

Quake II Mission Pack: The Reckoning Manual

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Minimum System Requirements

- * U.S. version of Windows® 95 or NT 4.0 with 100% compatible computer system
- * Pentium® 90 MHz processor (133 MHz recommended)
- * Memory: Win 95 – 16 MB RAM required (24 recommended)
Win NT 4.0 – 24 MB RAM required
- * Hard disk drive with at least 100 MB of uncompressed space available
- * Quad-speed CD-ROM drive (600k/sec. sustained transfer rate)
- * 100% Sound Blaster-compatible sound card
- * Joystick and mouse-supported (3-button mouse recommended)
- * Supports network and Internet play via TCP/IP
- * Full version of Quake II already installed

GLQuake II Additional Requirements

- * 24 MB RAM for all operating systems
- * GLQuake II supports some OpenGL 3D accelerator cards. Consult your hardware manufacturer to determine compatibility.

The Story

The walls of the drop pod close in around you like a tomb.

Already, the air reeks of nervous sweat.

“Foxtrot squad, Drop Status is Go. Repeat, Go. Prepare for dismount.” Your C.O.’s voice crackles over the com link, her voice cool and level. Display panels flash rapidly changing information, staining the interior of the capsule blood red, amber, and green.

“On my mark... Five... Four...” You tense, bracing yourself the best you can in your prone position. “... Two... One... Drop!” A moment of anticipation, a metallic thunk as the mooring clamps disengage, a moment of roaring thrust, and then you are free falling.

Shrugging off the effects of gravity, you grab the flight controls and force the pod along the designated approach vector. It fights back, first skipping, then surfing, and finally diving through the outer atmosphere of Stroggos, the Strogg home world. You gulp stale cooled air trying to forget the rapidly rising temperature of the outer hull.

Excited radio chatter clutters the com link frequencies. So much for any damn radio silence.

Anxious and excited marines whoop, holler, and banter with each other. One marine cries out that he’s been clipped, and then all hell breaks loose.

“Mayday, Mayday, lost all power... shielding failed... missed dz... some kind of EMP is...” If you weren’t fighting to keep alive yourself, the soul-wrenching screams of the doomed warriors would shred what nerve remains in you. Without warning, a shudder passes through your drop pod and everything more complex than a night-light goes dead. What’d that marine say? EMP?

Electromagnetic Pulse. Your umpty-um million-dollar pod just became an expensive meteor.

"DAMN!"

Without thinking, you fist-hammer the manual release plunger. Mechanical catches release the heat shield over a vision port, engage a wire-and-pulley guidance system, and goose a one-shot generator to send a burst of energy through a Nichrome wire, heating it red hot and igniting a chain of solid fuel rockets. "God Bless our engineers!" you laugh as the technologically primitive system fires and your control surfaces respond to sluggish life. You're in a dangerous dive, dropping through a flying rock field – but they're rolling along in some pretty stable orbits, nothing that muscle and nerve can't handle.

Of course, there's always that one maverick in every bunch.

WHAM

"What the... Awww, Shit!!" Meteor. Probably didn't take more than two inches off your right stabilizer... But the laws of physics are the laws of physics. Pulleys, wires and model rocket engines aren't gonna pull you out of this one. Your drop pod goes into an end-over-end spin and your sorry ass is toast, marine.

Sky, planet, sky, planet... The rocky surface of Stroggos rushes up towards you. If you weren't jazzed on adrenaline, it'd be all kinda peaceful looking. Sky, rocks, sky, water...

"DAMN!" You spit out, "WATER!"

BWOOSH!!

Your drop pod explosively slams into the still pool, boiling down to embed itself in the soft mud below. You're alive... but it may be a while before you know it. Consciousness creeps up on you softly, teasing you back to awareness. Sounds penetrate the pounding in your skull — trickling water, soft splashes. Slowly opening your eyes, the world swims double for a moment, and then snaps into focus. Slimy canyon walls loom over you, all but blotting out the glowering sky of Stroggos.

"God... how long?" You groan. Something nearby stirs at the sound of your voice. A splash. Silence. A glance tells you that whatever may still be in your pod, half submerged in swamp muck, won't work worth shit... even supposing that the Strogg would give you the time to field strip and clean it.

splash

Something's out there. Mud coated and aching, you drop to a crouch behind a mossy boulder and search for a weapon. Even a rock would be something. "Hot Damn!!" Better than you could have hoped for! It's your shotgun, loaded and ready to rock and roll.

splash, Splash, SPLASH!

You rack a shell in the chamber and jump up, aches and pains forgotten. Too many damn fine marines didn't make groundfall today. The Strogg are gonna pay. You swear that soon, real soon, there'll be a reckoning...

Installation

Quake II Mission Pack: The Reckoning requires the full version of Quake II to run. For installation instructions on Quake II, refer to the README.TXT on the Quake II CD.

Note: By installing this mission pack, your Quake II version will automatically be updated to 3.15. This change is not compatible with your current Quake II saved games.

Once Quake II has been installed, you can install Quake II Mission Pack: The Reckoning by inserting the game CD into your CD-ROM drive and:

1. Double-click on Setup.exe at the root level of the CD, or
2. Go to Run... in your Start Menu and type D:\Setup.exe (substitute your CD-ROM's drive letter if different from "D:")

Follow the on-screen instructions as they guide you through the installation process.

For updates to Quake II and this Quake II Mission Pack, please refer to www.idsoftware.com.

The Basics of Play

Goal of the Game

Just like Quake II, the Quake II Mission Pack is divided into a series of complex missions or objectives. During the game, your field computer provides you with each new objective. It is important to regularly review this information.

Game Structure

Quake II Mission Pack: The Reckoning contains four large units, each with a number of levels to complete in order to proceed to the next unit. It is likely you will have to go between levels several times to accomplish a particular goal. Remember that once you leave a unit you cannot return unless you reload a saved game from that unit. Therefore it is important to review your field computer to be sure you accomplished all of your goals for that unit.

Main Menu

When you start the Quake II Mission Pack, a demo sequence of the game will begin. At any time, press the Esc key to pull up the Main menu. Use the up and down arrow keys to navigate, and press Enter to select. Each Main menu function brings up a list of secondary menu items. For additional information on any of these menu options please refer to the Quake II player's manual or the README.TXT in the root of the Mission Pack CD.

Game: Start a new game with a specific skill level, load, or save a game.

Multiplayer: Start a network server, join a network server, or change your character information.

Video: Select either Software Only or one of several OpenGL modes, and adjust screen modes and settings.

Options: Customize your keyboard, mouse, or joystick controls, adjust your audio, and change your game play control options.

Quit: Exit the game from here.

To begin a new game, select the Game option from the Main menu, then select one of the three skill levels.

Getting Around Stroggos

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

Running: To run, simply hold down the left Shift key to increase your speed. If you prefer to always run during the game, open the Main menu, then the Controls menu, and select Always Run.

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

Looking Up and Down: The letters A and Z allow you to look up and down, respectively. Start walking forward and your line of vision will automatically re-adjust to the center position. You may

also choose to select Free Look under the Controls menu, which will allow you to move the mouse around as if it was your head movement.

Swimming: While underwater, aim yourself in the direction you wish to go and press the Forward key to go in that direction. Unfortunately, as in real life, you may lose your bearings while underwater. Use the Jump key, normally the space bar, to kick straight up towards the surface. Once on the surface, tread water by holding down the Jump key. To get out of the drink, swim toward the shore and you can either jump up onto the land or walk straight out if it is shallow enough. There is always a way out of water, but you may have to submerge even deeper in order to find it.

Ducking: Press and hold down the C key to duck and move forward to crawl. When you release the C key, you will return to an upright position. It is also possible to avoid rockets in this manner. You may notice some aliens have learned this trick.

Jumping: Press the space bar to jump. You jump farther if you're moving forward at the time or if you're running. You jump higher if you're moving up a slope.

Strafing: Hold down either Alt key while the left or right arrow key is pressed and you will side-step in that particular direction. This is perfect for avoiding incoming missiles, rockets, or gun blasts from enemy Strogg.

Picking Up Objects: To pick up items, weapons, and power-ups, simply walk over them. If you are unable to pick something up, it means you already have the maximum amount possible for that object.

Selecting Items in Inventory: Use the square bracket keys ([]) to cycle through items in your inventory. Press the Enter key to select the highlighted item.

Dropping Objects: To drop an item, press the square bracket keys ([]) to scroll through your belongings. When the desired object is highlighted, press the single quote (') key to drop it.

Giving Items to Other Marines: To give an item to another player, simply select it from your inventory and press the single quote (') key. The item will then be tossed out for anyone to pick up.

Talking: To communicate with other players in multiplayer, press the T key and type in your message. Press Enter when finished and your words will appear at the top of the screen. Look for a reply, unless your fellow troops have been disemboweled.

The Stroggos Environment

Stroggos Structural Systems

Buttons, Floorplates, and Levers: There are three ways to activate a switch. Touch it, walk on it, or shoot it.

Doors: The majority of doors on Stroggos open as you approach them. If one doesn't open automatically, seek a button, floorplate, or key.

Secret Doors: Some secret doors conceal secret passageways or military supplies. Most secret doors open when shot. Others open by activating floorplates, buttons, or levers.

Platforms: Most platforms activate when you step on them. Others activate via a button, pressure plate, or shootable button.

Area Doors: Specific symbols indicate the exit to a given area.

End of Unit Complex Symbol: The Strogg marked off areas to indicate a one way passage. Once you leave a unit complex you cannot return.

Secret Areas: The Strogg have concealed military supplies in different locations within the city. Recon your surroundings closely. Sometimes the slightest variation in the environment could mark the entrance of a secret area.

The Game

On-Screen Information During Gameplay

Status Bar: Your status is shown as icons floating in your view at the bottom of the screen. There is an indicator for your health, armor, ammo for the current weapon, and currently selected or readied item or weapon. When you pick up something new, an icon will briefly appear at the bottom of the screen with a picture of that item. To view your entire inventory, press the Tab key.

Messages: The Quake II Mission Pack will talk to you from time to time. Some messages appear at the top of the screen. These are non-critical, and tell you that you've picked up an object, or you've died in an interesting fashion (multiplayer games). Certain messages will appear in the middle of the screen. These are always important, and you do not want to ignore them!

Field Computer: Press the F1 key to access the field computer. This details your unit location, your primary objective, secondary or current objective, kill ratio, goals completed, and number of secrets found. When your field computer receives an update an icon will appear at the bottom of the screen. Be sure to regularly check the computer for information on progressing to your next objective.

Console: Pressing the tilde key (~) will pull down the Console window. This is a special area that lists all of the game messages, and allows you to give the Quake II Mission Pack commands that cannot be given through the menu. For more information on the Console, please refer to the Quake II online manual.

Inventory: Press the Tab key to access your inventory. Use the bracket ([]) keys to move through the list. Your status information will update to show an image of the currently selected item. Press the Enter key to use a highlighted item or press the single quote key (') to drop an item. (Dropping items is only useful for multiplayer games.) Weapons and items are "readied" in this manner. For example, you can select or ready an item before engaging the enemy. Then at the appropriate time you can quickly use that item by pressing the Enter key.

Dying: Each time you enter a level, the Quake II Mission Pack automatically saves the game. When you die, press the Enter key to pull up the Load Game menu. Select the first game name on that list to restart at the beginning of the last level you entered.

Your New Stroggos Environment

* New Weapons in Quake II Mission Pack: The Reckoning

Ion Ripper: The Ion Ripper fires blasts of glowing energy boomerangs capable of ricocheting off walls. The Ion Ripper is the perfect weapon for launching attacks around corners and areas out of your line of sight.

Phalanx Particle Cannon: The Phalanx Particle Cannon emits two quantum accelerated magnesium slugs at unsuspecting foes. This weapon delivers heavy firepower, but should be used with extreme caution at close range.

Trap: Lay the Trap on the ground and watch as it sucks nearby enemies inside and turns them into power cubes for you to devour. Most marines have said it tastes like chicken.

* New Military Supplies

Mag Slugs: These are the magnesium slugs that are used in the Phalanx Particle Cannon.
Dual Fire: The Dual Fire temporarily accelerates your weapons rate of fire by a factor of two.

* New Enemies

GEKK

Description: A lightning-fast amphibious creature that lives and hunts in the planet's proto-swamps.

Defense/Weapon Analysis: Medium

Comments: Commonly found in packs, these creatures will hunt you down, leaping from the shadows to claw or bite.

REPAIR BOT

Description: Better left alone, these hard-working robots can usually be found repairing doors, lights, and other types of equipment.

Defense/Weapon Analysis: Easy

Comments: Keep your eye on these guys – though innocent looking they also have the ability to awaken dead Strogg from eternal sleep.

* Modified Enemies in Quake II Mission Pack: The Reckoning

RIPPER GUARD

Modification: His arm-mounted weapon has been modified to accommodate a body-shredding Ion Ripper.

Defense/Weapon Analysis: Easy/Medium

Comments: Watch for the Ripper projectiles ricocheting off of surfaces – it may miss you the first time, but find its target on the way back.

HYPER BLASTER GUARD

Modification: These troops have a modified version of the Hyper Blaster as a deadly prosthetic.

Defense/Weapon Analysis: Easy

Comments: Though easy to defeat, these troops' piercing blue energy rounds will make quick work of unsuspecting marines.

LASER GUARD

Modification: Advancing Strogg technology has given these guards the ability to mount a high-powered laser on their arm.

Defense/Weapon Analysis: Easy

Comments: The Laser Guards have a keen eye and an advanced ability to track their targets. Stay clear of that laser, marine.

BRAINS (Beta Class)

Modification: When revealed, his tentacles will pull you within range of his slashing hooked arms. When out of tentacle range, lasers from his eyes will cut his prey in half.

Defense/Weapon Analysis: Medium/Hard

Comments: With both a short and long range attack, this is definitely an enemy you want to take out quickly.

IRON MAIDEN (Beta Class)

Modification: Her arm-mounted rocket launcher has been modified with heat-seeking rockets that track their targets.

Defense/Weapon Analysis: Medium/Hard

Comments: This bitch is bad news. Her rockets will track your ass down, but they won't track around objects. So if she fires one off, look fast for cover.

GLADIATOR (Beta Class)

Modification: This mutant's shoulder-mounted weapon has been modified to fire Phalanx Particle Cannon rounds. He has also been fitted with protective energy armor.

Defense/Weapon Analysis: Medium/Hard

Comments: Persistence is the key in defeating this powerhouse. You must first deplete his energy armor, then you can move in for the kill.

SUPER TANK (Beta Class)

Modification: The ultimate combination of man and machine has been enhanced with powerful energy armor.

Defense/Weapon Analysis: Hard

Comments: Only one thing matters when it comes to defeating this beast: Fire-power. You can't have too much of it.

Multiplayer

Quake II Mission Pack: The Reckoning fully supports multiplayer mode. There are seven new levels 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 players' screens, preceded by the speaker's name.

To set up, run, or join a multiplayer game, use the Main menu Multiplayer option. For more detailed information on the various multiplayer options, please refer to the Quake II online manual that is installed with Quake II.

Deathmatch

The most popular way to play Quake II Mission Pack multiplayer is a Deathmatch, which has no monsters, just player versus player! The goal of the game is to kill your opponents more often than they kill you. Each kill counts for one "frag," and if you kill yourself then you lose a frag, thus it's not a great idea to go swimming in the lava or juggle your own grenades. After you die, press the space bar to reappear, or "respawn," in the game. You'll be brought back at one of several random respawn locations.

Cooperative

Another multiplayer mode is Cooperative or "co-op." In a co-op game, up to four players can join in a game to combat the monsters of Stroggos as a team. The rules for this method of play are similar to a single player game, except up to four people can go after the enemy together. If you are killed in co-op, you reappear at the start area, and have to catch up to your buddies.

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 services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. Pentium 90)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound)

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- CompuServe: 76004,2122 or [GO ACTIVISION]
- Activision BBS: (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Note: Support for the multi-player component is provided on-line only.

In the U.S.

Fax: (310) 255-2151, 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 voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

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Credits

QUAKE II MISSION PACK: THE RECKONING TEAM

Xatrix Entertainment

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Epping, NSW 2121
Australia

8. Venue and Liability Limitation. This Agreement shall be construed in accordance with and governed by the applicable laws of the State of Texas and applicable United States federal law. Copyright and other proprietary matters will be governed by United States laws and international treaties. Except as set forth below, exclusive venue for all litigation regarding this Agreement shall be in Dallas County, Texas and you agree to submit to the jurisdiction of the courts in Dallas, Texas for any such litigation. Exclusive venue for all litigation involving Distributor, but not involving ID, with regard to this Agreement shall be in Los Angeles County, California and you agree to submit to the jurisdiction of the courts in Los Angeles, California for any such litigation. IN ANY CASE, NEITHER ID, DISTRIBUTOR, NOR ANY OF ID'S OR DISTRIBUTOR'S RESPECTIVE OFFICERS, EMPLOYEES, DIRECTORS, AGENTS, LICENSEES (EXCLUDING YOU), SUBLICENSEES (EXCLUDING YOU), SUCCESSORS OR ASSIGNS SHALL BE LIABLE FOR LOSS OF DATA, LOSS OF PROFITS, LOST SAVINGS, SPECIAL, INCIDENTAL, CONSEQUENTIAL, INDIRECT, PUNITIVE OR OTHER SIMILAR DAMAGES ARISING FROM BREACH OF WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, STRICT PRODUCT LIABILITY, OR OTHER LEGAL THEORY EVEN IF ID, DISTRIBUTOR OR THEIR RESPECTIVE AGENT(S) HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR EVEN IF SUCH DAMAGES ARE FORESEEABLE, OR LIABLE FOR ANY CLAIM BY ANY OTHER PARTY. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or

exclusion may not apply to you. This section 8. shall survive the cancellation or termination of this Agreement.

9. U.S. Government Restricted Rights. To the extent applicable, the United States Government shall only have those rights to use the Software, the Printed Materials and ID Images appearing in the Levels as expressly stated and expressly limited and restricted in this Agreement, as provided in 48 C.F.R. §§ 227.7202-1 through 227.7204.

10. General Provisions. A copy of all notices or other correspondence which you send to ID shall also be sent by you to ID's counsel:

D. Wade Cloud, Jr.

HIERSCHE, MARTENS, HAYWARD, DRAKELEY & URBACH, P.C.

15303 Dallas Parkway, Suite 700

Dallas, TX 75248

(972) 701-7000

Facsimile: (972) 701-8765

Neither this Agreement nor any part or portion hereof shall be assigned or sublicensed by you. ID and Distributor each may assign its respective rights under this Agreement in the assigning party's sole discretion. Should any provision of this Agreement be held to be void, invalid, unenforceable or illegal by a court, the validity and enforceability of the other provisions shall not be affected thereby. If any provision is determined to be unenforceable, you agree to a modification of such provision to provide for enforcement of the provision's intent, to the extent permitted by applicable law. Failure of ID or Distributor to enforce any provision of this Agreement shall not constitute or be construed as a waiver of such provision or of the right to enforce such provision. If you fail to comply with or breach any term or condition of this Agreement, YOUR LICENSES AND THIS AGREEMENT ARE AUTOMATICALLY TERMINATED, WITHOUT NOTICE AND ID MAY PURSUE ALL RELIEF AND REMEDIES AGAINST YOU WHICH ARE AVAILABLE UNDER APPLICABLE LAW AND/OR THIS AGREEMENT. You agree that in the event of litigation relating to this Agreement, the prevailing litigant shall be entitled to recover the prevailing litigant's attorneys' fees and expenses and costs of court in addition to all other relief available under this Agreement and/or applicable law. In the event this Agreement is terminated, you shall have no right to use the Software, the Printed Materials or the Levels, in any manner and you shall immediately destroy all copies of the Software, the Printed Materials and the Levels in your possession, custody or control. You agree that your unauthorized use of any property of ID, whether in whole or in part, would immediately and irreparably damage ID such that ID could not be adequately compensated by an award of monetary damages, and in the event of such threatened or actual unauthorized use ID shall be entitled to an injunctive order, in addition to all other available remedies, appropriately restraining and/or prohibiting such unauthorized use without the necessity of ID posting bond or other security.

YOU ACKNOWLEDGE THAT YOU HAVE READ THIS AGREEMENT, THAT YOU UNDERSTAND THIS AGREEMENT, AND UNDERSTAND THAT BY INSTALLING THE SOFTWARE, BY LOADING OR RUNNING THE SOFTWARE, OR BY PLACING OR COPYING THE SOFTWARE ONTO YOUR COMPUTER HARD DRIVE OR RAM, YOU AGREE TO BE BOUND BY THE TERMS AND CONDITIONS OF THIS AGREEMENT. YOU FURTHER AGREE THAT, EXCEPT FOR WRITTEN SEPARATE AGREEMENTS BETWEEN ID, DISTRIBUTOR AND YOU, IF ANY, THIS AGREEMENT IS A COMPLETE AND EXCLUSIVE STATEMENT OF THE RIGHTS AND LIABILITIES OF THE PARTIES HERETO. THIS AGREEMENT SUPERSEDES ALL PRIOR ORAL AGREEMENTS, PROPOSALS OR UNDERSTANDINGS, AND ANY OTHER COMMUNICATIONS BETWEEN ID, DISTRIBUTOR AND YOU RELATING TO THE SUBJECT MATTER OF THIS AGREEMENT.