

PC CD-ROM

EXPANSION PACK

PAINKILLER

BATTLE OUT OF HELL



16+

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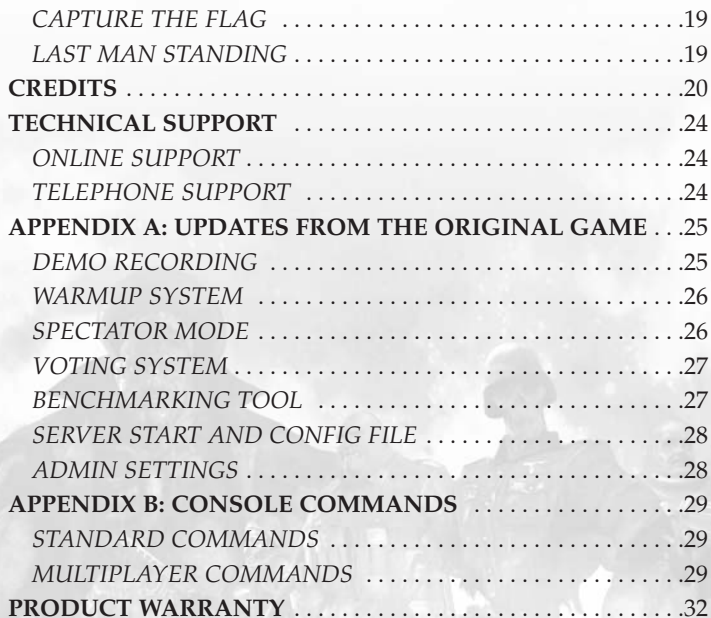
DREAMCATCHER

PAINKILLER™

BATTLE out of HELL

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INTRODUCTION

Your journey through Hell isn't over — it's only just begun!

With Eve's help, you managed to escape the clutches of Alastor and return to Purgatory. But now, with Alastor's armies amassing in Hell, the battle for the afterlife has taken on a new level of urgency. Once again, it's up to you to bring the forces of Hell to their knees — and to stop them before they can overrun Purgatory.

Refreshed and rearmed, you must now find a way back into Hell, and figure out how to defeat the most powerful demon in the afterlife and his armies of darkness.

Welcome to *Painkiller: Battle out of Hell*.

INSTALLATION

SYSTEM REQUIREMENTS

Note: You must have a copy of Painkiller installed in order to install this expansion.

Minimum

Operating System:	Windows® 98/ME/2000/XP with DirectX 9.0c or greater
Processor:	1.5 GHz Intel Pentium III or AMD Athlon processor
Memory:	384 MB RAM
Hard Disk Space:	2.6 GB available (for <i>Painkiller</i> and <i>Battle Out of Hell</i>)
CD- or DVD-ROM Drive:	4X or Higher
Video:	64 MB DirectX 8.1 video card (NVIDIA GeForce 2 GTS or better)*

Sound:	DirectX 8.1b or better compatible sound card
Input:	keyboard and mouse
Recommended Operating System:	Windows® XP with DirectX 9.0c or greater
Processor:	2.4 GHz Intel Pentium 4 or AMD Athlon processor
Memory:	512 MB RAM
Hard Disk Space:	2.6 GB available (for <i>Painkiller</i> and <i>Battle Out of Hell</i>)
CD- or DVD-ROM Drive:	4X or Higher
Video:	128 MB DirectX 9 video card (NVIDIA GeForce FX 5800 or better)*
Sound:	DirectX 8.1b or better compatible sound card
Input:	keyboard and mouse

*256 MB of video RAM is strongly suggested for all graphics options being turned on.

Required for multiplayer

1 *Painkiller: Battle out of Hell* disc per player per computer

Internet (2-16 players): 56Kbps or faster Internet connection (high-speed strongly recommended).

Local Network (2-16 players): TCP/IP compliant LAN

INSTALLATION

To install *Painkiller: Battle out of Hell*:

- Make sure that the original *Painkiller* game is installed on your system.
- Insert the first *Painkiller: Battle out of Hell* disc in your CD- or DVD-ROM drive.

- If AutoPlay is enabled on your system, an Install screen appears automatically. Click the Install button to begin installation. If AutoPlay is not enabled, double-click on the My Computer icon on your Windows desktop (or select My Computer from the Windows Start menu), and then double-click your CD- or DVD-ROM icon. If the Install screen still does not appear, double-click the setup.exe file to begin installation.
- Follow the on-screen instructions to complete the installation.

Updates and Patches

Please refer to the painkillergame.com website for any updates, support, and patches that may become available for the game (See Technical Support later in this manual for details.). Note: All updates through 1.35 from the base *Painkiller: Battle out of Hell* game have been included in *Painkiller: Battle out of Hell*.

UNINSTALLING

To uninstall *Painkiller: Battle out of Hell*:

- Open the Windows Start Menu.
- Browse to the *Painkiller: Battle out of Hell* application and select Uninstall.
- Follow the on-screen instructions to uninstall the game.

Alternatively, you can open the Windows Control Panel, select Add/Remove Programs, select *Painkiller: Battle out of Hell*, and then click Remove. Follow the on-screen instructions to uninstall the game.

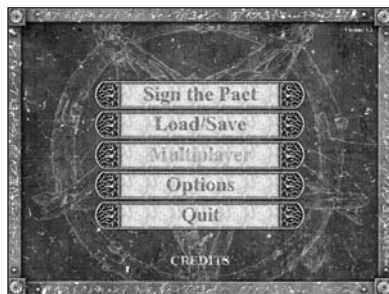
GETTING STARTED

To run *Painkiller: Battle out of Hell*:

- Make sure your *Painkiller: Battle out of Hell* disc is in your CD- or DVD-ROM drive.
- Double-click the *Painkiller: Battle out of Hell* icon on your desktop or select the game from the Windows Start menu.
- If you are joining a multiplayer game, you do not need the game CD. Double-click the *Painkiller: Battle out of Hell* desktop icon or select the game from the Windows Start menu to run the game. You will need the CD Key number in order to play. If you do not have the *Painkiller: Battle out of Hell* CD, you cannot play the single-player game or host a multiplayer game.

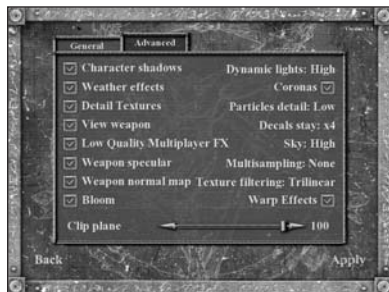
OPTIONS, CONTROLS, AND GAME PLAY

Most game options, controls, and game play for *Painkiller: Battle out of Hell* are the same as those found in the original *Painkiller* game. Please refer to the *Painkiller* game documentation for information on how to set game options and control the game, and for basic game play instructions and strategies.



NEW GRAPHICS OPTIONS

There are a number of new video options available in *Painkiller: Battle out of Hell*. These options are located on the Video Options screen. To access the Video Options screen, click Video on the Options screen. To return to the Options screen, click **Back**. To apply changes that you make on the Video Options screen, click **Apply**.



The new options are as follows:

- **Dynamic Lights:** A new setting of 'high' has been added. This activates real time phong specular lighting on world geometry; requires a high-end video card.
- **Blooms:** Activates full-scene post processing effects that simulate a high dynamic range of lighting throughout Painkiller's environments.
- **Warp Effects:** Activates heat and haze distortion effects.
- **Shadows:** Just like dynamic lighting, now offers three settings: off, low (previously 'on'), high (shadows cast accurately on all world geometry).

NEW WEAPONS

In *Painkiller: Battle out of Hell*, you have access to many of the same weapons that were available to you in the original game. In addition, you have two brand-new weapons to supplement your personal arsenal of total badness.

SMG/Flamethrower



- **Primary Fire:**
Sub-Machinegun
- **Alt-Fire:** Flamethrower

Far removed from its earthly origins, the PK30 sub-machine gun with optional flamethrower is a potent close-quarters weapon now found on in the depths of Hell. The .45 caliber ETAP (Explosive Tipped Armor Piercing) rounds from the weapon's primary firing mode are enough to bring down most demons in one or two bursts. If additional damage is required, a pull from the under-barrel flamethrower will get the job done, at first stunning and then rapidly turning anyone in its arc into a crispy critter. As with any flamethrower, be careful not singe yourself while moving through the flames. Look for sub-machine gun magazines and gas canisters to reload this gun.

Boltgun/Heater



- **Primary Fire:** Boltgun
- **Alt-Fire:** Heater

As if the pure wickedness of the Stakegun was not enough, the bowels of Purgatory have spewed out another evil incarnation, perfect for demon slaying. The Boltgun's primary fire mode hurls out 5 razor sharp,

ferro-obsidian rods per trigger pull, perfect for mid to long-range attacks requiring the heaviest use of force to put the baddies to rest. The secondary fire, the Heater, wreaks havoc of another sort. Each shot sends out 10 high velocity bounce-charges, timed for delayed explosion – the perfect room clearer. Because of the Boltgun/Heater's amazing firepower, it tends to consume ammo at an astonishing rate. Those that live by the Boltgun may very well find themselves dying with it (magazine empty of course). Look for bolt packs and bins of bounce-charges to resupply this weapon.

MONSTERS

As he builds up his army in preparation for his attack on Purgatory, Alastor is recruiting a bevy of new, horrifying minions, the likes of which you never encountered in your previous battles. These creatures will stop at nothing to destroy you before you can disrupt their master's grand plans.

BOSSMAN

On the Galleon, a ghost ship forever plying the seas of Purgatory, when the Pirates are unable to dispatch intruders, the Bossmen are there as backup. There are two Bossman varieties. The first is a brutish creature that will blast you with the pair of ship's cannons he carries, one under each arm. This creature is deadly, even from a distance. The other Bossman ignores ranged weapons in favor of a ship's mast, which he wields like a giant club.

CLOWN

Anyone who is frightened by living clowns might find themselves literally scared to death in Purgatory's Loonypark. The Clowns here don't juggle bowling pins or spray you with seltzer bottles — they lob deadly explosives.



COMMANDO

Purgatory's Secret Lab was meant to remain secret, so its proprietors have made sure it is well guarded. The black ops Commandos that roam the premises are armed to the teeth with state of the art weaponry that is guaranteed to discourage intruders.

CORN

In Loonypark, even the snacks are deadly! A bizarre combination of man and popcorn, this creature is fond of throwing deadly poison projectiles at unwelcome park guests.

CRUSTY

This strange inhabitant of Loonypark might act like a puppet on a string, but it definitely has a mind of its own – and it knows only pure evil. Given the chance, Crusty will blast you with a fireball or, if you get too close, envelop you in fire with its flaming breath.

DETO

Some of the soldiers in Purgatory's Leningrad are far deadlier than others. Deto soldiers are experts in explosives. Their attacks range from laying minefields to engaging in explosive kamikaze attacks.



DOCTOR

In the afterlife, there is no Hippocratic Oath — and the Doctors employed at the Secret Lab take full advantage of this loophole when dealing with their "patients." These Doctors prove that, in the wrong hands, medical equipment can make you quite unhealthy.

DRAGONFLY

Despite their innocuous name, the Dragonflies of Dead City are actually

inverted, flying demons that spew acid on unsuspecting victims. When you hear the swish of this creature's wings, you might want to run for cover.



EVIL BOY

True bad seeds, the Evil Boys wandering Purgatory's Orphanage are more than eager to slice and dice you with the butcher knives they wield with reckless abandon. Killing them doesn't stop the horror, though — once dead, they morph into strange creatures that remain bent on your destruction.

EVIL GIRL

The Orphanage in which they dwell might be in Purgatory, but these Evil Girls are surely destined for an eternity in Hell. They have the ability to set their surroundings on fire at will — and they don't hesitate to do so.

FROZEN MEAT

Not all of the enemies in the Orphanage are actively seeking your destruction. Many are former victims who await a final chance to strike out from beyond the grave. These unidentified corpses lie quietly in their body bags, only to explode with deadly force, spraying their frozen remains in all directions.

GERMAN SOLDIER

In the Purgatory version of Leningrad, the Second World War never ended. The German Soldiers who roam the streets here consider all who oppose them to be enemies, and they don't hesitate to use guns and explosives to enforce their views.

GERMAN TANK

In addition to their soldiers, the Germans of Purgatory have dispatched tank brigades to attack Leningrad. Unfortunately, these German Tanks don't discriminate among targets, and are just as likely to attack you as they are to attack the Russians.



GLADIATORS

When you are fighting in the Colosseum, you will be up against a variety of Gladiators, each more deadly than the last. Each Gladiator type has a different form of attack and defense:



- **Gladiator 1:** These common Gladiators, armed with shields and short swords, are average in both speed and strength.
- **Gladiator 2:** Armed with a large shield and a rock-throwing device, these enemies are very strong but extremely slow.
- **Gladiator 3:** This fast, agile enemy is armed with a deadly hammer.
- **Gladiator 4:** The deadliest of all of the Gladiators, this formidable enemy prefers hand-to-hand confrontations to weaponry of any kind.

GREMLIN

Either results of an experiment gone awry or odd indigenous inhabitants of the area, Gremlins are small aggressive creatures that roam the Secret Lab, making life quite unpleasant for uninvited guests.

NURSE

Although they look friendly enough, the Nurses who staff the Secret Lab are not interested in keeping you healthy. If you get too close, you can expect to experience a world of pain from the poisonous syringes they wield.

NUN GHOST

These evil creatures might have simply cracked your knuckles with a ruler in life, but in death they are far more dangerous. Custodians of the Purgatory Orphanage, Nun Ghosts lob fireballs with deadly accuracy.

PANZER SPIDER

No doubt the result of some mad experiment, the Panzer Spider is one of the ultimate enemies you face in the Secret Lab. When you finally meet this creature, the other lab inhabitants won't seem so bad.

A modified version of the Panzer Spider also inhabits Dead City. More dangerous than the Secret Lab variety, the

Dead City Panzer Spider is a cybernetic creature that is capable of a variety of attacks, including icy cold breath and the ability to create localized earthquakes.



PINOKIO

Even the toys in the Orphanage can be deadly. If you see these wooden puppets lying around, avoid touching or harming them at all costs. When they are disturbed in any way, Pinokios come to life and instantly seek out the creature that dared to wake them.

PIRATES

The Pirates who defend the Galleon come in two varieties, each with its own method of attack. The first type wields a short-barreled gun with which he can blast you from a distance. The other Pirate type is more up close and personal, and prefers to cut you to ribbons with a pair of razor-sharp swords.

A third variety of Pirate awaits you in the Underworld. This one is a variation on the gun-toting Galleon Pirate. He carries a pair of single-shot pistols and fires them with deadly accuracy.

PREACHER

The Preachers in Dead City don't deliver sermons. Given to the charming practice of wearing the feet of their victims as trophies, these axe-wielding clergymen are immensely strong, and often attack by lobbing huge objects at their targets.



RUSSIAN OFFICER

Bent on defending their city at all costs, Russian Officers stop at nothing to dispatch their enemies. In addition to their own formidable weapons, Russian Officers can call in air strikes to rain explosive death from the skies of Leningrad.

RUSSIAN SOLDIER

Defending the streets of war-torn Leningrad, Russian Soldiers are well equipped to dispatch their enemies, using the arsenal of firearms and grenades at their disposal.

RUSSIAN TANK

Like their German counterparts, the Russians have tank battalions roaming the streets of Leningrad. And, like German Tanks, Russian Tanks will not hesitate to fire upon anything — or anyone.



SLAVE

Many inhabitants of the Underworld are mindless Slaves who are forced to serve the wishes of the evil Voodoo Priests who broke their will. While they carry no weapons, Slaves can inflict considerable damage in hand-to-hand combat.

VOODOO PRIEST

Voodoo Priests roam the underworld practicing their dark arts. These evil wizards can inflict pain upon their victims by merely jabbing needles into the voodoo dolls they carry.

ZOMBIE

Most Zombies are interested in eating flesh, but the Zombies in the Dead City use flesh as a weapon. When you encounter these hideous creatures, expect them to do everything from throwing body chunks to blowing themselves up and raining their own flesh upon you.



LEVEL BOSSES

Difficult though it may be, dispatching the creatures of Hell is only a prelude to some of your tougher battles — mini-bosses and bosses from Alastor's army. Beware; their deadly attacks and strong defenses are far more formidable than anything you encountered previously in your journey. You will need all of your skill and every weapon at your disposal to prevail against these powerful demons.

NEW MULTIPLAYER MODES

Painkiller: Battle out of Hell includes all of the multiplayer game modes available in the original Painkiller game (See the Painkiller manual for details). In addition, the expansion includes two brand new multiplayer challenges.

Capture The Flag

Capture the Flag in *Painkiller: Battle out of Hell* is a team-based game that works similarly to traditional capture the flag games — but with a twist. Instead of a flag, each team is out to capture the other's token skull. The first team to reach the preset number of captures wins the match.

Last Man Standing

Last Man Standing is, as the title implies, an individual game. Prior to the start of the game, the game's host sets a life limit (3 is the default). When all players appear on the map, the battle begins. Every time you are killed, you lose one life. When your number of lives reaches zero, you become a spectator and watch as the battle continues. The last player with at least one life remaining wins the match.

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Sabine Berekoven, Paul Brack, Hervé Daigmorté,
Keith Galocy, Angel Munoz, Helen Myers, Thomas
Neveu, Jay Powell, Elias Slater, Mark Smith, Mark
Ward

And with extra special thanks to Blowfish, Maniax,
Ours, W4rh0g, and the rest of the pkeuro.com
community

People Can Fly Special Thanks – Vernon Chiang
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Digital Amigos Special Thanks - Andrzej Gora, Jon
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Bodo", Ulineq, and Henio "the dog"

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Research Limited

© 1997-2004 Bink and Miles Sound System by RAD
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The Lua language is designed and implemented at
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ZLib: Jean-loup Gailly, Mark Adler

Voice Over Recording, Directing and Editorial
provided by Soundelux Design Music Group.

FreeType: Portions of this software are copyright ©
1996-2002 The FreeType Project (www.freetype.org).
All rights reserved.

No demons were actually harmed during the
production of Painkiller.

TECHNICAL SUPPORT

If you are experiencing technical problems with this software and you have carefully followed the instructions in this manual and in the game's readme file, you can obtain further support as follows:

ONLINE SUPPORT

Please visit the Technical Support section of our web site at

<http://www.dreamcatchergames.com>

Or

<http://www.painkillergame.com>

We have posted the answers to many frequently asked questions that might help to solve your problem. We also suggest that you complete the Technical Support form located on the web site. Please provide a detailed description of the problem you are experiencing—the error message, where in the game the problem occurs, and so on. This will help our Technical Support Representatives find a solution as quickly as possible.

TELEPHONE SUPPORT

You can contact our Technical Support Representatives by telephone at (416) 638-6151. Our hours of operation are Monday through Friday 10 AM to 7 PM Eastern Standard Time. Note that Dreamcatcher is located in Toronto, Canada and this is a toll call.

When you contact customer service by phone, please have the following information readily available:

1. Information about your computer's configuration—memory, processor speed, operating system, and the make and model of your video and sound cards.
2. A detailed description of the problem you are experiencing—the error message, where in the game the problem occurs, and so on.
3. Immediate access to your computer so that the representative can walk you through the troubleshooting process.
4. A pen and paper to take notes.

APPENDIX A: UPDATES FROM THE ORIGINAL GAME

DEMO RECORDING

Only clients should record the demo. Server can also record, but the recording starts only when any client connects.

To start recording a demo:

1. Schedule the recording **before** connecting to the server.
2. In the game menu, type in: DEMORECORD [name], for example:
DEMORECORD TEST

To finish the recording:

1. Stop the recording either by disconnecting from the server, or by typing in: DEMOSTOP

To play the demo:

1. To play the demo type in: DEMOPLAY [name], eg. DEMOPLAY [test]
2. Use the grey +/- keys to speed up/slow down the demo playback

NOTE: Demos have .pkd extension. You don't need to add this extension when playing or recording the demo (eg. you should type in DEMORECORD TEST instead of DEMORECORD TEST.PKD)

WARMUP SYSTEM

There is a new warm-up system for Team Deathmatch and People Can Fly modes. In warm-up the game doesn't start until all players are ready, but to kill the boredom of waiting for this last one player everyone can move around/fire etc.

To start the game you can either type in: READY (type NOTREADY to unready yourself) or press TAB once. Normally pressing TAB (default) during the game shows you the scoreboard as long as you keep TAB depressed. In warm-up, pressing TAB shows the players list and you can ready/unready/switch teams. Press TAB again to hide the scoreboard.

Note that you can kickban the players who deliberately block you from starting the game. You can also break the match at any time by typing in BREAK command.

Console commands are listed later in this manual and online at painkillergame.com.

SPECTATOR MODE

You can watch games in progress without actually participating. To do so, click one on the server you want to join and select SPECTATE instead of JOIN. Alternatively, you can use console commands like SPECTATOR 1/0 and JOIN command. Console commands are listed later in this manual and online at painkillergame.com.

When spectating, you can switch between 3 different views:

1. FPS: See the game from the eyes of a selected player (note you don't see the player's weapon in this mode);
2. TPP: - Third Person Perspective, where you view a given player from bird's eye view
3. Free: - Move freely throughout the level

You can switch between players at any time.

VOTING SYSTEM

Players can now change the map, game mode, and much more. For example:

1. If you want to change the map to DM_SACRED, type in:
CALLVOTE MAP DM_SACRED
2. Other players need to type in: VOTE YES if they agree to change the map
3. If fewer than 50% of the players votes in favor (incl. you) in 30 sec time period, voting will finish with no success
4. If more than 50% of the players execute VOTE YES, the map is changed to DM_SACRED

Console commands are available later in this manual and online at painkillergame.com.

BENCHMARKING TOOL

You can benchmark your system by running a fly-by demo. When in the menu, type in: BENCHMARK C5L1 or BENCHMARK C5L2. At the

end of the test you see the average fps, final score etc. Level C5L2 (Docks) is somewhat more representative of actual Painkiller game play (intensive explosions, Havok physics, lighting, Demon morphing FX, etc.) than C5L1. On either benchmark be sure to run multiple passes to obtain a valid average score.

SERVER START AND CONFIG FILE

You can now start Painkiller servers with more options via the command line and configuration files. The following start-up parameters are available:

- To automatically start a dedicated server with settings from a given configuration file (in this example it is 'config.ini'):
painkiller.exe -dedicated -start -cfg config.ini
- To automatically start a dedicated server where all settings and changes from a given configuration are written to a file (in this example it is 'newconfig.ini'): painkiller.exe -cfg newconfig.ini

ADMIN SETTINGS

When running dedicated server, admins have the option to disallow players to change some game settings. Click on VOTING tab to check/uncheck these game settings you want to allow/disallow for CALLVOTE change.

APPENDIX B: CONSOLE COMMANDS

The following is list of Painkiller console commands (additional console information can be found online at painkillergame.com):

STANDARD COMMANDS

- showweapon <0/1> - disables/enables weapon rendering
- benchmark c5l1 - starts benchmarking test
- msensitivity <value> - sets mouse sensitivity
- msmooth <0/1> - disables/enables mouse smoothing
- fov <value> - sets camera's FOV
- crosshair <value (1-32)> - changes crosshair
- hudsize <value (0.1-3.0)> - sets HUD size
- speedmeter <1/0> - shows speed meter
- weaponspecular <1/0> - enables weapon specular
- showfps <1/0> - enables FPS and other performance displays
- exit
- quit

MULTIPLAYER COMMANDS

Server (commands available on server and for voting):

- map <map_name> - changes current map
- timelimit <value> - sets time limit
- fraglimit <value> - sets frag limit

- kick <name> - kicks player from the server
- bankick <name> - kicks and bans player from the server
- maxplayers <value> - sets max number of players on server
- maxspectators <value> - sets max number of spectators on server
- powerupdrop <0/1> - disable/enable powerup dropping (after map change)
- powerups <0/1> - disable/enable powerups
- weaponsstay <0/1>
- teamdamage <0/1>
- allowbunnyhopping <0/1>
- allowbrightskins <0/1>
- allowforwardrj <0/1>
- gamemode <ffa/tdm/pcf/tlb/voosh> - changes game mode on server
- reloadmap

Client:

- team <1/2> - changes player's team
- spectator <0/1> - disable/enable spectator mode
- ready - sets the player ready for match
- notready - sets the player unready for match
- break - callvote for stopping the match

- `callvote <command command_params>` - starts voting - `callvote maxplayers 2`
- `vote <yes/no>` - agree or not agree to `callvote`
- `demoplay <filename_to_play_from>`
- `demorecord <filename_to_record_in>`
- `demostop`
- `name <new_name>` - changes player name
- `kill` - player commints suicide
- `camerainterpolation <0/1>` - disables/enables camera interpolation
- `connect <ip[:port]>`
- `disconnect`

Multiplayer Tuning and Tweaking Commands:

- `clientbandwidth` – limits the upstream bandwidth to a given value (in Bps)
- `netstats <0/1>` - toggles info of what's going in the network
- `netstatsavgfrom` – sets the number of last statistical results over which the displayed results are averaged
- `netstatsupdatedelay` – sets the netstats update period (in ms)
- `serverframerate` - sets the number of network protocol frames coming from a server per second, influencing downstream bandwidth

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[illegible]

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.