

SERIOUS SAM

GOLD EDITION

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INTRODUCTION

SERIOUS SAM: FIRST ENCOUNTER

At the dawn of the 21st Century, mankind made a startling discovery. Beneath the sands of the earliest known human civilisation were traces of another, even more ancient but technologically advanced. The profound scientific implications of this discovery lead humankind to the far reaches of the universe. Everything seemed perfect — but perfection has to have a price.

In the year 2104, human civilisation was attacked by countless deadly creatures, spawned from another dimension. In the battles that followed, humankind fought valiantly, but nothing could stop the creatures. Earth's forces were steadily defeated, planet-by-planet, from Alpha Centaury back to their own solar system.

Because of his extreme bravery in battling monsters, Sam 'Serious' Stone became a legend. Wounded countless times — but never defeated — Serious Sam is a living symbol of the Earth's resistance against the advancing evil.

But, no matter how bravely the human armies fought, they were defeated, time and time again. Attempts to defend the solar system failed and the Earth is now under direct attack. Humankind stares into the face of its own annihilation.

World leaders must now turn to their last chance — an ancient artefact called the 'Time-Lock', a relic from a long-forgotten race, imbued with the power to teleport a single person back in time. The choice of whom to send is obvious...it's time to get Serious.

SERIOUS SAM: SECOND ENCOUNTER

Once upon a time, early in the 22nd century, Earth was under a severe attack from Mental's minions and humankind was about to vanish. Sam 'Serious' Stone, world's bravest hero, was sent back in time to change the past and save humankind from total annihilation.

Using the ancient artefact called "Time-Lock" (left on Earth by a long-forgotten race), Sam was teleported back in time into the land of Egypt. There he discovered traces of the Sirian civilisation and found out about their spaceship, hidden somewhere inside the Solar system.

Notorious Mental, the immortal evil, gathered some of the nastiest creatures in the universe to stop Sam. Thousands of beasts stood in Sam's way, together with giant Ugh-Zan III, vicious warlock and one of the toughest of Mental's servants.

But standing in Sam's way is not a smart thing to do. After many serious battles, Sam defeated Mental's army. Finally, in front of The Great Pyramid, he encountered mighty Ugh-Zan III, and won this glorious battle. From the pyramid, Sam teleported himself onto the Sirian spaceship.

And now, Serious Sam goes to Sirius. Or, maybe not?



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GETTING STARTED SYSTEM REQUIREMENTS

MINIMUM:

CPU: AMD K6-3 400MHz, Pentium II or Celeron-A 300MHz

RAM: 64MB

Video: full OpenGL compliant 3D accelerator

Sound: 100% Windows compatible sound card

OS: Windows 95 OSR2, Windows 98, Windows 98SE, Windows ME, Windows NT 4.0 (with Service Pack 5), or Windows 2000 operating system

HDD: 150MB free hard disk space

RECOMMENDED:

CPU: AMD Athlon 650MHz or Pentium III 650MHz range processor

RAM: 128MB

Video: nVidia GeForce256 or TNT2 ultra, PowerVR Kyro, S3 Savage2000, 3Dfx Voodoo3, ATI Rage128 pro

Sound: Creative Labs SoundBlaster Live

HDD: 450MB free hard disk space

FOR FULL EXPERIENCE:

CPU: AMD Thunderbird 1Ghz or Pentium III 1GHz range processor

RAM: 256MB

Video: nVidia GeForce2 GTS, ATI Radeon, 3Dfx Voodoo5

INSTALLING THE GAME

Note: The Installation guide below will work for Serious Sam: First Encounter, and, Serious Sam: Second Encounter.

1. Quit all other applications and insert the Serious Sam CD into your CD-ROM drive.
2. Serious Sam will automatically display its installation screen within a few seconds. If autoplay is disabled, you will need to start the installation manually. This is done by double clicking the My Computer icon, then double clicking the CD-ROM icon in the window that opens. Double click on the Setup.exe file to begin the installation.
3. Follow the on-screen instructions to install the game.
4. Get Serious.



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RUNNING THE GAME

When navigating the Menus, keep in mind that all menu screens use the escape key as a back button shortcut

Main Menu

The Main Menu consists of the following:-

Single Player

Select Single Player to begin or continue single player games.

Network

Select Network to set-up and play multiplayer games (see Serious Sam Multiplayer for more information).

Split Screen

Select Split Screen to set-up and play with multiple users on one machine.

1. Go to menu: Split Screen->Start.
2. Choose type of game to play: Co-operative, Scorematch, or Deathmatch, and difficulty: Tourist, Easy, Normal, Hard or Serious.
3. Select level to start playing from.
4. You may adjust game rules under 'Game Options'.
5. Press Start.
6. Choose at least 2 players to play with. Make sure you set up proper commands for each player.
7. When ready, hit Start.

Demo

Select Demo to view any of the recorded demos, or record a new one. Start recording a demo by going to the Demo menu and choose Start Recording. A Recording indicator will show on the screen. To stop recording, go to the Demo menu and choose Stop Recording.



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Mods

Select Mods to start any installed mods within the Serious engine.

High Scores

Select High Scores to view High-Score table.

OPTIONS

Select Options to configure:

Video Options

Here you can choose to use default OpenGL driver, or 3DFX stand-alone driver (for users of older 3DFX chipsets). Under preferences you can choose from the following:

Normal: optimal settings for your card

Speed: for lower rendering quality and higher speed

Quality: for higher rendering quality and lower speed

All the settings are relative to your card capabilities, as detected by the game. You can also choose a resolution, bit-depth and whether to run the game in full screen or in window.

Audio Options

You can choose from three Sound System Options: Waveout, DirectSound, or EAX (only available on EAX-compliant cards like SoundBlaster Live). You can set the sound playback quality at 11kHz, 22kHz or 44kHz, or turn the sound off. Music volume and sound effects volume is adjustable separately.

Players and Controls

Select Players and Controls to switch current player and controls.

Network Connection

Select Network Connection to specify your connectivity.

Advanced Options

Select Advanced Options to modify advanced options in any of the four menus.

Execute Add-On

Select Execute Add-On for pre-configured Video Options to fit your CPU and RAM.



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STARTING A NEW SINGLE PLAYER GAME

New Game

Click Single Player and select New Game to start a new single player game. Then select a skill level. You may choose between:

Tourist Mode: For casual, non-FPS players

Easy Mode: For those new to first-person-shooters

Normal Mode: For seasoned FPS players

Hard Mode: For fearless Serious Sam players

Serious Mode: Are you serious?

Custom Level

When a level is loaded for the first time (on any difficulty), it automatically appears in the Custom Level menu. This allows those who got stuck in that level (because it was too difficult to pass or too easy) to restart that level on any other difficulty.

Quick Load

Select Quick Load to access pre-defined Saved Games.

Load

Select Load for a choice of previously saved games to load. Note that each of the eight players has his/her own saved games. If it seems that all your saved games have mysteriously disappeared, perhaps you have changed the player.

Training

Select Training to access the Serious Sam Training Mission.

Technology Test

Select Technology Test to access the Serious Sam Technology Test.

Quit

When exiting Serious Sam, you will see a prompt ("Are You Serious?"). Select 'Yes' to exit the game.



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NETRICSA

NETRICSA (NEuroTRonically Implanted Combat Situation Analyser) is a small computer implanted inside Sam's skull. Sam's NETRICSA is the best available from the wide range of such devices, common among modern head-to-head fighters. It is a neurotronical computer connected to the perceptual cortex in his brain. The computer has all the access to his audio-visual experiences and can provide him with feedback. It is used to provide fast and simple access to all the necessary data for a skilled combatant, so they can keep up to date with the situation and know what to do next. It translates texts, offers simple head-up-display directly to the visual cortex, tracks targets and gives other kinds of help in fight and general tactics.

In game, NETRICSA appears on your screen in two different ways: as a Head-Up Display (HUD) and as a full screen computer interface.

The HUD is active normally whilst you explore the area or fight. In the lower left corner, it shows your current HEALTH and ARMOUR state. Next to it, your CURRENT WEAPON and currently carried amount of AMMUNITION is displayed. On the far right is an icon for each type of ammo you have and a small bar showing how much of that ammo type you have.

In the upper left corner is the ACCOUNT DISPLAY, this shows the sum of reward money you have collected by eliminating your enemies and by completing other tasks. When NETRICSA has a new message for you, you will hear a notification sound and the MESSAGE COUNTER with the number of pending messages will be shown in the top right of the screen. Then you can invoke NETRICSA to full screen to examine the message.

On the centre of the screen is NETRICSA's target detection display. A CROSSHAIR shows exactly where your weapon will hit, and it changes colours according to the state of your target. While you have no live target, it is WHITE. When you aim at a new enemy, it will become GREEN, and the further you damage the enemy, the colour will change from YELLOW to RED.

If you target an item that can be used or operated (e.g. a switch), a USE indicator will appear below the crosshair. Press the USE BUTTON to operate the item. If you target an item that can be analysed, an ANALYSE indicator will appear. Press the use button to analyse the item. After analysing it, a new message will appear with description of the results of NETRICSA's research.

For optimal interface, Use/Call NETRICSA function is bound to the RIGHT MOUSE BUTTON. So with just that one button you access Use and Analyse by single clicking it, call NETRICSA by double clicking it and also exit the NETRICSA by pressing that same button.

In full screen mode, NETRICSA shows four windows:

CATEGORY SELECTION: the upper left has five buttons allowing you to select one of the message categories: Tactical Data, Strategic Data, Weapons, Enemies, and Statistics.



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MESSAGE LIST: the upper right shows a list of messages in the currently selected category. Left click on any message title to view the message.

MESSAGE TEXT: the lower right shows the message.

MESSAGE IMAGE: the lower left shows the visual information attached to the message. You can scroll both the message list and the message text with their accompanied sliders.

You can exit the full screen NETRCSA by either clicking on the EXIT button in the upper right corner, pressing ESCAPE or the RIGHT MOUSE BUTTON.

CONTROLLING THE GAME

Note: You can redefine controls using the Players and Controls menu, or by manually editing the .ctl files in the Controls directory of the Serious Sam installation.

Moving (Default Controls)

Move Forward	.W or Arrow Up
Move Backward	.S or Arrow Down
Strafe Left	.Q, A or Left Arrow
Strafe Right	.E, D or Right Arrow
Jump/Swim up	.Space or R
Duck/Swim down	.F or C

Combat (Default Controls)

Fire	.Left Mouse Button or Ctrl
Manual reload	.Alt (works for Colt)
Next/Prev Weapon	.[/] or Mouse Wheel Up/Dn
Flip Weapon	.Mouse Button Three
Knife	.1
Colt/Two Colts	.2 (second keystroke to flip weapon)
Single Shotgun/Double Shotgun	.3
Minigun/Machine gun	.4
Rocket Launcher	.5
Grenade Launcher	.6
Lasergun	.7
Cannon	.8



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Keyboard Shortcuts

Note: The following shortcuts cannot be rebound in the menus, but only by manually editing the file Controls\System\Common.ctf in the Serious Sam directory.

Menu SaveF2
Menu LoadF3
Menu ControlsF4
Quick SaveF6
Quick LoadF9
ScreenshotF11

Note: The following shortcuts are hard-wired and cannot be changed:

Activate MenuEscape
Activate ConsoleF1 or `~' (Tilde)
Pause GamePause
Toggle Full screenAlt-Enter



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THE GAME WORLD

Serious Sam: First Encounter, and Serious Sam: Second Encounter

ENEMIES

ALUDRAN REPTILOID, HIGHLANDER

Size:	45 ft
Weapons:	Magic Homing Missiles
Reward:	25000 FC
Threat:	High



ALUDRAN REPTILOID, COMMON

Size:	15 ft
Weapons:	Magic Homing Missiles
Reward:	5000 FC
Threat:	Medium



ARACHNOID, ADULT

Size:	20-25 ft
Weapons:	Chain-Gun, Tail Sting
Reward:	5000 FC
Threat:	High



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ARACHNOID, JUVENILE

Size: 10 ft
Weapons: Chain-gun, Tail Sting
Reward: 1000 FC
Threat: High



BEHEADED BOMBER

Size: 6 ft
Weapons: Hand Grenades
Reward: 500 FC
Threat: Low



BEHEADED FIRECRACKER

Size: 6 ft
Weapons: Magic-Missile Launcher
Reward: 200 FC
Threat: None



BEHEADED KAMIKAZE

Size: 6 ft
Weapons: Hand Grenades
Reward: 2500 FC
Threat: High



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BEHEADED ROCKETEER

Size: 6 ft
Weapons: Hand Grenades
Reward: 200 FC
Threat: None



BIO-MECHANOID, MAJOR

Size: 30 ft Standing
Weapons: Rocket Launchers
Reward: 7500 FC
Threat: High



BIO-MECHANOID, MINOR

Size: 15 ft standing
Weapons: Pulse Lasers
Reward: 2000 FC
Threat: Medium



GNARR, FEMALE

Size: 5 ft
Weapons: Bites, Punches
Reward: 1000 FC
Threat: Low



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GNARR, MALE

Size: 4 ft
Weapons: Bites, Punches
Reward: 500 FC
Threat: Very Low



KLEER SKELETON

Size: 9 ft
Weapons: Two-Ball Projectiles
Reward: 1000 FC
Threat: Medium



LAVA GOLEM

Size: 10 to 100 ft
Weapons: Fireballs
Reward: 500 to 50000 FC
Threat: Low to Extreme



MARSH-HOPPER FROM RIGIL KENTAURUS

Size: 3 ft
Weapons: Toxic Slime Splash
Reward: 500 FC
Threat: Very low



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REEBAN ELECTRO-FISH

Size: 11 ft in length
Weapons: Electric Discharges
Reward: 500 FC
Threat: Medium



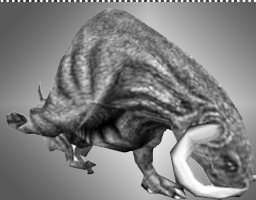
SCYTHIAN WITCH-HARPY

Size: 5 ft Standing
Weapons: Magic Projectiles, Claws
Reward: 1000 FC
Threat: Low



SIRIAN WEREBULL

Size: 9 ft
Weapons: Horns
Reward: 2000 FC
Threat: Medium



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WEAPONS

Military Knife

Ammo: N/A

Rate of Fire: N/A



Shofield .45 w/ TMAR

Ammo: .45 Colt

Rate of Fire: Single Action; Manual Reloading



12 Gauge Pump Action Shotgun

Ammo: 12 Gauge Shells (10 per Pack)

Rate of Fire: One Shell; Pump Reloading



Double Barrel Coach Gun

Ammo: 12 Gauge Shells (10 per Pack)

Rate of Fire: Two shells; manual reloading



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M1-A2 Thompson Submachine Gun

Ammo: 5.56mm bullets (50 per Box)

Rate of Fire: 600 Rounds Per Minute



XM214-A Minigun

Ammo: 5.56 mm Bullets (50 per Box)

Rate of Fire: 1200 Rounds Per Minute



XPML21 Rocket Launcher

Ammo: 150 mm Inferno Missile (5 per Pack)

Rate of Fire: 85 Missiles Per Minute



MKIII Grenade Launcher

Ammo: 40mm High Explosive Rounds (5 per Box)

Rate of Fire: Variable



XL2 Lasergun

Ammo: X7 Power Cells (50 Units per Pack)

Rate of Fire: 600 Rounds Per Minute



SBC Cannon

Ammo: HP Uranium-filled Cannonballs (4 per Pack)

Rate of Fire: Variable



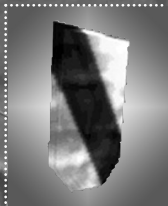
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ITEMS

Armour

Shards

Shards add 1 point to your armour, over and above maximum points.



Exoskeleton

Exoskeletons add 25 points to your armour, up to the maximum.



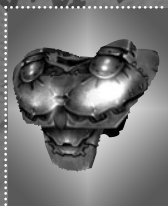
Vest

These green, bulletproof vests increase armour by 50 points, up to the maximum.



Heavy Plating

Heavy Plating adds 100 points to your armour, up to the maximum.



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Heavy Armour Suit

Heavy Armour Suit adds an instant 200 points to your armour.



Health

Pill

These yellow pills add 1 point of Health, above and beyond the maximum.



Small Health

These potions increase Health by 10 points, up to the maximum.



Medium Health

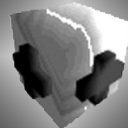
These green bottles increase Health by 25 points, up to the maximum.



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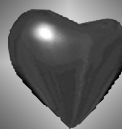
Large Health

These white Medikit boxes increase Health by 50 points, up to the maximum.



Super Health

These red hearts add an instant 100 points to your Health.



Power-Ups

Backpack

Backpacks are scattered across levels and, when picked up, are a great way to feed your weapons with a different ammo type.



SeriousPack

SeriousPacks, also found scattered across levels, charge your weapon to its maximum.



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The Game World

Serious Sam: Second Encounter

As well as all of the previous features, Serious Sam: Second Encounter also includes the following:

ENEMIES

FIENDIAN REPTILOID DEMON

Size: 20 ft Standing

Weapons: Lavaball projectile, claws

Reward: 8000 FC

Threat: Medium



ZUMB'UL FROM PLANET RAS-AD-NYK

Size: 10 ft

Weapons: Twin hand plasma launchers

Reward: 3000 FC

Threat: Medium



CUCURBITO THE PUMPKIN

Size: 7.5 ft standing

Weapons: Chainsaw

Reward: 1500 FC

Threat: Medium



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ZORG COMMANDER FROM BEELMEZ IV

Size: 7 ft

Weapons: Sweep burst laser

Reward: 400 FC

Threat: Low



ZORG MERCENARY FROM BEELMEZ IV

Size: 6.5 ft

Weapons: Burst laser

Reward: 300 FC

Threat: Low



WEAPONS

Bonecracker' P-LAH Chainsaw

Ammo: Fuel from a self-contained micro fusion fuel synthesizer

Rate of Fire: N/A



RAPTOR 16mm Sniper

Ammo: 16mm AP Sniper Bullets

Rate of Fire: Manual

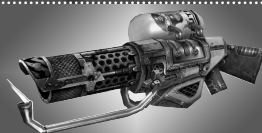


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XOP Flamethrower

Ammo: HV Napalm

Rate of Fire: Continuous



Serious Bomb

Ammo: N/A

Rate of Fire: 1



POWER UPS

Invulnerability

Invulnerability shields are scattered across levels and, when picked up, are a great way to deal with large amounts of enemies without losing armour/health.



Invisibility

Invisibility shield when picked up cloaks player from enemy's sight.



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Serious Damage

Once picked up your weapons are supercharged for a short period of time.



Serious Speed Boots

Serious Speed boots have a small turbo motor allowing a player to run at double its normal speed.



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SERIOUS SAM MULTIPLAYER

General

- TCP/IP play supported both in LAN and on the Internet
- Split-Screen for multiplayer on one computer, even without a network
- Supports GameSpy, for easier location of servers and co-players on the Internet
- Up to 16 players in one game
- Up to 4 players on one computer (Split-Screen)
- You can join network games using Split-Screen to allow more than one player to play from one computer

Network Specific

- You can run a standard server (where you play) or a dedicated server (just a simple program that automatically runs in a console window).

MULTIPLAYER MODES

Co-operative

In standard Co-operative mode, players play together against enemies. Optionally, you can allow/disallow players to accidentally harm each other (friendly fire).

You can play custom levels of your choice, or play an entire game together, from the beginning to the end.

Optionally, you can allow items (health, weapons, ammo) to be picked by all players, so they don't have to split them.

Deathmatch- Scorematch

Deathmatch on score. For each item you pick up your own value is raised by the value of that item (shown when picked up). Also, your value slowly increases with time, faster if you are standing still than if you are moving. When you kill someone, his value is added to your score, and half of his value is added to your value.

In short, the longer you live, the more items you pick up, and more you kill, the more valuable you will be for the one who kills you. So, it is not worth killing people who just re-spawned. Let them livelonger and build their value up.

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Also, if you kill yourself, your value is subtracted from your own score.

A Scorematch game can be set on a time limit or score limit base. Person with highest score at the end wins.

Deathmatch- Fragmatch

This is standard Deathmatch mode. For every kill, you get one frag more; if you kill yourself, you loose one frag. A Fragmatch game can be set on a time limit or frag limit base. The person with most frags at the end wins.

MULTIPLAYER SETUP

Select Network from the Main Menu for hosting or joining a LAN or Internet game.

The Network Menu allows you to:

Join Game

To join a Network game:

1. Go to menu: Network->Join Game.
2. Choose to 'Search LAN' or 'Search Internet' to list available servers and select a server from the list. If no servers show up, try pressing 'Refresh'. If you know the exact address of the server you want to connect to, you can instead choose 'Specify Server' and then type in the address.
3. Choose proper connection settings, depending on what kind of connection you have. (modem, ISDN, LAN).
4. Choose player(s) to play on this computer.
 - If you select 'Observer' you cannot play, but you can watch other players.
 - Normally, you just select one player.
 - If you choose more than one player under 'Number of players', you can play in Split-Screen mode. Make sure you set up proper commands for each player.
5. When ready, hit Start.

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Start Server

To host a LAN/Internet Game:

1. Go to menu: Network>Start Server.
2. Choose type of game to play: Co-operative, Scorematch, or Deathmatch, and difficulty: Tourist, Easy, Normal, Hard or Serious.
3. Select level to start playing from.
4. Choose maximum number of players allowed to join a game.
5. If you choose 'Wait for all players', game will not start until all players join.
6. You may adjust game rules under 'Game Options'.
7. Press Start.
8. Choose player(s) to play on this computer:
 - If you select 'Observer' you cannot play, but you can watch other players.
 - If you select 'Dedicated' you cannot play on the server computer. This improves game performance for other players.
 - Normally, you just select one player to play on the server.
 - If you choose more than one player under 'Number of players', you can play in Split-Screen mode on the server. Make sure you set up proper commands for each player.
9. When ready, hit Start.

By default, all servers are visible both on the Internet and in the LAN. If you have your Internet connection on, players on the Internet will see your server and be able join.

Quick Load

In Network mode, Quick Load can be performed by the server only.

Load

In Network mode, Load can be performed by the server only.

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CREDITS

CROTEAM:

PROGRAMMING

Alen Ladavac, Davor Hunski, Dean Sekulic

2D ART

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3D ART

Admir Elezovic, Tomislav Pongrac

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LEVEL DESIGN

Davor Tomicic, Davor Hunski, Dean Sekulic

MUSIC

Damjan Mravunac

SOUND

Damjan Mravunac, Roman Ribaric

CEO

Roman Ribaric

OTHER:

Serious Sam Voice by John J. Dick

Moral Boost by LEVELORD and Old Man Murray

amp11lib library by Niklas Beisert

Additional Programming by Damir Perovic

Additional Testing and Support by Michael Harris, Matt "Lutrosis" McGill, Korey "Wussboy" Peters

Additional Artwork by Hrvoje Colic, Mladen Tripalo and Aleksandar Vjestica

Manual by William Haskins

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Antoine Cabrol
Jason Kokkorakis
Stephen McGagh
Steven Bell

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NOTES



CUSTOMER SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff.

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

THE INFORMATION THAT WE WILL REQUIRE IS AS FOLLOWS :

Contact Details:

- Your name
- E-mail address

SYSTEM DETAILS:

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE: PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information. Take 2 Interactive and Croteam does not support any user created content provided with this product.

OUR TECHNICAL SUPPORT CONTACT DETAILS:

Look for 24-hour online technical support at our support website:

www.take2games.com/support

Contact us with any support questions or problems at the following e-mail address:

esupport@take2baltimore.com

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