

QUAKE III REVOLUTION™



MATURE
M
CONTENT RATED BY
ESRB



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 DISC:

This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

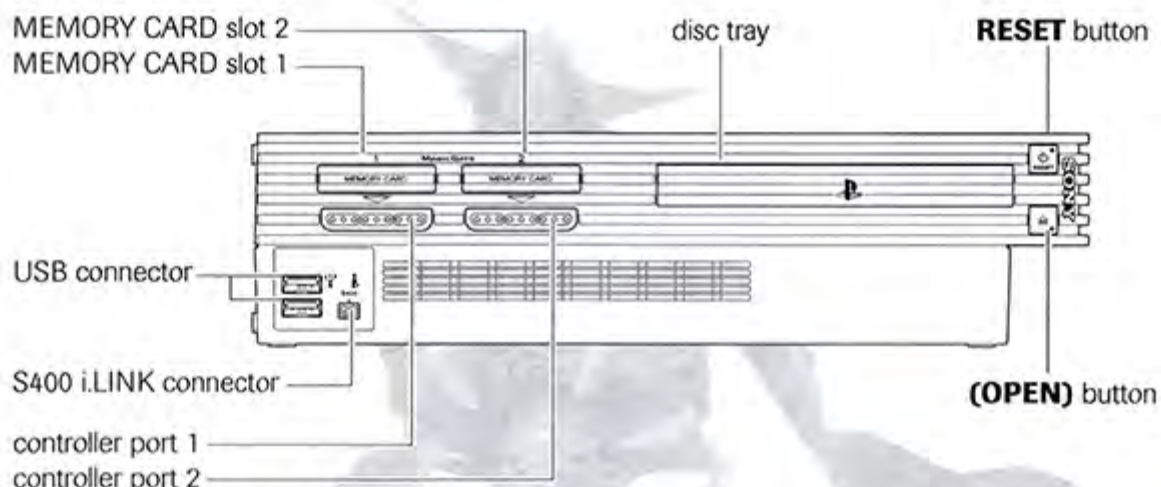
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Note: For more info about this and other titles, check out EA GAMES™ on the web at www.eagames.com

GETTING STARTED

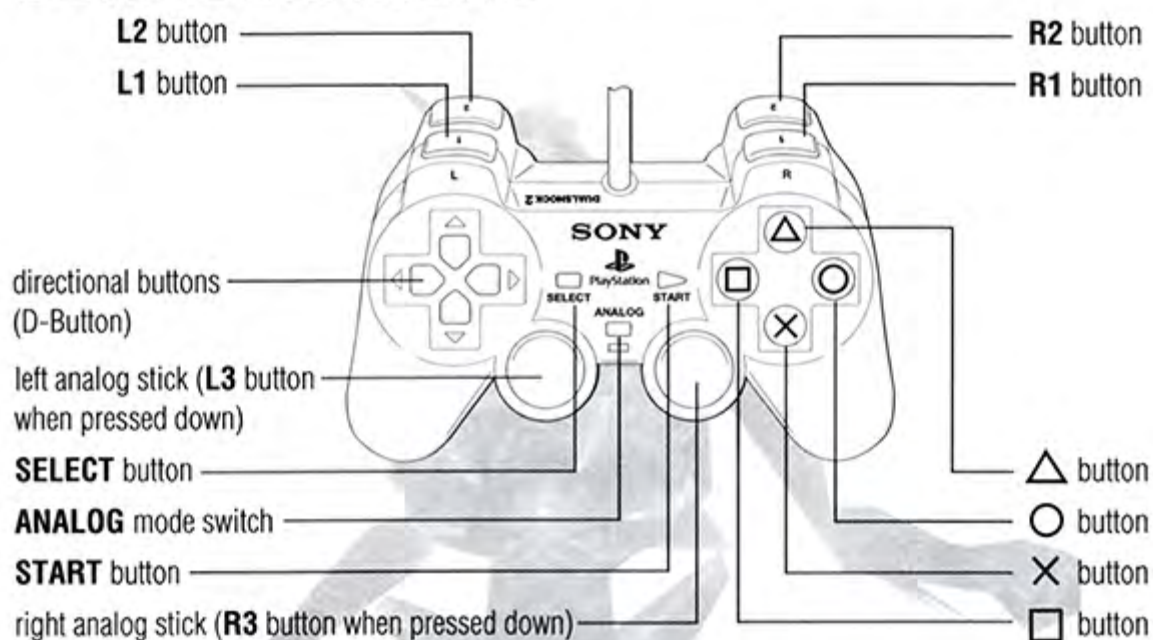
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the OPEN button and the disk tray will open.
- 4.** Place the *Quake III Revolution™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



BASIC COMMAND SUMMARY

Menu Controls

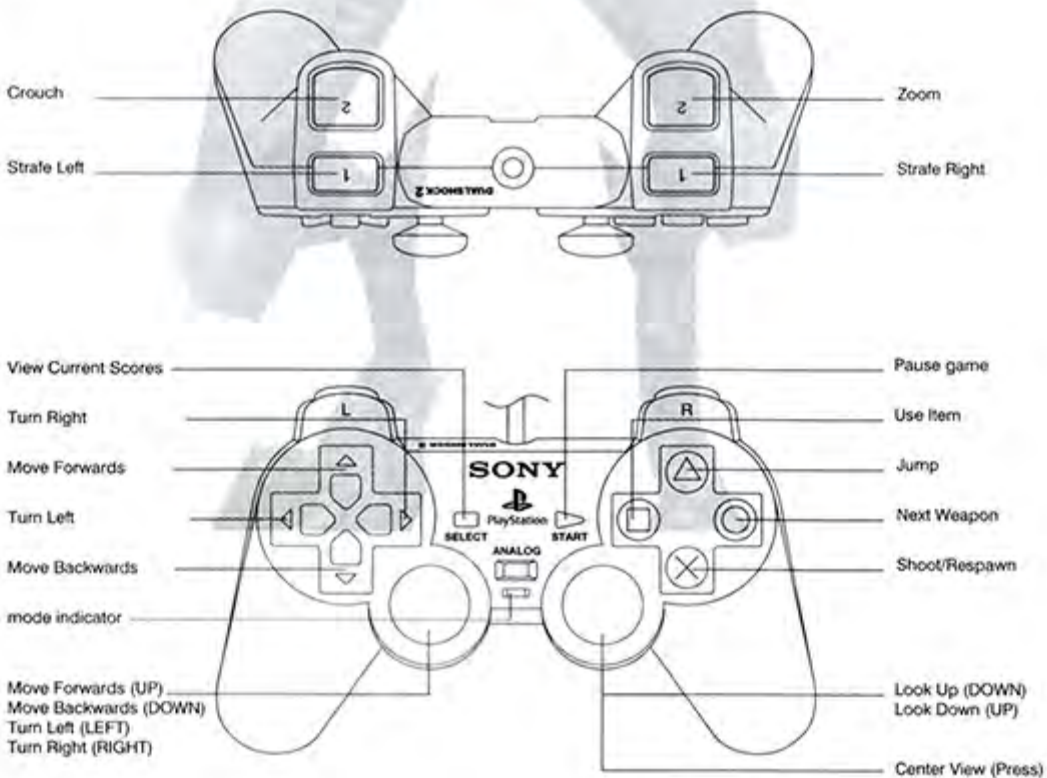
Navigate the menus using these controls:



GAME CONTROLS

Quake III: Revolution offers 6 controller types. These are the basic commands using the **STANDARD CONTROL**, the default configuration of the DUALSHOCK™ 2 analog controller.

Note: All instructions in this manual assume the default controller type has been selected.



INTRODUCTION

Long ago, the mysterious Vadrigar constructed the Arena Eternal, an extra-dimensional coliseum where they could entertain themselves by watching the chaos and destruction of battle. They filled the Arena with the greatest warriors in the galaxy and looked on as the fragging commenced.

Once the Vadrigar had recruited the finest the galaxy had to offer, they were not inclined to be cheated of their favorite sport by a little thing like death. Those who fell were therefore instantly restored to life and immediately thrust back into the battle.

Now, five surviving warriors from the Arena Eternal embark on a series of new challenges laid down by the Vadrigar. Little do the Arena Masters realize that, during their captivity, these gladiators have become strong, honing their skills to the point where they are ready to take on their captors in one last battle...a fight for freedom!

SETTING UP THE GAME

Main Menu



From the Main Menu you can begin a new single player Campaign, continue a Campaign you have already started, take part in a multiplayer challenge and adjust game options including video, audio, and controller preferences.

- To select an option, press the directional button **UP/DOWN** and press the **✖** button.

New Campaign

Press the directional button **UP/DOWN** to highlight NEW CAMPAIGN in the Main Menu, then press the **✖** button to start a single player Campaign. See *Campaign (Single Player)* on p. 9.

Continue Campaign

Highlight CONTINUE CAMPAIGN in the Main Menu and press the **✖** button to load a previously saved Campaign from your Memory Card (PS2). See *Loading a Saved Campaign* on p. 27.

Arena

Press the directional button **UP/DOWN** to highlight ARENA in the Main Menu and press the **✖** button to start a multiplayer game. See *Arena (Multiplayer)* on p. 17.

Options

Highlight OPTIONS in the Main Menu and press the **✖** button in order to adjust video, audio, and controller preferences. You can also save your preferences to a Memory Card (PS2). See *Options* on p. 15.

GAME SCREEN

Would-be gladiators should pay attention to the information displayed on the game screen - it could make the difference between staying alive and becoming another arena statistic.

Note: On-screen information differs depending upon the challenge (i.e. a Possession game screen indicates how long you have held the flag and who is currently in possession of it, while team challenges display team scores).

Note: The existence and location of game screen information varies, depending on the number of players taking part. Descriptions in this manual assume a 1-player game is being played.



Health Level

The Arena's a dangerous place—do not underestimate it! Even the best are going to get hurt or even fragged when pitched into battle so it is vital that you keep an eye on your health level, which is displayed in the bottom left-hand corner of the screen. Throughout the arenas, it is possible to increase your health beyond your character's current maximum value, although the level counts back down to the current maximum when this occurs (see *Health* on p. 23).



Armor Level

Wearing armor reduces the inevitable decrease in your gladiator's health level when attacked by an enemy. Your current armor rating is displayed to the left of your health level. You can pick up items and power-ups that allow you to temporarily increase it beyond your character's current maximum level, although, as with Health, whenever your armor rating is above the maximum, it counts down gradually until it reaches that mark, even if you aren't under attack (see *Armor* on p. 23).

Weapons and Power-Ups

The weapon and/or power-up currently in use are represented on-screen by icons.



Note: When you run out of ammo for your current weapon, you automatically transfer to the next weapon in your arsenal.

- For more information on available weapons, see *Weapons* on p. 21.

Power-up currently in use

Time left until effect of power-up times out



- For more information on available power-ups, see *Power-Ups* on p. 24.

Selecting Weapons



To cycle forward through the weapons you have picked up, press the ● button.

Other Game Screen Information

Basic on-screen information also indicates how much time there is left until the limit imposed by the Vardrigar is reached, your total frags and your current position in the challenge.

In-Game Options Menu

You can pause the game by pressing the **START** button. From the in-game Options menu you can choose the following options:

CONTINUE: Return to the current game.

CONTROLLER SETUP: Allows you to adjust selected controller settings (see *Default Controller* on p. 16).

AUDIO SETUP: Allows you to change selected audio preferences (see *Audio Setup* on p. 16).

RESTART: Begin the current game again.

QUIT: End the current game.

Note: In multiplayer team challenges with 2-4 players, the in-game Options menu also gives you the opportunity to change teams.

CAMPAIGN (SINGLE PLAYER)

Campaign mode allows you to challenge Arena combatants in a quest for freedom. In single-player mode, *Quake III Revolution* is split into five tiers of five arenas each. In order to progress to the next tier, you have to reign victorious in all five of the previous tier's arenas—finishing second is simply not good enough. Once you have mastered all five tiers, you have earned the right to challenge the Vadrigar.

Starting a New Campaign

To start a new Campaign:

1. Highlight NEW CAMPAIGN in the Main Menu and press the **✖** button to access the Select Difficulty screen.
2. Press the directional button **LEFT/RIGHT** to select a level of difficulty for the Campaign and press the **✖** button. The Select Character screen appears.
3. Press the directional button **LEFT/RIGHT** to choose which of the five gladiators you wish to control - their stats are displayed on-screen - and press the **✖** button. The Select Arena screen appears.
 - Press the **■** button to access the Edit Player screen. Here you can edit your player name, choose a crosshair style and select controller preferences. After selecting your preferences, press the **▲** button to return to the Select player screen (see *Edit Player Screen* on p. 12).
4. Press the directional button **LEFT/RIGHT** to select a challenge from those available to you and press the **✖** button to start a game.

Note: Default settings appear in **bold** in this manual.

Difficulty Levels



You can select 1 of 5 difficulty levels. **I CAN WIN** is ideal for new recruits to the Arena Eternal but it is advisable that only hardened warriors take on the **NIGHTMARE** level. The default level is **BRING IT ON**.

Note: The difficulty level cannot be changed without starting a New Campaign.

Characters



Selected character's attributes

Selected character

Select to edit character name and change crosshair and controller preferences

You can select any of the following five gladiators: **SARGE**, ANARKI, DOOM, DAEMIA and KLESK. Each of these warriors has their own individual attributes. These attributes are represented in the game as additional health or armor points, or as increased speed and weapon damage. Choose one of them, depending on which abilities you think are most likely to get you through the arenas:

Sarge (Human)

Strengths: Max Health

Weaknesses: Speed



An experienced combat veteran, Sarge is equally adept with all the weapons the Arena Eternal has to offer. He favors the Rocket Launcher but has a special affection for the Shotgun since close combat means he can smell his opponent's fear. Part drill sergeant, part fragging machine, Sarge's professional pride rarely allows him to retreat. Wily, determined and deadly, he respects worthy opponents...but that won't stop him from fragging them!

Anarki (Cybronic Human)

Strengths: Max Health, Speed

Weaknesses: Attack Power



One of the youngest combatants in the Arena Eternal, Anarki made his name in the *Random Access* gang. A real showman in the arena, he has been robbed of his own personality and memories by constant downloads of cybronic software to such an extent that he now has trouble distinguishing between virtual and real worlds. Always seeking an edge, Anarki will go through anything and anyone to get to power-ups and his favorite weapon, the Shotgun.

Doom (Human)

Strengths: Max Armor

Weaknesses: Speed

Doom remained on Phobos long after his comrades had fallen, defiantly attempting to send a message to his home planet, Earth. When the rescue team reached the battle zone, they found no sign of life - the Vadrigar had already claimed him. Less of a team player now, he relies upon his vast combat experience in off-world colonies to see him through the deadly challenges of the Arena Eternal. He patrols the arenas with his weapon of choice, the Railgun, stalking other combatants and biding his time before picking off any gladiator unlucky enough to end up in his crosshairs.



Daemia (Human)

Strengths: Max Health

Weaknesses: Max Armor

An accomplished bounty hunter, Daemia has seen it, done it, fragged it. Killing has become second nature to her and the thrill of the chase has become as fulfilling as the reward. Her agility makes her a tricky target in the arena and her weapons skills and fondness for the Shotgun, Rocket Launcher and Grenade Launcher make her a match for any of the Arena's long-term residents. Although there's no longer money on offer for her work, she still takes great pride in her art.



Klesk (Alien Chitinid)

Main Strength: Attack Power

Main Weakness: Max Health

Although aggressive when holding the advantage on an opponent, Klesk is prone to hasty retreats when the going gets tough. He uses his fragmented language, conveyed by inhuman screeches, as a disorienting influence on opponents. A great advocate of both the Plasma Gun and Railgun, Klesk's hive mentality means opponents not only have to beat him, they have to overcome his whole race.



Edit Player Screen

Input your player name and set your crosshair and controller preferences:

Player Name

To input a new Player Name:

1. Press the ● button to delete each letter of the default name.
 2. Press the directional button **LEFT/RIGHT** to cycle through letters.
 3. Press the ✖ button to confirm your choice and move onto the next letter.
- You can insert a maximum of 9 letters.

Note: To delete an inserted letter press the ● button.

Crosshair

Once the CROSSHAIR option is highlighted, press the directional button **LEFT/RIGHT** to select from the 8 crosshair types available.



Controller

Highlight the CONTROLLER option and press the ✖ button to select your preference from six configurations (**STANDARD CONTROL**, EASY FIRE CONTROL, ADVANCED CONTROL, DEXTROUS CONTROL, LEGACY CONTROL and SPECIAL CONTROL) and press the ■ button to adjust controller setup (see *Default Controller* on p. 16).

Note: To restore the default settings in the Controller Setup screen, press the ■ button while the option is highlighted.

Select Arena Screen



Current Tier ———

Image of selected arena ———

Name of selected arena ———

Game mode of selected challenge ———

Challenge objectives ———

Rewards on offer and medals required to earn them ———

To select an arena:

1. Press the directional button **LEFT/RIGHT** through images of the arenas you have unlocked to choose the arena you wish to battle in.

Note: Each Arena screen indicates the objectives you must achieve in order to triumph in that arena as well as the Rewards on offer when you earn certain medals.

2. Press the **✖** button to select an arena and begin the level.
 - Once you have completed a level, you can press the **■** button in the Select Arena screen to view your player's current stats. Press the **■** button again to change character preferences (see *Edit Player Screen* on p. 12).
 - To exit the Select Arena screen and return to the Main Menu, press the **▲** button. To confirm, highlight YES and press the **✖** button.

Note: Arenas that you have already conquered are marked with the *Quake III* logo. The number of red tines on the logo indicates the difficulty level at which you completed that particular arena.

Results Screen

When you have completed a level, the Results screen appears showing the game scores. If you have been victorious in the challenge you can select CONTINUE to access the Awards screen. If you have failed, you can choose QUIT to return to the Select Arena screen. Otherwise, select REPLAY to replay the level.

Note: Although you can revisit levels, you only receive awards the first time you complete a level in a Campaign. To choose another arena after finishing an already completed challenge, choose ARENA SELECT.

Awards Screen



The Awards screen displays your current player attributes, your Rank, the medals you have received so far in your Campaign (those gained in the most recent level are highlighted) and the Items awarded for your most recent victory. Press the **✖** button to access the Save screen where you can save your progress in the Campaign (see *Saving a Campaign* on p. 26).

- If you do not wish to save the completed level, press the **●** button.

Level Awards

Medals

Medals measure and reward outstanding combat performance. You can view all the medals awarded to you since the game began in the Awards screen.



Frag: Awarded every time you reach 100 frags.



Impressive: Awarded for achieving two consecutive hits with a Railgun.



Gauntlet: Awarded every time you frag someone using the Gauntlet.



Excellent: Awarded for making two frags in two seconds.



Accuracy: Awarded when your hits-to-shots ratio is above 50%.



Perfect: Awarded for a victory in an arena when you have not been fragged yourself.

Items

When you have completed a level, if you have earned the required medals (displayed on the Select Arena screen before you start), you are awarded gifts including power-ups, armor and weapons. You will begin the next arena with the items you were awarded after the previous battle. The better you have performed in the level, the bigger the reward, so make sure you're on form.

Tier Awards

Personal Attributes

Every time you complete a tier, you are rewarded with upgrades to your character's Max Health, Max Armor, Attack Power and Speed, depending on how you have performed. With these increases, your character's appearance is also transformed.

Rank

Every time you complete a tier, your rank is increased. You begin your Campaign as a lowly Slave but each success promotes you to a new status: Freeman, Warrior, Warlord and, finally, Lord of Battle.

Single Player Challenge Modes



DEATHMATCH: It's the nearest thing to chaos in the arena as players blast everything that breathes to get the most kills, while suffering the least deaths. The winner is the first to achieve the target number of frags.

KILLS VS. TIME: A variation of Deathmatch, Kills Vs. Time places more emphasis on speed, allowing a significantly reduced amount of time in which to kill your quota of bad guys.

Unlike Deathmatch, you must kill a set number of opponents to win.

POSSESSION: As the name suggests, this challenge is all about how long a player can remain in possession of an object (a flag) while the rest of the combatants hunt them down. The player who successfully holds onto the flag for a predetermined period of time is the winner.

ONE FLAG CAPTURE THE FLAG: Grab the neutral (white) flag and bring it back to your base (red flag)...while being hunted by a pack of bloodthirsty gladiators whose single aim is to get in your way. Reach the required number of flag captures to win.

ELIMINATION: In this end-of-tier challenge, you must fight the finest opponents from the tier. This time, however, both you and your computer opponents have a limited number of lives. When you have killed one of them for the final time they are replaced by a new, more formidable opponent until all enemies have been eliminated. To emerge victorious, all opponents must be killed before you lose all of your own lives.

SKIRMISH: The Skirmish form of Elimination is identical to Elimination except that each opponent (or group of opponents) must be fought in a different arena.

OPTIONS

The Options screen allows you to adjust video, audio, and controller preferences and save the new settings to a Memory Card (PS2).

Video Setup

BRIGHTNESS: Adjust the brightness of the screen between 0 and 100. The default is **60**.

SPLITSCREEN: Adjust whether the game screen is split horizontally or vertically for two player games. **HORIZONTAL** is the default.

WIDESCREEN: Turn Widescreen mode on (YES) or off (**NO**).

SCREEN POSITION: Press the **✕** button to adjust the image position on your screen. Use the directional button to make adjustments, then press the **▲** button to return to the Video Setup screen.

Audio Setup

FX VOLUME: Adjust the volume of the game's sound effects between 0 and **100**.

MUSIC VOLUME: Adjust the volume of the game's background music between 0 and 100. The default is **65**.

STEREO: Select either stereo or mono sound output. Select **YES** to enable stereo mode or **NO** to turn it off.

Default Controller

Press the directional button **LEFT/RIGHT** through the controller types to select your preference from the six configurations (**STANDARD CONTROL**, **EASY FIRE CONTROL**, **ADVANCED CONTROL**, **DEXTROUS CONTROL**, **LEGACY CONTROL** and **SPECIAL CONTROL**). Then press the **■** button to set the following Default Controller Setup options:

VIBRATE: Turn the vibration function of the DUALSHOCK™2 analog controller on (**YES**) and off (**NO**).

MOVE RESPONSE: Adjust how quickly the DUALSHOCK™2 analog controller moves your character. You can select a level of between 0 and 100 (the default is **40**).

TURN SPEED: Adjust how quickly your character turns, between 50 and 150 (the default is **80**).

TURN RESPONSE: Adjust how quickly the DUALSHOCK™2 analog controller turns your character up to the maximum Turn Speed (see above). You can select a level of between 0 and 100 (the default is **40**).

INVERT LOOK: Select **YES** to reverse the direction in which the right analog stick or left analog stick (depending upon the controller configuration selected) moves your vertical view. **NO** is the default.

AUTO CENTER: Toggle this option to **YES** to make your gladiator look straight ahead when moving. Selecting **OFF** enables you to look around while on the move.

AUTO WEAPON SWITCH: Select **YES** to immediately arm yourself with every weapon you pick up in the arenas. Choose **NO** to retain your current weapon.

AUTO AIMING: Enable your gladiator to hit targets more easily using certain weapons by selecting **YES**. To aim manually, choose **NO**.

Note: You can restore the default settings for all video, audio and controller options (apart from Default Controller) by pressing the **■** button while the option is highlighted.

Save Settings

By selecting **SAVE SETTINGS** you can save all your preferences to a Memory Card (PS2) (see *Saving Settings* on p. 27).

ARENA (MULTIPLAYER)



In multiplayer mode, a player can challenge up to three other players on a split screen. Depending on the number of players, you can also add bots to the challenges (see **Note** below). All players can take part as any of the 41 default characters or a character loaded from a saved single player Campaign. Bots can be selected from the 41 default characters or any of the current League (Clan) members.

Note: You cannot add bots to 4-player games while 3-player games allow only 1 bot. For 1- and 2-player games you can add 5 and 4 respectively.

Starting a Multiplayer Game



To play a multiplayer game:

1. Highlight ARENA in the Main Menu and press the **X** button. The Campaign Players loading screen displays the Campaign characters that can be used in Arena mode.
 - To use Campaign characters, the Memory Card (PS2) that they are saved to must be inserted in a Memory Card slot before the power is turned on.
 - You can press the **■** button to view the current League table (see *League Screen* on p. 19).
2. Press the **X** button again. The Player Setup screen appears.
3. If there is more than one player, all players taking part (excluding Player 1) should press the **START** button in the Player Setup menu.

Note: To play with 3-4 Players, a Multitap (PS2) is required and must be inserted into controller port 1 of the console. The controllers must then be connected sequentially to controller port 1-A, 1-B, 1-C and 1-D.

4. To create a new character, all players must highlight NEW and press the **X** button.
 - If you wish to load a Campaign character, highlight CAMPAIGN, press the directional button **LEFT/RIGHT** to select a character and press the **X** button.

Then proceed to step 7, below.

5. Choose which of the 41 characters you wish to control.
6. Input a player name.
7. Select a preferred crosshair style.
8. Select a controller type.
9. Once all players have chosen a character and selected READY, Player 1 must press the **X** button to proceed to the Select Game Mode screen.
10. At the Select Game Mode screen, press the directional button **UP/DOWN** to select the game mode you wish to play in (see *Multiplayer Game Modes* on p. 20). **DEATHMATCH** is the default mode. Press the **X** button to confirm. The Select Arena screen appears.
11. Press the directional button **LEFT/RIGHT** to choose the arena you wish to battle in. The challenge objectives are displayed on-screen. Press the **X** button to continue. The Bot Setup screen appears.
 - In order to change the objectives and options (e.g. toggling Friendly Fire to **YES/NO**) for a challenge, press the directional button **UP/DOWN** to highlight an option and directional button **LEFT/RIGHT** to set your preferences.
12. Once you have chosen the bots you want to include in the level (see *Bot Setup Screen* below), press the **X** button to start the challenge.
 - After the game has loaded you can set up teams (for team challenges only) if you wish. Press the directional button **UP/DOWN** to select a character and press the directional button **LEFT/RIGHT** to place them on the Red or Blue team, then select CONTINUE.



Note: To make the computer assign players to teams automatically, select AUTO-ASSIGN and press the **X** button.

Bot Setup Screen

As well as deciding how many computer opponents will join you in multiplayer challenges, you can also select which characters you would like, as well as their difficulty levels.

To change the character of a bot currently in the challenge:

1. Press the directional button **UP/DOWN** to select a bot's name.
2. Press the directional button **LEFT/RIGHT** to choose the character you would like.

Note: Current multiplayer League (Clan) members can be added as bots.

To edit the abilities of bots currently in the challenge:

1. Press the directional button **UP/DOWN** to select a bot's difficulty level.
2. Press the directional button **LEFT/RIGHT** to change the level.

To add a bot to the challenge:

1. Press the **■** button in the Bot Setup screen
2. Follow the procedure on p. 17 and p. 18 to select a character and a difficulty level for the new bot.

To remove a bot from the challenge:

1. Press the directional button **UP/DOWN** to select a bot.
2. Press the **●** button. The highlighted bot is removed.

Multiplayer League

Using the "League" feature, you can keep records of your multiplayer character's game statistics. A League table displays this information in the League screen.

Note: For information on updating the multiplayer League, see *Saving a Multiplayer Game* on p. 26.



The screenshot shows a screen titled "ARENA" with a sub-header "League". Below the header is a table with columns: NAME, FRAGS, DEATHS, PLAYED, POINTS, and RATING. The table lists eight players with their respective statistics. At the bottom of the screen, there are two buttons: "delete" and "confirm".

NAME	FRAGS	DEATHS	PLAYED	POINTS	RATING
DELTA	14	15	1	2	2.0
DOGCOLONY 2	7	1	2	2	2.5
PLAYER 2	9	24	2	2	1.0
PLAYER 1	19	27	1	1	1.0
XAERO	19	14	1	1	1.0
SPOG	2	13	1	0	0.0
VISOR	18	24	1	0	0.0
RON	5	10	1	0	0.0

League Screen

The League screen displays each player in the League (up to a maximum of 8), their name, total frags, deaths, number of games played, total points and rating (average points per game played).

New members can be entered automatically into the League table until it reaches its maximum capacity of 8 players. When the League is full, new players are asked if they would like to replace a current entry in the table. To do this:

1. Press the directional button **LEFT/RIGHT** to highlight YES and press the **✖** button.
2. Press the directional button **UP/DOWN** to highlight the character you wish to delete and press the **✖** button to confirm. The character is replaced with the new player.

Members can also be deleted at any time, even if the League table isn't full (see *To delete a member from the League table* on p. 20).

To delete a member from the League table:

1. Press the ● button.
2. Press the directional button **UP/DOWN** to highlight the player you wish to delete and press the ✖ button.
3. Press the directional button **LEFT/RIGHT** to highlight YES to confirm that you wish to delete the player from the League and press the ✖ button once more. The member is deleted from the table.

Note: The League table is updated according to player names. Therefore, if you change the name of your character, new scores are not added to that character's earlier name in the league. Similarly, it is also not advisable for players to repeat another player's name.

Note: The table is only updated when 2 or more players are playing a multiplayer game.

Multiplayer Game Modes

The following game types are available in multiplayer mode:

DEATHMATCH: As with Campaign mode Deathmatch, the aim is to reach a certain number of frags as quickly as possible. There are no alliances - they are all viable targets.

TEAM DEATHMATCH: In Team Deathmatch, two teams of players look to inflict more frags on their foes than they suffer themselves. The aim is the same as Deathmatch, only in teams. The team total is the all-important score, so make sure you have no weak links.

SINGLE WEAPON DEATHMATCH: The rules are the same as in Deathmatch but only one type of weapon is available to all players, so make sure you've mastered the weapon before entering the arena. All combatants start the challenge with the chosen weapon and must find ammo in the arena or on the bodies of the fragged opponents.

SINGLE WEAPON TEAM DEATHMATCH: The rules are the same as Team Deathmatch but, as in Single Weapon Deathmatch, only one type of weapon is available to all players.

1 FLAG CAPTURE THE FLAG: Similar to the single player version, this game is won by capturing a neutral flag - the subtle difference being that, unlike in Campaign mode, you have to carry it to your enemy's base to score, while they try and do the same to you. The first team to achieve this goal a set amount of times wins the challenge.

CAPTURE THE FLAG: In this version of Capture the Flag, Red and Blue teams each have a flag color and a home base. The game is won by the team that carries the opposing team's flag back to its base the most times. However, in order to score, a team's own flag must be present at the base when the enemy's flag is brought back.

TEAM POSSESSION: Identical to Possession mode but played in teams.

POSSESSION: Multiplayer Possession is identical to Campaign mode Possession - the winner is the first player to hold the flag for a predetermined amount of time.

ITEMS

Weapons

The Arena Eternal offers a vast array of weapons to its inhabitants. At the start of every match (or when respawning) all gladiators are usually armed only with a Machine Gun and Gauntlet. However, each arena has its own unique armory of weapons. Ammo for these weapons can be collected, like weapons, by walking over it.



GAUNTLET: The Gauntlet's saw blade and powerful electrical charge has got many a gladiator out of a compromising position. A lethal hand-to-hand combat weapon, it needs no ammunition and can create an enormous amount of carnage...if you can actually get close enough to anyone!



MACHINE GUN: The Machine Gun's high rate of fire can blanket an area with a hail of hot lead. Although not the most powerful weapon in the Arena, it can be used effectively to protect a newly-spawned combatant. Its usefulness should not be underestimated, but only a player with a crack shot and nerves of steel can fully utilize its capabilities.



CHAINGUN: With its astounding rate of fire, the Chaingun makes the Machine Gun look like a popgun. This welcome addition to any fragger's arsenal will cut your opponents in two with high-velocity rounds, if they give you half a chance!

SHOTGUN: The Shotgun delivers a savage spray of lead shot, which makes it a deadly firearm at close range. However, its effectiveness is greatly reduced over long distances. Remember that reloading between rounds takes a few moments - so make that first shot count!



NAIL GUN: Most effective in close combat, the Nail Gun unleashes a cluster of nails at its prey.

PLASMA GUN: The plasma pulses discharged by this powerful weapon can cause an obscene amount of damage. A handy weapon at close- or medium-range, it should be used sparingly as its energy supply is rapidly used up.



GRENADE LAUNCHER: The wide blast radius of the time-fused grenades fired by the Grenade Launcher is suited to disposing of multiple opponents. Used at medium-range, the Grenade Launcher can lay down a terrifying trail of devastation - just look out for rebounds!

PROXIMITY MINE LAUNCHER: The mines launched by this serious piece of hardware are programmed to detonate when a luckless gladiator is nearby. Triggered by movement and able to attach to any surface, they are ideal for slowing pursuers. Make sure you have another escape route though or you could be on the receiving end of their destructive power!



ROCKET LAUNCHER: The Rocket Launcher's ability to cause widespread devastation over long distances makes it an invaluable Arena weapon. It can also be used over shorter distances but be careful when using in confined spaces - it's all too easy to find yourself part of the devastation!

LIGHTNING GUN: The Lightning Gun discharges a powerful bolt of electricity at anyone unlucky enough to cross its path. Although only effective at short range, it has a devastating effect on its targets.



RAILGUN: This essentially long-range weapon fires a depleted uranium slug at incredible velocity towards its target. However, in producing the propulsion to do this, it is necessary for the Railgun to recharge between shots, thus causing a delay before it can be fired again.

BFG-10K: A close relation of the Plasma Gun, the BFG-10K is the most desired weapon in the Arena. Useful at any range, this beast of a firearm throws powerful bursts of plasma at unwitting gladiators. Requiring limited accuracy, its blast can wipe out a whole posse of enemies.



Armor

There are three types of armor in the Arena Eternal. Unless you have previously been awarded some, you will enter the arena without any protection...so you'll have to start searching.



HEAVY ARMOR: Picking up a suit of red Heavy Armor improves your armor rating by 100 points.



ARMOR: Wearing a yellow Armor vest adds 50 points to your armor rating.



ARMOR SHARDS: These armor fragments increase your armor rating by 5 points.

Note: Picking up armor can increase your armor rating to above its current maximum value (up to your character's overall maximum), but it will always count down to the current maximum.

Health

Health bonuses are dotted throughout most arenas. You can replenish your health by walking over these cross-shaped items.



GOLD: A gold cross adds 50 points to your health, increasing it up to your character's current maximum rating.



YELLOW: Yellow crosses add 25 points to your health, increasing it up to your character's current maximum rating.



GREEN: Every green cross you pick up adds 5 points to your health (even beyond your current maximum).

Flags

RED/BLUE FLAG: These colored flags are located at the Red and Blue team bases at the start of Capture the Flag events.



NEUTRAL FLAG: White flag that is used in Possession and 1 Flag Capture the Flag challenges.



Power-Ups

Power-ups are items that temporarily give you an advantage in the arena. They take effect as soon as you pick them up but their benefits remain for only a short period of time (displayed on-screen). They cannot be saved or recharged.



BATTLE SUIT: This golden force-field cancels out damage from natural hazards such as lava, slime and water as well as splash damage from weapons.



DOUBLE DAMAGE: When you scoop a Double Damage power-up, the damage inflicted by your weapons is multiplied for a brief period of time.



QUAD DAMAGE: When you pick up a Quad Damage power-up, your weapons cause four times as much damage as they do under normal circumstances - but only for a short period of time.



HASTE: Haste greatly increases your movement speed and rate of fire - perfect for getting out of compromising situations.



DOUBLE HASTE: Twice as powerful as Haste, Double Haste further increases the gladiator's speed of movement and firing rate.



INVISIBILITY: Any gladiator that picks up this unit immediately becomes almost impossible to see. Their presence can, however, be given away by weapon flashes.



MEGAHEALTH: Picking up a Megahealth power-up increases your health level by 100 points (even beyond your current maximum).



REGENERATION: After scooping a Regeneration power-up, your health gradually increases until it reaches your character's overall maximum or the effect ceases.

Carried Items

Gladiators can pick up carried items and retain them until they need to use them. However, they can only carry one at a time, so before they can pick up another they have to use their current item. When triggered, their effect is immediate.



MEDKIT: When triggered, the Medkit ascertains a gladiator's injuries and restores them to full health.



PERSONAL TELEPORTER: A Personal Teleporter instantly transports its user to a random point in the arena.



INVULNERABILITY: As its name suggests, activating this makes the owner impervious to anything the other combatants - or nature - can throw at them, for a brief period of time.



KAMIKAZE: You'll need more than a Medkit to heal the after-effects of this Armageddon-style weapon. Detonating it annihilates everyone - man, woman and alien - in the arena, including you, of course!

SAVING AND LOADING

Note: Never insert or remove a Memory Card (PS2) when loading or saving.

Saving a Campaign

You can save your Campaign onto a Memory Card (PS2).

To save a Campaign:

1. From the Awards screen, press the **X** button. The Save screen appears.
2. If you have previously saved Campaigns already on your Memory Card (PS2) you are asked if you would like to make a **NEW** save or choose which current saved game you would like to replace. Press the directional button **UP/DOWN** to highlight your choice, then press the **X** button.
 - If you haven't already saved your Campaign, highlight **NEW** and press the **X** button.
3. Your Campaign is saved.

Note: If you select a slot that you have previously used to save a game, you are asked if you are sure you want to overwrite the previous settings. Highlight **YES** and press the **X** button if you are sure you want to do so.

Saving a Multiplayer Game

To update the League table after a multiplayer game:

1. After completing a multiplayer game, select **EXIT** to leave the battleground.
 - You can also replay the level by selecting **REPLAY**.
2. You are asked if you would like to update the League table. Press the directional button **UP/DOWN** to highlight **YES** and press the **X** button to perform the update. The results from the completed game are entered into the League table and the table is displayed in the League screen (see *League Screen* on p. 19).
 - To continue without updating, select **NO**.
3. Press the **X** button. You are asked if you want to save changes.
4. Select **YES**. The Save league screen appears and the League data is automatically saved to your Memory Card (PS2).
 - If you have previously saved League data on your Memory Card (PS2) you are asked if you want to overwrite this data. Press the directional button **UP/DOWN** to highlight **YES** and press the **X** button. This overwrites previous League data. Select **NO** if you do not wish to overwrite your League data.

Saving Settings

You can also save customized settings, including video, audio, and controller preferences. To do this:

1. Highlight **SAVE SETTINGS** in the Options menu and press the **X** button. The customized settings are saved.
 - If you have previously saved settings, you are asked if you want to overwrite this data. Press the directional button **UP/DOWN** to highlight **YES** and press the **X** button. This overwrites previous settings. Select **NO** if you do not wish to overwrite these settings.

Loading a Saved Campaign

To load a Campaign:

1. From the Main Menu, select **CONTINUE CAMPAIGN** and press the **X** button.
2. Press the directional button **UP/DOWN** to choose a saved game and press the **X** button.
3. The Campaign loads.

QUAKE TERMINOLOGY

Frag: Difference between a combatant's total kills and total suicides.

Gladiator: Term used to describe a combatant in the Arena Eternal.

Respawning: Act of regeneration when a combatant is brought back to life by the Vadrigar.

Bot: Computer-controlled opponent.

Clan Member: Member of the multiplayer League.

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