# MONSTER'S QUAKE COMBAT GUIDE

HEY! Where do you think you're going! Go to the next page!
Your training isn't over yet, soldier.

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# BASIC SKILLS:

1. Always keep yourself moving in the middle of a firefight, a moving target obviously is much harder to hit.
2. Use a keyboard AND mouse, always. Using just a keyboard or just a mouse will not get you anywhere.
3. Become used to your mouse sensitivity, so you can quickly "snap on" to a target.
4. Do not just strafe randomly, use different avoidance tactics, such as circle-strafing. Most players usually strafe left-right-left-right. Vary your strafing and your moves will be much harder to predict.

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5. Know the levels, mastery of the levels is essential for good playing.
6. Use sounds to your advantage, (you need headphones or surround sound to use this tactic well) if you hear a firefight in the next room, quickly run in and wreak some havoc.  Or, if you hear an opponent pick up an item, jump, fall into water, or anything, try to predict where he/she is and pursue.
7. When you are using the rocket launcher, DO NOT shoot directly at the opponent(s), shoot at the ground near them. You have a greatly increased chance of dealing damage to them with the rocket launcher's splash damage.

# CONFIGURATIONS

Developing a good config is vital for taking advantage of Quake's many unknown features that are helpful in combat and many other situations.  Here are some commands that will help you while confronting other enemies in the Quake world:

I. sv_aim 2: turns off the auto-aim, even though this is set by the server.

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2. v_kicktime 0, v_kickpitch 0, and v_kickroll 0: These all have to do with when you get hit (or fire your weapon), how much you roll to the side, or look up.  Setting these to 0 will help you in aiming.

3. cl_bobup 0, cl_bob 0, cl_bobcycle 0: These have to do with your weapon moving around when your player moves.  Turning these off greatly helps most player's aim.

4. cl_rollangle 0: One of the most important switches.  Setting it to 0 stops your screen tilting while you strafe.  It helps players a lot when aiming.

5. crosshair 1: This produces a small cross in the center of your screen, helping you aim. (Bah why am I telling you this anyway, you hopefully all know what a crosshair is)

6. sv_maxspeed 999: sv_maxspeed is the command that sets the maximum movement speed of your player.  Some servers have sv_maxspeeds greater than 320, and if you don't set this, you will not get the extra speed advantage.

7. cl_forwardspeed 999, cl_movespeedkey 999, cl_sidespeed 999, cl_upspeed 999: I do not know if these switches actually work, but they are supposed to make you move faster.  Set them for the hell of it.

8. r_waterwarp 0:  This halts the underwater graphical effect, thus making your vision underwater greatly improved.

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9. +mlook: The most important one of all, it enables mouse vertical movement. SET THIS ONE AT ALL COSTS.

Well now that I have told you all of these commands, you might be wondering what in the heck to do with them. Here's the steps I take in making a config.

1. Make a copy of the config.cfg in your quake/id1 folder.
2. Rename it to autoexec.
3. Right click on it, click on open with… and select notepad.
4. Erase everything in the document.
5. Type in any of these commands you wish, pressing enter after each one.
6. Save the file; right click on it, hit properties, and check the read-only box. This prevents administrators from unbinding your keys.
7. Fire up Quake and you should be ready to go!

# COMBAT TIPS FOR COMMON

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# QUAKE MODIFICATIONS:

## I. DEATHMATCH



**(CLASSIC QUAKE):** DM is very difficult to learn to play well and master, even I have not fully mastered deathmatch, but here are some things I know.

- Learn to control the MAJOR weapons, such as ROCKET LAUNCHER AND LIGHTNING GUN. Spawn times for the rocket launcher are 30 seconds, lightning gun is again 30, and red armor is 20.
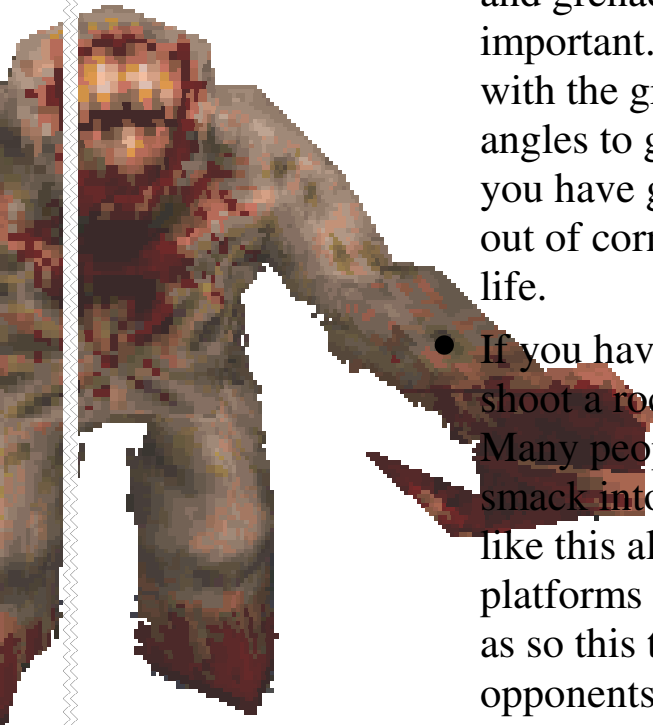
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Whenever you take a gun, run somewhere else in the level, grab armor, kill enemies, and about 5 seconds before the weapon is about to respawn, start heading back. This way your enemy will not be able to get the best weapons.

- Be proficient with the lesser weapons, boomstick and grenade launcher are some of the most important. Nailguns also can work well. Practice with the grenade launcher by finding out the best angles to get your grenade in your enemy's face. If you have good boomstick aim, you can duck in and out of corners and slowly snip away at your enemy's life.

- If you have a reasonable amount of rockets, always shoot a rocket behind a corner you have just turned. Many people are quite stupid and will walk right smack into your freshly fired rocket. Use grenades like this also, bounce them off of walls and onto platforms where people are. Grenade "spamming" as so this technique is called, claims many of your opponents' lives. Shoot grenades into areas where people often go such as rocket launcher rooms, armor rooms, etc. Doing this will rack up the bodies.

- Take different routes: Don't always use the same route to get to an area. Soon your enemies will catch on to your usual pathways and fire rockets there regularly.

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- When you get the quad, always use shaft if you have it. Usually one hit from the shaft instantly eliminates the opposing player. You have a much greater chance of hitting an enemy with the shaft than with the rocket launcher. If there are multiple enemies in one room, however, use a rocket to blow them all into chunky kibbles of gore =)

- If you get the pentagram of protection, do not stop moving. If you get hit while you have pentagram, your health will not be affected, but your armor will. So do not shoot yourself unless you need to rocket-jump while you have the pent.

- Use sounds to your advantage, this is one of the most important and basic skills that a player learns. As you grow more advanced, you will learn to use sounds better and hunt down your enemy. If you hear someone pick up ammo, a weapon, armor, go through a teleporter, or if you hear a big firefight in the next room, go in and wreak some havoc. If you hear someone making quad or pent noises, RUN!

- Keep in mind that a person with quad is still very vulnerable. When you see the brightness of an approaching person with quad, fire rockets or grenades. If you fire them one after the other, you have a great chance of killing the quad user.
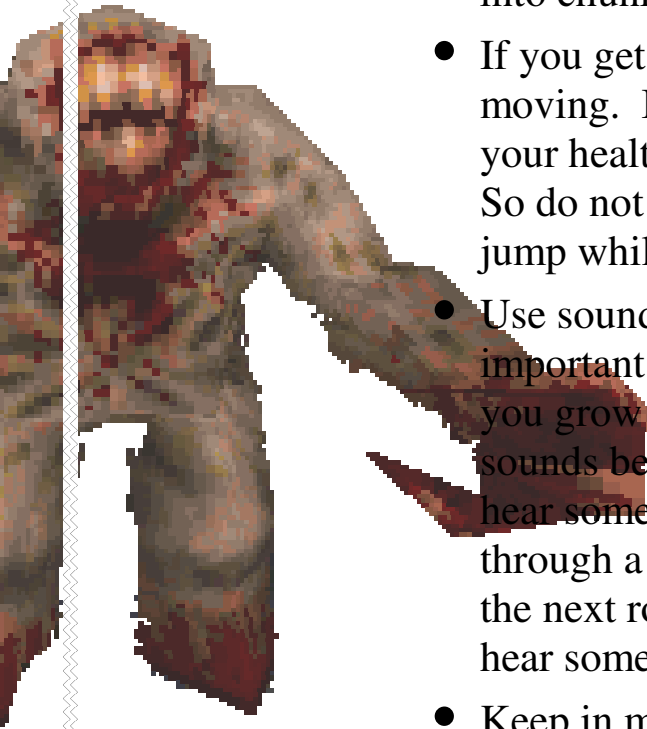
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# 2. ROCKET ARENA

**(RA):** This is the most important mod to play. Most of the vital skills in raw combat come from this section. You will use the skills you learn by playing RA in every quake game. Pay close attention here, and be sure to practice with someone.

- Use prediction. Do not just shoot straight at your enemy, shoot to the side, where the enemy will most likely strafe. If you are lucky, you will get a direct hit. When you learn your opponent's playing style (I will talk about this in depth later on) you can use this skill even better.

- Adapt to your opponent's playing style. Some players strafe more to the right than others, or more to the left. Some strafe left-right-left-right. Good players vary their movements. Once you become more familiar with how your enemy moves, you can shoot with greater accuracy.

- Practice with the lightning gun. In the modern version of RA, you always have 30 cells, which is more than enough to kill an opponent easily, if you have good shaft skills. Adjusting your mouse sensitivity to suit your needs will help you greatly with learning to use the lightning gun better. Here are some things that can help you with getting a
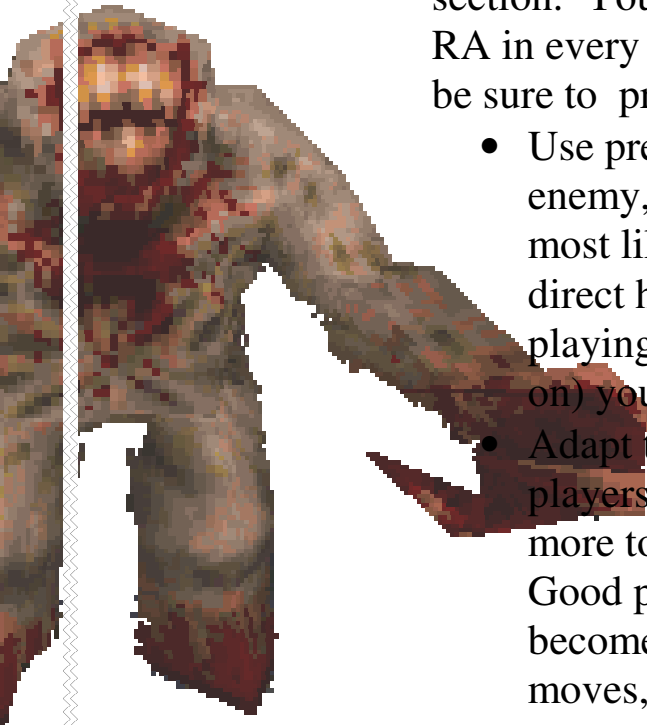
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good mouse sensitivity. You want a sensitivity that's fairly quick and doesn't require much wrist movement, but not one that's too slow (you have to move your wrist a lot) or too fast (one little twitch makes you move really quick).

- Do not strafe the same ways. A good opponent will catch on to your strafing and destroy you quickly. Vary your strafing by going left-right-right-right-left-left-right, etc. instead of just left-right-left-right. You can also use different strafing techniques, such as zig-zagging, or circle-strafing. On big RA levels, you can see your opponent's rocket coming at you and dodge appropriately.

- Finish your opponent off with a lesser weapon. Usually about three hits from a RL means the opponent is low on health. Switch to the boomstick and finish them off. The LG also works great for this if you have enough ammunition left. If you do not have too good aim with the boomstick yet, use the super nailgun, because of it's wide nail spray. It is too hard to hit an opponent with another rocket when you could just get them with a few boomstick shots.

- When you blast an enemy up into the air, don't just wait until they fall back down. Shaft them while they are in the air. If you blast them in the air while they are against a wall, you can shoot the

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wall with a rocket.  Another thing you can do if you are out of cells, is fire a rocket on the ground just at the right moment, so that when your opponent lands, it will smack them right into the face.  Don't shoot a rocket into the air, there is very little chance that it will hit your target.

# 3.   CLANARENA



(CA):    This modification is like rocket arena, with all weapons and unlimited ammo, and it is usually played on only one level, DM3 (the abandoned base).  No weapons, power-ups health, or any items spawn here.  This is a team based mod, and if you are on a team, you need good teamwork skills to stand a chance.  Most of the highly skilled players in the QuakeLands play on these servers.

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- Know the map DM3, and all of the shortcuts and paths. Strategy is also a major factor in Clan Arena.

- ROCKETJUMP!!!! Basicrj.dem In Clan Arena, when you fire a rocket to try and hurt yourself, no damage is inflicted. Therefore, you must use rocket jumping to your advantage. You can use rocket jumping off of walls and use the bunny-hopping technique so you can gain incredible speed and rip your opponent to shreds before he/she even knows what is happening. Here's the demo for that technique: rjbunnyhop.dem Also rocket jump to take shortcuts to areas and cut your opponents off. It is amazing how rocket jumps can help you. Use Rocket+Grenade Jumps when needed: rjgrenadejump.dem

- Know your underwater skills. In DM3, there is one underwater area where lots of firefights take place. When you are underwater, STAY AWAY FROM WALLS! If you are close to a pillar or the floor, your opponent can shoot the pillar and the splash damage will hurt you. You have

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a much lesser chance of being hit when you stay away from all walls.  The rocket launcher is also not the most effective weapon while submerged.  The boomstick, super nailgun, buckshot (especially when up close to your enemy) and the grenade launcher all work much better underwater.  Since players move A LOT slower underwater, it is much easier to nail them a few times with the boomstick.  BIND A KEY TO swim up and swim down.  Most players do not have a swim down key (swimming up is the same as pressing the jump key).  If you can not swim down, your evasive skills will be greatly reduced. A method of getting out of the water while in the middle of the firefight, is to rocketjump off of one of the pillars in DM3 and land on the lower bridge.

- When a bunch of players are underwater, it is much better to stay above the water.  You can get eaten up very easy if you jump right in the middle of a firefight.  Stay above water and lob grenades and rockets in the water to damage your opponent.  Whenever a player's head pops up above the water, immediately shaft him.  This can easily kill an opponent.

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- Know your team skills. When you are in a team, always listen to the team chat in case you lose where your teammate is. Staying close together with your teammate is vital. This way you can dominate one person easily with two players. Always help your teammates, pretend it is a life or death situation. Be sure to use your LOC files for this, which I will explain next. If you communicate well enough, you can even execute complicated strategies (like coming in from two sides to corner an enemy).
- Be quick in CA. Some of the fights can be very intense, never get lazy and lose your bearings.
- Use LOC files, many skilled players use these. LOC files tell your location at the level. At first it may seem annoying of all the team chat flying everywhere, but it is very important to read it. Here are the steps in setting up and using LOC files: (these ONLY work in proquake)
  1. Download loc files, preferably DM3.loc.
  2. Put them in Quake/id1/locs.
  3. Now bind it like, bind x "say_team %l with %h health and %a armor"

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4. While on a CA server and in a team game, try to hit the key you bound that too every time you enter a new area.

5. It will say (Monster): Mound with 100 health and 200 armor.  It'll only say "somewhere" if you don't have the LOCS installed properly.

# 4.  RUNEQUAKE

(RQ):    Currently the most popular modification. Apply all of your DM and, of course, RA skills here. The only major skills you will have to learn here are grappling hook skills and some rune skills.

- Grappling Hook:  However much you hate this tool, it is ESSENTIAL to use it for victory in RuneQuake, unless you are an extremely good ground player.  You can also be more of a hook player, and not use the ground

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much.  It is important to know that when you hook to a wall, don't keep holding down the hook key, release it a little bit so your enemy cannot just hit the wall and damage you.  This way you are suspended in mid-air for a little bit and it will be very difficult for your enemy to hit you.  Try not to hook too close to walls, and you can be almost an unstoppable hooker.   It can be used for moving about the level extremely fast, and is great for escaping from tight situations that would be otherwise impossible on ground.  Its main use is for access to areas that are difficult to access on ground.  When you get the pent in runequake, aim the hook at your enemy so it latches on to he/she and (preferably) shaft away.  This way you have an easy target when hooked onto someone.  Here is the technique I use that lets you move extremely fast with the hook.  It works in the same way as bunny-hopping.   Here is the demo:

hookjumping.dem    While you are engaged in a hook-battle with someone (both of

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you are using the hook and aiming rockets at each other) Look where your enemy grapples.  When you see that spiky purple ball on the wall, SHOOT at it.  This way you can hurt your enemy. If you are greatly skilled in this, you can know that when an enemy hooks, you can see the chain, and thus whip around your mouse really fast and shoot to where you predict the hook will land. This way you can get direct hits.  This is how people think I am so "bot-like".  If you are a really skilled LG (lightning gun) user, you will not even have to use rockets, just shaft the enemy out of the air while in a hook-battle, although this can be quite difficult to do, I (and other skillful players) can pull it off. Remember, PRACTICE, PRACTICE, and… PRACTICE so you can become familiar with using the grappling hook.

- Runes:  USE THESE.  They help more than you think.  I usually do not use the runes that do not have much "strength" to them, such as BLINK, RUNE OF DUAL RECALL, etc. When you use traps, be SURE to REMEMBER where you put them.

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Especially if you put them after a teleporter or in a spawn spot, or onto a place where an item spawns. (I do not even use trap runes much because I always end up running into my own traps). I will end this section here, and not go in depth with the individual runes, because I heard that *Zop* is going to be making a much more in depth Rune Quake guide.

- Use all of your DM (and RA obviously) skills here, except for the ones about controlling the weapons, because most Rune servers have weapon stay on.

# 1 VERSUS 1 SKILLS

- One player fighting another. A true test of who is the most skilled. For this method of gaming, you must be truly determined to be the victor. Use everything and all that you have learned to annihilate your opponent. Along with a few new techniques and skills you will discover now.

- Use SOUNDS. Sounds are the most important element in 1-on-1 Quake games. Every time you hear your opponent
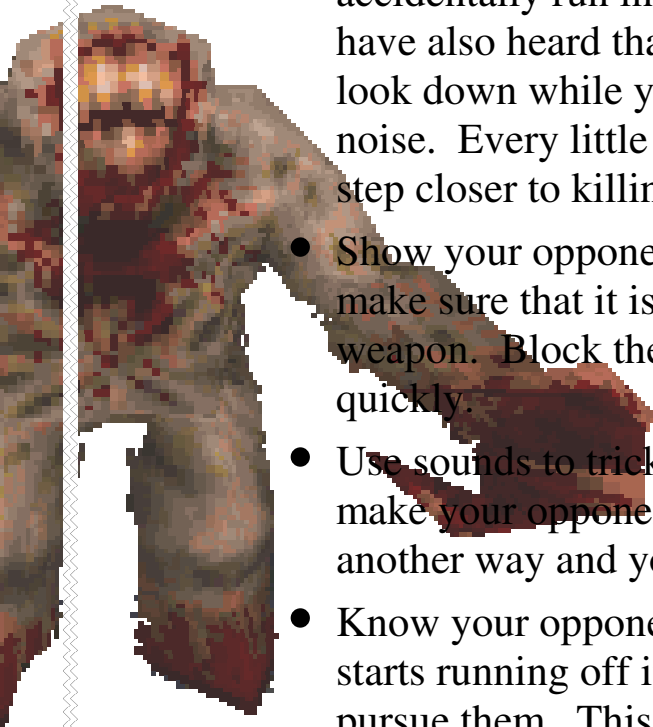
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move, guess what? He/She just gave away their position. Use it to your advantage. If you hear them fall from a ledge, run in and attack, if you hear them go through a teleporter, pursue, if you hear them pick up ammo/weaponry, follow.

- BE STEALTHY. This is another vital skill. Do not pick up health or ammo that you do not have to pick up. Try not to accidentally run into a weaker weapon, it makes noise. I have also heard that if you are going down a staircase and look down while you are going down, you will not make any noise. Every little noise you make brings your opponent one step closer to killing you.

- Show your opponent NO MERCY. When they respawn, make sure that it is VERY hard for them to pick up a good weapon. Block them off at every path and annihilate them quickly.

- Use sounds to trick your enemy. Shooting against a wall may make your opponent think you are in that area, but come in another way and you will catch your opponent off guard.

- Know your opponent's "vital signs". When your enemy starts running off in the middle of a battle, immediately pursue them. This most likely means that your opponent is low on health or ammo. If, when you try following your enemy, they shoot grenades/rockets back at you, try a different route and cut them off. Always GO IN for the kill. But, beware, if your opponent is a smart one, they could just be doing this to trick you. This is not likely the case most times.

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# CONGRATULATIONS

YOU HAVE COMPLETED YOUR TRAINING, SOLDIER. HEY! WHAT ARE YOU WAITING FOR?! GO OUT THERE AND KICK SOME ASS!

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# Credits:

- *The whole ID Team for creating Quake.*
- *Baker for some help on LOC files, and for putting up this Guide.*
- *All of the Quakers who gave me inspiration to write this Guide.*
- *Everyone who made, or helped make, in any way, the QuakeOne website.*

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