

# Quake III Arena Battle Tips and Tricks

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Quake 3: Arena

Battle Tips And Tricks

This is a FAQ dedicated to Tips and Tricks when in battle. So you can learn to be devious so you can get that vital frag! Or know how to use the environment and items to your advantage!

Using A Rocket Launcher To Your Advantage!

There are many ways to frag an opponent with this weapon, even when they use one!

Sometimes the best way to frag with this weapon is not to shoot at them, but near them! If they are running sideways, aim in front of him and shoot, and if all goes well, they should run right into your rocket.

As you know, the rockets create a splash radius, where you can get hurt by the blast. This can be helpful. Shooting at a wall or floor near your enemy can be fatal to them, as the splash will hit them. This is good as you don't need to be that accurate, just shoot near them and they will be hit!

"Oh look, there's a Quad damage up there, but I can't reach it, it's too far up, how do I get it?" Have you ever said this? There is a way how to jump really far up. How? By using the Rocket Jump! This method of high flying sends you high up in the air by using your rocket launcher. You lose a bit of health, but it can be worth it. First, aim down at the floor. Then jump, and after that, shoot your rocket launcher! You will fly high and get that vital power-up.

If your opponent has a rocket launcher, and you're both in a small corridor, you can hurt him bad! Run right at him, and when he shoots you, the splash will hurt him as bad as it hurts you! I call this "Kamakazi"!

When facing an enemy with a Rocket Launcher, side-stepping is a good way of dodging rockets. Run towards him/her, and when they shoot, side-step out of the way!

The Railgun!

This is one of the most powerful weapons in the game, but you need the accuracy of a sharp-shooter to make it effective!

The best way to use this weapon is by using the Dreamcast Mouse and Keyboard set-up. It is hard using a controller, so get a keyboard if you don't have one. A mouse is not vital but it helps!

The same goes for this as the rocket launcher, aim in front of them if they are running sideways and shoot at the right time.

This weapon is not good in close combat as it needs time to recharge itself. Best thing to do is snipe the enemy from a distance and provide backup.

You can zoom in with this weapon, by using the zoom button, if you have it

selected that is. You can snipe with ease using this, but it does make you an easy target!

### Make It Hard For The Enemy!

Make it hard for your enemy to hit you by using these sneaky tactics!

When running away from the enemy, side-step while running forwards so that he can't get a clear lock with any weapon.

Jumping around is good as the enemy can't keep up with you jumping around all over the place.

Crouching is a command that is always underestimated! This is good as the enemy can't hit you when you have ducked behind a wall, or when you duck to avoid his rocket! And as you know, a smaller target is a harder target!

Never stand still in an open area. This makes you an easy target. So you should always move around so that you can't be hit easily or sniped!

### Using Power-Ups!

When you get a power-up, you must use it effectively and don't waste it.

When you get a Quad Damage, don't let the enemy find you, you must find the enemy! If you don't, the timer will run out and it will be a waste as you will not have used it! A shotgun is a good weapon while using this as it has a big spread which will hit enemys better and it is lethal close up!

The Haste power-up doesn't just speed up the movement of your character, but it also sppeeds up the rate of fire of your weapon. So this item is a good offensive and defensive power-up. Use this with a rapid fire weapon and it will rip apart your enemies, and you can also run away really fast if you are low on health!

Don't think that nobody can see you when you have the Invisibility power-up! The fact is, they can still see you just about, as you will have a fuzzy outline, and when you shoot, they can see whee the ammo is coming from, so beware.

The Battle Suit is a great item for when you are facing an opponent who likes to use the rocket launcher to make splash damage to you! This item can protect you from Splash damage and it also protects you from lava, drowning and other hostile environments. But it won'tsave you from the "Fog Of Death" and the "Void".

The Teleporter is a very helpful item when you are being kicked around in a battle as you can teleport to a different area in the arena. You should save this for when you are in trouble!

### Get To Know The Levels!

Knowing the levels is very important if you want to survive in Quake 3 Arena!

Find out where the items, power-ups and weapons are in the levels, so you know where to get the big guns before anyone else does!

Select multiplayer and go on a level by yourself and explore every area and find out if there are secret areas and where the weapons are.

When on Single Player mode, before you start a new level, explore it in Multiplay! That way, you will have an advantage over the computer!

Power-Ups may be well hidden! Usually, the computer doesn't get them, so you should and give them a surprise! But some are very easy to find, so go for them first and the computer, or player can't get them.

#### What Character Is Best For You!

Every character is different. It just depends on what type of style of gameplay you like!

The big characters such as Tank Jr. and Sorlag are very tough and strong in a fight, but they are very slow and cannot get away easily and are not that agile.

The small characters such as Crash and Anarki are very fast, but they are weak and die easily. But their strength is good though!

The average characters such as Sarge and Phobos are good all rounders and are fast and strong, but not as the small or big characters.

The characters that are strong and quite fast are usually the best to play as. These are the likes of Uriel and Krusader. They won't die quickly and have great strength!

#### Things To Look Out For In The Arena!

The fighters aren't just the killers! The arena can be as deadly, so you better watch out for a few things!

Do you see those endless drops that never end? Well don't go down them, as you will die! And if this happens, you will have a frag counted off of your score! These are known as voids. You can tell they are Voids as they are bottomless!

Another thing like a Void is the Fog Of Death. It's the same as a Void but, it has vapour swirling above it. Same warning as above!

Lava is very nasty if you step into it! It will eat away at your health until you a) Die or b) Get out of it with little health left! But, there is a way to avoid it.....a Battle Suit! (See Using Power-Ups).

Fog is a danger to any fighter, but how can it be dangerous when it doesn't hurt you? Well, it makes seeing the enemy hard and can hide hazards and obstruct your vision. When entering, just know where everything is!

#### Things In The Arena That Will Help You!

As well as the dangers, there are things in the arenas that will help you in your battles!

The Acceleration pads are ramps that are yellow and shoot you flying in the direction they are pointing at. Very helpful to get from one end of the arena to the other. Sometimes if you go high enough, you might find a secret item!

Bouncing pads are commonly used in levels through out the game. These help you to get to the ledges that are a bit too high up for you to jump. Helpful!

Gates and Teleporters are the same thing, but have a difference. They both teleport you somewhere in the arena. But with a gate, you can see where you are going, but with a teleporter, you can't. But the both do the same job.

Triggers are like buttons when, pushed or fired at, open something near by. Or

they cause something to happen. They are little round things that glow orange.

Credits!

I would like to thank everyone who reads this FAQ! It means a lot to me if you read it.

I have to thank Daniel Thompson, who got me into Quake 3! If it weren't for him, this would not have been made. Thanks again.

If you have any questions about this FAQ, E-Mail me at:  
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