

# Quake II Multiplayer FAQ

by Mark R.

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# MULTIPLAYER GUIDE FOR QUAKE II #  
#Version 1.0 #  
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#Date: Thursday: 12.8 #  
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## 0. Note

This is my latest FAQ for Quake II on the N64. You may use this FAQ on your web site, if:

- a) You do not alter it in ANY WAY,
- b) You contact me via email to say that you are using it,
- c) You leave this and the final message completely in tact.

If that's all okay then feel free to put it on your site! Hope you like it!

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## 1. Modes of Play

### DEATHMATCH

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I'm sure you've all played a Deathmatch multiplayer game before, but just actually the Quake II multiplayer matches are slightly different. As usual, first you must run around grabbing weapons and blasting your enemies [or friends] out of their army clothes. But, when you think you're furthest enough in front, you've got to hunt out the end switch, and when pushed it will open a little cave with an illuminated EXIT sign in it. So jump in and hit it to win!

### FRAGTEAMS

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These are cool for more than three players, so get some friends round and play them! You can have:

- o 2-on-2
- o 2-on-1
- o or 3-on-1,

so you need three players at least to play. Basically, if you are part of the team of two and you are against just one person, you two have one score-card, and so does he, instead of there being three score-cards. So if you kill the guy, and if your team-mate kills him too, it will not be 1-1-0, it will be 2-0. It's easy and really cool, as you can gang up on your friends! Nice!

## FLAGWARS

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This is probably my second favourite multiplayer game. Here's the rules:

- o You can have teams, or be the only member of your team! Having one man teams is cool, but if you have four friends, two-on-two teams is better.
  - o Every team has a base. The base is a flag which you must protect.
  - o The idea of the game is to run to your opponents base, storm it and steal the flag! When you've got it, run quickly back to your base and touch your own flag and you get a point! Easy! This will kill all the opposing team members, or as the CPU puts it on the C.O.D [Cause of Death] screen, 'You Saluted Mark's beautiful flag.' But that's only if your name is Mark. Following this, your opponents flag will be returned - aswell as your opponents themselves - to their base.
  - o If you are killed whilst carrying the flag, it will be dropped where you where killed. And now all your opponents have to do is to simply touch it to return it to their base.
- I definately suggest you have a go on this one.

## DEATHTAG

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This is a great game, but I expect you've played it before in the GoldenEye version, FlagTag I think. Anyway, the idea is that there is one flag, instead of one for each team. So, grab the flag, then run around like a moron, avoiding all oncoming firepower without weapons. When you are killed, the flag is dropped and someone else will pick it up and it starts all over again. Whoever's held the flag the longest when someone hits the EXIT sign is the winner.

TIP TO WIN: Steal the flag and try to convince your friends that it's not you!

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2. Weapons

## BLASTER

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This is totally pants. Don't use this, unless it's in one of the scenarios, or to shoot secret switches!

## SHOTGUN

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Not really any good compared to any of the other guns on show. Use as a last resort only.

## SUPER SHOTGUN

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Getting better. This is the gun I use most in one-player. Packs a real punch, but has a slow re-loading time. Use up close on the head and you have a chance.

## MACHINEGUN

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Fire this in short burst as the head, as it doesn't really have much else going for it. Upgrade is as quickly as possible to a...

## CHAINGUN

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Here we go. Point this in the direction of your enemy and let 'er rip!

It will spray bullets like nothing else in the game and can tear an opponent to pieces. If you want to aim accurately, go for the head and neck area. If your opponent is running away, just spray them as much as possible. Then when they turn the corner, injured, switch to a bigger gun and take your wounded opponent out!

#### GRENAD LAUNCHER

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These are terrible at close range, and not accurate enough at long-distance, so the only use for this is to bounce it off walls or around corners.

#### ROCKET LAUNCHER

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DO NOT use at close-range because, putting it simply, YOU WILL DIE! You'll injure yourself, if not kill yourself, and although your opponent will go down too, what's the point if you're down at the same time?! But these are much more accurate than the Grenade Launcher, so if you're at medium to long range launch one forward and smack everyone out! A solid choice of firepower, but I warn you, practise with it first!

#### HYPERBLASTER

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This is one of my favourite weapons, as it is just like the MachineGun but it fires molten metal instead! Yes! Point it at your desired target and melt them! It fires in bursts, like the ChainGun, and handles like the MachinGun, and has the power of a Super Shotgun shell! Use it!

#### RAILGUN

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It fires Uranium slugs at super high velocities. It can take out three enemies if they are in a line before smacking into the wall. It holds fifty shots. That's one hundred and fifty kills if your opponents are lined correctly and so are your shots. You do the math. [BUT, it does take time to re-load. And make sure you fire accurately, because the shots have a bright-blue corkscrew tail following them, and if you're sneaking up behind them, it shows.]

#### BFG 10K

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This gun RULES! Charge it up and fire to totally humiliate your opponent. Nice.

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### 3. Best Levels

#### AGONY

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Although it is the first, and most basic level, it's still one that every will enjoy. Whether the friends you are playing are real pro's [like you are - or will be once you know this FAQ!] or total begginers, the weapons are well laid out, aswell as the flags in FlagWars and DaethTag. There are couple of lifts to lure your opponents up, a nice sniping platform and a short jump to the exit. A good all round choice.

#### WAR ROOM

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This is a good level to pick up a 'spraying' gun, such as a ChainGun

or a HyperBlaster, and chasing your opponent up and down the ramps, slowly sapping their health, and finishing them off when you get to the big drop. There is a secret button to shoot on one of the pillars at the bottom of a ramp.

#### DYING HALLS

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I can't really describe this level in much more than a cool level. It's a matter of opinion: either you like this type of level, or you don't. Give it a whirl, drop me a line of what you think.

#### EMPTY SPACE

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One words [or is it two?] - BFG 10K. Run up the big ramp, the wall that runs around the level, and at the end you should find a power up. Following this, jump into the centre platform and pinch the BFG 10K and the other weapons on the 'shelves' around the platform. Now take out a weapon, and shoot your opponents from the security of the platform. Now find a weakened opponent, and charge the BFG 10K up and let it rip in the direction of a hapless enemy, or friend. After the kill, simply repeat the process for an easy win. However, whilst on the top of the wall, you are open to attack so be careful and don't shout 'Hey look who's on top of the wall! It's me! Ha ha ha! I'll get everything before you!' or everyone will turn and promptly point a HyperBlaster in your direction and blow you off the wall. Just run fast and quietly.

All the levels in Quake II are good, but I must say that these are my favourites. Send me your own and why and I'll include them in the next version!

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#### 4. Tactics

- o Don't use the BFG 10K in enclosed areas, as it's most likely that the explosion will take you down too.
- o Contrary to what else you might hear, the best sniping weapon in Quake II is the Rocket Launcher, as it gives off a big explosion. If you are good using the Grenade Launcher then bounce that off a wall, as it hurts a little more. However, it's much less predictable.
- o The BFG 10K is not a chasing weapon, so don't fire it off when you're chasing your opponent down or up a ramp. Instead, injure them and polish them off in an enclosed room with a ramp leading into it. Fire it and back up the ramp and the huge green explosion will electrocute your opponent, following by burning them to death. Nice.
- o I'm sure you've heard this before, but circle your opponent to give yourself an extra edge.
- o If you see your opponent in a room, run in with your guns blazing so you can chase them around, and finish them at your mercy! Ahahaha!
- o Quake II is about guns, not tactics, so pick up a HyperBlaster and melt someone!

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#### 5. Scenarios/Games

#### RECON

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4 Players

FlagWars - 2 vs. 2 - Twists

Choose one member of each team to be the recon guy. The other guys are protectors.

Each Recon goes to try and steal the other teams flag. Easy, right? Then, to win the game, you must kill both members of the other team, before heading back to base with the flag. And as the Recon can't shoot whilst holding the flag, the protector must kill two members of the other team.

Note: Say your flag has been captured. You may not steal the other teams flag, but you may attempt to kill the Reocn guy and return your flag to base. That's the only way to win.

TOUGH MAN

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3-4 Players

FragTeams - 3 vs. 1 - Empty Space

The best player plays as the person on their one. The Tough Man is only allowed to use his blaster, or Shotgun, not the Super Shotgun, mind. Everyone else can use any weapons, except explosive weapons, which means no Grenade Launchers, no Rocket Launchers, and absolutely no BFG 10K. First team to 10 kills wins. Now you'll see if you really are as good as you think!

Please email me your own scenarios to help fill this section!

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6. Thanks and end note thingy

Thanks to GameFAQs [<http://www.gamefaqs.com/>] for being the primary host of the FAQ.

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Quake II (n64)

Produced By: iD

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Published By: Activision

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Thanks for downloading! I hope it helps! Please email me at [hyrule underscore hero sixty-four at hotmail dot com](mailto:hyrule_underscore_hero_sixty-four@hotmail.com)! [Change it around to make it work in an emailprogram!.]

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