

ENEMY TERRITORY: QUAKE WARS™

FACT SHEET

PRODUCT DESCRIPTION:

Serving as the prequel to id Software's legendary *QUAKE II®*, ***Enemy Territory: QUAKE Wars*** is the ultimate online team and objective-based multiplayer experience. Set within the epic *QUAKE®* universe in the year 2065, the game pits the Allied troops of the Global Defence Force (GDF) against a sinister new Axis - the marauding, technologically advanced Strogg - during their initial invasion of Earth.

Gamers choose to play as Human or Strogg in one of five unique character classes. Employing an arsenal of weapons, vehicles and deployable armaments, players engage in an action-packed test of skill and coordinated teamwork through a series of combat objectives. Persistent character growth and achievements reward players for teamwork, while clearly defined mission and class objectives guide new players to meaningful contributions on the battlefield.

In development for the Windows PC platform at Splash Damage, co-creators of the award winning *Wolfenstein: Enemy Territory*, and in conjunction with id Software, ***Enemy Territory: QUAKE Wars*** employs id Software's new MegaTexture graphics technology, delivering large outdoor battlefields of unrivaled detail. These lifelike recreations of real-world environments are designed specifically for objective-based team combat and include realistic terrain, lighting, special effects and atmospheric conditions.

KEY FEATURES:

- **Team-Based, Strategic Missions** - Gameplay in ***Enemy Territory: QUAKE Wars*** is all about conquering and securing enemy territory, either advancing or holding your team's front line. Players must work together using their vehicles, deployables, and character class abilities to complete objectives, defend valuable installations, or execute massive assaults. The gameplay is designed to allow players of every skill level to jump into a match and make a valuable contribution to the overall mission. Every player's choice of character class and tactical action plays a critical role throughout as they gain rank, upgrade skills and provide specialist abilities necessary for victory.
- **Unique Teams and Character Classes** - With "asymmetric gameplay," the characters of both the GDF and the Strogg look, move, and behave uniquely. Bases, characters, vehicles and weapons demonstrate the different technologies and behavior of each side and require distinctive approaches to combat from each player.

For example, a GDF Medic can heal and quickly revive injured or fallen soldiers in the field, while the Strogg Technician may use a GDF corpse

as a “host” body for a waiting Strogg reinforcement. Similarly, while the GDF Field Ops can call in a helicopter-deployed Hammer Missile Launcher and designate targets for its laser-guided warhead, the Strogg Oppressor can deploy a Plasma Mortar from orbit and direct its bombardment to pepper a GDF convoy. Players can choose one of five character classes unique to each force, including the GDF’s Soldier, Field Ops, Engineer, Covert Ops and Medic, or the Strogg’s Aggressor, Oppressor, Constructor, Infiltrator, and Technician.

- **Weapons, Vehicles, Deployables** - The weapons, vehicles and deployables in *Enemy Territory: QUAKE Wars* are much more than standard issue equipment. Each selection truly affects gameplay and is integral to a team’s success or failure. Set in the relative near future, the Human arsenal is based on ultramodern updates to today’s conventional Earth arsenal, while the Strogg utilize a more advanced technology suitable for conquering vastly different alien worlds. The GDF use weapons, and vehicles such as machine guns, rocket launchers, armoured personnel carriers, and hover-copters, among others. Conversely, the Strogg’s technology is built on the manipulation of energy and gravity and includes weapons like the HyperBlaster and Lightning Pistol, the giant Cyclops mech-walker, the Desecrator hover-tank, the insectoid Tormentor aerial attack craft, and more. Players will also utilize unique strategic assets like radar, auto targeting anti-personnel or anti-vehicle turrets, artillery or strategic strike missiles - all of which are realistically deployed onto the battlefield when and where you choose.
- **Ground-Breaking Technology** - Using id Software’s new MegaTexture rendering technology, *Enemy Territory: QUAKE Wars* renders large, highly detailed and un-tiled outdoor environments all the way to the horizon. Outdoor dynamic lighting allows for every battle to be fought during day or night, with accurate simulation of shadows, atmosphere, vegetation, and weather. Advanced real-time physics, and all new network code support large-scale military combat for up to 24 players through real-world locations, including deserts, glaciers, mountains, and countryside.

Developer:	Developed by Splash Damage Ltd., Executive produced by id Software
Publisher:	Activision, Inc.
Release Date:	When it’s done
Additional Platforms in Development:	Xbox 360 (Nerve Software) and PlayStation 3 (Z-Axis)
SRP:	TBC
Rating:	M

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