PAINKILLER™
OVERDOSE

DREAMCATCHER

EPILEPSY WARNING

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

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily lives. 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 previous history of seizures. 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 parents to supervise their children when playing video games. 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 possible.
• 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 10 to 15 minutes for every hour you play.

CONTENTS

INTRODUCTION

You are Belial, son of Heaven and Hell, Master of Portals and Time. For too long you have been held captive in this cage, its lock connected to Lucifer himself. Players from all realms have conspired to leave you here for all eternity.

Then one day the lock breaks and the cage door swings open. What a strange turn of fortune. What has become of Lucifer? No matter, the only thing between you and freedom is one demon guard - simple, really.

Freedom, what now? Exact your revenge on those who imprisoned you? Solve the mystery of your escape?

Well… one thing at a time.

SYSTEM REQUIREMENTS

MINIMUM
OS: Windows® 2000/XP/Vista™
Processor: 1.5 GHz Intel Pentium® 3 or AMD® Athlon™ Processor
Memory: 512 MB RAM
Hard Disk Space: 2.5 GB Available
DVD-ROM Drive: 4X or Higher
Video: 128 MB DirectX® 9 Compatible Video Card (NVIDIA® GeForce® FX 5600, ATI® Radeon® 9600 or Better)
Sound: DirectX® 9 or Better Compatible Sound Card
Input: Keyboard and Mouse

RECOMMENDED
OS: Windows® XP/Vista™
Processor: 2.4 GHz Intel Pentium® 4 or AMD® Athlon™ Processor
Memory: 1024 MB RAM
Hard Disk Space: 2.5 GB Available

DVD-ROM Drive: 4X or Higher
Video: 256 MB DirectX® 9 Compatible Video Card (NVIDIA® GeForce® 7800, ATI® Radeon® X1800 or Better)
Sound: DirectX® 9 or Better Compatible Sound Card
Input: Keyboard and Mouse
Multiplayer: LAN/Broadband Internet for Online Play

INSTALLATION

To install *Painkiller Overdose*:

1. Insert the *Painkiller Overdose* DVD into your DVD-ROM.
2. 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 DVD-ROM's icon. If the Install screen still does not appear, double-click the setup.exe file to begin installation.
3. Follow the on-screen instructions to complete the installation of *Painkiller Overdose*.

Updates and Patches
Please refer to the www.painkilleroverdose.com website for any updates, support and patches that may become available for the game (See Technical Support later in this manual for details).

UNINSTALLATION

To uninstall *Painkiller Overdose*:

1. Open the Windows® Start Menu.
2. Browse to the (All) **Programs ➞ DreamCatcher ➞ Painkiller Overdose** and select **Uninstall Painkiller Overdose**.

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

GETTING STARTED

To run *Painkiller Overdose*:
1. Make sure DVD of *Painkiller Overdose* is in your DVD-ROM.
2. If you have AutoPlay enabled, the game may start when you insert the disc. If you do not have AutoPlay enabled, double-click the *Painkiller Overdose* icon on your desktop or select the game from the Windows® Start menu.
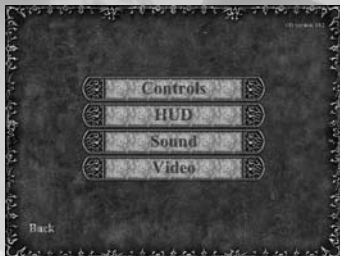
MAIN MENU

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 (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 Overdose* (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 Overdose*. To access the *Painkiller Overdose* Options Menu, 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**.
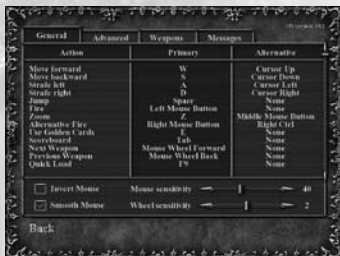
All game actions are listed in the Action column, and the keyboard and/or mouse controls to which each action is mapped are listed in the Primary and Alternative columns. To change a control setting, click the existing setting in the Primary or Alternative column, and then press the new key or button 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.

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

- **Invert Mouse:** Normally, pushing the mouse forward causes you to look and aim up, and pulling the mouse toward you causes you to look and aim down. When Invert Mouse is selected, these movements are reversed.
- **Mouse Sensitivity:** This option adjusts the sensitivity of the mouse input. The higher the mouse sensitivity, the less you have to move the mouse to produce a response.
- **Smooth Mouse:** Occasionally, mouse movement can cause the game image to become jerky due to the speed of your computer and other technical issues. Selecting this option smoothes movement and helps to eliminate this problem.
- **Wheel Sensitivity:** If you have a mouse equipped with a mouse wheel, this option allows you to set the amount of wheel movement necessary to initiate actions assigned to the mouse wheel. The higher the sensitivity, the less you have to move the mouse wheel to produce a response.

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 three 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 onscreen 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 Overdose*. 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 Overdose* 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 that 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 Overdose*. 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.
- **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.
- **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.

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- **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 Power-ups). The arrow pulses red when this is the case, to keep you moving in the right direction. Also, if the nearest enemy is above or below your present elevation, the ticks at the top or bottom of the Directional Arrow will glow, respectively.
3. **Soul Count:** Keeps track of the number of Souls you've picked up on the current level (See Souls for more information).

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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 Overdose* 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 Overdose* 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 Overdose*, you can customize movement and a weapon's fire actions by mapping them to controls of your choice (See Game Options for details).

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ARMOR AND HEALTH

Painkiller Overdose is set in purgatory, 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 Power-ups for details).

WEAPONS

There are eight weapons available in *Painkiller Overdose*. 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 Overdose*, 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).

THE SINGLE-PLAYER GAME

In the single-player game, you assume the role of Belial. Your goal is to fight your way through the demons of purgatory and exact your revenge on those that helped imprison you so long ago. The single-player game consists of seventeen levels, all of which you must complete in order to emerge victorious.

STARTING A SINGLE-PLAYER GAME

To start a single-player game:
- Insert the *Painkiller Overdose* DVD in your DVD-ROM 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 Overdose*. The lower the difficulty level, the easier it is to play the game. Not all difficulty levels are initially available:
- **Daydream (easiest)**
- **Insomnia**
- **Nightmare**
- **Trauma**

Difficulty level 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 Overdose* 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.

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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 Overdose* 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.

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 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:

 Screamer Primary Ammo

 Screamer Secondary Ammo

 Gorgon Primary Ammo

 Gorgon Secondary Ammo

 Egg Bomb Ammo

 Crossbow Primary Ammo

 Crossbow Secondary Ammo

 Ectoplasmer Primary Ammo

 Ectoplasmer Secondary Ammo

 Cannon Primary Ammo

 Cannon Secondary Ammo

 Hell Blade Primary Ammo

 Hell Blade Secondary Ammo

 Mega-pack: Gives you ammo for everything.

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

 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.

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

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

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.

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BLACK TAROT CARDS AND GOLD (COINS)

On each level you can unlock one Black Tarot Card. These pickups provide you with special powers and abilities. Because they are very powerful, Black Tarot Cards are generally very difficult to unlock — finishing the level using only the Hell Cube, 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 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.
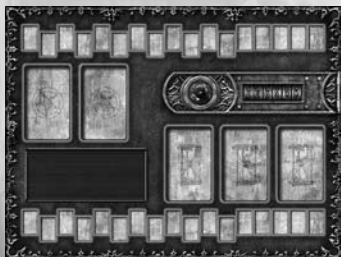
The Black Tarot board allows you to choose which cards you want to use on the upcoming level from among the cards you've accumulated throughout the game.

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**
- **Gold Found**
- **Armor 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.

THE MULTIPLAYER GAME

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

MULTIPLAYER GAME MODES

There are eight multiplayer game modes available in *Painkiller Overdose*.

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.

Duel
This is a one-on-one version of Deathmatch, restricted to 2 players only. The object of the game is to kill your opponent as many times 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.

Capture the Flag

This is a team-based mode, where teams fight to score points by stealing their opponent's flag while protecting their own. Points are scored by stealing the opponent's flag and returning it to your flag that is at its base position in your base. Players who have stolen a flag must carry them until they score or are killed; thereby dropping the flag. Dropped flags can be picked up by either team by touching them.

Last Man Standing

This is similar to Free-For-All except all players have a set numbers of lives. The object of this mode is to be the last player with lives left.

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 Overdose* 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 Overdose*, 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 you need to start a new multiplayer game:

- **Server Name:** This is the server name 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 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 Overdose*).
- **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-up Drop:** 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).

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, character appearance, set up team options and specify your connection speed. 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.

- **Appearance:** To change your character's appearance, click on the name of the character model.

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 Overdose*, 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 Black Tarot 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 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.
- Some weapons in *Painkiller Overdose* can use deadly combo attacks involving both modes of fire. For example, with the Hell Cube, you can trigger the primary attack and then fire the secondary attack to launch the Hell Cube 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 Hell Cube to shatter these objects.
- The classic combination of knocking enemies around with the Cannon, followed up by machine gun 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.
- Some demons can be difficult to hit because of their shields. To ensure a clean hit, get them in your sights and wait until they stop to attack. Fire as soon as they move their shield aside to line up the attack.
- 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.

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	--
Quick Save	F5	--
Quick Load	F9	--
Screen Shot	F12	--
Menu	ESC	--

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