

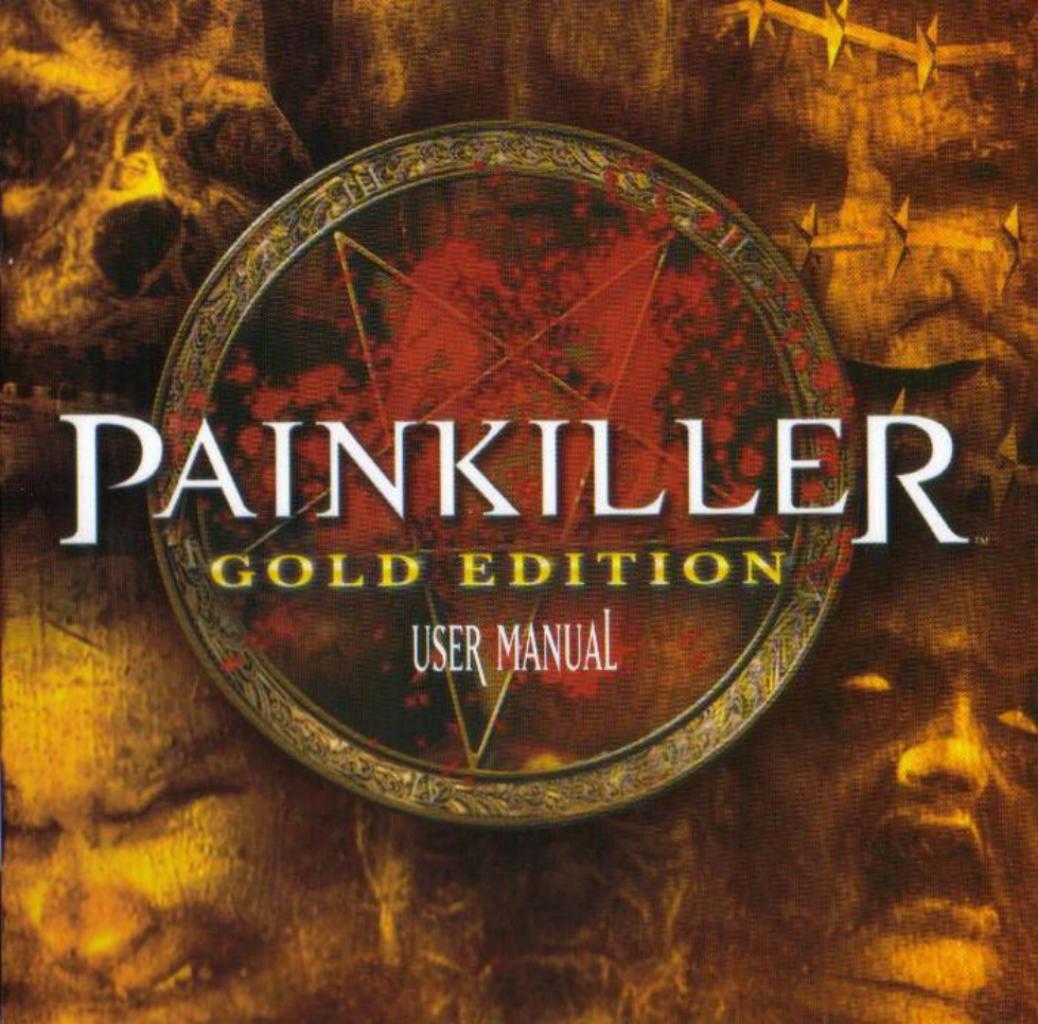


OFFICIAL GAME OF THE 2005 CPL
\$1,000,000 WORLD TOUR



www.painkillergame.com

BTC451BK



EPILEPSY WARNING

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

Certain people are susceptible to epileptic fits 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 experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, 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.

PAINKILLER

GOLD EDITION

Important : an extended version of this manual featuring all monsters and weapons is available in .PDF format through the DreamCatcher Painkiller Gold Edition shortcut group in your Startup shortcuts.*

*The "Adobe Reader" software is available for free download at <http://www.adobe.com>.

TRAPPED IN A DARK AND UNWELCOMING WORLD AWAITING YOUR PURIFICATION, YOU MUST FIGHT THROUGH AN ENDLESS NUMBER OF ENEMY WARRIOR AS YOU ATTEMPT TO STOP THE IMMINENT UNHOLY WAR AND OVERTHROW LUCIFER. BUT EVEN IF YOU WIN THIS INSANE BATTLE, YOU STILL HAVE TO TAKE OUT HOARDS OF HOWLING DEVILS, EAGER TO AVENGE THEIR MASTER.

INSTALLATION SYSTEM REQUIREMENTS

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System: Windows® 98/SE/ME/2000/XP

Pentium/AMD: 1.5 GHz RAM: 384 MB

VIDEO : 64 MB DirectX™ 8.1 compatible / Hardware Transform & Lighting (NVIDIA GeForce 2 GTS min.)

SOUND: DirectX 8.1b compatible CD/DVD-ROM: 4x

RECOMMENDED

System: Windows® XP

Pentium/AMD: 2.4 GHz

VIDEO : 128 MB DirectVTV 9 compatible (NVIDIA GeForce FX 5900 VT)

SOUND: Direct X 8.1b compatible, CD/DVD ROM, 8-

SOUND : Intelix 8.1b compatible CD/DVD-ROM : 8x

Supported video cards : NVIDIA GeForce 2/3/4/FX/6 series / ATI
R500/R900 / ATI Radeon X800 and above

REQUIRED FOR MULTIPLAYER

1 Painkiller Gold Edition CD per player per computer
Internet (2-16 players): 56Kbps or faster Internet connection (high-speed strongly recommended).

TO INSTALL PAINKILLER GOLD EDITION:

- Insert Painkiller Gold Edition in your CD-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, and then double-click your CD-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 of Painkiller Gold Edition.

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.)

UNINSTALLING

- Open the Windows Start Menu.
- Browse to the Painkiller Gold Edition 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 Gold Edition, and then click Remove. Follow the on-screen instructions to uninstall the game.

GETTING STARTED

To run Painkiller Gold Edition:

- Make sure the CD 1 of Painkiller Gold Edition is in your CD drive. Double-click the Painkiller Gold Edition icon on your desktop.
- If you are joining a multiplayer game, you do not need the game CD-ROM to play, only to launch the game. Double-click the Painkiller Gold Edition 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 Gold Edition CD, you cannot play the single-player game or host a multi-player game.

MAIN MENU

The following options are available on the Main Menu:

- **Sign the Pact:** Starts a new single-player game (see The Single-Player Game later in this manual for details).
- **Load/Save:** Allows you to load a previously saved single-player game or to save the game a game in progress. The Save option is only

available at designated save points throughout the game.

- **Multiplayer:** Allows you to start a new multiplayer game or join a game that is hosted by another player. (For details on multiplayer games, see The Multiplayer Game later in this manual.)
- **Options:** Allows you to customize the game controls, and to setup the audio and video options for Painkiller. (See Game Options later in this manual for details.)
- **Videos menu:** Allows access to the Painkiller making-of and other bonus videos.
- **Quit:** Exits the game.

GAME OPTIONS

The selections on the Options menu allow you to customize game control and display settings, and change the sound and video options for Painkiller.

CONTROLS

All game actions are listed in the Action column, and the keyboard and/or mouse controls to which each action is mapped are listed in the Primary and Alternative columns. To change a control setting, click the existing setting in the Primary or Alternative column, and then press the new key or button to which you want to map the selected action.

There are several other control customization options available on the main Control screen:

- **Invert Mouse:** Normally, pushing the mouse forward causes you to look and aim up, and pulling the mouse toward you causes you to look and aim down. When Invert Mouse is selected, these movements are reversed.
- **Mouse Sensitivity:** This option adjusts the sensitivity of the mouse input. The higher the mouse sensitivity, the less you have to move the mouse to produce a response.
- **Smooth Mouse:** Occasionally, mouse movement can cause the game image to become jerky due to the speed of your computer and other

technical issues. Selecting this option smoothes movement and helps to eliminate this problem.

- **Wheel Sensitivity:** If you have a mouse equipped with a mouse wheel, this option allows you to set the amount of wheel movement necessary to initiate actions assigned to the mouse wheel. The higher the sensitivity, the less you have to move the mouse wheel to produce a response.

WEAPON SETUP

The Weapon Setup screen allows you to set preferences associated with your weapons. To access the Weapons Setup screen, click Weapons on the Control Setup screen.

The top section of the Weapon Setup screen lists all of the weapons in the game and their Primary and Secondary (alt-fire) attack modes. You can swap the Primary and Secondary attack modes of a weapon by clicking Switch in the right column next to that weapon.

The four tables along the bottom of the screen allow you to fine-tune your weapon selection preferences:

- **Pickup:** This list allows you to prioritize weapons to determine whether you automatically switch to a new weapon when you pick it up. Note that this list is tied to the Auto-change weapon preference (described later in this section). If Auto-change weapon is not checked, this list is ignored.

• **Custom 1:** This list is tied to the Select Best Custom 1 and Fite Best Custom 1 controls. The top item on the list is considered the "best."

• **Custom 2:** This list is tied to the Select Best Custom 2 and Fite Best Custom 2 controls. An item on the top of the list is considered the "best" one to use.

To change the weapon order on any of these lists, click a weapon name to highlight it, and then click Up and Down to move the selected weapon up or down the list.

The Auto-change weapon checkbox determines whether or not you automatically switch weapons when you pick up a new weapon. Uncheck this box if you prefer to switch weapons manually.

HUD

The HUD Options screen allows you to customize the appearance of your on-screen Heads-Up Display, including your status indicators and the shape, color and opacity of your weapon crosshairs. To access the HUD Options screen, click HUD on the Options Menu. To return to the Options Menu, click Back.

- **HUD Opacity:** Adjusts the transparency of the HUD display (excluding the crosshair) from 0 (invisible—completely transparent) to 100 (totally solid—no transparency).

• **HUD Size:** Click this control to choose how much screen real estate your HUD display uses.

• **Crosshair:** Selects the style of your weapons crosshair. The crosshair currently selected appears to the right of the slider.

• **Opacity:** Adjusts the transparency of the crosshair from 0 (invisible - completely transparent) to 100 (totally solid-no transparency). As you adjust the opacity, you can see the results on the crosshair displayed to the right of the Crosshair slider.

• **Red/Green/Blue:** These three sliders allow you to customize the color of the crosshair. As you adjust the colors, you can see the results on the crosshair displayed to the right of the Crosshair slider.

To adjust any options on the HUD Options screen, click the slider on the option you want to change and drag the slider left or right.

SOUND

To access the Sound Options screen, click Sound on the Options Menu. To return to the Options Menu, click Back.

The four sliders in the top portion of the Sound Options screen control the sound volume in Painkiller.

• **Master Volume:** Controls the overall volume of the game. Raising or lowering the volume with this control affects the level of all sound in the game.

• **Battle Music:** Controls the volume of the music that plays when you are engaged in combat.

• **Ambient Music:** Controls the volume of the music that plays when

no enemies are present.

- **Sound Volume:** Controls the volume of sound effects and speech.

The options in the lower portion of the screen allow you to customize the sound setup to suit the hardware installed in your computer. During installation, Painkiller automatically selects the settings that best suit your computer's setup.

EAX Acoustics is a DirectSound 3D extension used to create enhanced audio effects. If your system supports EAX Acoustics, it is automatically selected during setup. To toggle this option on and off, click the checkbox.

VIDEO

The Video Options screen allows you to select the resolution, detail level, and other video options in Painkiller.

General Video Options

The General page includes a number of basic video display options:

- **Resolution:** Allows you to select the display resolution. Higher resolutions provide greater detail, but slow can slow game play performance.

- **Full Screen:** Toggles the game between full screen and windowed display.

- **Texture Quality:** The four texture quality options allow you to adjust the detail of the Weapons, Architecture, Characters, and Skies in the game. Higher texture quality provides a sharper more detailed image, but can slow game play performance.

During installation, the game automatically sets the Resolution and Texture quality options to levels that best suit your system.

The three sliders at the bottom of the page adjust the general appearance of the game image. You can see the results of your changes on screen as you adjust each option.

- **Gamma:** Adjusts the color brightness and contrast of the image (as opposed to the overall brightness and contrast).

- **Brightness:** Makes the overall picture brighter or dimmer.

- **Contrast:** Adjusts the variation between the lightest and darkest portions of the image.

ADVANCED

The advanced video options allow you to enable certain visual effects in the game and to adjust their quality. Enabling advanced video options can slow your system's performance in some cases.

- **Character Shadows:** Determines whether or not characters cast shadows.
- **Weather Effects:** Enables weather effects like rain and snow on game levels that use these effects.
- **Detail Textures:** Enables a second layer of texturing that adds more detail to surfaces.
- **View Weapon:** When this option is not checked, you cannot see the weapon you are currently using.
- **Weapon Specular:** Adds shiny highlights to the surface of your weapons.

- **Weapon Normal Map:** Adds more detail to your weapons, making them look more realistic.

- **Dynamic Lights:** Enables lighting effects for special light sources in the game (like weapons fire and explosions).

- **Coronas:** Enables corona (lens flare) effects on certain light sources. The other options on the Advanced page allow you to adjust several additional settings. To change these options, move your cursor over the option you want to change and click the left or right mouse button to scroll through the available choices.

- **Texture Filtering:** Determines the method used for processing textures. On slower systems, set this option to Bilinear.

- **Particle Detail:** Determines the amount of detail in the particles generated by weapons fire, explosions, and so on. On slower systems, set this option to Low.

- **Decals Stay:** Determines how long decals (the damage effects that appear on walls, for example) remain visible. The lower the setting, the less time the decals remain. If you are having performance problems, you have the option to turn the decals off.

- **Sky:** Determines the detail level of the sky. The higher the detail

level, the more game performance is affected. You have the option to turn the sky detail off if you prefer.

- **Multisampling:** This option helps to smooth objects by removing jagged edges. The higher the level of multisampling, the smoother and straighter the edges of objects appear.

- **Dynamic Lights:** OFF/NORMAL/ULTRA. 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).

5. **Armor Indicator:** Keeps track of how many Armor points you have. (See Armor and Health for details.)

6. **Primary Ammo Counter:** Shows the number of shots remaining in your current weapon's primary fire mode.

7. **Secondary Ammo Counter:** Shows the number of shots remaining in your current weapon's secondary (alt-fire) mode.

THE SINGLE-PLAYER GAME

In the single-player game, you assume the role of Daniel Garner. Your goal is to fight your way through the minions of Hell and destroy five of the most powerful generals in Lucifer's army. The single-player game consists of 34 levels, all of which you must complete in order to emerge victorious.

STARTING A SINGLE-PLAYER GAME

To start a single-player game:

- Insert Painkiller Gold Edition CD 1 in your CD-ROM drive and run the program as described in the Getting Started section.

- On the Main Menu, click Sign the Pact.

- Select the game difficulty level. (See Game Difficulty for details.)

- When the Start Level screen appears, click the glowing red crystal to load the first level and start the game. You can return to the Main Menu from the Start Level screen by pressing ESC or clicking the star icon in the lower right corner of the screen.

GAME DIFFICULTY

There are four game difficulty levels available in Painkiller. The lower the difficulty level, the easier it is to play the game. Not all difficulty levels are initially available:

- **Daydream** (easiest): Always available.
- **Insomnia**: Always available.
- **Nightmare**: Available after collect all 23 cards in Insomnia mode..
- **Trauma**: Available after you beat the game on Nightmare level.

Difficulty level also affects the availability of Tarot cards and Souls, the functionality of Checkpoints, and the availability of certain game maps. These variations are described in the appropriate sections later in this manual.

INTERACTING WITH THE WORLD

The world of Painkiller is filled with objects that you can manipulate and destroy at will. Some of these objects are containers filled with useful items like weapons and armor. Others are filled with volatile explosive materials that can inflict a great deal of damage on your enemies when used properly—or inflict a great deal of damage on you if you’re not careful.

Some of the objects you can destroy and manipulate in Painkiller include:

- **Barrels**: Wooden and metal barrels are dangerous. They’re filled with explosives and detonate when destroyed.
- **Coffins and Urns**: These easily-destroyed objects often contain Gold.
- **Crates**: Wooden crates are easy to destroy, and often contain useful items like Armor, weapons, and ammunition.
- **Glass**: Most glass objects and windows in Painkiller are destructible. Although there is seldom any real reason to break glass objects, it is often quite satisfying.

You can use any weapon to demolish destructible objects. If there’s something stored inside the object, the item is not destroyed

regardless of how much damage you inflict. You can push many of these objects by moving against them.

PICKUPS AND POWER-UPS

Throughout the game, you encounter many items and phenomena that are vital to your success. You can grab these pickups and power-ups by simply walking through them.

Tarot Cards and Gold Coins

Hidden on each level are one or more Tarot Cards. These pickups provide you with special powers and abilities. Because they are very powerful, Tarot Cards are generally very difficult to find, and some are not unlocked unless you complete a level in a certain way—finishing the level using only the Stakegun, for example. (When you complete a level, the conditions for unlocking new cards on that are revealed.) You can make it through the entire game without ever finding and using Tarot Cards, but their effects can make things a lot easier for you.

THE MULTIPLAYER GAME

In the multiplayer game, you get the opportunity to test your Painkiller skills against other human players on a local area network (LAN) or over the Internet.

MULTIPLAYER GAME MODES

There are seven multiplayer game modes available in Painkiller Gold Edition.

Free for All

This is the classic every player for himself deathmatch. The object of the game is to kill as many opponents possible within the time limit set by the game’s host, or to achieve the frag (kill) limit. It’s kill or be killed and you’re on your own. The player with the most kills or the player who reaches the preset frag limit first is the winner.

Team Deathmatch

This is Deathmatch with a cooperative twist. You and your teammates set out to slaughter as many members of the opposing teams as possible within the set time limit. The team that achieves the frag limit first or has the most kills when time runs out wins.

People Can Fly

This is a Deathmatch variation that pushes your skills to the limit. Using only the Rocket Launcher/Chaingun, you must achieve the frag limit or score the most hits before time runs out. The catch is that you can only damage your opponent when he’s airborne. People Can Fly mode is played on two specially-designed multiplayer maps that aren’t available in other multiplayer game modes. *Vooosh*

In this multiplayer mode, everyone starts out with the same weapon with infinite ammunition. There are no other weapons on the map but, at preset intervals, everyone’s weapon is switched to a different weapon. (The order of weapon switches can be set to random, or can be specified by the game host.)

The Light Bearer

In this variation, there is one Quad Damage power-up available and it never expires! The first player who grabs it continues to use it until he is killed, at which point it is once again up for grabs. The winner is the player who has the Quad Damage power-up when the frag limit is reached or the timer runs out.

Capture the Flag

Capture the Flag in Painkiller Gold Edition 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.

THE MULTIPLAYER MENU

To open the Multiplayer Menu, click Multiplayer on the Main Menu. There are three options available:

- **Join Game**: Allows you to join a multiplayer LAN or Internet game that is hosted by another player.
- **Start Game**: Allows you to set up and host a LAN or Internet game.
- **Player Settings**: Allows you to enter your name, choose a team, set up your connection speed, and adjust the appearance of your character.

JOIN GAME

To join a game that is hosted by another player, click Join Game on the Multiplayer Menu. To return to the Multiplayer Menu at any time, click Back.

The Join Game screen is divided into three pages, each of which is accessible by clicking the corresponding tab at the top of the screen:

- **Internet**: Lists all available Internet games.
- **LAN**: Lists all active games on your local area network (LAN).
- Lists all of the game servers that you have specified as favorites. To specify a server as a favorite, just highlight the server you want and mark it as a favorite.

When the Join Game screen opens, Painkiller automatically searches for available games. The games are listed, and the number of servers and players found are shown at the bottom of the list. If no servers are found, you are informed of this. To search for available servers again, click Refresh.

The Join Game screen shows the following information about each multiplayer game listed:

- **Server Name:** The name of the game server (as specified by the game's host).
- **Map:** The name of the multiplayer map upon which the game is being played.
- **Players:** The number of players in the game.
- **Game:** The multiplayer game mode selected by the host (see Multiplayer Game Modes for details).
- **Ping:** A number indicating the average communication speed between your machine and the host machine. The lower the Ping, the faster your connection.
- **IP:** The IP address of the host machine.

To join a game, click the game on the list and then click Join. If you are joining a private game and you know the IP address of the server to which you want to connect, click Enter IP, type the IP address, and click Join to join that game. If the game you are joining is password protected, you are prompted to enter the correct password before you enter the game.

START GAME

To host a multiplayer game of Painkiller, click Start Game on the Multiplayer Menu. The Start Game screen is divided into two pages, General and Advanced, which are accessible by clicking the tabs near the top of the screen. To return to the Multiplayer Menu at any time, click Back.

The General page displays all of the basic options that you need to start a new multiplayer game:

- **Server Name:** This is the server name that players joining your game see on the Join Game screen. To enter a name, click Server Name and press the Backspace key to remove the default name. Then, simply type a new server name and press Enter.
- **Server Password:** You have the option of password-protecting

your game so that only players who know the password can join the game. To specify a password, click Server Password, type the password, and then press Enter. To remove a password, click Server Password and press the Backspace key to erase the existing password.

- **Server Port:** Allows you to specify the communications port that your server is using. In most cases, the default Port setting is acceptable. To enter a new Port setting, click Server Port, delete the existing number, and type the number of the port you want to use.
- **Mode:** Allows you to select the multiplayer game mode. (See Multiplayer Game Modes for details on the game options available in Painkiller.)

• **Max Players:** Allows you to specify the maximum number of player allowed in your game (from 2 to 16). To change the number of players, move the mouse cursor onto Max Players. To increase the number, click the right mouse button. To decrease the number, click the left mouse button.

• **Max Spectators:** Allows you to specify the maximum number of players who can observe the game without actually joining. To change the number of spectators, move the mouse cursor onto Max Spectators. To increase the number, click the right mouse button. To decrease the number, click the left mouse button.

• **Frag Limit:** Allows you to specify the number of kills required to end the game. When any player reaches the Frag Limit, the game ends. To change the number, click Frag Limit and press Backspace to delete the default number. Type a new number and press Enter.

• **Time Limit:** Specifies the amount of time (in minutes) that the game lasts. When the time limit expires, the game ends. To change the number, click Time Limit and press Backspace to delete the default number. Type a new number and press Enter.

• **Public Server:** When this box is checked, your game server appears to all players who are looking for a game to join. When the

box is not checked, your server is private and does not appear on the list of available servers. Players who want to join must enter the IP address of the game server in order to connect.

The Advanced page includes several additional multiplayer game options:

- **Team Damage:** Normally, in a team-based game, you cannot harm your teammates. When this option is checked, your weapons damage members of your team as well as your opponents.

- **Weapons Stay:** By default, after a player picks up a weapon in a multiplayer game, the weapon disappears for a brief time before it regenerates. When this option is checked, weapons are always available for pickup.

- **Power-ups:** When this option is checked, the multiplayer power-ups are available in the game. (See Multiplayer Power-Ups for details.)

- **Power-ups Stay:** When this option is checked, a player who is carrying an active power-up drops that power-up when he is killed. The power-up remains at the spot where the player was killed until someone else picks it up. When this option is unchecked, the power-up "dies" along with the player.

- **Allow Bunnyhopping:** Bunnyhopping (also known as strafe-jumping) is an advanced movement technique that is a combination of jumping, strafing, and forward motion. Uncheck this option to prevent players from using this technique.

- **Allow Brightskins:** The brightskins option lightens the shading on characters so that they are more visible on dark levels. For example, by endowing enemies with brightskins, all players can more easily see their enemies in the dark. When this option is unchecked, Brightskin Team and Brightskin Enemy are not available.

- **Allow Forward Rocket Jump:** Forward rocket jumping is a powerful movement and weapon technique that allows you to travel great distances in a single leap. When this option is unchecked, forward rocket jumping is disabled.

- **Brightskin Team:** When this option is checked, the members of a player's team have brightskins. (See Allow Brightskins for details.)

- **Brightskin Enemy:** When this option is checked, opposing players have brightskins. (See Allow Brightskins for details.)

The bottom section of the Start Game screen lists all of the available multiplayer maps in the Available Maps menu, and the maps you have selected for the game you are setting up in the Server Maps menu. When more than one map appears on the Server Maps menu, the game is played out over multiple maps rather than ending when victory conditions are met on the first map. The order in which the levels appear on the Server Map menu determines the order in which the maps are played.

To select a map on the Available or Server Maps menu, click it. The controls between the two menus allow you to manipulate selected maps:

- **Up:** Moves a selected map on the Server Maps menu up the list. Each time you click Up, the selected map moves one position up the menu.

- **Add:** Adds the selected map on the Available Maps menu to the Server Maps menu.

- **Add All:** Adds all of the maps on the Available Maps menu to the Server Maps menu.

- **Remove All:** Removes all of the maps on the Server Maps menu.

- **Remove:** Removes the selected map from the Server Maps menu.

- **Down:** Moves a selected map on the Server Maps menu down the list. Each time you click Down, the selected map moves one position down the menu.

After you finish setting up the game, click Start to post the game and make it available for other players to join.

PLAYER SETTINGS

The Player Settings screen allows you to enter your name and character appearance, set up team options, specify your connection speed, and enter the game CD Key. To open the Player Settings screen, click Player Settings on the Multiplayer Menu. To return to the Multiplayer Menu at any time, click Back.

The following options are available on the Player Settings screen:

- **Name:** Allows you to enter your name as it will appear to others in the game. To enter your name, click Name and press Backspace to erase the name currently displayed. Type in your name and press Enter. You can also enter your name by clicking the alphanumeric characters near the bottom of the screen.
- **Team Name:** Specifies the team for which you are playing. To change team names, move the mouse pointer over Team Name and click the left or right mouse button to scroll through the available choices.
- **Connection Speed:** Allows you to specify the type of connection you are using for multiplayer games. To select a connection type, move the mouse pointer over Connection Speed and click the left and right mouse buttons to scroll through the available options. Make sure to select the correct connection that you have to offer the best performance.
- **CD Key:** Painkiller allows you to join a multiplayer game even if the game CD is not in your CD-ROM drive if a valid CD Key has been entered. Note that you can only join a multiplayer game if you do not have the game CD—you cannot host a multiplayer game or play the single-player game without the CD.

To change your character's appearance, click the character image to the right of the options list.

After you finish setting all of the options, click Back to exit the Player Settings screen and return to the Multiplayer Menu.

CHATTING

During a multiplayer game, you can send messages to and receive messages from other players. The following chat options are available:

- **Say to all:** This broadcasts your message to all players in the game.
- **Say to team:** This broadcasts your message only to players who are on your team in a team-play game.

Like all controls in Painkiller, you can custom-map the chat controls to any key or button you want. To send a chat message, activate the appropriate control, type your message, and press Enter to send the message.

MULTIPLAYER POWER-UPS

The Tarot Card power-ups available in the single-player game are not present in multiplayer, but there are several power-ups that have very similar effects. To find these power-ups in the multiplayer maps look for them in sometimes hard-to-reach places or listen for their sounds to know when they appear. The three multiplayer power-ups are:

- **Immunity:** Similar to the Iron Will Tarot Card, this power shields you from all enemy attacks.
- **Rage:** Temporarily quadruples the amount of damage inflicted by your weapons.
- **Weapon Modifier:** Enhances the performance and abilities of your weaponry temporarily.

TIPS

- Look all around for secrets and hidden parts of the levels—not only can you find weapons, armor and other bonuses, but potentially artifacts to make utilization of the Black Tarot board easier.
- Don't waste ammunition when breaking through obstacles and containers looking for pickups. Instead, use the Painkiller to

shatter these objects.

- When using the Stakegun, use the grenade launcher mode to keep close in enemies at bay while you line up long-range stake shots.
- The Stakegun is a powerful weapon, but it has a slow rate of fire. When you're fighting a group of enemies, make sure you give yourself plenty of time and space to reload and aim.
- The key to the shotgun is to engage enemies at as close a range as possible, by working the environment blasting away barrels, and falling objects to wreak havoc while closing in to sing 'em a lullaby.
- The classic combination of knocking enemies around with the rocket launcher, followed up by chaingun bursts to polish them off works extremely well.
- When there are metal or steel barrels around, try to lure your enemies close to them. Shoot the barrels to take out a bunch of enemies at once without wasting a lot of ammunition.
- Be careful when opening crates that are perched on the edge of a wall or next to impassable terrain like water. If you open the crates too violently (with an explosion, for instance) you can easily knock the crates and their contents out of your reach.
- Templar Knights are sometimes difficult to hit because of their shields. To ensure a clean hit, get the creature in your sights wait until he crouches to fire his crossbow. Fire as soon as he moves his shield aside to line up his shot.
- Watch out—as many creatures you can encounter in the game can work together to attack. Creatures that can attack in close and also at range will often choose to stay at a distance if some others are around to help do the dirty, close-in work.
- Some creatures may also combine their abilities to wreak as much havoc as possible. For example, Skulls will often use Hell Bikers as "human shields", using their flabby flesh to absorb incoming attacks while they continue to dish out the damage.

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support –
<http://www.dreamcatchergames.com/dci/support/index.php>

We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support – 416-638-1170*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 10am to 7pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada

Please note: We do not provide hints via technical support. Hints are available at our website. Support is available in English only.

APPENDIX A:

| Action | Primary Control | Alternative Control |
|----------------------------|----------------------|---------------------|
| Move forward | W | Cursor Up |
| Move backward | S | Cursor Down |
| Strafe left | A | Cursor Left |
| Strafe right | D | Cursor Right |
| Jump | Space | -- |
| Fire | Left Mouse Button | -- |
| Alternative Fire | Right Mouse Button | -- |
| Use Golden Cards | E | -- |
| Scoreboard (Game Info) TAB | -- | |
| Next Weapon | Mouse Wheel Forward | -- |
| Previous Weapon | Mouse Wheel Backward | -- |
| Weapon 1 | 1 | Delete |
| Weapon 2 | 2 | -- |
| Weapon 3 | 3 | END |
| Weapon 4 | 4 | PAGE DOWN |
| Weapon 5 | 5 | |
| Flashlight | L | -- |
| Pause | -- | -- |
| Screen Shot | F12 | -- |
| Menu | ESC | -- |
| Say to all | -- | -- |
| Say to team | -- | -- |
| Rocket Jump | -- | -- |
| Forward Rocket Jump | -- | -- |
| Fire Switch | -- | -- |
| Fire Switch Toggle | -- | -- |
| Select Best Custom 1 | -- | -- |
| Select Best Custom 2 | -- | -- |
| Fire Best Custom 1 | -- | -- |
| Fire Best Custom 2 | -- | -- |

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| | | | | |
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 The Lua language is designed and implemented at Tecgraf, PUC-Rio in Brazil by the team: Roberto Ierusalimschy, Wagner Meira Figueiredo, Luiz Henrique de Figueiredo, Zé do Jean-Loup Galté, Mark Adler.
 Voice Over Recording, Directing and Editorial provided by Soundelix Design Music Group.
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No demons were actually harmed during the production of Pandemic.

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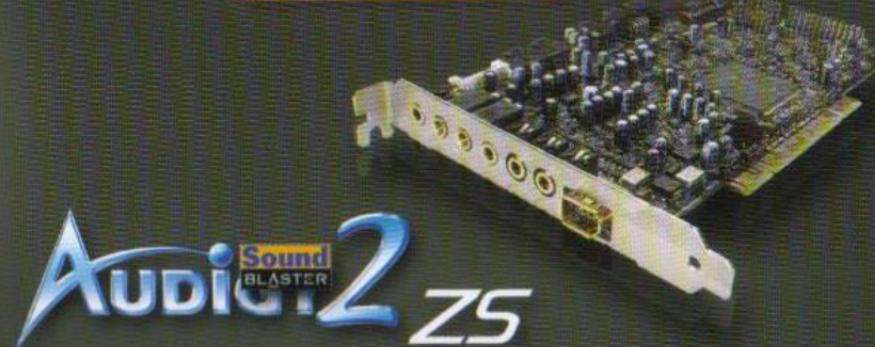
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