

SPECIAL DVD EDITION

QUAKE 4

<http://www.replacementdocs.com>

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INSTALLING

Insert the *QUAKE 4™* DVD into your DVD-ROM drive. After a few seconds, the splash screen will appear. Click **Install** to begin the installation process and then follow the on-screen instructions.

If the splash screen does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Double-click the **DVD-ROM drive** with the *QUAKE 4™* DVD inserted. Double-click on **Setup.exe** to launch the Start screen. See the Help files on the disk if you need more information.

ENTER CD-KEY

To install and run the game, you must have a valid CD-Key. Your unique CD-Key is located on the back of the manual. During installation, please enter the key exactly as it appears on the back of the manual. Keep your copy of the CD-Key safe and private in case you need to reinstall the game in the future.

No one from Activision, Raven or id will ever ask you for your CD-Key. Never give your CD-Key to anyone. If you lose your CD-Key, you will not be issued another one.

LATEST INFORMATION

The latest information about *QUAKE 4™* is in the Readme file on the DVD. (Both Readme and Help are located in the Support Menu of the Start screen.) Select **Readme** from the Start screen to view this information. If you have problems installing or playing the game, you can also find help in the Help files section of the Start screen. Finally, more help is available online at www.quake4game.com, www.ravensoft.com or www.activision.com.

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." 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 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

All the options required for getting into the game, customizing your controls and setting up the game to run best on your system are available through the menus.

New Game — Start a new *QUAKE 4*™ game from the beginning of the story. After selecting New Game, choose your difficulty level from one of the options available.

Load Game — Load a previously saved game.

Multiplayer — Find or create a server to play via LAN or Internet.

Settings — Configure your controls, adjust audio/video quality and performance settings. *QUAKE 4*™ will automatically determine recommended settings for most computers.

Mods — Browse and run any *QUAKE 4*™ installed modifications.

Updates — Check for game updates (requires Internet connection).

Credits — The people who made the game.

Exit — Quit to Windows®.

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 and hold the Objectives/Scores key (Tab by default).

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 Reload key (R by default) to fill 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. Press the Attack key (left mouse button by default) to quickly fire smaller blasts. Fire a stronger blast by holding down the Attack key 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 key (F 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 key brings up the machinegun's flashlight rather than the pistol's. To use the scoped mode, press and hold the Zoom/Weapon Special key (right and middle mouse buttons 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. Pressing and holding the Zoom/Weapon Special key 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 (mouse wheel up/down 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 in combat), you can get a Medic or Technician in your crosshairs and talk to them using the Activate key (default left mouse) 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 AutoSaved when entering a new level, and when you pass significant areas of the game, a Checkpoint is automatically saved for you. To save or load your progress, press the **Esc** key to pause the game and reveal the In-Game menu. You can also save your progress instantly by using Quick Saves.

Quick Saves

To record your current progress, press the Quick Save key (F5 by default). You can have up to four Quick Saves. If you already have four Quick Saves and press the Quick Save key to create another, the oldest Quick Save will be deleted. To load your most recent Quick Save while in-game, press the Quick Load key (F9 by default).



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 shards increase your health by five, 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 (five 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 utilize 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.

Friends

During a game, you can set another player as a "friend," and then find them online later. To designate someone as a friend, you must be in a Multiplayer game with him or her. During gameplay, press the **Esc** key, and then click **Players**. Select the player you want as a friend, and then click **Add Friend**. From then on, you can find that player whenever they're online by clicking **Friends List** on the Multiplayer menu. This may have a delay of up to five minutes.

MULTIPLAYER CONTROLS

Chat — Press the Chat key (T by default) to type a message to everyone in the game. Press Enter to send it.

Team Chat — Press the Team Chat key (Y by default) to type a message only to your teammates. Press Enter to send it.

View MP Statistics — Press and hold the View MP Statistics key (Z by default) to view your MP statistics.

MULTIPLAYER MENUS

During MP play, press the **Esc** key to see the Multiplayer menus.

Main Menu

Click Main Menu to go back to the main *QUAKE 4™* menu, and disconnect from the server if desired.

Join Game

Click Join Game to see recent chat history, and switch between Spectator mode and live gameplay.

Players

Click Players to see all players' MP statistics and add players as friends.

Vote

Click Vote to call a vote.

Settings

Click Settings to change Multiplayer settings.

Server Info

Click Server Info to see the server's information.

Admin

Click Admin to access the server functions and options. This can only be used if you are hosting or have the server's admin password.

END-GAME SUMMARY

After each round, a window appears with tabs displaying a summary of the game's players, player statistics and the final scoreboard.

Summary

The Summary tab shows you and the top ten players (top nine players if you weren't in the top ten). In team games it shows you and the top five players from each team (top four players on your team if you weren't in the team's top five). Player rank is the number on the left. Two players will have the same rank if they tied for that spot.

Statistics

The Statistics tab shows detailed views of each player's game statistics. Click each player's name to see their stats.

Scoreboard

Click the Scoreboard tab to see the final scoreboard for the round.

FINDING A SERVER AND CONNECTING

Overview

To play Multiplayer, connect to a game server running *QUAKE 4*. Anyone can create a server, so there are always many available on the Internet. Servers are the computers hosting the game. Some games may be hosted on machines that are being used to play the game (on that same computer), while others may be "dedicated" servers that are hosting the game just for other people to play.



Connecting to Your ISP

QUAKE 4™ REQUIRES A BROADBAND INTERNET CONNECTION (E.G., DSL, CABLE MODEM, T1, ETC.). If you connect to the Internet using a dial-up modem, *QUAKE 4*™ Multiplayer will not function properly.

QUAKE 4™ Multiplayer is bandwidth intensive. This means a slower upload speed will be able to support fewer combatants. Be sure to set upstream and downstream settings (in Advanced Server Options) appropriate to your connection speed to ensure the optimal number of players. Please refer to the game Readme for recommended maximum players for various connection speeds.

For Internet play, connect to your Internet Service Provider (ISP) before starting Multiplayer. Most broadband users have a persistent Internet connection, so you won't need to do anything special. See your Windows® and ISP documentation for information on how to connect to your ISP.

Multiplayer Settings

Once you're online, start *QUAKE 4*™, select **Multiplayer** from the Main Menu and select **Settings** to enter your name, re-type your CD-Key, set your data rate and select your player model.

Joining a Game

To join a game, first select **Multiplayer** from the Main Menu, then **Game Browser** to access the game browser. The game browser offers a number of options to help you locate a game. Click on the boxes in the top-right to switch between local games (LAN) and Internet games.

The Game Browser list provides information about each server. Sort the list of servers by selecting the tab above each column in the list. You may have up to three sorting options at once. (Undo all the sorting options by pressing **Clear Sorting**.) You'll generally experience better performance on a server with a lower ping time. Press **Refresh List** to update your browser with the latest servers and information.

To connect to a server, double-click on its name or click once to highlight it, and click on **Join Server**. When you mouse over a server, important information about the server will be displayed in a tooltip.

Some servers may require a password to connect. If a server requires a password, you'll be prompted to enter one after joining the server. (Note: passwords are case sensitive.)

Servers that are grayed out in the game browser have a maxplayer limit higher than recommended for your CPU speed.

Connect to a Specific Server

If you know the IP address of a specific server, you can enter it by clicking **Join IP Address** at the **Game Browser**.

Find Player/Clan

You can search all active Internet servers for people, both by their handle and their clan.

Add to Favorites/Remove Favorite

You can mark a server as a "Favorite" by selecting it in the browser, then clicking **Add to Favorites**. When you sort by Favorites, the servers you've marked show up first in the list. To remove a server as a favorite, select it and click **Remove Favorite**.

Creating a Server

If you want to use your computer as a game server, click on **Multiplayer** and then click **Create Server**. From this screen, you can select the map you want the server to run as well as several other options. Once you've set the options you want, click the **Create Server** button. Please note that hosting a server requires an Internet connection with high upstream.

The options are as follows:

Map Selection

This is the list of maps you're able to host. Please note that the map list is limited depending on the gametype, as described below.

Server Name

This name will be displayed in the Game Browser list to other players.

Server Type

Select **LAN** to have the server visible only to your local network. Select **Internet** to make your server visible to the Internet. Please note that firewalls may interfere with setting up and running an Internet server.

Dedicated

No — Start a local server and a local client.

Yes — Start a server that others can connect to, but cannot be played on locally. This is recommended for hosting on the Internet.

A list of console commands for the dedicated server can be found in the Readme.

Gametype

This sets what kind of game mode you will host. Please note that the map selection is limited for each game mode.

DM — Deathmatch mode

Team DM — Team Deathmatch mode

Tourney — Tournament mode

CTF — Capture The Flag mode

Arena CTF — Arena Capture The Flag mode

Frag Limit/Capture Limit

In DeathMatch or Team DM, this is the number of kills (frags) a player must obtain to win the match. In Tourney, it's the number of kills required to win the round. In CTF and Arena CTF, it's the number of flag captures a team needs to win the match. If two players have the same number of kills when time runs out (based on the time limit), the game or round will enter Sudden Death mode, where the next player to get a kill wins the match or the round.

Time Limit

Set in minutes so the player with the highest score after the time limit expires wins. Once the time limit is hit, the map will reload with all players starting at zero frags. If the game is tied when the time limit is reached, the game will go into Sudden Death mode. In Tourney mode, this is the time limit for the individual round.

Max Players

Set the maximum number of players allowed on your server at any time. The highest this can be set to is 16.

Do Warmup

Allow time for players to join and get ready before the match starts.

Allow Spectators

Allow people to join your server to watch the game without playing.

PunkBuster™

Enables or disables PunkBuster, an anti-cheating server tool.

Team Damage

Available for Team Deathmatch, Capture The Flag and Arena CTF, this option enables or disables friendly fire between teammates.

Tourney Round Limit

Only available for Tourney mode, it is how many Tournaments will be run through before the map switches.

Advanced Options

The Advanced Options let you change settings such as server passwords, server-side mods and map cycling files.

Raven Software

| | |
|----------------------------------|--|
| Level Design | Ken Banks Matt Breit Roger Cordes Robert Bettenberg Chad Bordwell Ford Dye Mike Majernik Scott McNulty Corey Peters Michael Renner Andrew Weldon Patrick Williams |
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MUSIC

QUAKE 4™ theme produced byChris Vrenna
QUAKE 4™ theme composed byClint Walsh

VOICEOVER

StraussPeter Stormare
HarperCharles Napier
VossMichael Gannon
RhodesDave Earnest
Bidwell, AnnouncerKhary Payton
AndersonDanny Cooksey
CortezAndre Sogliuzzo
SledgeDimitri Diatchenko
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Womb Music

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Manual LayoutIgnited Minds LLC

CUSTOMER SUPPORT

You should read through the manual and the Readme file on the DVD before contacting Activision Customer Support.

Additionally, if you have Internet access, search our troubleshooting database at: <http://www.activision.com/support>.

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box.

Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements.

So that we can better help you, please have the following information ready:

- Complete product title (include version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g., Pentium® 4 1.5 GHz or Athlon® XP 1500+ processor)
- Amount of RAM
- Make and model of your video and sound cards (e.g., ATI® Radeon 9800 or all Nvidia® GeForce FX series)
- Make and model of your CD-ROM or DVD-ROM drive (e.g. Samsung SC-140)
- Operating system

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available, including patches that can be downloaded free of charge. We update the support pages daily so please check here first for solutions. By going to the Find Answers section and selecting the platform/game you are inquiring about you can view the top solutions for the game to date.



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If you don't find your question/solution there, try inputting a keyword into the search.

If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons the response time may take a little longer.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through the Internet.

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Technical Support in Australia

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