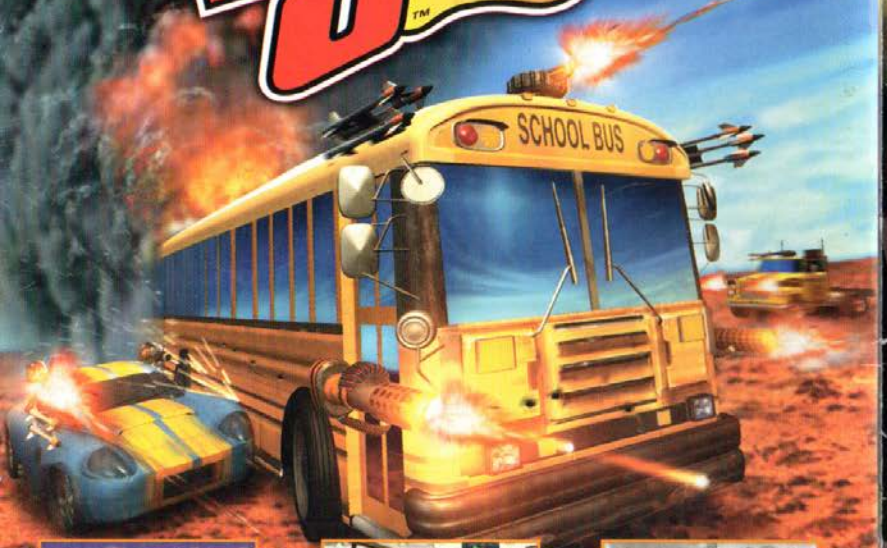
The King of Auto Combat
Now Available for Nintendo® 64

VIGILANTE 8™



Tricked-Out Vehicles and Attacks

Four-Player Split-Screen Combat

Ten Fully-Destructible Arenas

ACTIVISION.

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INSTRUCTION BOOKLET

QUAKE II™

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Published By

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MATURE M AGES 17+ CONTENT RATED BY ESRB

NINTENDO 64

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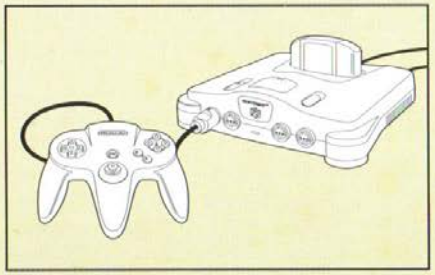
TABLE OF CONTENTS

2	Starting Up
4	Game Controls
6	The Story
7	Main Menu
13	Options
16	Pause Options
17	Loading (Saved Games)
18	Passwords
19	The Basics of Play
20	Player Status
21	Getting Around
22	Environmental Hazards
23	Ending and Saving Maps
24	Arsenal
26	Military Supplies
28	The Enemy
31	Credits
32	Customer Support
33	Software License Agreement

Connecting the Nintendo® 64 Controller



To play *Quake II*, connect a controller to socket one located on the front panel of the control deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

Rumble Pak™/Controller Pak

The *Quake II* game is compatible with the Rumble Pak accessory. Before using it, read the Rumble Pak accessory instruction booklet carefully.

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. If "Do not use" is chosen, then you will not be able to use the Rumble Pak in a new game unless you power OFF or reset the Control Deck. Remember, It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

N64 Expansion Pak

This game is compatible with the N64 Expansion Pak. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory. Quake II will automatically detect a correctly installed Expansion Pak and enable the additional features.

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle 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.

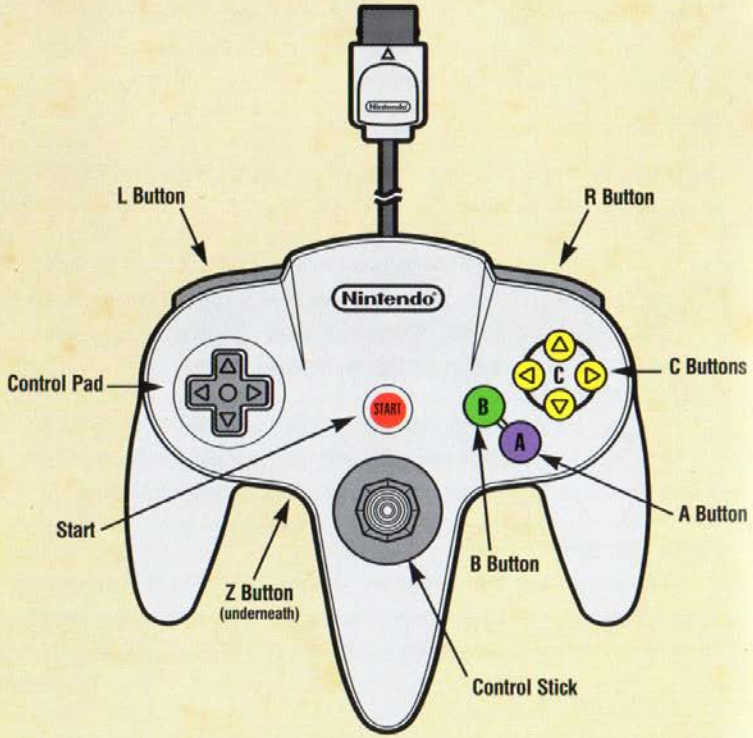
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

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 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 a Nintendo Authorized Repair Center.

Controller Pak Menu

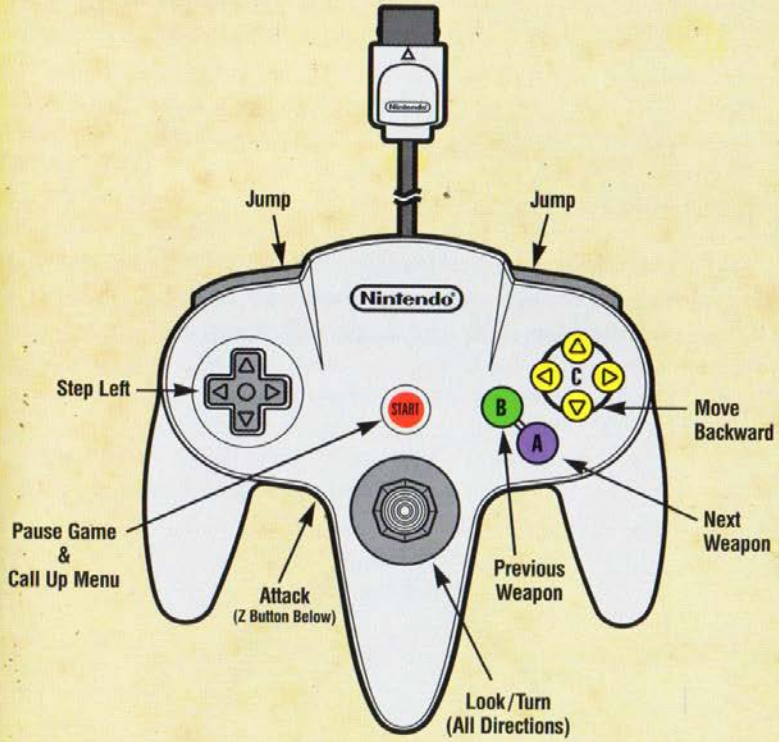
Press and hold **START** upon powering up or reset to access the Controller Pak menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete Notes.



Menu Selections

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

Press **START** during the game to pause and access the Options Menu (see Options, on page 13).



The above diagram displays the default controller configuration for *Quake II*. You can select one of five other preset configurations, or modify the controller configuration the way you want. See Setup Controller, on page 14, for instructions.

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 **Control Pad Up** or **Down** to move the highlight to your desired selection, then press the **A** button to select that item. Press the **B** 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 Play, on page 19), or load a game from a controller pak (see Loading Saved Games, on page 17). If you select Multi 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 four multiplayer modes, you haven't played *Quake II*. You can play against up to three of your friends (or enemies) in either Deathmatch, FragTeams, FlagWars, or DeathTag. Choose your player, choose your team, choose your arena, and let the bloody battle begin.

Note: You must have more than one controller connected to the Nintendo 64 in order to play the multiplayer games. Before connecting additional controllers, turn the Nintendo 64 off.

Starting Multiplayer Games

1. From the main menu select the **Start** option.
2. From the Mode screen select the **Multi** option.
3. At the Mutiplayer game select screen, select which game you would like to play.
4. Select the number of players.
5. Use the Team selection screen or the Identity selection screen to choose your character and set up your individual player options (see Selecting Identity or Selecting Teams, on page 11).
6. From the Arena Selection screen press the **Control Pad Up** or **Down** to move the highlight to the arrows below the arena picture, then use the **Control Pad Left** or **Right** to select an arena. After selecting an arena move the highlight to the **Accept** option and press the **A** button.

Multiplayer Game Types

There are four 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 eight 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, and no flags. 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 kill. 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 glowing.

FRAGTEAMS

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 FragTeams

1 Kill members of the other team.
2. Damage from your weapons does not hurt your teammates.
3. If you have set a frag limit in the Multiplayer options, it only applies to a single player's Frag Points and not to the combined team Frag Points. If a frag limit is set, the match will end when one of the players on a team has reached the frag limit, however the winners will be determined by which team has the most combined Frag Points.

FragTeams 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 the standings for each player based on individual Frag Points. The team with the most combined Frag Points (winning team) will be glowing.

FLAGWARS

You've never played Capture the Flag like this. Not only does capturing the opponents flag give you a Capture Point, it results in some of the greatest carnage ever. What are you waiting for – Dinosaurs in fog?

Rules of FlagWars

1. Each team has a "home base" where their flag is positioned. You will want to protect your flag at the base.
2. Steal the other team's flag by touching it, and carry it back to your base.
3. To score a Capture, carry the other team's flag back to your base and touch your flag. This will score a capture and also frag all of the players on the other team.
4. When a flag carrier is killed, the flag is dropped at the spot of the kill. If the flag is your flag, touch it to instantly return it to your base. If the flag is the opposing team's, you can pick it up and attempt to score a Capture.

FlagWars Scoring

You are scored one Capture Point for every enemy flag you return to your flag with. Capture Points from all team members are added together to determine which team is the winner. You are also scored one Frag Point for every kill and for every opposing team member that is fragged when you Capture their flag. The Score screen that appears after the game, displays the standings for each player based on individual Frag Points. The team with the most combined Capture Points (winning team) will be glowing. It is important to remember that a player or team can have more Frag Points and still lose the game because they have less Capture Points.

Bonus: For a twist on the FlagWar rules, have every player join the same team (i.e. red team). In this example, all of the players (red) will be competing to capture the blue flag and return it to the red flag. When a player scores a capture, it kills all of the other players. The winner of the game will be the player with the most Capture Points.

DEATHTAG

This ain't no school yard tag game – that's why we call it DeathTag. Grab the flag and hold onto it for as long as you can – though don't forget to look out for that rocket sailing at your head.

Rules of DeathTag

1. There is one red flag in the arena. Touch the flag to take it.
2. Hold onto the flag for as long as you can.
3. Kill the player with the red flag.
4. The game only keeps track of your time to beat in a single flag carrying. The game is not based on accumulated time.

DeathTag Scoring

The clock starts at 0:00 when you grab the flag. Hold onto the flag for as long as possible. When you are fragged the clock stops. The player with the most amount of time holding the flag during a single flag carrying is the winner. The Score screen appears after the game and displays the standings for each player based on individual Frag Points. The player with the most amount of time in a single flag carrying is the winner and will be glowing. Remember that a player can have more Frag Points and still lose the game because they have a shorter time holding the flag.

Selecting Identity

After you have selected one of the non-team games from the Multiplayer game selection screen and have set the number of players, the Identity screen will appear. Press the **Control Pad Up** or **Down** to move the highlight to the arrows below the various characters. Each player can then press the **Control Pad Left** or **Right** to change characters. You can also press the **Control Pad Up** or **Down** to move the highlight to the player names above their picture. Each player can then press the **A** button to set up their individual player (see Player, page 13). After each player has selected an identity and is set up, select the **Accept** option to go to the Arena Selection screen.

Selecting Teams (FragTeams, and FlagWars)

After you have selected one of the team games from the Multiplayer game selection screen and have set the number of players, the Team setup screen will appear. Press the **Control Pad Up** or **Down** to move the highlight to the arrows below the team logos. Each player can then press the **Control Pad Left** or **Right** to change teams. You can also press the **Control Pad Up** or **Down** to move the highlight to the player names above the team logos. Each player can then press the **A** button to set up their individual player (see Player, page 13). After each player has selected a team and is set up, select the **Accept** option to go to the Arena Selection screen.

Multiplayer Game Options

From the Arena Selection Screen select **Options** to set up your multiplayer game.

FRAG LIMIT

Press the **Control Pad 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. It is important to remember that hitting the Frag Limit during FlagWars, and DeathTag does not mean that you have won the game since winning those games is based on other factors (i.e, flags captured).

TIME LIMIT

Press the **Control Pad Left** or **Right** to change the time limit for the game. When time expires the score screen will appear. **The player that pauses the game will have the only active controller**.

Multiplayer Pause Menu

Press **Start** during a multiplayer game to view the Multiplayer Pause options. When you pause the game, the current game and scoring information are displayed in each player's window. The player or team in the lead will be glowing.

Arena

Use this option to change arenas without having to return to the Main menu.

Options

Once this item is selected any one of the players can select from the Options menu to change their individual settings.

Arena Exits

Within each arena there is one exit button hidden behind a secret door. Players can end the game by pushing the **green button** to open the hidden door, and then pushing the **exit button**. The current game will end and Score screen will be displayed. Press any button to exit the Score screen and start the next consecutive arena.

The Options menu is where you can make changes to the game's default settings. Press the **Control Pad Up** or **Down** to move the highlight over the option you would like to change, then press the **A** button to select or toggle that option. You can also press the **Control Pad Left** and **Right** to move the sliders in those directions.

Player

Identity crisis? The Player option allows you to choose a character, change the name of your character, and also set up your controller configuration.

Press the **Control Pad Up** or **Down** to select the option that you want to change. To change characters, move the highlight to the arrows located beneath the player picture and press the **Control Pad Left** and **Right**.

To change the name of your character move the highlight to the player name and press the **A** and **B** buttons to change letters. Press the **Control Pad Left** and **Right** to move to the next or previous character.

To customize your gameplay and controller settings, move the highlight to the Setup option and press the **A** button.

Crosshair

Press the **A** button to toggle the Crosshair On or Off.

Status Bar

Use this option to change the display of information on the screen during gameplay. If this option is turned on, your health, ammunition and armor amounts will always be displayed on the screen. If this option is turned off, the status of an item will only be displayed when it is affected (e.g., the ammunition icon and value will only appear when you shoot).

X or Y Sensitivity

You can adjust the Analog Control Stick's Horizontal (X) and Vertical (Y) movement sensitivity.

Auto Center

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

Always Run

Use this option to control the default speed with which your character moves through the environment. If you turn Always Run Off, you will want to have one of your controller buttons set to the Speed option. This will allow you to walk through the environment, and run when you press the speed button.

Setup Controller

Press the **Control Pad Left** and **Right** to choose from several preset controller configurations, or to customize your configuration:

1. Press the **Control Pad Up** or **Down** to highlight the control that you want to modify.
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 the changes and exit to the Player Setup menu.

System

The System menu allows you to make volume adjustments to the sound FX and game music, adjust the brightness of the game, and center the game on your TV screen.

Center

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.

Reset

To return all of the system settings to their default values, highlight the Reset option and press the **A** button.

Load Setup

With a Controller Pak inserted in your controller, you can load your saved options and up to four controller configurations. Setups are automatically loaded when you turn on *Quake II*.

Save Setup

With a Controller Pak inserted in your controller, you can save your customized options and all the controller configurations.

PAUSE OPTIONS

Press **Start** during a game to view the Pause options. When you pause the game, your current game information is displayed at the bottom of the screen. The game information box displays the time spent on that level, and the number of kills and secrets.

Weapons

This is your available arsenal of firepower. You can scroll through the available weapons by pressing **Up** and **Down** on the **Control Pad** or **Control Stick**. Press the **A** button to select the highlighted weapon and return to the game. Press the **B** button to exit.

Mission

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

Restart

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

LOADING (SAVED GAMES)

Loading Saved Games

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 (page 3).

Loading Saved Games

Select Load from the Start Game menu to restore a saved game. With a Controller Pak inserted in your controller, the game will detect it 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 highlight to the saved game you want to restore, then press the **A** button to restore.

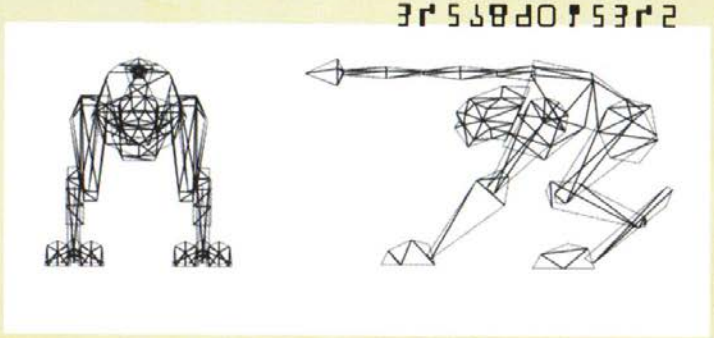
The Rumble Pak screen will then appear (see Rumble Pak, page 2) before you can begin your restored game.

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 the character. Press the **Z** Button to delete a character.

Repeat the process until you've entered the complete password. If you entered a valid password, you will begin your restored game.



Goal of the Game

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

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 freighter. Choose carefully…

EASY

Beginners and grandmas should start here.

MEDIUM

This is a great starting point for almost everyone. If you're beaten to a bloody pulp over and over, you may want to back up and join granny on the Easy 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

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

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.

Keys

At the top of your screen you will see a display of special items or keys that you have picked up, and not used yet. If nothing is displayed, you are not carrying a key or special item.

Quake II will talk to you from time to time. Some messages appear at the top of the screen. These are non-critical, and tell you that you've picked up an object. Certain messages will appear in the middle of the screen. These are always important, and you do not want to ignore them!

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.

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 radioactive containers. Stay clear of them in a fire fight or you'll end up in 46 little body bags. They're light enough to move, and short enough to jump on. Their explosive power can blow through weak areas in walls.

ENDING AND SAVING MAPS

Within each map, there is an exit. When you exit a map, an achievement screen summarizes your performance and displays: number of kills, secrets found, as well as the amount of time it took you to complete the map.

You start the new map with the same armor, weapons and ammo you had at the end of the previous map. If you have over 100% health (due to various health power-ups), you will start the new map at 100%. Also, power-ups such as the Environment Suit will not stay active between levels.

After completing each map, you will be prompted with a choice to save your progress to your Controller Pak. If you select yes, the Controller Pak screen will appear.

At the Controller Pak menu, move the highlight over the slot where you want to save, then press the **A** button.

The achievement screen also provides a Password for players without a Controller Pak. Write down the password, then use it to restore your game using the Load option in the Start Game menu (see Password, page 18).

Life After Death

If you die (which you will), you restart the map at the beginning, starting out with the same health, armor and weaponry that you entered the map with. Even the enemies that you had killed will return. We told you this wasn't going to be easy.

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.

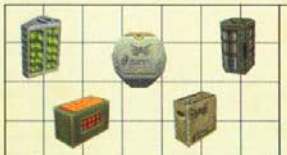
Rocket Launcher: The rocket launcher delivers heavy fire power to your target. Be careful not to use this weapon in close combat.

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.

BFG 10K: 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.

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.

Stimpacks: These provide an additional boost to your health.

Silencer: This silences the discharge of any weapon.

Ammo Pack: This allows you to carry more ammo on your back.

Environment Suit: This protects you against damage from hazardous liquids, such as Slime.

Power Amplifier: Temporarily multiplies all your weapon's strengths by four times. Let the gibbing begin!

Invulnerability: The invulnerability item renders you temporarily indestructible.

Invisibility: The invisibility makes you much more difficult to see, though not impossible to see.

Mega-Health: This slightly increases your health permanently.

Super-Adrenaline: This provides a temporary but significant boost to your health, but will wear off after a minute or so.

Power Shield: This provides improved protection against energy weapons. While it is being used, it drains energy from your cells when damaged.

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.

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.

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.

GLADIATOR

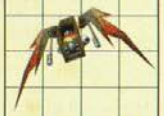
Description: With two massively mechanized legs and one shoulder-mounted railgun, the Gladiator is the daddy of all the adapted humanoids.
Defense/Weapon Analysis: Medium/Hard
Comments: Once targeted, you have less than a second to side-step or you're toast. Also watch for his lethal left-handed clamp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

MUTANT

Description: The Strogg refineries have spewed toxins into the ecosystem for untold decades causing this once docile creature to mutate into a fierce, fast, flesh tearing beast.

Defense/Weapon Analysis: Medium/Hard

Comments: Run.



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: The Flyer moves fairly quickly, travels in packs, and each wing is a laser blaster.

ICARUS

Description: Relies on a huge jet packed 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.

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.

QUAKE II ORIGINALLY CREATED BY ID SOFTWARE

QUAKE II FOR THE NINTENDO 64

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