Quake II Secrets FAQ

by AlphabetMan

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*QUAKE 2 SECRETS FAQ*
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*1.0

-Initial release of this faq

2. INTRODUCTION

Quake 2 was a very good game on the PC platform. It suffered a few losses in quality when it was transferred to the Nintendo 64. It is still a little fun to frag your friends while you are together in the same room, but the size of the screen REALLY suffers.

Anyway, as it is a game from ID software, there's going to be codes and secrets in it. That is the reason why I'm writting this faq.

I've never copied someone's work before (except school but this is a different matter). I respect the work people will put into their FAQ's, so I hope you give this FAQ the same respect that I have given others.

SINGLE PLAYER CODES

To access the passwords screen, choose LOAD GAME then press B once the list of saved games appears.

Easy Mode

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- 6JBN SHFB 07BR X3J1
Central Complex
Intelligence Center - 1KLG VL2H LNBF F4LQ
Communications Center- 2KQD 2MSD Z9VM 4XYL
                   - VK7N Z?LY ?4V5 LJ4W
Orbital Defence
Docking Station
                   - VK3J HSW5 9GZN LQW9
Strogg Frieghter
                   - TK3T RN5N Q06W JV05
                    - S?WM H1G9 B46C WB0D
Cargo Bay
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Zaxite Mines- R8WB 8X7J VGQ0 SJWRStorage Facility- Q?WB BLW8 RP6Y XLSNOrganic Storage- P6P5 KYWX HB8R DJZHProcessing Center- N520 KJFW Y681 VLMDGeothermal Station- M525 TZ35 HXW0 BXZ8Detention Center- L56X 41DX ZKR8 VJV8Research Lab- K58V 01HJ V5K9 C3VKBio-Waste Treatment- J584 W6NR D05B VDQ?Access Conduits- H522 98MJ SM1C B82CDescent To Core- G52W 300Z 561C W4HKCommand Core- F569 G2D6 HT6X SG5Y
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MULTIPLAYER CODES

Change Level Colors in Multiplayer:

Enter the password S3TC 00LC 0LOR S??? to change the game's color pallette.

Infinite Shots in Multiplayer:

Enter the code S3T1 NF1N 1T3S H0TS.

Low Gravity in Multiplayer:

Enter the password S3TL OWGR V1TY ???? to reduce the gravity in multiplayer games.

CREDITS

Scott Price- For buying the game and allowing me to find codes for it.

ID Software- For designing this game.

Activision- For bringing it to the Nintendo 64.

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