ToTaL DeSTRuCTioN II
Quake Mod
by Nocturnal.Rites
Version 2.12

Player's Handbook
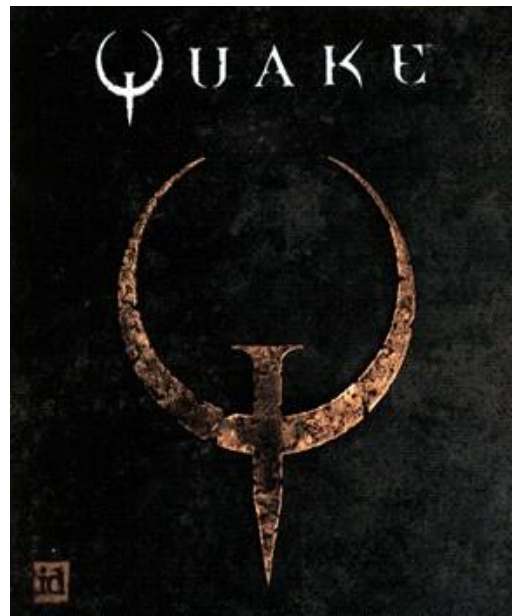
I. What is Total Destruction?

Total Destruction is a "deathmatch"-only modification for
Quake and QuakeWorld servers.
Among other improvements, it includes dozens of additions to
the game, such as runes, weapons and special powers.
It's a more fun variation of the traditional DM!
There are more than 30 new weapons, spells and powers,
creating more ways for you to send your opponent flying!
This manual lists and explains all these new features, but
I'll warn you right away: **it's best to learn the game by
playing, and then read this manual if you have any questions**;

II. Status Bar: Your Best Friend

As soon as you enter the game, the first thing you notice is
the STATUS BAR, which are the letters in the corners of the
screen. The bar stores four pieces of information: your
current WEAPON, the SPELL you can use, the TIME you must wait
for the spell to charge again, and the RUNE you carry (if you
have one).
These items will be explained along with what they represent
in the topics below;

III. Weapons System

The game's weapons system has received the following changes:

1. **Magics:** Magic and magical weapons are used by pressing key
1, where the axe used to be. The normal axe has been removed;

2. **SPECIAL WEAPONS:** If the server is not running in "Classic
TD" mode, weapons that shine are scattered throughout the
level. These weapons are special weapons, and are unique. When
collecting a special weapon, it becomes available by pressing
key 9 (boost 20).

3. **POWER LEVELS:** Conventional weapons from 3 to 8 (Shotgun,
Flamegun, Nailgun, Grenade, Rocket and Thunderbolt) now have 4
power levels: 1, 2, 3 and MAX. A weapon increases in power

level when you already have it and pick up another one that is the same.

4. **RUNES**: They are not exactly a weapon; there are 4 runes scattered throughout the levels. When you pick one up, you will receive the power corresponding to that rune: Camouflage, Magic Armor, Turbo and Regeneration.

(Each item is explained in detail in the following topics)

And also, two more small modifications to the traditional weapons: Weapon 2 is now the "Uzi" machine gun in place of the old simple Shotgun, and weapon 4 is the "Flame Gun", a weapon that shoots fireballs and replaces the old Nailgun.

IV. Magics

The term **MAGICS** refers to the power or weapon you receive when you are reborn (when you enter the game or when you respawn after dying). That's right - Each time you die and then respawn in the game, you receive a different SPELL, which is randomly selected.

Your current SPELL is indicated in the Status Bar, in the lower RIGHT corner of the screen.

To use the spell (or select the magic weapon), press 1.

Here is a list of all the spells and magic weapons in the game:

======= **MAGICS** =======

666
When activated, makes you invincible for 10 seconds. 40s to recharge;

Quad
When activated, it gives you Quad Damage for 10 seconds. It takes 40s to recharge (so you can use it again).

Disguise
Firing this magic, you switch between the "Normal" and "Disguised" states.

When you are disguised, you will be in the form of a head
on the ground - other players will see you as a head on
the ground, looking like you are the remains of someone
who was blown up.
You can walk and shoot, but this will give away your
condition.
BUT BEWARE: When disguised, you are more vulnerable and
take twice the normal damage!

Friend

When activated, it creates a CLONE OF YOU, friend, that stands
still and fires missiles at anyone who gets close. The Clone
is fixed. When you place one, it takes 1 minute to charge so
you can activate another, and it's worth 1 FRAG to whoever
kills it!

Teleport

One of the most versatile magics! Use it once, and the point
on the map where you are will be recorded. Then walk away.
When you use the magic again (pressing 1), you will transport
(teleport) yourself back to that same point, no matter where
you are!
Isn't that great?
What if someone is occupying the point on the map when you
want to go back? Will be telefragged... hehehehe

Light

When you activate this magic, enemies within a certain
distance will be blinded by a beam of light.
The length of time they will be blinded depends on how far
away they were from you.
The closer they are to your opponents, the greater the effect.
It takes 30 seconds to recharge;

Invis

You become invisible for 30 seconds, the same effect as the
"Ring of Shadows" artifact; it takes 1 minute to recharge.

Levitate

When activated, it makes you float! Unleash your inner camper!
NOTE: using the jump makes you float downwards, so you don't
need to deactivate levitation to avoid obstacles on the
ceiling;

Mirror
When activated, creates a protective shield that returns any
amount of damage taken back to the attacker!
Lasts 10 seconds and takes 30 seconds to recharge;

Sucker
Inspired by PainKeep's "portable black hole" and that alien
movie "The Invasion", this magic, when used, leaves an orange
ball called "SuckerBall" at the point where you are on the
map. Don't forget to run, because after a few seconds the ball
starts to glow and sucks up nearby players, weapons and
projectiles, before exploding!
Ideal for escaping a pesky pursuer!
It takes 30 seconds to recharge.

Fireball
Launches a large fireball that, when it explodes, sets all
nearby enemies on fire!
They start to catch fire and, if they don't find a pool soon,
they're toast!
It takes 10 seconds to recharge;
Tip: There's also a chance that the flames will go out if the
victim picks up medikits!

NukeBox
Creates a large box like those explosive boxes in the game...
but this one is different: when hit, it explodes anything in a
radius equivalent to three times the radius of a pipebomb.
Better hide behind something first!! :)
Takes 40 seconds to recharge;

Doberman
Have man's best friend by your side!
This cute little dog is a loyal friend to you, and a hellish
nightmare for your enemies! He runs and jumps at a distance
that you'll only believe when you see it... Capable of tearing
an enemy to pieces in a few seconds.
NOTE: Killing a Doberman is worth 1 FRAG! It lasts up to 3
minutes if no enemy kills it.
It takes 1 minute to recharge (so you can activate another
one).

Mines
Explosive backpacks! Just drop one on the ground and let a fly
walk over it! :)

The "mines" are powerful, but unstable. Any damage received
will detonate them (this way, from a distance, you can shoot
the backpacks scattered around the level before picking them
up, to make sure it's not a trap)
Activating a mine uses 10 rockets.
But if you don't have the ideal amount of rockets, it takes
20s to charge.

======== **MAGIC WEAPONS** ========

Gibber
It looks like Quake's regular axe, but it has a longer reach,
and most importantly, it's more destructive: just one hit is
enough to tear your enemy to pieces :-)

Fragger
Known as the "Telefucker" in TD 1.xx, this axe fires a trail
of "telefrags" that shred anything in its path.
Hint: The shot goes through walls... hehehehe

Stunner
Fires electric shocks that cause little damage but paralyze
the opponent for 5 seconds.
During this time, the player hit cannot shoot and moves at
half their normal speed, becoming easy prey for your Nailgun-
MAX :)

Fiend
This axe, when used, causes the player to quickly transform
into a "fiend", propelling them in the direction they are in
front of and tearing apart anything in their path!

Virus
Shoots darts contaminated with a virus that gradually destroys
the prey's defenses.
The only cure for the virus is time, and the only way to
survive the entire time necessary is to run around collecting
medikits throughout the level... good luck, hehehehe... NOTE:
Each dart uses 5 nails, and they are cumulative, that is, if
you hit 3 darts on the same victim, they will suffer damage 3
times faster, greatly reducing their chances of survival!
NEW (version 2.08): when a person dies from the VIRUS, a
flying worm is born from inside their body, whose owner is the
same one who infected the opponent!
NEW (version 2.09): now the worm transmits the virus, and thus
it reproduces! :-)

It is now weaker to compensate for the fact that it infects
others, and each player can have a maximum of 5 worms!

XShotgun
Magic shotgun that turns two regular cartridges into one
explosive cartridge! Time to party with some fireworks! This
weapon makes the boomstick jump a reality! :)
NOTE: The shorter the distance, the greater the damage of the
explosion.

V. Special Weapons

There are five unique weapons (one of each) that are scattered
around the map at the beginning of the game.
They are first-come, first-served! If someone picks up the
special weapon you want, you must kill that player first to
steal it!
To select your special weapon, simply press the "9" key
(IMPULSE 20). You can only carry one special weapon at a time;
To drop your special weapon, use "IMPULSE
23" – bind a key with "impulse 23".

======== **SPECIAL WEAPONS** ========

Mortar
Everyone's favorite! There's nothing like watching the mortar
make that little curve... all that was missing was the
"tchiiuuummm..." sound and, at the end, that huge, loud
explosion, with your enemy in the middle - who always turns
into mincemeat, pieces of meat flying through the air and the
splash of blood. Oh, I Love This Gun!
Each mortar shot uses 3 rockets;

Pipebombs
Remotely detonated bombs. Wait for your opponent to pass by
and "Click... BOOMM"! Blow him up!
Some love it, others hate it. The projectile is shaped like a
head or backpack.
Each bomb uses 5 rockets;

HOW TO USE: Shoot once, and the weapon will throw a head or
backpack onto the map. Move away and wait for the victim to

pass by it - at this point shoot again. The head or backpack
will explode, causing damage to anyone nearby.

Smartbombs
It works simply: it fires spherical bombs that chase the
closest target.
It is slow, but tireless...
Each smartbomb uses 10 rockets.
Using it with QUAD is wonderful... hehe...

Tesla Coil
Straight from "C&C: Red Alert" to your
Quake!
To use, hold down the fire button. The weapon will start
charging, as indicated by the bar next to the weapon name.
The more you charge, the more powerful the shot will be. When
you release the trigger, all enemies within range will receive
an unforgettable shock...
Detail: the beam splits to fry all enemies within range, so if
3 enemies are hit, each will receive 1/3 of the total damage.
If you charge the weapon with 60 cells, it will be enough to
kill them all :)
BUT BE CAREFUL! Don't charge much more than the maximum level
(approximately 60 cells), otherwise you risk overloading the
weapon and turning into a barbecue!

Here is the cells/damage ratio for some cases:
5 cells: 25   30 cells: 360   55 cells: 825
10 cells: 100   35 cells: 420   60 cells: 900
15 cells: 150   40 cells: 520   65 cells: 1105
20 cells: 220   45 cells: 585   70 cells: approx.1500+..
25 cells: 275   50 cells: 700   75 cells: ...
good luck! ;)

Chaingun
Also known as the "Heavy Machine Gun" from Total Destruction
1, it's something similar to the old conventional minigun from
the game DOOM. Trust me, you'll enjoy spending your shells on
this weapon...

VI. Power Levels (normal weapons)

Conventional weapons, keys 3 to 8
(Nailgun, Grenade, Rocket, etc.) can now be "improved" during
the game!

Each weapon operates at four different LEVELS, progressively
increasing in power: 1, 2, 3 and MAX.

When you pick up a weapon for the first time
(assuming you didn't have it yet), it will be at LEVEL 1. This
level is equivalent to the way it works as you already know
it.

But... when you pick up the same weapon for the second time,
you get a bonus: it increases to LEVEL 2!

Each weapon reacts differently to the increase in power: some
become faster, others cause more damage, others fire faster
projectiles... it's up to you to discover the potential of
each device! :-)

The current POWER LEVEL of a weapon is indicated along with
the name of the weapon, in the Status Bar, in the lower LEFT
corner of the screen.

Here are some examples of representation:

Rocket [1] - Rocket Launcher (weapon 7) at LEVEL 1
Shotgun [2] - Super Shotgun (weapon 3) at LEVEL 2
Thunder [3] - Lightning Gun (weapon 8) at LEVEL 3
Flame   [MAX] - Flame Gun (weapon 4) at MAX LEVEL

RUNES are small, purple symbols scattered throughout the stage.

When you pick up one of the four RUNES, you will receive the corresponding special power (Camouflage, Turbo, Armor and Regeneration).

You can only carry one RUNE at a time, and to take another player's rune, you must kill them first.

If you want to drop the rune you are using to pick up another, use IMPULSE 22. (bind a key with "impulse 22").

The RUNE you are carrying is indicated in the Status Bar, in the lower RIGHT corner, written in red, just above the MAGIC indicator.

======== **RUNES** ========

Power of CAMOUFLAGE (Black Magic Rune) When you have this rune, just stand still, without moving or shooting for a few moments, and you will be completely camouflaged, 100% invisible!
When you move or shoot, you reveal yourself, but just stop again and you will be hidden and undetectable!
It works in conjunction with the Disguise magic and the Ring of Shadows;
NOTE: as of version 2.08, the camouflage rune has two extra effects: - steals 30% of the health and armor of each amount taken from a target!
- VIRUS and GIBBER attacks do not reveal the camouflage!

Power of MAGIC ARMOR (Earth Magic Rune) Whoever has this rune suffers only HALF the damage from any attack! (just like the CTF rune) =)
NOTE: as of version 2.07, FRIENDS and DOBERMANs whose owners have the ARMOR RUNE suffer only half the damage, just like the owners!

TURBO Power (Hell Magic Rune)
Whoever has this rune will run like **THE FLASH**! Their speed and jump height are doubled! In addition, they do not take damage when diving into water, slime, or lava!

NEW (version 2.08): The GIBBER axe works 2x faster!
NEW (version 2.09): Makes mortar and pipebombs shoot further!

Power of REGENERATION (Elder Magic Rune) This rune slowly regenerates the health and armor of whoever carries it. Also ripped off from CTF... hehehehe...
NOTE: as of version 2.08, this rune also regenerates the FRIENDS, DOBERMANs and flying Worms of whoever possesses it, and they last twice as long alive too!
NOTE: as of version 2.09, this rune also regenerates ammunition.

VIII. Map swap voting (callvote map) (implementing in version 2.12)

During the match, you can suggest another map at any time, using the "callvote map" command!

Just type:
callvote map desired-map-name

... in the console, and wait for the majority of players to approve or disapprove your proposal by typing **"yes"** or **"no"** in the chat or console.
NOTE: not voting counts as "yes".

Examples:
callvote map start -> start voting for map start
callvote map aerowalk -> start voting for map aerowalk
callvote map ztndm3 -> start voting for map ztndm3
callvote map start -> start voting for map start

In Total Destruction v2.12, you can play on any map - original or not, unlike previous versions, which only allow matches on original stages.
It is recommended that the map chosen is suitable for Deathmatch matches. At the end of this manual there is a list of DM maps recommended for Total Destruction.

IX. Callvote timelimit (implemented in version 2.12))

By default, the match time in TD2.12 is 10 minutes. However, you can suggest changing this time at any time, using the "callvote timelimit" command!

Just type:

callvote timelimit desired-time (in minutes)

... in the console, and wait for the majority of players to approve or reject your proposal, by typing "yes" or "no" in the chat or in the console.

NOTE: not voting counts as "yes".

Examples:
callvote timelimit 15 -> suggests that the current game lasts 15 minutes
callvote timelimit 20 -> suggests that the current game lasts 20 minutes
callvote timelimit 8 -> suggests that the current game lasts 8 minutes
callvote timelimit 50 -> suggests that the current game lasts 50 minutes

When voting to change the timelimit, the next games started will have the same time approved in the vote.

X. Vote for changing the points limit (callvote fraglimit)

By default, in TD2.12 the score limit for a match is 50. In other words, the first player to reach this mark wins the game. However, you can suggest changing this score at any time, using the command
"callvote fraglimit"!

Just type:
callvote fraglimit desired-number

... in the console, and wait for the majority of players to approve or reject your proposal, by typing "yes" or "no" in the chat or in the console.

NOTE: not voting counts as "yes".

Examples:
callvote fraglimit 60 -> suggests that the current game has a point limit of 60
callvote fraglimit 15 -> suggests that the current game has a point limit of 15
callvote fraglimit 100 -> suggests that the current game has a point limit of 100
callvote timelimit 5 -> suggests that the current game has a time limit of 5 minutes

When voting to change the fraglimit, the next games that start will have the same time approved in the vote.

XI. How to drop RUNE or SPECIAL WEAPON

To drop the **RUNE** you are using, use:
IMPULSE 22 (bind a key with "impulse 22")

To drop your current **SPECIAL WEAPON**, use:
IMPULSE 23 (bind a key with "impulse 23")

This way, you can drop a special weapon or rune you are using, and pick up another one that is available!

The player must manually bind it.

Examples:

bind "f" impulse 22 -> drop rune
bind "g" impulse 23 -> drop special weapon

XII. Switching between Deathmatch (DM) and Team Deathmatch (TDM)

- **DM: Deathmatch**. The popular FFA (FREE FOR ALL), where everyone plays against everyone else in a general knockout match.

To switch to Deathmatch, type in the console: NORMAL

- **TDM: Team Deathmatch**. Team game, where clans or teams can face each other and have the usual rage.

To switch to Team Deathmatch, type in the console: MATCH

To get ready for the match, set your team, and type "ready" in the console.

For example: team red ; ready.

To leave the team, type in the console: OBSERVE ; JOIN

NOTE: when switching to TDM, the timelimit automatically changes to 30 minutes.

XIII. Final Notes

For more information about the game, visit:

Matador Website: http://eluancm.net

Spinal's Quake Morphing Archive:
http://quakec.quakebrasil.bl.ee/ |
https://web.archive.org/web/20011204024944/ht
tp://spinal.virtualand.net/

Arena Camper® Quake - Gaming Hosting dedicated to the Quake game series: https://arenacamper.ddns.net

- Any questions, criticisms or suggestions can be sent through the "Contact Us" section of Arena Camper Quake.

- Download of the Total Destruction 2.12 modality – translated into English – can be done on Arena Camper Quake or on MODDB Website (https://moddb.com).

See you on the servers, hehehehe... have fun!

Nocturnal.Rites

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Deathmatch Map List:

Below is a collection of compatible and recommended maps for Total Destruction matches.

13edge
3ebluebeta
a2
ac4
aerowalk
aerowalkfro
st
ag
ag2
agenda2
agent
aggressr
aghast
agnosia
alcyone
alk08dm
alkdm04
altdm1
analog
androm9
anihouse
argonaut
ashes
auhdm1
auhdm2
ava
ava2
ava4
ava5
axeme9
azplay
b2s
baldm1

baldm2
baldm3
baldm4
baldm5
baldm6
baldm7
baldm8
basewalk
bdeath
bless
blizz
bloodrun202
0
bloodthirst
blueyard
bovine
bravado
bsdm1
bsdm14
bsdm2
bsdm6
bsdm7
bsdm8
buffy
burialb10
butt
bworld
catalyst
cathexis_vi
s
catwalk2
cleaver
clockwo
conster
cpm1qw
cpm3a
cpm3qw

crcdm1
crewdm2
dad
dakyne
dark-planet
dark-storm-
ffa
dark-
terror-ffa
dazdm12
dazdm13
death6
deceit
del1
dimebox8
disdm4
dm2frost
dm3ish
dm4back
dm4frost
dm4ish
dm5
dm6frost
dm6ish
dm6pro_v7
dm8
dmak6_03
dmfdm1
dmfdm2
dmusic
dmz1++
doomed
dranzdm5
dranzdm6
dranzdm7
dranzdm8
dropout

```
dropout_rc1
dsn
dspdm5
e1m3tdm
e1m5tdm
e1m6tdm
e1m7
e2m2tdm
e5dm
edc
efdm1
efdm10
efdm11
efdm12
efdm13
efdm2
efdm3
efdm4
efdm5
efdm6
efdm7
efdm8
efdm9
elkdm2
elmdm4
excavation_
rc2
exdm5
factory3
farnexus
fcastle
ferrum
ffa2
fij1
fij2
filthy
finesseb2
```

```
fmc
follie
fort01
four
frag97
fragtwn1
fragtwn2
fragtwn5
fragtwn6
fragtwn7
fragyard
gendm1
gendm2
genocide
gmdm1
go2hell
gomdm2v2
gomdm4
gomdm6
greybox_wip
05
gworld
hate
headshot
hell
hex
hipdm1
hohoho
home
hook
houseofpain
ht_almostlo
st
ika
imp1dm6
inferno
jrdm1
```

junction
jvx1
kdma
kdmb
kdmd
kdme
kdmf
kdmh
kdmj
kdmv
kdmw
kdmz
kenya
kjdm10
kjdm13
kjdm2
kjdm3_fixed
kjdm5
kjdm6
kjdm7
klzdazdm1
klzvob
lacrima
lady
leaks
lessv_wip01
library
lilith
loco
lostworld
luna
lundm1
m_lair
madness
messy
mgdm2
misdm10

```
misdm11b
misdm11c
misdm12
misdm13
misdm5
misdm6
misdm7
misdm8
misdm9
mjdm1pro
monsoon
naked2
naked3
naked4
naked5
nindm3v2
nitrodm2
north
nova
nowhere
oma
omf
omf2
oxid
p3a
pain!
paingiver
panzer
penumbra
pillar
pim3
pinion1
pipeupb67
pkeg
pkeg3
prgatory
pro_dmq
```

pro-dm4
q1_q2dm3
q1_q3tourne
y2
q1dm17
q1edge
q1q3almostl
ost
q1q3alrl
q1q3asylum_
beta2
q1q3cpm4_be
ta6
q1q3cure_be
ta9
q1q3dm14
q1q3dm7_bet
a4
q1q3evoluti
on_beta2
q1q3fheight
s_beta4
q1q3gaudy_b
eta2
q1q3hektik
q1q3lastgif
t_beta2
q1q3ospdm5
q1q3phranti
c
q1q3solid
q1q3thunder
struck
q1q3toxicit
y
q1shw2
q2dm1

```
q3_tim1
q3dm6qw
qndm2_beta1
qtdm2_ffa
qtdm3
qwdm1
qwdm2
rapture1
rapture2
rash
ravage2
ravageb6
rcdm10
rcdm7
rcdm8
rcdm9
redm5b2
redmasq
reinc3
reinc5
rf
rf2
rfury-st5
ritual
rivermoonmi
nes
rm
rock
rpdm8
rz1pondb
sacredb1
safe1
safe2
safe3
sanity
sasha
scar
```

scarlet
schloss
shifter
shine
shroud2
simulacra
skis4
skull
slaug
slip
sm4
small1
soedm5
sofdm1
sofdm3
solarium
spank1
spellsgate
spinev2
spirit1dm2
spirit1dm3
spitfire
spnxwalk
start
stoma_rc4
strafin1
strafin5
strmland
subterfuge
summer
swishahouse
11
szcidm1
teritory
terran
terrorbaum_
dm

```
toilet4
travelert6
tridm2
tridm3
trw
tuhnu1
tuhnu2
ukooldm2
ukooldm3
ukooldm4
ukooldm6
ukooldm9
ultrav
utressofdea
thb4
utressor
uzul
v2dc
v2s
valhalla
vaporize_be
ta103
vdm1
vdm2
vdm3v3
veddm7
veddm8
vendetta
vendm2
vendm3
vertigo
vgdm01
viodm1
vision1
vsdm2
watstrt2
wdm2
```

```
wild
winter1
wolf3ddm
wolfdm2
xdm4
xdme1m7
xdmend
xl1dm1
xl1dm2
xl1dm3
xl1dm4
xl1dm5
xmastree
xntrick
xpulse0
xtc
yoom
zed
zed_o
zen
zerdm5
zerg
zero
zordm1
ztndm1
ztndm2
ztndm3
ztndm4
ztndm5
ztndm6
zxcdm1
```