



# TABLE OF CONTENTS



---

---

## GAME OVERVIEW

---

---

3

---

---

## THE ARENAS ETHERIAL

---

---

4

Gladiators

4

Weapons

10

Armor

12

Health

12

Flags

13

Items

13

Power Ups

13

Carried Items

14

Medals

15

The Environment

16

---

---

## MODE SELECT SCREEN

---

---

18

Single Player

18

Difficulty

18

Multiplayer

19

Controller Selection Screen

19

Game Types

20

Internet Game

21

Connecting Online

21



2

Setup

Available Game Arenas

Player Settings

Controls

Sound Options

VMU Options

Load Saved Game Data

## GAME CREDITS

# GAME OVERVIEW



3

22

23

23

24

28

28

28

29

Untold centuries ago the Vadrigar, the mysterious Arena Masters, constructed the Arena Eternal for their own infernal amusement. Virtually nothing is known of these beings except that they savor the carnage and clamor of battle. As such, they have stocked the arena with the greatest warriors of all time. And you have just joined their ranks.

As a gladiator in the Arena Eternal, you must not only survive, but also win each and every battle against ever more powerful opponents. Don't worry about getting "fragged," the Vadrigar won't be cheated of their favorite sport by a little thing like death. Those who fall are instantly restored to life and immediately thrust back into the battle, perhaps a little wiser for their misfortunes.

When the dust, blood, and gibs settle, all warriors will have earned the right to battle again, providing further entertainment for the Vadrigar. But only the warrior who has fragged the most foes will be lauded as the winner. The victorious gladiator advances to a more challenging array of arenas, until, at last, he or she faces Xaero, Lord of the Final Arena.

## GAME STRUCTURE

In single-player mode, Quake III Arena is split into five tiers of four arenas each. In order to progress to the next tier, a gladiator has to be victorious in all four arenas. Finishing second or third won't do—you must emerge as the clear winner.

While the rules are a little different in multiplayer (network, online, and split screen) games, there is one important rule that sums up your life as a gladiator in the Arena Eternal:

**Frag Everything That Isn't You.**



# THE ARENA ETERNAL

4

The Arena Eternal is an extra-dimensional structure created by the Vadrigar and populated with the greatest warriors in all of time and space. In order to survive there, you'll need to know a little bit about your enemies, weapons, and the environment in which you'll be fighting.

## GLADIATOR

In addition to you, there are 32 computer-controlled gladiators residing in the arena. Each of them is a deadly warrior with his or her own personality and tactics. Some are tougher than others, as you'll quickly learn in battle.



**Anarki (Cybronic Human):** Always seeking an edge, this cyber-board surfer paid with his humanity for a seemingly endless array of cybronic implants.



**Biker (Human):** Biker is crude and coarse: a bully who gets his kicks out of hammering helpless opponents. He may not be smart or brave, but he's brutal as hell.

**Angel (Humanoid Robot):** Although certainly not a classical beauty, Angel was created by a sculptor to be his ideal companion. She quickly proved herself to be a creature of hate, not love—killing her maker in a berserk fury.



**Bitterman (Human):** This hero of the Strogg War may also be its most tragic victim. While a captive on Stroggos, vile experiments transformed his flesh into something both far more and far less than human.

**Bones (Human Skeleton):** This fearsome foe showcases the powers of the Vadrigar, for it has no true life of its own. But it begs the question: "Where do the gibs and blood come from?"



**Cadavre (Undead Human):** Cadavre is a brutal murderer who couldn't be executed. The electric chair, gallows, and gas chamber only made him meaner.

**Crash (Human):** Once, she was Doom's military instructor. Now the Arena Eternal tests Crash's mettle to the extreme - patience, that is. She is the trainer who introduces new warriors to the skills of battle.



**Daemia (Human):** The bounty hunter, Daemia, stopped caring long ago who or what was in her sights. Enemies are enemies whether they're human, alien, or demons from the pits of hell.

**Doom (Human):** Long after everyone else on Phobos was dead, he kept fighting, determined to send out a warning to Earth before the demons could claim him.



5





6



**Gorre (Cybronic Human):** Born in the breeder tank of a genetics lab and nurtured in a cybronics workshop, Gorre was created to be the ultimate warrior – at least in his own mind.



**Grunt (Human):** A mentally shattered veteran of the invasion of Stroggos, Private Nathan Grunt is still fighting a war that ended years ago.



**Hunter (Human):** When her village on Tau Ceti was decimated by the Sorg, Hunter vowed to seek out and destroy the reptiloids wherever they might hide.

**Hossman (Human):** Easily mistaken for a big, clumsy oaf, Hossman is a deadly opponent whose agility is a match for his fearsome strength.



**Keel (Cybronic Human):** Lance Corporal Ben Keel died during the Spiker Insurrection—only to be revived as a humanoid battle machine by scientists experimenting with captured alien biotechnology.



**Klesk (Alien Chitiniid):** Half religious zealot, half gifted mystic and all bizarre alien, Klesk cleanses his soul with the purifying fire of combat.



**Major (Human):** A veteran of the Stroggos campaign, Major Wayland is haunted by the memories of her fallen troops and the parasites that killed them. It may be that she believes she's still fighting that long-concluded war.



**Orbb (Alien Cybronic Construct):** Designed by the Vadrigar to monitor combat in the arena, Orbb evolved beyond his specifications and became a deadly combatant.



**Patriot (Cybronic Human Vampire):** A twisted combination of cybronic implants and supernatural powers, Patriot is a throwback to the days of nationalism—before mankind found other enemies among the stars.

**Phobos (Human):** An experienced veteran, he led the invasion of the demon-haunted tunnels of Phobos. There, he was betrayed by superiors who thought they could learn more from watching him die than by studying his reports.



**Lucy (Human):** A former prison guard, Lucy crossed the line and ended up on the other side of the bars where every hour was a battle for survival.



**Mynx (Human):** Fashion model, master assassin, or adult entertainer: Which is the real Mynx? She's part viper, part black widow, and all woman.



7



**Ranger (Human):** Originally a slippgate explorer, the man called Ranger has faced and escaped certain death a thousand times on a thousand worlds. His experiences have left him more alien than human now.



8



**Razor (Human):** During a time of civil unrest on Earth, Razor and his gang of vigilante followers enforced a rigid, brutal code of justice in the Pacific Northwest. Razor never admits defeat and shows no mercy in defense of order.

**Sarge (Human):** A grizzled combat veteran with plenty of scars to prove it, Sarge is the master of modern warfare. He's clever, determined, and deadly.



**Slash (Cybronic Human):** A young force-blade punk from the streets of Los Angeles, Slash became a test bed for the hottest cybronic implants, turning her into a barely-contained bundle of energy.

**Sorlag (Reptiloid Alien):** This mercenary Sorg merchant long ago resolved to do whatever it took to get ahead, no matter how many others had to die in order to line her coffers.



**Stripe (Human):** Raised on the mean streets of a post-apocalyptic city, Stripe avoided crime and drugs by being tougher than the gangs and pushers.



**Tankjr (Cybronic Human/Strogg Crossbreed):** The spawn of a human Tank Commander and an Iron Maiden of Stroggos, Tankjr is a sadistic bio-tech nightmare.



9



**Uriel (Gargoyle):** For untold eons, mankind has known and feared Uriel's diabolical kind. The aura of evil and death hanging around this gladiator is enough to send a chill down the spine of any opponent.

**Visor (Cybronic Human):** Visor is an enigma who says nothing about his past, letting his weapons do all his talking for him.



**Wrack (Human):** Wrack is a shell-shocked Slippgate War veteran who relives countless battles through a haze of imagined glories, half-remembered facts, and exaggerated personal abilities.



**Xaero (Mutated, Cybronic Human):** The most dangerous enemy in the arena, Xaero embraces honorable death. He longs for the day when he will meet the opponent who frees him from the shackles of life eternal—if such a warrior exists.





## WEAPONS

10

Gladiators in the Arena Eternal have a wide variety of weapons available to them. At the start of every match (or after they've been fragged), all combatants are armed only with a machine gun and gauntlet. Depending on the arena they're battling in, other weapons may be available. Ammunition for each weapon can usually be found in the same arena. Collect a weapon (or its ammunition) by running through it.

**Gauntlet:** The gauntlet combines a whirling saw blade with a powerful electrical charge to create a deadly close-combat weapon. Unlike the other weapons, the gauntlet needs no ammunition, so it's always ready to go.

**Machine Gun:** Although not particularly powerful, this weapon has a high rate of fire and can be used to blanket an area with a suppressing hail of bullets.

**Shotgun:** One of the most common weapons scattered throughout the arenas, the shotgun delivers an instantly impacting shower of heavy pellets. Reloading causes a short delay between shots.

**Plasma Gun:** This powerful energy weapon unleashes a deadly stream of plasma pulses that rapidly consume its energy supply.

**Grenade Launcher:** The time-fused grenades fired by this weapon are incredibly powerful and have a wide blast radius.



**Rocket Launcher:** The rockets fired by this heavy weapon have a large blast radius, enabling them to harm several targets at once. Be careful when using this weapon, since it's easy to include yourself in the explosion!



**Lightning Gun:** The most unusual weapon in the arena, the lightning gun unleashes a powerful stroke of electricity at its target. Despite its short range, nothing looks cooler than the lightning gun!



**Rail Gun:** This highly accurate weapon uses a linear accelerator to throw a depleted uranium slug at an incredible rate of speed. The gun's accelerator must recharge between shots, causing a delay before it can be fired again.



**BFG-10K:** An evolution of the plasma gun, the BFG-10K is the dream weapon of every gladiator in the arena. It hurls devastatingly powerful bursts of fusing plasma to mow down enemies.



11



## ARMOR

12

There are three types of armor available in the Arena Eternal. At the start of a match, you won't have any, so you'll have to look for it. Although the normal maximum armor rating you can have is 100, some improvements allow you to increase it beyond this limit, up to a maximum of 200. Whenever your armor rating is above 100, it will gradually count down until it reaches that mark, even if you aren't taking damage. Your current armor rating is displayed to the right of your character's face.



**Armor Shard:** These fragments improve your armor rating by 5 points, increasing it even beyond the normal maximum of 100 points.



**Combat Armor:** Donning a yellow combat armor vest improves your armor rating by 50 points.



**Heavy Armor:** A suit of red heavy armor will increase your armor rating by 100 points.

## HEALTH

There's no way around it: you're going to get hurt or even fragged running around the arena. You can tell how badly wounded you are by looking at the Health score displayed below your character's face. At the start of every event, all gladiators begin with health scores of 125 (which counts down to 100). During the course of play, it's possible to increase your health beyond this value, although it will gradually count down to 100. Cross-shaped health bonuses are scattered throughout most arenas. Restore your health by running through them.



**Green:** Each green cross you collect will add 5 points to your health (even beyond your maximum!).



13



**Yellow:** A yellow cross adds 25 points to your health, increasing it up to, but not beyond your maximum rating of 100.



**Gold:** Every gold health cross you pick up adds 50 points to your health, up to its maximum rating of 100.

## FLAG



**Red/Blue Flag:** When competing in a Capture the Flag event, each team is given a standard to guard. You score points by grabbing the enemy banner and carrying it back to your own base.

## ITEM

In addition to weapons, armor, and health bonuses, combatants will find many useful items scattered around the arena. These can be picked up by running over them. There are two types of items: power-ups and carried items.

## POWER-UP

Power-ups are items that take effect the instant you touch them. They remain in effect for a short time, which is counted down on your screen, and then expire.



**Battle Suit:** This golden shell protects the wearer from lava, slime, drowning, and other hostile conditions (including splash damage from weapons). Be careful. Even a Battle Suit won't protect you from the Fog of Death or the Void!



14



**Flight:** A Flight pack is a small anti-gravity generator allowing a gladiator to propel him or herself through the air with minimal effort. Flight packs are only available in multiplayer games.



**Haste:** This tachyon accelerator creates a bubble of compressed time, greatly increasing the gladiator's movement speed and rate of fire.



**Invisibility:** This unit bends light around its user, making a gladiator very difficult to see. However, muzzle flashes and power-up glows are still fully visible.



**MegaHealth:** When you pick up a MegaHealth, your health is increased by 100 points (even beyond your maximum).



**Quad Damage:** When you scoop up a Quad Damage, your weapons are supercharged for a brief period of time.



**Regeneration:** When you grab the Regeneration, your health will gradually increase until it reaches 200 or the effect times out.

## CARRIED ITEMS

Some items are picked up and carried with your gladiator until you choose to activate them. It's important to remember that you can only have one item at a time. Before you can pick up another, you have to use the one you already have. Once activated, the effect is instantaneous.



15



**Medkit:** This battlefield medical kit contains a wide array of healing and pain-killing chemicals. When activated, its computer brain diagnoses the user's injuries and instantly restores the gladiator to full health (100).

**Teleporter:** A personal teleporter is a small unit with the ability to fold space around its user. When activated, it instantly transports the user to a random point in the arena.

## M E D A L

Medals measure and instantly reward outstanding combat performance. When you (or another player) receive a verbal praise award, such as "Excellent!" a medal icon corresponding to the award is immediately displayed above the gladiator's head for a few moments before fading away. Your medal awards are also displayed on-screen briefly. As the match goes on, and you earn additional medals, the game shows all earned medals of that type. At the end of the match, the totals for all awarded medals in that match are displayed. Between matches, you can see the grand totals for all medals awarded to you in Single Player Mode since the game began.



**Excellent** – Awarded for making two frags within two seconds.



**Impressive** – Awarded for two consecutive hits with the rail gun.



**Frag** – Awarded each time you make 100 frags.



**Accuracy** – Awarded when your percentage of hits-to-shots is greater than 50%.



**Gauntlet** – Awarded each time you make a frag with the gauntlet.



**Perfect** – Awarded when you are victorious in an arena without being fragged even once yourself.



## THE ENVIRONMENT

16

The various arenas created by the Vadrigar contain many features and hazards. Some are ordinary things that hardly merit mention, others are extremely deadly menaces capable of quickly fragging the reckless, and a few fall somewhere in the middle.

**Acceleration Pads:** Acceleration pads use a powerful artificial gravitational field to impart lateral thrust to anyone stepping onto them. Think of them as high tech jump ramps.



**Bounce Pads:** Similar to acceleration pads, a bounce pad uses a powerful pulse of anti-gravity particles to propel anyone who steps on it high into the air.

**Doors:** Doors in the arena come in many shapes and sizes. Most open when you move near them. Others remain closed until a button or other trigger activates them. A standard door will open if it's shot.



**Fog of Death:** These swirling crimson vapors are highly caustic and faintly radioactive. They dissolve flesh and will quickly kill any gladiator, regardless of armor or other protection.

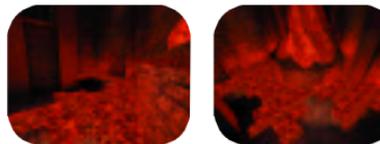


17



**Fog:** Despite the fact that it looks spooky, normal fog isn't dangerous. Of course, it obscures your vision and can conceal enemies or hazards.

**Gates:** A gate is a portal allowing gladiators to move instantly from one part of the arena to another.



**Lava:** In some arenas, gladiators will be forced to deal with streams or pools of molten rock. Anyone foolish enough to step into lava without the protection of a Battle Suit (see Power-Ups) will suffer an amazing amount of damage.

**Teleporters:** A teleporter is similar to a gate, allowing gladiators to instantly travel from one point in the arena to another. You can't see where a teleporter leads, however, until you step into it.



**Triggers:** Triggers often take the form of a button or pressure plate. When activated, they cause something to happen (usually nearby). Some triggers activate when touched, others must be fired on.



**Voids:** Falling off certain platforms will cause you to plummet to your death. Other locations contain Tubes that will teleport you to a safer place. To find out which places are safe, try not to learn the hard way.



# MODE SELECT SCREEN

18

Select one of several different choices by scrolling up or down the list of available game modes, load a saved game or user settings, or adjust your game settings.

**Single Player** – Work your way through the tiers to become the ultimate fragmaster

**Multi Player** – Battle it out with up to four players in Split Screen Mode or take on some artificial intelligence in full screen action.

**Internet Game** – Opponents are everywhere – connect online and play.

**Load Game** – Load your Single Player Mode saved game data from your VMU.

**Setup** – Adjust your player, controls, sound, and VMU settings.

## SINGLE PLAYER :

Work your way through the tiers to become the ultimate fragmaster

### DIFFICULTY

Select one of five difficulty levels, depending on how much abuse you're in the mood for.



19

**I Can Win!**: This level is meant for raw beginners and faint-hearted featherweights. You have a big advantage over your opponents when playing at this level.

**Bring It On!**: If you like touch football, this is the level for you. You'll have an edge over your opponents here, making it almost impossible to get yourself really fragged.

**Hurt Me!**: When you're ready to go into combat with tough opponents, move on to this level. You and your opponents will be on even ground here, so they're more than able to frag you when you get careless or cocky.

**Hardcore!**: If you're ready for the big leagues, this is the level for you. From start to finish, even a hardened gladiator will be fighting for his life here.

**Nightmare!**: If you're really looking for punishment, the Nightmare level will hand it out in spades. You probably won't live long on this level, but you'll go out in blaze of glory.

## MULTIPLAYER :

Battle it out with up to four players in Split Screen Mode or take on some artificial intelligence in full screen action.

### CONTROLLER SELECTION SCREEN

When you select the Multiplayer Option from the Mode Select Screen, the first thing you need to do is specify which users get to use which Dreamcast devices. Since you can plug up to four devices into your Dreamcast, it is very straightforward to figure out how to play with four players because each user will have their own input device. In this case, each player should point their controller in the direction of the quarter of the screen they are going to play on and press the Accept button for their device.





20

The Top Left Quarter of the Screen is the area for Player 1, the Top Right Quarter of the Screen is the area for Player 2, the Bottom Left Quarter of the screen is the area for Player 3, and the Bottom Right Quarter of the screen is the area for Player 4.

If there are more input devices than players, you will want to specify which device which player will use. Each player is allowed to use up to two devices simultaneously. If a user wants to use two devices simultaneously, they must be different types of Dreamcast Peripherals – for example: Dreamcast Mouse and Dreamcast Keyboard is ok, but two Dreamcast Controllers used by one player is not allowed. The four main devices that we recommend are Dreamcast Controller, Dreamcast Keyboard, Dreamcast Mouse, and the Madcatz Panther XL. To select the devices that each player wants to use, they should move the devices from the middle of the screen to their quarter of the screen and then press the Accept button on their device.

Here are the Accept and Cancel buttons for the different Dreamcast input devices

DC Controller

A button = Accept

B button = Cancel

DC Keyboard

Enter Key = Accept

Escape Key = Cancel

DC Mouse

Left Mouse Button = Accept

Right Mouse Button = Cancel

Panther XL

Trigger Button = Accept

Pinky Button = Cancel

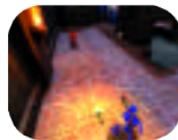
## GAME TYPE I

Select what type of game you would like to play

**Free for All** – This is the classic form of Deathmatch. It's every man, woman, and sinister alien being for him/her/itself as the players frag everything that moves to get the most points.

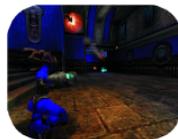


21



**Team Deathmatch** – It's Red against Blue in a coordinated contest of carnage. Two teams of players work to control the arena and score the most frags on their foes. If you kill a member of your own team, you will score a negative frag.

**Tournament** – Players fight each other one-on-one, while future foes watch as spectators. The watchers wait their turns to be the challenger who wrests control of the arena from the most recent victor.



**Capture the Flag** – Slip into the other team's home base, grab its flag, and run home to score. What could be more simple? Now do it while dodging heavy artillery fire and you've got an idea of how this fast-moving team game feels. Score the most and win!

## INTERNET GAME

### ONLINE CONNECTION SCREEN

When you select Internet Game from the Mode Select Screen, you will bring up your Internet Service Provider (ISP) settings. The following fields are listed:

**Phone Number** – the number to call your Internet Service Provider and go online

**Username** – Your personal account name for your ISP

**Password** – Your personal password for your account

**Primary DNS:** The IP Address of your ISP's Primary Domain Name Server



**Secondary DNS:** The IP Address of your ISP's backup Domain Name Server

\* If you have forgotten, misplaced, or do not know any of the information listed above and cannot connect online, please contact your Internet Service Provider to get this information.

### AVAILABLE ONLINE ARENAS

Once you have connected online, a list of available Quake III Arenas will appear. Each available arena has the following information:

**Map** – This tells which map is currently being played on that server. Some game servers will rotate between different maps; other servers will stay on the same map game after game.

**Game** – Select between Free For All Deathmatch (Death), 1-On-1 Tournament (Tourney), Team Deathmatch (Team DM), and Capture the Flag (CTF).

**Players** – This lists how many players are currently playing in that Arena and how many players can play in that Arena simultaneously. The first number represents the total number of Humans, BOTS, and Spectators that are currently in that Arena. The second number represents the maximum number of Clients (Humans, BOTS, and Spectators) simultaneously allowed in the Arena.

**Speed** – The Dreamcast Version of Quake III Arena has a special meter to tell you how fast the connection is between your Dreamcast and each Game Server. The longer the graphic, the faster the response from the server and the better the connection. Green is the best, Yellow is the next best, and a Red meter means that you can connect to the server, but the performance will not be as good as a Server with a Green or Yellow Meter.

Whenever you highlight any server, a picture of the current Map, the Server Name, IP Address, and Port Number for that specific server will appear. You can sort this list by highlighting the option and toggling left or right. You can refresh the available server list by pressing the X Button on your Dreamcast Controller or the X Key on your Dreamcast Keyboard.

If you have found a server you want to play on, highlight that server, press the Enter Key or Tab Key on the Keyboard, the Left Mouse Button, the trigger on your Panther XL, or the A Button on your Dreamcast Controller,



and then select the Fight Option.

If you would like to get more information about a server or you would like to specify the IP Address of another server, highlight any server, press the Enter Key or Tab Key on the Keyboard, the Left Mouse Button, the trigger on your Panther XL, or the A button on your Dreamcast Controller, and then select the "More" option.

When you enter the IP Address and Port Number of a server that does not appear in the Available Server List, be sure to separate the IP Address and Port Number for that server with a colon.

To Disconnect from your ISP, select the Exit Option, Press the Escape Key on the Keyboard, press the Right Mouse button, or the B Button on your Dreamcast Controller.

## SETUP SCREEN

**Player** – Adjust the settings for the player you want to use.

**Player name:** Choose the name you want to be known by in the Arena.

**FX:** When you fire the railgun, the slug leaves a streak of light in its wake. You can select the color of that light trail and the flash it makes when it hits. Think of it as something of a signature.

**Handicap:** The default handicap rating for all players is 100. The value can be lowered for veteran gladiators to level the playing field when inexperienced combatants are in the Arena. A handicap reduces the effectiveness of your weapons, armor, and so on as well as lowering your maximum health value.

**Crosshair:** Toggle through and select the crosshair you would like to use in the game. The currently selected crosshair will appear on your player model.

**Player Model/Skin** – Select the character and appearance you want to represent yourself.



24

## C O N T R O L S

Customize the button assignments and key controls to your liking. Just about everyone has his or her favorite settings and the sub-menus (Movement, Looking, Weapons, Sensitivity, and Miscellaneous) will allow you to adjust almost every aspect of the controls.

We have included several default preset configurations that work well with the different Dreamcast peripherals. At the bottom of the screen, there are four preset settings and one custom setting.

### STANDARD CONTROLLER PRESETS AND USER-DEFINED CUSTOM CONTROLS

Preset 1 (1): Dreamcast Controller default configuration number one

Preset 2 (2): Keyboard and Mouse default configuration

Preset 3 (3): Alternative Dreamcast Controller Setting default configuration number two

Preset 4 (4): MadCatz Panther XL Peripheral (Trackball and Joystick – in one) default configuration

Custom (C): User defined controls – you set up the controls so they can be saved to your specific settings and liking.

## M O V E M E N T

**Always Run:** Toggling this button ON will make your gladiator run everywhere in the game. This gets you where you're going faster, but your enemies will be able to hear your footsteps.

**Walk Forward:** This will move you forward without changing the direction your gladiator is facing.

**Backpedal:** This will move you backwards without changing the direction your gladiator is facing.



25

**Step Left:** This will cause you to sidestep to the left without changing the direction your gladiator is facing, a maneuver commonly known as strafing.

**Step Right:** This will cause you to sidestep to the right without changing the direction your gladiator is facing, a maneuver commonly known as strafing.

**Jump:** This will cause your gladiator to leap into the air. If you are moving when you jump, you will leap in that direction.

**Crouch:** This will cause your character to drop into a kneeling crouch. Use this to hide behind things or take cover.

**Turn Left:** This causes your gladiator to pivot left, changing his facing without moving forward or backwards.

**Turn Right:** This causes your gladiator to pivot right, changing his facing without moving forward or backwards.

**Sidestep:** Using this button in conjunction with the turn left or turn right buttons will cause you to sidestep in that direction instead of turning.

## L O O K I N G

**Look Up:** This will tilt your gladiator's head back so you can see what is above him

**Look Down:** This will tilt your gladiator's head down so you can see what is below him

**Center View:** If you've been looking around and you've lost your bearings, hit this key to center.

**Zoom View:** By activating the Zoom View, you'll effectively have a telescopic view of the battlefield. This is useful for sniper fire, but leaves you vulnerable to anyone close who might sneak up on you.



26

**Invert Mouse:** Changing this toggle reverses the direction in which your mouse moves your vertical view. Adjust it to suit your own preferences.

**Auto Center:** Toggling this button ON will cause your Gladiator to always look straight ahead (instead of up or down) whenever they are moving forward or backwards. If you turn this button OFF, you can look up or down while you are moving in any direction.

### W E A P O N

**Attack:** This will make your Gladiator shoot a round of fire at your enemies. Hold it down and you'll pummel your target as quickly as the weapon can fire.

**Next Weapon:** Scroll through available weapons in the order indicated below (see Ready Weapons).

**Previous Weapon:** Scroll through available weapons in reverse order.

**Auto Switch:** If this toggle is ON, you will automatically switch to whichever weapon you pick up.

**Ready Weapons** (Number Keys on the Keyboard by default):

- |                |                     |               |
|----------------|---------------------|---------------|
| 1. Gauntlet    | 4. Grenade Launcher | 7. Railgun    |
| 2. Machine Gun | 5. Rocket Launcher  | 8. Plasma Gun |
| 3. Shotgun     | 6. Lightning Gun    | 9. BFG-10K    |

### S E N S I T I V E

**Joystick X:** Adjust how quickly the Analog Stick on the Dreamcast Controller or the Joystick on the



27

Panther XL moves from your view Left to Right.

**Joystick Y:** Adjust how sensitive the Analog Stick on the Dreamcast Controller or the Joystick on the Panther XL moves your view Up and Down.

**Left Trigger:** Adjust how sensitive the movement is for the Left Trigger on the Dreamcast Controller.

**Right Trigger:** Adjust how sensitive the movement is for the Right Trigger on the Dreamcast Controller.

**Mouse X:** Adjust how quickly the Dreamcast Mouse or the trackball on the Panther XL moves from Right to Left.

**Mouse Y:** Adjust how quickly the Dreamcast Mouse or the trackball on the Panther XL moves Up and Down.

### M I S C E L L A N E O U S

**Show Scores:** This button shows the current scores for all players or teams in the game.

**Use Item:** If you have an item (like a Personal Teleporter or MedKit), hitting this button activates it.

**Chat:** This button allows you to type in text that will be displayed on every player's screen.

**To: Team:** Hit this button to send a message only to your teammates.

**To: Target:** Hit this button to send a private message to whomever happens to be in your sights at the moment.



28

**To: Attacker:** Hit this button to send a private message to whomever is trying to frag you.

**Messages:** Toggle this button ON to have messages from other players displayed on screen during gameplay.

**Status Bar:** Toggle this button ON to display your health, current score, amount of ammo and other gladiator information during gameplay.

### SOUND

Adjust the Music Volume, Sound Effects Volume, and choose between Stereo or Mono Output.

### VMU

Select the VMU you would like to use to load or save your Character and Control Settings. Highlight the save file you want to load and press the X Button on your Dreamcast Controller or the X Key on your Dreamcast Keyboard to load your settings. Press the Y Button on your Dreamcast Controller or the Y Key on your Dreamcast Keyboard to save your current settings. If you save your settings in a space already being used, your previous data will be overwritten. Press the B Button on your Dreamcast Controller or the Escape Key on your Dreamcast Keyboard to return to the Setup Menu.

### EXIT

Leave the Setup Screen and return to the Mode Select Screen.

### LOAD GAME

Select the VMU you would like to use to Load your Single Player saved game data. Highlight the saved game you want to load and Press the X Button on your Dreamcast Controller or the X Key on your Dreamcast Keyboard. Press the B Button on your Dreamcast Controller or the Escape Key on your Dreamcast Keyboard to exit this screen without loading your saved game data.

# GAME CREDITS



29

## id Software is:

### PROGRAMMING

John Carmack, Robert A. Duffy, Jim Dosé

### ART

Adrian Carmack, Kevin Cloud, Kenneth Scott, Seneca Menard

### GAME DESIGNER

Graeme Devine

### LEVEL DESIGN

Tim Willits, Christian Antkow, Paul Jaquays

### CEO

Todd Hollenshead

### DIRECTOR OF BUSINESS DEVELOPMENT

Marty Stratton

### OFFICE MANAGER and id MOM

Donna Jackson

### DEVELOPMENT ASSISTANT

Eric Webb



Bot AI by Jan Paul van Waveren

Original Dreamcast Music by "Razor"

SEGA Dreamcast Version Developed by



Programming  
Aaron Seeler

Art  
Won Choi

Level Design  
Kaai Cluney

Additional Design  
William Joseph

Sega of America Dreamcast, Inc. Credits

Senior Producer  
Scott "Swirl" Hawkins

Product Manager  
Rob "Rudnik" Alvarez

Associate Product Manager  
Cord "Noname" Smith



Project Coordinator  
Frank "Elusive" Viloria

Lead Tester  
Chris "Welderboy" Meyer  
Assistant Lead Testers  
Keehwan "KEES" Her and Jordan "Elvis" Romaidis

Testers

Michael Jao, Davidson Talag, Cory Sturtevant, Stephen Campbell, Jason Jensen, Mark Gonzalez, Adam Terminello, Henry Perez, Aaron Poser, Daniel Chang, Paul Jarolimex-Proneer, Jumbo Duclayan, Tom Fong, Christina Mendez, Joseph Amper, Stefan Conde, Ron Rodriguez, Steven Jee, and Nestor Protacio

SEGA of America Developer Technical Services

Dylan "ApOstle" Bromley, John "MegaWuss" Byrd, Judy "Lady J" Jette, Gary "Freak" Lake, Carlton "Majinbuu" Matthews, Neal "Bungdabba" Robison, David "Bambi" Rudolph, "Corned Mike" Tucker, Joe "The Vulture" Votour

Special Thanks

Peter Moore, Shinobu Toyoda, Chris Gilbert, Bob Dales, Ali Daimee, Naohiko Hoshino, Serge Plagnol, Jose Aller, Jin Shimazaki, Hisaki Nimiya, Kenichi Iwanaga, Masaharu Yoshii, John Goodale, Greg Thomas, Scott Patterson, Leonard Sloatmaker, John Golden, Charlie Bellfield, Kathleen Joyce, Bob Schonfisch, Angela Santos, Alex Villigran, Tina Mendez, Heather Hawkins, Karen Brown, Teri Higgins, Gwen Marker, Tom Dudley, Ken Davis, Lu Luna, Toshi Morita, Douglas Broadhurst, Wilco Ibes, Sean Doidge, Arnold Feener, John Amirkhan, Todd Slepian, Polly Escalona, and Mark Fuentes

Sega.com Credits

Network Producer  
Jeff "hal9000" Hedges

Server/Network Engineering  
Stephen "Azazyel" Willers, Eugene Archibald, Britt Morris, Sergey Gitman, and Jeff "hal9000" Hedges



Lead Internet Software Analyst  
Darren "Smackavelli" Nagtalon

Assistant Lead Internet Software Analysts  
Josh "Macross/XS" Simpson and Pazo "Trunks" Youngel

Internet Software Analysts  
Nicolas Azizian, Samir Gupta, Lance Nelson, Malak Rida, Ryan Sindedecker, Cliff Wilhelm, and Eric Wilhelm

Special Thanks

Jerry Markota, Joey Berrios, Art Datangel, Jason Nolen, Olga Kaminskaya, Dow Truax, Doug Shrock, Takashi Kosaka, Brad Watters, Lynn MacConnell, Brad Huang, Keitaro Shigemasa, Bee Low, Aiyu Li, Julia Miller, Skip McIlvaine, and Mike Browning

Activision Credits

Executive Producer  
Jonathan Knight

Associate Producer  
Steve Rosenthal

Director Global Brand Management  
Dusty Welch

Brand Manager  
Kevin Kraff

Production Testers  
Joe Favazza, Patrick Bowman, Eddie Flores, Mike Stephan, Hans Watkins

Special Thanks  
Bobby Kotick, Brian Kelly, Ron Doornink, Mitch Lasky, Michael Pole, George Rose