



PAINKILLER

HEAVEN'S GOT A HITMAN

MANUAL



DREAM CATCHER

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INTRODUCTION

When you drove off into that stormy night, you had no idea that this trip would be your last in the mortal realm and the beginning of your journey into eternity.

Emerging from the darkness that followed the fiery car crash that took your life and that of your wife, Catherine, you have found that you are no longer the Daniel Garner who once led a carefree existence in the world of the living. You are now a lone warrior, struggling to survive in a dark nightmarish world where time stretches on beyond meaning and hostile beings and constant conflict are the norm. Day to day survival is your only goal.

That is, until now.

Sammael, a representative from Above, has given you the chance to set things right and escape the darkness once and for all. But it won't be easy. Alone, you must confront the minions of Hell and destroy the generals in Lucifer's army of darkness.

Trapped somewhere between Heaven and Hell, you have a choice: accept Sammael's offer of this one opportunity to purify your soul and gain your rightful place in the afterlife at Catherine's side. Or, refuse and pay your penance forever.

The choice is yours...

INSTALLATION

SYSTEM REQUIREMENTS

Minimum

Operating System:	Windows® 98/ME/2000/XP
Processor:	1.5 GHz Intel Pentium III or AMD Athlon processor
Memory:	384 MB RAM
Hard Disk Space:	1.2 GB available
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
Processor:	2.4 GHz Intel Pentium 4 or AMD Athlon processor
Memory:	512 MB RAM
Hard Disk Space:	1.2 GB available
CD- or DVD-ROM Drive:	4X or Higher
Video:	128 MB DirectX 9 video card (NVIDIA GeForce FX 5700 or better)
Sound:	DirectX 8.1b or better compatible sound card
Input:	keyboard and mouse

Required for Multiplayer:

1 disc per player per computer

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

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

INSTALLATION

To install *Painkiller*:

- Insert *Painkiller* Disc 1 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, 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 of *Painkiller*.

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 PAINKILLER

To uninstall *Painkiller*:

- Open the Windows Start Menu.
- Browse to the *Painkiller* application and select **Uninstall**.

Alternatively, you can open the Windows Control Panel, select **Add/Remove Programs**, select *Painkiller*, and then click Remove.

GETTING STARTED

To run *Painkiller*:

- Make sure Disc 1 of *Painkiller* is in your CD- or DVD-ROM drive.
- If you have AutoPlay enabled, the game starts when you insert the CD. If you do not have AutoPlay enabled, double-click the *Painkiller* 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* 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* CD, you cannot play the single-player game or host a multiplayer game.

MAIN MENU

Click an option on the Main Menu to select it. To go to the Main Menu at any time during the game, press **ESC** on the keyboard. To go back to a previous screen while navigating through the game options, click **Back** or press **ESC**.

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 while a game is in progress. The Save option is 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).
- **Quit:** Exits the game.

GAME OPTIONS

The selections on the Options menu allow you to customize game control and display settings, and to change the sound and video options for *Painkiller*. To access the **Painkiller Options** screen, click Options on the Main Menu. To return to the Main Menu, click **Back**.

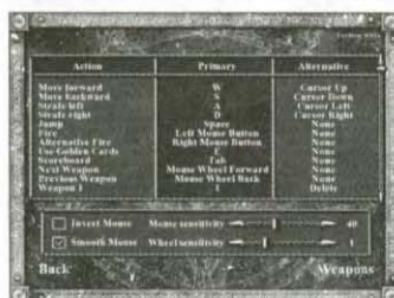
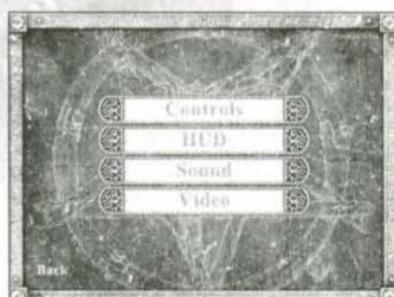
CONTROLS

The Control Setup screen allows you to customize the game controls to suit your style of play. To access the Control Setup screen, click **Control** on the Options Menu. To return to the Options Menu, click **Back**.

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. When you do so, the new control setting appears in the column. Note that if you select a key or button that is already mapped to a different action, your new selection overrides the original control mapping. You must then map a new key or button to the original 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 smooths 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.

Weapons Setup

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

The top section of the Weapons 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. If a weapon you pick up is higher on the Pickup list than the one you are currently using, you automatically switch to the new weapon. 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 Fire 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 Fire 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** or **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. When the box is checked, you automatically switch to a weapon when you pick it up if it is higher on the Pickup preferences list (see the options described earlier in this section for more information). Uncheck this box if you prefer to switch weapons manually.

HUD (HEADS-UP DISPLAY)

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's crosshair.

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. Your choices are Small (takes up the least space), Medium, and Large (takes up the most space).
- **Crosshair:** Selects the style of your weapon's 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. To increase the amount of a color in the crosshair, drag the slider to the right. To decrease the amount of that color, drag the slider to the left. 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

The Sound Options screen allows you to adjust the volume and to change other sound options in the game. 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*. Click the slider and drag it to the right to increase the volume or to the left to decrease volume.



- **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. To change the Speaker Setup or 3D Sound Provider options, move your mouse cursor onto the option you want to change and use the left or right mouse button to scroll through the options. If you are unsure of what audio hardware you have, consult the manufacturer's specifications for your sound card or speakers.

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*. 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 Video Options screen is divided into two pages: General and Advanced. You can move from one page to the other by clicking the tabs at the top of the screen.

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 can slow 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 performance.



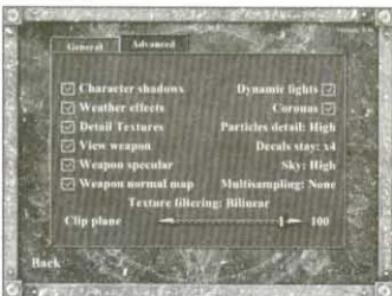
During installation, the game automatically sets the Resolution and Texture Quality options to levels that best suit your system. To adjust any of these options, move your cursor over the option, and click the left or right mouse button to scroll through the available choices.

The three sliders at the bottom of the page adjust the general appearance of the game image. To increase a value, click and drag the slider to the right. To decrease a value, click and drag the slider to the left. 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. To enable an option, click the checkbox next to the option. 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 weapon 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.
- **Particles 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:** Also known as anti-aliasing, 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.

GAME BASICS

THE HEADS-UP DISPLAY (HUD)

The HUD continuously provides you with vital information about your condition and other important game elements. The HUD has seven distinct displays:

- 1. Body Count:** Keeps track of the number of enemies you've killed.
- 2. Directional Arrow:** This arrow points in the direction of the nearest enemy that you must fight to move on, and in the direction of a Save Checkpoint when you finish clearing out an area (for additional information on Checkpoints, see Pickups and Powerups). The arrow pulses red when this is the case, to keep you moving in the right direction. Also, if the nearest enemy is above you (at a higher elevation), the tick at the top of the Directional Arrow glows. When an enemy is below you, the bottom tick glows.
- 3. Soul Count:** Keeps track of the number of Souls you've picked up on the current level (See Souls for more information).
- 4. Health Indicator:** Keeps track of how many Health points you have (See Armor and Health for details).
- 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.



MOVEMENT AND COMBAT

You can't accomplish much in *Painkiller* unless you know how to move and fight. Basic movement is controlled from the keyboard, and the default controls are as follows:

- **Move Forward:** W or Cursor Up
- **Move Backward:** S or Cursor Down
- **Strafe Left:** A or Cursor Left
- **Strafe Right:** D or Cursor Right
- **Jump:** Space Bar

Use your mouse to turn and control the direction you look and aim.

All weapons in *Painkiller* have a primary and secondary (alternative) firing mode. The default fire controls are:

- **Primary Fire:** Left Mouse Button
- **Alternative Fire:** Right Mouse Button

Like all other controls in *Painkiller*, you can customize movement and weapons fire actions by mapping them to controls of your choice (See Game Options for details).

ARMOR AND HEALTH

Painkiller is set in the afterlife, but something does happen to those demons you kill, doesn't it? You can still get hurt — and even die — as a result of damage sustained by enemy attacks, fire, explosions, falls, and passage through hazardous environments.

When you sustain damage, you lose Armor and Health points. If you have Armor, most damage you sustain is first subtracted from your Armor. For Armor there are three levels that can be found, each offering varying degrees of coverage and protection. When your Armor is gone, damage points are subtracted directly from your Health. When your Health is reduced to zero, you die. At this point, you must restart the level or load a saved game to continue. Armor and Health status are continuously displayed on your HUD (See The Heads-Up Display (HUD) for details).

Armor and Health pickups are scattered throughout the game world. These pickups are often all that stand between you and certain death (See Pickups and Powerups for details).

WEAPONS

There are five weapons available in *Painkiller*. Each weapon is equipped with two firing modes, each of which has a radically different attack mode. By default, each weapon's primary fire mode is activated by the right mouse button and its alternative fire (alt-fire) mode is activated by the right mouse button or the right CTRL key on the keyboard. Like all other control functions in *Painkiller*, you can customize the fire buttons so that they are mapped to any key or button you prefer (See the Game Options section for details on remapping game controls).

Painkiller

- **Primary Fire:** Pain
- **Alt-Fire:** Killer

The Painkiller is your basic weapon. It is unique in that it is the only weapon in the game that doesn't require ammunition. It is a powerful weapon with both short- and long-range applications.



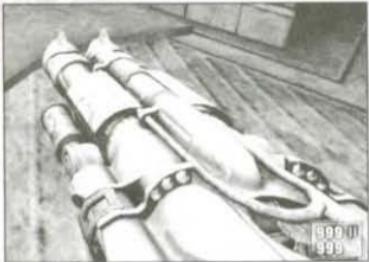
The primary fire mode is a short range attack. When you hold down the primary fire control, the Painkiller opens into a blossom of rotating blades that slice into any enemy or fragile object with which they come into contact.

The alt-fire mode is a ranged attack. Pressing the alt-fire control launches a bladed warhead that rips through any enemies in its path. When the warhead hits a wall or other solid object, it lodges there and emits a deadly beam of light between the warhead and the Painkiller that rips enemies to shreds when they cross it. In order to activate the beam, you must have the warhead more or less in your crosshairs. To summon the warhead back, press the alt-fire control a second time. In multiplayer games, the Painkiller warhead, when well-aimed, can knock a weapon out of your opponent's hand.

Shotgun/Freezer

- **Primary Fire:** Shotgun
- **Alt-Fire:** Freezer

The Shotgun/Freezer is a trusty, straightforward weapon that inflicts impressive damage at both short- and medium-ranges.



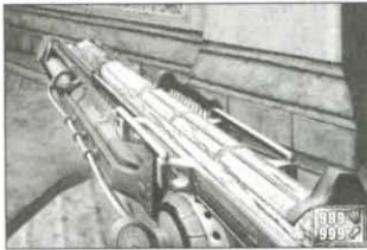
In the primary fire mode it offers a powerful double-barrel shotgun. The closer you are to an enemy, the more damage it inflicts. Auto-loading, it can crank out blast after blast of shot, shredding demons up close and peppering them at a distance before closing for the kill. The shotgun uses shotgun ammo, and can hold up to 100 shots in its magazine.

The shotgun's alternative fire mode fires a blast of super-cooled liquid nitrogen that temporarily freezes an enemy in its tracks. When frozen, most enemies shatter into a million shards when hit with even minimal firepower. The Freezer uses freezer ammo, and can hold up to 100 shots in its magazine.

Stakegun/Grenade Launcher

- **Primary Fire:** Stakegun
- **Alt-Fire:** Grenade Launcher

The Stakegun/Grenade Launcher is a versatile weapon that is effective in a variety of situations at almost any range.



The Stakegun's primary fire mode launches wooden stakes from a pneumatic sling. These stakes drive right through enemies causing a huge amount of damage. In the right circumstances, you can pin an enemy to a wall—or even pin one enemy to another! While quite effective at short- and medium-range, the Stakegun is even more dangerous at

long-range, where the stakes burst into flame before impact, causing even more damage on impact. The Stakegun uses Stakegun ammo, and can hold up to 100 shots in its magazine.

The alt-fire mode is a classic grenade launcher. This short-range weapon launches 60mm grenades in a parabolic arc. The higher the arc, the longer the range. When they hit the ground or other solid objects, grenades bounce several times before they explode, but they explode on impact when they hit an enemy directly. The grenade launcher uses grenade launcher ammo, and can hold up to 100 shots in its magazine.

Rocket Launcher/Chaingun

- **Primary Fire:** Rocket Launcher
- **Alt-Fire:** Chaingun

The Rocket Launcher/Chaingun is arguably one of the most powerful weapons in *Painkiller*. Both its primary and alternative fire modes are devastating when used properly.



The primary fire mode is, as you would expect, a rocket launcher. This fast, deadly weapon produces a huge blast radius when the shot impacts on a solid object, damaging everything — and everyone — unlucky enough to be nearby. When a rocket scores a direct hit on an enemy, the damage it inflicts is particularly devastating. This weapon is designed for medium- to long-range. If you use the rocket launcher at short range, you risk inflicting a great deal of pain upon yourself. The rocket launcher uses rocket launcher ammo, and can hold up to 100 shots in its magazine.

In alt-fire mode, the rocket launcher becomes a chaingun—a machine gun that spits lead-coated death at a dizzying rate. As long as you hold down the alt-fire control, the chaingun continues to fire. Although this weapon burns through ammunition quickly if used indiscriminately, you will find that short bursts produce effective results. The chaingun uses chaingun ammo, and can hold up to 500 shots in its magazine.

Electrodriver

- **Primary Fire:** Driver
- **Alt-Fire:** Electro

The Electrodriver is a unique short- to medium-range weapon whose two fire modes provide a great combination of speed and damage potential.



In primary fire (Driver) mode, the Electrodriver launches shurikens (throwing stars) at a blinding rate of speed. Holding down the primary fire control launches a continuous stream of projectiles. The shuriken launcher uses Driver ammo and can hold up to 250 shots in its magazine.

The Electrodriver's alternative fire (Electro) mode unleashes a blast of raw electricity that inflicts continuous damage to a target as long as it remains in contact. If you keep your target more or less in your sights, the lightning burst "sticks" to your enemy as he moves. The blast continues to fire as long as you hold down the alt-fire control, and as long as the weapon is active it burns through its charge at a steady (and somewhat alarming) rate. The Electro uses Electro ammo, and can hold a charge of up to 250 units.

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 the four generals of Lucifer's army. The single-player game consists of 24 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* Disc 1 in your CD- or DVD-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.

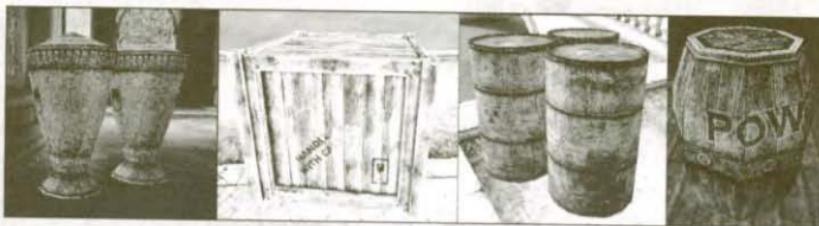
GAME DIFFICULTY

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 you collect all 23 Black Tarot cards in Insomnia mode.
- Trauma: Available after you beat the game on Nightmare level.

Difficulty level also affects the availability of Black 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:

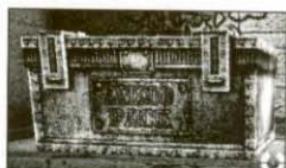
- **Barrels:** Wooden and metal barrels are dangerous. They're filled with explosives and detonate when destroyed.
- **Coffins and Urns:** These easily-destroyed objects often contain gold.
- **Crates:** Wooden crates are easy to destroy, and often contain useful items like armor, weapons, and ammunition.
- **Glass:** Most glass objects and windows in *Painkiller* are destructible. Although there is seldom any real reason to break glass objects, it is 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 also push many of these objects by moving against them.

PICKUPS AND POWERUPS

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

Common pickups and powerups include:



- **Mega-pack:** Gives you ammo for everything.



- **Armor:** Increases your armor strength – three levels are available, 100/150/200.



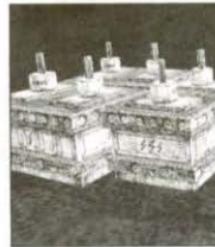
- **Chaingun Ammo**



- **Checkpoint:** A Checkpoint appears every time you clear a section of a level. Walking through a Checkpoint automatically saves your game. On Daydream difficulty, the Checkpoint also fully regenerates your Health. On Insomnia difficulty it provides only a small boost of Health.



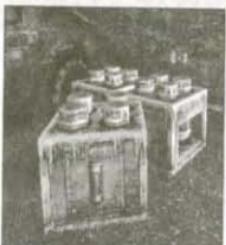
- **Driver Ammo**



- **Electro Ammo**



- **End of Level:** When you complete a level, a swirling mass of energy appears. Walk into it to move on to the next level.



- **Freezer Ammo**



- **Gold** (see Black Tarot Cards and Gold (Coins) for details).



- **Grenade Launcher Ammo**



- **Rocket Launcher Ammo**



- **Shotgun Ammo**



- **Souls:** Every enemy you kill leaves behind a Soul, which stays around for several seconds (See Souls for more information).



- **Stakegun Ammo**



- **Black Tarot Card** (see Black Tarot Cards and Gold (Coins) for details).

Souls

Every time you kill an enemy, its Soul remains behind for several seconds after its body disappears. Walking through a Soul adds one point to your Health—but that's the least of what gathering a Soul can do for you.

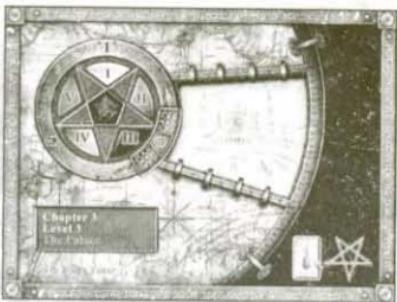
Every time you accumulate 66 Souls, you briefly morph into a demon. When you are a demon, the world changes: everything becomes black-and-white and the mortal bodies of your enemies are engulfed in flames. When you are in demon mode, you cannot be harmed by normal attacks. You are free to rampage through the world, destroying everything in your path until the effect wears off!

Note: At Trauma level (the highest difficulty setting) there are no Souls in the game.



Black Tarot Cards and Gold (Coins)

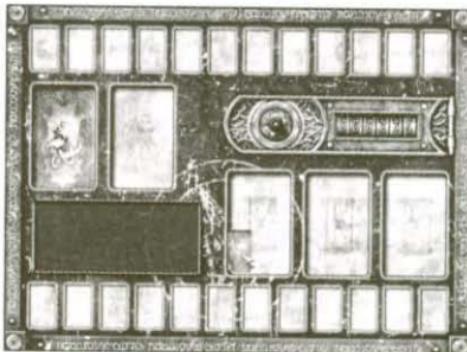
Hidden on each level are one or more Black Tarot Cards. These pickups provide you with special powers and abilities. Because they are very powerful, Black Tarot Cards are generally very difficult to find, and some are not unlocked unless you complete a level in a certain way—finishing the level using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



There are two types of Black Tarot Cards:

- **Golden (temporary) Cards:** These cards can be used only once per level.
- **Silver (permanent) Cards:** These cards work continuously throughout the level.

Between levels, you can access the Black Tarot board. To access the board, click the tarot card icon in the lower right corner of the Start Level screen.



The Black Tarot board allows you to choose which cards you want to use on the upcoming level from among the cards you've accumulated throughout the game. The board has slots for three temporary cards and two permanent cards, and these are the only cards that are in effect during a given level. You can only change cards on the Black Tarot board between levels.

On the Black Tarot board, all of your available Silver cards are arranged along the top of the board, and your Golden cards are arranged along the bottom. When you move the mouse cursor over a card, the card's name, its effects, and the cost to place the card on the board appear in the information box on the left. The amount of Gold (the coins, jewelry and artifacts you collect on each

level) you have available for placing cards appears on the counter to the right of the glowing crystal.

To place a card, click it, drag it to an open position on the board, and click again. Silver cards are placed in the two positions marked with pentacles above the information box. Golden cards are placed in the three positions marked with hourglasses below the Gold counter. To drop a card without placing it, click on an empty position along the top (for Silver cards) or bottom (for Golden cards).

To exit the Black Tarot screen and return to the Start Level screen, click the red crystal next to the Gold counter.

When you place a card on the Black Tarot board, you are making a request of a higher power to grant you the ability or bonus described on the card. Placing cards on the board costs you money — which is where the Gold comes in. Gold coins and other valuable items are found throughout every level, usually inside crates, urns, barrels, coffins, and other containers. Some of the most valuable items can only be found in secret areas. Gather as much gold as you can because, without it, your Tarot cards are essentially useless. If you do not have enough Gold to place a card, the information box informs you of this when you attempt to do so.

When you remove a card from the Black Tarot board (to replace it with a different card, for example), half of the Gold you paid to place the card on the board is refunded to you. To remove a card that is in play, click it, drag the card to the appropriate area (top row for Silver cards, bottom row for Gold cards) and click again.

When you place a Silver card on the board, the effect is immediate. For example, if you place the Double Gold card on the board, when you start the next level there are twice as many Gold coins available on that level.

Golden cards remain inactive until you invoke them by pressing the Use Golden Cards control. Once you activate a Golden card, its effects remain active for about 30 seconds (unless enhanced by another card). Once used, a Golden card cannot be used again on the same level (unless you have a Silver card in play that allows you to use Golden cards more than once).

You can find a list of all of the Tarot cards in the game and their effects in Appendix A.

Note: The availability of Tarot cards varies by difficulty level. There are no cards available at Daydream level and only a limited number of cards available at Insomnia and Nightmare levels. Only on Trauma level are all Tarot cards available.

SCORE AND LEVEL STATUS

You can keep tabs on your current situation throughout the game by checking the Scoreboard. By default, you can open the Scoreboard by pressing and holding the **TAB** key.

The Scoreboard lists the following statistics:

- **Gameplay Time:** The elapsed time since you started the current level.
- **Difficulty:** The game difficulty setting.
- **Monsters Killed**
- **Souls Collected**
- **Armor Found**
- **Gold Found**
- **Holy Items Found**
- **Ammo Found**
- **Objects Destroyed**
- **Secrets Found**

Starting with Monsters Killed and working your way down the list, the Scoreboard shows the totals for each statistic as a ratio. The number to the left of the slash is the number of items you've found or monsters you've killed, and the number on the right is the total number of that item on the current level. So, if Monsters Killed is 057/249, it means you have killed 57 of the 249 monsters on the level.

MONSTERS

Painkiller is teeming with all manner of creatures that are bound and determined to end your mission before you can succeed. Knowing in advance about some of creatures you are up against goes a long way toward helping you to succeed in your quest.

Amputee

These ghoulish creatures are masters of surprise. They have the ability to walk on ceilings and walls and drop in on you when you least expect it.



Banshee

Banshees are some of the most feared creatures in the afterlife. Their ear-piercing shrieks and soul-draining touch induce uncontrollable despair, and cause you to temporarily lose your sight.



Beast

Beasts are dangerous creatures that have two methods of attack. From a distance, they use their rolling "cannonball" attack and, when they move in close, they leap and set upon you with their sharp teeth.



Bones

Bones are skeleton-like creatures that generally attack with their teeth. Some species of this creature are able to steal Souls and boost their life force. When destroyed, the creature explodes, showering deadly shards of bone in all directions.



Dark Ninja

There are several types of Dark Ninja, all of which are equally deadly. Some attack with shurikens while others use blowguns and darts. Some Dark Ninjas have the ability to jump great distances and teleport from one point to another in the blink of an eye.



Devil Monk

Devil Monks abound in certain levels, and allowing them to approach too closely can be fatal. They attack with their staffs, and the vapor emitted from these staffs can slow you down and poison you for a short period of time.



Evil Monk

Evil Monks are dangerous at any distance. They carry two heavy axes they can use to cleave in you in half at close range, or toss from long distances as they are nearing death.



Evil Samurai

The flaming katanas carried by Evil Samurai are weapons to be reckoned with. They cause a great deal of damage at close range slicing and searing your flesh. Evil Samurai can use them to fire deadly fireballs at you from a distance. Some Evil Samurai are also able to explode themselves and transfer their life force to surrounding enemies in times of desperation.

Executioner

Most Executioners wield double-bladed axes with which they slash and slice their opponents to tiny bits. Some Executioners are able to launch their axe blades in an attack similar to the ranged attack of your own *Painkiller* weapon. Executioners can also chop open the bodies of Beasts and other Executioners to release a slew of spiders that attack you and complicate your life immensely!

Freak

Freaks are dangerous dead or alive. They like to attack by moving in close and detonating their own heads. When they are killed, the Soul they leave behind doesn't have the same beneficial Health effects as other Souls—you lose Health when you pick up a Freak's Soul.

Ghost

Ghosts are vaporous creatures that have the ability to drain your Health when they touch you. They cannot be killed by any known weapon, so all you can do is stay away from them until they dissipate into the ether.



Hell Angel

Hell Angels are scrappy beings that wield a variety of weapons ranging from boards covered in rusty nails to electrified batons and rocket launchers. Some also throw Molotov cocktails that can set you on fire if you are unlucky enough to be hit by them.



Hell Bikers

Like Hell Angels, Hell Bikers have a varied arsenal that ranges from ultra-low-tech (broken bottles and crowbars) to deadly modern weapons (machine guns and mini-cannons that fire high-explosive shells). When they run out of ammunition, these creatures often attempt to ram you with a deadly head-butt.



Leper Monk

Leper Monks are equipped with protective shields that make them harder to kill than many of the creatures you encounter. They carry spears, which they lob at you from a distance. They can also levitate the bodies of their fallen comrades and use them as ranged weapons.



Lokhi

Lokhi use their ability to leap over long distances to close range quickly and attack. Lokhi are able to regenerate to full Health by praying for energy, so killing them as quickly as possible is imperative—an injured Lokhi can power up in strength and even release spider swarms if you don't press the attack.



Maso Commando

Equipped with weapons that are half flamethrower and half grenade launcher, Maso Commandos are formidable opponents at range. They are immune to most weapons, but can be given a dose of their own medicine by attacking their flamethrowers directly.



Psychonun

Psychonuns deal swift death with their long-handled scythes. Some of these creatures are also equipped with rudimentary magical abilities, and can cast a spell that temporarily freezes your weapons and prevents you from attacking.



Sado Commando

Sado Commandos usually attack from a distance with their two submachine guns. You can reduce their firepower by blasting one of their guns, but this enables them to use a special ranged attack only they can perform.



Skeleton Soldier

Skeleton Soldiers charge at you, bayonet-tipped rifles blazing. And, speaking of blazing, Maso Commandos often set Skeleton Soldiers on fire, increasing the amount of damage the skeletons inflict.



Skull

Big and bad, Skulls are often found in league with Hell Bikers and Hell Angels. Their weapon of choice is a sawed-off shotgun, and they often use Hell Bikers as "meat shields" when they attack. Some Skulls have the ability to set their own heads on fire. While their craniums are ablaze, Skulls cannot be hurt.



Templar Knight

Templar Knights are old-school fighters who attack with crossbows, sniping at range often with a stream of flaming arrows. These demonic knights carry indestructible shields for protection. In a pinch, these shields also make formidable close-range weapons.



Vamps

Vamps are progressive creatures that, if not dealt with properly, can make your life a living hell. Small Vamps are equipped with throwing daggers and aren't much more than a nuisance. However, if you don't gib their bodies (blasting them to pieces) after they are killed, they are reborn as Big Vamps, which alternately attack you with their giant fists and throw Zombies at you (when there are Zombies in the area).

A third type of Vamp, the Vamp Max, is a huge beast that can hurl huge boulders at you and shake the walls to bring down huge chunks of the ceiling. It takes quite a bit of firepower to kill this mighty creature.

Witch

Equally adept at hand-to-hand and ranged attacks, Witches attack by touch and also by throwing gasoline lamps to damage you from a distance. They can also summon a flock of ravens to do their dirty work for them. While flying, Witches are in constant motion, making them hard to kill.



Zombie

Zombies are slow but relentless. Their strength is that they are immune to all damage except for headshots—you must hit them in the head in order to kill them.



Zombie Warlord

Zombie Warlords employ a two-stage attack—first smashing you with their shields and then stabbing you with their swords. These creatures generally work in concert with Zombie Warriors.



Zombie Warrior

There are two varieties of Zombie Warrior. Whether the creature is carrying a sword or a morningstar, it is quite dangerous, especially when beheaded by a Zombie Warlord. Instead of dying when its head is removed, a Zombie Warrior goes berserk and attacks everything in its path.



LEVEL BOSSES

Your primary mission is to execute Lucifer's four most powerful generals. These level bosses are the meanest, toughest enemies you encounter in the game—and you are on your own when it comes to defeating them. We'll leave the introductions to them. Suffice it to say, you'll know these huge enemies when you come face to face with them.

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 five multiplayer game modes available in *Painkiller*.

Free-for-All

This is the classic "every player for himself" Deathmatch. The object of the game is to kill as many opponents as 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.

Voosh

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 Rage (4x 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 Rage power-up when the frag limit is reached or the timer runs out.

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 hosted by another player, click **Join Game** on the Multiplayer Menu. To return to the Multiplayer Menu at any time, click **Back**.

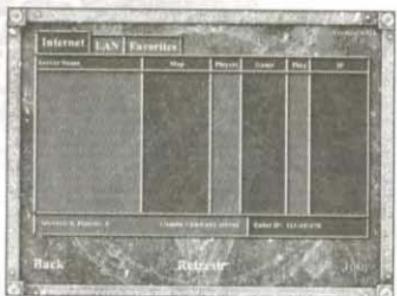
The Join Game screen is divided into three pages, each of which is accessible by clicking the corresponding tab at the top of the screen:

- **Internet:** Lists all available Internet games.
- **LAN:** Lists all active games on your local area network (LAN).
- **Favorites:** 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.

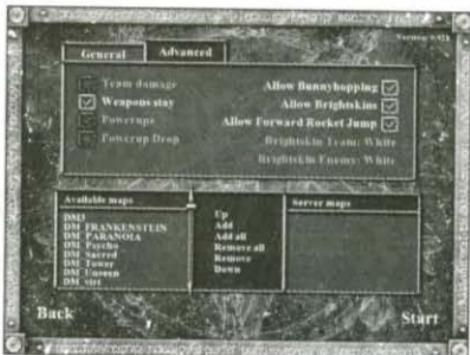
To join a game, click the game on the list and then click **Join**. If you are joining a private game and you know the IP address of the server to which you want to connect, click **Enter IP:** type the IP address, and click **Join** to join that game. If the game you are joining is password protected,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



- **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.
- **Powerups:** When this option is checked, the multiplayer powerups are available in the game (See Multiplayer Powerups for details).
- **Powerups:** 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, rapid side-to-side movement, 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, especially 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 not checked, automatic forward rocket jumping is disabled and using the key commands will not work. To rocket jump with this turned off, you will need to do it manually (See Controls for more information on binding the automatic Forward Rocket Jump).
- **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:

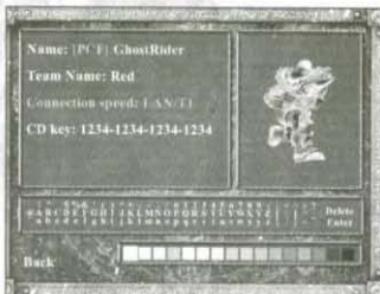
- **Up:** Moves a selected map on the Server Maps menu up the list. Each time you click **Up**, the selected map moves one position up the menu.
- **Add:** Adds the selected map on the Available Maps menu to the Server Maps menu.
- **Add All:** Adds all of the maps on the Available Maps menu to the Server Maps menu.

- **Remove All:** Removes all of the maps from 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, being careful to enter hyphens. 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 on the alphanumeric characters and colors 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 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- or DVD-ROM drive if a valid CD Key has been entered. Note 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 model displayed 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 POWERUPS

The Black Tarot power-ups available in the single-player game are not present in multiplayer, but there are several powerups that have very similar effects. To find these powerups 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 powerups are:

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

TIPS

- Look all around for secrets and hidden parts of the levels — not only can you find weapons, armor and other bonuses, but artifacts, which allow you to make better use of the Black Tarot board.
- Many weapons in Painkiller can use deadly combo attacks involving both modes of fire. For example, with the Painkiller, you can trigger the primary Pain blade and then fire the secondary Killer warhead to launch the blade out spinning through the air, slicing and dicing up enemies.
- 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 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 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 impassible 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 demon in your sights and 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 encounter in the game can work together to attack. Demons 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 "meat shields," using their flabby flesh to absorb incoming attacks while they continue to dish out the damage.

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Testers (Functional) – Adrian “DigiTekh” Miller, Aldo “The Mothman” Fazzari, Dan Dawang, Matthew “mattitude” Dickson, Chris “Dr. OwNaGe” Elliot, Aldo Fazzari, Anthony “The Great” Finelli, Ryan Gavel, Vasso Kontoulis, Kory “Cannon Fodder” Lauzon, Yohany “Ninjor” Lee, Chris Nesbitt, Shing “Lizo” Pang, Daniel “pilgrim” Torreblanca

Testers (Enzyme Compatibility) – Guy Demers, Darren Keenan, Kayven Meager, Fred Plante

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Website – Jeremy Bell, Barry Lachapelle

Legal Affairs – François Breuillier (Europe), Leslie Rosenthal

PEOPLE CAN FLY

Project Lead – Adrian Chmielarz

Lead Programmer – Bartłomiej Sokolowski

Lead Game Designer – Adrian Chmielarz

Lead Level Designer – Andrzej Poznanski

Lead Character Design and Animation – Michał Kosieradzki

3D Engine and Animation System Programming – Klaudiusz Zych

Game Play and Logic Programming – Marek Galach, Michał Trepka

Weapons and Additional Game Play – Bartłomiej Sokolowski

AI Programming – Marek Galach

Multiplayer Programming – Krystian Galaj, Bartłomiej Sokolowski

Physics and Havoc Integration – Krystian Galaj

Editors and Scripting System Programming – Bartłomiej Sokolowski

Sound Programming – Krystian Galaj

User Interface and Input Programming – Michał Trepka

Pathfinding & Occlusion – Krystian Galaj

Game Design – Michał Sadowski

Additional Game Design – Michał Kosieradzki, Michał Nowak, Andrzej Poznanski

Senior Level Design and Modeling – Wojciech Madry

Level Design and Modeling – Kamil Bilczyński, Tomasz Strzalkowski

Additional Level Design – Michał Sadowski,

Weapon Design and Modeling – Paweł Ruszkiewicz

Additional Modeling – Wojciech Pazdur

Character Animation – Krzysztof Falinski, Paweł Ruszkiewicz

Havok Objects – Kamil Bilczyński, Wojciech Madry, Michał Nowak, Wojciech Pazdur

Additional Havok Objects – Michał Nowak

Senior Texture Artists – Krzysztof Falinski, Paweł Ruszkiewicz, Robert Wilinski, Sebastian Woldanski

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Lighting – Wojciech Madry, Wojciech Pazdur, Andrzej Poznanski, Tomasz Strzalkowski, Robert Wilinski, Sebastian Woldanski

HUD and GUI Artist – Robert Wilinski

Particles and Special FX Art – Michał Kosieradzki, Paweł Ruszkiewicz

Game Environment Technical Director – Wojciech Madry

Maya MEL API and Script Programming TD – Sebastian Woldanski

2D Art – Krzysztof Falinski

Conceptual Art – Kamil Bilczyński

Sound Design – Adam Skorupa

Music and Acoustic Sets – Adam Skorupa

Ambient Sound and Music – Marcin Czartynski

Additional Ambient Music – Cezary Gapik, Patryk Gęgiewicz

Music Producing – Piotr "Dziki" Chacewicz

Music Performance – Michał Maciej Januszko (vocals), Piotr "Dziki" Chacewicz (guitar), Krzysztof Najman (bass), Piotr "Posejdon" Pawłowski (drums), Janusz Lakomiec (guitar), Artur Affek (guitar, bass, programming)

Music Recorded at Mediastudio Piotr "Dziki" Chacewicz, Studio na wsi Artur Affek

Music Mixed at Mediastudio Piotr "Dziki" Chacewicz

People Can Fly Business Affairs – Adrian Chmielarz

DIGITAL AMIGOS

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Lead Character Animator – Andrzej Zawada

Lead 3d Modeler/Environment Artist – Bartek Opatowiecki

Rigger/Character Animator – Grzegorz Kukus

Character Animators – Łukasz Muszynski, Arek Zawada, Tomek Zawada

Character Artist/Concept Artist – Szymon Kaszuba

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Modeling – Arkadiusz Jurcyn

Matte Painting – Jarek "Kvas" Kwasniak

Supplementary Modeling – Sebastian Nowak

Storyboards – Rafal "Maslo" Maslyk, Karolina Poryzala

Sound and Music Composition – Marcin Czartynski

Post Production/VFX – Adam Torczynski

Title Animation – Janusz Budzyn

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The Lua language is designed and implemented at Tecgraf, PUC-Rio in Brazil by the team: Roberto Ierusalimschy, Waldemar Celes, Luiz Henrique de Figueiredo

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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 9 AM to 9 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. Use "dxdiag" in the run line on Windows™ to obtain this information.
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: DEFAULT CONTROLS

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	--
Weapon 2	2	--
Weapon 3	3	--
Weapon 4	4	--
Weapon 5	5	--
Flashlight	L	--
Pause	--	--
Quick Save	F5	--
Quick Load	F9	--
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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