

## **INCAS vs PHARAOHS - "Read Me"**



### **Introduction / How to play the mod**

In *Incas vs Pharaohs*, two great civilizations are pitted against each other (in a way that defies historic chronology, I know) in a fight to the death. Unlike most other mods, the goal of *Incas vs Pharaohs* is not to directly target and kill the opponent(s) of the opposite team, but to gradually destroy their environment so that, ultimately, they have nowhere to go but in places that will seal their doom (usually in the form of lava streams...)

After choosing your team (and choosing whether or not you want to play with bots), you are armed with a magic lava ball launcher which has the power to destroy elements of the enemy's side - in the case of the map included in this first version of the mod, the very tiles they are walking on. Your goal is to destroy these tiles when your enemy is standing on them (for a quick plunge into death) and/or gradually and strategically limit your enemy's freedom of movement.

The map bundled with this version is best played 1vs1 or 2vs2. There can't be more than two players per team. For added fun against bots, I would advise you to set the "skill" level of Quake to "3" and the frag limit to "10" or "20". As you will see, scores increase according to deaths. The goal of the mod is obviously not to finish on the top, but the bottom. Note that the mod has only been tested on Darkplaces. You will need to start a multiplayer game to play against bots.



A "typical" map for Incas vs Pharos, with two destructible areas and increased hazards

## **Description of the artifacts**

In order to make your opponent's life harder (and/or yours easier), "artifacts" power-ups have been placed in the level. Those artifacts, when touched, give you some extra power that you can then activate at any time by pressing the number next to its name. Note that artefacts survive your death, but that you can only carry one of each. The nature of the artifact that is given to you after grabbing a power-up is randomly determined.

The available artifacts are the following:

**The Extra Life** : Pretty self-explanatory. This one is activated automatically, for obvious reasons.

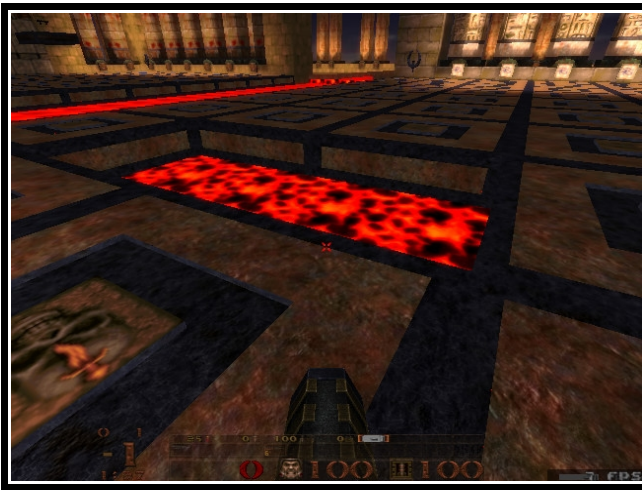
**The Triple Row** : This artifact, once activated, will give you one opportunity to fire three lava balls at once, in a straight, close line. When used with skill, this can enable you to eliminate three tiles at once.

**The Rapid Shot** : This artifact, once activated, enables you to fire five rounds of lava balls faster than is normally allowed (you will notice that the lava ball launcher is slower than the regular Quake1 grenade launcher, with this artifact, you will - for a short moment - be able to fire much more quickly).

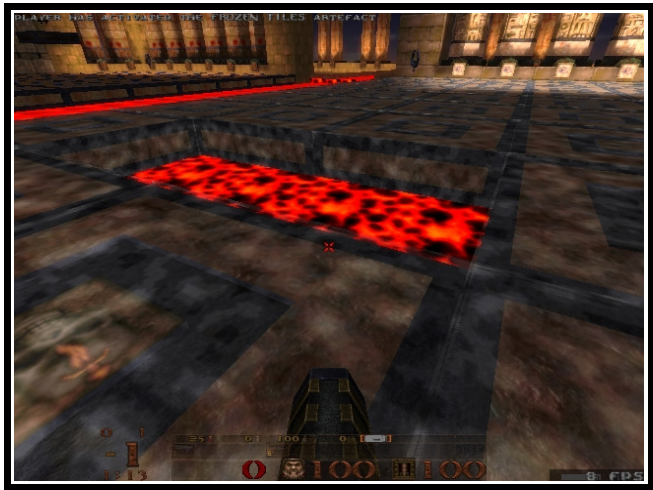
**The Tile Protector** : When activating this artifact, you mark the tile on which you are standing as "protected" for a short while. This means that this tile cannot be destroyed (for around a minute).



**The Freezing Tiles** : When activated, this artifact will literally "freeze" all the important areas on your side. These tiles, while frozen, are indestructible. This is a great way to slow down your opponent's progress in destroying your side of the map but, unlike the "individual" tile protector artifact, it only protects your tiles for a handful of seconds.



Before...



... and after the Freezing Tiles artefact.

**The Hallucination** : This artifact will play a visual trick on your opponent. Indeed, when activated, it turns your opponent's destroyed area into a normal/walkable area, while making the non-destructed areas look like they have been destroyed. These areas are thus not effectively affected, but it requires some concentration not to be fooled by the trick.

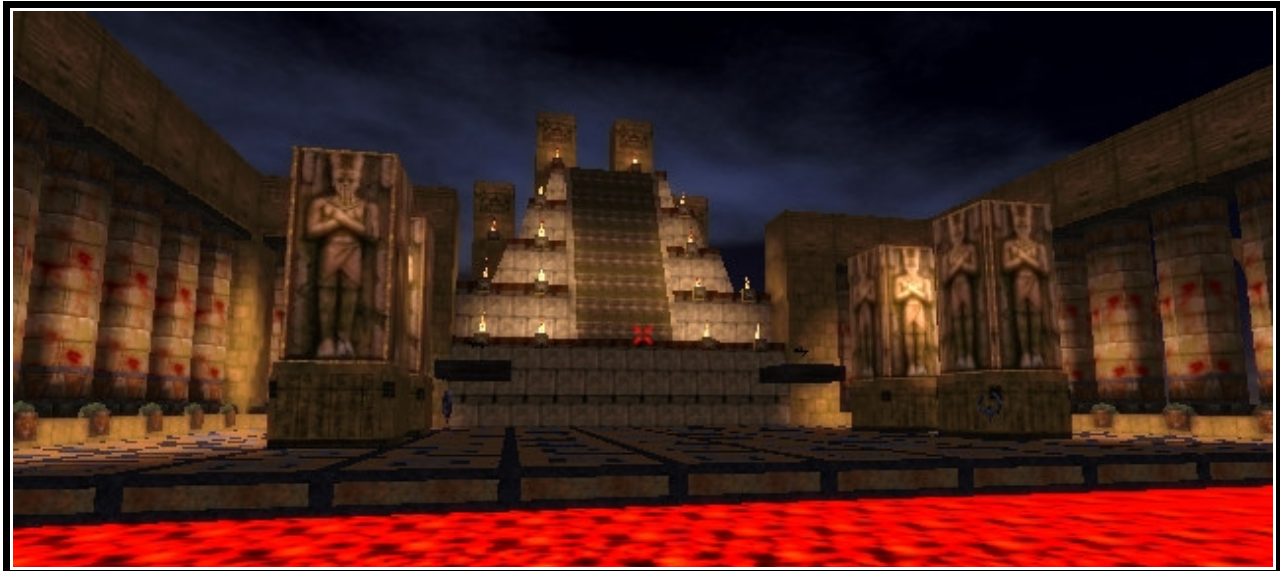


The "normal" tiles layout of your enemy's side...



... and the "switched" (but fake) lay-out, after you used the Hallucination artifact!

**The Wall Summoner** : When activated, this artifact will "summon" buildings of your civilization on your enemy's side. The goal of such summon is to limit your opponent's freedom of movement even more. These buildings are solid and non-destructible. They disappear after a short while.



These Egyptian columns on the Inca side is a sure sign of the Wall Summoner artifact!

## **How to map for the mod**

Because my time and mapping talents are both limited, I was able to include only one map into this first release of the mod. I'm hoping to build a few more over time, but it might take a little while before they get released...

If you are interested in mapping for the mod (whether or not it be in the framework of the QExpo11 *Incas vs Pharaohs* mapping competition (<http://expo2011.quakewiki.net/detail-view.php?id=106&category=Events>)), I would love to hear from you. It goes without saying that I would also gladly include all custom-made maps into upcoming versions of the mod.

Deep down, mapping for *Incas vs Pharaohs* is really not that difficult. I do think that the mod's concept however can still offer interesting challenges to mappers and that many different types of maps can be created for it. Whether your map design is simple or not, whether it is straightforward or convoluted, you will, however, always need a few specific "functions" to make it compatible with the mod. You will find here below a list of all of them.

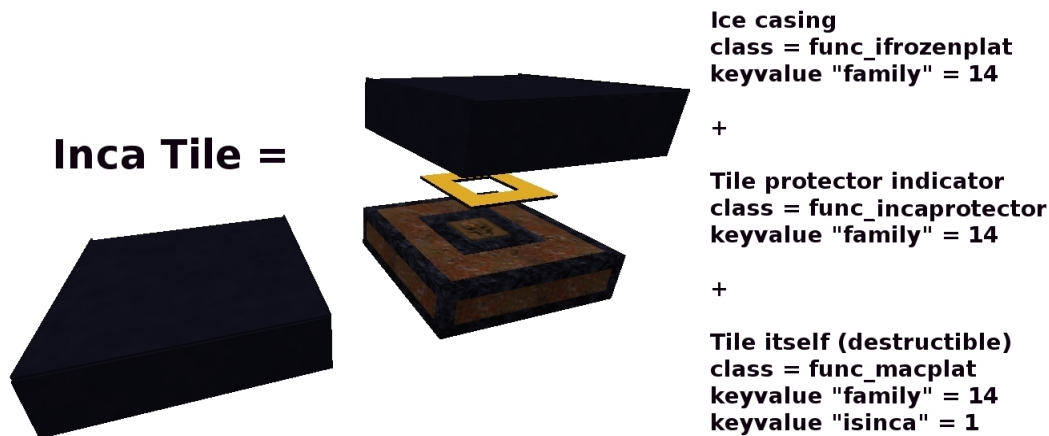
- **The destructible areas** (known in the example map as "tiles" but, obviously, the limit is your imagination, here) must be tied to the entity with the class *func\_macplat*. Furthermore, they need to have some new "keyvalues". If the area belongs to the Inca team, you should add the keyvalue *isinca* and set it to *1*. If the area belongs to the Pharaoh team, you should add the keyvalue *ispharaoh* and set it to *1*. Then, all destructible area should be given the keyvalue *family*. The value you will assign to this key is the number tag specific to that area. In other words, all destructible areas have a different *family* value.

Note that you can decide that some destructible areas should be hit several times by a lava ball in order to disappear. In order to mark this, add the keyvalue *touchneeded* to the area and set it to the number of times it will need to be hit.

- **The "icing" around the destructible areas** must be tied to the entity with the class *func\_ifrozenplat* (if the area belongs to the Inca team) or the entity with the class *func\_pfrozenplat* (if the area belongs to the Pharaoh team). You will also need to assign the keyvalue *family* to this "icing". The value of that key should be the same as the value of the *family* key you previously assigned to the area you are covering in ice. You do not need to play with transparency values. The "icing" is invisible by default, and only becomes visible when the Freezing Tiles artifact is activated. Transparency is handled by the QuakeC part of the mod.

- **The tile protector indicator** - in other words, the component that will let the player now that the destructible area they're standing up (or simply touching) is protected for a short time by the Tile Protector artifact - must be tied to the entity with the class *func\_incaprotector* (if the area belongs to the Inca team) or the entity with the class *func\_pharaohprotector* (if the area belongs to the Pharaoh team). You will also need to assign the keyvalue *family* to this indicator. The value of that key should be the same as the value of the *family* key you previously assigned to the area that will be protected. The indicator area will basically remain invisible when the artifact is not activated, and will be visible when activated. In the example below, it will take the form of a yellow square instead of a blue one.

An example of these last three classes from the mod's first map:



- **The summoned structures** must be tied to the entity with the class *func\_invisiwall*. Furthermore, they need to have some new "keyvalues". If the area is to be summoned by the Inca team, you should add the keyvalue *is inca* and set it to 1. If the area is to be summoned by the Pharaoh team, you should add the keyvalue *is pharaoh* and set it to 1. These structures are invisible by default, and only become visible when the Wall Summoner artifact is activated. Transparency is handled by the QuakeC part of the mod.

- **The artifact power-up** is simply a quad damage. Randomization is handled by the QuakeC part of the mod.

- **The lava ball launcher** is simply a grenade launcher. Make sure to make it available to players as soon as possible. They will only need one.

- **An option to prevent players from destroying their own tiles** is available. Just add the keyvalue *noselfdestruct* to any tile and set it to 1. The effect will be automatically be spread to all tiles.

- **An option to limit the kind of artifacts offered** is available. Add the keyvalues *nofroze*, *nosummon*, *notprotect* and/or *nohallucin* to any tile. Set it/them to 1 in order to disable the corresponding artifact.



## About the Author

My nickname is CocoT and I'm the owner of the Neurotic Conversions Site.

(<http://users.skynet.be/bk236270/> - Note: this is an old, not-updated site - a new, improved and updated location is coming soon)

I used to map and mod for Doom and Duke3D, then started getting interested in Quake1 a couple of years after its release. I got to know the Quake1 modding community at AI's Café and followed it when it moved to Inside3D (where I can be easily contacted via the forums or a private message). Over the years, I released a few mods, such as Transloquake, SpaceWalk, Ultimate Quad Capture, Quakability Bot Arena, Quad Hunt, Suicide Bomber and Piranah Quake. Some of the mods I'm working on and which haven't yet be released are Head Launchers and InfraRed.



**Transloquake**



**Space Walk**



**Ultimate Quad Capture**



**Piranah Quake**



**Quakability Bot Arena**



**Quad Hunt**



**Suicide Bomber**



**[Head Launchers]**



**[Infrared]**

## Credits

- I dedicate this mod to my sweet, sweet baby boy.
- Thanks to the Inside3D community for their support of this great game that is Quake1.
- Special credits to <http://www.soundjay.com> for the music tracks included in this mod.
- Thanks to Q1 custom artists for the great textures and skyboxes.
- Thanks to Chip for setting up QExpo11!