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QUAKE®

INSTRUCTION BOOKLET

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

NINTENDO 64

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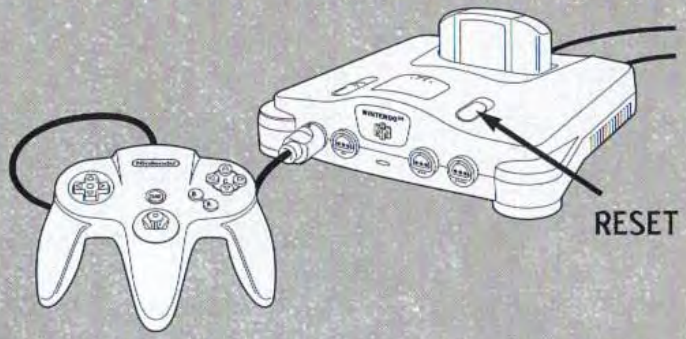
GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



- Turn the power OFF on your N64®.
- Insert the Game Pak into the slot on the N64®.
- Press firmly to lock the Game Pak in place.
- Turn the power switch ON.

NINTENDO 64 COMPATIBLE ACCESSORIES

This game is compatible with the Controller Pak and Rumble Pak accessories. Please read the Rumble Pak and Controller Pak accessory Instruction Booklets carefully. Follow On-Screen instructions to determine when you should insert or remove the Rumble Pak and Controller Pak accessories.

CONTROLLER PAK MENU

Press and hold START upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak.

Follow on-screen instructions to Exit or Delete notes.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

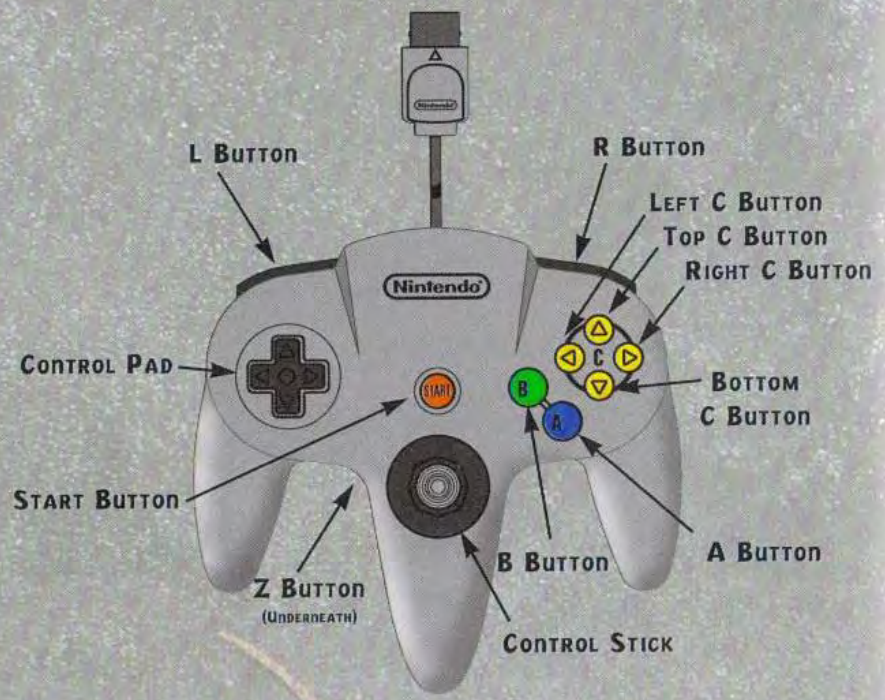
When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER



MENU SELECTIONS

- Control Pad or Control Stick Up, Down, Left or Right to highlight options
- Press the A Button to select options
- Press the B Button to go to the previous menu.

Press START during the game to pause and access the Options Menu (see Options, pg. 9).

DEFAULT CONTROLS

STYLE A

The above diagram displays Quake 64's default controller configuration. You can choose one of 6 other preset configurations, or modify the configuration the way you want. See, SETUP CONTROLLER, pg. 10, to find out how.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, select Do Not Use Pak, and your game will begin without it.

* Remember *

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

THE STORY

BACKGROUND

You get the phone call at 4 a.m. By 5:30 you're in the secret installation. The commander explains tersely, "It's about the Slipgate device. Once we perfect these, we'll be able to use them to transport people and cargo from one place to another instantly.

"An enemy, codenamed Quake, is using his own slipgates to insert death squads inside our bases to kill, steal and kidnap..."

"The hell of it is we have no idea where he's from. Our top scientists think Quake's not from Earth, but another dimension. They say Quake's preparing to unleash his real army, whatever that is.

"You're our best man. This is Operation Counterstrike and you're in charge. Find Quake, and stop him...or it... You have full authority to requisition anything you need. If the eggheads are right, all our lives are expendable..."

PRELUDE TO DESTRUCTION

While scouting the neighborhood, you hear shots back at the base. Man, that Quake works fast! He heard about Operation Counterstrike and hit first. Racing back, you see the place is overrun. You are almost certainly the only survivor. Operation Counterstrike is over. Except for you.

You know that the heart of the installation holds a slipgate. Since Quake's killers came through, it is still set to his dimension. You can use it to get loose in his hometown. Maybe you can get to him personally. Pump a round into your shotgun and get moving.

MAIN MENU

Press the Control Pad Up or Down to move the icon next to your desired selection, then press the A Button to select.

NEW GAME

Select this option to get started. The Skill Screen will appear. Select the skill that you think you can play at (see Basics of Play, pg. 13). Don't get cocky! You won't last a minute if you don't have the skills needed to survive the higher levels.

MULTIPLAYER (DEATH MATCH)

Oh yes! You'll like this game mode. It's you against a buddy (or someone you don't like). The object is to hunt each other down, then give 'em a nice taste of firepower! When you select this option, the Multiplayer Setup Screen appears. Use these options to set up the game the way you want.

NOTE: This option will only appear if the game detects more than one controller connected to your console.

FRAG LIMIT

Each time you snuff each other out, you'll collect a Frag. Select None (default) or from 10 - 100 (in multiples of 10). The winner of this "Death Match" is based on the number of frags you choose. For example, if you select 10, the first player to collect 10 frags wins the Death Match.

If you kill yourself, whether intentionally or by accident, you lose a frag. This includes drowning, getting crushed and so forth.

TIME LIMIT

You can set a time limit to your Death Match. Select from 5 to 60 minutes (in multiples of 5). Or you can select None for no time limit.

ARENA

Death Match can be played in one of 7 different arenas, designed especially for Death Matches. Select the arena you want, then go to town on your friend (or enemy).

OPTIONS

Make changes to the game's default settings. Press the Control Pad Up or Down to move the arrow next to the option you want to change, then press the A Button to toggle or select an option.

You can also access these same options by pressing START during a game.

AUDIO

The sound of the game making your spine chill? Well, you can adjust the game's audio settings if that'll make you feel better. Make volume adjustments to the Music or Sound (Effects). Press the Control Pad Up or Down to move the arrow next to the option you want to change. To adjust the volumes, press Left or Right.

To change the game's Audio System, press the A Button to toggle Stereo or Mono.To reset the levels to their defaults, move the arrow next to Set to Defaults and press the A Button. Select Return to exit back to the Options Menu.

VIDEO

Quake's Video options let you turn on-screen video displays ON or OFF. Press the Control Pad Up or Down to move the arrow next to the option you want to change, then press the A Button to toggle or select an option. Toggle the Status Bar, Messages or Crosshair (see Player Status, pg. 15, for information on these displays).

Filter

You can also toggle the game's Filter setting. When the Filter is ON, hard edges are filtered out, and items on the screen appear softer. When you toggle the option during a game, you will see the difference as you turn the Filter ON or OFF.

Center Display

If your video display doesn't seem quite centered, you can adjust it with this option. Press the A Button to select it, then use your Control Stick to move the display wherever you want it.

Save Setup

You can save your option changes to your Controller Pak. The setup will be automatically loaded the next time you turn on your Nintendo 64 or upon reset.

Load Setup

With a Controller Pak inserted in your controller, you can load your saved options. You'll need to save them first.

SETUP CONTROLLER

This game is too intense to play with controls you're not comfortable with. Press the Control Pad Left or Right to select Player 1 or Player 2, then press the A Button to select and view the Customize Controller Screen. Press the Control Pad Left or Right to choose from 7 preset Controller configurations OR:

1. Move the Control Stick Up or Down to move the arrow next to the control you want to modify, then press the A Button.
2. Press the Control Pad Left or Right to cycle through the button functions until you find the function you want assigned to that button.
3. Repeat the process to configure all the buttons you want to change, then press the B Button to accept changes and exit to the Options Menu.

X or Y Sensitivity

You can adjust the Control Stick's Horizontal (X) and Vertical (Y) movement sensitivity. Make sure you test your modifications before you take on Quake. You'll need to move quickly and accurately to shoot and not be shot.

Invert Stick

Turn this option ON if you want to reverse the behavior you assigned to Control Stick Up and Down.

Lookspring

This option centers your view whenever you release Button Look and move forward or backward.

Lookstrafe

When using Button Look, this will change the Control Stick from turning Left or Right to stepping Left and Right.

PAUSE OPTIONS

Press START during a game to view the Pause Options. Select Options to make changes to the game's default settings (see Options, pg. 9).

Select Main Menu to quit the game. You'll be prompted quite harshly about quitting. Select YES or NO to confirm your choice. Select YES (you pansy) to return to the Main Menu.

RESTART

Select this if things aren't going your way, but remember, you'll lose any items and weapons you've accumulated in the map. Only a password or a Controller Pak can restore your game with accumulated weapons and armor.

MAP INFORMATION

When you pause your game, map information is displayed on-screen in white text. It tells you what Map you're on, as well as your current Time into the game, Secrets found and Kills. Check this display out once in a while to see how you're progressing (or how bad you're failing).

CREATING A GAME NOTE

Whenever you load or save games, you will be prompted to Create a Game Note if you have not done so already.

Once you create a Game Note, this option will no longer appear as long as the game note exists on the Pak. Select Do Not Save to bypass using a Controller Pak.

If you need to delete files from a full Controller Pak, refer to the Controller Pak Menu (pg. 3).

LOAD (SAVED GAMES)

Select Load from the Main Menu to restore a saved game. With a Controller Pak inserted in your controller, the game will detect the presence of the pak and the Controller Pak Screen will be displayed.

If you don't have a Controller Pak, you'll be prompted to insert one. If you choose not to use a Controller Pak, the Password Screen will appear. Read below for information regarding both restore methods.

CONTROLLER PAK

With a Controller Pak inserted into your controller, it's much easier to load and restore a saved game.

Move the arrow next to the slot with the saved game you want to restore, then press the A Button to restore.

The Rumble Pak Screen will then appear (see Using the Rumble Pak, pg. 6) before you can begin your restored game.

PASSWORD

Following each completed map, a password will appear. Write it down, then use this option to enter it later and continue your game the next time you power up to play.

A password uniquely encodes your arsenal, armor and your map achievement.

To enter a password, just press your Control Pad in any direction to select a character, then press the A Button to select it. Press the Z Button to delete a character.

Repeat the process until you've entered the complete password, then press the B Button to accept the password. If you entered a valid password, you will begin your restored game.

THE BASICS OF PLAY

GOAL OF THE GAME

Quake has two basic goals. First, stay alive. Second, get out of the place you're in. The first map of each episode ends in a slipgate - these signify that you've entered another dimension. When you complete an entire dimension (this takes five to eight levels), you encounter another slipgate, which returns you to the start.

SKILL

It's important to select the right Skill level before you take on Quake. You may think you can handle the higher levels right off the bat, but until you can move around with confidence and speed, you're meat! Select one of these:

Easy

If you're a beginner or a little old lady, this Skill level is for you.

Medium

This is a good starting point for most people, so give it a shot. If you're beaten to a bloody pulp over and over, you may want to back up and join your grandma on the Easy skill level.

Hard

Now, we're talkin'! It gets loud and busy using this skill level. Are you sure you're ready?

Nightmare

Well, nice knowin' ya! Good luck! Can I have your stereo?

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 slope. This is a nice skill to master. You'll be surprised at how effective it is for reaching hard-to-get-to areas. You can even avoid some attacks this way.

SWIMMING

When underwater, you have full three-dimensional freedom, but you can lose your bearings at times. To keep from drowning, use the jump function to kick straight up towards the surface.

On the surface of the water, you can tread water by holding down jump. To get out, swim towards the shore, then use jump to climb out. If you're down a well or you can't get a grip, you may not be able to climb out. There is always another way out, but you may have to submerge to find it. Remember, come up to the surface for air once in a while to keep from drowning.

PICKING UP STUFF

To pick up items, weapons and power-ups, walk over them. If you can't pick something up, you already have the maximum possible. If it's armor, then the stuff you're trying to get is worse than what you now have.

FINDING THINGS: BUTTONS AND FLOORPLATES

Buttons activate with a touch and floorplates must be walked over. If you see a distinctive-looking button is a spot you cannot reach, it's probably a shootable button. Go ahead and fire at it, but use a safe weapon that won't blow up on your face when it hits the wall...genius!

PRESSURE PLATES & MOTION DETECTORS

Invisible or visible sensors which can open doors, unleash traps, warn monsters, etc.

UNCOVERING SECRETS

Secrets are hidden lots of ways. You might need to shoot a button, kill a monster, walk through a secret motion detector, etc.

All secrets in Quake are indicated by clues. Don't waste your time hacking at every wall. It's much more productive to use your brain and your eyes. Look up. An angled texture, a light shining under a wall, a strange sound...anything...might be the clue. Something prominent in a room might be a decoration...or it might be the clue. Good Luck!

PLAYER STATUS

At the bottom of the game screen, the following status information is displayed to keep you up to date with your health and inventory:

HEALTH

You start out at 100%, but as you get beaten and blow up, you'll feel a bit worse. At 0%, it's all over.

KEYS

In order to get places, you'll need a gold or silver key to gain access to rooms. When you collect them, they will be displayed here.

AMMO

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

ARMOR

Your armor helps you out as long as it lasts. Keep an eye on its strength, because when its gone, you might be gone as well.

MESSAGES

Often you'll find yourself picking up various items or encountering locked doors.

The game tells pertinent information or the item you're picking up at that time by printing a message on-screen.

DOORS & SWITCHES

To open most doors and operate switches, stand close to them and they should activate or open. When you successfully operate a switch, it will change in some way (light up, move, etc).

If a switch does not change after a couple of tries, it probably requires a certain task that you have yet to accomplish. A message should appear to tell you what you need to do. You'll have to experiment. Some switches activate something out-of-view.

B-31-98

LOCKED DOORS

Some doors will not open without a key (silver or gold) to open them. Other locked doors are operated by a switch nearby. Rather than walking up to the door, you'll need to operate the switch. Beware, picking up a key sometimes gets the attention of the 'not-so-friendly' tenants.

HIDDEN DOORS

Some doors are hidden. Many of these can be opened by finding a switch. In some cases you'll need to use the axe or shoot an item or symbol. Try using the axe.

If you find a secret door, it will often contain some much needed items or a secret room. There are clues that reveal a secret door. Look closely at your surroundings for odd seams in the wall or unusual objects.

Tip: Bouncing a grenade off a shootable button or secret door won't open it, but if the grenade's explosion goes off nearby, this may well activate such secrets.

PLATFORMS

Often, you'll see platforms that raise and lower. Some of them are proximity activated, while others have a nearby switch. Those without a switch can sometimes be operated by simply walking up onto the platform.

TELEPORTERS

As Quake developed the surrounding environment, it installed Teleporters for instant transportation. Just walk into the field to activate it. Be aware, though, sometimes you may not be the only one in the room you end up in.

ENDING & SAVING MAPS

Within each map, there is an exit. When you exit a map, an Achievement Screen tallies your performance - number of kills and secrets, as well as your completion time.

You start the new map with the same, armor, weapons and ammo you had at the end of the previous one. But if you have over 100 health (due to the mega-health power-up), you'll start the new map at 100. Also, a power-up will not stay active between levels. Press the A Button move on.

After completing each map, the game will automatically detect the presence of a Controller Pak.

You will be prompted with a choice to save the password to your Controller Pak. If you select YES, the Controller Pak Screen will appear.

At the Controller Pak Menu, move the arrow next to the slot where you want to save the password, then press the A Button to save.

The screen also provides a Password for players without a Controller Pak. Write it down, then use it to restore your game using the Load option at the Main Menu (see Password, pg. 12).

ETERNAL LIFE AFTER DEATH

If you die (better luck next time), you restart the map at the beginning , starting out with the same health, armor and weaponry that you entered the map with. It's a shame to for all that accumulated weaponry you've collected go to waste, but you can't take that with you when you die. That's just the way it is.

Oh! Remember, anything you killed before will return, just like you.

FIREPOWER

To make this suicide mission more enjoyable, you'll have access to eight different types of firepower. You'll fall in love with these gems.

AXE

The last resort. Face it - going toe-to-toe with the uglies in Quake demonstrates all the good sense of a man parachuting into an alligator farm.

SHOTGUN

Along with the Axe, this is the only weapon we're sending you in with. You'll have to find the rest as you go along.

DOUBLE-BARRELLED SHOTGUN

A worthy weapon with three minor drawbacks: first, it uses up 2 shells per blast; second, it's slow; third, its shot pattern is very loose at long range. But in general, once you find this puppy, it'll be your best friend at close range.

NAILGUN

A two-barrel dingus that prickles bad guys with armor-piercing darts, technically termed "nails".

SUPER NAILGUN

The great equalizer. Four cyclic barrels that spew out spikes like crazy. **PRO**: foes drop like flies. **CON**: eats ammo like popcorn.

GRENADE LAUNCHER

This baby thumps neat exploding bombs into the air. You can even bounce a grenade off the wall or floor. When a grenade hits someone, it explodes.

Even though grenades can sometimes bounce off things and come right back to you, this gun will still be your favorite. Oh, you might want to run if that happens; just a thought.

ROCKET LAUNCHER

The Creme de la Creme of firepower. This baby blows 'em to pieces, but be very careful not to shoot a wall or object at close range, or they'll be sweeping you up with a wisk broom.

THUNDERBOLT

This one works like a water hose, except the guy on the end of this spray won't be cooling down. It mows 'em down real good! Oh, one last thing; keep an eye on your Cell power levels. This thing sucks up energy like crazy. You may run out at an inopportune time.

SWITCHING BETWEEN WEAPONS

If you are firing a weapon and you run out of ammo, Quake automatically switches you to another weapon. It will never switch to the grenade launcher or rocket launcher. They both use the same ammo, so you don't have to be a brain surgeon to figure that one out.

If you're firing away happily and suddenly switch to the axe, it doesn't mean you're out of all ammo - you may still have grenades. Quake requires you to switch to these dangerous explosives on your own.

TIPS

If you shoot the thunderbolt underwater, it discharges all its cells in every direction in a single gigantic KA-ZAP! You may kill everything in the water, but if you go too, what's the point?

If you're severely outnumbered in a particular situation, try running through that room shooting. But make sure you don't stick around. Sometimes the monsters get angry during a crossfire and start shooting at each other. You may be able to cut your opposition in half that way. See, it often pays to be smarter than your enemies.

AMMO

The eight weapons use four types of ammo. Each ammo type comes in two sizes - small and large. The large boxes carry twice as much as the small. Check these out, so you can make quick decisions while you're running for your life.

SHELLS

Used for Shotguns and Double-Barrelled Shotguns. A small box holds 20.

NAILS

Used to load nailguns and Super Nailguns. A small box holds 25.

GRENADES

Food for grenade launchers and Rocket Launchers. A small crate holds 5.

CELLS

Used for the Thunderbolt. A small battery has 6 charges, lasting a little over a second.

BACKPACKS

Not standard issue, but the spoils of war can help you out. You'll find these Backpacks filled with Grenades or shotgun shells laying next to the bodies of some of your victims. They won't be needing them.

You have a maximum limit on the amount of ammo you can carry. When you find a weapon that you already possess, pick it up. You'll get its ammo.

POWER UPS

These goodies can be found within certain maps of Quake. They're all pretty handy, so grab them when you can. They either last the duration of the entire map, a specific amount of time or just provide an instant benefit. A few of them affect your game screen so you can tell when they're active. A chime sounds several times to tell you when some of these Power Ups are running out of power, so get out of the slime as quickly as possible when you hear the chimes!

HEALTH

When you're hurt, you'll want to get healed as soon as possible. You'll find an abundant supply of Health throughout the levels. They supply either 15 or 25 points of health.

MEGAHEALTH

Adds 100 hit points on to whatever health you have. The health starts burning off after a while.

BIOSUIT

Lets you breathe underwater and swim through slime without harm. Does not protect against lava, and it wears out after a short period of time.

RING OF SHADOWS

Turns you almost totally invisible. Monsters won't detect your presence unless you do something stupid.

PENTAGRAM OF PROTECTION

Renders you invulnerable to attack for a short period of time.

QUAD DAMAGE

Magnum upgrade! You now deliver four times the pain!

POWER UPS

ARMOR

Three types of body armor can be found laying around. They reduce damage done to you. Unfortunately, they all deteriorate with use and eventually are destroyed by enemy attacks, leaving you in need of replacement armor. Armor absorbs about one third of the damage you take.

This green colored armor is the lightest of the three vests. It provides 100 points of protection.

You'll last a bit longer than the green with this armor. It provides 150 points of protection.

This is the best of the the armor available in Quake. It's a bit harder to find, so look for hidden rooms and secret areas for this valuable commodity. It provides 200 points of protection.

If you're wearing armor, you'll only be able to pick up other armor that is better than the suit you already have.

KEYS

Often you'll come across doors that require keys to get them open. They come in two sizes and colors (gold and silver), but that's the only difference they have. Both types of keys open specific doors.

Now, they didn't place these out in the open for you to just pick up with ease. You'll have to do some searching and fighting to get your hands on these.

ENVIRONMENTAL HAZARDS

EXPLOSIONS

Radioactive containers are in some military bases. Shooting these things unleashes a big boom, so be careful - you may not want to stand too close when they go off.

Your own grenades and rockets cause explosions too, of course - the blast can hurt you if you're too close.

WATER

Safe enough unless you stay under so long you start to drown. Come up for air periodically to prevent this.

SLIME

Hurts you instantly and keeps on hurting. Stay out of slime unless you have a very good reason to take a dip.

LAVA

If you're quick and the lava's shallow, you might escape before you're burnt to a crisp, but don't bet on it.

TRAPS

Quake has many different traps. Don't be paranoid, because traps aren't really very common, but be aware of their existence. Traps can't be classified because they come in many varieties - monsters in ambush, spike shooters, crushing walls, trapdoors, etc.

TELEPORTERS

These are distinctive in appearance and emit a unique sound. When you step into a teleporter, you're instantly transported to another teleporter, or atop a teleport pad. If you teleport directly right atop of somebody else, he or she is killed instantly.

TIP: Monsters are smart enough not to activate their own traps, but if you activate the traps, the monsters can get caught by them.

THE BAD GUYS

Quake creatures are extremely tough, but you have the firepower to vent your frustrations out on them anyway. Good hunting!

TIP: Some weapons are better vs. particular monsters than others. If a new monster seems real tough, switch weapons.

ROTTWEILER

These pooches aren't man's best friend, and the pound is too good for them. Do what you have to do.

GRUNT

They're Goons with probes inserted into their pleasure centers; wired up so when they shoot someone, they get a paroxysms of ecstasy.

In essence, customized manhunters. They're Easy to put away and they tote shotgun shells.

ENFORCER

Grunt II. These are Grunts who are surlier and beefier than the rest. They're outfitted in combat armor and built-in blasters.

THE BAD GUYS

KNIGHT

He looks like canned meat. These guys are quick and get right in your face. They'll slice and dice you if you don't gun 'em down first.

DEATH KNIGHT

You thought the Knight was mean? This particular canned meat tends to open you up instead. You might want to run away as you shoot.

ZOMBIE

You can't kill what doesn't live, but you can blast it into chunky kibbles. Don't hang around too long if you don't blow these guys up. They don't die easily...again.

THE BAD GUYS

ROTFISH

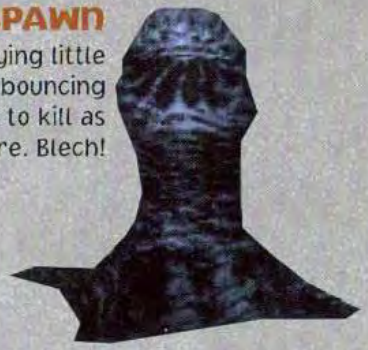
Hey, don't laugh. This isn't an ordinary fish. These are disgusting little critters who can dish it out, but can't take it. Doesn't take much firepower to make sushi out of this bait.

SCRAG

Floats like a butterfly, stings like a bee. They make a chilling sound, so you'll definately know when they're near. They're not real tough, but like to bushwhack you.

SPAWN

Yep, another annoying little bugger. This merrily bouncing blob is as dangerous to kill as it is to ignore. Blech!



SHAMBLER

Don't get hugged by this teddy bear. Even other monsters fear him, so expect a clobbering if you get too close. He shrugs off explosions. Good luck.

THE BAD GUYS

OGRE

These guys are not nice at all. What's worse than a cannibal monster eight feet tall? I mean one with a chainsaw, and a sackful of grenades.

FIEND

Talk about scary. These guys will have you running screaming. In essence, this is an organic buzzsaw, rife with pummeling power! Don't get too close to these guys.

VORE

The screech this guy makes will chill your blood. It's a spideresque hybird horror. Keep your eye on the firepod, or he'll take you out really quick.

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