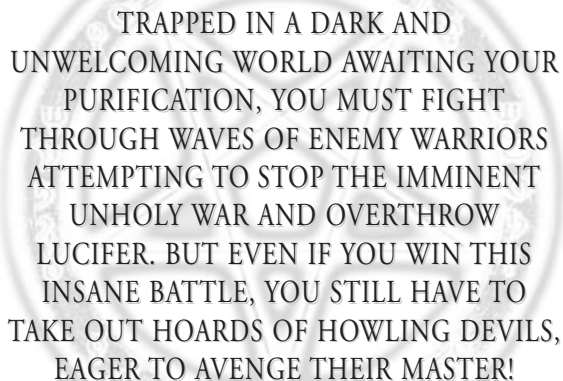


PAINKILLER

GOLD EDITION



TRAPPED IN A DARK AND
UNWELCOMING WORLD AWAITING YOUR
PURIFICATION, YOU MUST FIGHT
THROUGH WAVES OF ENEMY WARRIORS
ATTEMPTING 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!

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.

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INSTALLATION

SYSTEM REQUIREMENTS

MINIMUM

System: Windows® 98/SE/ME/2000/XP with DirectX 9.0c or greater

Pentium/AMD: 1.5 GHz processor

RAM : 384 MB

CD-ROM

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

SOUND : DirectX™ 8.1b (compatible) or better

RECOMMENDED

System: Windows® XP with DirectX 9.0c or greater

Pentium/AMD: 2.4 GHz processor

RAM : 512 MB

CD/DVD-ROM: 8x or better

VIDEO : 128 MB DirectX™ 9 compatible (NVIDIA GeForce FX 5700 or better)*

SOUND : DirectX™ 8.1b (compatible) or better

* Supported video cards : NVIDIA Geforce 2/3/4/FX/6 series / ATI Radeon 8500-9800 / ATI Radeon X800 and above. 256 MB of video memory suggested for all graphic options turned ON.

MULTIPLAYER

1 Painkiller Gold Edition CD per player per computer

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

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

TO INSTALL THE 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

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-ROM 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 a Painkiller Gold Edition CD, you cannot play the single-player game or host a multiplayer game.



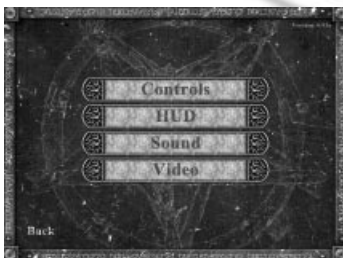
MAIN MENU

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

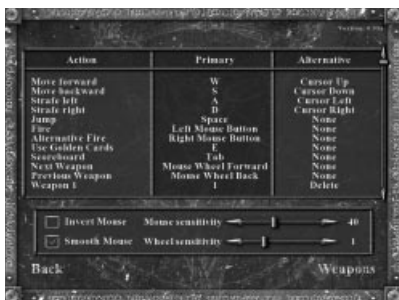
manual.)

- **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:

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 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 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.

- **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:** 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).

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 you in the right direction when all enemies are cleared from the area. It also points out the direction of the last enemy that you must clear from an area to move on, and in the direction of Checkpoints when you clear an area. The arrow glows red when you are moving in the right direction. When an enemy is above you (at a higher elevation), the tic at the top of the Directional Arrow glows. When an enemy is below you, the bottom tic 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 (alternate) mode.

ARMOR AND HEALTH

Even though Painkiller is set in the afterlife, you are still very much a mortal being. You can 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 Power-Ups for details.)

WEAPONS

There are seven weapons available in Painkiller Gold Edition. 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 left mouse button and its alternative fire (alt-fire) mode is activated by the left 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. The primary fire mode is an auto-loading double-barrel shotgun. The closer you are to an enemy, the more damage it inflicts. 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.



SMG/FLAMETHROWER

(available in the Battle Out of Hell campaign)

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

Far removed from its earthly origins, the PK30 sub-machine gun with optional flamethrower is a potent close-quarters weapon now found on in the depths of Hell. The .45 caliber ETAP (Explosive Tipped Armor Piercing) rounds from the weapon's primary firing mode are enough to bring down most demons in one or two bursts. If additional damage is required, a pull from the under-barrel flamethrower will get the job done, at first

stunning and then rapidly turning anyone in its arc into a crispy critter. As with any flamethrower, be careful not to singe yourself while moving through the flames. Look for sub-machine gun magazines and gas canisters to reload this gun.



BOLTGUN/HEATER

(available in the Battle Out of Hell campaign)

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

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

ferro-obsidian rods per trigger pull, perfect for mid to long-range attacks requiring the heaviest use of force to put the baddies to rest. Be sure to try-out the scoped, sniping mode (default control

is the Middle Mouse Button) for extreme distant shots. The secondary fire, the Heater, wreaks havoc of another sort. Each shot sends out 10 high velocity bounce-charges, timed for delayed explosion – the perfect room clearer. Because of the Boltgun/Heater's amazing firepower, it tends to consume ammo at an astonishing rate. Those that live by the Boltgun may very well find themselves dying with it (magazine empty of course). Look for bolt packs and bins of bounce-charges to resupply this weapon.

SINGLE-PLAYER

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 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.

Common pickups and power-ups include:



- **MEGA-PACK:**
Gives you ammo for everything.



- **ARMOR:**
Increases your armor strength – three levels are available.



- **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 and on Insomnia difficulty it provides a small boost of Health.



- **DRIVER AMMO**



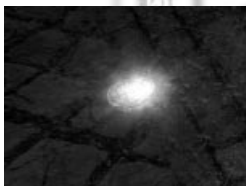
- ELECTRO AMMO



- 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 Tarot Cards and Gold (Coins) for details)



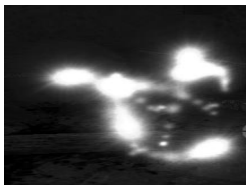
- GRENADE LAUNCHER AMMO



- 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



- TAROT CARD

(see 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.

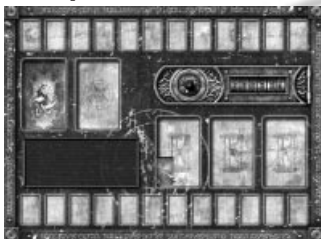


TAROT CARDS AND GOLD (COINS)

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.

There are two basic types of 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 you collect on each level) that 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 are found throughout every level, usually inside crates, urns, barrels, coffins, and other containers. 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 is 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).

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 level. 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**
- **Armors 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 Gold Edition is teeming with all manner of creatures that are bound and determined to end your mission before you can succeed.



AMPUTEES

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.



BANSHEES

Banshees are some of the most feared creatures in the afterlife. Their ear-piercing screams 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 axes that they can either throw at you or use to slice and dice you when they get in close.



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, and the Evil Samurai can use them to lob deadly fireballs at you from a distance. Some Evil Samurai also have the ability to pull you close to them with their mind powers, and are able to kill themselves and transfer their life force to surrounding enemies in times of desperation.



EXECUTIONER

Most Executioners wield double-bladed axes with which they 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 of 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.



HELL ANGEL

Hell Angels are scrappy beings that wield a variety of weapons that range 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.



LEPPER MONK

Lepper 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 become a full-strength Lokhi in a matter of moments 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 many weapons, and can only be killed by blowing them apart with a devastating attack.



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 that 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

Skulls are often found in league with Hell Bikers and Hell angels. Their weapon of choice is a shotgun, and they often use Hell Bikers as human 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

Small Vamps are equipped with throwing daggers and aren't much more than a nuisance. However, if you don't gib their bodies (blow them to pieces) after they are killed, they are reborn as Big Vamps, that 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 damage to kill this creature



WITCH

Equally adept at hand-to-hand and ranged attacks, Witches attack by touch and 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 moiningstar, 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.

BATTLE OUT OF HELL MONSTERS

BOSSMAN

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



CLOWN

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

COMMANDO

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



CORN

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

CRUSTY

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



DETO

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

DOCTOR

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

DRAGONFLY

Despite their innocuous name, the Dragonflies of Dead City are actually inverted, flying demons that spew acid on unsuspecting victims. When you hear the swish of this creature's wings, you might want to run for cover.



EVIL BOY

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

EVIL GIRL

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

FROZEN MEAT

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

GERMAN SOLDIER

In the Purgatory version of Leningrad, the Second World War never ended.

The German Soldiers who roam the streets here consider all who oppose them to be enemies, and they don't hesitate to use guns and explosives to enforce their views.



GERMAN TANK

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

GLADIATORS

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

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

GREMLIN

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



NURSE

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

NUN GHOST

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

PANZER SPIDER

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

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



PINOKIO

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

PIRATES

The Pirates who defend the Galleon come in two varieties, each with its own method of attack. The first type wields a short-barreled gun with which he can blast you from a distance.

The other Pirate type is more up close and personal, and prefers to cut you to ribbons with a pair of razor-sharp swords.

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

PREACHER

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



RUSSIAN OFFICER

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

RUSSIAN SOLDIER

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



RUSSIAN TANK

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

SLAVE

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



VOODOO PRIEST

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

ZOMBIE

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

LEVEL BOSSES

Your primary mission is to execute five of Lucifer's 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.



MULTIPLAYER

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.

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 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: Battle out of Hell is a team-based game that works similarly to traditional capture the flag games — but with a twist. Instead of a flag, each team is out to capture the other's banner. 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.

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 strafing-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 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 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.

DEMO RECORDING

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

To start recording a demo:

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

To finish the recording:

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

To play the demo:

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

NOTE: Demos have .pkd extension. You don't need to add this extension when playing or recording the demo.

WARMUP

There is a warm-up system for various multiplayer modes. In warm-up the game doesn't start until all players are ready, but to kill the boredom of waiting for this last one player everyone can move around/fire etc. To start the game you can either type in: READY (type NOTREADY to unready yourself) or press TAB once. Normally pressing TAB (default) during the game shows you the scoreboard as long as you keep TAB depressed. In warm-up, pressing TAB shows the players list and you can ready/unready/switch teams. Press TAB again to hide the scoreboard.

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

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

SPECTATOR MODE

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

When spectating, you can switch between 3 different views:

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

You can switch between players at any time.

VOTING SYSTEM

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

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

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

BENCHMARKING TOOL

You can benchmark your system by running a fly-by demo. When in the menu, type in: BENCHMARK C5L1 or BENCHMARK C5L2. At the end of the test you see the average fps, final score etc. Level C5L2 (Docks) is somewhat more representative of actual Painkiller game play (intensive explosions, Havok physics, lighting, Demon morphing FX, etc.) than C5L1. On either benchmark be sure to run multiple passes to obtain a valid average score.

SERVER START AND CONFIG FILE

You can start Painkiller servers with more options via the command line and configuration files.

The following start-up parameters are available:

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

ADMIN SETTINGS

When running dedicated server, admins have the option to disallow players to change some game settings.

Click on VOTING tab to check/uncheck these game settings you want to allow/disallow for CALLVOTE change.

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: 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	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	--	--

APPENDIX B: CONSOLE COMMANDS

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

STANDARD COMMANDS

- `showweapon <0/1>` - disables/enables weapon rendering
- `benchmark c5l1` - starts benchmarking test
- `msensitivity <value>` - sets mouse sensitivity
- `msmooth <0/1>` - disables/enables mouse smoothing
- `fov <value>` - sets camera's FOV

- crosshair <value (1-32)> - changes crosshair
- hudsize <value (0.1-3.0)> - sets HUD size
- speedmeter <1/0> - shows speed meter
- weaponspecular <1/0> - enables weapon specular
- showfps <1/0> - enables FPS and other performance displays
- exit
- quit

MULTIPLAYER COMMANDS

Server (commands available on server and for voting):

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

Client:

- team <1/2> - changes player's team
- spectator <0/1> - disable/enable spectator mode
- ready - sets the player ready for match
- notready - sets the player unready for match
- break - callvote for stopping the match
- callvote <command command_params> - starts voting - callvote maxplayers 2
- vote <yes/no> - agree or not agree to callvote
- demoplay <filename_to_play_from>
- demorecord <filename_to_record_in>
- demostop
- name <new_name> - changes player name
- kill - player commits suicide
- camerainterpolation <0/1> - disables/enables camera interpolation
- connect <ip[:port]>
- disconnect

Multiplayer Tuning and Tweaking Commands:

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

CREDITS

DREAMCATCHER

Executive and Line Production	Robert Stevenson
VP Marketing	Marshall Zwicker
Product Managers	Brian Gladman, Lorraine Lue
Marketing Creative Director	Desmond Oku
Illustrations	Greg Banning, Russell Challenger, Maciek Kuciera
PR Coordinator	Tara Reed
Scripts	David Ellis
Manual	David Ellis
Manual Layout	Edward Hatim
Additional Production	Mike Adams
Localization Production	Yann Tisseyre
Voice Casting and Directing	Ginny McSwain
Additional Voice Directing	Robert Stevenson
Voice Talent	Cameron Clarke (Daniel), Jim Cummings (Alastor), John Cygan (Sammael), Lex Lang (Lucifer), Vanessa Marshall (Catherine and Eve), Jim Ward (Asmodeus)
Soundelux DMG Producer	Chip Beaman, Amanda Wyatt
Engineer and Dialogue Editorial	Elliot Anders
Assistant Engineer	Joe Moeller, Tim Farrell
Voice Over Asset Manager	Sara Huddleston
QA Manager	Mike Adams
QA Leads	Adrian Miller, Chris Nesbitt
Testers (Functional)	Dan Dawang, Chris Elliot, Anthony Finelli, Ryan Gavel, Vasso Kontoulis, Daniel Torreblanca, Matthew Dickson, Aldo Fazzari, Kory Lauzon, Yohany Lee, Chris Nesbitt, Shing Pang
Testers (Enzyme Compatibility)	Guy Demers, Darren Keenan, Kayven Meager, Fred Plante
Additional Testing	Chantal Mauro, Krystal Moon, Joel Dreschler, Jeremy Norel
Website	Jeremy Bell, Barry Lachapelle
DreamCatcher, President and CEO	Richard Wah Kan

PEOPLE CAN FLY

Studio Lead	Adrian Chmielarz
Project Lead	Andrzej Poznanski
Lead Programmer	Bartłomiej Sokolowski
Lead Character Design and Animation	Michał Kosieradzki
3D Engine and Animation System Programming	Bart Sekura, Klaudiusz Zych
Game Play and Logic Programming	Marek Galach, Michał

Weapons and Additional Game Play	Trepka Bartłomiej Sokolowski
AI Programming	Marek Galach
Multiplayer Programming	Krzystian Galaj, Bartłomiej Sokolowski
Physics and Havoc Integration	Krzystian Galaj
Editors and Scripting System Programming	Bartłomiej Sokolowski
Sound Programming	Krzystian Galaj
User Interface and Input Programming	Michał Trepka
Pathfinding & Occlusion	Krzystian Galaj
Game Design	Michał Sadowski, Michał Kosieradzki, Adrian Chmielarz, Andrzej Poznanski, Michał Nowak
Level Design and Modeling	Wojciech Madry, Tomasz Strzałkowski, Kamil Bilczynski
Additional Level Design and Modeling	Michał Sadowski, Michał Nowak
Additional Character Design	Slawek Latos
Character Animation	Krzysztof Falinski, Pawel Ruszkiewicz
Weapon Design and Modeling	Pawel Ruszkiewicz
Havoc Objects	Wojciech Madry, Michał Nowak, Wojciech Pazdur
Character Texture Artists	Pawel Ruszkiewicz, Krzysztof Falinski, Slawek Latos
Level Texture Artists	Robert Wilinski, Wojciech Pazdur, Tomasz Strzałkowski, Kamil Bilczynski
Lighting	Sebastian Woldanski, Arkadiusz Rekieta, Tomasz Strzałkowski, Wojciech Madry, Andrzej Poznanski
HUD and GUI Artist	Robert Wilinski
Particles and Special FX Art	Michał Kosieradzki, Pawel Ruszkiewicz
Game Environment Technical Director	Wojciech Madry
Maya MEL API and Script Programming TD	Sebastian Woldanski
2D Art	Maciek Kuciera
Sound Design	Adam "ScorpiK" Skorupa
Music and Acoustic Sets	Adam "ScorpiK" Skorupa
Ambient Sound and Music	Marcin "Cedyn" Czartynski
Battle music	Patryk "Revisq" Gęgniewicz, Dominik "LpD" Popinski
Music performance	Alexander "Biomech" Grochocki (guitar), Michał "Xaay" Loranc (guitar)
Music Producing	Marcin "Cedyn" Czartynski
People Can Fly Business Affairs	Adrian Chmielarz

DIGITAL AMIGOS

Project Leader/Additional Art.....	Krzysztof Rudz
Lead Artist/Art Director.....	Adam Torczynski
Lead Character Animator.....	Hubert J. Daniel, Andrzej Zawada
Lead 3d Modeler/Environment Artist.....	Bartek Opatowiecki
Rigger/Character Animator.....	Grzegorz Kukus
Character Animators.....	Grzegorz Kukus, Bartek Opatowiecki, Krzysztof Rudz, Ukasz Muszynski, Arek Zawada, Tomek Zawada
Character Artist/Concept Artist.....	Wieslaw Malek, Szymon Kaszuba
Texture Art.....	Marcin Czuprynski, Andrzej Rudz, Arkadiusz Jurcyn, Jarek "Kvas" Kwasniak
Texture Artist/Matte Painter.....	Michal Kalniecki
Matte Painting.....	Artur M. Szatalowicz, Jarek "Kvas" Kwasniak
Modeling.....	Arkadiusz Jurcyn
Storyboards.....	Rafal "Maslo" Maslyk, Karolina Poryzala
Post Production/VFX.....	Adam Torczynski,
Sound and Music Composition.....	Jack Opieka, Café Ole, Marcin Czarynski
Title Animation.....	Janusz Budzyn
Technical Support.....	"GOLEM" Tomek Michalak
Motion Capture Performers.....	Hubert J. Daniel (Daniel, demons), Karolina Poryzala (Eve)
Motion Capture.....	MOTEK BV (body), ARTEM DIGITAL (facial)
ARTEM DIGITAL staff.....	Richard Dikstra, Nick Doff, Richard Hince, Mike Humphrey

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No demons were actually harmed during the production of Painkiller.