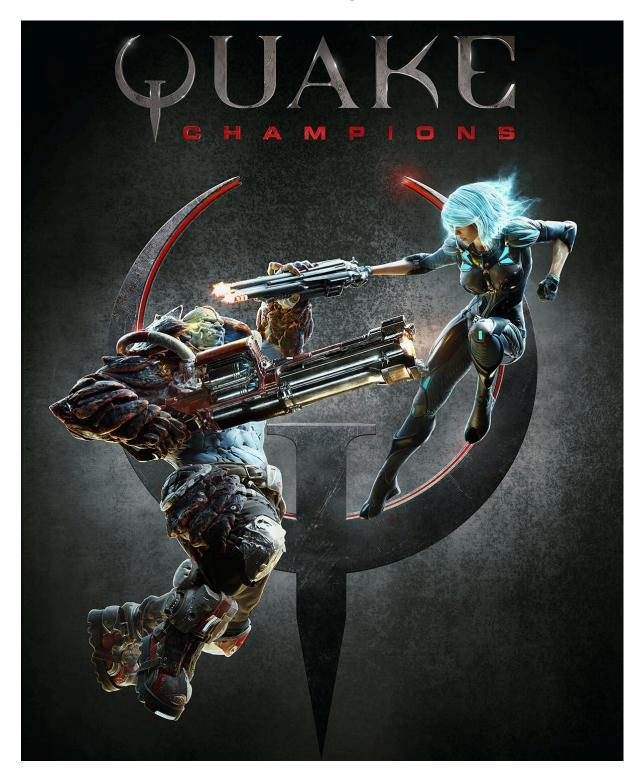# Quake Champions Guide

Foreword

This guide could be useful for new **Quake Champions** players and for veterans who are looking for specific information. Basically this guide is a wiki and it's not necessary to read everything to start playing the game successfully.

A lot of information was taken from [Church of Quake](#), [in-game guide](#), Steam guide ["Optimizing settings for better performance"](#) and [patch notes](#).

Guide is a work in progress and some paragraphs are still to be written or complete.

Feedback for this guide might me given at #new-players-help or #strategy channels on [Church of Quake](#) discord server.

Content

About game

Quake Champions is free to play Arena Shooter and successor of **Quake 3 Arena.**

Arena Shooter or AFPS is genre that could be described by different ways but basic features of this genre are:

- Arenas - game maps designed in specific ways. They have at least a few rooms and each room usually has 3 passages. Opposite to it is corridor like levels
- In certain spots in the Arenas appears certain items and appears in some time after being picked up
- These items are weapons, heath, armor and Power-Ups (temporal buffs like Quad damage for 30 seconds)
- No gear progression out of match
- Advanced movement mechanics
- Weapons are good in different cases and most of it could be picked up only in Arenas

Quake Champions adds to this formula Champions - characters that have different passive and active abilities but impact of such characters is way lower in comparison with class based games since every player is equal in terms of weapons, lower count of abilities that characters have and abilities makes only additional damage or works like tools and not replace core Quake gameplay.

For new players

Quake Champions is free to play in [Steam](#) and [Bethesda.net Launcher](#). A Bethesda account is required to play in any launcher. Game progress is tied to this account so you can start playing in Bethesda and switch to Steam without losing progress if you are using the same Bethesda account. Ingame nicknames are not tied to account names.

After first launch, an interface tutorial will appear. Cosmetic and champion unlocks will be described in another [paragraph](#). First thing to do is [customize settings](#) since it's important for gameplay.

First match in the game is [TDM](#) versus bots but it's not enough to check settings and catch basic game loop. Best thing for such stuff is [Custom Games](#) where you can check game performance without players and bots.

Custom Game in right part of PLAY NOW menu

If everything is fine you start **Custom Game** on [Deep Embrace](#) (one of smallest and simplest for learning map) with [Visor](#) bot (Visor have no abilities that could confuse while learning game). Bot could be added by hitting the Plus Sign button above the pillar.

Stuff to learn:

- [Weapons](#)
- [Items](#)
- [Environment](#)
- [Basic Movement](#)
- [Champions](#)

Settings

Most settings could be set via user interface ingame but in case if you need game config file: ***%localappdata%\id Software\Quake Champions\client***

Settings could be found via the gear button in the top right corner. In match,you can hit Esc button and Settings button in the menu.

If you are playing in first time check follows settings:

- Auto Swap Weapon (off)
- Framerate limit (120 by default, turn off or set needed value)
- Enemy outline (on)
- Show damage indicator (on)
- Speedometer (below crosshair or portrait - useful for movement learning)
- Show summary stats (off)
- [Mouse settings](#)
- [Video settings](#) (usually too high by default)
- Music volume (0)
- Taking damage warning (on)
- [Servers](#)

To input a specific number in the setting click on the current value and enter your own numbers.

Video guides about game settings by Vengeur:

▶ A BETTER LOOK INTO IN-GAME SETTINGS 👀 BY VENGEURR

▶ VENGEUR UPDATED SETTINGS IN GAME

Pro's settings:

- Vengeur - https://www.vengeurquake.com/settings
- Raisy - https://imgur.com/a/KmywXsR
- Cypher:
    - 4.25 sensitivity
    - 400 dpi
    - 0.010 accel
    - 0.018 - m_pitch/yaw
- Zenaku:
    - Sensitivity: 0.8
    - Acceleration: 0
    - Fov: 112

Game

- **Weapon position** - changes weapon model position on screen. Default is how a weapon is supposed to look. Also weapon projectiles fired from the weapon barrel. Center position takes less space on the screen

- **Weapon switch** - change how Next Weapon and Previous Weapon function (mouse scroll, don't use it until you really need it for a specific reason)

  - SEQUENTIAL: Each weapon you scroll through will be equipped before continuing to the next.

  - DIRECT: Weapons will not equip until you stop scrolling.

- **Auto swap weapon** - auto switch to weapon you just picked up. Turn it off

- **Switch on the empty** - auto switch weapon when attempting to fire without ammo. Better to turn off otherwise you can fire from Railgun in LG fight when LG ammou is out

- **Performance icons** - show issues with fps, server or connection in top left corner

Issues	Warning		Severe Issues	
Dedicated Server Performance Issues		serverPerformance >30 ds fps; <45 ds fps		serverPerformance_h <30 ds fps
Ping Issues		pingIncrease 20-40% ping increase (from average) absolute value =180-250		pingIncrease_h > 40% ping increase (from average) absolute value > 250
Packet Loss		packLoss 3-10%		packLoss_h >10%
Framerate Drop		framerateDrop - if SimulationQosInfo.delay increases at least for 30% >25 fps; <60 fps		framerateDrop_h - if elapsed Time current value is more than windowSize (from average) <25 fps

- **Show fps counter** - displays framerate in top left corner

- **Framerate Limit** - set the maximum frames per second. Default: 120. Better to use external software as RivaTuner Statistics Server - in game setting it does not work quite stable until it's 250 or Reflex is enabled. FPS limit required for reducing stuttering. Preferable value usually is monitor refresh rate - 3 (i.e. for 144 HZ it will be 141 fps).

- **Menu Framerate Limit** - limits fps only in the main menu. Saves PC resources while queuing and uses also for streamer mode while alt-tabbing.

- **Streamer mode** - by default game has 20 fps if it was minimized by alt-tabbing, enabling this function will use **Menu Framerate Limit** for that

- **Horizontal FOV** - FOV means Field of View or how much you can see. Affects aiming and movement. 120 by default. QL FOV is different from QC (QC one is usually higher by 15). Normal values in QC - 105-120. QC-QL Calculator: https://teacher.desmos.com/activitybuilder/custom/5a61dd34fafbd40a25416e02?lang=en#preview/d123ef39-8694-4760-af7d-c18c936ce79d

- **Zoom FOV** - FOV while zooming. 79 by default.

- **Disable public in-game chat** - chat from other players in match will be hidden

- **Disable private direct messages** - disables direct chat via Contact/Social

- **Enable swear filtering** - makes slur words in chat looks like ****

- **NVIDIA Reflex: Low Latency** - aligns game engine work to complete just-in-time for rendering, eliminating the GPU render queue and reducing CPU back pressure in GPU intensive scenes. This delivers latency reductions above and beyond existing driver-only techniques, such as NVIDIA Ultra Low Latency Mode. Nvidia Maxwell, Pascal, Turing, or Ampere GPUs with R455 drivers required

- **Enable Razer Chroma** - Enable Chroma functionality on select Razer Chroma products, such as keyboards, mice, and headphones. For instance it makes ability button glow when it's ready

HUD

Crosshair

- **Type** - type of crosshair. Sign like by default (+)

- **Color** - crosshair color. It is important while choosing color to take into account the color of the enemy's outline and the color scheme of the game maps so that the crosshair should be always clearly visible. For instance green crosshair is good with red enemy outline

- **Opacity** - makes crosshair transparent. Usually it's better to stay in the right position

- **Crosshair scale** - affects crosshair size

- **Enable crosshair hit color** - have the crosshair flash by chosen color when damage is dealt

- **Crosshair hit color** - select crosshair color that will flash when damage is dealt

- **Crosshair hit scale** - changes crosshair size while hitting

Enemy Indicators

Enemy outlines color - select enemy outline color. Red by default. Yellow is more bright.

Enemy outlines - turn on to always have good enemy visibility.

Teammate Indicators

- **Ally outline color** - select ally outline color. Blue by default

- **Ally outline** - select X-Ray to see teammates through walls.

- **Health & Armor bars visibility** - health & armor of teammates shows as horizontal bars above their heads

  - **On**- shows if teammate in your field of view

  - **Target** - show when teammate within your crosshair

  - **X-Ray** - shows through walls

- **Health bar**

  - On - best option

  - Off - disables HP bar

  - Assist - shows when lower than 50 HP

- **Armor bar** - same as Health bar but for AP

Hits and Notifications

- **Show hit markers** - enable red markers near the crosshair while hitting the enemy. Better to off and use hit sound.

- **Show frag hud** - message "You fragged *player*. Better to off.

- **Show damage number** - display damage done to enemies on screen. Useful for splash damage as [Rocket Launcher](#) and [DoT abilities](#). Better to turn on

- **Show damage offscreen** - display damage done off screen at the edge or bottom of your screen. Better to turn on

- **Damage number scale** - increasing damage number size. 1 is enough usually

- **Damage number summation** - damage number could be summarized if time between hits less than 0.75 sec. It also affects sound while hitting

  - off - do not update Damage Numbers to show the total recently dealt damage (one damage number per hit - 66666 while using LG etc.)

  - per damage type - update Damage Numbers to show the total recently dealt damage, per damage type (LG and DoT don't combines for instance)

  - all recent damage - update Damage Numbers to show the total recently dealt damage, regardless of damage type

- **Show damage indicator** - shows a red radial indicator pointing towards incoming damage. Better to turn on

- **Reward medal HUD** - shows medals and speaks their name if "full". Better off for competitive play.

- **Speedometer** - shows speed number in units per second (40u = 1m). Useful with some characters and for learning movement

- **Ability info position** - moves ability icon position on screen

- **Enable direction hints** - display direction key arrow presses on screen. Same for crouch and jump. Useful for teaching others

- **Show current challenge on spawn** - shows daily challenge after spawn. These could be seen on the Scoreboard screen (TAB) so just turn off

- **Show summary stats** - shows experience points for frags and medals. Turn it off to avoid distraction

- **POI text** - shows objectives above Points of Interest like flags

- **POI distance** - shows distance to POI in units. Mostly useless option

Controls

Guide about keybinds in Quake: ▶ Quake Essentials #4 - Keybindings

Movement

- Most popular keys for base movement is **WASD**. Second popular combo is **ESDF**.

- Walk and Crouch have the same speed (~160 ups) and no movement sound. Walk mute ambient sound. By default Ctrl and Shift are used for them but it's better to swap since crouch is needed for [Sliding](#) and Ctrl is an uncomfortable button to hold oftenly.
- Space is used for Jump by default but some players use Right click for it for more precise jumps.

Weapons & Abilities

- Set weapons and abilities binds around movement buttons to have quick access to them. Remove Prev and Next weapon binds.
- **Fire** on Left Click by default and usually there is no reason to change it.
- **Zoom** - decrease FOV for higher accuracy. In gameplay terms affects only [Heavy MachineGun](#) by reducing rate of fire and increasing damage (DPS same)

Other

- **Chat** - activates chat mode and shows last messages in chat. Use the Tab button to switch chat mode (Team, Party, Global etc.). *Enter* button by default. Same button to send text in chat
- **Voice chat** - holding activates a microphone to talk with the team. Disabled in Russia due to laws. V by default
- **Scoreboard** - shows scoreboard with personal scores and pings. Tab by default
- **Respawn** - button to respawn on Death screen. Space by default. Better to change to something like R for avoiding extra jumps after respawn
- **Select champion** - shows select champion screen in Warmap

Spectating

Actions that are available only in Spectator mode. Group leader should move you to the right in the Custom Game to make you a spectator.

- **Select player** *1-8* - select specific player to spectate

- **Camera mode: Free Fly** - mode when you can freely move camera by movement keys

- **Auto-follow mode: Soul**- camera switches to player that takes souls or flag

- **Auto-follow mode: Killer** - camera switches to player that did last kill

- **Auto-follow mode: Power Up** - camera switches to player that takes [Quad](#) or [Protection](#)

- **Toggle X-Ray** - enable player outlines through walls for spectator

- **Toggle spectator hint** - in bottom right shows button hints for spectator

  Auto-follow mode disables by Selecting players and Free camera mode

Mouse Settings

Guide about mouse sensitivity: ▶ Quake Essentials #5 - Mouse Settings

- **Mouse input** - affects how mouse data inputs

    - **DirectX input** (DirectInput) - data processed by DirectX. Some fan made tests shows how fps may affect sensitivity

    - **Raw Input** - direct input from mouse. In theory has lowest input lag and most stable

- **Mouse sensitivity** - effects camera speed. Mouse DPI also takes into account. With DPI 800 and without accel usual values are from 1 to 4. Higher sensitivity - harder to track targets. Lower sensitivity makes movement and Rocket Launcher use harder. In Quake Champions sensitivity has same value as in id tech game like old Quake or Source engine games (since Quake engine was used for first Half-Life)

- **Mouse Yaw** - coeff that applies to mouse sensitivity for horizontal camera movement. 0.022 by default. Better to not touch

- **Mouse Pitch** - same but for vertical.

- **Mouse acceleration** - increasing camera speed with higher mouse speed. Better to not use if never used before.

- **Mouse acceleration offset** - acceleration does not apply until mouse sensitivity hits this offset. By default 0 and don't changes anything

- **Sensitivity cap** - limits sensitivity while using mouse acceleration

- **Auto-scale zoom sensitivity** - scales mouse sensitivity in zoom in way to make it feel the same. Enabled by default. Disable if you know which sensitivity in zoom you want to get.

- **Zoom sensitivity multiplier** - applies multiplier to sensitivity in zoom even if auto-scale zoom enables. By default the value is 1.

- **Mouse filter** - smoothes mouse input. 0 by default and don't change it

- **Invert mouse** - swaps mouse movement by vertically. Don't use if you never used it before

Video

Base Video

- **Display mode**

  - **Fullscreen** - game takes full screen and has lowest input lag. Best option

  - **Bordered** - game rendered in dedicated window. No sense to use it while playing

  - **Borderless** - looks like fullscreen but you can do something on second screen without alt-tabbing

- **Aspect ratio** - aspect ratio of the game on screen. Should be same as monitor one otherwise game image is twisted

- **Resolution** - by default same as monitor one. Some players decrease it for higher game performance but it's not affects fps much

- **Resolution scale** - increase or decrease sharpness of the image with no original resolution changes. By default 100%

- **Target display** - select monitor that will be used by game

- **Video adapter** - select video card that will be used by game

- **Video Quality Preset** - changes all video settings to this one

- **Brightness** - changes how bright the game is. By default 0.5 but due bug nothing changes until Antialiasing is set to "TAA" or "TAA+FXAA"

- **Vertical sync** - limits game fps by monitor refresh rate and removes screen tears but increases input lag. Better to use FreeSync or FastSync instead

- **Enable Gore** - enables champions gibs

- **Skip opening movie** - skipping first Quake Champions CGI after game start

Advanced Video

- **Shadow quality** - how much detailed shadows. Dynamic shadows appear only on medium Lighting quality and higher. Low performance impact

- **Lighting quality** - affects the presence of effects related to Lighting. Dynamic shadows appear only on medium and higher. Also with medium and higher Lighting quality Ranger's Dire Orb and Galena's Totems illuminate the environment and are more visible. Changes of this setting requires game restart. Difference between low and high - ▶ WHY IS LIGHTING IMPORTANT? 💡 High performance impact.

- **Effects quality** - affects quality and presence of visual effects like particles, volume light, fog, shadows on weapons etc. With low effects quality some effects like fire look pixelated. Medium performance impact

- **Texture quality** - affects texture and model quality of environment, weapons and characters. Higher quality - prettier look of everything but map loading time is longer. Also its increasing video memory and RAM load. High texture quality requires 16 GB RAM. Changes of this setting requires game restart

- **Details** - controls tessellation on some objects and parts of maps. It also affects decal textures such as blood splatter and bullet holes. Low disables such effects.

- **Post Processing** - enables Ambient Occlusion and menu/game depth of field.

- **Antialiasing** - smoothes models. For some reason only with TAA and TAA+FXAA works Brightness. Also only with TAA works the effect of blood at corners when health is low.

- **Texture Filtering** - affects texture clarity

- **Enable Bloom** - enables bloom effects that appear under bright light and some effects like bright glow around LG beam. Better to disable

- **Enables Flares** - effects like camera flares if you are looking at the sun. Better to disable

Audio

Based Audio

- **Master volume** - volume of whole game

- **Menu music volume** - affect music in menu, while map loading and match ending

- **Music volume** - music in match. Turn it off for competitive play

- **Sound effects volume** - anything that no music, voice or ambient

- **Ambient volume** - sounds of maps like rain. Turn it off for competitive play

- **Announcer volume** - volume of voice that calls out medals, match start etc.

- **Champion voice volume** - volume of all champions

- **Speaker configuration** - 5.1 and 7.1 are broken

- **3D positional stereo (HRTF)** - works only with Stereo and disabled Sonic sound in Windows. For some people works better for some worse so just try it

- **Select Soundtrack** - choice between music written by Chris Vrenna and music written by Andrew Hulshult. Chris Vrenna's music is more atmospheric and less intrusive, while Andrew Hulshult's compositions are more aggressive and inspiring for combat. The music during the match depends on the arena Realm, as well as on the score, and is divided into neutral, positive and negative

Audio Cues

- **Taking damage warning** - plays a sound when a player takes a damage. Better to turn on.
- **Low health warning** - plays a sound effect when a player's hp drops below 25. Recommended to turn on
- **Low health heavy breathing** - Champion breathes heavily when 25 HP or below. May distract from important sounds so better to turn it off
- **Champion VO quips** - frequency of your champions VO like voice lines after a frag.
- **Hit beep** - select the sound that will play when achieving a hit on an opponent (static damage sound per hit or depends on summary damage numbers)
- **Kill beep** - choose the sound that will plays after a frag

Voice chat

- **Enable voice chat** - if disable you can't hear other players or talk to them. Does not works in Russia due legal reasons
- **Voice chat mode** - Push-to-Talk: you need a hold button to talk. Voice activation - players will hear you every time when you are talking
- **Voice chat volume** - volume of other players' voices

Servers

Server name	Continent	Country	City	Host
SA	South America	Brazil	Sao Paulo	AWS
NA, East	North America	USA	Ashburn	AWS
EU, West	Europe	Great Britain	London	AWS
ASPAC, North	Asia	South Korea	Seul	AWS
ASPAC, Central	Asia	Republic of Singapore	Singapore	AWS
ASPAC, South	Australia	Australia	Sydney	GameLift
NA, West	North America	США	San Jose	AWS
EU, East	Asia	Poland	Warsaw	i3d
EU, Central	Asia	Germany	Frankfurt	AWS
ASPAC, West	Asia	India	Mumbai	i3d
AF	Africa	Republic of South Africa	Johannesburg	i3d
NA, Central	North America	USA	Dallas	i3d

NVIDIA Panel

Recommended settings in NVIDIA Panel

I would like to use the following 3D settings:

Global Settings	Program Settings

1. Select a program to customize:

Quake Champions (quakecham...)   [Add]   [Remove]   [Restore]

☑ Show only programs found on this computer

2. Specify the settings for this program:

Feature	Setting
Image Scaling	Use global setting
Ambient Occlusion	Not supported for this application
Anisotropic filtering	**Off**
Antialiasing - FXAA	**Off**
Antialiasing - Gamma correction	**Off**
Antialiasing - Mode	**Off**
Antialiasing - Setting	None
Antialiasing - Transparency	**Off**
Background Application Max Frame Rate	**Off**
CUDA - GPUs	**All**
Low Latency Mode	**Ultra**
Max Frame Rate	**Off**
Multi-Frame Sampled AA (MFAA)	**Off**
OpenGL rendering GPU	**NVIDIA GeForce RTX 2070**
Power management mode	**Prefer maximum performance**
Preferred refresh rate (AOC 32G1WG4)	**Highest available**
Texture filtering - Anisotropic sample opti...	**On**
Texture filtering - Negative LOD bias	**Allow**
Texture filtering - Quality	**High performance**
Texture filtering - Trilinear optimization	**On**
Threaded optimization	**On**
Triple buffering	**Off**
Vertical sync	**Off**
Virtual Reality pre-rendered frames	Use global setting (1)
Virtual Reality – Variable Rate Super Samp...	Not supported for this application

Weapons

Gauntlet

Machinegun

Heavy Machinegun

Shotgun

Super Shotgun

Nailgun

Super Nailgun

Tri-Bolt

Rocket Launcher

Lightning Gun

Railgun

Items

Health

Small Health

Mega Health

Armor

Light Armor

Heavy Armor

Armor Shards

Hourglasses

Power-Ups

Quad

Protection

Environment

Jump pad

Teleport

Lava

Acid

Blood Pool

Movement

Strafe Jump

Circle Jump

Rocket Jump

Nail Jump

Chalin Jump

Bunny Hop

Crouch Sliding

Dash

Champions

Light Champions

Nyx

Anarki

Slash

Athena

Medium Champions

Ranger

Visor

Galena

B.J. Blazkowicz

Doom Slayer

Strogg & Peeker

Death Knight

Eisen

Heavy Champions

Scalebearer

Clutch

Sorlag

Keel

Modes

Quick Play

Team Deathmatch

Capture The Flag

Sacrifice

Clan Arena

Deathmatch

Instagib

Unholy Trinity

Ranked

Duel

2v2 TDM

Custom Game

Clan Arena 2v2

Clan Arena 1v1

InstaCTF

Sacrifice Tourney

Classic FFA

Duel Rounds

Team Instagib

Team Hotrockets

Mystery Champion

Aaarena

Slide and Slash

Swinger Party

Arms Race

Rip and Tear

Lead the Way

Hot Rockets

Arenas

Duel Arenas

Awoken

Blood Covenant

Blood Run

Corrupted Keep

Deep Embrace

Exile

Ruins of Sarnath

The Dark Zone

The Molten Falls

Tower of Koth

Vale of Pnath

Other Arenas

Burial Chamber

Church of Azathoth

Citadel

Lockbox

Tempest Shrine

The Longest Yard

Game progress

Shards

Platinum

Battle Pass

Challenges

Daily login rewards

Lootboxes

Backpack

Chest

Reliquary

Shop

Codex

Customization

Outfit

Progress

Weapons

Profile

Medals

Quake Champions Lore

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