

QUAKE MISSION PACK NO. 2

DISSOLUTION OF ETERNITY

CAPTURE THE FLAG

Capture the Flag (CTF) offers an exciting variation on team play. It gives meaning to base defense along with offensive positioning and strikes.

The basic premise is: attack the enemy base, grab their flag, and take it back to your base.

Mission Pack No. 2 offers three variations to CTF: normal, one flag, and three team. This document gives a general overview to each type of play.

PLEASE NOTE: It is possible to select multiplayer combinations in the Mission Pack No. 2 front-end, such as Co-operative Tag, that cannot be played. Although an interesting "unsupported feature," it can be confusing to be in Tag mode with Co-operative play options and monsters. If you find yourself in a CTF game with monsters, you should restart the level with teamplay set to "no teamplay."

CTF: Normal

1. Two areas of the map are designated as base encampments.
2. When you join the game, you are assigned to a team. Depending on the configuration of the server, you may change teams; if you are allowed to change, you will lose your frag count when changing. You are spawned at your team's base. If you die, you are not spawned at the base, but at one of the deathmatch start spots. This way, you don't kill a guy defending his flag at the enemy base and he comes back to life immediately in the same spot.
3. The flags are based on the medieval key models. If you pick up the enemy flag, you must return to base and touch your flag in order to score. Note that if you get back to the base, your flag might not be there if the other team has it! Get the rest of your team to go frag the enemy player and get your flag back!
4. When a player carrying the enemy flag touches his own flag, he will complete a successful capture. He gets a bonus of 15 points. Everyone else on his team gets 10 points.
5. If you kill an opposing team player who has your flag, he drops it, and you also get 2 points. If you touch your flag, it will teleport back to your base. You also get one point as a recovery bonus. This gives base defenders a reward for guarding their flag. Defending the flag carrier (your teammate) from an attack counts as an assist worth 3 points, and returning it to base garners you an extra point.
6. Since everyone starts at their base after each level change (or upon joining the game), the team will have to work out who is going to go offensive and try to get the enemy flag, and who will play defense by staying at base and guarding the flag. Yes, this is camping, but it is camping with a cause!
7. You can communicate with teammates by binding "messagemode2" to a key.

CTF: One Flag

Both the Red and the Blue teams will start in their base camps. Neither team will have a flag at their camp. The flag starts out in a designated "one flag" start spot on the map. Both teams must then try and reach the flag before their opponents. Once they gain control of the flag, the object is not to return to your own camp, but to the OTHER team's base camp.

Scoring: All of the regular rules for CTF would apply. The points awarded for the flag capture, killing opposing team members, dispatching threats to your flag carrier, and the rest would apply.

CTF: Three Team

There will be three teams at spawn time: the two normal Red and Blue teams, as well as a third Grey team. The Blue and Red teams initially spawn at their normal base sites; the members of the Grey team will spawn in random deathmatch start locations.

Scoring: The rules for teams Red and Blue stay exactly the same. Grey team members can pick up either color flag and must run it to the other color's base camp to score. The rest of the scoring rules still apply to the Grey team, but the points are halved to compensate for the ability to grab either flag. The other scoring works the same.

The Grappling Hook

In CTF games, toggling the "1" key will switch your axe to an enhanced grappling hook created especially for Quake Mission Pack No. 2. The grappling hook is an integral part of Capture the Flag and, when used strategically, can be a powerful aid. To use the hook, fire as you would any other weapon but hold the fire key down. The hook will launch and attach itself to a wall or another object. When you hold down the fire key, the grappling hook will pull you along.

One more thing...

Thanks to Dave "Zoid" Kirish for writing the CTF enhancements for us. Many sections of this document were taken from his CTF page at <http://www.threewave.com>.