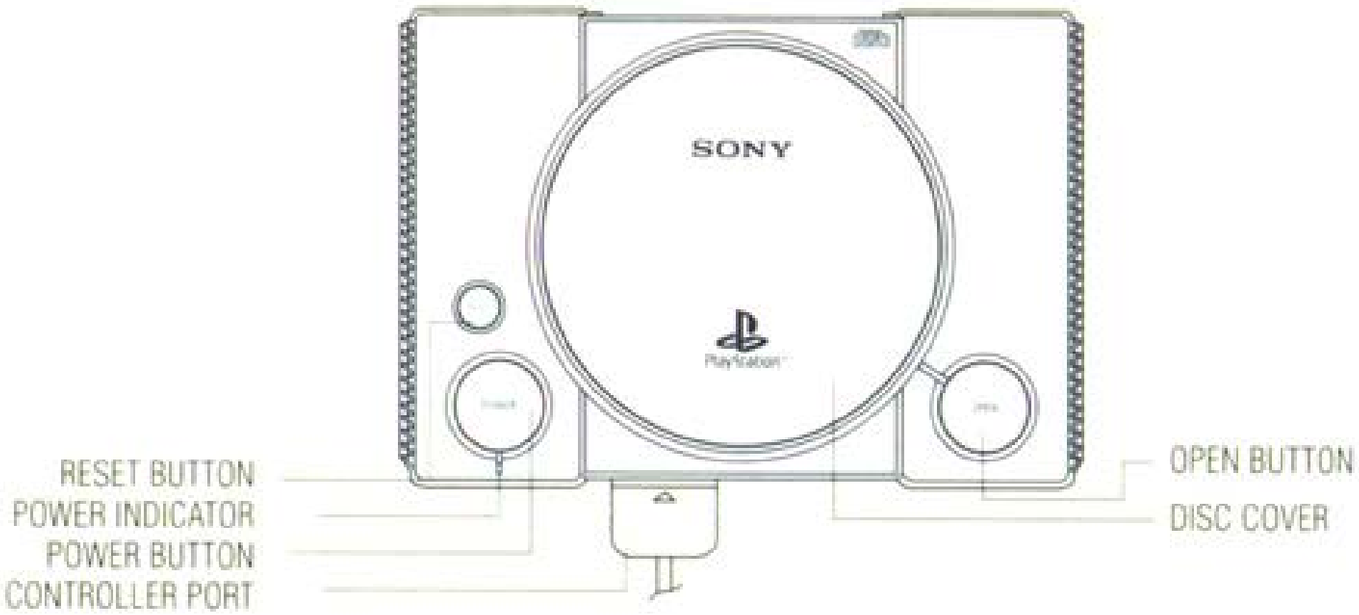

PlayStation
NTSC | U/C
PlayStation
MATURE
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CONTENT RATED BY
ESRB
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QUAKE II
id
RAMAGE
ACTIVISION

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STARTING UP



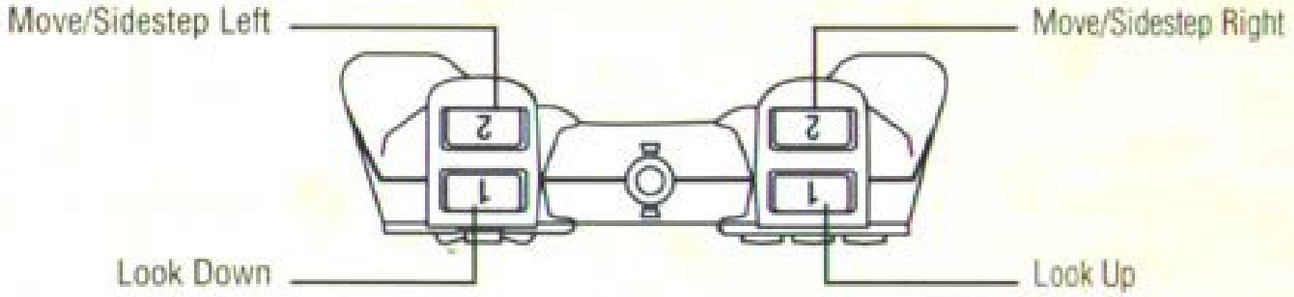
1. Set up your PlayStation® game console according to the instruction manual.
2. Make sure the power is off before inserting or removing a compact disc.
3. Insert the Quake II™ disc and close the disc cover.
4. Insert game controllers and turn on the console.
5. Follow the on-screen instructions to start a game.

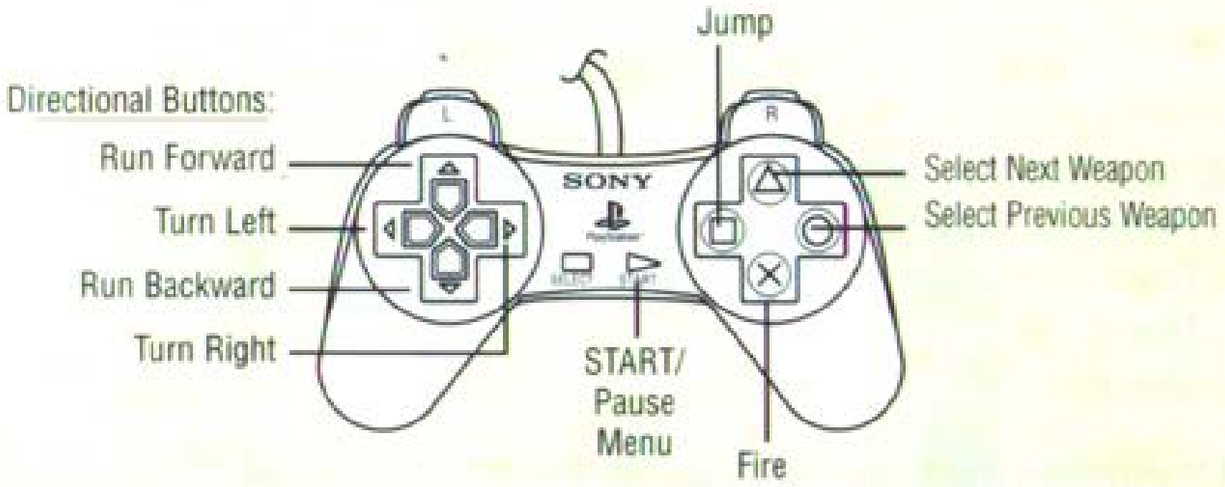
When the game is started you will see an introductory movie. Press the ✖ to end the movie and bring up the Main menu.

It is recommended that you do not insert/remove peripherals once the power is turned on.

GAME CONTROLS

The default Controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the Controller configuration in the Options screen accessed from the Main menu screen (see page 6).





To select menu options, use the Directional Buttons up/down to navigate through the menu options, highlight the option you want to select, and hit the ✖ button to accept. Use the Directional Buttons left/right to move sliders or toggle menu items.

Note: *Quake II* also supports the Analog Controller (DUAL SHOCK) , as well as the PlayStation Mouse.

GAME CONTROLS

Dual Shock Controllers

The Dual Shock Controller has auto-calibration and a vibration mechanism. From the Controller configuration menu, you may engage/disengage vibration by pressing the UP/DOWN Directional Buttons to select Vibration, then toggle the option ON and OFF by pressing the LEFT/RIGHT Directional Buttons.

Mouse

The basic rule when using mice is; first plug the controllers into consecutive ports, then plug in the mice. The first Mouse in the chain will be active for the first Controller in the chain that has enabled the Mouse through the menu. Below are some possible configurations when using the Mouse.

SINGLE PLAYER
Controller Port 1 = Controller
Controller Port 2 = Mouse

MULTIPLAYER (2 PLAYER)
Sony MultiTap in Controller Port 1
- 1-A = Player 1 Controller
- 1-B = Player 2 Controller
- 1-C = Mouse
- 1-D = Mouse

MULTIPLAYER (4 PLAYER)
Multi-taps in Controller ports 1 & 2

MultiTap in Controller Port 1
1-A, 1-B, 1-C, 1-D = Player 1-4 Controllers

MultiTap in Controller Port 2
2-A, 2-B, 2-C, 2-D = Player 1-4 Mouse

It is important to remember that if you have plugged in a Mouse, you must also enable the Mouse through the Controller configuration screen in the Player Options Menu. Here you will also be able to swap/invert the Y-axis, and change the Mouse speed. When using the MultiTap, at least one Controller must be connected to Controller port 1-A or 2-A

2 MultiTaps are required when playing a 4 player game when each player has a Controller and a Mouse.

Note: If there are less mice plugged in than controllers, each Mouse will be active for the first controller in the chain that has the "Mouse Enable" option turned ON.

THE STORY

Intelligence reports are sketchy at best, but what we do know is this: The Strogg, a formidable cybernetic race, is determined to conquer Earth's population and have launched attacks against our planet.They are an unstoppable evil and they have no reservations about fulfilling their insidious plan—the annihilation of every living thing on Earth.

But Earth has a plan as well. You.

You're a Space Marine. Special Operations; elite among the Forces. You've been dropped behind enemy lines to carry out a reconnaissance mission of the Strogg's home planet. Your objectives are clear: Infiltrate. Destroy. Survive!

Stop the Strogg plan to wipe out Earth and her inhabitants.



MAIN MENU



Press the **Directional Buttons up** or **down** to move the highlight to your desired selection, then press the ✖ button to select that item. Press the ▲ button to go back to the previous menu.

Start

Select this option to start a single or multiplayer game. The Mode menu will then appear where you can choose to begin a single or multiplayer game. If you select Single from this menu, you will be prompted to start a new game and select a skill level (see The Basics of Game Play, on page 13), or load a game from a memory card (see Loading Saved Games, on page 13). If you select Multiplayer from this menu, you will be prompted to set up a multiplayer game.

Multiplayer

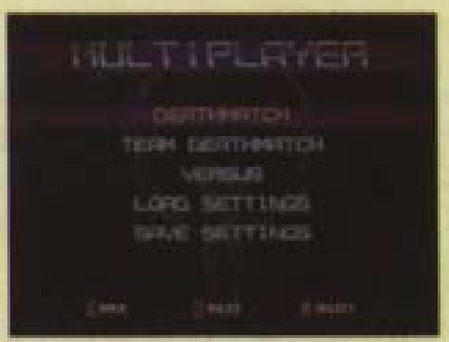
If you haven't played *Quake II* in one of these multiplayer modes, you haven't played *Quake II*. You can play against up to three of your friends (or enemies) in either Deathmatch, Team Deathmatch, or Versus. Choose your player, choose your team, choose your arena, and let the bloody battle begin.

Note: You must have more than one Controller inserted in order to play the multiplayer games.

STARTING MULTIPLAYER GAMES

1. From the main menu select the **Start** option.
2. From the Mode screen select the **Multiplayer** option.
3. At the Mutiplayer game select screen, select which game you would like to play.
4. Select the number of players, arena, frag limit, time limit, and game variables.
5. Use the Game Start screen to choose your color or team and set up your individual player options.
6. Once every player has pressed the ✖ button to confirm that they are ready, the game will begin.

Multiplayer Game Types



There are three game types included in *Quake II*. Each game has its own unique rules, scoring, and method for winning. Any of the multiplayer games can be played with 2-4 players in any of the arenas. The fraggin' possibilities are almost endless.

DEATHMATCH

The one and only! Deathmatch games are an every man for himself, free for all war! In deathmatch there are no teams. The only objective is to kill your enemies, and kill them often.

Rules of Deathmatch

There is only one rule in Deathmatch – Kill or be Killed!

Deathmatch Scoring

You are scored one Frag Point for every time you kill the other team. The player with the most Frag points at the end of the game wins. The Score screen that appears after the game, displays the standings of that game based on Frag Points. The winner's name and score will be indicated.

TEAM DEATHMATCH

Team up to destroy your opponents in an all out battle for Frag points. This game can be played in 2-on-2, 2-on-1, or 3-on-1 competitions, so team up and get righteous!

Rules of Team Deathmatch

1. Kill members of the other team.
2. A Frag Point is lost for killing a teammate.
3. Frag Points are counted for the entire team. If you have set a frag limit in the Multiplayer options, it applies to all team members Frag Points.
4. The winner is determined by which team has the most combined Frag Points.

Team Deathmatch Scoring

You are scored one Frag Point for every kill. Frag Points from all team members are added together to determine which team is the winner. The Score screen that appears after the game, displays which team is the winner, has the most combined Frag Points, as well as individual frag counts.

VERSUS

The ultimate competition! If you really want to know who the best of the best is, this is the game!

Rules of Versus

1. There are no health or ammo powerups in the level.
2. When a player dies, they are out for the rest of that round. The goal is to be the last player alive in the round.
3. The last player alive will receive one point for winning the round. All players then restart in the next round.
4. The first player to win the set number of rounds wins the game.

Versus Scoring

The last player alive in the round receives a point for winning the round. The first player to win the set number of rounds, wins the game.

Multiplayer Game Setup

From the Multiplayer Game Setup screen modify the game options to set up your multiplayer game.



NUMBER OF PLAYERS

Press the **Directional Buttons left** and **right** to select the number of players to enter the game. Remember, each player needs to have a Controller connected to the game console. You will need a MultiTap if you would like to play with three or four players.

Please insert controllers sequentially in the Multi Tap e.g. insert a Controller in Controller port 1-A first then Controller ports 1-B, 1-C and 1-D.

Note: Always use the Multi Tap in Controller port 1.

MAIN MENU

ARENA SELECTION

Press the **Directional Buttons left** and **right** to select the arena that you would like to play.

FRAG LIMIT

Press the **Directional Buttons left** or **right** to change the frag limit. When a player reaches the Frag Limit, the game will end and the score screen will be displayed.

TIME LIMIT

Press the **Directional Buttons left** or **right** to change the time limit for the game. When time expires the score screen will appear.

GAME VARIABLES & UN-LOCKS

This menu will allow you to set various multiplayer game variables. You will also be able to unlock additional multiplayer game variables by completing the single player portion of the game. There are three different levels of variables that you can unlock by completing the single player game in the three difficulty levels.

Easy = Bronze
Medium = Silver
Hard = Gold

When you complete the game, you will need to save your game to a memory card. This will save the level of unlocks that you have achieved.

Enabling Unlocked Variables

To enable the unlocked multiplayer game variables, use the "Load Settings" option from the Multiplayer game selection screen. You will then be able to see the un-locked variables in the Game Variables menu.

Multiplayer Pause Menu

Press **START** during a multiplayer game to view the Multiplayer Pause options. Here you can change system settings, player controls and change game variables. Note: Only the player that paused the game can un-pause the game.

OPTIONS



The Options menu is where you can make changes to the game's default settings. Press the **Directional Buttons up** or **down** to move the highlight over the option you would like to change, then press the **Directional Buttons left** or **right** to move a slider or toggle that option.

Player Options



Identity crisis? The Player option allows you to modify your gameplay settings, and also select a Controller configuration.

CROSSHAIR

Use this option to toggle the Crosshair On or Off.

AUTO CENTER

When Auto Center is turned On, your view will automatically be centered when you move forward or backward.

CONTROLS

Select this option and press the ✖ button to view the Controller options. Quake II supports the standard PlayStation Controller, Analog Controller (DUAL SHOCK), and the PlayStation Mouse.

RESET TO DEFAULTS

Select this option and press the ✖ button to reset all of the player options to their original default settings.



Sound Options

Select this option to modify the games default sound effect and music settings.

OPTIONS

MUSIC
This option allows the player to adjust the volume of the music.

SOUND FX
This option allows the player to adjust the volume of the sound effects.

STEREO
Use this option to toggle the games stereo setting on and off.

RESET TO DEFAULTS
To return all of the sound settings to their default values, highlight the Reset to Defaults option and press the ✖ button.

Video Options

HORIZONTAL SPLIT
This option allows players to choose whether they would like to play two-player Multiplayer with a horizontal split screen, or a vertical split screen (OFF=Vertical).

SCREEN POSITION
Press ✖ to select this option. Use the Directional Buttons to adjust the screen position. Press the ▲ button when finished.

RESET TO DEFAULTS
To return all of the video settings to their default values, highlight the Reset to Defaults option and press the ✖ button.

Saving and Loading Options
All of your options will be automatically saved when you save a game, and will be loaded when you load a saved game.

PAUSE OPTIONS



Press **START** during a game to view the Pause options. Press the **Directional buttons up** or **down** to highlight an option. Press ✖ to select it.

Mission

As if killing every last Strogg wasn't enough of a cause. You can use this feature to view your current mission objective.

Options

Select this to make changes to the game and player settings .

Quit Game

Use this option to quit the game and return to the main menu.

Restart Level

Select this to restart the current map, but remember, you will lose any items and weapons you have accumulated in the map.

THE BASICS OF GAME PLAY

Goal of the Game

The goals of *Quake II* are divided into a series of missions or objectives. During the game your help computer provides you with each new objective. It is important to regularly review this information.

Loading Saved Games

Select **Load** from the Start Game menu to restore a saved game.

Skill

It is important to select the correct skill level before you begin your assault on the deadly Strogg. These guys are as tough as they look, and if you don't have what it takes, you may find yourself quickly transformed into a small pile of gibs on the floor of a Strogg outpost. Choose carefully…

Easy

Beginners and grandmas should start here.

Medium

This is a great starting point for almost everyone. If you think you're really good, try joining the pros on the Hard Skill level.

Hard

You must think you are something special. Few try and even fewer succeed. Do you have what it takes for the ultimate mayhem of this skill level?

PLAYER STATUS



Health

You start out at 100%, but as you get beaten and blown up, you'll feel a bit worse. At 0%, the fat lady has sung.

Ammunition

The amount of ammo remaining in your active weapon is shown here.

Armor

Your armor protects you as long as it lasts. Keep an eye on its remaining strength; because when it is gone, you might be gone as well.

Weapons

At the bottom right of the screen, your current weapon is displayed (center). Use the ▲ and ● buttons to scroll through your available weapons.

Quake II will talk to you from time to time. Some messages appear at the top of the screen. Mission updates will appear in the middle of the screen, and will pause the game. Press the ✖ button to continue with the game.

GETTING AROUND

Running

When running, you can jump further if you're moving forward at that time. You can jump even higher if you're moving up a ramp. Jumping while running is a very important skill to master, and can help in avoiding many attacks.

Swimming

While underwater, aim yourself in the direction you wish to go and press the forward button to go in that direction. Unfortunately, as in real life, you may lose your bearings while underwater. Use the jump button to kick straight up towards the surface. Once on the surface, tread water by holding down the jump button. 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.

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.

Buttons and Floorplates

There are three possible ways to activate a switch or button: touch it, walk on it, or shoot it.

Secrets

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.

Dying

When you die (which you will), you are given three options:

RESTART LEVEL

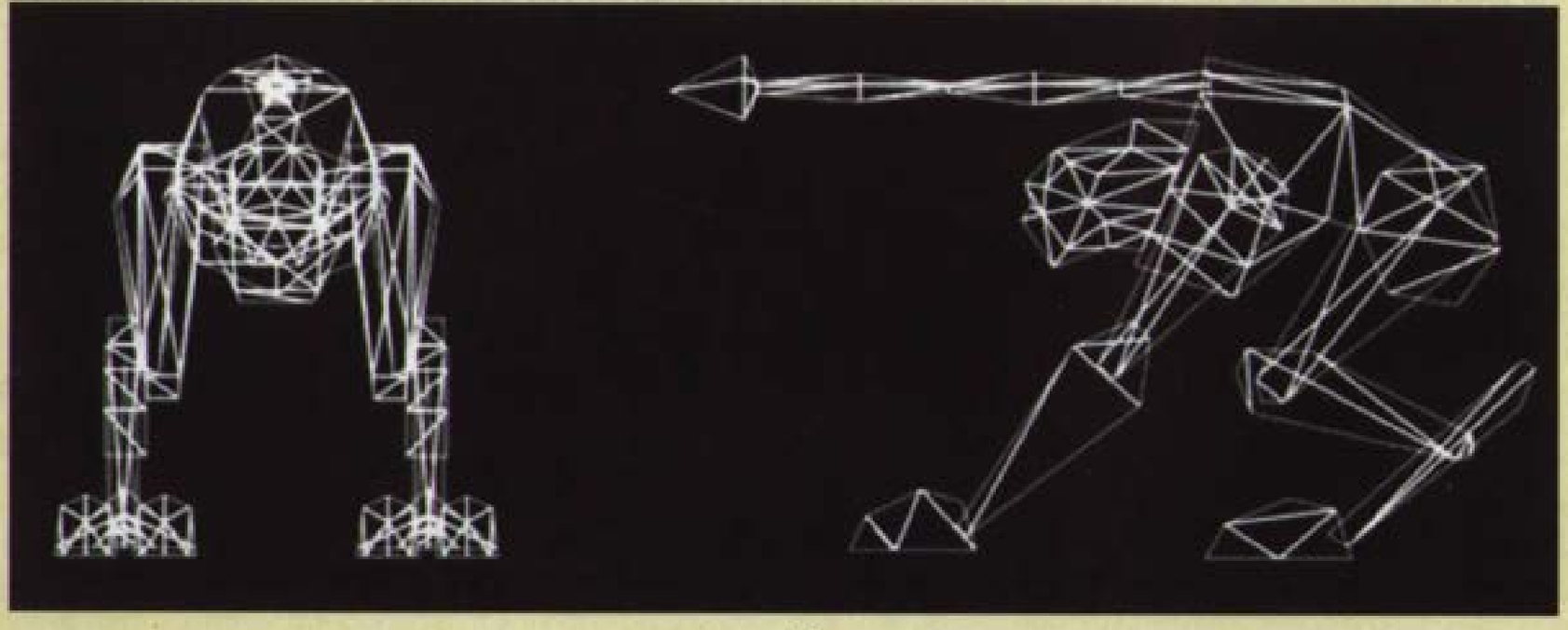
Choosing this option will restart you at the beginning of the level. You will lose the items, weapons, and ammo that you had picked up in that level before dying.

RESUPPLY AND RESTART

This option allows you to restart the level with maximum health, half the maximum amount of ammunition for the weapons that you have (unless you had more at the beginning of the level), and additional armor. Remember, you can only use this option three times during the course of the entire game and the number that you have left is stored with your save game on a MEMORY CARD. Use them wisely…

QUIT GAME

Don't be a quitter! Use this option to quit the game and return to the Main Menu.



ENVIRONMENTAL HAZARDS

Slime: All over Stroggos are pools of toxic waste from their refineries. This slime eats away at your flesh unless protected by an enviro-suit.

Lava: Stroggos has large amounts of volcanic activity. Don't go anywhere near lava unless it is absolutely necessary. An enviro-suit won't help you much.

Water: The water on Stroggos is safe enough to enter without needing an enviro-suit, but remember to come up for air periodically.

ENVIRONMENTAL HAZARDS

Traps: We know very little about the internal defense systems on Stroggos. Given their warlike nature and the importance of Cerberon to the Strogg, expect the environment to be deadly.

Explosions: Found all through the city are explosive containers. Stay clear of them in a fire fight or you'll end up in 46 little body bags.



ARSENAL

Blaster: This is the standard issue rechargeable energy side-arm. It does not require ammunition. Useful for taking down Guards as well as exploding barrels and setting off shootable buttons and secret doors. Keep one on you at all times.



Shotgun: This uses shells for ammunition. The spread of the shotgun blast makes close combat more damaging, but long range attacks easier. Perfect for the less than proficient marksman. The shotgun is effective against Strogg Guards and Flyers.



Super Shotgun: This is the uncompromising big brother to the Shotgun. Choose your shots effectively. The slow firing rate may only give you a few chances to bring down the enemy before he's able to engage you up close. It eats more shells than the Shotgun, but the show is well worth it.



MachineGun: Although this weapon is easy to use, its light weight allows for considerable vibrations that may make you less accurate. Fire in short bursts until you can effectively steady your aim.



ChainGun: The chain gun makes mince meat out of your enemy, but requires an insane amount of ammunition. The long spin up and spin down time makes the chain gun most effective for sustained attacks.



Grenade Launcher: The grenade launcher is useful for delivering firepower into hard to reach areas or clearing out potential ambushes. We do not recommend using the grenade launcher in confined areas.

ARSENAL

	***Rocket Launcher***: The rocket launcher delivers heavy fire power to your target. Be careful not to use this weapon in close combat.
	***HyperBlaster***: The hyper blaster is an energy chain gun with no spin up delay. Its high rate of fire is incredibly effective at destroying the enemy and depleting your energy cells.
	***RailGun***: The Rail Gun fires depleted uranium slugs at super high velocities. Take note of the distinctive blue corkscrew trail of smoke caused by the projectile – or better yet, see how many scumbag Stroggs it goes through before it hits steel.
	***BFG10K***: Big, uh, freakin' gun. This weapon redefines the word "wallpaper." Simply fire the BFG into a small room of unsuspecting Strogg and watch the light show.

MILITARY SUPPLIES

Pick up these helpful items whenever possible. All of the items take effect when picked up.

	***Ammo***: There are five major ammo types: shells, cells, bullets, grenades, and rockets. Except for the blaster, you must have ammunition to use a weapon. Each ammo type has a maximum you can carry.
	***Armor***: There are three armor types: Flak Jacket, Combat Suit, and Body Armor. Each one provides a certain amount of protection against both normal attacks and energy weapon attacks. If you take enough hits, your armor strength depletes down to nothing, so seek out unused breast plates. Pick up and salvage armor that is not as good as your current armor to improve your armor health.
	***Armor Shards***: Special remnants of armor, which add a bit more durability to your existing protection.
	***Health***: There are two types of standard health kits: First Aid and Medkits. You'll want to keep your eyes peeled for these. They may be your only hope.
	***Bandoleer***: Increases your capacity for some types of amunition.
	***Ammo Pack***: This allows you to carry more ammo on your back.

MILITARY SUPPLIES

	***Environment Suit***: This protects you against damage from hazardous liquids, such as Slime.
	***Quad Damage***: Temporarily multiplies all your weapon's strengths by four times. Let the gibbing begin!
	***Invulnerability***: The invulnerability item renders you temporarily indestructible.
	***Mega-Health***: This provides a temporary but significant boost to your health, but will wear off after a minute or so.
	***Super-Adrenaline***: This slightly increases your health permanently.
	***Power Shield***: This provides improved protection against energy weapons. While it is being used, it drains energy from your cells when damaged.

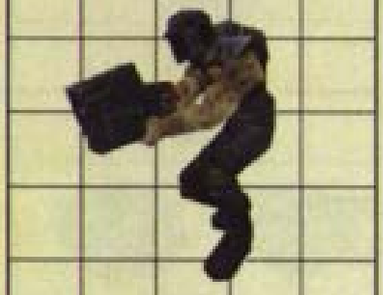
THE ENEMY



LIGHT GUARD
Description: Weakest of the three processed humans, armed solely with a simple blaster.
Defense/Weapon Analysis: Easy
Comments: Although their weapons may only sting, they may attack in packs or summon help from the big dogs.



SHOTGUN GUARD
Description: These loyal troops have an automatic scatter gun prosthetic.
Defense/Weapon Analysis: Easy
Comments: He goes down easy, but packs a punch.



MACHINE GUN GUARD
Description: Bigger, meaner, and deadlier than above… with a machine gun for a right arm.
Defense/Weapon Analysis: Easy
Comments: They tend to charge in droves and have a sharp eye.

THE ENEMY

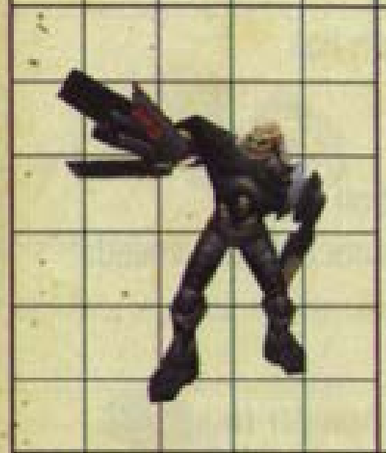


ENFORCER

Description: Strong, muscle-bound warrior who dishes out chain gun speed damage.

Defense/Weapon Analysis: Medium

Comments: These bullies have one objective in mind, marine—to fill your body with as much lead in the least amount of time. They can take a beating, and are effective at ducking your ammo. Also watch out for post-mortem spray from their chain gun caused by a spasm in their arm.

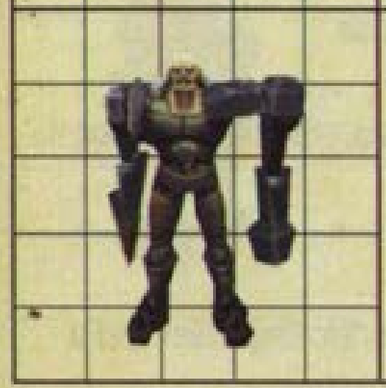


GUNNER

Description: The fighting elite for the Strogg, outfitted with a powerful machine gun and an automatic grenade launcher.

Defense/Weapon Analysis: Medium

Comments: This cybernetic terror eats Mutants for breakfast before coming to work— on you. He does have one weakness, though. It takes a second for his hand to open up into the machine gun so take advantage of the brief delay.



BERSERKER

Description: He has a metal spike as one arm, a hammer as another, and moves very quickly.

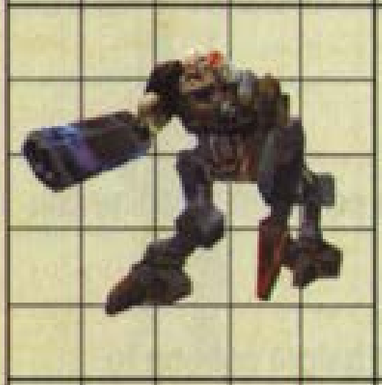
Defense/Weapon Analysis: Medium

Comments: This bald mutha is one deadly freak. He may hit the dirt easy, but he'll get up and is relentless in his pursuits.

THE ENEMY



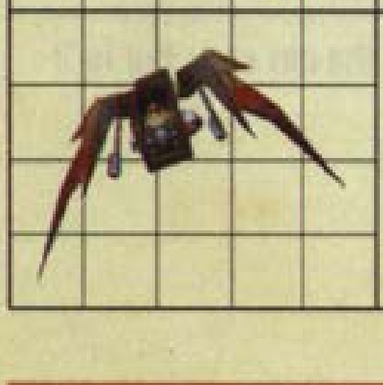
IRON MAIDEN
Description: Equally as powerful as the Gunner, this femme fatale has both an arm-mounted rocket launcher and flesh tearing claws.
Defense/Weapon Analysis: Medium
Comments: The cyber-bitch from hell… not the kind of girl to take home to mom.



MEDIC
Description: As the name suggests, this threatening organism has the ability to awaken dead Strogg from eternal sleep.
Defense/Weapon Analysis: Medium
Comments: When he is not healing, the Medic moves about on two hydraulic legs, and is armed with a laser blaster that shoots at hyper speeds.



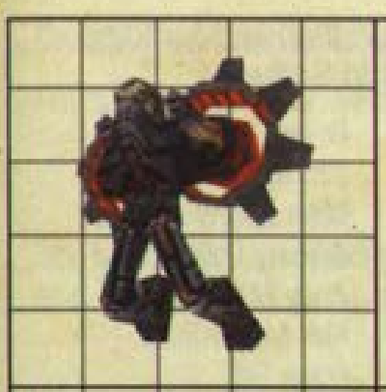
GLADIATOR
Description: With two massively mechanized legs and one shoulder-mounted railgun, the Gladiator is the daddy of all the adapted humanoids.
Defense/Weapon Analysis: Medium/Hard
Comments: Once targeted, you have less than a second to sidestep or you're toast. Also watch for his lethal left-handed clamp grip.



FLYER
Description: A small two-winged monster, comprised of a controlling brain and a cyborg body that allows it to levitate.
Defense/Weapon Analysis: Medium/Hard
Comments: Flyer moves quickly, travels in packs, and each wing is a laser blaster.

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THE ENEMY



ICARUS

Description: Relies on a huge jet pack attached to its back, with laser blasters mounted into his shoulders.

Defense/Weapon Analysis: Medium/Hard

Comments: With its durable shell, swift maneuverability, and insatiable appetite for destruction, the Icarus is an aerial nightmare.



ARACHNID

Description: He uses dual railguns (one on each arm) for long range attacks, but can also swing each railgun equipped arm when his prey is in closer range.

Defense/Weapon Analysis: Hard

Comments: Constant movement is the best defense against the Arachnid's fierce dual railgun attack. The more you move, the less chance he has to target you.



TANK

Description: Tanks have three weapons they use at random: an arm-mounted machine gun, an arm-mounted laser blaster, and a shoulder-mounted rocket launcher.

Defense/Weapon Analysis: Hard

Comments: Get in, take your shot, and get out. Repeat as often as necessary. These metallic beasts can endure massive gunfire.



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