

MALICE

23RD CENTURY ULTRAVERSION

FOR
QUAKE



ESRB ADVISORY



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Id Software, Inc. and is distributed
under license.

MORE THAN A MISSION PACK.
IT'S A WHOLE NEW GAME.

REQUIRES REGISTERED VERSION OF QUAKE®

Play **FREE** on
the Internet with



QUICK START

OK, you bought the game, not a manual. You want the goodies and the gunfire, NOW!! If you haven't installed MALICE yet you'll need the next section first. AFTER that here's all you'll really need to start kickin' ass!

There are several new keys in MALICE by default (PC only - you'll need to 'bind' these keys if you are playing on a Mac) they are:

Reload	r (reload)	[on a mac, hit the "~" key to bring down console, then type: bind r "impulse 12" }
Cycle Toyz	y (cycle)	[on a mac, hit the "~" key to bring down console, then type: bind y "impulse 14" }
Use Toyz	u (use)	[on a mac, hit the "~" key to bring down console, then type: bind u "impulse 13" }
ChaseCam	e (external view)	[on a mac, hit the "~" key to bring down console, then type: bind e "impulse 30" }

Learn to love the [R]eload key. Most of the weapons in the game require its use after you empty them.

MALICE INSTALLATION

DOS INSTALL

In order to experience MALICE, you must first have a full registered version of the Id Software, Inc. game Quake®. MALICE is designed as an addition to Quake® and will not function without it.

After inserting the CD-ROM containing MALICE into your CD-ROM drive, from the DOS prompt, type D: <ENTER>. then type INSTALL <ENTER>. You'll need to know where the registered version of Quake® has been placed. MALICE needs to be installed into your quake directory. The default will be C:\QUAKE. After the installation completes, you may run the file MALICE.BAT to start Quake® with the MALICE experience. (For moderm players, NMALICE.BAT will do the job.)

POWERMAC INSTALL

In order to experience MALICE, you must first have a full registered version of the Id Software, Inc. game Quake® for Macintosh®. MALICE is designed as an addition to Quake® and will not function without it. Once Quake® has been installed properly, you are ready for MALICE.

After inserting the CD-ROM containing MALICE into your CD-ROM drive, an icon for the CD will appear on your desktop. Open the CD by double-clicking on the icon. In the window for the MALICE CD-ROM there will be a folder called 'MALICE', drag/copy the entire folder to the Quake® folder so that the 'MALICE' folder then sits inside the Quake® folder. To play MALICE, simply drag the 'MALICE' folder onto the Quake® icon and Quake® will start automatically with MALICE loaded - that's it!

WHAT IS MALICE?

THE STORY SO FAR...

The year is 2230 - Warring corporations dominate the industry. In major cities, bribes and economic pressures have caused the near disappearance of state controlled law enforcement. As a result, the most powerful companies have instituted their own form of defense. In this city there are two superpowers: Takahiro Industries - a massive corporation, and the B.O.S.S. underground crime syndicate. Takahiro employs an entire army of lowerguards and mechanized defenses. B.O.S.S. relies solely on hired mercenaries. They pay good money...

...You currently work for B.O.S.S., specifically taking orders from the head-honcho himself, Colonel Bossman. You'd be a happy merc if only he paid you on time...

from the corporate city daily report ; AP ; 09:17:2230

It is rumored that a hooded man, wearing a red bandanna, armed with only a .44 caliber and a grin, broke through the highly fortified X-Corp defenses, killing an entire army of X-Corp mercenaries and stealing some TOP SECRET documents of which the contents would have been crucial in the case to indict B.O.S.S. on 4 counts of treason and 8 counts of extortion.

B.O.S.S. leader, Colonel Bossman, denies any responsibility for yesterday's multiple slayings and said: "We have nothing to hide and they have nothing to show. Funny how they lose their precious evidence just days before the trial hearing. It makes me think that their evidence was all prefabricated." - with no evidence, the case against B.O.S.S. is closed.

Many things are left unanswered. Was there ANY evidence at all? And who IS the hooded bandanna man some people are referring to as DAMAGE?



A. J. J. J. J. J.

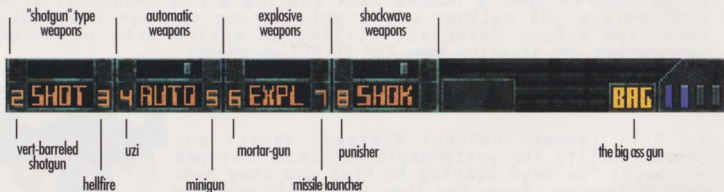
THE GAME

THE SCREEN

Just as in Quake®, the largest part of your screen is the game viewing area, where you'll see all of the enemies, weapons, environments, goodies, etc.. Also like in Quake®, you can enlarge the "view area" by pressing the "+" key and shrink it back by pressing the "-" key. Below the main screen is the Inventory bar where you'll see all the goodies and weapons that you have available to you at any given point in the game. Weapon availability is indicated by corresponding numbers on the Inventory bar. To change to another weapon, simply type the number of that weapon on the keypad, and if you have it in your inventory it will automatically become active in front of you. Under the Inventory bar, you'll find the Status bar where you'll get readouts for air, health and ammo round levels. Active "Toyz" (i.e. probe, parachute, etc.) are indicated in the area to the left of the AIR readout.

INVENTORY BAR

Lists weapon availability.



STATUS BAR

Lists Active Toyz, AIR levels, HEALTH levels, AMMO rounds levels.



MORE TOYZ

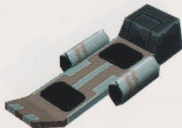


SCUBA GEAR

When you start up, you will see AIR=0 on the console. When you pick up the scuba gear, AIR will increase to 9. The scuba gear will kick in automatically when you go into the water and your air supply will deplete accordingly. Using scuba gear will also allow you to swim faster, thanks to the flippers.

HOVERBOARD

A repulsor board which'll give you increased speed and allow you to maneuver into the air as well as over water. It also has a turbo boost which can be activated by pressing jump again when airborne. Remember that for deathmatch! Reading the manual is a GOOD thing.



MINI-SUB

One-man submarine that will give you unlimited air supply, auto-guided torpedoes, and increased speed. Just hop into them, and if you want to eject, press the USE key.



PROBE

A handy little number to check around levels, search for snipers or campers - and pester the heck out of them. You can see through the "eyes" of the probe or watch it from a third-person point of view.

PARACHUTE

After acquiring the chute, and while airborne, press JUMP and your parachute will open. In some areas of the game the parachute is critical as high falls in MALICE can be fatal. We also think you'll dig the soft, fluttery ride - excellent for strafing during descent!



WEAPONS



.44 CALIBER PISTOL

This gun has never failed Damage before, and it has UNLIMITED ammo to boot... provided you reload now and again.

AMMO - UNLIMITED. RELOAD - 10 SHOTS.



HELLFIRE

Cook your victims with this stylish blaster. All the fun of 00 buckshot, with a bit of phosphorous thrown in for that warm fuzzy feeling! What doesn't get chunked gets SCORCHED! It's fast and furious!

AMMO - FIRES 2 SHELLS. RELOAD - 16 SHOTS.



VERT - BARRELED SHOTGUN

Crash... Bomp... Bang... A couple of shots of this will bring any foe to its knees. Great for close encounters. A true ammo burner though.

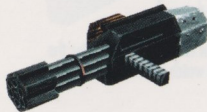
AMMO - FIRES 4 SHELLS. RELOAD - 16 SHOTS.



UZI

Gotta have it, gotta love it. If the .44 is the meat, then you can call this the potatoes.

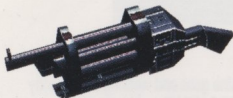
AMMO - BURST SHOT. RELOAD - 30 SHOTS.



MINI-GUN

Hot favorite for watching entrails splatter. Fast-drilling action. Eats ammo...
...and victims.

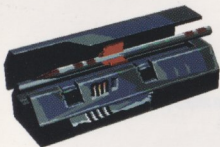
AMMO - SHELLS. RELOAD - NONE.



MORTAR - GUN

Handle with care. Launches an explosion of napalm. Stay well clear of those flames, they can set YOUR ass on fire too!

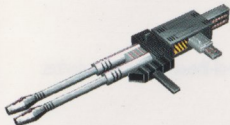
AMMO - FIRES ONE LOAD OF NAPALM. RELOAD - 6 SHOTS.



MISSILE LAUNCHER

A lightweight stinger launcher designed for urban warfare. A most lethal armament.

AMMO - FIRES ONE STINGER. RELOAD - NONE (AUTOLOADER).



THE PUNISHER

Fires a focused plasma beam; enemies won't know what hit 'em. A concentrated hit is almost lethal. Fully state-of-the-art.

AMMO - FIRES 4 TIMES PER PLASMA CELL. RELOAD - 4 CELLS.



THE BIGASS GUN (BAG)

It's BigAss, fires BigAss stuff and ya better get yer BigAss outta tha way if ya hears it comin'!! Also known as the Atom Smasher. Contains one portable nuclear power source.

WARNING: This is an experimental weapon. Practice EXTREME caution. May be unstable if core is in a state of temperature flux.

This weapon is DEATHMATCH ONLY, so don't be alarmed when you don't see it in the single player game. This thing is BAAAAAAD - we didn't want to make it too easy on ya.

THE BAD GUYS



SWATMEN

Takahiro's foot-soldiers armed with Sub-Machine guns and wearing kevlar body armor... Watch your ass because one might GET BACK UP and blast ya!



TORCHER

Flame throwing pyromaniacs... They can make you into a real fire hazard at times when you REALLY don't need it.



MERCBABE

Tough mercenary females out for blood. They employ state-of-the-art teleportation devices.



TAKAHIRO RAIDER

Laser cannon wielding quadruped hybrids. Fast, accurate and tough as HELL!



BANSHEE MECH

Huge, tough... ...and totally NOT funny... These juggernauts are often used to guard important facilities. Beware their infamous STOMP, you only see it once.



SENTRY PROBE

Floating metallic machines with deadly accurate sub mounted laser cannons. Used almost everywhere as cheap guard dogs.



FROGMEN

These guys ain't looking for seashells. Harpoon-packin', quick, ugly and subaquatic!



BLOWFISH

Mean, ugly, flesh eating Whale-things. About the ONLY good thing about them is that they probably won't be able to sneak up on you.



BARRACUDA

Tail at one end, teeth at the other and nothing but bad attitude in the middle! These merciless biters will tear your hide from limb to limb.



BABOONS

Totally wacked psycho-simians. Born and bred killers. ...Very smart... Often used in animal testing experiments or in sporting events.



RIOTEER

These guys love The Club - and they don't even drive! Be on the lookout, they travel in packs and they're ALWAYS looking to up their batting averages!



VASQUEZ (AND CLAN)

Vasquez and her two cloned "sisters" are as inseparable as they are tough! Nobody's ever been able to slow 'em down, much less stop them.



HUNTER

Killer robots. Big, dumb metal oafs with twin mounted chainguns. Slow and cumbersome, but tough as hell to kill. They work for B.O.S.S., but that doesn't mean you'll be getting' any cards from them around the holidays...



BOSSMAN

Maniacal head of B.O.S.S., Colonel Bossman is one tough-ass hombre, sportin' a totally mobile thimble-shaped metal tard scooter that'd make Captain Pike jealous! His coat even includes a teflon coated extender arm with a cigar loader attachment for EXTRA stink! Boooooo00000000!

EXTRA COOL STUFF



PUSHABLE CRATES

You'll find crates everywhere in MALICE. You can push some of them by walking into them - and in some cases you NEED TO get to where you're going. Because the crate "thing" is a little tough to master, we've made it so that if you back into them they will move forward (in case you corner one).

BARRELS/EXPLODING STUFF

You might see some of these lying around - but be careful! The barrels are filled with nasty explosive stuff. You can blast 'em but keep your distance! Also: some walls and grates can be shot to bits. Watch out for cracks or other telltale signs that give them away. There are secret passages to find, plus the pure thrill of thrashin' the place!



FIRE EXTINGUISHER

One good turn with one of those Torchers and you might find yourself in NEED of one of these! When you're on fire, nothing is as beautiful except a big puddle of water! They'll spritz you as soon as you get close to them.

STUFF YOU'LL MISS

ARMOR

Damage doesn't need armor dude... He smirks at the thought of wearing any type of bunny suit.

MEGAHEALTH

There is none... How can one come up with more than 100% health? We do however have medi-kits - to patch up the future scars on Damage's war-torn body.

PENTAGRAM OF PROTECTION

Protection? Use a condom! Don't start lookin' for them in the game, we took them out.

QUAD DAMAGE

A weapon is a weapon... MALICE takes place in a non-magical kingdom. You won't find any of this kind of crap there. We believe that these items destroy the true "confrontational action" of any deathmatch encounter. Now all you've got is your GUNS, SKILLS, and BALLS (apologies to all the female deathmatchers that could kick our collective asses). Prepare for some REAL action.

MALICE CREDITS

MALICE WAS DEVELOPED BY EPOCHALYPSE IN
MAJOR COLLABORATION WITH QUANTUM AXCESS.

Published by Quantum Axcess.

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Developed by EPOCHALYPSE.

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DAN JANIS < WhoDini? > : Lead level designer

JAMES D. ANDERSON < Lando > : Lead QC coder, sound effects & music, extra models

AARON WEBSTER < Gambit > : Level texture art, weapon/utility models, extra models & skins.

LUCAS POPE < L_() > : Skin art, console gfx, cutscenes, extra models.

RENE POST: QME and optimization code.

Additional QUANTUM AXCESS production.

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CRAIG PHILLIPS < smert > : Beta testing, server administration, documentation.

KEVIN MCCANN < monsterboy > : Beta testing, biz stuff

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JEREMY SLATZ < terata > : Additional level design

BRIAN VANNATTA < strag > : Additional level design

DAVID REID < shardz > : Additional level textures

CHRIS BENNET < sickman > : Beta testing

EXTRA SPECIAL THANK TO: Angel Munoz, Steve "Blue" Headlip, Mark "Bastard" Surface, Brian "Pipa" Pipa, John "Hosebag" Graham, James "Prophet" Fudge, Steve "Scary" Gibson, Brian "Process" Sutton, Chris Little, Jason "LooniBoy" Bergman, Dave "Zoid" Kirsch, Jack "Morbid" Matthews, "Zarshin" and Brad "Spark" Smith,

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