

# ioquake3

A legitimate copy of the game is required to play, either bought from

- [Steam](#)
- [GOG.com](#)
- a retail CD version

Instructions on how to extract game assets and setting up the game can be found on the [ioquake3 Website](#).

ioquake3 is a free software first person shooter engine based on the *Quake 3: Arena* and *Quake 3: Team Arena* source code.

```
yay -S ioquake3
```

Copy the `pak0.pk3` file from your copy of the game:

```
# single user
cp pak0.pk3 ~/.q3a/baseq3/

# system-wide
cp pak0.pk3 /opt/quake3/baseq3/
```

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