

PAINKILLER DESIGN DOCUMENT

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Version 2002-07-30

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Gameplay

General Description

Painkiller is a man who has a deal with demon Sammael (details in Storyline section), that grants him special powers per each 100 evil souls "collected". Every enemy that Painkiller fights is an evil creature with damned soul that already belongs to one of the many kingdoms of hell. In the game, Painkiller fights against the hordes of Asmodeus, King of Demons. And whenever Painkiller kills a single Asmodeus' servant, instead of going back to Asmodeus the monster's soul goes to the kingdom of Sammael.

The main task in each level is to destroy three special demonic artifacts: 3 Heads of Asmodeus. The evil creatures can live in the "nest" as long as the artifacts give them power to exist. Destroying all the heads immediately turns all enemies to dust.

However, as mentioned above, when the enemy is killed by Painkiller, his soul is collected by our hero and then given to Sammael (who pays for them by giving special powers to the player). But when the enemies are killed by destroying the heads, their souls go back to their original owner, Asmodeus. In other words, in Painkiller's best interest it is to first kill as many enemies as possible, and then "pull the plug" by destroying the artifacts.

The goal of the game is to complete each level, progressing through the storyline until its surprising end.

Single Player Modes

There are 4 different single player games available in Painkiller: Daydream (Easy Mode), Insomnia (Normal Mode), Nightmare (Secret, Hard Mode) and Trauma (Secret, Extreme Mode).

Each single player has common storyline, levels and monsters, however they differ in monster abilities/behavior and gameplay mechanics.

Daydream (Easy Mode)

This mode is for inexperienced players. Monsters do not wear any kind of armor, thus Armor Break damage and attacks are impossible. Also, monsters are weaker than in Normal Mode, and the player's ammo is infinite.

Insomnia (Normal Mode)

This mode is for experienced players, players who completed Daydream mode or just people who like the challenge. It is the default, recommended mode for the game, and the difficulty is rather low than high. All monsters have their usual statistics and abilities, including Armor Break attacks (if the given monster wears the armor) and master/servant dependency. The ammo is finite, and the supplies must be found on the level.

Nightmare (Hard Mode, Secret)

This mode is for fans of the game and veteran FPS players who completed Insomnia mode (Nightmare becomes available for selection only after Insomnia is completed). In this mode master/servant dependency is gone, thus making monsters fighting hard even if their leader is dead. Also, enemies are a bit tougher in the default Insomnia mode.

Trauma (Extreme Mode, Secret)

This mode is for fans of the game and veteran FPS players who completed Nightmare mode (Trauma becomes available for selection only after Nightmare is completed with 100% of kills on each level). In this mode the enemy behavior is like in the Nightmare mode, but any enemy can be killed with just one shot from any weapon. However, so can be the player.

Multiplayer Modes

There are 5 different multiplayer games available in Painkiller: Deathmatch, Team Deathmatch, Voosh, Light Bearer and People Can Fly.

Deathmatch

The most popular and immortal form of multiplayer game. The objective in Deathmatch is to kill as many opponents as possible. The player is on his own, playing in "me against the world" fashion. There are 2 kinds of Deathmatch:

- 1 on 1: a duel between 2 players, the winner is the one who first reaches the frag limit (for example 10 kills) or has the most frags when the duel time (for example 5 minutes) is over.
- FFA: Free For All, the battle between many players. The winner is the one who first reaches the frag limit (for example 40 kills) or has the most frags when the battle time (for example 4 minutes) is over.

Any Deathmatch can be played with one of two settings:

DMM1 - Does not leave weapons on the map. Player can pickup weapons and items and they will respawn.

DMM2 - Leaves weapons on the map. Player can only pick up a weapon once. Picked up items will respawn.

Team Deathmatch

A mutation of Deathmatch, in which the competition is between teams made up of a number of players, trying to outkill the other teams (either by reaching the total frag limit, or having the best total frag score the end of the time limit).

Any Team Deathmatch can be played with one of four settings:

TPM1 - Player can hurt himself and others, including team members.

TPM2 - Like TPM1, but player will lose one frag for killing a teammate.

TPM3 - Player cannot hurt himself or his teammates.

TPM4 - Player can hurt himself but he cannot hurt his teammates.

Voosh

A modification of Deathmatch FFA. This mode is inspired by Voosh Mod for Quake 3 Arena (and is used in Painkiller with the written approval by Voosh's original author).

Voosh is multiplayer mode in which each player has the same weapon. After a certain period of time each player's weapon is switched to either the next in line (set by the server), or a random one.

Once the game has started, all players will spawn with the chosen weapon, and no other weapons or ammo will spawn on the level. All weapons have infinite ammo. After the first 30 seconds with the first weapon, the weapon cycling will begin, and progress in order. Messages and sounds will be displayed for the last three seconds before each weapon switch.

Another feature that Voosh has is a powerup rotation that also can be either preset or random. If powerup rotation is present, apart from the weapon the players get additional powerup.

The Light Bearer

A modification of Deathmatch FFA. This mode assumes that Quad Damage never wears off. The first player who takes the Quad, can use as long as he stays alive. Also, with every successful frag, the player gets +10 HP. When he is dead, he drops the Quad, and another player can pick it up. The winner is a person who has the Quad at the end of the game. However, every time someone picks up the Quad, the limit time is raised by 30 seconds, to make it possible for other players to get their chance.

People Can Fly

A modification of Deathmatch 1 on 1. In this mode both players have only the Rocket Launchers. The damage to the other player can be done only when he is airborne: it can be done by shooting the rocket exactly under the enemy's feet (splash damage force throws the enemy up in the air).

Killing the enemy right above the ground gives normal 1 frag. Killing him 5 meters above the ground gives 2 frags, 10 meters = 3 frags and 20 meters = 5 frags.

Additionally, if both players stay alive for 60 seconds, the Quad Damage appears in the middle of the arena.

Gameplay Rules

Each single player mode is a mix of non-interactive movies and interactive levels:

Intro Movie



Chapter 1 Levels → Chapter 1 Ending Movie



Chapter 2 Levels → Chapter 2 Ending Movie



Chapter 3 Levels → Chapter 3 Ending Movie



Chapter 4 Levels → Chapter 4 Ending Movie



Chapter 5 Levels → Outro Movie

In order to progress in the game, the player has to complete all levels in given chapter. Each chapter consists of 3-5 levels, with final levels called Boss Arena (small level in which only the End-of-Chapter Boss Monster is fought). Standard level is completed by destroying all three Asmodeus heads (the presence of which keeps the level's evil creatures alive), while Boss Arena is completed by destroying the Boss Monster.

What are the 3 Heads of Asmodeus and how to destroy them?

Asmodeus takes the form of three headed creature when he leaves Hell and goes to Earth. These are the heads of Ram, Bull and Man. Presence of those heads (they are put in the level in a form of sculpture surrounded by black protective sphere) keeps the level monsters alive. Each head is hidden in different part of the level and it's player's task to find and destroy them.

What happens when the 3 Heads are destroyed?

Two things happen when all Heads are destroyed. The first and most important one is that every enemy on the level turns to dust and the level is completed. In theory, the player can complete the level without killing a single monster (in practice it's almost impossible, because the enemies protect their nest at all cost), but it's not necessarily a good thing: Sammael powers are granted to the player only per every 100 monsters killed, so if the player wants to use them, he has to eliminate as many monsters as possible. Also, Trauma Single Player mode is available only when Nightmare mode is finished with 100% kills on each level.

Second this is that the Head explodes and leaves a random item or powerup in its place:

Miracle Sphere (60% chance) or Megahealth (40% chance) → Bull Head

Medium Armor (60% chance) or Heavy Armor (40% chance) → Ram Head

Medium Mega-ammo (60% chance) or Large Mega-ammo (40% chance) → Man Head

The level doesn't end immediately when the last Head is destroyed (there a few seconds for the remaining monsters to turn to dust), so the player always has some time to catch the prize.

What are the obstacles in destroying the 3 Heads?

The main obstacle is the monsters who try to eliminate the player at all cost. The second obstacle is that all 3 Heads are hidden in hard to find places, usually far away from each other.

What kinds of monsters protect the 3 Heads?

The full list of all monsters is described later in this document, but generally they can be divided into 2 groups: regular monsters and Boss Monsters. Regular monsters appear on all levels, sometimes even on Boss Arena ones. Some regular monster act independently, while others are further divided into Masters and Servants. Masters are usually stronger, meaner monsters who command groups of Servant. Whenever the Master of given group dies, Servants change their behavior: acknowledgement of the Master's death is visualized, then they stop fighting for 10 seconds, trying to keep away from the player, and finally from this moment on all their attacks do only 75% of default damage.

Boss Monsters appear only on Boss Arena levels, which complete the game's chapter. They are usually humongous beasts with awesome powers and very high HP. Unlike the regular level, Boss Arena level is complete when the enemy is killed. There are no Heads on such level, and the level itself is usually relatively small, serving only as a fighting arena for the climax battle.

What helps the player destroy the monsters?

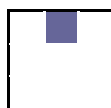
The player has a wide range of moves at his disposal; moves that help him quickly reach various parts of the level or avoid the enemy attack. Also, he can find weapons and helpful items (like ammo supply) or powerups (like Invisibility) in various places on the level. Almost every enemy killed leaves a health pack. Last but not least, for every 100 killed enemies, his protector, demon Sammael, grants him his special powers – for 30 seconds the hero morphs into fearless demonic creature armed in incredibly powerful weapon called Hellfire.

Weapons are scarcely placed in various levels (for the gameplay's sake, otherwise finding them all in the first level will be no fun), sometimes their placement is set on the player's way (so he cannot miss them), sometimes they are hidden in secret places (so the devoted players can have additional bonus). Apart from the obvious function, each weapon can perform so-called Combo Shot. Each weapon in the game is made of two modules (for example Assault Rifle have additional Grenade Launcher module). Firing one of the modules, then immediately firing the other can execute Combo Shot, which basically means more damage to the enemy.

Weapons (including Hellfire), items and powerups are listed in their separate sections in this document. However, the most important moves of the player are:

- running forward or backward
- strafing left or right
- jumping and double-jumping (executed by jumping again at the apex of the first jump)
- rocket jumping and shotgun jumping

Game Screen



Top middle-left: current body count (the amount of enemies killed in current level).
Top middle: skull of Sammael (animated).
Top middle-right: total body count (the amount of enemies killed since the game started).



Down left-up: current player's health points (HP).
Down left-down: current player's armor and armor points (AP).



Down middle: current powerup/demon phase and time counter (how many seconds till the powerup or the demon phase wears off).



Down right-up: combo weapon module 1's current ammo.
Down right-down: combo weapon module 2's current ammo.

Demon Commentary

In the top middle section of the screen there is an icon of demon Sammael. It's animated and reacts to the current situation, providing warnings and messages to the player.

Comments are spoken either in SP (Single Player) or MP (Multiplayer) mode, or both.

Player's action	Mode	Demon's reaction	Result
(Level starts)	SP/MP	Demonic howling	n/a
Simultaneous 2 kills	SP/MP	Demon growls with pleasure	No extras
Simultaneous 3+ kills	SP/MP	Demon screams: "Good!.."	Enemy drops Miracle Sphere
Fast 2 kills	SP/MP	Demon growls with pleasure	No extras
Fast 3 kills	SP/MP	Demon growls more intensely	No extras
Fast 4-9 kills	SP/MP	Demon speaks: "Yesss..."	9 th enemy drops Armor Upgrade
Fast 10+ kills	SP/MP	Demon screams: "More! Bring me more!"	10 th enemy drops Megahealth
Combo Kill w/Painkiller	SP	Demon says: "Messy is good."	5 th enemy drops better sphere
Combo Kill w/AR+GL	SP	Demon says: "You make me proud."	5 th enemy drops Medium Armor
Combo Kill w/CS+NG	SP	Demon says: "No mercy!"	5 th enemy drops Light Armor
Combo Kill w/ND+AG	SP	Demon says: "Stylish..."	5 th enemy drops Heavy Armor
Combo Kill w/MG+RL	SP	Demon says: "Sweet..."	5 th enemy drops Light Armor
Midair Kill	SP	Demon says: "Nice."	5 th enemy drops Light Armor
First blood	MP	Demon talks: "First blood..."	Enemy drops Megahealth
Taken the lead	MP	Demon talks: "We lead."	Enemy drops Miracle Sphere
Tied for the lead	MP	Demon talks: "Faster!"	No extras
Lost the lead	MP	Demon talks: "Loser."	No extras
(30 sec till the end)	MP	Demon talks: "It will be over soon."	n/a

Note: Combo Kill or Midair Kill grant the reward only if repeated 5 times (do not have to be consecutive).

Note: Items dropped by the enemies in MP do not respawn; they are one time catch.

Monster List

Monsters design is a mix the reality and fantasy. The paradigm is that:

- Players need some real-life analogues in monster design, in order to quickly establish themselves in the game world.
- Basically, they have to be impressive in every aspect (design/model/texturing/animation), because most of the game is played by interacting with those monsters.

(LEGEND)

HP	Hit Points, the amount of monster's "life points". A hit from given weapon takes [X] Hit Points. When HP is equal to or lower than zero, the monster dies.
Attack #1	Description of the default monster attack.
Attack #2	Some monsters have additional, alternative attack.
AB Attack	Armor Break Attack. Monsters with armor switch permanently to this form of attack after their armor is destroyed.
Damage	Amount of HP subtracted from player's HP when the monster's attack (#1, #2 or AB Attack) is successful.
AB Info	Armor Break Info. What happens when AB Point (read below) is reached.
AB Point	The HP number, which, when lowered to, causes the monster armor to break.
Wpn Effn	Weapon Efficiency. 100 means 100% of the damage is executed by successful shot. 0 means the weapon has no effect on the monster. The efficiency may change depending on whether the monster is equipped with the armor or not.
Courage	Independent: Monster has no leader. Servant of [Master]: Monster has a leader and changes its fighting strategy after the leader dies: acknowledgement of the master's death is visualized, stops fighting for 10 seconds, trying to keep away from the player, and from now on all his attacks do only 75% of default damage. Master of [Servant]: Monster is a leader of one other kind of monsters.
Items Left	Items left by the dead monster.
Specials	Additional comments.

Regulars

BAT



The vampire bat. Flying enemy, in large packs, usually they fly together with the Witch. No too big, but with repulsive muffle and claws on the wings. Dark, fiendish, shades of brown and black. Easy to kill (one shot from any weapon).

HP	5											
Attack #1	Approaches at full speed and hits the player.									Damage	4	
Attack #2	None									Damage	-	
AB Attack	None									Damage	-	
AB Info	None									AB Point	-	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire	
w/ Armor	-	-	-	-	-	-	-	-	-	-	-	
w/o Armor	100	100	100	100	100	100	100	100	100	100	100	
Courage	Independent											
Items left	None											
Specials	Bats attack in large groups, each individual hit takes a little energy, but it may sum up to huge damage.											

RAVEN



Black, shiny feathers. As in the case of the bats, ravens travel in packs. A little stronger than the bat. When it sees the player, flies up with a little delay.

HP	30										
Attack #1	Hits the player's eyes with its beak.									Damage	7
Attack #2	None									Damage	-
AB Attack	None									Damage	-
AB Info	None									AB Point	-
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	100	100	100	100	100	100	100	100	100	100	100
Courage	Independent										
Items left	None										
Specials	Ravens create the atmosphere of oddity, because sometimes they attack, and sometimes they just observe the ongoing fight with unsettling pleasure.										

ZOMBIE WARRIOR



Almost no horror is without zombie, and it's also the case here. However, this zombie is not Michael Jackson's Thriller version (dead people in ties), but evil creature, an ancient warrior brought to "life" by black magic.

HP	200										
Attack #1	Hits the player with his sword.									Damage	20
Attack #2	Stabs the player with his sword.									Damage	25
AB Attack	Enters berserk mode and spins around with the sword in both hands.									Damage	50
AB Info	His head falls off.									AB Point	100
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	50	100	50	100	100	0	50	100	100
w/o Armor	100	100	100	150	100	100	100	0	100	150	100
Courage	Servant of Zombie Lord										
Items left	Health Minisphere										
Specials	After decapitation, Zombie Warrior walks in a random pattern. His berserk mode may of course affect other monsters too, not just the player (it attacks randomly everything around). Also read Zombie Lord special for the info about non-moving player.										

ZOMBIE LORD



Meaner version of Zombie Warrior, bigger, taller, even more evil. In the ancient times they must have been great army commanders, now leading the armies of undead.

HP	300										
Attack #1	Pushes the player back with the blow of a shield, then hits with the sword.									Damage	50
Attack #2	Respawns Zombie Warriors (up to 10).									Damage	n/a
AB Attack	Vomits the acid on the player, acid takes 10 HP every second (for 5 secs)									Damage	5 * 10
AB Info	Drops his shield.									AB Point	100
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	50	100	50	100	100	0	50	100	100
w/o Armor	100	100	100	150	100	100	100	0	100	150	100
Courage	Master of Zombie Warrior										
Items left	Health Sphere										
Specials	Zombies do not see the player when he is not moving (looking around with free mouse look is considered as not moving, shooting is moving).										

MASOCOMMANDO



Man controlled by the undead, his body covered with someone else's skin. Heavy and large, holding a massive chaingun with grenade launcher module.

HP	200										
Attack #1	Fires a series of bullets from his chaingun, "drawing a line" on the floor from him to the player.							Damage	5 per bullet		
Attack #2	Launches a grenade.							Damage	120		
AB Attack	None							Damage	-		
AB Info	None							AB Point	-		
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	100	100	100	100	200	100	100	spec.	100	100	100
Courage	Servant of Sadocommando										
Items left	Health Minisphere										
Specials	Acidgun heals Masocommando, instead of healing him.										

SADOCOMMANDO



Specially trained elite soldier, wearing spec ops blackish outfit and equipment, the main difference is that he wears a leather mask on his head.

HP	300										
Attack #1	Uses his flame thrower.							Damage	20/sec		
Attack #2	None							Damage	-		
AB Attack	Explosion of his flame thrower.							Damage	120		
AB Info	Explosion of his flame thrower, Sadocommando dies.							AB Point	0		
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	100	100	200	100	100	100	100	100	100
w/o Armor	-	-	-	-	-	-	-	-	-	-	-
Courage	Master of Masocommando										
Items left	Health Sphere										
Specials	Sadocommando has a special case of Armor Break, which happens when his HP <= 0 (his flame thrower explodes when he dies, and it hurts anyone close by).										

BANSHEE



Old woman in dirty, torn clothes. She has very long claws instead of the fingers. Taken from Irish legends about the old women who screamed under the windows of the house of the person who was supposed to die soon.

HP	150										
Attack #1	Emits piercing scream, full of sadness and despair.							Damage	0		
Attack #2	None							Damage	-		
AB Attack	None							Damage	-		
AB Info	None							AB Point	-		
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	100	100	100	100	100	100	100	200	100	100	100
Courage	Independent										
Items left	Health Minisphere										
Specials	Banshee shows rarely, but the effects of her scream are devastating: the player gets dizzy, can barely move etc. (everything visualized by the camera movement) for a few seconds.										

HELL BIKER



Another man serving the undead, an evil copy of Harley-loving Hell Angels gang member. Big, fat, leather no-fingers gloves, sleeveless jeans jacket, and a special leather bandana with night-view glasses.

HP	250										
Attack #1	Tommy gun, short series of bullets.									Damage	40
Attack #2	None									Damage	-
AB Attack	Rams the player with his shoulder; frantic, on full speed.									Damage	50
AB Info	Drops his tommy gun.									AB Point	100
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	100	100	100	200	100	100	100	100	100
w/o Armor	100	100	100	100	100	200	100	100	100	100	100
Courage	Servant of Skull										
Items left	Health Minisphere										
Specials	None										

HELL ANGEL



Hell Biker's friend from the same gang of evil. Iron mask on the face, black leather jacket, but his "elegant" style cannot hide the fact he's just undead version of common hooligan, with tools of the trade.

HP	320										
Attack #1	Throws a Molotov cocktail (has only one).									Damage	80
Attack #2	Hits with the plank full of nails.									Damage	20
AB Attack	None									Damage	-
AB Info	His iron jaw and knees fall off.									AB Point	100
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	100	100	100	200	100	0	100	100	100
w/o Armor	100	100	100	100	100	200	100	100	100	100	100
Courage	Servant of Skull										
Items left	Health Minisphere										
Specials	None										

SKULL



Inhuman creature with the flaming skull instead of head. Black leather jacket with hobnails, combat boots and pieces of armor on the shoulders.

HP	400										
Attack #1	Calls his servants from hell: Hell Biker and Hell Angel.									Damage	n/a
Attack #2	Makes one of the servants immortal for 30 seconds.									Damage	n/a
AB Attack	Fires the double-barreled shotgun with shorter barrels.									Damage	30
AB Info	His skull stops burning, his armor falls off.									AB Point	150
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	0	0	50	100	50	200	100	0	50	100	100
w/o Armor	100	100	100	100	100	200	100	100	100	100	100
Courage	Master of Hell Angel and Hell Biker.										
Items left	Health Sphere										
Specials	None										

PSYCHONUN



Once innocent virgins, after being contaminated with the vampire blood turned into inhuman creatures with big bloody sickle.

HP	150										
Attack #1	Stabs the player with double-handed sickle.									Damage	0
Attack #2	None									Damage	-
AB Attack	Casts a spell (special gesture), slowing the player down by 25% for 10 s.									Damage	n/a
AB Info	Her iron hat falls off, drops the sickle.									AB Point	50
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	50	50	100	100	100	0	0	0	100	100	100
w/o Armor	100	100	100	100	100	100	100	100	100	100	100
Courage	Servant of Devil Monk										
Items left	Health Minisphere										
Specials	In her armored form, Psychonun is immune to some weapons.										

EVIL MONK



Hooded monk; the hood covers the whole head, so the face is never visible, only the darkness can be seen between the folds.

HP	200										
Attack #1	Tries to behead the player with double-handed axe.									Damage	0
Attack #2	None									Damage	-
AB Attack	Throws the axe with both hands and immediately dies after.									Damage	150
AB Info	Nothing visual.									AB Point	30
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	50	50	100	100	100	0	50	0	100	100	100
w/o Armor	50	50	100	100	100	0	50	0	100	100	100
Courage	Servant of Devil Monk										
Items left	Health Minisphere										
Specials	Has a special case of Armor Break: when his health is very low, he throws his axe at the player and then dies right after from exhaustion.										

DEVIL MONK



Formerly an abbot, now an evil creature with skinless skull and monk's habit. Holds small incense in one of his hands.

HP	300										
Attack #1	Drenches his claws in the incense, mumbles a spell and spatters the player. Any missed drop lands on the floor, creating poisonous zones.									Damage	25 + special
Attack #2	None									Damage	-
AB Attack	Changes into furious, fast, powerful, mad "animal": bites and punches.									Damage	50
AB Info	Drops the incense.									AB Point	60
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	0	0	100	100	100	0	0	0	100	100	100
w/o Armor	100	100	100	100	100	100	100	100	100	100	100
Courage	Master of Psychonun and Evil Monk.										
Items left	Health Sphere										
Specials	Poisonous zones he creates cause 10 HP damage every second the player is inside them.										

VAMPIRE PHASE 1



Toughest enemy, generally reminding those vampires from "From Dusk Till Dawn" or "Buffy" – meaning: extravagant clothes, mutated, deformed face, and extreme physical maneuverability.

HP	200										
Attack #1	Throws a series of 3 knives.								Damage	3 * 20	
Attack #2	Points at the player and sends a thunderbolt.								Damage	40	
AB Attack	None								Damage	-	
AB Info	Mutates into Vampire Phase 2.								AB Point	0	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	150	150	25	25	25	100	150	0	25	25	100
w/o Armor	-	-	-	-	-	-	-	-	-	-	-
Courage	Independent										
Items left	n/a										
Specials	Has a special case of Armor Break: after he's dead and not gibbed (just shot down), mutates into Vampire Phase 2 after 2 seconds.										

VAMPIRE PHASE 2



The real form of the vampire, animal beast with face like the worst nightmare. Wears – obviously – the same clothes, but they're all torn apart being too small for his now gigantic posture.

HP	400										
Attack #1	Brutal physical attack ver.1 (also visualized by shaky camera)								Damage	70	
Attack #2	Brutal physical attack ver.2 (also visualized by shaky camera)								Damage	80	
AB Attack	None								Damage	-	
AB Info	None								AB Point	-	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	200	200	50	50	50	0	200	0	50	50	100
Courage	Independent										
Items left	Health Sphere										
Specials	None										

GHOST



Half-transparent, easily passes through walls, though luckily it moves pretty slow. It cannot be killed with conventional weapons.

HP	50										
Attack #1	Goes through the player, draining his life-force during the pass.								Damage	35	
Attack #2	None								Damage	-	
AB Attack	None								Damage	-	
AB Info	None								AB Point	-	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	0	0	0	0	0	100	spec.	0	0	spec.	100
Courage	Independent										
Items left	Health Minisphere										
Specials	Ghost can be killed with Nitrogun or Hellfire, but also by the splash damage from armed nail or rocket (when either hit the wall or other enemy, and explode).										

HOWLER

Animal with human face and lizard tail. Long, sharp claws.

HP	150										
Attack #1	Physical attack with his claws.									Damage	20
Attack #2	Lokhi's Call (read Specials): running, try to head-butt the player.									Damage	30
AB Attack	None									Damage	-
AB Info	None									AB Point	-
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	100	100	100	100	100	100	100	100	100	100	100
Courage	Servant of Lokhi.										
Items left	Health Minisphere										
Specials	Lokhi's Call, read Lokhi's Specials for detailed description.										

LOKHI

Strange creature with mysterious mask inseparably attached to its head. Moves fast, like four legged animal. Its arms end up with hooks.

HP	250										
Attack #1	Physical attack with his hooks.									Damage	50
Attack #2	Howls at the moon (read Specials), causing all nearby Howlers to attack.									Damage	n/a
AB Attack	None									Damage	-
AB Info	None									AB Point	-
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	100	100	100	100	100	0	100	100	100	100	100
Courage	Master of Howler.										
Items left	Health Sphere										
Specials	In Attack #2, when it howls, his mask starts glowing red, and all nearby Howlers immediately start their Attack #2.										

DARK NINJA

Ultra agile, putting circus artists to shame, ancient ninja warrior brought back to life by evil forces. No longer human being, still carries the insane skills of ninja's martial arts. It is also worth noting that Dark Ninja is extremely fast, thus hard to target.

HP	100										
Attack #1	Slashes with his sword.									Damage	40
Attack #2	Throws a series of 5 shurikens.									Damage	5 * 20
AB Attack	None									Damage	-
AB Info	None									AB Point	-
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	100	100	100	100	100	100	100	100	100	100	100
Courage	Independent										
Items left	Health Minisphere										
Specials	Can throw a small flask underneath his feet and disappear in a cloud of fumes.										

WITCH



Old ugly witch, accompanied by bats, which fly along with her. Never puts her feet on the ground, always airborne.

HP	160										
Attack #1	Catches the player, flies up and releases him to hit the ground.								Damage	spec.	
Attack #2	None								Damage	-	
AB Attack	None								Damage	-	
AB Info	None								AB Point	-	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	-	-	-	-	-	-	-	-	-	-	-
w/o Armor	100	100	100	100	100	100	150	150	100	150	100
Courage	Independent										
Items left	Health Minisphere										
Specials	The damage taken by the player when he hits the ground depends on the height he was ascended to.										

SINFUL SOUL / MONSTER TREE



Sinful Soul is black, semitransparent shapeless object. Tree by itself is not counted a monster, and can be destroyed with any weapon (Weapon Efficiency is always 100% in this case). However, from time to time the Soul "jumps" into the Tree, and then destroying the Tree also destroys the Soul (assuming it didn't jump out at the moment the Tree was destroyed).

HP	300										
Attack #1	Passes through the player, draining his life-fore.								Damage	30	
Attack #2	If inside the tree, makes it "alive" and attacks with branches.								Damage	300	
AB Attack	None								Damage	-	
AB Info	None								AB Point	-	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	25	25	50	100	100	0	50	25	100	100	100
w/o Armor	0	0	0	0	0	100	spec.	0	0	spec.	100
Courage	Independent										
Items left	Health Minisphere										
Specials	<p>In the data above it is assumed that Soul without the armor is the soul freely moving around, while Soul with the armor is the one inside the Tree.</p> <p>As in the case of Ghost, Soul can be killed with Nitrogun or Hellfire, but also by the splash damage from armed nail or rocket (when either hit the wall or other enemy, and explode).</p>										

Bosses

NECROGIANT



Human sorcerer, but unrecognizable as such thanks to the abuse of the dark magic: 30 meters high, deformed hands, giant spikes instead of the feet.

HP	30000										
Attack #1	Summons zombies by pulling them out of the ground.									Damage	n/a
Attack #2	Pins down the player with his fist.									Damage	100
AB Attack	Stone Rain (read Specials)									Damage	spec.
AB Info	His chains break up.									AB Point	8000
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	100	100	100	0	200	0	100	100	100
w/o Armor	100	100	100	100	100	0	200	0	100	100	100
Courage	Independent										
Items left	Miracle Sphere										
Specials	For his AB Attack he hits the ground with both hands, causing all underground rocks to fly high up (the game generates random number – from 3 to 5 – of rocks). The rocks start to fall down after 4 seconds; each one can hit the player for 50 HP. The trick is that all rocks are "locked" on the player for first 3 seconds of the fall, so it doesn't help the player if he tries to just run away (so ultimately only the last second of the rocks' fall is the time to move away). Also, the rocks land randomly inside the circle of diameter of 3 m.										

GUARDIAN



20 meters high demon with the giant, human height hammer.

HP	32000										
Attack #1	Hits with the hammer, destroying everything around.									Damage	spec.
Attack #2	Magically calls 7 gigantic metals spikes from the ground.									Damage	20/spike
AB Attack	Roars, the stones start swirling around him send them at the player									Damage	30/stone
AB Info	His hammer is destroyed.									AB Point	10000
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	300	100	200	0	100	100	100	100	100
w/o Armor	100	100	300	100	200	0	100	100	100	100	100
Courage	Independent										
Items left	Miracle Sphere										
Specials	When Guardian uses his hammer, the damage comes not only from eventual direct contact (100 HP), but also from any falling rock, wall and such.										

SWAMP THING



It's not obvious he's an enemy when the player meets him for the first time, because he pretends to be a ...hill (he's laying on his back). When he stands up, only then it's clear this humongous creature is a monster – so huge he has his own flora (trees etc.) on the body.

HP	35000										
Attack #1	Throws the player sky-high.								Damage	spec.	
Attack #2	Floods the player with the mud coming out of his neck opening.								Damage	5/0.1s.	
AB Attack	Stomps on the player.								Damage	-	
AB Info	Trees etc. fall off him.								AB Point	10000	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	100	200	100	0	100	50	100	150	100
w/o Armor	100	100	100	200	100	0	100	100	100	150	100
Courage	Independent										
Items left	Miracle Sphere										
Specials	The damage of the player's fall (Attack #1) depends on the height he was ascended to.										

Alastor



Almost 3 times the human size, naked demon in Lord of the Rings' Balrog's style. Has the ability to fly and breathes fire. He's one of the Hell's higher demons, with his own underground kigdom (like Sammael).

HP	40000										
Attack #1	Flies up and breathes fire.								Damage	5/0.1s	
Attack #2	Charges up and send a fire stream from his claws.								Damage	7/0.1s	
AB Attack	Jumps up, and strikes with his both fists.								Damage	50	
AB Info	His wings fall off.								AB Point	7000	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	100	100	100	0	100	0	100	200	100	0	100
w/o Armor	100	100	100	100	100	0	100	200	100	100	100
Courage	Independent										
Items left	Miracle Sphere										
Specials	After his wings fall off, Demon Overlord starts to behave like he doesn't believe in beating the hero anymore, he's down and tired – and it's only from time to time when he decides to execute his desperate AB Attack.										

FALLEN ANGEL PHASE 1



Lucifer pretending to be Sammael.

HP	30000										
Attack #1	Calls Ghosts and Soul Trees from the ground for 30 seconds.								Damage	n/a	
Attack #2	Casts three consecutive fire shockwaves.								Damage	100/sh	
AB Attack	n/a								Damage	-	
AB Info	Changes into Phase 2 (Lucifer's real form).								AB Point	0	
Wpn Effn	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/ Armor	400	400	100	100	100	0	100	100	100	100	100
w/o Armor	400	400	100	100	100	0	100	100	100	100	100
Courage	Independent										
Items left	n/a										
Specials	The fire shockwaves spread only on the floor, so they can be jumped over by the player.										
	When Fallen Angel is his deceiving Phase 1 form dies, he morphs into his real form of Lucifer.										

FALLEN ANGEL PHASE 2



Lucifer is his own true form. The final game boss: tall angel of beautiful face and cut off, bloody wing stumps.

HP	100000										
Attack #1	Raises his sword over his head and "calls" for a thunder, charging the weapon. Then brutally drives the sword into the ground, kneeling down like for the prayer. Earth starts to tremble, and after a few seconds a few volcano-like violent eruptions occur in random places.								Damage	5 per every 0.2 sec in fire	
Attack #2	Slashes the air with the sword, like writing letter X – the slashes leave permanent red trail. After a while, the "X" explodes and a random monster appears, ready to attack the player.								Damage	(caused by the monster)	
AB Attack	Desperately cries at heaven, raising his both hands. At the end of the painful scream giant ice blocks start to fall down from heaven.								Damage	100 per ice block	
AB Info	Loses his sword.								AB Point	5000	
Wpn Effn w/ Armor	Pain	Killer	Rifle	Grenade	Shotgun	Nitrogun	Nail Drvr	Acidgun	Minigun	Rockets	Hellfire
w/o Armor	400	400	0	0	0	0	0	0	0	0	100
	400	400	10	10	10	10	10	10	10	10	100
Courage	Independent										
Items left	n/a										
Specials	As in the case of Demon Overlord, when Lucifer loses his sword, he starts to behave like he doesn't believe in beating the hero anymore, he's down and tired – and it's only from time to time when he decides to execute his desperate AB Attack.										

Level List

Mode tells in which Single Player Mode the level is available:

D = Daydream, I = Insomnia, N = Nightmare, T = Trauma, all = every mode

Chapter 1

#	Map name	Mode	Description
1	Cathedrals [L]	all	Small cathedral, underground passage (crypts), large gothic cathedral.
2	Atrium Complex [L]	all	Interior of the large old palace.
3	Catacombs [T]	NT	Interior of the underground catacombs from the Middle Ages.
4	Cemetery [L]	all	Large New Orleans-style cemetery.
5	Boss Arena (Necrogiant)	all	Cemetery enclave.

Chapter 2

#	Map name	Mode	Description
6	Town [L]	all	Small misty town with Lovecraft flavor.
7	Prison [W]	INT	Large facility a la Alcatraz, with cells, mess hall, etc.
8	Opera House [T]	all	Giant opera building.
9	Asylum [W]	all	Old building in Victorian style.
10	Forest [J]	all	Large forest full of swamps.
11	Boss Arena (Swamp Thg.)	all	Clearing in the forest.

Chapter 3

#	Map name	Mode	Description
12	Train Station [L]	all	XIX century train station with train yard.
13	Abandoned Factory [L]	all	Large territory with old factory and its magazines and yards.
14	Military Base [W]	all	Exterior, deserted military base with hangars and ranges.
15	Castle [T]	all	Beautiful castle in the snow.
16	Boss Arena (Guardian)	all	Castle ruins.

Chapter 4

#	Map name	Mode	Description
17	Palace [L]	all	Palace in the Middle East style.
18	Palace Interior [L]	T	Inside the palace's biggest building.
19	Underground Temple [S]	all	Massive caves leading to secret underground temple.
20	Boss Arena (Alastor)	all	Giant cave.

Chapter 5

#	Map name	Mode	Description
21	City on the Water [W]	all	Smaller version of Venice created by the private investor.
22	Docks [W]	all	Docks with ships and the dockyard.
23	Old Monastery [S]	all	Desecrated monastery on the small island.
24	Hell's Vestibule	all	Entrance to hell in Zdzislaw Bekinski's style.
25	Boss Arena (Lucifer)	all	Final battle.

Weapons and Ammo

There are 3 ideas behind the weapon design:

1. Weapons need to complement each other, making the combo shots possible.

All weapons come in pairs (except Hellfire): when the player presses Fire, then weapon #1 is fired, and when the player presses Alternative Fire, weapon #2 is fired. Each weapon can work separately, but when they are used together for the combo shot, the player gets additional bonus.

2. Weapons cannot be out-of-this-world; they need to be as realistic as possible.

Realistic architecture (beautiful and exciting locations, but real nevertheless, so no teleports, etc.), and realistic hero using realistic weapons (shotguns and rifles) against the evil hordes is one of the key elements of Painkiller's atmosphere. Even the weapons which are not yet available on the official market are based on the real weapons currently in testing phases in various military, government and private institutions (e.g. acid gun mutation is planned for crowd control, etc.).

3. Too many weapons don't make too much sense.

It's easy to design 30 or more weapons for any shooter, but it only gets in the way of the gameplay. In classic, most played multiplayer shooters like QuakeWorld or Unreal Tournament, players use only a couple of most useful guns. Painkiller has 10 weapons, and each one can be used in various ways (e.g. Rocket Launcher can be used for killing or Rocket Jumping).

Weapon List

(LEGEND)		
General description		
X	Weapon	Description of combo weapon's module #X, where X = 1 or 2.
	Attack	Description of how module #X delivers the damage.
	Initial ammo	The amount of ammo a newly found module holds.
	Max ammo	The maximum amount of ammo that the module can store.
	Ammo/Shot	How much ammo it is used in one shot.
	Auto-reload time	How much time it takes to from firing the weapon to the end of firing process.
	Damage	How much damage it is delivered with this module in 1 hit.
	Damage/Sec	How much damage it is delivered with this module in 1 second.
	Ammo speed	How fast the module's ammo moves.
	Accuracy	How easy/hard it is to hit the target with given module.
	Ammo Force	How the hit affects the target physically (e.g. if it pushes it back etc.).
Combo		Description of how modules #1 and #2 can be used together to create combo attack.
Add. Info		Any additional information.

PAINKILLER

Painkiller is a trademark weapon of the game's hero; it has two parts called Pain and Killer. Pain is a "portable lawn-mower", a device with radiating twisted blades (tribute to the cult movie "Brain Dead"). Killer has the blades transformed into horizontal position (making stabbing possible).

1	Weapon	"Pain": hand-held device with a 4-blade rotor.							
	Attack	Rotating blades.							
	Data	Initial ammo	n/a	Max ammo	n/a	Ammo/Shot	n/a	Auto-reload time	.08 s
		Damage	4 per rotor's turn			Damage/Sec	50	Ammo speed	Instant hit
Accuracy		Point					Ammo force	Low	
2	Weapon	"Killer": rotor's blades transformed into 4-blade stabbing device.							
	Attack	Stabbing blades.							
	Data	Initial ammo	n/a	Max ammo	n/a	Ammo/Shot	n/a	Auto-reload time	1 s
		Damage	100			Damage/Sec	100	Ammo speed	Instant hit
Accuracy		Point					Ammo force	Low	
Combo		When the Killer's blades are inserted into the monster's body, using Pain causes the blades to transform back to rotor, causing additional damage.							
Add. Info		When using Killer, the player quickly moves 10 meters forward with great speed and violently pierces the enemy. This could have been abused by the players as the fast way of moving around, if not the fact that before the "jump" the player freezes for half a second, locking the target (also the animation of transforming is displayed).							

ASSAULT RIFLE + GRENADE LAUNCHER

Based on Russian's Groza ("Thunder") OTs-14 (assault rifle with optional grenade launcher) Assault Rifle shoots 9mm bullets, while Grenade Launcher uses 40mm grenades.

1	Weapon	Assault Rifle							
	Attack	Dum-Dum Bullets							
	Data	Initial ammo	20	Max ammo	100	Ammo/Shot	1	Auto-reload time	0.5 s
		Damage	25 + eventual 75			Damage/Sec	50	Ammo speed	Instant hit
Accuracy		Point					Ammo force	Medium	
2	Weapon	Grenade Launcher							
	Attack	Grenades							
	Data	Initial ammo	5	Max ammo	100	Ammo/Shot	1	Auto-reload time	0.6 s
		Damage	120			Damage/Sec	200	Ammo speed	Medium
Accuracy		Point + Splash Damage (6 m radius, linear)					Ammo force	High	
Combo		When the grenade is hit with the bullet from the rifle, its explosion is 4 times more powerful than when it explodes by itself.							
Add. Info		Dum-Dum bullets work a little different to the normal rifle bullets. The first bullet hits like the usual bullet, but it goes through the enemy body and keeps on moving. However, the head is softened right now, so when it hits the second – and final – target, it hits for 300% of the default damage.							

COMBAT SHOTGUN + NITROGUN

Based on modern combat shotguns (South Africa's Neostead and Russian's RMB-93) and latest hi-tech weaponry. The shotgun part shoots 20mm bullets, making this weapon very effective in close combat. Nitrogun freezes the enemy for very short period of time, making him extremely vulnerable to shotgun bullets.

1	Weapon	Shotgun							
	Attack	Shotgun Shells. Each shot fires 2 Shells, each Shell contains 6 pellets.							
	Data	Initial ammo	6	Max ammo	100	Ammo/Shot	2	Auto-reload time	0.7 s
		Damage	12/pellet (max=12*5=60)			Damage/Sec	85	Ammo speed	Instant hit
Accuracy		Low (useful in close combat only)					Ammo force	High	
2	Weapon	Nitrogun							
	Attack	Capsules that freeze the enemy for a very short time: 0.3 s							
	Data	Initial ammo	10	Max ammo	100	Ammo/Shot	1	Auto-reload time	0.2 s
		Damage	10			Damage/Sec	50	Ammo speed	Medium
Accuracy		Point					Ammo force	None	
Combo		When the enemy is frozen by Nitrogun, one shotgun shot smashes "the ice statue" to pieces.							
Add. Info		When the player jumps and shoots the shotgun directly under his feet at the same time, he gets in the air higher than normally, executing so called Shotgun Jump. Read also Rocket Launcher description.							

NAIL DRIVER + ACIDGUN

Nail Driver projects 30 cm long nails, which either kill the enemy, or hurt him and remain stuck in his body. The nail is covered with special material that sets on fire after the nail travels at least 5 meters without hitting any target. Acidgun shoots special bullets with acid inside.

1	Weapon	Nail Driver									
	Attack	Nails (Damage is different for unarmed/armed/exploding nail)									
	Data	Initial ammo	10	Max ammo	100	Ammo/Shot	1	Auto-reload time	0.25 s		
		Damage	20/50/100				D/Sec	80/200/400	Ammo speed	Fast	
Accuracy		Point						Ammo force	Medium		
2	Weapon	Acidgun									
	Attack	Acid bullets (in short bursts, there is additional damage explained below)									
	Data	Initial ammo	20	Max ammo	100	Ammo/Shot	5	Auto-reload time	0.4 s		
		Damage	Initial = 5/bullet = 5*5				Damage/Sec		Ammo speed	Instant hit	
Accuracy		Point						Ammo force	Medium		
Combo		When the monster is covered with acid and is hit by armed (on fire) nail, the acid explodes, causing extra damage.									
Add. Info		<p>The acid bullets work like rifle bullets, but additionally the acid remains on the enemy's skin for some time, causing additional damage: $2*(X=X-1)$ per second, where X = number of the bullets that successfully hit the enemy. So for example if whole series hit the monster (5), it will be damaged for: 25 HP (default damage), and then in 1 second intervals: 8, 6, 4, 2 HP.</p> <p>If the monster (or the player in multiplayer mode) is covered with acid and jumps into the water, the acid is removed.</p>									

MINGUN + ROCKET LAUNCHER

Based on handheld, miniature version of General Electric's M-134 6-barrels minigun, and also miniaturized version of the standard rocket launcher. Minigun shoots 40 bullets per second (spin start = 0 sec), and although each bullet does very small damage, in the end the player can easily cover large areas with fire.

1	Weapon	Minigun							
	Attack	Minigun bullets							
	Data	Initial ammo	100	Max ammo	999	Ammo/Shot	1	Auto-reload time	.025 s
		Damage	6 per bullet hit			Damage/Sec	240	Ammo speed	Instant hit
Accuracy		Very high, inside the circle of minigun's diameter					Ammo force	High	
2	Weapon	Rocket Launcher							
	Attack	Rockets (splash damage the same as the grenades' one)							
	Data	Initial ammo	5	Max ammo	100	Ammo/Shot	1	Auto-reload time	0.8 s
		Damage	120			Damage/Sec	150	Ammo speed	
Accuracy		Direct hit + Splash Damage (6 m radius, linear)					Ammo force	Medium	
Combo		When the rocket is shot under the enemy's feet, the force from the explosion throws him up in the air - the player can use the minigun's "bullet rain" to keep the enemy airborne.							
Add. Info		<p>Rocket Launcher works the same way as in QuakeWorld, firing projectiles that explode when in contact (the damage is done not just by the direct hits, but also comes from so-called splash damage).</p> <p>Rocket Jumping is in effect (RJ is when the player jumps and shoots the rocket under his feet – he takes some damage, but also jumps much higher, what allows for quick access to otherwise hard-to-reach map areas). Rocket's splash damage also affects all enemies in range who jumped, getting them airborne. If the rocket is fired under player's feet quickly after executing Shotgun Jump, the final jump is even higher.</p>							

HELLFIRE

When the player is morphed into a demon, he has only one weapon: Hellfire. It's a stream of energy coming from demon's hands: the stream goes through anyone on the way, until it hits the wall (so more than 1 enemy can be killed with correct positioning).

1	Weapon	Hellfire							
	Attack	Stream of fire-like energy							
	Data	Initial ammo	50	Max ammo	n/a	Ammo/Shot	1	Auto-reload time	.1 s
		Damage	100			Damage/Sec	1000	Ammo speed	Instant hit
		Accuracy	Very high					Ammo force	High
Combo	This weapon cannot perform any combos.								
Add. Info	There is no ammo for this weapon to be found anywhere. The morphed phase lasts 30 seconds, and the player only has the initial ammo at his disposal, so it has to be used wisely (instead of just running around with finger on the trigger).								
	Even though pressing fire produces continuous stream, in reality the damage is calculated every 10 Hz.								

Ammo List

AMMO	BOX SIZE	AMMO INCREASE	WEAPON(S)
Dum-dum Bullets	Small	20	Assault Rifle
Shells	Small	20	Combat Shotgun
Rockets	Small	5	Grenade Launcher, Rocket Launcher
Rockets	Medium	8	Grenade Launcher, Rocket Launcher
Capsules	Small	25	Nitrogun
Nails	Small	10	Nail Driver
Nails	Medium	15	Nail Driver
Acid Bullets	Small	25	Acidgun
Bullets	Small	200	Minigun
Bullets	Medium	300	Minigun
Mega-ammo	Medium	+10% of weapons' max ammo	every weapon
Mega-ammo	Large	+20% of weapons' max ammo	every weapon

Mega-ammo adds X% of given weapon's max ammo to all weapons currently carried by the player.

Items and Powerups

RT is Respawn Time, and it's only for the multiplayer mode. After an item is taken, it reappears in the same place after RT passes.

SP is Single Player, while MP is Multiplayer mode. Some items appear only in SP, some only in MP.

ITEM	MOD E	DESCRIPTION	RT
Health Minisphere	SP/MP	Adds 10 HP to the player's current HP. Cannot go beyond the limit of 100 HP (so if the player has 93 HP, only 7 is added).	25 s.
Health Sphere	SP/MP	Adds 25 HP to the player's current HP. Cannot go beyond the limit of 100 HP (so if the player has 93 HP, only 7 is added).	30 s.
Miracle Sphere	SP/MP	Heals the player completely (up to 100 HP). If the player has ≥ 100 HP, it cannot be taken.	60 s.
Megahealth	SP/MP	Adds 100 HP to the player's current HP. After 5 seconds HP start to drain away (-1 HP per second) until it reaches 100.	20 s. after drain's over
Light Armor	SP/MP	Adds 100 Armor Points (AP). Absorbs 33% of the HP damage done to the player, 67% is taken from player's HP.	18 s.
Medium Armor	SP/MP	Adds 150 AP. Absorbs 60% of the HP damage done to the player, 40% is taken from player's HP.	19 s.
Heavy Armor	SP/MP	Adds 200 AP. Absorbs 80% of the HP damage done to the player, 20% is taken from player's HP.	20 s.
Armor Upgrade	SP/MP	Increases current AP by 20% of the current armor's default AP. If the player is not wearing any armor, has no effect.	30 s.
Skull of Andras (Quad Damage)	SP/MP	Player executes 4 times more damage with any weapon. The effect lasts for 30 seconds.	30 s. after effect wears off
Skull of Harristum (Immortality)	SP/MP	Player doesn't take any HP damage for 30 seconds. However, his armor receives AP damage as usual.	300 s. after effect wears off
Skull of Morail (Invisibility)	SP/MP	Player is nearly invisible, depending on the distance from the enemy (the closer he is, the more visible he gets).	300 s. after effect wears off
Skull of Gamygyn (Death Chase)	MP	Touching the sphere releases as many ghosts, as there are enemies in opposing team (or just the enemies in FFA) – but only up to 4. Each ghost locks on his enemy and for 30 seconds chases him. If the ghost manages to touch the player, player dies. Note: ghosts can easily pass through walls.	300 s. after effect wears off
Skull of Sammael (Demon Morph)	MP	Player morphs into demon Sammael for 30 seconds (like in SP mode).	300 s. after effect wears off
Skull of Nebiros (Reversal)	SP	Any damage done to the player is redirected and hits the attacker.	n/a
Skull of Caym (Time Warp)	SP	Everything around – including the enemies, bullets, etc. – moves 2 times slower.	n/a
Backpack	MP	Item left by the killed enemy. It contains the ammo carried by the enemy, as well as the last weapon he was using at the moment of his demise. Lies on the ground for 120 seconds.	n/a

Storyline

Storyline Summary

Intro: Oscar and Eva are abducted by someone unknown, retrospection of Lyon meeting with Sammael's servant. Oscar starts the story about his first task: cleaning some nests of Asmodeus' minions.

↓

Chapter 1 Ending Movie: Oscar explains how his deal with Sammael works, starts the story about the search for Damnation Blade.

↓

Chapter 2 Ending Movie: Eva tells her story; Oscar starts the retrospection about his deal with Sammael.

↓

Chapter 3 Ending Movie: Deal explanation, Oscar freed by Sammael, chase after Alastor.

↓

Chapter 4 Ending Movie: Alastor reveals true nature of Sammael and his love story.

↓

Outro Movie: Lucifer sent back to hell, Eva unhappy.

Movies Script

Intro Movie

Oscar is unconscious. In his scarce lucid intervals he sees a figure of powerful demon, holding incusted sacrificial sword in his claws. His arms lifted to strike a girl tied to the altar.

Oscar gets closer. He inclines to girl's lips and kisses her. Cut to the view where it's Oscar who lies down and a woman is kissing him. After a while she stops the kiss, takes a deep breath and does it again - we realize it's just rescue breathing. Oscar chokes, the woman rapidly moves her head away.

We can see two people, Oscar and Eva, in a dungeon. They are not fettered by anything, but there is no apparent entrance from the room. Later we realize it's a bottom of a very deep well. Through the whole intro movie Oscar seems to be in pain, we can see blood trails – apparently earlier he fought with someone or ...something.

EVA:

Finally! I've been trying to revive you for almost an hour!...

OSCAR (after a while, dizzy, astounded a little):

Eva? Eva Daccord? What are YOU doing here?

EVA (moves further away from Oscar and looks surprised):

How... How do you know my name?...

OSCAR:

We've met a month ago in Lyon, haven't we?

EVA (apparently guilty, looks down under her feet):

I don't know what you are talking about.

OSCAR (grins a little):

Oh come on...

[Fade out, "A MONTH EARLIER", fade in]

Oscar leaves a fancy discotheque through the backdoor, accompanied by two girls. It's raining heavily, so the girls hesitate to leave the building.

OSCAR:

Okay, wait here, I'll try to grab a cab.

Oscar slams the iron door and looks around. A mysterious, cloaked man is waiting nearby, next to luxurious limousine. Oscar doesn't see him, busy trying to light up a cigarette in the rain.

ZOMBIE:

I was waiting for you, Mister Herrera.

Oscar freezes, slowly puts a cigarette in his mouth, inhales, then rapidly throws the smoke away and at the same time turns back with a gun in his hand! He shoots the man directly in his forehead. The man falls down, but after a while he stands back like brought to vertical position by some physical force.

ZOMBIE:

Very funny.

OSCAR:

Never call me by my real name.

ZOMBIE:

I'm sorry, I was not informed.

Oscar comes closer to the man.

OSCAR:

I guess you have something for me.

ZOMBIE:

Yes. My master, lord Sammael, prepared a short list of the nests he wants you to take care of. Plenty of souls can be found there, so make my master happy.

Man hands Oscar a piece of paper looking like a map.

OSCAR:

Thanks, Igor.

ZOMBIE:

And again, very funny.

[Fade out, fade in]

EVA:

And all this time you knew I was watching you?!

OSCAR:

Later I checked on you, I thought some government agency got too curious. But it turned out you're just, if I am not mistaken, somewhat crazy journalist.

EVA:

Nice thanks for saving your life.

OSCAR:

This is what your work colleagues call you, sorry. But not everyone believes in ghosts and demons, and to parade this belief in a local newspaper with circulation worse than my business card's ...just isn't too smart.

EVA (angry, takes a deep breath preparing for the witty response, but then changes her mind and doesn't say anything).

OSCAR (seriously):

But, of course, you've seen in Lyon that you were right all this time. That ghosts and demons really exist.

EVA (gets overexcited, forgetting about the whole world):

I know, I know, but who was that? He got back to life after you shot him, right? Was it a zombie? A vampire?!

OSCAR (sighs, predicting he would have to talk a lot soon):

Oh no...

EVA (still excited):

And what does have to do with me? Why have I been abducted too?

OSCAR (looks around):

Hmmm. True.

OSCAR (thinks for a moment, realizing the circumstances):

Good question. I have no idea.

EVA:

I'm sure you know something! And who are you, really? And where...

OSCAR (presses his hands to his ears):

Silence!...

Oscar stands up, still full of pain, and check out the surroundings. No chance of escape.

OSCAR:

Eh, I guess we're going to spend here some time anyway.

OSCAR (sits down near the wall, resigned:

All right. Here goes. I am the Demon Hunter. I hunt demons. Zombie, whom you saw in Lyon, gave me a message from his master, Sammael.

EVA (interrupting again):

Sammael is a demon's name! You said you kill them, not work for them?!

OSCAR (sighs, rolling his eyes):

Have mercy... One thing at the time. My job was to eliminate a few nests of evil under the charge of some Asmodeus. Thanks to my abilities and Sammael's powers it was supposed to be a piece of cake.

EVA:

And what are those powers?

OSCAR (shakes his head in disbelief that someone keeps interrupting him, and speaks to himself):

Phew... It's going to be a long story...

[Fade out]

Chapter 1 Ending Movie

Again we can see the scene with demon and the woman on the altar, but this time with more details. The scene then morphs into Eva holding Oscar by his shoulders, shaking him vigorously.

EVA (trying to get Oscar back to consciousness):
Hey! Hey!...

OSCAR (opens his eyes):
I'm okay, sorry, it's...

Eva moves away, looking at him suspiciously.

OSCAR (after a while):
I'm still a little weak, that's all.

EVA (with disbelief):
Hmmm...

EVA (decides to continue like nothing happened):
Okay, so you killed a lot of evil creatures. I guess that's good. But what this Sammael have to do with it?

OSCAR (telling the story like it's nothing unusual):
It's simple. I have a deal with Sammael. In short, there was a war in Hell, and he was imprisoned by Asmodeus, King of Demons. I helped Sammael's best servant, Aminadar, to leave his ...shift on Earth and return to Hell, where he freed Sammael.

EVA (stunned, but trying to play cool):
I'm listening.

OSCAR:
Sammael is free, but his kingdom is empty. He needs souls. Damned souls, condemned souls, souls he can turn into his warriors. Asmodeus has some nests full of his servants on Earth, and Sammael gives me tips where. I go there and kill them. When they die, their souls go to Sammael, because they died in a battle. He is happy, because his kingdom gets bigger, and I am happy, because there's less evil on Earth. I am even happier of the fact that increasing Sammael's power means he'll attack Asmodeus soon. As long as they have their problems underground, people are safe here.

EVA (with great disbelief):
I'm... I'm...

OSCAR:
Speechless?

EVA:
This is... I... I mean...

OSCAR:
Don't worry, it's normal reaction. But I haven't told about the sword yet.

EVA (stunned):
The sword?

OSCAR:
Yes, the sacrificial sword called Damnation Blade. It's... Well, never mind. Part of my deal with Sammael was to get this item for him. After I proved myself with the first batch of nests, he sent his zombie again and gave me a location of other nests. The blade was supposed to be in one them.

EVA (trying to understand):
Wait! Assuming this is all true, how did you get this ...deal anyway? I mean, deal with demon overlord?

OSCAR (harshly):

This is the part I will not tell you about.

Oscar and Eva look at each other. After a while Oscar continues.

OSCAR:

Anyway, I got the blade, but it wasn't easy. It's... It's very precious and a really big guy was protecting it. But I got it.

[Fade out]

Chapter 2 Ending Movie

Once again Oscar has a vision, even stronger than the last one, and once again he is brought "back to life" by Eva. At the very moment the demon in his vision is about to stab the woman, Eva slaps him in the face. He jumps up, angry.

EVA (scared):

I'm sorry! I didn't know what to do! Nothing seemed to help!

OSCAR (after a while, calming down):

That's ok. It's not the first time I got slapped by a woman, though for a somehow different reason.

EVA (sarcastically):

I think I don't want to hear the details... I'd prefer you tell me what happened after you got this Donation Blade.

OSCAR:

Damnation... Oh never mind. Well, I got it delivered to Sammael, who told me some exciting news. It turned out Asmodeus got concerned about his minions and decided to take care of it. He sent his right hand, Alastor, to Earth, and Sammael tipped me where. I went there, but apparently even Sammael powers I can use from time to time were not enough. Actually, I'm surprised I am still alive.

EVA (realizing):

This ...Alastor beat you, right?

OSCAR:

Yes, but only because I got too confident with my previous wins and disesteemed Alastor. It's called a sin of conceit.

OSCAR (after a while):

But I hope I'll meet him soon again. And enough about me, it's high time you tell me how you found me in Lyon, and how you end up here.

EVA (thinking out loud):

Well...

EVA (manages to gather her thoughts, continues):

As you apparently already know, I've always had this feeling that there's some other world nearby, a spiritual world. Actually, the strange thing is that my mother had the same feeling, and so had my grandmother. I don't know why.

OSCAR (calmly):

I'm not laughing. I hunt demons, remember?

EVA:

I was in this discotheque. I was visiting some friends in Lyon. Then I saw you there. I... I got this very powerful feeling that you're not just... Just a regular gigolo.

OSCAR:

I'm flattered.

EVA:

Relax, it's not that I was attracted to you. But I... I wanted to know more about you. I don't know what I was thinking. I heard you asking the bartender about the back door so I quickly slipped out and hid behind the trashcans. I wanted to see where you go, where you live.

OSCAR (smiling):

Always a journalist, huh?

EVA:

And then I saw... You know. And then I tried to follow your taxi, but we lost you. And no, I don't want to know where you ended up with those two tramps.

OSCAR (like talking to himself):

Well... Okay. Let's sum it up. You got a gift. You know there are other planes of being. You saw me, someone who has a connection to those. And you saw a proof of afterlife in a form of stiff-mannered chap. But what the hell are you doing here?

EVA:

I have no idea. I stayed in Lyon and tried to find any info on you. I knew your last name, but it didn't help. I discovered you visit Lyon from time to time, apparently for some ...fun, but that was it. When I decided to get back home, I got attacked by someone. Next thing I remember is this place.

OSCAR:

That's it?

EVA:

Well, all the time in Lyon I got this feeling I am being followed, but I just thought it's my twisted imagination.

OSCAR:

Hmmm... Seems like you got it right again. Obviously you must be somehow connected to this whole affair with Sammael, Asmodeus and all, but I really have no idea why.

A moment of silence.

EVA:

Listen, I really need to ask you something.

OSCAR (with sadness in his voice):

I know.

EVA:

About this deal you have and this sword...

OSCAR (harsh words, but said gently):

I told you I don't want to talk about it.

EVA (seems to be sure):

Nothing is going to shock me anymore.

OSCAR (harshly):

Yes, it is.

Eva and Oscar look at each other.

OSCAR:

It happened two months ago. I already had my fair share of undead sent back to Hell, but this was only on my own account. Then I heard about this haunted place in the Middle East. For the first time I came across such a large nest. And I didn't have any supernatural powers then.

["TWO MONTHS AGO", Fade out]

Chapter 3 Ending Movie

We can see Oscar going inside some kind of crypt.

OSCAR (off, narration):

After I killed the Guardian I thought it was over. As I said, it was my first such large nest and I was exhausted and hurt. But then it turned out the Guardian wasn't guarding the nest. He was guarding Aminadar.

We can see the giant demon and a woman from Oscar's visions, this time it's happening for real.

OSCAR (off, narration):

Aminadar was in the middle of the ritual. Ritual of leaving the Earth plane and going back to Hell. I had no power to fight him, I was too weak. But I could have killed the girl. I did nothing, because I thought when he kills her, her soul is safe. But I was wrong. This ritual required the use of the Damnation Sword. I didn't know about it then.

We can finally see the rest of the ritual. However, the sacrifice is not shown, rather suggested (like in Hitchcock's Psycho shower scene, when we know exactly what happened, even though the stabbing itself was never shown).

Cut to the present time. Oscar is sitting by the wall, his head down, talking to Eva, but looking at her.

OSCAR:

The rest is history. Aminadar is a servant of Sammael. When he got back to Hell, he managed to free his master from Asmodeus' dungeon. When Sammael got to know about me, he contacted me. We met. He proposed a deal. I help him weaken Asmodeus, and I get peace on Earth in return, well, at least for the time being.

I also asked him to release the girl's soul.

You must understand it's not easy to go to Hell. You have to be really, really bad in your earthly life. I mean, really bad. And that girl wasn't bad. And even if she was, killing her without giving her a chance for redemption would still not sent her soul to Hell.

But that's what the Damnation Sword is for. When you kill someone with it, no matter who he was, his soul is condemned. It can be used only by the higher demons, and the trick is that every time it's used, previous soul killed by this sword is released from Hell. So the balance remains untouched.

When Aminadar was rescuing his master, he lost the sword. It's obvious how precious this item is for any demon. When I found it later, I got it back to Sammael. In return, he promised to free the girl. He told me he did it. But I will never know. He is Sammael. The master of deception, you know. But there's nothing else I could do.

EVA (after a long pause, shocked):

I... I don't know what to say.

OSCAR (resigned):

I got my punishment, don't worry. But that's okay. I just hope she's okay too.

Suddenly a rope is thrown down the well from above. Oscar stands up, surprised. Without hesitation he climbs up the rope, and sees the zombie waiting for him.

OSCAR (surprised):

I never thought I'd say this, but nice to see you, Igor.

ZOMBIE (coldly):

You have no idea how much power it costs my master to keep me alive away from my nest. And it seems like you are not that useful after all.

Meanwhile Eva gets out of the well too.

OSCAR:

Does Sammael know why I'm still alive? And what about her?

ZOMBIE (looks at Eva):

I know nothing about the woman. But my master hopes you'll pay him back for this rescue by visiting Alastor again. He will grant you better power this time. Apparently his previous gift was wasted on you.

OSCAR (angry):

I can waste some more bullets on you again, interested?

ZOMBIE (ignoring Oscar):

Alastor is preparing to go back to Asmodeus. You need to hurry. I can take this woman to a safe place, if you want.

EVA:

Oooh, no way!

OSCAR (turns to Eva):

It's okay, Eva. I'll be back in no time. I just need to have a little chat with an old friend.

[Fade out]

Chapter 4 Ending Movie

Demon lies on the ground, hardly breathing, near death. Oscar comes closer.

OSCAR:

You let me live the last time we met. I can't return the favor. I also can't kill you, since you're immortal, but I'll gladly send you back to Hell. But before I do that, I want to know what's going on here.

DEMON (apparently weak, cannot talk easily):

And why should I tell you?

OSCAR:

Simple. You're weak. I can torture you. You will feel a lot of pain inside the Pentagram of, well, Pain. Now imagine what happens if I bring Sammael here...

DEMON (surprised):

Sammael?

OSCAR (inpatient):

Yes, Sammael. You know, the one your master Asmodeus has a problem with?

DEMON (cannot believe what he just heard):

Ha-ha-ha! You fool!...

OSCAR (serious):

You're pushing it, Alastor.

DEMON (ironically):

You really thought you work for Sammael?

OSCAR:

I can see the true form of demon, Alastor. And I spoke to Sammael. I don't exactly work for him, but yes, we ...cooperate.

Asmodeus leads a rebellion, human. That is true. There is a war in Hell. But it's not again Sammael. Sammael is missing for hundreds of years now, and he's certainly neither in Hell nor on Earth.

OSCAR (surprised and angry):

What do you mean, he's missing?! I saw him! We talked! I use his freaking powers, damn it. It's impossible.

DEMON (after a while, giving a hint):

Unless?...

OSCAR:

Unless... But no, no one can take a form of higher demon and pretend to be him.

Oscar thinks for a moment.

OSCAR:

No one except maybe...

Another pause.

OSCAR (extremely shocked, to himself):

Oh shit.

DEMON:

Yes. It's a rebellion against him.

OSCAR (still shocked):

Oh shit.

Oscar tries to get a grip. He moves even closer to Alastor.

OSCAR (really angry, almost screaming):

Alastor, if you don't explain it now, I'm going to draw pentagrams even you never heard about.

DEMON (also angry, answers through his teeth):

Lord, how I hate your pathetic kind... But all right, fool. Here is your explanation.

As you must know, before God created Adam and Eva, Lucifer was His greatest angel. Lucifer, the Light Bearer... But when God ordered angels to obey Adam, Lucifer refused, claiming he is a being higher to humans.

For his arrogance Lucifer was banished from Heaven and thrown down the Abyss. But even God Himself didn't know that the real reason of Lucifer's disobedience was his love of Eva and hatred of Adam. Archangel fell in love with Eva the first moment he saw her. But angels could not be with humans, so all he could do was to secretly watch her, never revealing his true feelings. He was punished by Lord soon and never saw her again.

The only one who knew about his secret was Raphael. He asked God for mercy, but the lord was indeclinable. But when other angels begged for His forgiveness, He agreed for the act of mercy. He decided Lucifer can leave the Abyss for one day every hundred years and walk around the Earth.

Almost no mortal lives hundred years, but Lucifer knows that Eva had a daughter, and this daughter had a daughter. Somewhere among humans always lives the purest blood of the first woman, and he knows she is the picture of Eve. But a day is never enough, he is never able to find her, and that's why he still hates his creator so much.

(Note: the whole myth is not just Alastor's talk, it's illustrated, we can see the events Alastor talks about).

OSCAR (inpatient):

That's very touching story, Alastor, but what does it have to do with me?

DEMON (not caring):

Almost nothing. You are just a tool in his hands. All he cares for is Eve. And she found you.

OSCAR (not believing in what he heard):

You mean... That French girl? That she's some kind of Eve's incarnation?

DEMON (confirms):

She is her blood and soul, mortal.

OSCAR (still not realizing the consequences of Alastor's story):

Okay, I've heard weirder tales, but I'm still wondering about my place in this whole mess.

DEMON:

You, demon killers, always had great spiritual power. But you are the first who not just kills them, but also serves one of them. You thought Lucifer granted you his powers, while in reality all he wanted was to bind your soul to his, in hope Eve will return his love and find you. She is drawn not to you, mortal, but to his presence in you. He planned this for years, and thought it would take years, assuming his plan would work at all. But apparently it not just worked, it worked faster and better he ever imagined. Some may call it fate, but after all, he is the master of deception.

OSCAR (still trying to figure it all out):

So why didn't you just kill her? Or me, for that matter.

DEMON:

Asmodeus is a powerful demon, but he knew he was losing the war after Aminadar freed Lucifer. But he also knew Lucifer's weakness, and we captured you both to bargain. You are probably worthless, but she is everything. I don't know how you managed to escape from your prison, but I assume you took her with you?

Oscar finally understands the whole situation. He apparently breaks down, like life has been sucked out of him, he his head sinks.

OSCAR:

You were right, Alastor. I am a fool. He has her.

We hear soft demonic laughter – Alastor has his moment of triumph over Oscar.

OSCAR (concerned and scared for the first time):

What is he going to do with her?

DEMON (mercilessly delivers the message):

He wants her soul. And you did give him the sword, didn't you?

We hear demonic laughter - much stronger this time - as the camera spins around Oscar, going higher and higher until he is just a little dot.

[Fade out]

Outro Movie

Oscar unties Eva from the altar. Lucifer kneels down, defeated. He is too weak to stand up. Oscar leaves Eva at the altar, and goes – his head high - to Lucifer. The wind is strong, clothes of both characters flutter; it's almost like a painting, a very powerful and stylish image.

Oscar picks up the sword lying next to Lucifer, and looks at it.

OSCAR (peaceful, not angry, talking softly and calmly):

I don't think this sword was ever used for any good. Somehow it had to earn its name. But I guess we can change this now, can't we?

Oscar lowers the sword, holding it in his one hand.

OSCAR:

You were once punished for being arrogant. And yet again you committed this most stupid of sins. The sin of conceit.

Oscar raises the sword just a little.

OSCAR (loudly):

You shouldn't have underestimated me, fallen angel.

Camera switches to the view behind Oscar's back, we can see Eva in the background. He raises the sword with both hands and takes a swing. We don't see the decapitation, when the sword is going down the camera focuses on Eva's face. It says nothing.

After a while cut to the side view, Oscar approaches Eva.

EVA (softly):

He told me his story. Isn't this ironic?

OSCAR:

What?

EVE:

Ha always hated humans for their weakness. And he died because of the most human of all weaknesses.

OSCAR (after a while):

He cannot die, Eva. I merely sent him away to his kingdom. He will be back. In a thousand years, I guess. If I know anything about this weakness, is that we never learn.

They both stay in silence for a while. Then Oscar puts his hand on Eva's shoulder.

OSCAR:

Let's go.

Oscar passes Eva, she follows him after a while. He doesn't look back, but she does, a hint of sadness in her eyes.

END