QUAKE MISSION PACK #1: SCOURGE OF ARMAGON

MANUAL

Contents

MINIMUM SYSTEM REQUIREMENTS

- 1 MS-DOS 5.0 or higher or Windows¨ 95 operating system
- 2 Intel Pentium¨ 75 MHz processor (must have math coprocessor)
- 3 16 MB RAM
- 4 Double-speed CD-ROM drive (300K/sec. sustained transfer rate)
- 5 Hard disk drive with 40 MB of uncompressed space available
- 6 100% Sound Blaster-compatible sound card
- 7 Joystick and mouse-supported (3-button mouse recommended)
- 8 Supports modem, network, and IP (internet) play
- 9 Registered version of Quake[a] already installed

THE STORY

The blood of Shub-Niggurath lingers in the air like a heavy mist. Chunks of putrid flesh lie in piles throughout the subterranean cavern. Exhausted, you stumble along, searching for an exit from this hellhole. You find a blood-spattered slip gate; a strange juxtaposition of ultra-technology and medieval squalor. Hoping for either paradise or oblivion, you step through the slip gate, gambling on its unknown destination.

In a flash of light and pain you emerge from the slip gateÕs quantum vortex in the shiny-clean environment of a modern military base, your home away from home. Leaving bloody footprints in your wake, you step away from the slip gate like a man emerging from a car wreck.

Wearily, you look for some semblance of the life and sanity that you remember from the time before you heard the name ÒQuakeÓ, but find only emptiness. Despite your recent hellish experience, the strange quiet of the military base is more unsettling than comforting. In fact, itÕs not just shell shock that makes it seem quiet, itÕs the absolute absence of any life in a place that should be bustling with military activity. Readying your trusty shotgun, you begin a stealthy surveillance.

The hum of a nearby computer terminal catches your attention. Peering closely at the glowing screen, you read the final orders from the base commander: ÒQuakeÓs forces have infiltrated the weapons storage facility and are receiving reinforcements through slip gates located at the research center. All personnel are ordered to proceed with evacuation procedure EVAC-44A.Ó Your heart sinks as you realize that the commander has ordered the base to be sealed to prevent QuakeÕs forces from infiltrating further into our realm. All weapons and vehicles have been removed to reduce any military advantage that could be gained by taking the base. Any means of escaping or defending yourself are gone.

With the loss of hope comes resolution. Gritting your teeth, you decide that you can either cower here, waiting for QuakeÕs forces to arrive, or you can take the battle to them, infiltrate the storage facility and take out as many of the bastards as you can. If you were the cowering type, you wouldnÕt have survived as long as you have. Who knows, maybe you can find some way of destroying the portal that allows Quake to perpetually send reinforcements.

You go to the slip gate that leads to the weapons facility. Monitors show that the site has already been overrun with the twisted soldiers that follow Quake. Hopefully, they wonÕt be expecting the likes of you. Gripping your shotgun with both hands, you leap into the gateÉValhalla awaits!

INSTALLING QUAKE MISSION PACK #1

Installation

Quake Mission Pack #1 (The Scourge of Armagon) requires the full, registered version of Quake to run. For installation instructions on Quake, refer to the README.TXT on the Quake CD to see the exact procedure recommended for your machine.

Once Quake has been installed, you can install Quake Mission Pack #1. For detailed installation instructions, refer to the README.TXT on the Quake Mission Pack #1 CD. You must install Quake Mission Pack #1 before you can play it. It will not run off the CD-ROM.

THE BASICS OF PLAY

Goal of the Game

Just like Quake, Quake Mission Pack #1 has two basic goals. First, stay alive. Second, get out of the place youÕre in. Each level ends in a slipgate Ð these signify that youÕve entered another dimension. Unlike Quake, however, Quake Mission Pack #1 is played in a linear fashion, taking you through each of the fifteen levels ultimately leading you to the Boss, Armagon, in the final showdown.

Skill

The Start Level has several different slipgates for each level of Skill you wish to play.

Easy: This is meant for little kids and grandmas.

Medium: Most people should start Quake at Medium skill.

Hard: Here at id Software, we play Hard skill, and we think you should too, if you can handle it.

Nightmare: Good luck.

Getting About

Walk: Use the arrow keys or the mouse. To walk steadily forward, hold down the Forward key (up arrow or right mouse button). Turn left or right with the left or right arrow key, or by sliding your mouse in the desired direction.

Run: Hold down the shift key to increase your speed.

Jumping: Tap the space bar or the Enter key to jump. You jump further if youÕre moving forward at the time, and you jump higher if youÕre moving up a slope at the time. YouÕll be surprised at the spots you can reach in a jump. You can even avoid some attacks this way.

Swimming: When underwater, aim yourself in the direction you wish to go, and press the forward key to go in that direction. You have full three-dimensional freedom. Unfortunately, as in real life, you may lose your bearings while underwater. Use jump (the space bar or Enter key) to kick straight up towards the surface.

Once on the surface, tread water by holding down jump. To get out of the drink, swim towards the shore. Once there, use jump to clamber up. If youÕre down a well or you canÕt get a grip, you may not be able to climb out. There is always another way out, but you may have to submerge to find it.

Shooting: Tap the Ctrl key or the left mouse button to fire. Hold shoot down to keep firing.

Use: Quake has no ÒuseÓ function. To push a button or open a door, walk up to it or, in some cases, shoot it. To ride a platform up, step onto it. If a door wonÕt open or a platform wonÕt lower, you may need to do something special to activate it.

Picking up stuff: To pick up items, weapons, and power-ups, walk over them. If you canÕt pick up something, it means you already have the maximum possible. If it is armor, it means the stuff youÕre trying to get is worse than what you now have.

Finding Things

Buttons and Floorplates: Buttons activate with a touch, and floorplates must be stepped on. If you see a distinctive-looking button in a spot you cannot reach, itÕs probably a shootable button - fire at it.

Doors: Most doors open at your approach. If one doesnÕt, seek a button, floorplate, or key.

Secret Doors: Some doors are camouflaged. Almost all secret doors open when they are shot or hit with an axe. The rest are opened by hidden pressure plates or buttons.

Platforms: Most platforms only go up and down, while some follow tracks around rooms or levels.

Normally, when you step onto a platform, it rises to its full height, and lowers when you step off. Some platforms drop when you step onto them, and some donÕt work until you activate them via button or pressure plate.

Pressure Plates & Motion Detectors: Invisible or visible sensors can open doors, unleash traps, warn monsters, etc.

Uncovering Secrets: Secrets are hidden in many ways. You might need to shoot a button, kill a monster, walk through a secret motion detector, etc.

The Secret of Secrets: All secrets in Quake Mission Pack #1 are indicated by clues. DonÕt waste your time hacking at every wall. ItÕs much more productive (and fun) to use your brain and your eyes. Look up. An angled texture, a light shining under a wall, a strange soundÉ anythingÉ might be the clue. Something prominent in a room might be decorationÉ or it might be the clue.

TIP: Bouncing a grenade off a shootable button or secret door wonÕt open it, but if the grenadeÕs explosion goes off nearby, this may well activate such secrets.

Commands, Menu, and Console

Keyboard Commands
Press F1 (the Help key) or select the Help option from the Main Menu to get a list of keyboard commands.

NOTE: Help lists the default keys. If youÕve customized your configuration, Help wonÕt be totally accurate anymore.

The Main Menu
Tap the Escape key to pop up the Main Menu. While you are in the menu, the game is paused. The Main Menu is pretty much self-explanatory, but if you have questions, README.TXT explains all.

TIP: Quake Mission Pack #1 saves your current key configuration when you quit, so that next time you play, you have the same configuration.

Console
Tap the ~ (tilde) key to bring down the console. As with the Main Menu, when the console is down, a single player game is paused. A wide variety of esoteric commands can be entered at the console. If your keyboard has no ~ (tilde), the Options submenu from the Main Menu has a ÒGo To ConsoleÓ selection. The README.TXT file contains advanced Console commands.

Command Line
For special command line parameters, see the README.TXT file.

THE GAME

The Screen

The large top part of the screen is the view area, in which you see monsters and architecture. Immediately below is the Inventory Bar. Below that is the Status Bar. You can enlarge the viewing area (tap the + key), so much that it engulfs first the Inventory Bar and then the Status Bar. The Ò-Ó key shrinks the view area.

Inventory Bar: Lists ammo, weapons, deathmatch scores, and power-ups.

The active weapon is lit up. Each weapon has a number by it Ð type the appropriate number key to switch to that weapon. In deathmatch, the top four scores are displayed, along with the color(s) of those players.

Status Bar: A vital part of the screen . When your armor, hit points, or ammo gets low, the number turns red. ThatÕs a hint, pal.

While in Multiplayer Mode, pressing TAB shows the normal stuff you would see in Single-player Mode, but over the game screen the entire Rankings List will be displayed (just like when you die in Deathmatch Mode).

Score Bar: Hold down the Tab key to replace the Status Bar with the Score Bar. This lists the proportion of monsters youÕve killed, secrets youÕve found, and time youÕve spent, along with the level name.

Messages

Quake talks to you from time to time. Some messages appear at the top of the screen. These are non-critical, and tell you that youÕve picked up an object, or youÕve died in an interesting fashion. Ignore these messages if you please.

Certain messages appear in the middle of your view area. These are always important, and you do not want to ignore them!

Ending a Level

Once you finish a level, youÕll find a slipgate, a distinctive archway, or a gaping hole in the ground leading to the next level. Pass through to emerge in a new level.

You start the new level with the same hit points, armor, weapons, and ammo you had at the end of the previous one. Except that if you have over 100 hit points (due to the mega health power-up), you start the new level at 100. If a power-up was active at the end of the previous level, sadly, it is no longer in effect. Make the best of it.

YOUR NEW ENVIRONMENT

New Weapons in Quake Mission Pack #1 (Scourge of Armagon)

Proximity Mine Launcher: These are definitely not your typical grenade launchers. Gameplay reaches new heights of strategic intensity with these motion-sensitive mines. Launch them into walls and ceilings and leave a little surprise for your enemies.

Laser Cannon: This weapon emits a series of laser blasts that disintegrate anything in its path. The laser canon will have the ability to bounce off an inanimate object at least once; in tight quarters, maybe twice.

Mjolnir: This is THORÕs War Hammer. Electrical by nature, when hammered to the floor it sends out a scattered electrical force along the ground. An ear-piercing clap of thunder will sound when the opponent is struck. The electrical current can spread from one opponent to the next.

TIP: The proximity mines stick to walls and floors. Use them strategically to lay waste to your enemies.

Switching Between Weapons: if you are firing a weapon and run out of ammo, Quake automatically switches you to another weapon. It will never switch to the grenade launcher or rocket launcher, however, for reasons that ought to be obvious. So if youÕre firing away happily and suddenly switch to the axe, it doesnÕt mean youÕre out of ammo Ð you probably still have grenades. But Quake requires you to switch to these dangerous explosives on your own.

New Powerups in Quake Mission Pack #1

Horn of Conjuring: Upon activation, a random creature is spawned in to protect you. This creature will fight by your side and help you destroy all of your enemies. The creature will continue to fight for you until he is killed. Be careful though, you can accidentally kill your servant creature.

Empathy Shield: When this magic shield is activated, all damage received by the player is split between the player and the attacker. ÒFeel my pain, buddy!Ó

Wetsuit: Provides immunity to all lightning attacks. Also, allows player better underwater propulsion and the ability to fire electrical weapons underwater without damage to himself.

New Creatures in Quake Mission Pack #1

Gremlin: These creatures travel in packs attacking like a swarm of bees to steal your weapons and feast on the bodies of your slain enemies.

Centroid: These armor-plated, techno-advanced scorpion creatures are huge and pissed. They carry dual nail guns for claws to get your attention, but get too close and you'll have a stinger in your face.

TIP: Some weapons are better vs. particular monsters than others. If a new monster seems real tough, switch weapons.

New Environmental Hazards and Effects in Quake Mission Pack #1:

Fallaway/Exploding Walls: These floors fall away instantly when stepped on or create an earth-splitting QUAKE.

Spike Mines: Floating mines of flesh and steel that wander the levels and unleash a devastating shower of spikes when in proximity of a player. If you keep your eyes on the mine they will charge at you slower, but turn your back and they will destroy you. Use the spike mines to your advantage by leading them into other creatures.

Lightning Traps: The Surgeon General recommends that these periodic bursts of lightning are hazardous to your health. Avoid them ÒIf you can!Ó

Falling Rocks: Some areas have rocks or boulders that will damage unsuspecting players.

MULTIPLAYER ACTION

Quake Mission Pack #1 (Scourge of Armagon) fully supports multiplayer mode. There is one new level designed specifically for multiplayer.

When you are using the console or Main Menu in multiplayer, the game does not pause. Irresponsible players and monsters can freely shoot you, and your only recourse is bloodthirsty vengeance. The Talk function is useful here. When you talk, the message appears at the top of all playersÕ screens, preceded by the speakerÕs name.

To set up, run, or join a multiplayer game, use the Main Menu Multiplayer option. README.TXT contains details that may be useful if your network or modem need special configurations.

Cooperative

In a co-op game, you and your friends work together to finish the level. When one person exits, everyone else exits too, wherever they might be. If you are killed in co-op, you reappear at the start area, and have to catch up to your buddies. Use Talk to find out where they are. See the Multiplayer options on the Main Menu for more info.

Deathmatch

In a deathmatch, play is totally cutthroat. No monsters exist, and when you are killed, you reappear in a random spot. After you pick up an item, it respawns (i.e. pops back into existence) after a while. (Some items take longer to respawn than others.) Every time you kill someone, you get a Frag. The person with the most Frags wins, so wreak slaughter amongst your pals!

If you kill yourself, whether intentionally or by accident, you lose a Frag. This includes drowning, getting crushed, and so forth. See the Multiplayer options on the Main Menu for more info.

Team Games

Team play is a cool combination of co-op and deathmatch. Each team picks a ÒuniformÓ and everyone on that team changes their color to the team color. The team with the most Frags wins. See MANUAL.TXT or the Main Menu for details.

TIP: If you have the Team Color Rules set to No Friendly Fire, your weapons wonÕt hurt other players wearing the same color pants as you. (You can still have differently colored shirts.) Your shots still wear away their armor, and your own grenade and rocket explosions still hurt you, but not them.

COMMONLY ASKED QUESTIONS

Q: Why do creatures summoned by the Horn of Conjuring often act really stupid?

A: The conjuring process often affects the feeble minds of the creatures adversely. As a result, the creatures often have a difficult time performing. Conjured creatures are commanded to follow you whenever they are not fighting another creature. You can use that to your advantage by leading the charmed creature to an enemy you are trying to destroy.

Q: How do I stop Gremlins from stealing my weapon?

A: Gremlins are crafty little devils, but they do have there limits. A Gremlin will not steal your Mjolnir, standard shotgun or axe. By switching to one of these weapons, he won't be able to steal your weapon.

Q: Who is Hipnotic Interactive? A bunch of washed up hypnosis experts?

A: Hipnotic Interactive is made up of some of the most talented game designers in the industry. Previously they have worked on such titles as Duke Nukem 3D, Final Doom, Rise of the Triad, Master Levels for Doom 2 and Terminal Velocity. They are dedicated to making the best 3D action games in the industry.

Q: I liked the "Scourge of Armagon," what are you guys going to do next?

A: They are currently working on a game to be out early '98. To find out about updates and what they are up to, check them out at: http://www.hipnotic.com.

CUSTOMER SUPPORT

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online
services listed.

Quake Mission Pack #1 (Scourge of Armagon) technical support is available through our online services only. If you are experiencing difficulty with your original version of Quake, please contact id Software technical support.

Due to the complex nature of network games, please provide the following information when requesting technical support:

1. Complete product title.

2. Exact error message reported (if any) and a brief description of the problem.

3. What operating system is each player using (e.g., Windows 95 or DOS)?

4. What kind of processor does each machine have (e.g., Intel Pentium¨ 90)?

5. What kind of video and soundcards do the machines have (e.g., Diamond Stealth 64 video, Sound Blaster)?

6. Are you using a joystick? If so, what brand and model? What is it using as a game port (e.g., soundcard, dedicated game port)?

7. How much free disk space do you have?

8. How much RAM is in each machine?

In addition, please note whether you are using a modem or LAN to play Quake Mission Pack #1 and have the following information available.

If you are using a modem:

1. What kind of modem is on each end (brand, model, speed, internal or external)?

2. Do you have more than one modem?

3. On which port is each configured?

4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.

5. At what speed are you connecting?

6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modemÕs manual to do this.

If using an external modem:

1. What kind of serial card is being used?

2. Do you have a seven-wire serial cable?

If you are on a LAN:

1. Can you see other computers on the network?

2. What is your network configuration?

3. What brand of network card do you have?

4. What network software are you running? What version number?

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Fax: (310) 479-7355, 24 hours a day

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Mail: Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

Phone: Call our 24-hour automated voice-mail system for answers to our most frequently asked questions at (310) 479-5644.

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Music: Rob Patterson for Additional Guitar Work

And: Page & Mitch. "Thank you."