

 XBOX 360

# QUAKE 4



MATURE 17+  
  
CONTENT RATED BY  
ESRB

 Bethesda™

# Contents

DEFAULT GAME CONTROLS .....	2
QUAKE® 4 BACKGROUND .....	3
MENUS .....	4
IN-GAME DISPLAY .....	5
WEAPONS .....	6
MEDICS & TECHNICIANS .....	7
SAVING & LOADING .....	7
GAMERCARD ACHIEVEMENTS .....	8
XBOX LIVE .....	8
MULTIPLAYER .....	8
ITEMS AND POWER-UPS .....	9
CREDITS .....	15
END USER LICENSE AGREEMENT .....	20
WARRANTY INFORMATION .....	22
TECHNICAL AND CUSTOMER SUPPORT .....	22

**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

## Important Health Warning About Playing Video Games

### Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org).

## DEFAULT GAME CONTROLS



## QUAKE® 4 BACKGROUND

In the mid-21st century, a barbaric alien race called the Strogg launched a massive invasion on Earth. While the invasion was originally believed to be an attempt to strip the planet of its natural resources, humans soon discovered the Strogg are only after one thing: the human remains of those they kill. Through a horrific process, the limbs and flesh of the fallen are fused with metal and machinery to create the monstrosities that are the alien Strogg.

The Strogg battled the human race for years on Earth, but as resources became depleted, Earth mounted a counter-assault on the Strogg homeworld. The first assault force was launched from the fleet and encountered massive resistance—most of the drop-ships were destroyed by the Strogg homeworld's massive defense weapon known as "The Big Gun." However, one surviving Marine broke through and was able to destroy The Big Gun and ultimately defeat the Strogg leader, the Makron. However, the war did not end there.

The Strogg proved to be extremely resilient and as the war continued to rage, the Strogg regrouped and constructed a new and more powerful Makron. You are Matthew Kane, a member of the elite Rhino Squad and part of the next massive invasion that spans across the entire Stroggos planet. Equipped with hi-tech weapons and mobile vehicles, and teamed with a top Marine squadron, you soon realize this war is far from over. In fact, your worst nightmare is soon realized when you discover to defeat the Strogg, you must become one of them.

# MENUS

**Load Game**—Choose this to load or delete a saved game.

**Campaign**—Choose this to begin or continue a Single Player game.

**Multiplayer**—Join or host a game on Xbox LIVE® or System Link.

- **Xbox Live®**: Connect via the Internet to play *QUAKE 4* on Xbox LIVE.
- **System Link**: Connect Xbox 360® consoles locally using an Xbox System Link Cable or via your LAN.
- **Settings**: Set your Multiplayer character model and your rail color.

**Options**—Set your game options. The settings apply to both Single Player and Multiplayer.

## • Controls

- >> **Sticks**: Choose your stick configuration, which affects looking and movement. You can also invert your look direction from this menu.
- >> **Buttons**: Choose your configuration for button controls.
- >> **Sensitivity**: Choose how fast you want your crosshair to move with the stick.

## • Audio

- >> **Sound Volume**: Set the game's volume.
- >> **Music Volume**: Set the game's music volume.  
*Note: If you choose a custom soundtrack, this slider will not function until you choose Return Control to Game from the Xbox Guide.*
- >> **Xbox Live Voice Comm**: Enable or disable voice communications for Multiplayer over Xbox Live.

## • Game Settings

- >> **Auto Weapon Reload**: Toggle whether you want to automatically reload when your weapon runs out of ammo, if ammo is available.
- >> **Auto Weapon Switch**: Toggle whether you want to automatically switch weapons when you pick up a new weapon.
- >> **Aim Assist**: Toggle whether you want a bit of assistance in targeting enemies. This does not affect aim in Multiplayer.
- >> **Vibration**: Choose the color of your crosshair.
- >> **Crosshair color**: Choose the color of your crosshair.

**Credits**—The people who made the game.

# IN-GAME DISPLAY



- 1) Objective indicator**—When you receive a new objective, it will briefly appear here. To review your objectives during a game, press .
- 2) Item pickup indicator**—When you pick up armor, ammo, health or a new weapon, an indicator appears here.
- 3) Clip Ammunition**—The amount of ammunition in your current weapon. Press the button to reload it from your reserve ammunition. With some weapons, this indicator is also shown on the weapon's status display.
- 4) Reserve Ammunition**—The amount of additional ammo you're carrying for the selected weapon. Reloading depletes this reserve.
- 5) Health**—The amount of damage you can take. When healthy, the green bar is full. As you're shot or injured, this number decreases and the bar empties. If the number reaches 0, you will die. Picking up health packs restores your health.
- 6) Reticle/Cursor**—Your reticle generally assists in aiming. However, as you approach other Marines, your weapon lowers and your reticle indicates you can talk to the person. Their name appears next to the reticle. When you approach a computer panel or other graphical interface, your weapon lowers and your reticle becomes a mouse pointer you can use to interact with the information on-screen.
- 7) Armor**—Displays how much armor you have on. When you're shot or take damage, some of the impact is absorbed by the armor you wear. When your armor is completely intact, the green bar is full. As you take damage, the number decreases and the bar empties. When armor is over 100 in Multiplayer, it slowly counts down to 100.

# WEAPONS

When you land on Stroggos, you'll have access to standard Marine weapons:



**Blaster**—Standard Marine-issue energy pistol, with two different modes of fire. Pull the **Attack** trigger (**RT** by default) to quickly fire smaller blasts. Fire a stronger blast by holding down the **Attack** trigger briefly and charging up, and then releasing it to fire. A lit panel on the back of the weapon indicates a full charge. Powered by nuclear batteries, the blaster never runs out of ammo. In addition, there's an under-barrel-mounted flashlight for use in dark areas. Press the **Flashlight** button (**Y** by default) to get some light.



**Machinegun**—Combining fully automatic fire and a single-shot scoped mode, the machinegun is truly a versatile weapon. It holds 40 rounds in the clip, and, like the blaster, it includes an under-barrel flashlight. If there's a machinegun in your inventory and ammo is available, pressing the Flashlight button brings up the machinegun's flashlight rather than the pistol's. To use the scoped mode, pull and hold the **Zoom/Weapon Special** trigger (**L1** by default).



**Shotgun**—With an eight-round internal magazine, the shotgun is excellent for close-range combat, but less useful against targets at medium or long ranges.

Most of the weapons will receive modifications during gameplay by helpful Marine technicians. Some of the modifications will work without any extra action on your part, such as a rate-of-fire increase. Pulling and holding the **Zoom/Weapon Special** trigger activates other modifications.

In your time on Stroggos, you may come across Strogg-developed weapons, so give your enemies a taste of their own medicine!

During the course of your campaign, you'll take the controls of an SMC Hovertank and Walker. Each vehicle has two weapons available. To select between these weapons, use the previous weapon/next weapon buttons (**LB**, **RB** by default). You'll see the weapon type change in the lower left corner of your HUD.

## MEDICS & TECHNICIANS

Support crew, in the form of Medics and Technicians, are also there to assist you in the battle against the Strogg. Medics can heal you and Technicians can patch up your armor, both up to maximum levels. When they're not occupied (like combat or already talking to someone), you can get a Medic or Technician in your crosshairs and talk to them using the **Use/Talk** button (**B** by default) to request assistance. If one notices you're damaged after a fight, they'll come up to you and take care of you of their own volition.

## SAVING & LOADING

You can save your game at any time. Your game is also AutoSaved when entering a new level, or at mid-level checkpoints. To save or load your progress, press **Play** to pause the game and reveal the ingame menu.

## GAMERCARD ACHIEVEMENTS

While playing *QUAKE 4*, you will be able to gain rep points on your gamercard by tackling certain challenges. These challenges include completing an entire level using just one weapon type, placing first on any leaderboards in a Multiplayer game and others. For a complete list of awards, check out the gamercard section of your dashboard, then select *QUAKE 4*.

## Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## MULTIPLAYER

*QUAKE 4* Multiplayer pits combatants against each other in a fast and frenetic arena where only the quickest and most skilled will achieve victory. Compete in one of five game modes: Deathmatch, Team Deathmatch, Tournament, Capture the Flag and Arena CTF.



## ITEMS AND POWER-UPS

On many maps, items and power-ups are present to boost your abilities. Items and power-ups include:



**Health**—Yellow boosts your health by 25, Gold by 50. These pickups will not increase your health over 100.



**Health Pack**—Green health packs increase your health by 5, and can increase health above 100. Health above 100 drops back down to 100 over time.



**Mega Health**—The blue mega health grants you 100 health, up to a maximum of 200. Health above 100 drops back down to 100 over time.



**Armor**—Armor is available in three strengths: armor shards (5 Armor), the yellow small armor vest (50 armor) and the red large armor vest (100 armor). Armor can go up to a maximum of 200, but armor over 100 drops back down to 100 over time.



**Quad Damage**—Significantly increases the damage of all your attacks for a time.



**Invisibility**—Makes you harder to see for a short duration.



**Regeneration**—Regenerates 15 health/sec when you are under 100 health or 5 health/sec when you are over 100 health for a short duration.



**Haste**—Increases your run speed and rate of fire for a short duration.

## GAMETYPES

### DEATHMATCH

The ultimate goal of this classic game mode is to frag anything that moves. Don't let your guard down, and remember — everyone is your opponent. The player with the most kills wins.

### TEAM DEATHMATCH

Upon joining a Team DM game, you will be assigned to a team: Marine or Strogg. The team with the highest number of frags wins.

### TOURNAMENT

Players battle one-on-one in a single-elimination tournament tree, with the winner of each battle moving on to the next round to fight another winner, until the last two fight it out. Each battle in each round happens at the same time, and when a battle is finished, the players can spectate in the other battles' arenas.

### CAPTURE THE FLAG

Divided up into two teams, Strogg and Marines must attempt to capture each other's flag from the opposite end of the arena. Each player spawns near their own flag. To score, a team must take the opposing team's flag, bring it back to their own base and touch it to their flag—provided the enemy hasn't stolen it!

### ARENA CAPTURE THE FLAG

This maintains the premise of CTF, but adds a power-up system. These power-ups last until the player dies, and will not respawn while owned by a player. The power-ups that can be found in the arena are:



**Scout**—Allows you to move faster and increases your rate of fire, but negates your ability to utilise armor.



**Guard**—This power-up gives you 200 armor when acquired, and allows you to accumulate up to 200 armor without decreasing over time. It also regenerates 15 health/sec when you are under 100 health and 5 health/sec when you are over 100 health.



**Doubler**—When you have the Doubler power-up, all your attacks do double damage.



**Ammo-Regen**—While you have Ammo-Regen, your ammunition will slowly regenerate up to the default amount for the weapons you acquire, even while you have another weapon active. Also, your rate of fire increases.

Additionally, standard power-ups stack on top of these power-ups. For example, a player with Doubler and Quad Damage does massive damage, a player with Guard and Regeneration heals very quickly and a player with Scout and Haste moves very, very fast.

### QUICK MATCH

To find the first available match based on the last custom match settings you used, select this option. If an open game is found that matches your criteria, you will be added to the lobby for that game. If no matches are found, you will create a lobby. You need at least one other player to begin your match.

### CUSTOM MATCH

To choose criteria for the game you'd like to play, select Custom Match. You can choose gametype, match length and player or ranked matches. Again, if an open game is found that matches your criteria, you will be added to the lobby for that game. If no matches are found, you will create a lobby. You need at least one other player to begin your match.

### PRIVATE MATCH


To create a game for friends, select Private Match. You can set up all the features of the host here, including a custom map cycle. You can invite others to join your session by inviting them to join your party. When you start a Private Match, the server spawns immediately and any players in your current party will start playing. Invited players joining after the match has started will join the match in progress. Private Matches do not report any skill information or leaderboard stats to Xbox Live.

A note about ranked and player matches: In a ranked match, your stats will be reported to the Xbox Live leaderboards. Any awards given will also be reported and stored on your gamercard. Ranked matches are meant to be competitive and are arbitrated by the Xbox Live service to ensure all players are competing fairly. Player matches operate like ranked matches, except they do not report leaderboard stats or award achievements. However, it's advisable to treat these matches as practice for ranked matches because your skill during these matches will still be reflected on your gamercard.

### SYSTEM LINK

For local multiplayer action, connect two Xbox 360 consoles together using an Xbox System Link Cable or link up multiple Xbox 360 consoles via your LAN.

## JOIN MATCH

This brings up any available sessions in a browser detailing gametype, map, number of players, frag limit and time limit. Press the  button to refresh the list.

## START MATCH

This allows you to create a session for other Xbox 360s connected to your LAN or via an Xbox System Link Cable. When creating a match, you have the ability to configure your session in the same way as a private match over Xbox LIVE.

## GAMETYPES

In both player and ranked matches, gametypes are presets for play modes, map cycle and minimum number of players. The Game Length option sets the time limit: quickie, average and endurance are 10, 20 and 30 minutes, respectively. Game length also determines the frag/capture limit according to the table below:

	QUICKIE FRAG/CAP LIMIT	AVERAGE FRAG/CAP LIMIT	ENDURANCE FRAG/CAP LIMIT	MAP CYCLE	MINIMUM PLAYERS
DEATHMATCH	5	15	30	All DM and Tourney Maps	2
TEAM DEATHMATCH	10	30	50	All DM and Tourney Maps	4
CAPTURE THE FLAG	2	5	10	All CTF Maps	4
ARENA CTF	2	5	10	All CTF Maps	4
TOURNEY	2	5	10	All Tourney Maps and The Longest Day	2

**Frag/Capture Limit:** This is the number of frags (in DM, TDM or Tourney modes) or the number of flag captures (in CTF or Arena CTF modes) required to end the match.

**Map Cycle:** This is the group of maps that will be used for this gametype.

**Minimum Players:** This is the minimum number of players required to start a session of this type.

## LEADERBOARDS

Select this option to review the leaderboards for *QUAKE 4* on Xbox LIVE. This allows you to see who has accomplished what, including overall points scored, number of frags, games played, accuracy and special awards won.

To move up in the Xbox LIVE Leaderboard rankings, you must acquire win points by being victorious in your ranked online matches. The total number of points that are up for grabs vary according to game length: Quickies are worth 10, Average matches are valued at 20 and Endurance matches offer 30 points. The gametype you're playing also affects how many points you can earn. The distribution of points is as follows:

**Deathmatch:** Winner takes all.

**Team Deathmatch:** The winning team divides the points among all team members based on that team member's contributions. The more frags you get for the team, the more points you'll receive.

**Capture the Flag/Arena CTF:** Similar to Team Deathmatch, your captures, assists and defensive effectiveness determine your win points.

**Tourney:** The winner of the Tourney match takes all the win points.

## XBOX LIVE MARKETPLACE


Selecting the Xbox LIVE Marketplace item brings up the Xbox 360 Guide. This allows you to see your membership type, Microsoft point balance and what's available to download for *QUAKE 4*.

## THE PARTY SYSTEM

The *QUAKE 4* party system allows you to invite friends or recent players through the Xbox 360 Guide to join up in a party. Once a party has been formed, you can all talk using Xbox LIVE voice communicators and decide what gametype you would like to play. The player that invited the others is designated the party leader and initiates the start game process. After the match is finished, all players are still in the party and can join another game together until they feel like leaving the party or the party leader chooses to disband the party.

All invites to parties are done through the Xbox 360 Guide. To invite other players, bring up the Friends or Players list and select players to invite to your party. Invited players will receive a message in the Xbox Guide that allows them to join your party. If they accept a party invite after you've already joined another party, match or have gone offline, they'll receive notification that the party is no longer joinable.

## GAME SUMMARY

After each round or when pressing  while in a game, you can bring up the Game Summary screen. Here, you can view the Scores, Percent Accuracy, Awards and Medals pages.

### Scores

This shows kills, deaths and points of players in the session.

### Percent Accuracy

This shows the accuracy based on number of shots and number of hits with each weapon.

### Awards

This shows any special awards you have received during the match.





**Capture**—Awarded to a player who captures the flag in CTF/Arena CTF.



**Assist**—Awarded for helping capture the flag by either a) carrying it within 10 seconds of scoring, but not being the final carrier; or b) returning your team's flag, allowing your team to score (within 10 seconds).



**Defense**—Awarded for killing an enemy a) close to your flag, or b) while you are close to your flag.



**Humiliation**—Awarded to a player who gauntlets someone.



**Excellent**—Awarded for two kills in two seconds.



**Impressive**—Awarded for two rail hits in two seconds.



**Combo Kill**—Awarded for hitting another player with a rocket and then killing that player within three seconds with a rail shot. Shots must be consecutive.



**Rampage**—Awarded for three gib kills in five seconds. Kills do not need to be consecutive.

**Medals**—Special medals are awarded for certain skills. These are only awarded at the end of a match and will only be shown in the end of match summary.



**Lemming**—Awarded to the player with the most suicides during the game (must be more than five). Only one person will get this award.



**Rail Master**—Awarded to any player who got more than 80% of kills with the railgun.



**Rocket Sauce**—Awarded to any player who gets more than 80% of kills with the rocket launcher.



**Brawler**—Awarded to the player with the most gauntlet kills during the game (must be more than three). Only one person will get this award.



**Sniper**—Awarded to any player with 10 or more rail shots and 90% or higher rail accuracy. This doesn't count weapons that were not fired.



**Critical Failure**—Awarded to any player who didn't kill anyone during a round.



**Frag**—Awarded to any player who achieves more than 50 kills in a game.



**Perfect**—Awarded to the player with the most kills, if that player hasn't been killed him or herself.



**Team Player**—Given to the player with the most damage but the fewest kills.

# END USER LICENSE AGREEMENT

This is a legal agreement ("Agreement") between you, the end user ("You") and ZeniMax Media Inc. through its division, Bethesda Softworks LLC ("Licensor"). This Agreement is part of a product package (the "Package") that includes one or more discs containing one or more Licensor software products (collectively, the "Product") and certain electronic and/or written materials (the "Documentation").

BY CLICKING "I AGREE", BY INSTALLING THE PRODUCT, OR BY ACCESSING OR USING THE PRODUCT OR OTHER SOFTWARE, IF ANY, PROVIDED TO YOU IN THE PACKAGE, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE LEGALLY BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF LICENSOR, NEITHER THE RESELLER NOR ANY OTHER THIRD PARTY IS AN AGENT OF LICENSOR, AND NO SUCH PARTY IS AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON BEHALF OF LICENSOR, OR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, promptly return the entire Package (with the unused Product in their original packaging) to the store where you purchased it for a refund, subject to any applicable return policies including any limitations and restrictions on returns. All returns must include all packaging, manuals and other materials provided with the Package.

If You do not agree to the terms of this Agreement, You may not use the Package or any part thereof.

## 1. LIMITED LICENSE:

Subject to the terms and conditions of this Agreement, You are entitled to use one copy of the Product, in executable form, for Your own personal, non-commercial use. You may not sell or transfer reproductions of the Product or Documentation, or any other part of the Package to other parties in any way. You agree not to use the Product in any manner other than its intended use and/or purpose.

## 2. OWNERSHIP; COPYRIGHT:

You agree and understand that You are provided with LICENSED RIGHTS; nothing herein shall be deemed to be a transfer of ownership of any software or proprietary materials of Licensor or its licensors. Title to and ownership of the Package, including the Product (and all parts thereof), the Documentation, and patents, trademarks, copyrights and all other intellectual property and other property rights applicable thereto, shall at all times remain solely and exclusively with Licensor and/or its licensors, and You shall not (nor shall You permit any third party to) take any action inconsistent with such title or ownership. The Product, the Documentation, and the other components of the Package are protected by United States copyright and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Licensor and/or its licensors. You may not modify or remove any proprietary rights notices of Licensor or any of its licensors.

## 3. OTHER RESTRICTIONS:

You may not cause or permit the sale, disclosure, copying, renting, licensing, sublicensing, leasing, disseminating, uploading, downloading, transmitting, or otherwise distributing the Product, the Documentation or any of the other components of the Package by any means or in any form, without the prior written consent of Licensor. You may not (and may not permit any third party to) modify, enhance, supplement, create any derivative works from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the object code form of any software provided to You to human readable form, or use parts of the software product provided as part of the Package independently of the Package or of the Product. You may not (and may not permit any third party to) avoid, circumvent or disable any security mechanism, procedure or protocol, or any copyright protection, provided or included in connection with the Package or any parts thereof.

You shall not create any new materials using any Product content ("New Material") that infringe upon the rights of others, or that are libelous, defamatory, harassing, or threatening. If You distribute or otherwise make available New Material to others, You automatically grant to Licensor the irrevocable, perpetual, royalty-free, sublicensable right and license under all applicable copyrights and intellectual property rights laws to use, reproduce, modify, adapt, perform, display, distribute and otherwise exploit and/or dispose of the New Material (or any part of the New Material) in any way Licensor, or its respective designee(s), sees fit. You also waive and agree never to assert against Licensor or its licensees any moral rights or similar rights, however designated, that You may have in or to any of the New Material. As noted below, if You commit any breach of this Agreement, Your license and this Agreement shall automatically terminate, without notice.

Your breach of this Section shall constitute a material breach of this Agreement and/or of applicable copyright and other intellectual property rights laws and treaties, and may subject You to civil and criminal liability.

## 4. TERMINATION:

This Agreement and the licenses granted under this Agreement are effective until terminated. They shall terminate automatically without notice if You fail to comply with any provision of this Agreement. Upon termination You shall immediately cease using the Product, and destroy the Product, the Documentation, and the other parts of the Package, and all copies of any parts thereof.

## 5. GENERAL:

This Agreement constitutes the entire understanding between Licensor and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Licensor and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by an authorized representative of Licensor in writing. You shall be responsible for and shall pay, and shall reimburse Licensor on request if Licensor is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Licensor's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package. No waiver of Licensor's rights shall be effective unless made in a writing signed by a duly authorized representative of Licensor. You understand that the Product may contain confidential information and/or trade secrets of Licensor; You agree to maintain and protect such confidential information and trade secrets in strictest confidence for the benefit of Licensor, and not to use or disclose them without express authorization from Licensor.

All disclaimers of warranty and Sections 2, 3, 5, 6, and 8 shall survive any termination of this Agreement. If any provision of this Agreement is held to be invalid, unenforceable, or not to be compliant with requirements of local law that may not be varied by contract, it shall be deemed severed from this Agreement, and deemed replaced with a substitute provision that retains to the maximum extent possible, the effect, scope and economic benefit of the severed provision consistent with applicable law. All other provisions shall continue in full force and effect.

All notices and demands to Licensor hereunder shall be in writing and shall be served by personal service or by mail at the address first set forth in this Agreement (or at such different address as may be designed by Licensor from time to time by written notice) - Attn: Executive Vice President - Legal. All notices or demands by mail shall be by certified or registered mail, return receipt requested, or by nationally/internationally recognized express courier, and shall be deemed complete upon receipt.

## 6. EXPORT AND IMPORT COMPLIANCE:

You are solely responsible for compliance with the export control laws and regulations of the United States and Your locality. In the event You export the Product, the Documentation or any other part of the Package from the country in which You first received it; You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

## 7. SUPPORT SERVICES.

Support services, if any, provided by Licensor shall be subject to the terms of this Agreement and Licensor's current support policies. Licensor provides all support services solely on an "AS IS" basis.

## 8. GOVERNING LAW; ARBITRATION:

This Agreement and Your use of the Package, and all disputes arising out of or related to this Agreement or the Package (or any part thereof) shall be governed by, and any arbitration hereunder shall apply, the laws of the State of Maryland, USA, excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods; and (d) any Protocol amending the 1974 Convention. Any dispute, controversy or claim arising out of or relating to this Agreement or the Package (or any part thereof), including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Licensor, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the then-current arbitration rules of the AAA applicable to the dispute [such as, for example, the AAA international rules if You are not a United States resident]. The arbitration, including the rendering of the award, shall take place in Rockville, Maryland USA, and Rockville, Maryland USA shall be the exclusive forum for resolving any such dispute, controversy or claim; however, if You are a resident of the European Community, the arbitration shall take place in London, England. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Licensor shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Licensor's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.

# Warranty Information

## LIMITED WARRANTY

Bethesda Softworks LLC, a ZeniMax Media company ("Bethesda Softworks") warrants to you, the original purchaser of this disc and the game software encoded thereon ("Game"), that under normal use the Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of purchase ("Warranty Period"). This Limited Warranty: (a) does not apply if the Game is used for a business or commercial purpose; and (b) is void if failure of the Game has resulted from accident, abuse, virus or misapplication.

## EXCLUSIVE REMEDY AND LIMITATION OF LIABILITY

Warranty claims must be made to the retailer from whom you purchased the Game. You must return the Game to your retailer during the Warranty Period, together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer may either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original Warranty Period or 30 days, whichever is longer. Bethesda Softworks' and its licensors' and suppliers' entire liability and your exclusive remedy shall be, at the retailer's option, the repair or replacement of the Game that does not meet this Limited Warranty and is properly returned to the retailer. Outside the United States, neither of these remedies nor any product support services are available without proof of purchase from an authorized international source.

## WARRANTY PROTECTION

To be eligible for warranty protection hereunder, you must register at [www.bethsoft.com](http://www.bethsoft.com) within thirty (30) days of purchase. Failure to register within thirty (30) days of purchase shall result in the loss of your warranty protection. Warranty protection is available only to you, the original purchaser. In the event of any questions in this regard, Bethesda Softworks reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

## NO OTHER WARRANTIES, CONDITIONS OR DUTIES.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, BETHESDA SOFTWORKS AND ITS LICENSORS AND SUPPLIERS DISCLAIM ANY AND ALL OTHER WARRANTIES, CONDITIONS AND DUTIES, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING BUT NOT LIMITED TO ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-INFRINGEMENT, OR NON-MISAPPROPRIATION OF INTELLECTUAL PROPERTY RIGHTS OF A THIRD PARTY.

## EXCLUSION OF CONSEQUENTIAL, INCIDENTAL AND CERTAIN OTHER DAMAGES

To the full extent allowed by law, neither Bethesda Softworks and nor its licensors and suppliers are liable for any: (a) consequential or incidental damages, (b) damages for loss of any nature relating to lost profits, loss of data, privacy or confidentiality, or failure to achieve desired results or to meet any duty, including but not limited to any duty of lack of negligence or of workmanlike effort, or (c) indirect, special or punitive damages; arising out of or relating in any way to any breach of this Limited Warranty. The foregoing applies even if Bethesda Softworks or its licensors and suppliers have been advised of the possibility of such losses or damages. Some jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential or incidental damages so the above limitations and/or exclusions of liability may not apply to you. This Limited Warranty gives you specific rights, and you may also have other rights that vary from jurisdiction to jurisdiction.

# Technical and Customer Support

For technical and customer support, please call 410-568-3685, 9:00 am to 5:00 pm Eastern time Monday through Friday, excluding holidays or visit [www.bethsoft.com](http://www.bethsoft.com). If you are outside the United States, send your Game disc to Bethesda Softworks, 1370 Piccard Drive, Suite 120, Rockville, MD 20850, USA, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.



**Bethesda**™ **ZeniMax**®  
MEDIA INC.

Quake® 4 © 2005 id Software LLC, a ZeniMax Media company. Bethesda, Bethesda Softworks, ZeniMax and related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the U.S. and/or other countries. Quake, Quake 4, id, id Software, id Tech and related logos are registered trademarks or trademarks of id Software LLC in the U.S. and/or other countries. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. All Rights Reserved. KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.