**\*\*\* Q3Rally Readme File - 01/06/2021 \*\*\***

\*\* System Requirements \*\*

\* Pentium III 450MHz / AMD K6-2 450MHz or equal

\* 256MB of system memory

\* OpenGL supported video card with 32MB of video memory

\* 200MB of hard drive space

We recommend a 700MHz Pentium III / Athlon with a Geforce2 64mb, 512MB of system memory and at least 1000MB of hard drive space if you want to use the mapping pack.

\*\* User Data \*\*

Screenshots, configurations, and demos that are stored in a local data directory rather than the game's own directory, if it is supported by the OS.

Where you'll probably find it :

Windows 98/ME: C:\Windows\AppData\q3rally\

Windows NT/2000/XP: C:\Documents and Settings\Username\Application Data\q3rally\  
Windows 7/8/10: C:\Users\Username\AppData\Roaming\q3rally\

Linux: /home/username/q3rally/

Mac OS X: /Applications/q3rally/

\*\* Description \*\*

This is a beta version of Q3Rally. This represents not the complete release of Q3Rally. It is for you to see what we have and what you will expect when the whole game comes out.

\*\* Source \*\*

The Source for content and code is available at https://sourceforge.net/p/q3rallysa/code/HEAD/tree/

\*\* CREDITS \*\*

Credits goes to the Old Q3Rally Team who made a good way for this with creating and releasing this great mod and also releasing the source after giving the mod up.

Also this people helped us with Q3Rally alot as team member or freelancer:

ZTurtleMan for code an compiling help with the standalone

TheBigBoo for some code and a lot of maps

To-Mos for models and mapmodels

ThePanic for Website help and document design

Toxicity for textures and design help

SteelPainter for many cars and skins

insellium for being a full member with lot of work on the game

and many other people who will be talked about here when the game comes out...

We also have to say thank you to Viktor Karp for his great debris models we use for the breakables in Q3Rally. ([http://www.victorkarp.wordpress.com](http://www.victorkarp.wordpress.com/))

Also much Thanks to Nexuiz team, QuakeSRC.org,

modDB, Quake3World, id software, Tr3b, Pappy-R from PlanetQuake.com, The guys from Quake.de and so many others around the whole wide world.

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code. Without them, Q3Rally obviously would

not exist :o)

We wish you much fun trying out this beta of Q3Rally.

Thanks.