QUAKE

READ THIS!!

THE GAME CANNOT BE INSTALLED WITHOUT A PURCHASE AND UNLOCK CODE.

The electronic delivery system contained on id STUFF enables full game installation off this CD-ROM upon unlock. If game files are erased, the CD-ROM cannot reload without another unlock code.

!!IMPORTANT!! Create back up files for your id STUFF installed games on separate media immediately to be able to re-install the products in the event the original files are erased.

Print and read suggested back up procedures at the bottom of these installation instructions.

Install Instructions (DOS)

- 1. Exit Windows
- At the DOS prompt, access the C:\IDSTUFF\QUAKE2 directory (or the directory where you installed the id STUFF CD) from the C:\ by typing: CD\IDSTUFF\QUAKE2 and press [ENTER]
- 3. Type: **QUAKE2** and press [ENTER], this will extract your QUAKE installation files.
- 4. Type: INSTALL and press [ENTER]
- 5. Follow the on screen instructions
- 6. Have FUN!!!

Install Instructions (Windows 95)

- From the Windows 95 Explorer, access the C:\IDSTUFF\QUAKE2 directory (or the directory where you installed the id Stuff CD).
- Double-click on the QUAKE2.EXE file, this will extract your QUAKE installation files.

- 3. Double-click on **INSTALL.BAT**
- 4. Follow the on screen instructions
- 5. Have FUN!!!

Back-up Instructions

The easiest thing to do is copy the QUAKE2.EXE to another directory. If you have a copy of PkZip 2.04g* (the shareware version is available on CompuServe, America OnLine, and a variety of bulletin boards and Internet locations), the command line to span a large file to multiple disks is:

PKZIP -& A:\filename.zip QUAKE2.EXE

(substitute B:\ for A:\ if you want to zip the B:\ drive)

You'll be prompted to insert disks as needed.

To Extract your back-up from the diskette(s)

Put disk 1 of your back-up set into your floppy drive (A: or B:)

Type: PKUNZIP filename.ZIP C:\directory

Where *directory* is the sub-directory location to extract the **QUAKE2.EXE** file.

*It's best to have your PkZip files in a location contained in your "PATH" statement (AUTOEXEC.BAT). That way they can be accessed from any DOS prompt.