



INTRODUCTION

Quake III: Arena is the third game in the massively popular series of first person shooters. This time around the focus is on multi-player, and that is what this guide will cover. We will show you the best hot spots in every level and how to rack up those frags. The guide will give some pointers in popular levels, while in others we'll tell you where the annoying campers like to stay so that you can avoid them, and then frag them.

Although this guide is focused on the multi-player mode of the game, the information about the levels could be applied to the single player game as well. Single player in Quake III is almost exactly the same as multi-player. Instead of fighting against other players, you compete against a varying number of computer controlled "bots".

this guide downloaded from ignguides.com

1





TERMINOLOGY

In this guide I will be using some terms that may sound strange non-quakers. So, here is a very, very basic rundown of the Quake lingo:

Frag

This is basically a kill, or to kill someone.

Camp

Camping is when someone stays in one spot while shooting at others (usually in a high spot or near a very good weapon) and never moves. This is considered both rude and very annoying. Now, in CTF (capture the flag), it is a little different since there is base that needs to be defended.

DM

Death Match

Hell Fog

This is something new to Quake 3. It is a thick red fog that if you fall into, you die instantly.

Gibs

While it probably won't be used much in this guide, Gibs are when you completely devastate someone when killing them.

this guide downloaded from ignguides.com

2





WEAPONS

Gauntlet

Your last resort weapon. An electrically charged saw blade that only hurts your opponents at extremely close range. If you run out of ammo, this is what you will be stuck with. If you get the quad damage power up, run around and plow through people.

Machine Gun

This is your stock weapon that you start off with. It actually can be pretty useful, as you will see a lot of people running around using this weapon in large games. It works well up close (but not nearly as good as the shotgun at the same range), and fires fast. It is a lot like a small chain gun. You need to be careful because this thing will go through ammo quickly.

Shotgun

The shotgun hasn't really changed much from Quake II. A slow loading but powerful gun that packs a hefty punch at close range. Just as in real life, your damage radius will spread out the further away your pellets travel, and the effect is almost instantaneous. However, the shotgun is much less effective at long ranges. It is one of the best and most damaging weapons to use when you're standing right next to someone, though.

Plasma Rifle

The Plasma Rifle from Doom makes its true return. It's all about combining rapid fire with medium damage. While the gun sucks energy quickly, it can be a deadly in the right hands. It works very much like the Machine Gun, but it does more damage. Use this to quickly sweep a room.

Rocket Launcher

If any weapon has gone through the most changes since the Doom days, it has to be the Rocket Launcher. In Quake III, the weapon fires slower than in both Quake and Quake II, and the area damage is lower. But, it is still a great weapon to run around with to cause lots of damage. Fire this puppy into crowd of people, and you will see the kills pile up.

Grenade Launcher

Just as fun as always, the Grenade Launcher is perfect for shooting into a room full of people! Also, it's fun to use with an opponent who likes to jump a lot since the grenades bounce around.

Rail Gun

The Rail Gun, which propels a depleted uranium slug at super-sonic speeds is very similar to its Quake II incarnation. The only difference is that the beam has been refined, thus you need to be even more accurate in your shots.





WEAPONS

Lightning Gun

You'll know when you've pulled the trigger because your ears will resonate with the unmistakable crack of thunder. The lightning gun shoots a steady stream of electricity at the unfortunate soul in your crosshairs. Unfortunately, it's rather difficult to aim because your entire field of view is alight with electrical charges. A descent medium powered weapon, but it's not nearly as good as the lighting gun from the original Quake.

BFG10K

The BFG10K is very different that the previous versions of the weapon. Instead of shooting one massive plasma blast that will nuke everything on screen, it now fires multiple, smaller, blasts that don't do such insane amounts of damage. Don't think that it is weak -- far from it. It is one of the most devastating weapons in the game. Imagine the plasma rifle crossed with the rocket launcher.

this guide downloaded from ignguides.com

4



QUAKE III ARENA

POWER UPS

Mega Health

Gives 100 health. So, if you have 100 health already, you will then have 200.

Quad Damage

This increases your damage to insane levels. When in use the player is surrounded by a blue field.

Invisibility

The Invisibility power up makes you, well invisible for a short period of time.

Battle Suit

The Battle Suit greatly reduces the damage you take. For example you can shoot someone with a rocket at point blank range and walk away with barely a scratch. It will also protect you against lava, slime, and drowning, but it will not protect you from falling into Hell Fog or space.

Haste

The Haste power up allows you much, much faster.

Regeneration

This slowly refills your health.

Flight

Limited flight effect. Use jump to ascend and crouch to descend.

Medi Pak (carried)

This heals you when used.

Personal Teleporter (carried)

Randomly teleports you somewhere in the level.

this guide downloaded from ignguides.com

5





ARMOR & HEALTH

Armor Shard

Each armor shard adds 5 points to your armor rating.

Yellow Armor

The yellow armor is combat armor that will add 50 points to your armor rating.

Red Armor

Red armor is heavy armor that adds 100 points to your rating.

Green Health

Green health adds 5 points of health (even beyond the maximum 100).

Yellow Health

Adds 25 points of health up to your maximum of 100.

Gold Health

Gold will add 50 points up to your maximum of 100.

this guide downloaded from ignguides.com

6





⦿ GENERAL TIPS

Ok, so you want to live long enough to see your frags number into the double digits? Well there are a few things you should keep in mind at all times:

1. Never, and I mean never, stop moving. Always move, strafe, and learn to circle around people.
2. Crowds are fun. Find one and lob a few grenades, rockets, or BFG blasts into it for some massive frags.
3. You always have a better chance of winning a duel if it is fought in close quarters. If you are chasing or facing off against someone, always try to close the gap and get closer.

this guide downloaded from ignguides.com

7





LEVEL STRATEGIES

The single player game of Quake 3 is broken down into four level tiers. You play through three "regular" DM levels, and then one "tournament" (tourney) level.

Q3DM1 Arena Gate

The first level is very simple, and that's probably why you will very rarely ever see it being played on many servers.

There is a large courtyard leading to an inner area with an extremely cool looking mouth structure inside. Both areas are about equal in the level of carnage that takes place there, but the courtyard is slightly larger which makes moving around easier.

Q3DM2 House Of Pain

The second level really is that large, which is probably why some areas get very bloody, very fast. There aren't many weapons here, but you can get the Shotgun, Plasma Rifle, and Rocket Launcher as well as the Haste Power up.

The one very nasty warzone is the courtyard where the Plasma Rifle spawns. It's the only very large area in the level, so people tend to congregate there. There are three entries to the courtyard, but the left and right ones are the best ways to approach it. Burst in, and aim for the spot where the Plasma Rifle usually is. There will always be at least two or three people standing around there waiting to be fragged.

Also, the room with the Rocket Launcher is always deadly. As soon as the door opens, open fire!

Q3DM3 Arena Of Death

Arena of Death is basically just that, an arena where you will die. Unless, of course, you know what you are doing and how to play the level.

The best place to get frags is at the top of the stairs where the Plasma Rifle is. Sometimes you are able to get a Rocket Launcher there as well. People are always coming to that location from all sides.

Also, there is one corner of the level where the Grenade Launcher appears in a dark tunnel. By firing it out of either door, you are bound to hit someone.

Q3TOURNEY1 Powerstation 0218

Powerstation 0218 is a perfect level for the Shotgun. Lots of narrow corridors, with only a couple very open areas make this level a bad one for the Rocket Launcher. You can use it if you want, but try to only use it in the areas with the large pillars in the middle of the room. I've seen far to many people kill themselves in the tight tunnels of this level by using Rockets instead of the Shotgun.

this guide downloaded from ignguides.com

8





LEVEL STRATEGIES

Q3DM4 The Place Of Many Deaths

This is another one of my favorite levels. The Rocket Launcher, and Plasma Rifle seem to be pretty popular here, but the Shotgun is used in certain occasions.

The area near the teleporter sees quite a bit of rocket action, as well as the tunnels leading to the Quad Damage. Keep moving and watch your back. This is one of the levels where you are almost always behind someone, so shots from the rear will be very common.

This level is rather small, so people tend to get clumped together pretty quickly making group frags a common sight here.

Q3DM5 The Forgotten Place

Another great level for loads of carnage. The map has not too many small areas, as most of it consists of large open spaces connected by large rooms.

Hot spots include:

The large area with the Plasma Rifle. There is a Grenade Launcher on the catwalk above, so you can either rain down pineapples of doom onto the people below, or you can dive on in with the weapon of your choice and take your chances.

Where the Rocket Launcher spawns is always a fun spot to be. It appears in a little alcove that is part of the second very large area in the level. You can grab the Rocket Launcher, then fire into the small alcove as someone else goes in to get it. The alcove is so small, it makes it hard to dodge a rocket, or avoid the blast damage.

Q3DM6 The Campgrounds

The Campgrounds is named perfectly, as the center of the level is great for sniping people. Weapons here include the Shotgun, Plasma Rifle, Rail Gun, and the Rocket Launcher.

Good spots include:

The center of the level where the quad drops is perfect. The quad appears on the pentagram in the center, so there are always people fighting around there.

That area branches off into smaller rooms (where the Plasma Rifle is), and then to stairs leading up to the upper areas of the level. The balcony with the Rail is made for sniping, as is the area looking down onto the quad damage room.

Up the stairs is an area with square platforms that you can jump on to snag a Personal Teleporter. ledge makes one of the best sniping locations in the level. Not only can someone pick off the people in the pool, but also those coming down the stairs into the room.





LEVEL STRATEGIES

Q3TOURNEY2 The Proving Grounds

The second Q3TOURNEY level is actually quite similar to the first one in a lot of ways. The map is basically a larger, multi-level version of Q3TOURNEY1 (Powerstation 0218). You can apply some of the same strategy here, but there is a Lightning Gun in this level.

While not as strong as the original Quake Lightning Gun, the Quake 3 version can be very deadly if used right. Target your prey, then fire and keep the stream on the future frag. Unless they are completely buffed up with armor and health, they will be torn down in no time.

Q3DM7 Temple of Retribution

This was one of the levels in the original Q3Test release. It has not changed much, if at all and is still one of the best levels in the game. You still have the Plasma Rifle, Rail Gun, Rocket Launcher, etc. As with Q3DM2, the big hot spot is the courtyard with the Rocket Launcher. The exact same tactic can be applied there (approach from the side entrances).

Another good area is the large room with the second Rocket Launcher that lies on the bridge.

Q3DM8 Brimstone Abbey

Brimstone Abbey is a rather large level with quite a few good spots for sniping and grenade throwing. In the level there is a Grenade Launcher, Rocket Launcher, Shotgun, Plasma Rifle, Rail Gun, as well as a Quad and Invisibility power up.

Hotly contested areas include:

The courtyard where the Rocket Launcher resides always seems to have one person trying to camp it. A good strategy for this area is to come up from the jump pad with weapons blazing. If you can lure (by shooting at him) the guy into the small alcove with the life and armor shards, you can unload a few rockets of your own into there to paint the walls red. Also, you can approach it from either hallway on the sides.

The large interior room with the jump pad leading to the Quad and Invisibility is always a warzone. Two balconies up at the top of the room usually have Grenade or Rail Gun snipers camping there, and the two catwalks at the top of the room usually have someone there with either those two previous weapons or the Plasma. You can enter the room at the two balconies or four entries at the bottom. I like coming in from high up, tossing a few grenades to clear the floor, then using the jump pad while sweeping the room with plasma or rockets.

The final real bad area in the level is the small pool where a Red Armor lies at the bottom. You need to be very, very careful attempting to swim there. The jump pad leads to a high ledge with a rail gun, and that ledge makes one of the best sniping locations in the level. Not only can someone pick off the people in the pool, but also those coming down the stairs into the room.





LEVEL STRATEGIES

Q3DM9 Hero's Keep

This level is basically two large rooms with launchers that shoot you to a good weapon divided by small hallways.

In the room where you get the Rail Gun, you can drop down to a jump pad that will send you to the small platform where the Red Armor is. That platform is also great for some Rail Gun sniping.

As for the room with the Rocket Launcher, you need to be very careful on the launcher. There are a lot of people going for the Rocket, so you have to watch out when making your return trip from the platform. If someone in hits you mid air, you can be knocked into the Hell Fog.

Q3TOURNEY3 Hell's Gate

Hell's Gate is one of my favorite levels. It is very small, thus making it perfect for games with a low number of players. The only weapons here are the Plasma Rifle, Rocket Launcher, and Rail Gun with a Battle Suit on the middle walkway.

Since the level is small, it can quickly become a bloodbath in larger games. Most of the time, the most action takes place in the room with the Rocket Launcher. Whoever secures that small area is set to get quite a few frags. Shooting people coming up or down the middle ramp with either the Rocket or Rail is also fun. You do need to be careful jumping around this level since there is a pool of Hell Fog in the middle.

Q3DM 10 The Nameless Place

Q3DM10 is so popular, some servers set this as the only level to play on. It is a great level with lots of confined areas, and narrow tunnels.

This level can quickly become chaotic due to its small size and the large number of players in it. Basically, choose your weapons and go to town. Every inch of this place becomes a bloodbath in larger games.

Q3DM 11 Deva Station

Deva Station is one of those levels with some very good corridors for long range Rocket Wars and close up Shotgun skirmishes.

There is one nice open area where there is a Rocket Launcher, but that area doesn't see as much action as the corridors do.

When grabbing the Quad in this level, you need to be careful as a security system will activate and grenades will fire at your from above.

this guide downloaded from ignguides.com

11





LEVEL STRATEGIES

Q3DM12 The Dredwerkz

This level is BFG heaven. There is a large open area in the center of the level with multiple sniper locations. This area is always camped with the BFG or Rocket Launcher. One of the most popular locations is the small ledge right above the Rocket Launcher.

Another bad area is in the underwater tunnel right where the Regeneration rune spawns. In the area above, the BFG spawns so there is usually an idiot up there with the smart idea to guard the Regen rune by vaporizing everyone whom tries to get it.

Q3TOURNEY4 Vertical Vengeance

Vertical Vengeance is another popular level. It is a large multi-level arena with a large building in the middle.

Inside the building, at the top, is a Rail Gun which can be useful here. You can use it to pick off people on the lower levels while you are up high. The Rocket Launcher also works very well in this level.

Q3DM13 Lost World

This is one of those levels that is just plain fun to play in a multi-player game. The map has multiple levels with the Rocket Launcher being on the platform at the very top. This platform is also the easiest way to reach the Quad Damage that spawns in a small alcove in the wall.

The walkway right below the Rocket Launcher platform is probably the largest battle area on the map. People are always running along it to try to get to the Rocket Launcher, so you can take them out by firing down from the platform, or any other tactic you feel like using.

Q3DM14 Grim Dungeons

Q3DM14 is a relatively complex level that has a lot of twisting areas, and a pool of Hell Fog surrounding a platform where the BFG waits. In addition to the BFG, you can find a Shotgun, Plasma Rifle, Lightning Gun, Rocket Launcher, and Rail Gun in this level.

The Rail Gun is on another ledge that is perfect for sniping. It overlooks the room where the BFG is, so you can pick off anyone going for it.

Also, the upper part of the level has some good areas for the Rocket Launcher or Plasma Rifle.

Q3DM15 Demon Keep

Demon Keep is a large castle with a front yard of lava.

Most of the action takes place inside in the massive room where the Rocket Launcher appears in the center. The two launchers will shoot you to an upper level walkway that can become a little chaotic at times, and the two hallways to the side usually see a body or two via a Shotgun blast.

There is another hazard besides the molten front yard. Deep in the castle is a walkway with three swinging crosses. If you get hit by either one, you are dead. So, just time your movements to avoid them.





LEVEL STRATEGIES

Q3TOURNEY5 Fatal Instinct

Fatal Instinct is one of the most simple maps in the game, but it is also one of the most enjoyable. It is just a square shaped, single level, arena with some very thick fog. The fog makes your view limited, thus you cannot see where your death is coming from.

Avoid the center platform as much as possible. The Rocket Launcher spawns there, but everyone always seem to run in there to fight. The best way around this is to run through very quickly to get the Rocket Launcher, then turn around and fire into the platform. You will almost always manage to hit someone that way.

The areas around the platform are good for Plasma battles or Shotgun skirmishes.

Q3DM16 The Bouncy Map

This is another fun map. While the lower levels seem some action, if you really want to fight you will get to the top level as soon as you can. Up there is a Rocket Launcher and Rail Gun.

One good (and cheap) strategy is to grab the Rocket Launcher, then make your way up to the Rail Gun. Up there you have a clear view of the entire top part of the map. You can either unload into the people fighting below, or take them out one by one as they come up the stairs. Now, this is camping, so if you don't want to do that you can use the Rocket Launcher to sweep out both the top and bottom levels.

Another thing that works very well is to use only the Rail Gun while on the upper level. This is because you usually have a clear view of anyone in the area.

Q3DM17 The Longest Yard

This was one of the other original Q3Test maps. Once again, it is about the same as it was in the test. It's a space map, so you need to be careful not to fall off.

The Rocket Launcher is fantastic for this map, as is the Rail Gun. The center area with the five-way jump pad is always full of battles, as are the corner areas where the Shotguns spawn.

Q3DM18 Space Chamber

This is one of the most fun and fastest paced maps in the game. In a way it is similar to Q3TOURNEY3 (Hell's Gate) in that it is relatively simple, but it is much larger. The only weapons that you will really need in this level are the Shotgun for close quarters, and the very useful Rocket Launcher. You can also find a Quad Damage and a Personal Teleporter here.

The main core of the slaughter takes place in the doorways and platforms leading to the launchers that shoot you over the chasm. The Rocket Launcher spawns in mid air, and you can get it by launching yourself towards it.





LEVEL STRATEGIES

Q3DM19 Apocalypse Void

Q3DM19 is my favorite of all the space levels. In the multiplayer game, the Flight power up appears here, which makes the map even more fun.

The best action takes place on the lowest level walkway. As for weapons, the Shotgun works great there, but the Rail Gun is even more fun. The walkway is so large, it is easy to get a clear shot of someone with the Rail.

Q3TOURNEY6 The Very End Of You

The final level is also the last space level. There is a platform with pillars that usually gets pretty crowded, but the real gem here is the BFG. You need to use the jump pads and launchers to shoot yourself to the small square platform floating in the air to get it. Just be careful not to get squashed by the giant block.

CTF (Capture the Flag)

Capture the Flag is a very simple concept. You have two teams one blue, the other red. Each team must infiltrate the others' base to grab their flag and bring it back to their own base. Currently in Quake 3: Arena, there are only four official CTF levels and most of them are just regular DM levels that have been modified. In the future, more official levels will probably be added.

Q3CTF1 Dueling Keeps

The first CTF level is very straightforward. Each base is for the most part identical. There is a large courtyard in the center where you can grab a Rocket Launcher, and that will come in very handy. Another cool feature about the map is that each base has two large windows on either side of the door. You can jump through either one if the door is getting fired at too much.

Q3CTF2 Troubled Waters

Troubled Waters is just a re-made version of Q3DM8. The big difference is that each base has a small river separating them. You can either cross this river at the launchers, or you can dive in and swim underwater into either base.

Q3CTF3 The Stronghold

The Stronghold is a more complex CTF level than Q3CTF1 since there are multiple levels in the map. The large room in the center doesn't seem much carnage. The worst parts are the various hallways that lead to the flag rooms. Those are where you need to watch out for people trying to invade the base.

Q3CTF4 Space CTF

The fourth CTF map is another Bounce Level. It is relatively small, and sparse in its weapons. The common tactic is to place defenders at each of the jump pads that lead into each base. Remember that you can guide your jumps in mid-air, so use that ability well to get into the opposing base to secure the flag.

