY

In the basement area, ride the high-lifting platform to the top and step toward the ventilation grate in the wall. The grate will part before you and allow you into the chamber beyond. Stand at the top of the ladder and shoot the opposite wall. Run around the ledge to the opposite side and enter a secret room to collect what's rightfully yours.



COMBAT ARMOR, CELLS, AND MEDKITS Cross the bridge through the Hall of Banners. Look down and to the right as you pass under the archway. You should see a dark, square opening to the side of the pathway. Drop down into the darkness. The cramped space below contains the items you want, particularly the cells needed to power the energy hungry BFG10K. Drop through the hole in the floor to exit the secret chamber. Be warned! You are dropping into the path of a blaster trap like the one in the Lower Palace, only this one can't be permanently shut off.

COMBAT SUIT Turn off the yellow force fields and descend to the level's deepest depths, the excavation site. Kill the guards, then press the button to lower the steps that lead down into the most recent excavation. After you've blasted the guardian technician into fragments, shoot the section of dirt wall ringed by broken brick. Jump in and grab the body armor.

SUPER ADRENALINE AND ENVIRO-SUIT Some secrets require a lot of work. To get this one, you need the red key from The



OTHER SECRETS IN THE UPPER PALACE



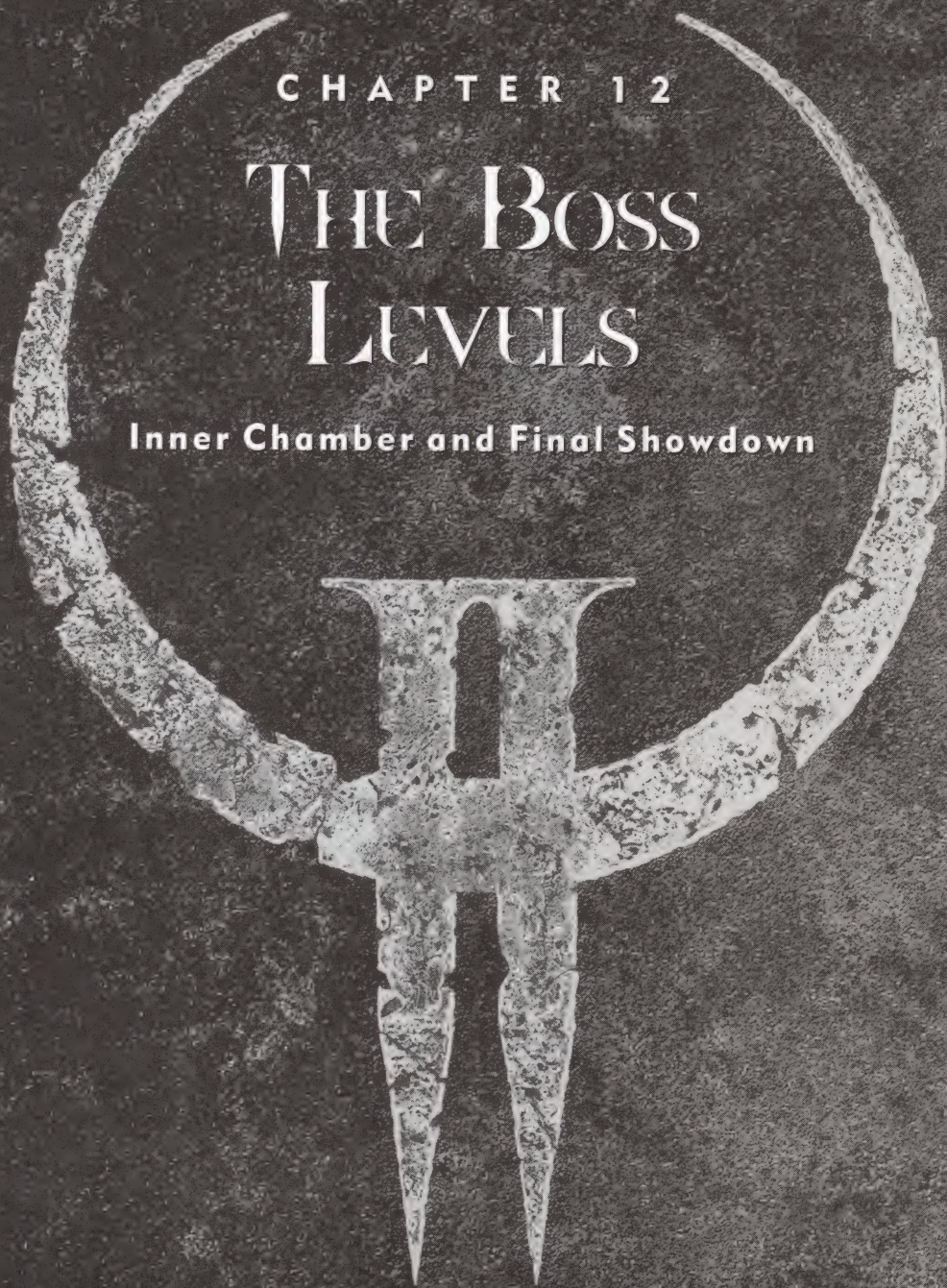
Outer Courts. In the same excavation chamber which contains the body armor, carefully slide along the rim of the flowing toxic slime pool until you hear a button activate and slide into the wall. Hear that door opening? Now activate an enviro-suit and jump into the slime. Swim through the brick passageway and grab the adrenaline, but don't stop there. Keep swimming to the left and when you can swim no further, jump up out of the slime. You'll be surprised at what you find. The computer keyboard lowers the fluid level in the preservation vat, but you need the red key to turn off the force field that surrounds it. When the force field is down, shoot the cracked glass. Once you're satisfied that you've seen all you want, jump up on the vat case, crouch down and move forward to grab the ancient head. If you don't want to swim out (an enviro-suit is provided here), turn around and shoot the illuminated section of wall behind you. When it explodes, you have a clear path out.



CHAPTER 12

THE BOSS LEVELS

Inner Chamber and Final Showdown



S

uddenly, the relativity of time seems to have wound up and slapped you across the face, leaving a burning-yet-refreshing sensation on your cheek.

Why is this? Maybe because it seems like only yesterday that you crawled out of your ruined one-man pod. After loosing over a third of the TCM platoon before anyone even touched Stroggos soil, you counted yourself among the lucky few. Against every conceivable odd, you've hung on and managed to carry out TCM's objectives. In the last unit, you scrambled Makron's communication network, right under his nose (or whatever). Giving chase, you've followed him out to space. Now Makron has only a handful of his minions left to serve him. What lies behind the plates and thick armor? A world conqueror? A self-deluded techno dweeb? No use speculating. You're about to find out or...die trying.





INNER CHAMBER

Inner Chamber is nothing more than a preamble to the Final Showdown. A teaser of sorts, in this level you have a chance to rebuild your depleted arsenal and strengthen your resolve. As you move from the landing dock toward the latch and start your exploration, do not stand in front of the door for more than an instant. The first bit of treachery is only seconds away as powerful laser beams punch holes through the door (Figure 12.1).

When you reach the outside, walk around in either direction of the semi-circular structure that blocks most of your view. Proceed into a passage with a wide platform. Take the ammo on the other side of the platform before pushing the switch that will move you up to a higher level of the Inner Chamber.

Run to either side of the column elevator and over the extending and receding plank to activate the switch at the other end. One false move and you could

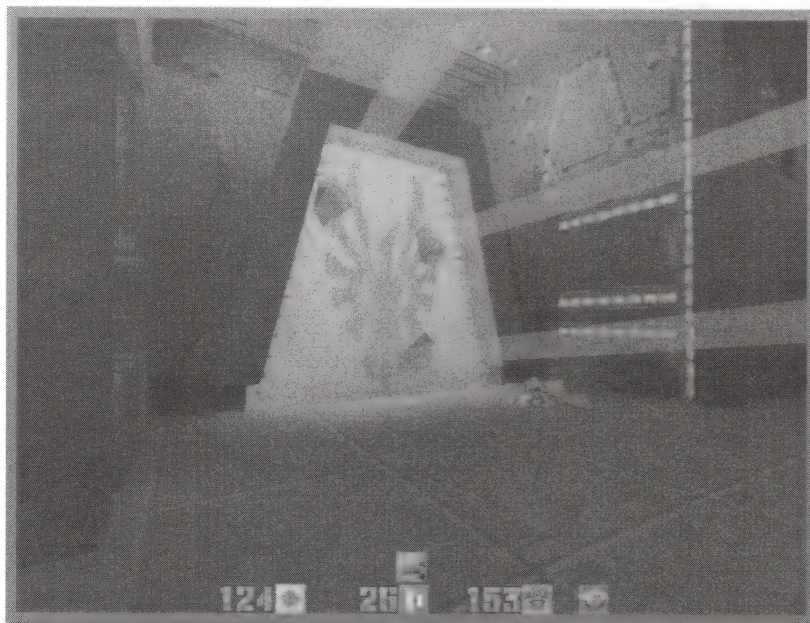


FIGURE 12.1: Step up only to touch it and then back off from the door. Another hole is the last thing you need.





fall in scalding lava while the iron maidens take pot shots at you. Do the same thing on the other side. Then enter the column elevator and reach the surface of Inner Chambers, where a small robotic humanoid stands taunting you on top of a circular platform (Figure 12.2). Even if you moved with the speed of light, you'd only catch a whiff of his essence as he beams out of the Inner Chambers, daring you to follow.

Step over the foot switches on either side of the plank you're on, careful not to let the roving laser beam burn right through your leg. Also watch out for the flyers swooping down to weaken or kill you before you have a chance for a showdown with the leader, wherever he might be.

Walk around the circular platform where he once stood and push two more switches. After pressing the second one, a staircase emerges from the platform. Climb on it and let a beam engulf you and send you straight to the Final Showdown you've been itching for.

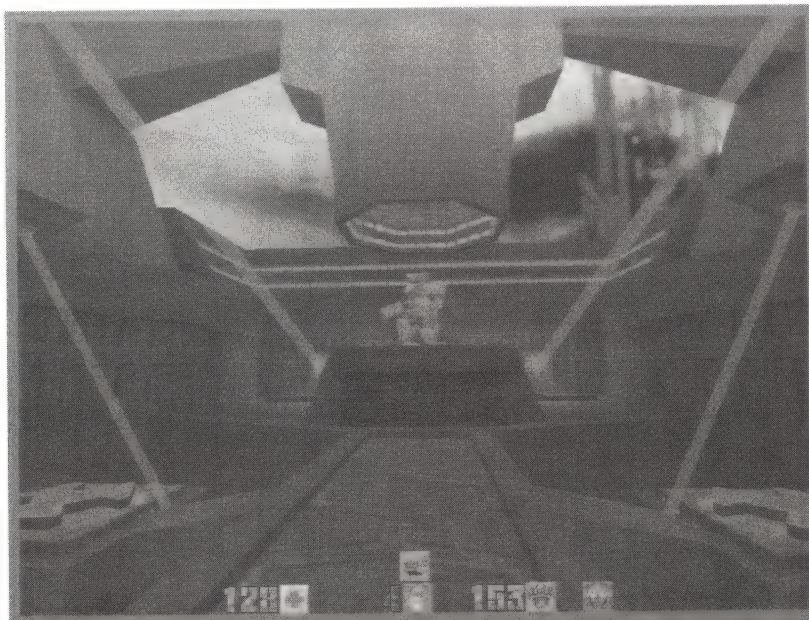


FIGURE 12.2: Before you waste ammo and energy on this robotic buffoon, beware he's only enticing you to come after him for a final showdown.





FINAL SHOWDOWN

Walk the lower level, collecting anything you might need. Step over one of the platforms to reach the surface of the weird space vehicle where you've beamed. Listen for the thunderous footsteps of the boss of bosses, the feared Makron, the one you're after. Use the metal structure to shield yourself from his far-reaching chain-gun fire and double BFG cannons (Figure 12.3).

Anytime you need to retreat and collect yourself, drop through one of the platforms you used to reach the surface. Alternatively, step over either of the foot switches and then run to the opposite end of the open space to enter into the narrow floor opening. The area below is stocked with medkits, rockets, and other life-sustaining and strength-building implements. When you feel ready again, press the switch near the middle of the wall to open both narrow entrances. Then get out and hit the boss with your heaviest armament.

When you succeed in weakening Jorg, the monstrous, metallic Goliath, a curious thing happens as the smaller humanoid robot you saw earlier crawls



FIGURE 12.3: Makron shows his countenance at last, or so you think.





from under the junk of his fallen carapace. But in spite of his comic appearance (unlike anything you'd imagined), the Makron you've come to kill is still a formidable opponent. His body is extremely resistant and he can shoot vaporizing lasers, rail gun projectiles, or BFG juice with either arm. If you stay light on your feet and take opportunities to replenish your ammo and health, you'll eventually prevail over Makron.

After the final blow, Makron's body might split in two, both halves twitching in agony. Your last act is then to board the escape pod Makron has saved for himself (in the lower floor) and to blast off into space as this doomed vessel is about to blow. You leave just as you arrived—in a small metallic capsule—not knowing where you'll land, trusting your fate only to what you can do for yourself and your fellow humans. Hours (or is it days?) later, when the escape pod crashes over a barren landscape with a misty, rosy atmosphere, you push the latch open. You extend and turn your hand, contemplating where you've been and where you have left to go (Figure 12.4.).

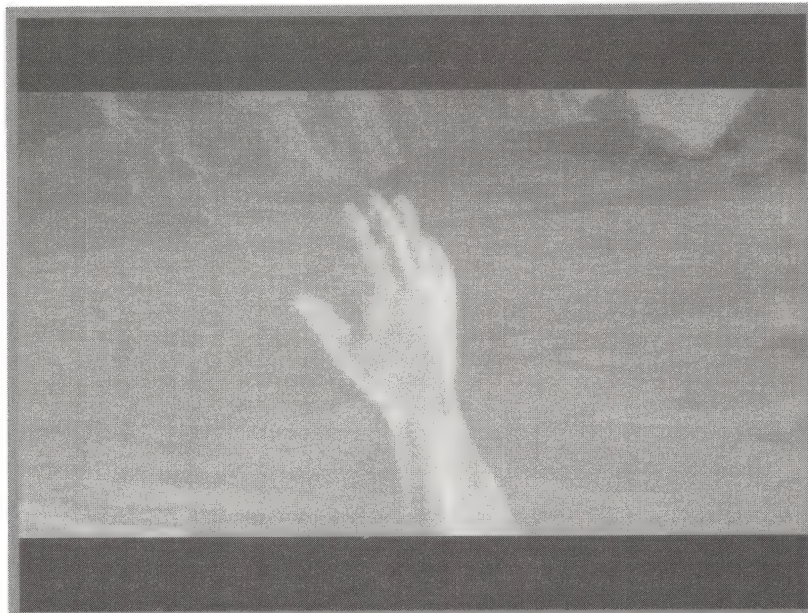


FIGURE 12.4: Looking at your own hand against an alien firmament, you're reassured humanity has overcome the Strogg threat and will live on to prosper and grow.



BARREL

NO HOLDS BARRED

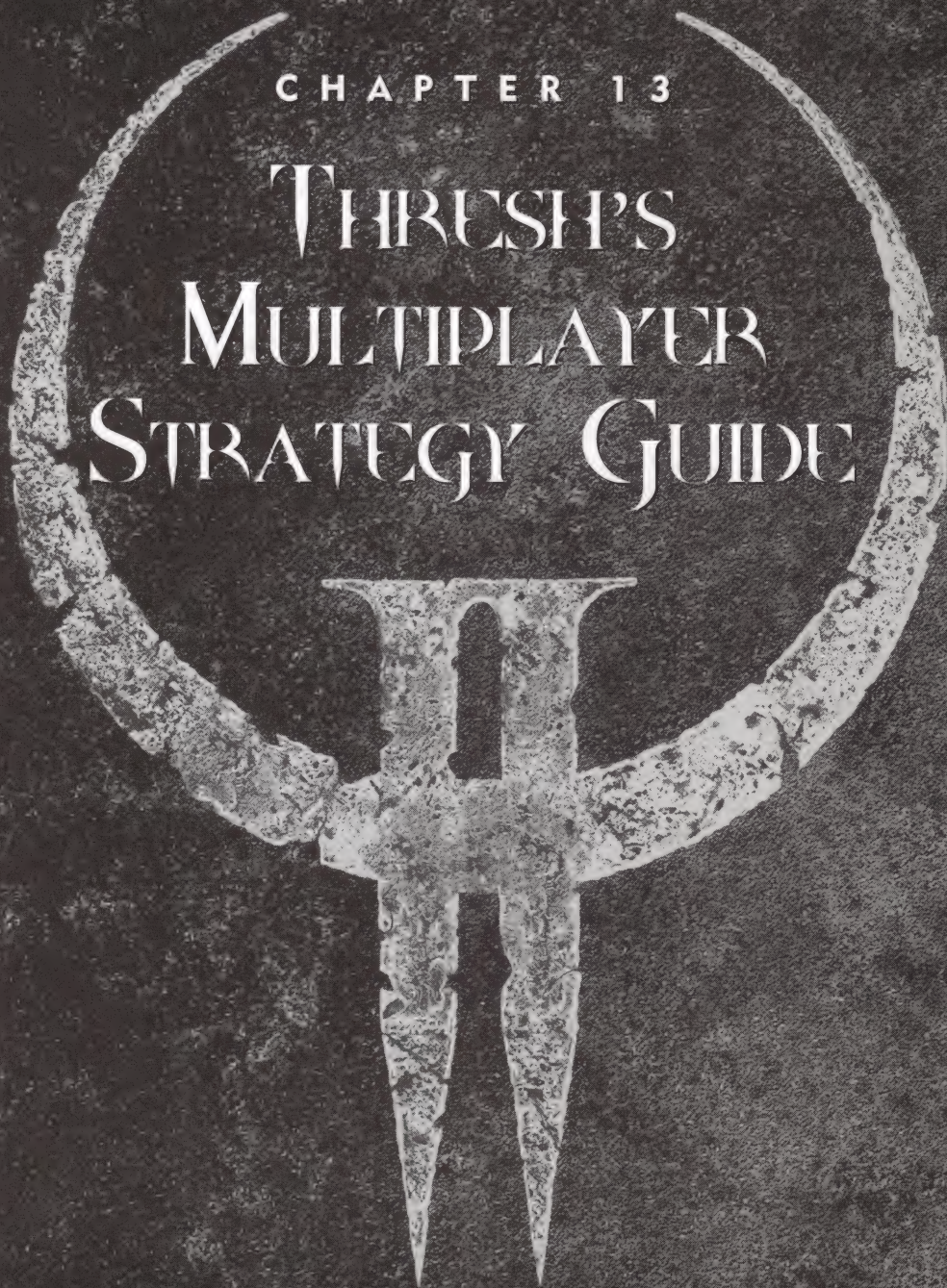


USMC

UNITED STATES MARINE CORPS

CHAPTER 13

THRESH'S
MULTIPLAYER
STRATEGY GUIDE



Now that you're done beating up the computer in single-player mode, it's time for you to hang with the big boys and play against live human opponents in multiplayer. If you're new at this, you've got a lot to learn. Live players are infinitely better, faster, and smarter than the computer's artificial intelligence. In this chapter, we'll show you how to improve your game with advanced tactics, techniques, tips, and maneuvers. We'll fill you in on those little intricacies and nuances that refine good players...and make them great.





TRANSITIONING FROM SINGLE PLAYER TO MULTIPLAYER

This manual will give you all the info you need to dominate your opponents in multiplayer *Quake II*. From controller configuration to reorganizing the environment, everything you need is right here. Take this knowledge, absorb it, and use it—be a marine that'll make your mamma proud.

CONTROLLERS

If you want to succeed in multiplayer DeathMatching, you must first learn the tools of the trade. Don't use a controller configuration that makes absolutely no sense to you; instead, pick one that you find easy to understand and comfortable to use.

THE KEYBOARD

The keyboard is by far the most commonly used controller. Its simplicity and practicality make it especially appropriate for beginners. Since the controls on the keyboard are already predefined, you don't have to deal with the complexity and hassle of customizing your own keys. Don't get me wrong, defining and customizing the keys in a way that makes sense to *you* is definitely a good idea; however, it may be an overwhelming task for a beginner.

If you are not a beginner, then take the time to experiment with a few different setups before settling on one. Pick the setup that is the most comfortable and simple for you. It should act as an extension of your hand and mind—you shouldn't have to think about pressing the correct keys. Instead, you should press the keys as a natural reaction to what you see on the screen.

If you're a beginner, you may experience some motion sickness because it takes time to adjust your senses to this new 3D experience. The keyboard has a constant turning rate that'll help you keep your senses in relative balance until you've fully adjusted to the game. You'll find, though, that as you get better, a constant turning rate may put you at a disadvantage. If more advanced players are dancing circles around you, it's time to switch to a more efficient controller configuration.





THE KEYBOARD & MOUSE COMBO

The best controller combination for playing 3D shooter games is some variation of the keyboard and mouse configuration. The addition of the mouse offers you a turning speed that is controlled by you, rather than fixed at a constant rate by the computer. You can adjust your mouse sensitivity level to as low or high a setting as you wish, depending on how quickly you want to be able to turn. The actual mouse should not be used for movement—it would be an absolute pain (as well as ineffective) to have to constantly roll your mouse backwards, then lift it up and place it back down on the pad. Almost all of your movement should be done with the keyboard and all of your aiming should be done with the mouse. If you choose to use your mouse buttons as movement keys, bind the buttons to specific movements, rather than actions that require you to move your mouse in order to work. (See Chapter 14 for more info on how to use bind and other console commands.) This is especially important because being able to turn and maneuver at the same time is essential in DeathMatching. (Example: If you use one of your mouse buttons to “strafe” instead of “strafe left” or “strafe right,” then you would have to hold down that button and move your mouse sideways in order to strafe. You would not be able to aim and turn while strafing. Instead, bind the button to “strafe left” and another button to “strafe right,” then you do not have to move the mouse in order to strafe.)

MOST COMMON MOUSE AND KEYBOARD CONFIGURATIONS

W	forward
S	backward
A/D	strafe left/right
Space bar	jump
Mouse1 (first mouse button)	fire
Mouse2 (second mouse button)	crouch

Some people use mouse2 to run forward or jump. With a three-button mouse, you can do both by using mouse2 and mouse3.

If you'd like to see my personal configuration, it's actually built into the game. Type `exec thresh.cfg` at the console and give it a try. My configuration is a slight variation of the common mouse and keyboard configuration, with just a few added keys for weapons.





OTHER CONFIGURATIONS

Joysticks tend to have a maximum fixed turning rate, not unlike that of the keyboard. Although a tad more versatile than a keyboard-only configuration, the imprecision of a joystick severely decreases its effectiveness. In my opinion, joysticks are extremely ineffective in 3D action games and should be avoided. It's become apparent that the best and most cost-effective controller configuration to use is the keyboard and mouse setup.

SETTING UP MULTIPLAYER QUAKE II

Quake II makes playing over a LAN or the Internet extremely simple and straightforward. Traditionally, id concentrates on making the game open-ended and letting their more ambitious users create the tools and services needed to automate and simplify tasks. *Quake II* is no different. There are shareware and freeware services that can point you to hundreds of ongoing Internet games, from which you can connect and disconnect at will.

Most likely, your entire experience with *Quake II* Net play will be as a client, connecting to a full-time *Quake II* server somewhere in the world. This makes setting up games easier for you—your primary concern is no longer where to find opponents, but where and rather how long you wish to play.

PLAYING QUAKE II ON THE INTERNET

Once you've connected to the Internet, you can join any Internet *Quake II* server, provided it's not password protected or full. The easiest way to find a list of currently running *Quake II* servers is to get a commonly available shareware program, such as GameSpy 3D (<http://www.gamespy.com>). These programs query Internet *Quake II* server listings for live servers, and test the quality of your connection to them (the "ping" to the server).

If you're on a 28.8kbps connection, good pings range from 180 to 250 milliseconds (ms). Playable connects can range up to 350—depending, of course, on the connection quality and preference of the individual players. New 56kbps

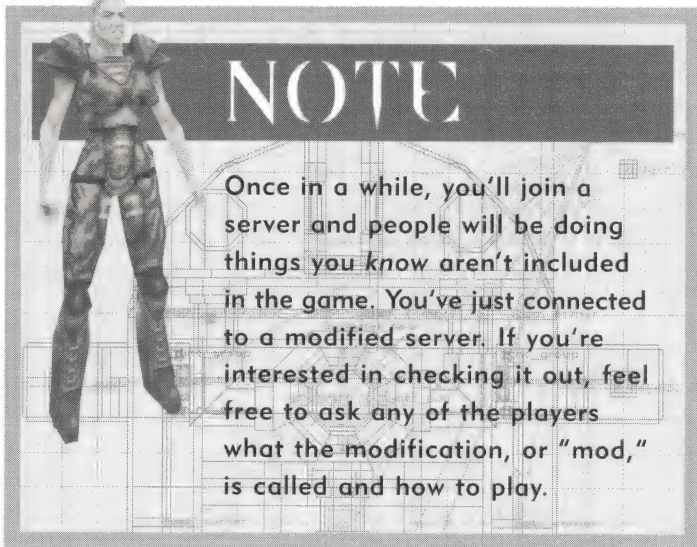
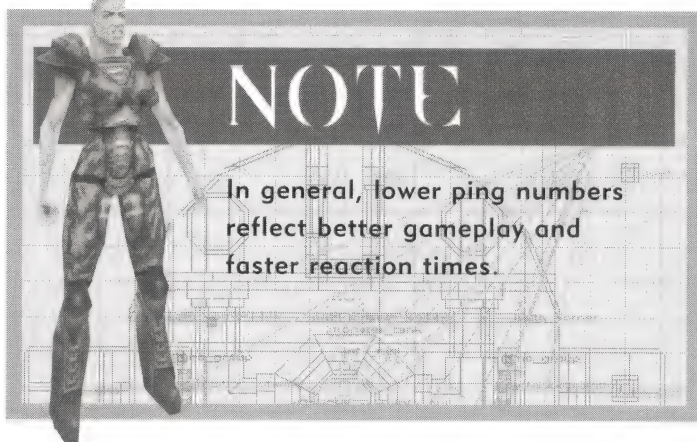


SETTING UP MULTIPLAYER QUAKE II



standards, such as X2 and K56Flex modems, can achieve ping times of under 140 to close servers, a marked improvement over base 28.8 connections. ISDN lines allow for excellent play at pings from 60-180ms. Anything higher means the connection is suffering and losing bits of data being transmitted to and from the server (the same phenomenon happens consistently for modem connects at around 300 ping). A T1 line or faster can offer pings as low as 30ms to close servers, and can remain playable without data loss to very distant servers, which can still ping under 150. Usually, pings above 150-200 on a T1 indicate a bad connection to the server, and may be less playable than a modem pinging a steady 200 to a nearby server.

If you've played the original Quake over the Internet, you'll be relieved to know that *Quake II* has changed little. You can connect to a server by entering its IP address (a numbered code identifying a computer on the Internet, something like 128.21.186.45) or hostname (quake2.is.good.com) in the address book, under the Multiplayer►Join Network





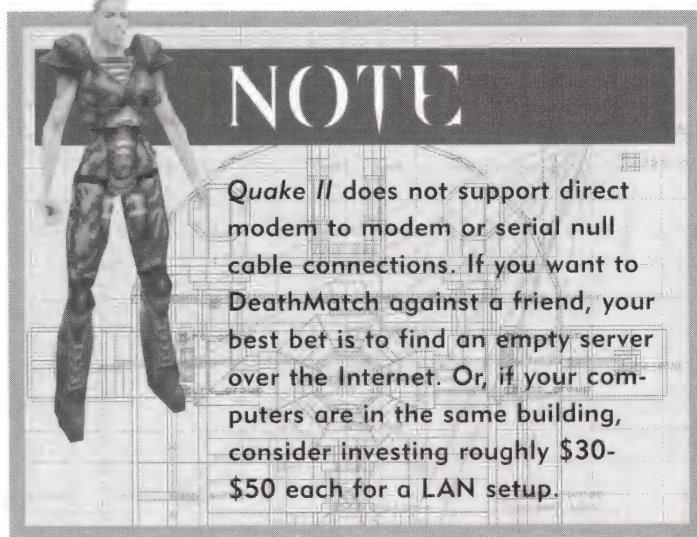
Server menu, or you can connect directly through GameSpy. Once connected, you'll notice that you've spawned in the level that the server is currently playing, and everyone else will be running around already fragging and getting fragged. Just grab a weapon and join the fray.

LAN TCP/IP QUAKE II

Quake II diverges from the current trend of multiplayer games by supporting only the TCP/IP network protocol, which is the standard protocol for communication over the Internet. Unfortunately, this means that most gaming LAN setups, based on the IPX/SPX protocol, must be modified to also support TCP/IP. If you are playing from an office or college campus, most likely your LAN is already running on TCP/IP. Rule of thumb—if you are directly connected to the Internet from your network, you're running TCP/IP.

However, if your computer is on an isolated LAN, you may need to install TCP/IP for every computer you want to network *Quake II* with. You can do this in Windows 95 by clicking on Network in your Control Panel. Click on Add... under the Configuration Tab, and double-click Protocols. Select Microsoft as the Manufacturer, and click TCP/IP. Then click on "File and Print Sharing" and select "I want to be able to give others access to my files" and select OK. You may need to insert your Windows 95 CD-ROM for the correct drivers to load.

When you reboot, your systems should be able to communicate with the new protocol. The easiest way to test this is to start *Quake II* on one machine and select Start Network Server from the Multiplayer menu. Once the game begins, hop on one of the other machines and see if you can "connect to network server."





WEAPONS, ARTIFACTS, AND ARMOR

Now that you're ready to take on Multiplayer *Quake II*, you must learn to master the tools of the trade.

ADVANCED WEAPONS TRAINING

The skills you've learned slaughtering monsters in single play have little bearing when you're approaching human opponents. You'll see players using their standard weapons in ways you've never imagined and their lightning quick reflexes require you to reevaluate most of what you have learned fighting the Strogg. The first thing to know is that many of the weapons you've been using are probably a lot more powerful than you first imagined—if you use them correctly. Also, some weapons can leave you vulnerable at inopportune moments if you aren't careful. "Multiplayer weapons tactics" is not grabbing the first gun you see and hunting for victims, but rather knowing when and where to use specific guns and how to use them effectively.

KNOW YOUR WEAPONS

One of the most important things to familiarize yourself with is the ammo capacity of your weapons. Learn how many rockets come with the rocket launcher and in each rocket pack. Knowing how many shots you have is crucial if you don't want to be caught in a firefight and run out of ammunition. This is important for every weapon, and can easily be the deciding factor in whether you should continue to attack or retreat.

All weapons in *Quake II* have their own unique attributes. Learn their characteristics and behaviors well. The spin-up/spin-down times of the chain gun and the hyper blaster are significant.





In the middle of a fight, if you run out of ammo for either of these weapons, you are practically helpless in the time it takes for them to spin down and swap out to a new gun. The BFG has a specific pre-delay time before firing. Learn this well so you don't get gibbed by a super shotgun because you mis-timed a shot.

BLASTER

This is your last choice for most situations. It has unlimited ammo, but only does 15 points of damage per shot, and is generally difficult to hit with, due to its moderate rate of fire and no spread. If you're out of ammo but you've got your opponent on the run, the blaster should be capable of finishing him off. Otherwise, save this for shooting up buttons.

SHOTGUN

The shotgun returns to *Quake II* with some changes. The shot cluster remains very compact, making it ideal for sniping at distant foes. A direct shot from the shotgun will inflict a respectable 48 points of damage, but considering the power of the other weapons in the game, you're better off finding a stronger gun for most situations.

SUPER SHOTGUN

The double-barreled super shotgun is arguably the most versatile weapon in the game. It inflicts an incredible 102 points of damage with a direct hit, and its spread is large enough to ensure that your opponent cannot walk away from a battle unscathed. It's also great for medium range skirmishes—just using this gun may be enough to keep your opponent from attempting a head-on charge. Shotgun shells are the most common forms of ammunition found on levels, so you'll probably never be in short supply. The super shotgun also fires at the exact same rate as the standard shotgun, just over one second per shot. The





incredible punch of this weapon is excellent for surprise attacks. If you know your opponent is just around the corner, there's no better way to surprise him than with a super shotgun blast to the face.

MACHINE GUN

The machine gun is one of the weaker weapons for DeathMatch, even though it's certainly preferable to the blaster. Like the shotgun, the machine gun is a fine weapon for long-range attacks—you can easily pepper your opponent from afar as he scrambles for cover. Its performance has been tweaked and improved to give it more of an edge in multiplayer mode because the machine gun's trademark kickback has been eliminated for DeathMatch. Even so, search for a stronger gun before committing to a fight.

CHAIN GUN

The chain gun is one of the most useful and powerful weapons in the game. The damage from its incredible firing rate can obliterate an opponent in seconds. And, with Quad, it's nearly unstoppable. There are several things to know about the chain gun before you can use it to its full potential. First, it has a significant spin-up and spin-down time. The spin-up time is just over one second, where the chain gun will start firing at roughly half-speed, speeding up until it depletes over 40 bullets a second. If you want to charge into a room that you know an opponent is staking out, start firing your chain gun before you round the corner or open the door. If you time it right, when you burst into the room guns blazing, your chain gun will be firing at full speed, and there will be little your opponent can do except melt away under the unrelenting barrage of bullets.

Conversely, the spin-down time is just under two seconds where the chain gun will continue to fire until the barrel reduces its speed to a point where it can stop. If you're trying to switch to another weapon, note that you are vulnerable for at least three seconds in the time your weapon spins down and you haul out a new gun.





GRENADES

These timed explosives are useful tools for clearing out opponents hiding around corners. Instead of rushing in, bank a few grenades off the wall toward him and force him to retreat to a less fortified position. This should also safeguard you temporarily from the possibility of the enemy rushing out from his spot to surprise-attack you.

Either from the launcher or thrown by hand, grenade tossing is also a good way to slow down an aggressive pursuer. You can do this by running backwards and tossing grenades at him directly, or by throwing grenades ahead of you as you retreat. This tactic means that you cannot score a direct hit on him—but it greatly increases the chances that he will wander into the blast radius of a live grenade as it explodes. Hand grenades can work very well in this situation. They're much slower to throw, but give you a great deal of control over the fuse timing and the distance of the toss. It's also easy to switch from hand grenades to another weapon, so learn to incorporate them into your repertoire.

ROCKET LAUNCHER

This unique weapon remains one of the more powerful weapons in the game. Using it effectively requires both reflexes and strategy—the weapon has a higher learning curve than most others in the game. The first trick to know is called “shooting ground.” This is a very simple technique that can do wonders for your rocket launcher aim. The concept is very easy to understand. Rockets move quite slowly and are relatively easy to dodge. So what is it that rockets have that most other weapons do not? They have a blast radius (caused by their explosions), meaning that a rocket doesn't have to hit you directly in order to inflict damage. Here is where the technique comes into play—aim at your opponent's *feet* instead of his body. If executed properly, your chances of hurting him are substantially higher. Even if you miss him with the actual rocket, the rocket will not fly past him, but will instead explode next to his feet where he will still take damage. (Figure 13.1)

If you are engaged in a point blank fight with rockets, be careful. A direct shot on your opponent will likely be close enough for you to also take damage from your own rocket. In this case, aim for the floor directly to the side or slightly behind your opponent. This should be far enough from you to prevent





FIGURE 13.1: Shoot at the ground near your opponent's feet to increase your rocket's effectiveness.

suffering damage from the blast radius, but close enough to your opponent to injure him greatly.

If your opponent has the upper ground, the rocket launcher can still be a deadly weapon. Examine his perch—if it has a low ceiling or if he is standing next to a wall, shooting at it should cause him collateral damage from the blast radius, and may be enough to force him away from his advantageous location. Many players (once realizing they've been hit from below) will jump down from their spot and attempt to engage you on level ground, where ironically, you will no longer be at a disadvantage.

HYPER BLASTER

The big brother to the standard blaster, the hyper blaster is a powerful weapon that fires at a fast rate. Damage from each cell is considerable, and up close, the hyper blaster can be as effective as the chain gun and super shotgun. This weapon is very useful in tight corners and narrow hallways, as there is little





room to evade the shots. In an open area, it is less ideal, as players can strafe, run, jump, and duck through many of your efforts, and you may find you're running low on ammo before hurting your targets much. The hyper blaster also has a significant spin-down time, during which it cannot shoot until the barrel comes to a complete stop. Take cover or finish off your opponent before releasing the trigger.

RAIL GUN

One of the most impressive weapons in the game, the rail gun is also one of the most specialized. Not the ideal weapon to carry into a firefight due to its extremely slow firing rate, the rail gun serves its purpose as a long-range sniping weapon. A direct hit causes exactly 100 points of damage, and though the blue smoke trail will show him exactly where you are, most likely your opponent will be too hurt and busy running for cover to attempt to retaliate. Rail guns can also be very useful at the end of long hallways or aimed at doorways when you know exactly where your opponent must enter.

If a rail gun sniper hits you from long range, the important thing to remember is not to panic and run away. He's been waiting there for some time just for someone to come along the way you did; so he was prepared. If you keep moving, it will be very difficult for him to hit you again. Look at the dissipating spiral smoke trail, it will point directly to where he is camping out (Figure 13.2). A few rockets or a BFG blast should do for payback.

BFG10K

The king of all weapons makes an encore performance from its introduction in *DOOM*. It's extremely powerful—a direct hit will incur no less than 400 points of damage, but each shot requires 50 cells. The beauty of the BFG is that it doesn't require a direct hit to do major damage. As the iridescent ball flies toward its target, rays of green light will shoot out from it, lancing anyone in its line of sight. This makes the BFG very useful in several ways. Fire a shot into a large crowd, and anyone in its line of sight will take significant damage from its tracers.

Additionally, once the blast impacts a wall, any player in line of sight to you and the explosion will take extra damage, in many cases enough to finish them off. So your goal with a BFG is twofold. You must aim the gun so the



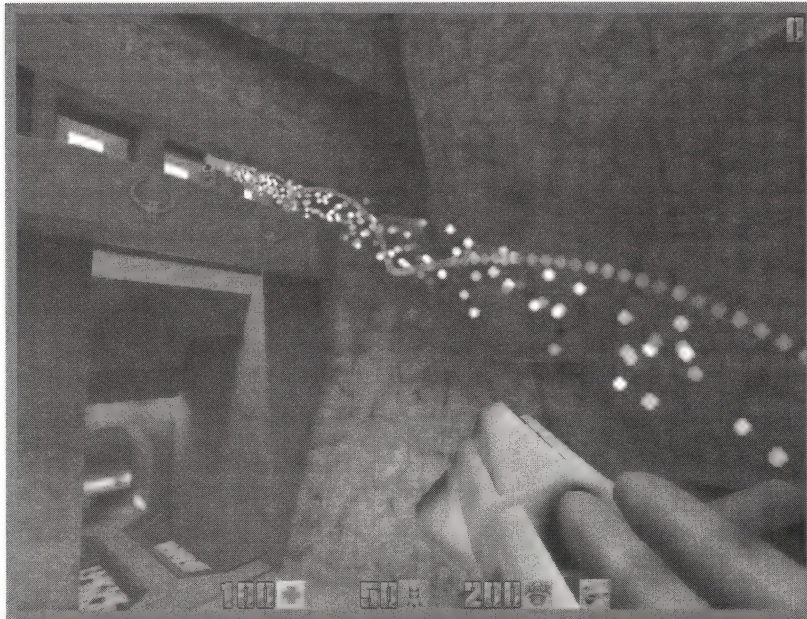


FIGURE 13.2: Follow the smoke trail back to enemy sniping positions.

plasma ball keeps your opponent in its field of view as it travels, and your opponent must have direct line of sight to both you and the ball the instant it impacts with a structure or another player.

The BFG is also useful as a reconnaissance tool. If you know someone is holed up in a room directly adjacent to you, fire the BFG through the doorway. The chances are he'll come into its line of sight at some point, and if the tracer beam doesn't kill him, it'll be nothing less than a huge glowing arrow broadcasting his location to you (Figure 13.3).

ARTIFACT TIPS AND TACTICS

QUAD DAMAGE

When you have the quad damage you automatically become the most formidable enemy for anyone in the game, and thus the center of attention.





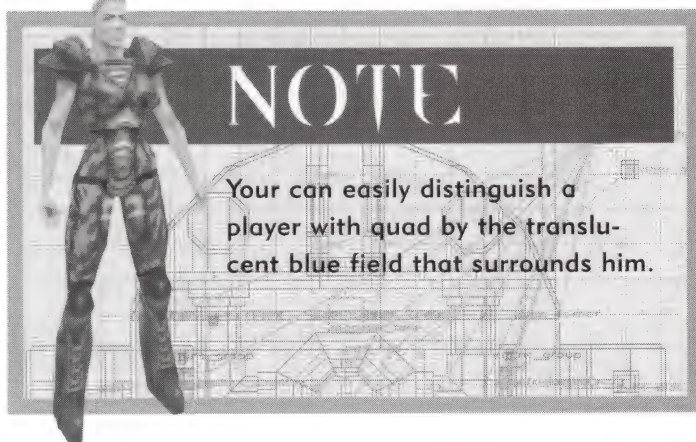
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FIGURE 13.3: Your BFG10K tracer beams will show you exactly where your opponent is hiding.

The majority of the players you'll come across will be avoiding you like the plague; however, there'll likely be a handful of players that will be gunning for you specifically, mainly because you pose too much of a threat to simply be left alone.

Here are a few quad-specific strategies to bear in mind:





PEOPLE TEND TO THROW CAUTION INTO THE WIND, ACTING AS IF QUAD MAKES THEM INVINCIBLE

You can afford to be somewhat reckless when you're wielding a non-explosive weapon, but if you're using an explosive weapon such as the rocket launcher, you need to take an extraordinary amount of care and caution or else you'll end up killing yourself. It's not uncommon to occasionally hurt yourself when using explosive weapons; however, those little taps could cost you your life when you have quad. If an enemy runs up close to you when you're wielding a rocket launcher or similar weapon, switch to a non-explosive—preferably a super shotgun or chain gun. I guarantee it'll make your day a lot more pleasant.

You need to be especially careful when rounding corners. If you happen to be firing a rocket as you're rounding a corner, but your opponent (who was waiting around the corner) was able to fire his rocket out first, his rocket will hit you and bounce you off somewhere. If you were pressing the fire button as you rounded the corner, you may find yourself facing a wall and blowing yourself to bits.

BLAST RADIUS ALSO DOES FOUR TIMES THE DAMAGE

There are no exceptions when using the quad damage; all of your weapons, including the explosions some of them create, inflict four times the damage. With your weapons dealing four times the damage, you can afford to miss your rockets by a bigger margin. Aim for ceilings, walls, pillars, and the floor...anything that is near your opponent. The blast radius should be powerful enough to kill him (Figure 13.4).

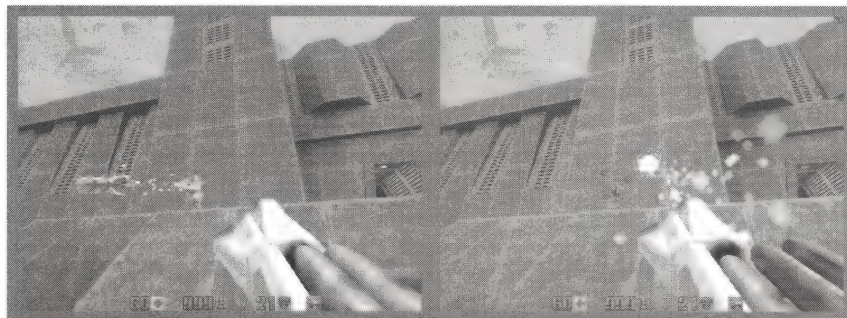


FIGURE 13.4: Blast radius damage, before and after.





DISADVANTAGES OF HAVING THE QUAD

DAMAGE There really aren't many things bad about having the quad damage. Because a player who has the quad no longer emits a glow or aura around him like in *Quake I*, it makes a quaded player more powerful than ever. The only real disadvantage of having quad is that you create a very loud, distinguishing noise whenever you fire. That, however, is not enough of a disadvantage to justify ever passing up a quad damage.

HOW TO DEFEND YOURSELF AGAINST A QUADED ENEMY

Use hit and run tactics inside small corridors. You never want to fight a quaded enemy out in the open. The destructive power of having four times the damage will simply eat you up. Instead, make him chase you into the hallways. Wait around the corner for him to walk inside. When he does, shoot him in the face, then run around to the next corner.

If he's using a chain gun or hyper blaster, do not try running by him. Keep backing up around corners to avoid being mowed down by his rapid-fire weapons.

POWER SHIELD (ENERGY ARMOR)

The power shield is an extremely useful item to have. It does not have a time limit, so you will have this item till you die. It can run out of energy, however, and can be recharged by simply picking up more cells. When you have the power shield, do not waste your cells on firing the hyper blaster or the BFG, unless you don't have any other good weapons. If you couple it with regular armor, it makes you an extremely hard person to kill. Because it's so effective, you should try to keep the power shield away from the enemy.

If you run out of cells, the power shield deactivates. To turn it back on, reselect it from your inventory. An easy way to do this is to bind a key to "use power shield." (See Chapter 14 for more details.)

SILENCER

The silencer is a great item to have when you want to snipe at your opponent. Pick a good hiding spot and wait for him to walk by. As soon as he does, use a





weapon—preferably a powerful one that does a lot of damage with just one shot—and tag him in the back. Since all he hears is the reload of your weapon, he may not necessarily know exactly what happened or where the shot came from.

Example: On Base1, hide by crouching on the right side of the stairs (near the silencer) that leads out to the outdoor area (where the rocket launcher is). Most people will go straight for the rocket launcher when they enter that area. As soon as you see them walk out, blast them in the back with rockets.

This tactic is also very effective for sniping at long distances. If you are far enough away, he will not be able to hear your weapon reload. Remember to use a weapon that doesn't leave a trace after it's fired or he'll be able to follow the trail back to your hiding spot.

ITEM RESPAWNS

It's important to know the respawn time of all the items in the game. If you can keep track of the approximate item respawn times in your head, it'll make it a lot easier for you to control the level. All you really need to know is roughly when the item is going to reappear. So, as long as you get there a tad early, you will be the first to get it. This becomes especially effective if your opponent is really good with a specific weapon and you can keep the weapon away from him by picking it up every time it respawns, thereby preventing him from obtaining his favorite weapon. This tactic can also be used to control the quad damage as well as any other item.

USING MARKERS

This timing tactic works extremely well, especially when you use it to control important items. The tactic is fittingly called "marking," as in marking the items. When you do this you use another item as a marker for the important item you're trying to control.

Example: On Base3, there is an environment suit about 10 seconds away from the quad damage. Pick up the environment suit (your marker), then run to the quad. Pause several seconds before picking it up to make sure you have some spare time in case you get held up on the way there the next time. Since both the environment suit and the quad damage respawn in one minute, you'll know the next time you see the suit reappear that the quad damage will be





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reappearing 10 seconds later. Remember that if you do not pick up the suit the next time, you will lose your marker. You can sit and wait at the environment suit until it respawns, then run for the quad. If timed correctly, you will run over the quad at the exact moment it reappears. You can essentially do this the entire game and effectively keep the quad damage away from your opponent. Of course, the environment suit and quad damage are just examples of what you can do with this marking tactic. The same tactic can be used with any item and on any level you wish. Keep in mind that you might want to use a less popular item as a marker—one that people tend to overlook—so that they don't coincidentally pick up the item you're using as a marker.

ITEM RESPAWN TIMES

Adrenaline	1 minute
Ammo packs	30 seconds
Armor & armor shards	20 seconds
Backpack	1 minute
Bandoleer	1 minute
Enviro-suit	1 minute
Invulnerability	5 minutes
Power shield	1 minute
Quad	1 minute
Rebreather	1 minute
Silencer	1 minute
Mega-health	20 seconds after it runs out
Weapons	30 seconds

KNOWING THE LEVELS

Knowing the battleground you will be fighting on is absolutely vital in Death-Matching. DeathMatching is not unlike real battle, where the army that knows the terrain better has a sizable advantage. You should memorize and be able to recognize everything about the levels—this includes all the weapons, artifacts, items, secrets, doors, buttons, DeathMatch spawns, etc. After playing on the levels for a while, you will start picking up on patterns that people tend to





make. You will also be able to recognize sounds and be able to associate a particular tendency after that sound.

SOUNDS

Quake II is not unlike a horror movie; only half of the surprise that makes the movie scary is what you see, the other half is what you don't see. Just as sounds play an integral part in making a good horror movie, sounds are just as integral in making a good DeathMatcher. You must learn to recognize and distinguish all the different sounds in the game. An experienced DeathMatcher can tell, by listening closely to the sounds you make, approximately where you are, what you're up to, and what you are going to do next. However, you must not only be able to recognize all the different sounds in the game, but you must also be able to locate where the sounds are coming from. Even then, you cannot fully use the sounds to your advantage if you do not know the level you are playing on by heart.

Example: If you heard your opponent pick up the quad damage on Base1, but didn't know where the quad damage was at, it would not help you much at all. You know you have to be careful because he has the quad, but you have no idea from what room or direction he'll be coming from.

THE IMPORTANCE OF STEALTH

If you're planning an attack against an opponent, you want to be as quiet and stealthy as possible. Surprise has a huge effect on the outcome of most skirmishes. Since you've learned how big of a factor sound plays in DeathMatching, you must now learn how to make as little noise as possible when playing, so that your opponent cannot hear what you're doing, where you're at, and where you're planning on going. Since picking up objects generally produces the most noise in the game, if you're planning on a surprise attack, don't pick up any unnecessary items or any items at all, en route to the enemy. Sometimes it's even a good idea to pass up health kits if you're trying to surprise your opponent. Health kits are usually very scarce and spread out within a level, thus if your opponent hears you pick one up, he can quite accurately guess, by process of elimination, where you're probably at. Everything comes down to opportunity cost—that you sacrifice one thing for another.





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Example: Your opponent is camping at the quad damage on Base1. He has no idea you're actually in the room with him, standing by the boxes, wielding a super shotgun. Unfortunately, you only have six shotgun shells left. There are two shotgun ammo packs next to you. The decision you have to make, or the opportunity cost, is whether or not you want to pick up the extra shells. If you pick them up, you give away your position and thus lose your advantage of surprise. If you pass them up, you risk the chance of running out of ammo before you can kill him.

THE ART OF DECEPTION

Good players learn to use sounds to deceive the enemy. Because listening to sounds is a huge part of the game, you can make sounds specifically intended to lead your opponent to think you are up to something or going somewhere, when you're doing the opposite. It won't be long before the other player figures out that you are faking a lot of sounds; however, the underlying goal—to confuse your enemy—is achieved. He will be forced to stay on his toes and he will never be sure whether or not the sound he heard was real or fake.

SOME GOOD WAYS TO TRICK YOUR OPPONENT



Step on a lift or elevator to make it go up, then step off as soon as it starts going up. Your opponent will hear the lift and assume you're on your way up. But, instead, go around the backside and surprise him while his attention is directed towards the lift.

Example: Use this on Fact3 if your opponent is camping on the top level. Fake going up the lift, then run around quickly to the teleporter near to the hyper blaster and super mega health. It should only take you a few seconds to get there. You'll teleport behind your opponent on the top level and will have a clear shot at his back.



If you know where the other player is, pick up an item that'll give away your position, then go around the backside and attack him from the other direction. His attention will be focused in the





direction of the item you picked up. He will usually assume you picked up the item and will either be on your way out or waiting there for him to come around the corner.

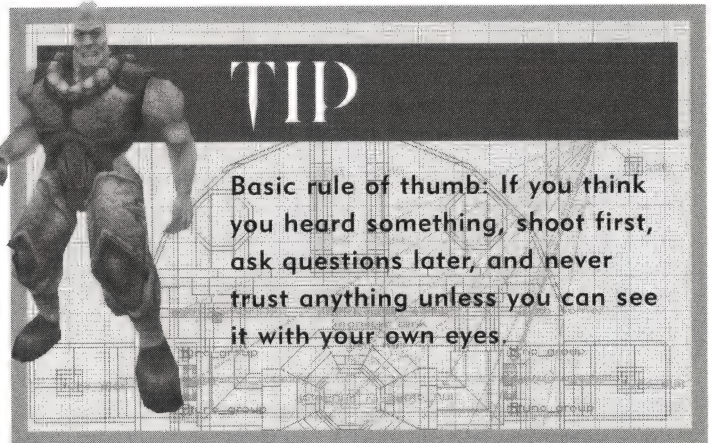
Example: On Base2, in the underground area below the quad damage, pick up the super shotgun and hear your opponent above you...he's waiting to ambush you by the stairs when you come out. Use the ladder in the back to get out, then come around his blind side and attack him from the back.



Jumping once or twice does wonders to confuse your opponent. If your opponent thinks he knows where you are, sometimes jumping in place a couple of times will throw him off a bit. Just that second's worth of hesitation is usually enough to let you capitalize on the situation, whether it's escaping or a surprise attack.



When you and your opponent are at a stalemate, meaning you are both firing at a doorway waiting for the other to be aggressive and charge in, try switching to a blaster momentarily and firing off a couple shots, then switching back to your original weapon. Have your trigger finger ready. Firing the blaster will give the other player the impression that you ran out of ammo; that should be enough of a motivator to make him think it's safe to go in after you. When he charges in, he'll get a shot right in the face.



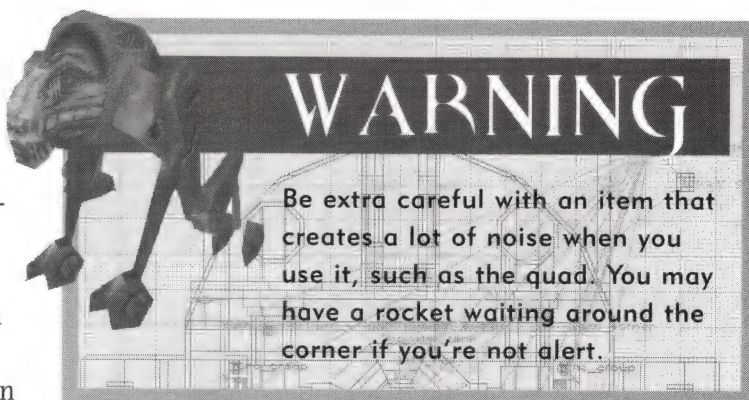


DISTINCT SOUNDS

These are sounds you should listen carefully for, but should also be careful not to make. They are very distinct and are telltale signs of where you might be headed or what you might be up to.

FOOTSTEPS Although footsteps give off very little sound, they can give away your position.

If you do not want to make any noise while moving, you must walk (not run). Furthermore, if you are walking, you must only use one movement key at a time. You can strafe and you can walk, but do not do them simultaneously. Use this knowledge to sneak up on an opponent.



RUNNING DOWN STAIRCASES There are other sounds in the game that can give away your position. Running down certain staircases is actually one sound in particular that is very commonly produced and overlooked. If you run down certain staircases too quickly, you will produce a small sound, similar to that of dropping from a short ledge. You should be very careful when running down stairs because it'll give away your exact position as well as the direction you're headed. (In order to avoid making a noise while on these staircases, walk slowly down them (either by turning off your run key or by tapping your forward button) or by strafing slowly down them. I've also found that looking at your feet while walking down the stairs usually works just fine.

WATCH FOR MISSING ITEMS

Pay close attention to your surroundings. Take notice of items that are missing and doors that are opened. If you know the item respawn times, missing items





WHAT'S BEHIND DOOR NUMBER ONE?

Back up and strafe away as soon as you open a door. Since you must walk up to a door in order to open it, players will often wait on the other side of a closed door for an unsuspecting victim to open it. As soon as the victim opens the door, they get a direct shot in the face. (This tactic is very commonly used on Base 1 with the door leading into the quad room.) Now that you know this, be careful when opening a door and always move away after you've opened it so that you aren't in the line of fire (Figure 13.5).



FIGURE 13.5: Back up and strafe to avoid being killed after you open doors.





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can tell you where your opponent is. Several items respawning in chronological order, from first to last, can you tell what direction your opponent was headed.

Example: On Base1, if you come up from the armor room under the super shotgun area you'll notice the super shotgun and its ammo boxes respawning. As you walk towards the doorway to the next room, you notice the two stim-packs respawning. As you walk into the next room, you notice the armor shards respawning. This order of respawning tells you that your opponent picked up these items while walking in this direction, meaning he is very likely to be on the side of the level that you are headed to.

Additionally, if you walk into a room and notice that the armor is missing, that gives you a good indication that your opponent is close-by—since armor respawns in only 20 seconds.

DEATHMATCH SPAWNS

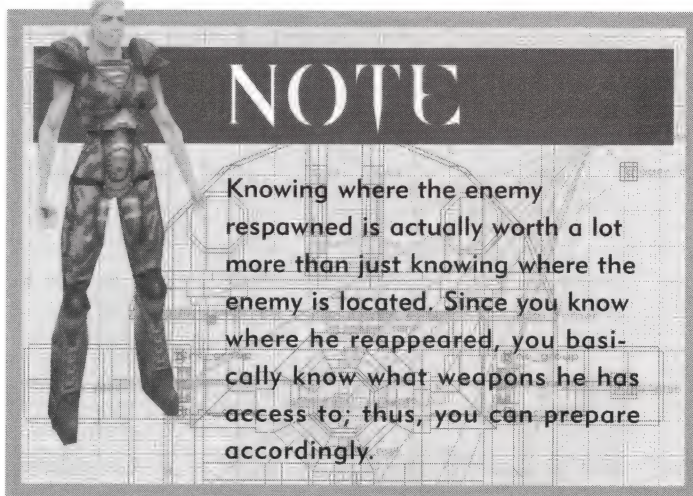
In a typical *Quake II* level, there are at least seven DeathMatch start spots. Due to the size of some of the levels, it is unlikely you'll be able to know exactly where your opponent respawned. If you have the DeathMatch respawn spots memorized, though, you can get a pretty good idea where your opponent is based on the process of elimination. Here's how it works:



Based on the respawn spots that you can see, you can eliminate those out of the possible spawns.



If you listen carefully, you'll be able to tell the distance of the





respawn. If he sounded close-by, you can eliminate all of the respawns that are far away, plus the ones that you can see. If he sounded far away, you can eliminate all the spawns that are close-by. If you didn't hear him respawn, assume that he respawned pretty far away.



By now there should only be a handful of respawn spots left that he could possibly be at. What you should listen for are items that are near the remaining respawn spots.

Example: On Base1, there is a respawn near the armor shards. If, after you kill him, you don't hear him respawn, but you hear the armor shards being picked up, then you know exactly where he's at because those are the only armor shards available on that level.

ADVANCED DODGING AND MOVEMENT

As the popular saying goes, "Offense scores the points, but defense wins the game." You can have great aim, but to fully dominate another player, you need to avoid getting hit. This section will describe, in detail, what you should do and how you should move to keep yourself from getting killed.

CIRCLE STRAFING

One of the fundamental techniques you should learn is the circle strafe. Circle strafing is the skill of circling around your opponent while keeping him in your sights the entire time. The purpose of this maneuver is to be able to keep the sights on your opponent and shoot at him while dodging around in a circle.

In order to execute the circle strafe, you must be strafing in one direction while turning your mouse in the opposite direction. The key to executing this maneuver successfully is to use smooth and continuous movements, especially when it comes to keeping your aim on the enemy. Although it's very unlikely





that the enemy will stand still and allow you to circle around him, you can adapt your movements based on where he moves to keep him in your sights.

A good way to practice your circle strafing technique is to find a pillar in one of the maps and circle strafe around it. Using a weapon that has a continuous rate of fire, such as the machine gun, keep your aim on the pillar while circle strafing around it. (Base2 has several pillars you can practice this technique on.)

AVOIDING PATTERNS IN YOUR MOVEMENT

Good players will pick up your dodging and strafing patterns. If you tend to strafe right a lot more than you strafe left, you will find yourself losing many shotgun or rocket battles. The best way to keep your opponent on his toes is to mix up your strafing tendencies. Start off by strafing left more often than you strafe right. Then, a few minutes into the game, switch and do the opposite. A few minutes afterward, start strafing left and right equally. By avoiding patterns in your movement, you will make yourself an extremely difficult target to track and hit.

USING FORWARD/BACKWARD WHILE STRAFING

By using forward and backward while dodging, you are forcing the enemy to not only adjust his aim horizontally, but also to adjust his aim vertically for varying distances. Additionally, the closer you are to your opponent, the more drastic your movements appear to be. Thus, if you are moving forward, backward, and side to side, it will make you that much more difficult to hit.

Use the timing of the weapon reloads to dodge and counter-attack. Every weapon has its own reload time. The shotgun and super shotgun in particular have very distinct reload times. If you find yourself in the middle of a super shotgun battle with an opponent, listen carefully to the sound of his gun. A person's general tendency is to shoot right after the gun reloads. Knowing this, a split-second before his gun reloads, strafe the other direction. This movement will force him to have to adjust his aim to hit you rather than have a target moving in a straight path. You can also counter-attack by timing his reload time. The super shotgun is a weapon that does considerably more damage





up-close. So, when you know he is reloading his weapon, use that opportunity to move in closer to take your shot. Right after you fire, move backwards (while still strafing). If you do it correctly, you will be able to shoot him up-close. Then, by the time his weapon, is reloaded, his shots are rendered considerably less effective because of the distance you created by backing up.

CROUCHING

This feature adds a new element never seen before in id's games. Crouching is a great way to hide from the enemy's view and also makes for a great sniping tool. When the enemy walks by, stand up from behind your box, fire a rocket in his back, and then crouch again. When he turns around, you're nowhere to be seen. Crouching also reduces the size of your bounding box, which basically includes your entire body and your gun—making you a harder target to hit (Figure 13.6). However, due to the slow speed at which you move while crouched, it's not recommended that you fight crouched while in battle.



FIGURE 13.6: When used effectively, crouching can save you many lives.



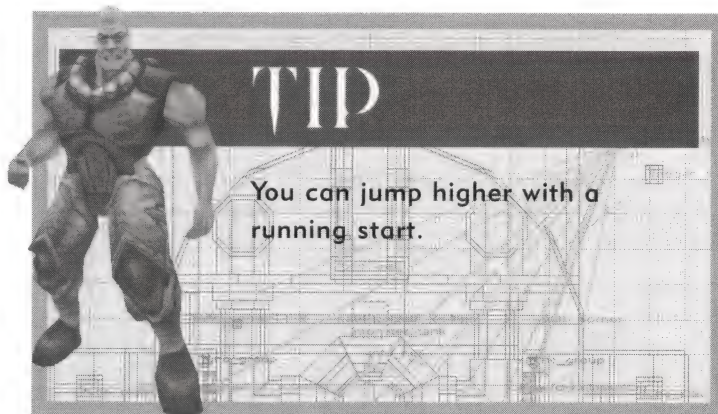


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To use crouch effectively, hit crouch a split second before the enemy fires. If you time it correctly, you should be able to duck under most of his fire.

JUMPING

Jumping is a very basic action—one that everyone uses at one point or another while playing *Quake II*. However, using jumping as a dodging tactic is usually underrated and overlooked. You can actually jump high enough so that you'd jump over a super shotgun blast if your opponent were aiming at your midsection. In fact, you would jump over most weapons if they were aimed at your midsection. You will also sustain less damage if you are in mid-air when an opponent's rocket explodes beneath you, since you are further away from the blast than you would be if you hadn't jumped (Figure 13.7). Being in mid-air also gives you the advantage of being at higher ground; you have a better attack angle at the enemy.



Unfortunately, jumping produces a loud noise that easily gives away your position to anyone nearby. You do not want to jump around all the time (especially not through an entire battle) because with repeated usage, your opponent will be able to time when you land after each jump.

RUNNING BACKWARDS

As simple as it may sound, running backwards is a skill that should not and cannot be overlooked. Many people can run backwards, but not all of those people can run backwards well. One of the advantages of being able to run backwards well is that you can still shoot at your opponent even while running





FIGURE 13.7: Jump over an enemy rocket to minimize damage.

away. Additionally, if you know your opponent is somewhere behind you, you can essentially watch your back the entire time (by running backwards) and not have to worry about him sneaking up behind you. There are some disadvantages to running backwards, though. One disadvantage is that you have to know the levels extremely well in order to run backwards fluidly, since you cannot see ahead of time where the corridor turns. You must also remember that while running backwards, turning left will make you walk right, and vice versa.

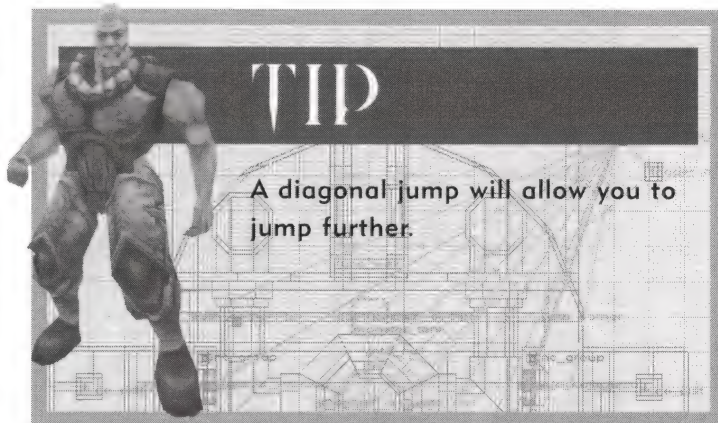
Being able to switch from running forward to running backward quickly is also a good skill to have. While running forward, do a quick 180-degree turn, simultaneously switching from hitting the forward key to the backward key. If you do it correctly, you will have switched from running forward to running backward without ever slowing down or veering off course.





TURBO RUNNING

Instead of running in a straight line, start running then jump diagonally. As soon as your marine starts running, strafe in one direction (while still holding down forward), and jump in that direction. As soon as you land, strafe in the opposite direction and jump again. Repeat this process. If done correctly, you will actually be able to travel faster than you would have been able to if you were just running in a straight line.



ADVANCED MANEUVERS AND STRATEGIES

These are extremely useful maneuvers and tactics that you should practice day in and day out until you can perform them in your sleep. The first maneuver in particular, rocket jumping, has a huge impact on DeathMatching. An experienced DeathMatcher will use this maneuver at least several times in the duration of a game.

ROCKET JUMPING

Rocket jumping, as it has been so aptly named, is the combination of jumping and firing a rocket at the ground simultaneously. A rocket jump, when executed properly, will propel you up into the air, flying several times further and/or higher than you would normally be able to jump. It can be used to escape from





or cut off an enemy, get to areas that would otherwise be impossible to reach, and considerably cut down the time it would take to get to certain areas.

There are many different variations of the rocket jump, as well as many different uses for each variation. The angle at which you fire the rocket and the time interval between when you jump and press fire all affect the trajectory, height, and distance of the jump.

DAMAGE INFLICTED

A rocket jump takes off about 50 health points, give or take a few health points depending on what height you were at when you fired the rocket. Generally, it is not a good idea to rocket jump unless you have some armor or full health.

PHYSICS

The physics in *Quake II* do not allow you to change direction in mid-air.

Thus, you should calculate your rocket jumps accordingly lest you undershoot or overshoot your intended destination.



EFFECTS OF DIFFERENT HAND POSITIONS

With “hand 0” (right-handed), the weapons fire from a slightly off-centered trajectory from the right towards the center. “Hand 1” (left-handed) fires from a similar trajectory, but from the left towards the center. “Hand 2” (center-view) fires straight from the middle. The minor differences in trajectory have little affect on the overall gameplay; however, they do have a noticeable affect on rocket jumping. Using “hand 0” when rocket jumping will shift your player



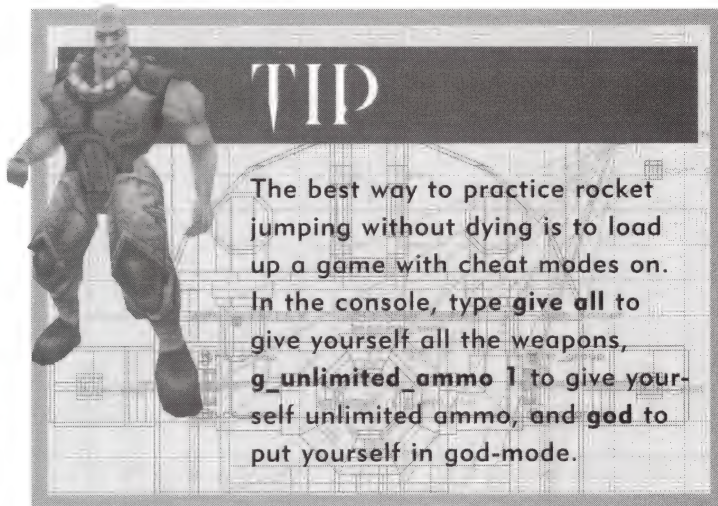


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slightly towards the left, and "hand 1" will shift the player slightly towards the right. (See Chapter 14 for more information on this console command.)

BASIC ROCKET JUMP

If you are new to rocket jumping, the basic rocket jump is a good way to learn the simple steps. To execute this rocket jump, make sure you have rockets and enough health and armor to survive a rocket blast. Go into an open area with a high ceiling and walk into the center of the room. Look down at your feet and when you're ready, press jump and fire simultaneously. Remember that the time between when you hit jump and fire will effect the height of your jump. After you've practiced that several times, try to look back up to eye level while you're in mid-air. When you no longer have to think about the chronology of the keys, you can move on to the running rocket jump.



TIP

The best way to practice rocket jumping without dying is to load up a game with cheat modes on. In the console, type **give all** to give yourself all the weapons, **g_unlimited_ammo 1** to give yourself unlimited ammo, and **god** to put yourself in god-mode.

RUNNING ROCKET JUMP (FORWARD)

The running rocket jump is the most standard and common rocket jump used by players. The sequence of keys is the same as the basic rocket jump, except that while you are going through the regular steps, you also want to hold down the forward key. There is a lot more timing and coordination involved when executing this rocket jump, so you should definitely put more time into practicing it. Find spots on the level where you normally would not be able to jump to and





try rocket jumping up them. Use the same tip stated at the end of the basic rocket jump section to practice (Figure 13.8).

BACKWARD ROCKET JUMP

The backward rocket jump is used if you wish to propel yourself further or faster horizontally. Using the same technique as that of the running rocket jump, substitute the forward key with the backward key. By adjusting the angle at which you are pointing the rocket launcher to the ground, you can change the velocity and angle at which you are propelled horizontally and vertically. The more perpendicular you point your rocket launcher to the ground, the higher vertically but the less horizontally you will be propelled.

Figure 13.9 shows a good spot on Base 1 where a backward rocket jump will come in handy.



FIGURE 13.8: Rocket jumping will propel you high into the air.





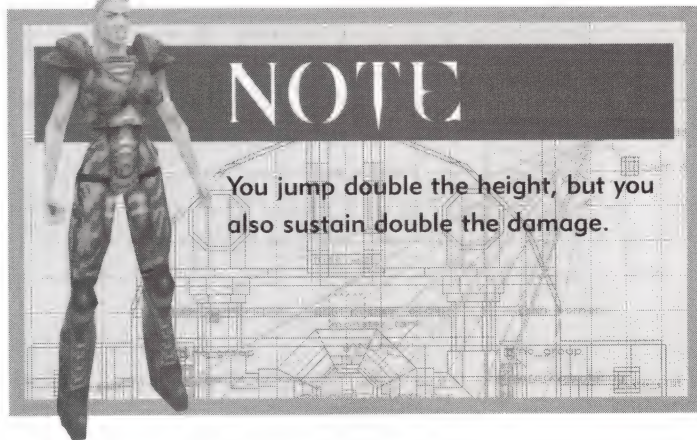
FIGURE 13.9: Rocket-jump backwards to propel yourself horizontally.

STRAFINING ROCKET JUMP

The strafing rocket jump is basically the same as the forward rocket jump, except instead of using forward, you use strafe. The outcome is more or less the same, though you do tend to be propelled more horizontally than you would with a forward rocket jump.

GRENADE-ROCKET JUMP

This jump is basically designed to double your





rocket jump height. The jump is achieved by rocket jumping at the exact same time as the grenade explodes on the ground. The easiest way to time the explosion of the grenade with the rocket jump is to switch to the grenade launcher, aim up towards the sky (do not aim totally up or else the grenade will fly behind you), and fire the grenade. Let the grenade bounce twice on the ground. On the second bounce, do a rocket jump on top of the grenade. This should propel you two times higher than a regular rocket jump (Figure 13.10).

BARREL JUMPING AND BARREL-ROCKET JUMPING

Barrel jumping can be accomplished with any weapon and a barrel. The barrel jump inflicts about the same damage as a rocket jump and propels you to approximately the same height. However, the timing on a barrel jump is a little bit different than that of a rocket jump. In order to do a perfect barrel jump, you

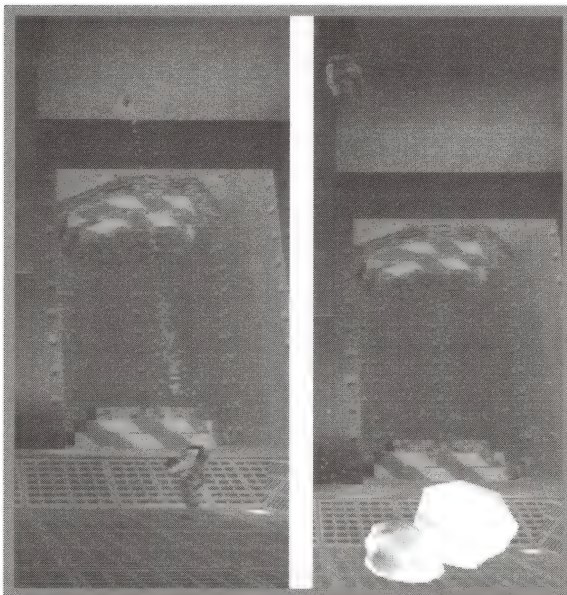


FIGURE 13.10: Throw a grenade in the air, then rocket jump on the grenade as it explodes.





must fire before you jump. It takes about a quarter of a second for the barrel to explode, so fire then jump a quarter of a second later. You can also execute a backward rocket jump on top of the barrel, or even next to it.

A barrel-rocket jump is just as easy to do. You simply perform a rocket jump on top of a barrel. This maneuver will inflict double the damage of a regular rocket jump, but it will also propel you double the height.

BFG JUMPING

The BFG now has an explosive nature, so you can create an effect similar to that of a rocket jump. In order to reach the maximum height for the BFG jump, you'll need to count approximately 1.5 seconds after initially hitting fire before you press the jump key. (The BFG is the only gun with a pre-fire delay.) The BFG jump inflicts approximately double the damage of a regular rocket jump, but propels you less than double the height. I would consider it a waste of cells, health, and armor to use this jump unless in the most severe of circumstances.

LADDER TRICKS AND TACTICS

Ladders add a whole new element to DeathMatching. It allows people to reach areas that before could only be reached by taking an elevator, lift, or stairs.

The speed at which you can climb ladders varies, depending on whether you are climbing up or down and which keys you are using to do so. The speed at which you climb up ladders, whether you are using the jump key or forward, is always at top climbing speed. However, the speed at which you climb down varies, depending on whether you use "movedown" or forward. If you use "movedown," you will climb at a rate half of what you would climb if you used forward to climb down. Just look down and walk forward if you want to climb down quickly (Figure 13.11).

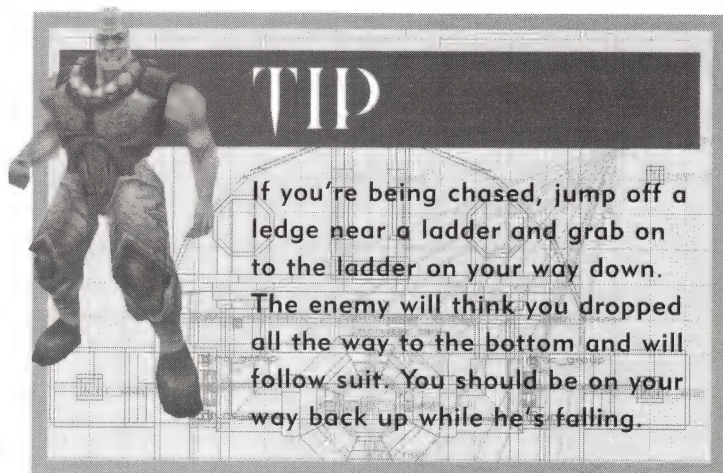
One thing you cannot do on ladders is turn more than 90 degrees without falling. This makes it especially difficult to fight someone while on the ladder; however, there are maneuvers that you can use to balance the scales. When fighting someone while on a ladder, climb to the top, aim and shoot at the





FIGURE 13.11: Look down and run to descend a ladder quickly.

enemy. Since you cannot turn more than 90 degrees on the ladder without falling, you will fall down after shooting. Keep the forward key down while you're falling and grab the ladder when you're about halfway down. Climb back up the ladder and repeat this process. This should effectively make you a very hard





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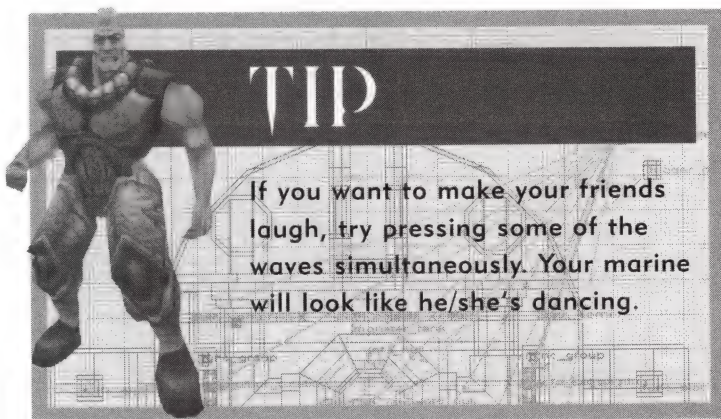
target to hit, as you're bobbing up and down this ladder taking potshots at the enemy.

Here's a good tactic to use if someone is below or behind you when you're going up the ladder. Turn around, take a shot at them, and then turn back around to face the ladder. If you do it fast enough, you will not slip more than a couple rungs. If you are holding down jump while performing this maneuver, it will seem as if you never slipped at all. Also, if you are on the way up the ladder and see someone camping at the top, you can get out of his line of fire by pushing off the ladder—hit backward and jump simultaneously to do this.

Example: There is a ladder that leads up to the super shotgun (in the corridors between the quad damage and the environmental suit) on Base3 that you can practice these ladder tactics on.

WAVES

Waves are generally used as taunting tools more than anything else (Figure 13.12). They are great for poking fun at other players. However, team players will find great uses for waves one, three, and four. Instead of having to type out where you want your teammate to go, you can just point in the direction. To acknowledge you received the command, use salute. You can also wave at the person to tell him to come to you.



Wave 0 – flip-off



Wave 1 – salute





FIGURE 13.12: Kenn, seconds before I blow him away with my BFG.



Wave 2 – taunt



Wave 3 – wave



Wave 4 – point

ONE-ON-ONE STRATEGIES

Team games, free-for-alls, and the many other variations of the game are typically pretty decent indications of a person's skills. Nevertheless, the one determining factor that the majority regards as the most accurate judgment of a player's overall skill is how well they play in a one-on-one match. That particular assumption is actually not that far off. To excel in one-on-one requires a very well rounded set of skills. You must have quick reflexes, be capable and





efficient with all the weapons, be keen to sound and visual cues, always be on your toes, and be ceaselessly thinking ahead.

CONTROLLING THE LEVEL

If you wish to fully dominate another player, you must learn how to control the level. Controlling the level basically means that, at almost any given time, your opponent will be either weaponless or armor-less, because you are able to keep the items away from him. In the instance that he does have both good weapons and armor, you usually have something better. Controlling the level also means that you keep control of the vital items, such as the quad damage and invulnerability. Once you gain control of a level, use that opportunity to rack up your frag count.

PLAYING KEEP AWAY

No matter how good of a player you are, there is only so much you can do without a decent weapon. If you can prevent your opponent from getting a good weapon, you greatly increase your chances of defeating him. Immediately after killing your opponent, don't waste your time gathering more ammo. Instead, put pressure on him by hunting him down while he's looking for a weapon. Let him get a decent weapon (such as a shotgun or machine gun) if it means you can prevent him from getting a good weapon (such as the super shotgun, rocket launcher, or BFG). There are players who may be exceptional at running and evading when they are weaponless. To catch those players, lure them by using a good weapon as bait. Allow them to think they have a good chance at reaching the weapon by purposely leaving the weapon alone. Hide near enough to be able to steal it from him a second before he can. When he comes out to pick it up, ambush him.

Example: Wait near the rocket launcher on Base1. You can wait either next to the stairs or behind the rocket launcher box. When he comes out to get the rocket launcher, jump all over him (Figure 13.13).

Now, it's highly unlikely you'll be able to keep a good weapon away from him the entire game. When he does manage to get a good weapon, you must weigh your options. Part of the skill in this game is knowing when to play the





FIGURE 13.13: Hide and wait to ambush your opponent.

odds. Knowing when you have an advantage or disadvantage before going into a fight will save you in innumerable occasions. After weighing your options, you can then decide whether you still wish to engage in combat or fall back to regroup. Here is a list of questions you might want to ask yourself before you choose to engage in a fight:



Who has more health and armor? If both of you have good weapons, the advantage obviously goes to whoever has more health and armor. If you're sure you are more beefed up than he is, go in for the attack. Otherwise, you can choose to run away or ask yourself the next question.



Do you have a better fighting position? Fighting from higher ground gives you a better attack angle at your opponent, and is even more effective if you're using rockets.



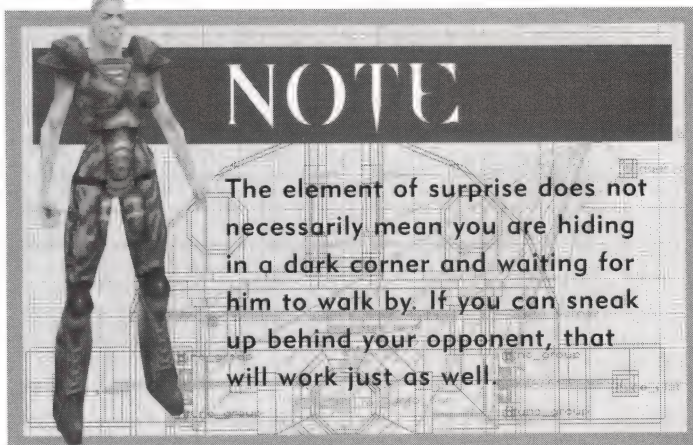


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Example: In the outdoor area of Base1 near the rocket launcher and the water, there are slopes leading down into the water. The person fighting from the top will have an advantage over the person fighting from the bottom.



Do you have the element of surprise? The element of surprise goes a long way in this game. Even if you have less armor and health than your opponent, you can tip the scales severely in your favor if you're able to surprise him. In a surprise attack, you have the advantage of getting the first shot off, and may likely get a second shot off before he even realizes he's being shot at. With your first shot, you will likely hurt him enough to at least bring his health and armor to equal that of yours. With your second shot, you can finish him off.



How much ammo does he have? If he just picked up the good weapon, think about how much ammo he might have. If he didn't pick up ammo prior to getting the weapon, it might be a good idea to go after him. Most of the weapons in the game start off with very little ammo.



Are you a better shot? This one is pretty obvious. If you think you can outshoot your opponent, then by all means, go out and pump him full of lead.





Know these questions by heart to the point where you can answer them in a split second without thinking. Throughout the entire duration of the match, you should be continually asking yourself and answering these questions. In the event you do find yourself in such a predicament, you'll already know beforehand what choice you should make.

CONTROLLING THE IMPORTANT ARTIFACTS

Although players usually play without the quad damage in one-on-one matches, there are still a handful of players who like to play with it. The focus of your strategy should revolve around the quad when it is in the game. A good way to time the quad without using the marking tactic is, after the quad runs out, count to 20 seconds then start heading towards it. Be warned, do not arrive at the quad right before it respawns. If your opponent is waiting at the quad, he will be picking up the quad damage as you're walking into the room...and you may get a quad rocket in the face.

The invulnerability is an equally important artifact you must control. It is a lot harder, almost impossible, to approximate when it is going to respawn, since it takes a good five minutes to respawn. I recommend either using quad as a timer (meaning if you get the first four quads, you know the invulnerability will be coming back at around the fifth quad), or by simply using a stopwatch.

The other artifacts, such as the silencer and power shield are useful, but maintaining their control does not come close to rivaling the importance of keeping the quad damage and the invulnerability under your control.

SPECIFIC MAP STRATEGIES

Unfortunately, a good map strategy must go through many matches versus countless opponents with varying styles of play in order for it to fully develop into a masterpiece and be considered a "working" strategy. I do not want to give you any hypothetical information on what I think might work, lest the guilt of you losing a match because of my ineffective hypotheses fall squarely on my shoulders. You can bet, though, that by the time you read this book, I will have





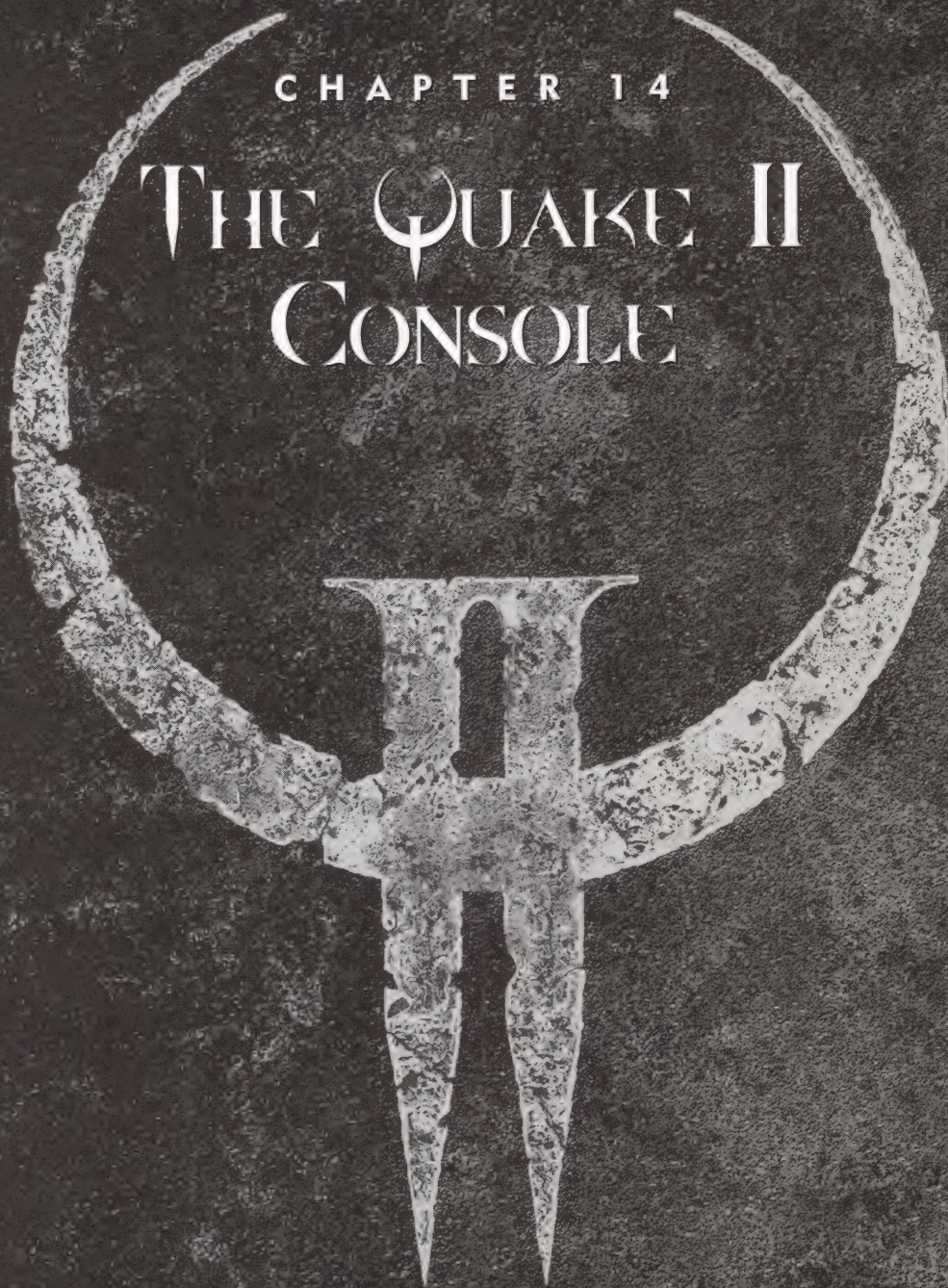
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figured out working, effective, and dominating strategies on all of the popular DeathMatch maps. You can find these strategies, along with any other updates on new tips and tricks I learn, at <http://www.gamers.com> (Gamers Extreme's Web site) and <http://www.sybex.com>. (Sybex's Web site).

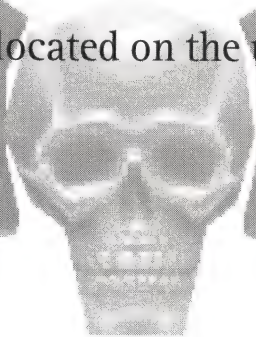


CHAPTER 14

THE QUAKE II CONSOLE



Q*uake II* is enormously customizable. With just a little effort, you can determine which hand holds your weapons, assign special functions to individual keys, and tweak your graphics to optimize your system's performance. (This last one is especially crucial for Death-Match, where every millisecond counts.) A great deal of this gameplay flexibility comes from effective use of *Quake II*'s console, a command prompt that can be activated by pressing the ~ (tilde) key, located on the upper-left corner of most keyboards.





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Everything that you can set from the menu is fed straight into the console, and many players find it easier (and faster) to bypass the menu system altogether. There are also a number of settings you can only control by going through the console. Although beginners often find the console a little intimidating, it's really pretty straightforward, and well worth the 20 minutes or so it takes most beginners to get up-to-speed on the basics.

QUAKE II CONSOLE FUNDAMENTALS

Due to the complex nature of the console, the first half of this chapter is introductory. If you've played the original *Quake* and are already console-savvy, feel free to skip directly to the console category of your choice, covered later in this chapter.

WORKING WITH THE CONSOLE

Quake II console commands make up a very simple text-based operating system. As with any OS, you'll have to follow a particular syntax if you want to be understood. Precision is key—mess up the order of commands or misspell the name of an object, and you'll often get stopped dead in your tracks.

The basic elements of this language are commands and command variables. These variables include objects, toggles (to turn commands on or off), values (to control variables



TIP

The console is pretty smart about guessing which command you want to use. In most cases you only need to type the first few letters, and then hit **Tab**. The console will finish typing your command with the best-fit case. For example, to adjust your mouse, you only need to type **sen** into the console and hit **Tab**. The console will fill in the rest of the **sensitivity** command.





in degrees), and keyboard keys. Commands and command variables are strung together using spaces, quotes, the “+” and “-” characters, and semicolons.

All console functions begin with the name of the command to be invoked or altered, followed by the variable or variables. Commands are usually named intuitively: **sensitivity** adjusts the speed of the mouse, **name** sets your nickname for multiplayer combat, and **cl_noskins** lets you determine whether or not you want to see other player’s custom player-textures. Variables can be as simple as 0 and 1 for turning a setting on or off, or as complicated as calls to other console commands.

You can freely experiment with common console commands. And don’t worry, it’s not possible to destroy any data through the console. You’ll soon find it very fast and intuitive to hit the “~” key and type in your changes rather than navigate through several layers of menu options. As a first stab, try the following:

Start a new game and look side-to-side with the mouse. Notice how much you have to slide the mouse to turn completely around. Hit ~ to bring down the console. Since you’re currently in a game, the console will only extend down half of the screen. (Don’t worry—you’re paused while in the console during a single-player game). Now, type **sensitivity**. The game will return a string such as “sensitivity” is “3.” This just lets you know what the current sensitivity is, and doesn’t change anything. Now, type in **sensitivity “10”** and hit ~ to remove the console. You should be back in your game. Now, move the mouse again, and you’ll notice that it takes less movement on your part to turn the view in the game. If you bring down the console and type **sensitivity** again, you’ll see the console returns the line “sensitivity” is “10,” as shown in Figure 14.1.

Congratulations, you’ve just successfully changed a game setting using the console! As you can probably tell, **sensitivity** is the command, and **10** is the variable. You’ve just instructed *Quake II* to change the sensitivity of the mouse from its default value of 3 to 10, thus speeding it up considerably.

You should now feel more comfortable changing settings from the console. Just to prove that you’ve got this down cold, bring up the console again and set your multiplayer nickname. The command is **name**, and you can choose any name up to 15 characters. Spaces are allowed if you enter the name in quotes, but quotes aren’t necessary if your nickname is only one word. For example, **name Poppy** and **name “Poppy”** will both set your name to **Poppy**, while **name Cous Cous** will set your name to **Cous**. If you really need to be named after a cuisine, you have to enter **name “Cous Cous”**.





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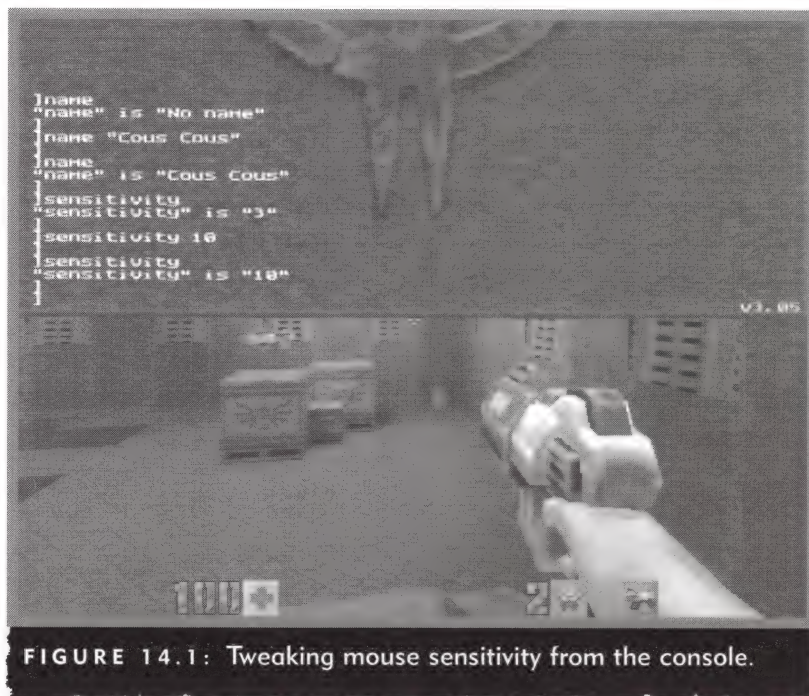
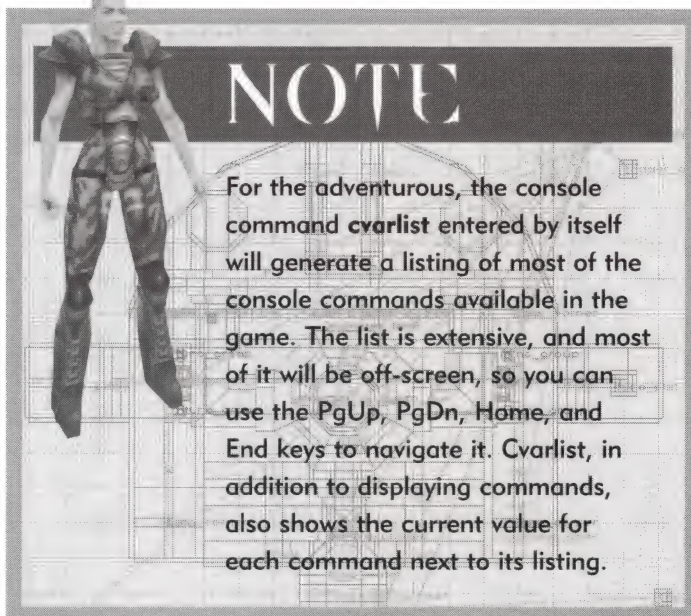


FIGURE 14.1: Tweaking mouse sensitivity from the console.

ACCESSING THE COMPLETE CONSOLE COMMAND LIST

Quake II has over 180 console commands, and most of them deal with game internals that have little bearing on actual gameplay. This section highlights some of the more interesting ones.





Console variables, such as inventory items, are not listed by `cvarlist`, nor are the possible ranges of values. However, you can usually deduce whether a command accepts a toggle, value, or string. A command with a value of 0 or 1 is most likely a toggle, with a few exceptions (`sw_mipscale` accepts a value but defaults to 1). Anything with a number other than 0 or 1, such as 0.02 or 5, accepts a value, but you'll have to experiment a little to find the range. To help out, I've included useful ranges for the commands covered in this chapter.

HOW TO UNDO

Sooner or later, you'll change a console command, only to discover you didn't like the change, but forgot the default setting. Most console commands will automatically reset to default if you quit the game and restart. You can always use PgUp to find the original value of the command if you typed `cvarlist` before making the change. Commands that are saved when you quit the game are generally those that can be accessed from the main menu (and thus non-critical), and key assignments (called *bindings*). Once you've settled on a series of bindings, aliases, and console variables (all explained in more detail later in this chapter), copy them into a text file called `autoexec.cfg`. Place this file in your `quake2/baseq2` directory, and everything in the file will be executed when *Quake II* starts.

If you're going to change a setting via the console, get into the habit of first typing the command name by itself so you'll have a record of its current setting in the console. This way, if you don't like what you've changed, you can always refer to this record and change the setting back.





CONSOLE COMMANDS BY CATEGORY

Console commands are best divided into functional categories. For ease-of-use, the following commands are separated into six sections: console-specific commands, setup and preference, practice and cheats, system optimization, DeathMatch enhancements, and OpenGL-specific console commands.

Console-specific commands are the most powerful and useful commands in the console, but they have a high learning curve. In comparison, most other console commands will seem fairly simple. Setup and preference commands allow you to fine-tweak your mouse control, set multiplayer info, and more. Practice and cheat commands are mainly used for debugging, but are excellent for learning weapons, maneuvers, and levels. System optimization commands let you change and disable certain game settings, which can help speed up gameplay on slower systems. DeathMatch enhancements allow hardcore marines to turn off distracting bells and whistles, so they can focus on fighting. OpenGL-specific console commands are just what they sound like—console commands for adjusting variables that pertain to the way *Quake II* looks when played over an OpenGL-compliant 3D graphics accelerator.

CONSOLE-SPECIFIC

Do you love hand grenades but hate going to the clunky inventory screen every time you want to use one? Would you rather not have anything to do with the inventory screen at all? There are many console commands for customizing the setup of your controls, including commands that let you assign keys for every item in your inventory, crank out complex macros, and even execute external scripts.

Unfortunately, the first two console commands described, **bind** and **alias**, are the most difficult to grasp, and **alias** can be especially tricky. But the good news is that everything after them will seem easy as pie. We'll tackle the **bind** command first.

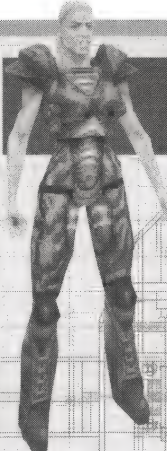
BIND <KEY> <ACTION OR VARIABLE> This is *Quake II*'s most useful console command. With **bind**, any key can be assigned a specific function in the game, opening up options that go far beyond what's available





through the menu. For example, in order to use the silencer, you must hit Tab to enter the inventory menu, which takes up much of your screen, doesn't pause the game, and is fairly difficult to negotiate. Then you need to scroll through your item list with [and], and after you've highlighted the silencer, press Enter. For a fast-paced action game, this is quite a hassle. Worse, it leaves you open to attack while you're searching through your inventory. It even takes a long time to describe! With a simple **bind** however, you can activate the silencer by pressing any key you want on the keyboard!

Any console command or game action (such as attack, jump, etc.) can be activated by binding a key to it. The easiest way to determine the various names of game actions is to use a simple text editor like the Windows Notepad and open up the config.cfg file found in your



NOTE

Action keys can be preceded by a + or a -. A + indicates that pressing the key will invoke this action as long as the key is depressed. Similarly, - instructs the program to stop an action with a keystroke, but this is rarely used. Action keys can be directly invoked by the console. Try typing **+attack** directly in the console. You'll be in autofire mode and you won't stop until you type **-attack**.



TIP

Item and artifact names are exactly what they are in the inventory menu (Tab). If you bind a use to an inventory item, type the name of the item exactly as it appears, including capital letters—the inventory menu will then be updated with the bound key next to the item! You can now check the inventory menu if you forget which key you've assigned to any specific item.





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quake2/baseq2 directory. Not only does this text file list every possible game action (these are the ones preceded by "+"), but it also shows them bound to their corresponding keys. What more could you ask for?

To assign a key, first type **bind** followed by the key you wish to bind, then the action you wish that key to perform. Any key on the keyboard can be bound. Special keys should be spelled out the way they appear on a standard 101-key keyboard. For example, the Escape key is "esc," Control is "ctrl," Page Down is "pgdn," and Shift is "shift."

TABLE 14.1: SOME EXAMPLES OF THE BIND COMMAND IN ACTION

EXAMPLE	FUNCTION
bind q "use quad damage"	Q key now activates Quad if you have it.
bind f4 "alias name"	The F4 key now performs commands specified in your pre-defined alias.
bind pgdn "+jump"	Hitting PgDn will make you jump.
bind g "hand 1; wait; wait; hand 0"	Pressing g now switches your weapon from your right hand to your left hand and back again. The "wait" commands are just millisecond delays so you can see the change (otherwise it would happen too fast to notice).

As you can see in Table 14.1, **bind** works on any console command, not just game actions. Look at the fourth example in this table and you'll notice something a little different. You may not know what hand 1, wait, or hand 0 are, but you'll notice that **g** is now bound to four separate commands, separated by semicolons. You can use **bind** to invoke multiple commands with one key. For example, if you wanted to activate your Quad damage, silencer, and power shield, change your current weapon to the railgun, and lower your sensitivity to 5 for accuracy, all with one keystroke, the binding would be as follows:

bind h "use Quad Damage; use silencer; use Power Shield; use Railgun; sensitivity 5"

The only thing **bind** can't do elegantly is assign a single key to rotating or alternating functions. In other words, you can't assign **h** to switch to the super shotgun, and press it again to switch to the chaingun, and back and forth, without the use of the **exec** command and some custom text files. If you think this is





going too far for a game, you're probably right. But if not, read on to learn about aliases!

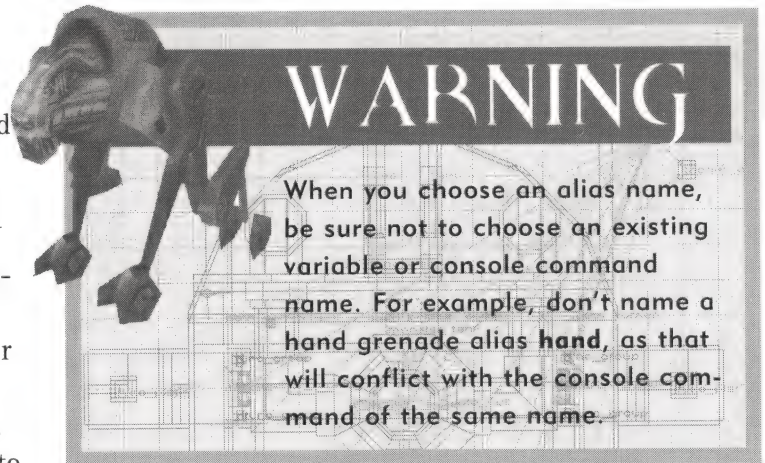
ALIAS <VARIABLE> <COMMAND> The alias is one of *Quake II*'s most powerful, yet underused and unknown console commands. It lets you take multiple command statements and give them short, easy to remember names, which can then be called in the console or by **bind** to perform some truly interesting functions. At its simplest, you can alias a command or set of commands that are too

long to type, but you don't want bound to a key, and call them from the console. A simple and useful example is to create a shortcut to connect to your favorite *Quake II* Internet server, for example quake2.gamers.com. You don't want to type or have to remember the server's Internet address, but you also don't want to accidentally hit a key while playing and have

your game unexpectedly end and attempt a server connect. In this case, you can set an alias such as:

alias ga "connect quake2.gamers.com"

Note the syntax for this command. You first invoke **alias**, and then specify an arbitrary name for your alias, in this case, **ga**, short for "gamers." This is followed by the console command you wish to call when you invoke **ga**. Confusing? A little. Think of this alias as making a new temporary command called **ga**, which connects to the gamers.com server when it's typed at the console. Now, imagine having a list of 50 or so servers that you frequent. It's unlikely that you can easily bind them all to keys and remember which server each key stands for. With aliases, you can give them all short, easy to remember names, and connect to them with only a few keystrokes.





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Now let's take another look at the hand-switching bind outlined in Table 14.1. An alias can be called to bind a key (a key bind can do this too), but a key binding cannot rebind its parent key without replacing the original command—thus, we can't assign a key to alternate between commands using **bind** alone.

However, an alias can contain a command performing an action, then binding a key to another alias, which performs another action, and binds the same key back to the first alias. *Voilà!* OK, it's pretty confusing at first, but here's how to make the **g** key switch the handedness of the player with each key stroke:

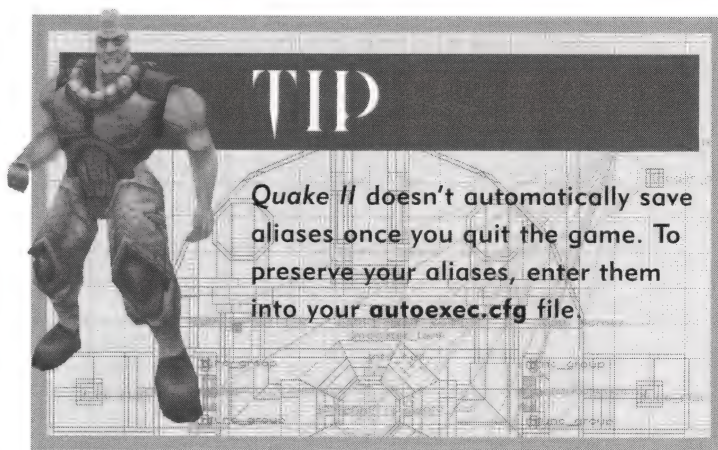
alias switchleft "hand 1; bind g switchright"

alias switchright "hand 0; bind g switchleft"

We now have two aliases, both of which first perform an action, then bind **g** back to the other alias. Now, all that's left is to start the cycle:

bind g switchleft

As you can probably follow, **g** now switches the marine to become left-handed, and binds itself to the **switchright** alias. When **g** is pressed again, the player switches to being right-handed again, and **g** is bound to **switchleft**. This goes on and on, so as long as you keep pressing **g**, your weapon keeps switching sides. This is not the most useful

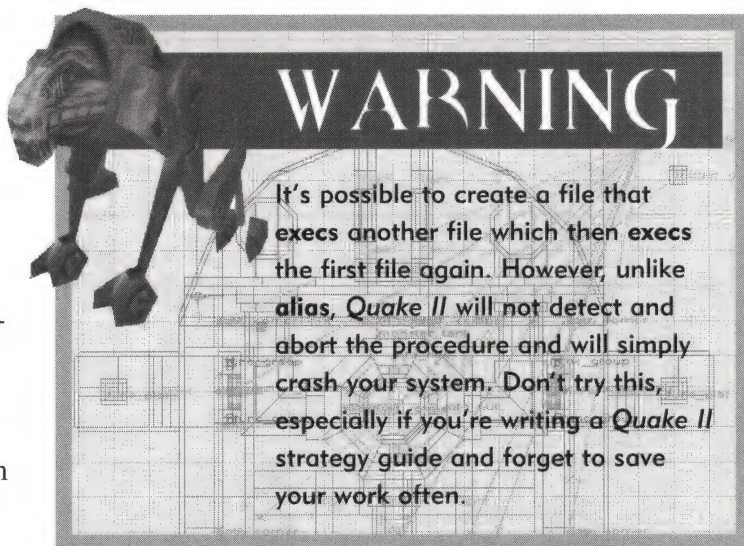




example, but it looks interesting in DeathMatch, and hints at the broad possibilities with aliases. Of course, you don't have to start out with console commands that are this complex, but it's nice to have some feel for what they can do, once you're ready to let 'em rip.

CVARLIST This is the index of console command variables, discussed earlier. Every command listed in this strategy guide, and over a hundred more, is listed under `cvarlist`, along with its accompanying value.

EXEC <FILENAME.EXT> Exec is a unique command with a lot of potential. Proper use of `exec` takes a little practice but is well worth your time. You've read previously that *Quake II* can automatically execute a text file called `autoexec.cfg` when it starts—this is its way of nondestructively remembering custom console settings, key bindings, and aliases. However, the fun doesn't stop there. Exec can execute any text file in the `/quake2/baseq2/` directory. Just remember, the file must consist of legal commands, just as you'd type them in the console.



SETUP/PREFERENCES

These commands let you tweak your control settings just the way you like them. If you have no trouble looking around but want to be able to look up and down faster or slower, or just want to increase or decrease your mouse sensitivity past what's allowed in the configuration menu, this section is for you.





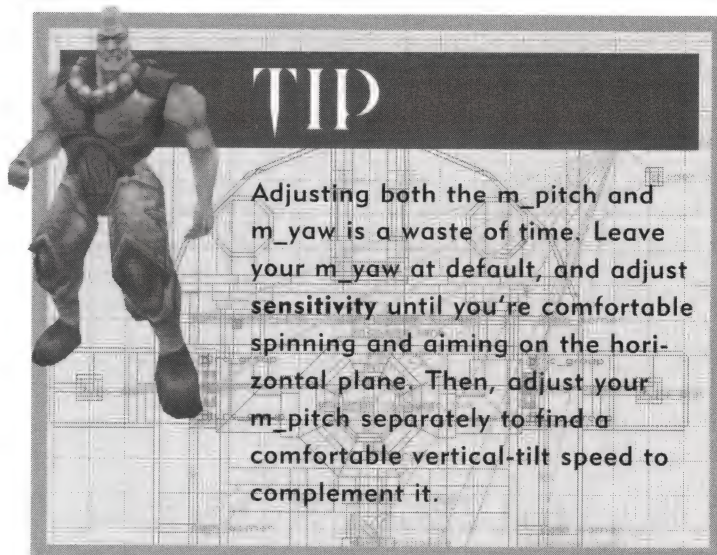
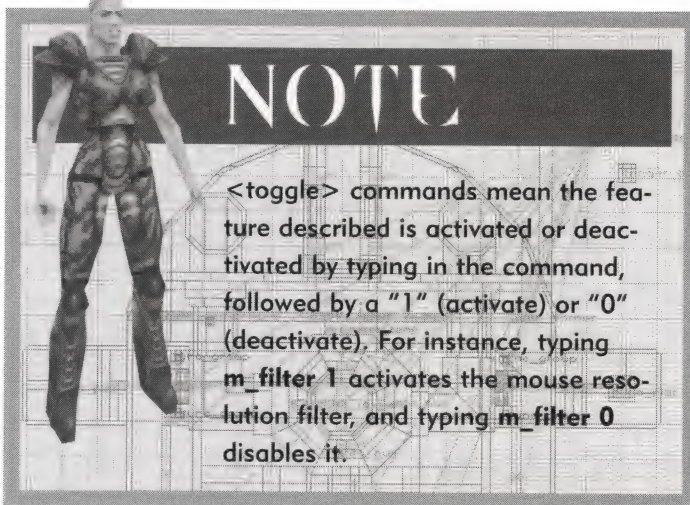
CHAPTER 14: THE QUAKE II CONSOLE

DROP <INVENTORY ITEM> The drop command, one of the most welcome additions to *Quake II*, lets you discard an inventory item—anything from weapons to ammunition to artifacts, even the Quad. This is sure to be a boon for team games or for general ambushes—bind your most common drops to easily reached keys.

M_FILTER <TOGGLE> The “m_” stands for “mouse.” The first thing you want to do when you start the game is jump to the console and type `m_filter 1` this will slightly smooth out the movement of the mouse and allow for more precise aiming. Why default for this setting is “off,” nobody knows.

M_PITCH <VALUE> This setting changes the sensitivity of the y-axis (forward/backward) of the mouse only. This is useful if you wish to look sideways fast, but up and down more slowly. The default setting is 0.022.

Common settings are between 0.010 and 0.040. Also see sensitivity.





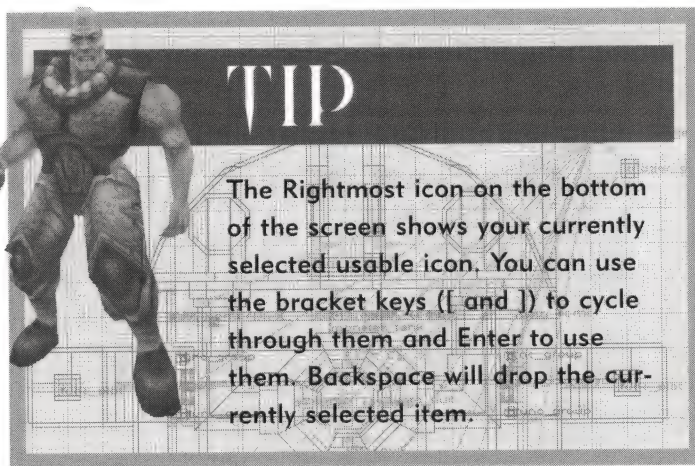
M_YAW <VALUE> This is the x-axis counterpart to `m_pitch`. `M_yaw` adjusts the sensitivity of the mouse's side-to-side movement. The default here is also 0.022. Most people don't change the `m_yaw` of their mouse sensitivity.

NAME <"YOUR NAME HERE"> This simple console command lets you enter your in-game name, or *nick* as it's generally called. Names are limited to 15 characters, and if you want to include a space in your name, such as in "Lucky Dog," you'll need to include the quotes around the name.

SCR_CONSPEED <VALUE> This relatively minor but useful console command lets you specify the speed at which the console drops and rises from the screen when you hit the `~` key. The default value is three. Any value above 30 is nearly instantaneous, and generally recommended.

SENSITIVITY <VALUE> This command adjusts the sensitivity settings on your mouse and can be set higher or lower than what's allowed in the Options menu. Higher numbers mean faster movement. Common settings are between 10 and 30. Decimal values between whole numbers are also accepted.

USE <INVENTORY ITEM> *Quake II* incorporates a new feature that lets you collect and store special items for later use, such as the silencer and the power shield. The `use` command lets you activate these items from your inventory. Commonly used items should be bound to easily reachable keys. Others can be typed in manually at the console (if you're a fast typist) or selected directly from the inventory menu.





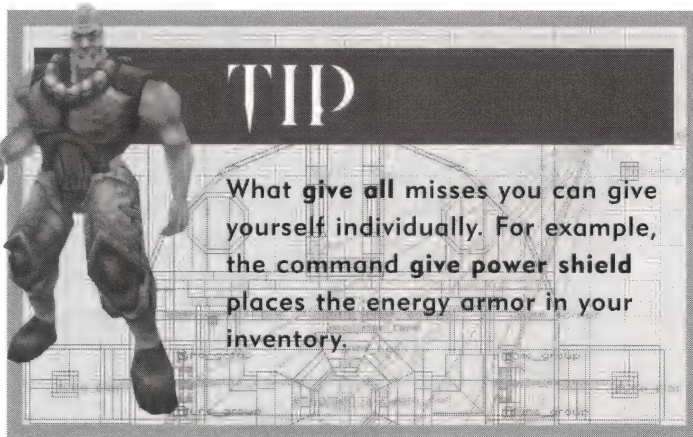
CHEAT CODES/PRACTICE

In first person action games like *Quake II*, in-game cheats are no longer dirty words. They're now practical and useful single-player tools you'll use to practice aiming, movement, and new strategies. *Quake II* features some standard cheat modes, including unlimited ammunition for your weapons and permanent invulnerability. It also allows you to do some *really* crazy things—like walk through walls.

CHEATS <TOGGLE> This command lets you enter the cheat codes that are always available in single-player mode, during a multiplayer DeathMatch. It's kind of pointless if you're playing a real game, as every player who joins can also activate the cheats, but it does help when you're practicing specific tactics with a friend or clan. You can also bind a key to give yourself specific weapons and health for certain drills. Once you've invoked this command by typing **cheats 1**, you must then restart your DeathMatch server for the command to take effect.

G_UNLIMITED_AMMO <TOGGLE> Turning on this feature lets you blast away with your weapon of choice. Your ammo count is unlimited, and shows up as "999" in the status window. This is the easiest way to practice firing with different weapons, and learning weapon switch times, as you'll never have to bother finding or giving yourself ammunition for each of the weapons.

GIVE <INVENTORY ITEM> <AMOUNT> This command allows you to give yourself individual weapons and inventory items. Give comes in really handy when you want to see exactly how much damage you take from a direct rocket blast in the face with exactly 25 jacket armor and 20





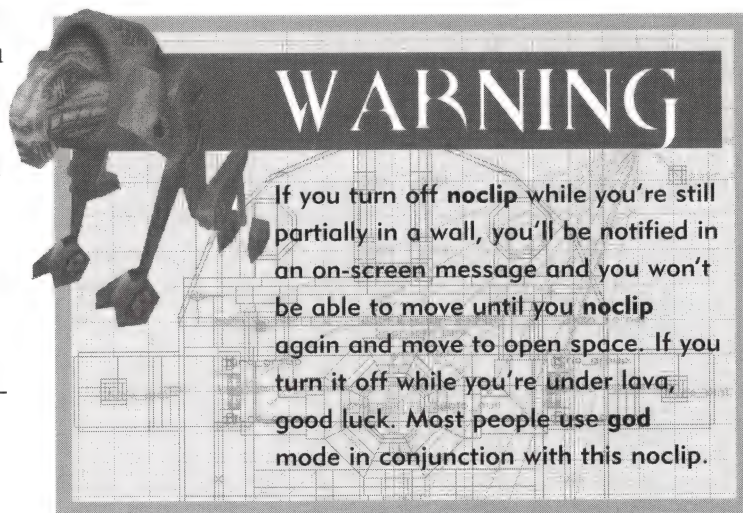
power shield, or how long you can fire a hyper blaster with exactly 40 cells. A particularly useful variable is **give all**. This will give you every weapon and full ammo and armor, and one of almost every inventory item.

GOD God mode means you can't die, no matter what. You can get stuck under a crushing pillar, fall into a pool of lava, or even drop out of the level, but you won't die. This command doesn't follow the standard console syntax of using a toggle switch (0 and 1 or + and -), mainly because it's an important debugging tool that programmers and level designers must use often to run through their new creations without getting hassled. Type **god** once, and you'll see the message **god mode ON**. Simply type the command again to disable it.

MAP <MAPNAME> The **map** command lets you jump to any map in the game. Map names can be found under the map description in the Multi-player > Start Network Server > Initial map selection. Map names are base1, base2, city1, fact3, etc.

NOCLIP Another important debugging tool, **noclip** lets you walk through floors, ceilings, and walls. Just point in the direction you want to go, and press your forward key. Walls, force fields, and monsters will just pass through you harmlessly. Be aware that when you're noclipped, monsters can still see and hurt you, and you can't activate any switches or pick up items (it's as if you're a ghost). Simply type **noclip** once to activate it, and again to deactivate it.

NOMONSTERS <TOGGLE> A useful level design command,





CHAPTER 14: THE QUAKE II CONSOLE

nomonsters 1 will remove all enemies from single-player mode. This is great if you're designing a level or just searching for secrets and goals.

NOTARGET Yet another toggleless toggle, **notarget** instructs all enemies that haven't seen you not to notice you at all. This is useful if you wish to see enemy placements and patrol patterns (although they are quite diverse in *Quake II*) in a single-player map, without haven't to kill everything. You can still kill them if you have the urge, though.

SYSTEM OPTIMIZATION

Wish you could get a little more performance out of your system? Well, most of us do. The good news is, for a relatively minor decrease in visual effects, you can gain up to a 20 percent increase in frame rate in *Quake II* with some simple console commands. It may not make *Quake II* look quite as pretty as id intended it to be, but hardcore DeathMatchers know that faster frame rates are definitely a competitive advantage.

HAND <VALUE> The **hand** command is identical to the Handedness menu item; it determines which hand holds your weapon. This choice affects the trajectory and aim of your weapons. For most people, typing a value is much easier than wading through three layers of menu options. A value of 0 is default, right-handed. Enter 1 to change this to left-handed, and 2 to move your weapon to the center (similar to the settings in the original *Quake*). When the weapon is centered, the gun and hand models are not rendered and an icon appears at the bottom of the screen to show you which weapon you have currently selected.

Removing the weapons/hands models has its disadvantages. For one, you'll no longer be able to see the weapon's delay-between-firing animation, or how long it takes to switch weapons, which can be deleterious to your efforts. It's also harder to see which weapon you're using (you'll have to actively look at the icon at the bottom of the screen). On the other hand (hehehe), some people find the weapon reload animations obscure their view. As an added bonus, ditching these animations can free up approximately 20 percent of the CPU. Centered weapons also have more precise aiming. Using an off-center mount (right or left) makes aiming for small openings or around corners more difficult due to the canted origin of the shot.





SW_MIPSCALE <VALUE> The “sw” signifies the software rendering (as opposed to hardware GL-accelerated) engine. Any command beginning with `sw_` will affect how the world and entities are rendered in software. `Sw_mipscale` changes the detail level of distant environments to speed up the game. By increasing the mipscale from the default of 1, you can speed up the rendering of larger levels significantly on some systems, at the expense of texture detail. 100 is the maximum value.

SW_MIPCAP <VALUE> `Sw_mipcap` is similar to `sw_mipscale`, but it limits the maximum resolution of textures, up close or otherwise. If you use a mipscale of 2–50 and don’t like the way textures snap in and out of focus, experiment with `sw_mipcap`, which can reduce or eliminate this annoying effect. Mipcaps range from 0–3, with 0 being the default (highest resolution).

DEATHMATCH ENHANCEMENTS

The following console commands tweak Internet performance and remove some of the excess detail that can make the game more realistic and immersive, but can also be annoying and dangerous distractions in the heat of battle. In addition to helping you stay focused on the game, these console commands may even speed up your performance a bit.

CL_BLEND <TOGGLE> This command turns off palette-switching, which can either be a big help or a dangerous hindrance. With `cl_blend` switched off, swimming underwater (even in sludge) will become crystal clear, and your screen won’t flash red when you’re hit by enemy fire. This can help you concentrate more on fighting and less on how much you’re being hit, but it also means you’ll have to pay more attention to how much health you have left, as you won’t have the standard visual cues.

CL_NOSKINS <TOGGLE> *Quake II* lets users create their own “skins,” or textures for their marines. Although this is great for customization, it also means some losers will decide to dress in all-black apparel and hide in dark corners all day long. You can disable custom skins with the command `cl_noskins 1`. This also eliminates having to download them every time you join a server.





CHAPTER 14: THE QUAKE II CONSOLE

GUN_X <VALUE>, GUN_Y <VALUE>, GUN_Z <VALUE>

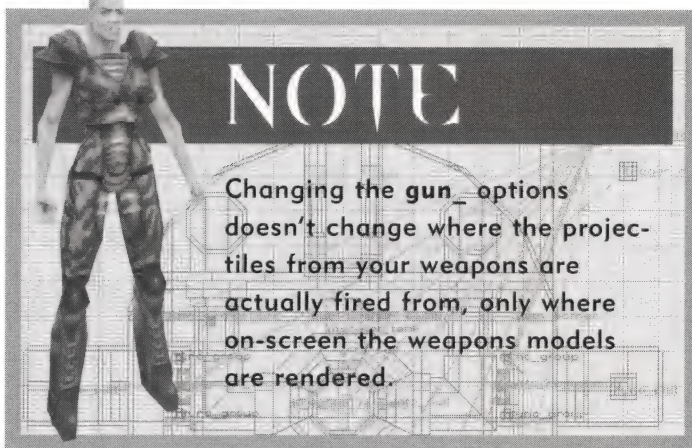
The **gun** commands determine where on your screen the hand/weapons models are rendered. If you find the weapons obtrusive, but still prefer them to having no model at all (see the **hand** command earlier in this chapter), this may be for you. Adjust **gun_x** 5 to displace the weapon more to the right, or **gun_z** 5 to place it lower. **Gun_y** determines how far into the screen the weapon is rendered, and can be quite comical at some values.

RUN_PITCH <VALUE>, RUN_ROLL <VALUE>

These values, defaulting at 0.002 and 0.005 respectively, determine the amount your view tilts vertically and horizontally while running and strafing. As you can see, the default is a very small amount. By disabling these features altogether (setting them to 0), you can run smoothly through the game without the slight pitching and rolling effects. A minor detail, but useful nonetheless.

BOB_PITCH <VALUE>, BOB_ROLL <VALUE>, BOB_UP <VALUE> The bob values, defaulting at 0.002 for pitch and roll, and 0.005 for **bob_up**, determine how much you appear to “waddle” while ducking. Set these to 0 for a smoother crawling experience.

SW_WATERWARP <TOGGLE> Waterwarp is one of the most-used console features. While underwater, **sw_waterwarp** 1 (default) makes objects in and out of the water appear to wave around and refract. A nice effect, but distracting. You can disable this by setting **sw_waterwarp** 0. In the process, you’ll also slightly help improve underwater rendering speed.





OPENGL-SPECIFIC

Quake II has native support for many OpenGL-compliant 3D graphics accelerators now on the market. These inexpensive video cards can tremendously speed up the computation and rendering of 3D environments, and this is reflected in the 3-8X performance gain as compared to non-accelerated *Quake II*. Accelerated *Quake II* can run at double the resolution with thousands more colors at a faster frame rate on just about any Pentium/Pro/II system equipped with a roughly \$150 accelerator. Please refer to the Appendix on *Quake II* system performance appendix for more information about OpenGL.

These accelerators introduce special features and modes into *Quake II* that can be controlled directly from the console. Some of these commands can improve performance further, and others provide helpful gameplay and DeathMatch tweaks.

GL_POLYBLEND <TOGGLE> This is the GL version of `cl_blend`. It acts identically, removing the palette-swapping that can lead to murky water and the screen flashes you normally get when you're hit. The same warning mentioned under `cl_blend` apply here as well: With `gl_polyblend` toggled off, you'll need to watch your health more closely, as you may not even notice getting hit.

GL_LIGHTMAP <TOGGLE> Toggling this command can speed up rendering on GL cards by removing the level's textures and only rendering lights and shadows on blank walls. This doesn't look as bad as it sounds, however, because the colored lighting scheme is still intact and illuminates the untextured levels beautifully. Many people may prefer this approach during DeathMatches. The default setting is 0.

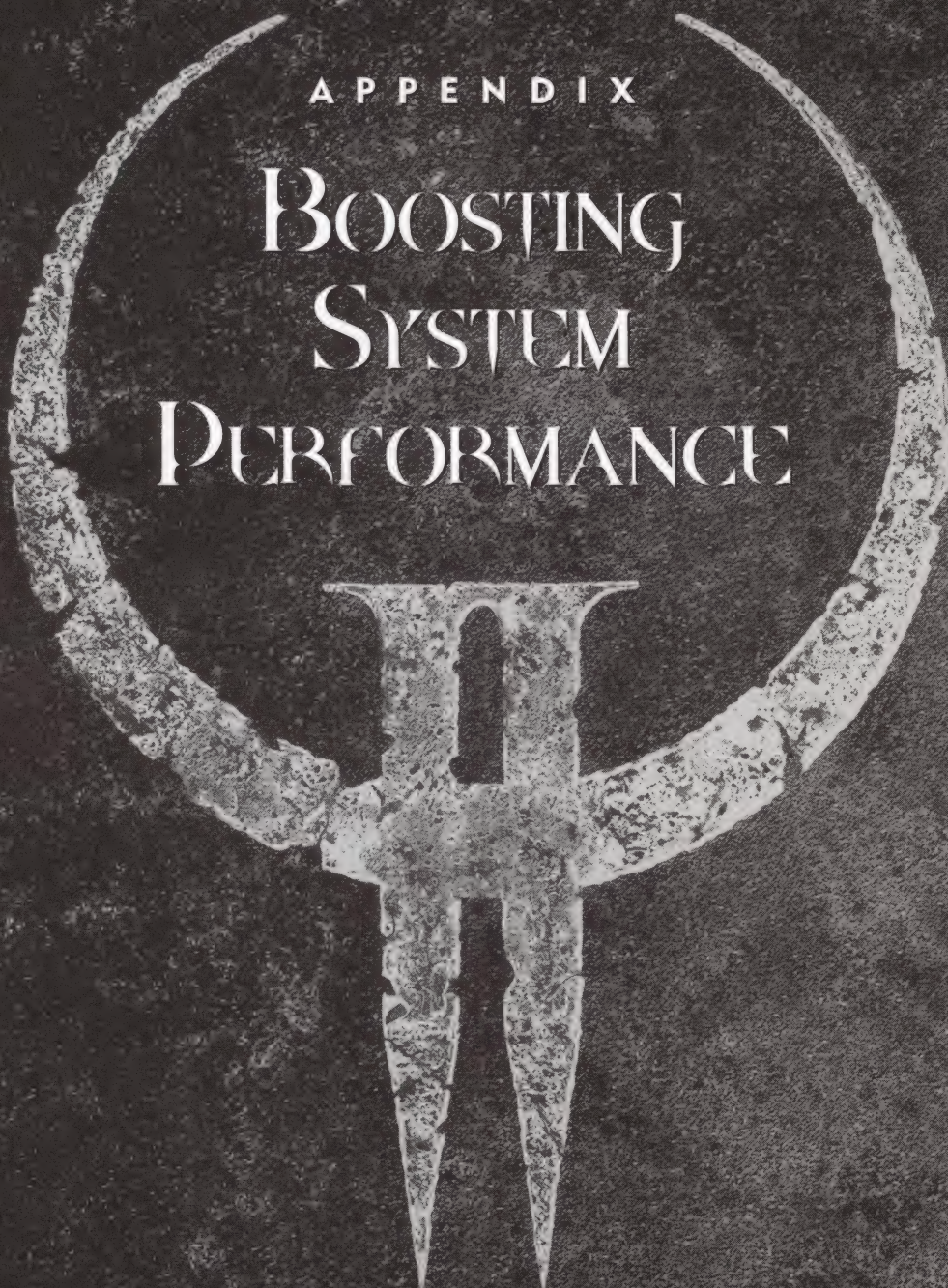
GL_PLAYERMIP <VALUE> This command was implemented to speed up DeathMatch rendering. By reducing the resolution of player textures, your GL card can devote more resources to speeding up general rendering. Default is 0 (no reduced resolution), with values up to 4 allowed (for very fuzzy, undetailed characters).

GL_SATURATELIGHTING <TOGGLE> This setting brightens up the world considerably, but makes everything look saturated. Useful for dark areas. The default for this setting is "off" (0).



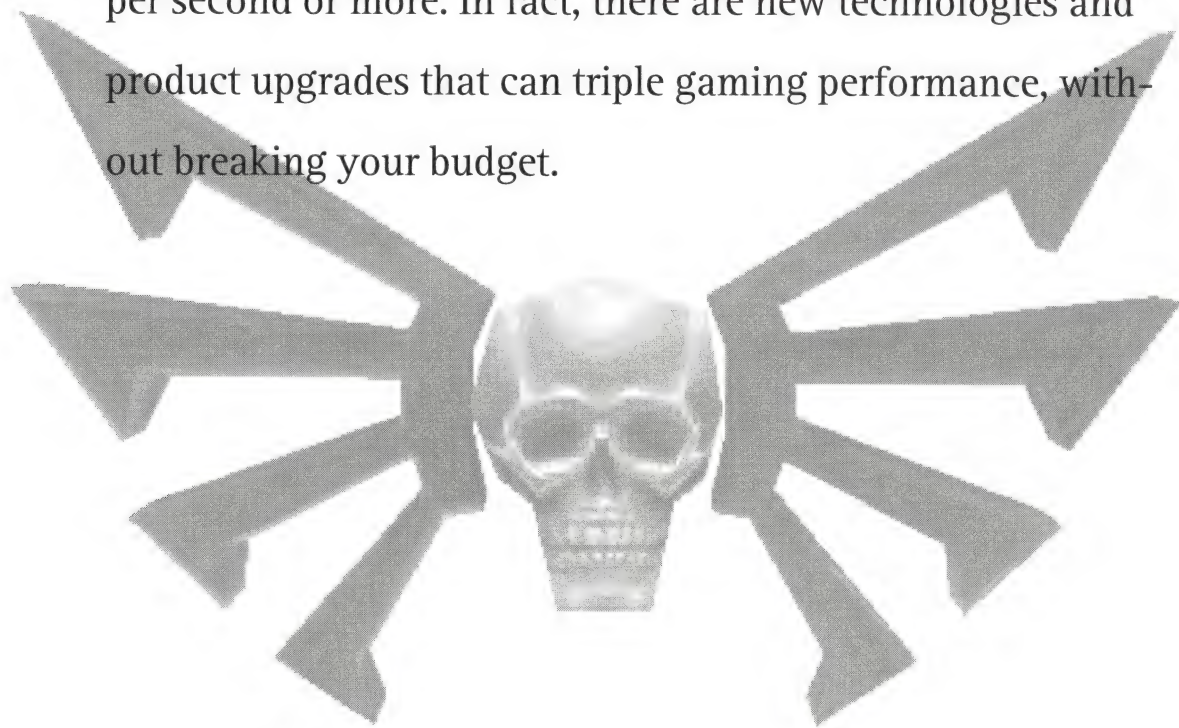
APPENDIX

BOOSTING
SYSTEM
PERFORMANCE



W

ith the right setup, *Quake II* can be a cinematic experience. PC prices are constantly dropping—you shouldn't need to perform major surgery to upgrade an old PC to run *Quake II* at 40 frames per second or more. In fact, there are new technologies and product upgrades that can triple gaming performance, without breaking your budget.





BASE SYSTEM

Quake II's official minimum PC requirements are as follows:

-  English Language Version of Windows 95 or NT 4, with a computer that is 100 percent compatible
-  Pentium 90MHz processor (133MHz recommended)
-  Memory:
 - Windows 95—16MB RAM required (24MB recommended)
 - Windows NT 4—24MB RAM required
-  Sound card that is 100 percent SoundBlaster-compatible
-  Joystick or mouse (three-button mouse recommended)
-  Dual-speed CD-ROM (300k per second sustained transfer rate)

Quake II also supports LAN and Internet play using the TCP/IP protocol. *GLQuake II*'s additional requirement is as follows:

-  24MB RAM for all operating systems

GLQuake II also supports some OpenGL 3D accelerator cards.

The requirements listed above are the bare minimum for running the game. However, if you play *Quake II* with a Pentium 90 and 16MB of RAM, you will have to endure some frustrating waits between levels and during gameplay, while the cache and memory swap out frequently to the hard drive. Slower CPUs offer slower game performance—highly detailed scenes and levels drastically slow down, making you watch a virtual slide show.

Although it's possible to play single-player *Quake II* with the minimum system requirements, multiplayer DeathMatch over the Internet is another story altogether. Human opponents are faster, smarter, and more resourceful than the computer's AI, and skirmishes can end in the blink of an eye. The faster pace makes the minimum system requirements listed unacceptable for serious





multiplayer competition. It's fortunate that it doesn't take much to transform a slower system into a great *Quake II* machine.

3D ACCELERATION— OPENGL

The biggest performance boost you can give to any system—old or new—is the addition of a 3D accelerator. Almost every video card sold nowadays includes some form of 3D acceleration. It's unfortunate that not just any 3D card will work. Most 3D cards offer only rudimentary 3D-acceleration features, and aren't much good for anything. Others are decent or acceptable, but are still underpowered and lack support for libraries such as OpenGL.

OPTIONS

Quake II can run only on cards that support the OpenGL standard, and only some OpenGL 3D cards are designed to handle games. Currently, the best *Quake II* accelerators are those based on the 3Dfx Voodoo Graphics chipset, such as the Canopus Pure3D, the Diamond Monster3D, the Orchid Righteous3D, the Deltron Flash3D, and Quantum 3D's Obsidian series. These cards are 3D-only solutions, which means they do not replace your current video card. Instead, they plug into a free PCI slot, and the monitor and current video card connect into the 3Dfx card.

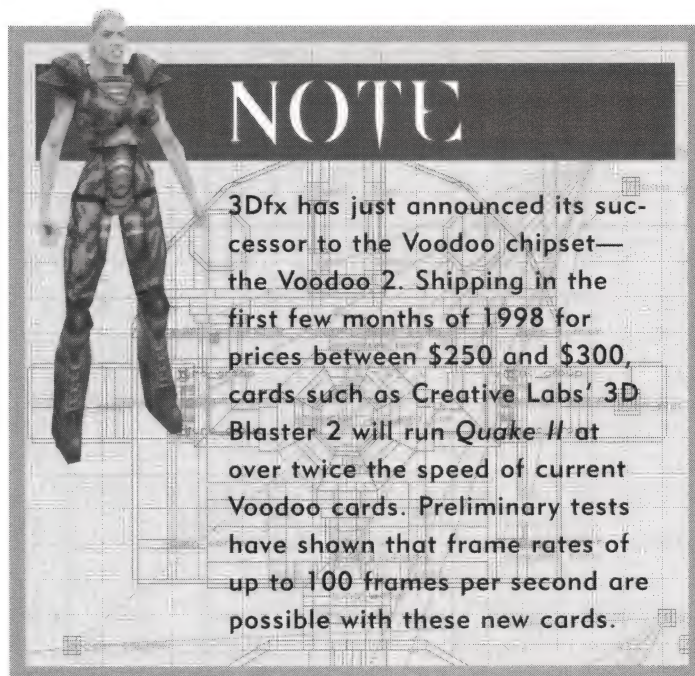
You can find the Monster3D, Righteous3D, and Flash3D cards for approximately \$150 to \$170. These cards are based on the same Voodoo Graphics reference platform (the design specification set by the chipset manufacturer—boards adhering to this design are virtually guaranteed to be compatible with 3Dfx specs) and will perform nearly identically. The Canopus Pure3D costs slightly more—approximately \$180—but ships with twice the texture RAM of the other 3Dfx cards, which helps eliminate slowdowns due to excessive amounts of texture-swapping between the 3D card and hard drive. Quantum 3D's Obsidian series uses multiple Voodoo Graphics chipsets and nearly doubles the performance of the other 3Dfx cards—at a price. Obsidian cards start at over \$500, which is well out of budget for even the most hardcore DeathMatchers.





APPENDIX: BOOSTING SYSTEM PERFORMANCE

Other game-oriented 3D chipsets capable of running *Quake II* in GL include the 2D/3D Riva128 (found on the Diamond ViperV330, Canopus Total3D 128, and Asus 3DexPlorer) and the NEC PowerVR PCX2. Although the Riva128 is an excellent Windows accelerator and outperforms the 3Dfx on fast systems (PII 266 or faster), its lack of optimized OpenGL drivers for Windows 95 and NT makes *Quake II*'s performance suffer on more standard systems. Cards based on the PowerVR PCX2 chipset are fast and very inexpensive due to a unique rendering architecture—but, again, GL performance suffers, and you can only obtain colored lighting in *Quake II* on a PCX2 card with a significant loss of speed. At the time this book is being written, the only acceptable *Quake II* accelerators run on 3Dfx Voodoo Graphics chipsets.



PERFORMANCE

So, what can you expect from *Quake II* with a good 3D card? In two words—a lot! Most people will run *Quake II* at 320x200 resolution in 256 colors. Depending on the speed and quality of their systems, their frame rates will average anywhere from 15 (Pentium 90) to 50 (Pentium II 266) frames per second. Compare this to a Pentium 90 system equipped with a Monster3D card. *Quake II* will run at 512x384 or 640x480 resolution in 65,000 colors. A process known as bilinear filtering will smooth out rough-looking textures, and all lights will be





in full color instead of in just white. You can enter a few special settings into a .bat file that will improve 3Dfx performance greatly:

 SET SST_SCREENREFRESH=60
 SET SST_GRXCLK=57
 SET FX_GLIDE_SWAPINTERVAL=0
 SET FX_GLIDE_NO_SPLASH=1
 SET SST_FASTMEM=1
 SET SST_FASTPCIRD=1
 SET SST_SWAP_EN_WAIT_ON_VSYNC=0
 SET SST_VIDEO_24BPP=1

At 512x384 resolution, this system averages 35 frames per second, which is more than double what is possible without the card. On a Pentium 200 MMX system equipped with a Matrox Millennium 2 (which, despite OpenGL, cannot run *Quake II* in GL) and Monster3D, *Quake II* runs at 40.1 frames per second at 640x480 resolution and a stunning 61.8 frames per second at 512x384 resolution. On a similarly equipped Pentium II 266, GL numbers are nearly identical—40 frames per second at 640x480 resolution and 62 frames per second at 512x384 resolution.

RAM AND CPUS

Although 3D accelerators are affordable nowadays, most people don't have one. They would rather spend their hard-earned cash improving the overall performance of their system, rather than improving just the performance of their video or 3D gaming. It's fortunate that the prices of computers drop almost as fast as speeds increase; top-of-the-line systems cost half of what they would have cost just two years ago.





UPGRADING AN OLD-TIMER

The easiest way to speed up an aging system is to upgrade the motherboard and CPU. Intel's price cuts in the first few months of 1998 will lower the costs of Pentium Classic and MMX CPUs to below \$100 for many models and shave a third off the current cost of Pentium II CPUs. Memory prices also continue to drop—currently, 32MB of RAM costs roughly \$100. You can upgrade a Pentium 90 with 16MB of RAM to a powerful 200 MMX machine with 32MB of RAM for under \$400. *Quake II* will run at a smooth 35 to 45 frames per second on such a system. If you invest in more RAM, it will speed up load times between levels and prevent occasional slowdowns in gameplay due to memory and hard-disk swapping.

PROCESSOR WARS

CPUs that compete with the Pentium and Pentium II lines, such as the Cyrix 6x86MX and AMD K6 MMX, are incredibly cheap, offering Pentium II performance at prices competitive with baseline Pentium MMXs. However, these cheaper CPUs have a drawback that manifests in programs extensively using the floating-point processor—such as *Quake II*. These chips can undercut the prices of comparable Intel CPUs because they don't implement certain floating-point features.

Floating-point operations are not commonly used in everyday business applications or games—they've been pigeonholed for use with workstation applications. *Quake II* owes much of its speed to the optimization of the excellent FPU (floating-point unit) on Pentium and Pentium II CPUs. While they were developing their processors, AMD and Cyrix noted that the FPU wasn't used much and chose not to devote many resources to it—the trade-off is apparent in *Quake II*. Expect K6 or 6x86MX performance to be below that of Pentium or Pentium II CPUs—anywhere from 20 to 50 percent below. The good news is that this deficiency does not affect the performance of GL rendering with a 3Dfx card installed.

BENCHMARK PROFILES



Benchmark tests for this Appendix were run using `/timerefresh` on map base1 after five seconds in single-play mode (after the explosions stop), with *Quake II*'s



3Dfx OpenGL driver at 640x480 and 512x384 resolutions. Here are the machines we compared:



Pentium 90: 16MB 70ns RAM, ATI Graphics Pro Turbo with 2MB VRAM, 1GB EIDE HD, 2x EIDE CD-ROM (Diamond Monster3D tests included an additional 16MB RAM for a total of 32MB)



Pentium 200MMX: 32MB 60ns BEDO DIMM, Matrox Millennium II with 4MB WRAM, 2GB EIDE HD, 20x EIDE CD-ROM, Diamond Monster3D



Pentium II MMX 266: 64MB 10ns SDRAM DIMMs, Matrox Millennium II with 4MB WRAM, 2GB SCSI-2 HD, 24x max SCSI CD-ROM, Diamond Monster3D

LAST WORDS

It's unfortunate that computers become obsolete incredibly quickly—the software industry always forges ahead with new technologies, trying to achieve more realistic and impressive environments and effects. It's lucky that *Quake II* exists at a time when graphics technology is reaching new heights—the once-fledgling 3D-acceleration industry is enjoying a boom, with faster and cheaper technologies introduced regularly. The current industry trend has made virtually every game manufacturer scramble to support these new technologies, and some games slated for 1998 release will likely require 3Dfx-level acceleration as a minimum requirement.

Similarly, CPU price and performance continue their steady march toward faster, cheaper solutions. PCs are beginning to encroach on territories once reserved for specialized graphics workstations, and games such as *Quake II* demonstrate that inexpensive consumer-level systems are quickly becoming powerful platforms for stunning and immersive gaming experiences.



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