Table Of Contents

Introduction

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

Using the ancient artifact, called the "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 Sirian civilization and found out about their spaceship, hidden somewhere inside the Solar system.

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

But standing in Sam's way is not a smart thing to do. After many serious battles Sam defeted Mentals 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?

System Requirements

Minimum System Requirements:
AMD K6-3 400MHz, Pentium II or Celeron-A 300MHz
64MB
full OpenGL or DirectX 8 compliant 3D accelerator
100% Windows compatible sound card
Windows 95 OSR2, Windows 98, Windows 98SE, Windows ME, Windows NT 4.0 (with Service Pack 5), Windows 2000 or WindowsXP
150MB free hard disk space

Recommended System Requirements:
AMD Athlon 650MHz or Pentium III 650MHz range processor
128MB RAM
Third generation full OpenGL or DirectX 8 compliant 3D accelerator with 32MB RAM
Creative Labs SoundBlaster Live
450MB free hard disk space

For Full Experience:
AMD Thunderbird 1Ghz or Pentium III 1GHz range processor
256MB RAM
Fourth generation full OpenGL or DirectX 8 compliant 3D accelerator with 64MB RAM

Installing The Game

- Quit all other applications and insert the Serious Sam: The Second Encounter CD into your CD-ROM drive.

- Serious Sam: SE 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.

- Follow the on-screen instructions to install the game.

- Get Serious !

Running The Game

When navigating the Menus, keep in mind that all menu screens have a Back Button as an Escape 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: SE Multiplayer for more information).
For more information on running the dedicated server, see the ReadMe file.

Split Screen

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

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

Demo

Select Demo to view any of recorded demos, or record a new one. Start recording a demo by pressing F7. A Recording indicator will show on the screen. To stop recording, either go to the Demo menu and choose Stop Recording, or press F8.

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 your display driver (OpenGL or Direct3D) and display adpater. 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.

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/hers 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: SE Training Mission.

Technology Test

Select Technology Test to access the Serious Sam: SE Technology Test.

Quit

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

Netricsa

NETRICSA (NEuroTRonically Implanted Combat Situation Analyzer) is a small computer implanted inside Sam's skull. Sam's NETRICSA is the best available of the wide range of such devices, common among modern head-to-head fighters. It is a neurotronical computer connected to the perceptual cortexes 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 and analysis for a skilled combatant, so that he/she 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 in general tactics.

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

Heads-Up Display is active normally while you explore the area or fight. In the lower left corner, it shows your current **ARMOR** and **HEALTH** state. Next to it, your **CURRENT WEAPON** and currently carried amount of **AMMUNITION** for it 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 type do you have.

In the upper left corner is **SCORE**, showing the sum of reward money you have collected by eliminating your enemies and by completing other tasks. When a NETRICSA has a new message for you, you will hear a notification sound and **MESSAGE COUNTER** (upper right corner) with number of pending messages will appear below the account display. Then you can invoke NETRICSA full screen to examine the message.

On the center of the screen is NETRICSA's target detection display. **A CROSSHAIR** shows exactly where your weapon will hit, and it changes colors 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 as you damage the enemy, the color will turn **RED**.

If you target an item that can be used or operated (e.g. a switch), a **USE** indicator will appear above the crosshair. Press **USE BUTTON** to operate the item. If you target an item that can be analyzed, an **ANALYZE** indicator will appear. Press use button to analyze the item. After analyzing it, a new message will appear with description of the results of NETRICSA's research.

To read any of the NETRICSA's messages, you can invoke NETRICSA fullscreen at any time by double clicking the **USE BUTTON**.

In fullscreen mode, NETRICSA shows four windows:

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

> **MESSAGE LIST** in the upper right shows list of messages in currently selected category. Click on any message title to view the message.

> **MESSAGE TEXT** in the lower right shows the message text, while

> **MESSAGE IMAGE** at the lower left shows eventual 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 fullscreen NETRICSA by either clicking on the **EXIT** button in the upper right corner, or by pressing **ESCAPE** or the **RIGHT MOUSE BUTTON**.

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

Controlling The Game

Note: You can rebind controls in the **Players and Controls Menu**, or by manually editing the **.ctl' files in 'Controls \ directory** of the installation.

Moving (Default Controls):

Move Forward	**W** or **Arrow Up**
Move Backward	**S** or **Arrow Down**
Strafe Left	**Q** or **A** or **Arrow Left**
Strafe Right	**E** or **D** or **Arrow Right**
Dodge/Swim Up	**Space** or **R**
Dodge/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	**[\]** or **Third (Middle) Mouse Button**
Knife/Chainsaw	**1** (second press will spin knife)
Colt/Two Colts	**2**
Single Shotgun/Double Shotgun	**3**
Minigun/Tommygun	**4**
Rocket Launcher/Grenade Launcher	**5**
Sniper Rifle/Flamer	**6**
Laser	**7**
Cannon	**8**
Serious Bomb	**0**

Keyboard Shortcuts:

Note: The following shortcuts cannot be rebound in the Menu, but only by manually editing the file **Controls\System \Common.ctl**:

Console	**F1**

Menu Save	**F2**
Menu Load	**F3**
Menu Controls	**F4**
Quick Save	**F6**
Quick Load (loads last saved game)	**F9**
Screenshot	**F11**
Start Demo Record	**F7**
Stop Demo Record	**F8**

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

Activate Menu	**Escape**
Activate Console	**F1** or `` `~' `` (Tilde)
Pause Game	**Pause**
Toggle Fullscreen	**Alt-Enter**

Game World

Enemies

ALUDRAN REPTILOID, HIGHLANDER
Size: 45 ft
Weapons: Magic Homing Missiles
Reward: 25000 FC
Threat: High

FIENDIAN REPTILOID DEMON
Size: 20 ft Standing
Weapons: Lavaball projectile, claws
Reward: 8000 FC
Threat: Medium

BIO-MECHANOID. MAJOR
Size: 30 ft Standing
Weapons: Rocket Launchers
Reward: 7500 FC
Threat: High

ALUDRAN REPTILOID, COMMON
Size: 15 ft
Weapons: Magic Homing Missiles
Reward: 5000 FC
Threat: Medium

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

ZUMB'UL FROM PLANET RAS-AD-NYK
Size: 10 ft
Weapons: Twin hand plasma launchers
Reward: 3000 FC
Threat: Medium

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

BIO-MECHANOID, MINOR
Size: 15 ft standing
Weapons: Pulse Lasers
Reward: 2000 FC
Threat: Medium

CUCURBITO THE PUMPKIN
Size: 7.5 ft standing
Weapons: Chainsaw
Reward: 1500 FC
Threat: Medium

JUVENILE ARACHNOID
Size: 10 ft
Weapons: Chain-Gun, Tail Sting
Reward: 1000 FC
Threat: High

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

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

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

SCYTHIAN WITCH-HARPY
Size: 5 ft Standing
Weapons: magic Projectiles, Claws
Reward: 1000 FC
Threat: Low

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

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

REEBAN ELECTRO-FISH
Size: 11 ft in length
Weapons: Electric Discharges
Reward: 500 FC
Threat: Medium

MARSH-HOPPER FROM RIGIL KENTAURUS
Size: 3 ft
Weapons: Toxic Slime Splash
Reward: 500 FC
Threat: very low

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

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

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

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

Weapons

Military Knife
Ammo: N/A
Rate of Fire: N/A

Bonecracker' P-LAH Chainsaw
Ammo: Fuel from a self-contained micro fusion fuel synthesizer
Rate of Fire: N/A

Schofield .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

XM214-A Minigun
Ammo: 5.56 mm Bullets (50 per Box)
Rate of Fire: 1200 Rounds Per Minute

M1-A2 Thompson Submachine Gun
Ammo: 5.56mm bullets (50 per Box)
Rate of Fire: 600 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

RAPTOR 16mm Sniper
Ammo: 16mm AP Sniper Bullets
Rate of Fire: Manual

XOP Flamethrower
Ammo: HV Napalm
Rate of Fire: Continuous

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

Serious Bomb
Ammo: N/A
Rate of Fire: 1

Armor

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

Helmet
Helmets add 5 point to your armor, over and above maximum points.

Exoskeleton
Exoskeletons add 25 points to your armor, up to the maximum.

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

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

Heavy Armor Suit
Heavy Armor Suit adds an instant 200 points to your armor.

Health

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

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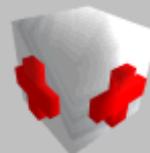These potions increase Health by 10 points, up to the maximum.

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

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.

Invulnerability

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

Invisibility

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

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

Serious Speed Boots
A SeriousSpeed boots is a small turbo motor allowing a player to run at double of its normal speed.

Serious Sam:The Second Encounter Multi-Player

General:

TCP/IP play supported both in LAN and on the Internet
Split-Screen for multiplayer on one computer, even without 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:

Cooperative:

In standard Cooperative 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 respawned. Let them live longer and build their value up.

Also, if you kill yourself, your value is deducted 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. Person with most frags at the end wins.

Other Game Types and Game Modifications

When you are joining a game, in the server browser you will be able to see all servers, including the ones that might be running some game modification that you do not have installed. If you have Serious Sam: The Second Encounter installed, you can play on servers running The Second Encounter and those running Warped. If you also have the first episode (Serious Sam: The First Encounter), you will be able to play on servers marked as 'SeriousSam'. When you choose to connect to a server running a mod that is not currently activated in your game, the game will ask you if you want to automatically switch over and play that mod.

If you try to connect to a server that is running some mod that you do not have installed, you will be pointed to a web page where you can download updates for it (if the mod is free).

Note that, besides custom mods, some servers might be running custom, user-made maps. If you don't have such a map, you'd need to download it too. For information on map downloads visit http://www. croteam.com or http://www.planetserious.com.

Multi-Player 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:

- Go to menu: Network->Join Game
- 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 exact address of the server you want to connect to, you can instead choose 'Specify Server' and then type in the address.
- Choose proper connection settings, depending on what kind of connection you have. (modem, ISDN, LAN)
- 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.

- When ready, hit Start.

Start Server

To host a LAN/Internet Game:

- Go to menu: Network>Start Server
- Choose type of game to play: Cooperative, Scorematch, or Deathmatch, and difficulty: Tourist, Easy, Normal, Hard or Serious.
- Select level to start playing from.
- Choose maximum number of players allowed to join a game.
- If you choose 'Wait for all players', game will not start until all players join.
- You may adjust game rules under 'Game Options'
- Press Start.
- 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.

- 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.

Seriously Warped Deathmatch

Serious Sam: The Second Encounter comes bundled with a very popular multiplayer game modification (mod) called **'Seriously Warped Deathmatch'**. To start a Warped server, first go to Mods and switch over to the Warped mod, then start the server as usual. In Warped, you will be able to choose some new game options, like player speed and knife damage.

The Games:

Control Zone = All maps prefixed with CZ_
Objective Thief = All maps prefixed with OT_
Serious Rugby = All maps prefixed with RG_
Team Control Zone = All maps prefixed with TCZ_
Capture the Flag = All maps prefixed with CTF_
Steal the Objective = All maps prefixed with STO_

The rules are the same for a standard scorematch game, with a slight variation in each of the following:

> **ControlZone Rules:** Somewhere on the map is a flag (possibly multiple), if you stand in the vicinity of the flag (map dependent) you will start scoring points at a rate of 1000 pts per second. Only one player at a time can score points from a particular flag, so the goal is to hold a control zone and prevent others from taking it or other flags. Have fun!
>
> **Objective Thief Rules:** To score points capture that objective and take it to a recovery zone. The trick is that everyone else will try to do the same, and there is only one of each objective. (It'll respawn after returned or after the player is killed. Default score = 100,000 pts for recovering the objective)
>
> **Rugby Rules:** To score points capture that objective and just run around with it. The trick is that everyone else will try to do the same, and there is only one of each objective. (It'll respawn after the player is killed) Also, when you have the objective you will be identified to all other players, so be careful. (Default score = 1,000 pts per second while holding the objective)
>
> **Teamplay Rules:** Teamplay works as above, but points are distributed amongst your team. Normally objectives are not worth as much because of this. If an objective is worth x points, then the formula $y = x*(1- PlayerCountForYourTeam/TotalPlayerCount)$. The player then with the objective, gets 2x and everyone else on his team gets x points. This is a balancing mechanism so the bigger/stronger team will get less points. Everyone on a team will be using the same model. Score limit is not reached until the team score hits the limit. (The Team score only receives points for objectives and not frags).

- **Team Control Zone** - Same Control Zone Rules, but with teams. Points are distributed amongst your team. Help each other by keeping one team member in a control zone area (or one in each, if multiple zones exist) to accumulate points for your team.

- **Capture the Flag** - Each team spawns at their base. Each base has its own Flag to defend. Your objective is to prevent the other team from taking your flag while some of your team members try to retrieve the opposing flag and return it back to your base. (Flags will respawn after they have been successfully captured and returned to the opposing base. If a player is killed while holding a flag, any member of the same team can pick it up, or any of the opposing team can return it back to their base by running over it.

- **Steal the Objective** - Objective thief with teams. Same rules apply, but points are distributed amongst your team. Recovery zones are usually located near the opposing teams spawn area.

How to Play Serious Sam: SE in GameSpy Arcade

You can play Serious Sam: The Second Encounter online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Serious Sam: The Second Encounter CD and install Arcade now. Then, to play Serious Sam: The Second Encounter online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Serious Sam: SE Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the Serious Sam: SE button on the left to enter the Serious Sam: SE room.

Find and Join a Serious Sam: SE Server: Once you're in the Serious Sam: SE room you can meet or greet other players and find servers. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Double-click on a server of your choice to join. Serious Sam: SE will launch and automatically connect you to the server you selected. **Let the fun begin!**

Problems?
If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Serious Sam: SE, consult our help pages, located at http://www. gamespyarcade.com/help/or e-mail us by using the form located at http://www. gamespyarcade.com/support/contact.shtml.

Tech Support

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file readme.txt on the Serious Sam CD for last minute information and answers to frequently asked questions (FAQ's).

Do you want to ask a specific technical question? E-mail us directly at Support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday - Friday from 9 a.m. to 5 p.m. Eastern Time.

Credits

CROTEAM:

PROGRAMMING
Alen Ladavac, Davor Hunski, Dean Sekulic, Nikola Mosettig, Darko Martinovic

2D ART
Dinko Pavicic, Petar Ivancek, Zeljko Visnjic

3D ART
Admir Elezovic, Tomislav Pongrac

GAME DESIGN
Davor Hunski, Davor Tomicic

LEVEL DESIGN
Davor Tomicic, Davor Hunski, Ivan Mika, Tomislav Pongrac, Damjan Mravunac

MUSIC
Damjan Mravunac

SOUND
Damjan Mravunac

CEO
Roman Ribaric

DIRECTOR OF BUSINESS DEVELOPMENT
Robert Westmoreland

Biz Assist
Helena Hunski

OTHER:

Serious Sam Voice by John J. Dick

amp11lib library by Niklas Beisert

SkyBox art by Peter Kleiner

Seriously Warped Deathmatch by A Few Screws Loose: Nick "Xavier" Macron, Christopher "LanThier" Kreager, Ben "Vinz" Frech and Sean "mwadaibe" Center

Additional fight music by Undercode. For more information visit www.undercode.org

Serious Sam uses Ogg Vorbis libraries. Copyright (c) 2001, Xiphophorus. See file COPYING in the Bin\Ogg subdirectory of the installation for more information.

Moral Boost by

Michael Harris
LEVELORD
Vesto
Matt "Lutrosis" McGill
Korey "Wussboy" Peters
Old Man Murray
Stephen Brown

TAKE 2 INTERACTIVE:

EXECUTIVE PRODUCER
Sam Houser

VP of MARKETING
Terry Donovan

PRODUCER
David Nottingham

PRODUCT MANAGER
Devin Winterbottom

Creative Services
Paul Yeates, Jennifer Kolbe

PR
Jeff Casteneda, Anne-Marie Sims, Linn PR

Associate Producer
Aaron Rigby

Chief Technical Officer
Gary J Foreman

Technical Coordinator
Brandon Rose

QA Manager
Jeff Rosa

Director of QA Baltimore
Phil Santiago

QA Supervisor
Frank Kirchner

Project Lead
Ben Hamel

Testers
Charles Franklin, Daniel Karp, Jon Stephan, Josh Noll, Josh Rose, Lisa Nawrot, Scott Vail, Stacey Sharpe, Stephen Thomas

Limited Software Warranty and License Agreement

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Croteam, Ltd. and Gathering of Developers I, Ltd., (collectively, the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

Intellectual Property Ownership. Owner retains all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE Backup or Archiving. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes

Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or using any characters or other components of the game for any purpose. You are expressly prohibited from selling or otherwise profiting from any levels, add-on packs, sequels or other items based upon or related to the SOFTWARE and ACCOMPANYING MATERIALS or created by utilization of the SOFTWARE's level editor. If you create levels, add-on packs, sequels or other items to the Software using the SOFTWARE's level editor, including the construction of new levels (collectively, the "Modifications"), you are subject to the following restrictions: (i) the SOFTWARE's level editor and associated development tools and documentation (collectively "SDK") are considered separate from the SOFTWARE in the sense that they are not guaranteed or supported by the OWNER. However, Croteam, Ltd. ("Croteam") retains all copyrights and intellectual rights to the SDK, as stated in this license. (ii) your Modifications must require a full, registered copy of the Software to run; (iii) you may not distribute a Modification that contains an executable file which has been changed or modified in any way; (iv) your Modifications must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties; (v) your Modifications must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them without a license from the OWNER. OWNER encourages noncommercial distribution of quality Modifications. If you desire to commercially distribute your Modifications, please contact OWNER at the address below for the terms and conditions under which the Modifications may be commercially distributed; (vi) your Modifications shall not be supported by the OWNER. The prohibitions and restrictions in this Section apply to anyone in possession of the Software or any of your Modifications. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement. Limited Warranty and Warranty Disclaimers.

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse. CUSTOMER'S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner. WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS' CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE. LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT; INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. Product Support and Updates. This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS. Jurisdiction. TEXAS LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF DALLAS COUNTY, TEXAS. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect. Entire Agreement. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees. U.S. Government Restricted Rights. The SOFTWARE and the ACCOMPANYING MATERIALS is provided with RESTRICTED RIGHTS (as found in 48 C.F.R. §52.227-7013). This provision only applies if the U.S. Government or any of its entities obtains this SOFTWARE either directly or indirectly. Owner created this SOFTWARE and the ACCOMPANYING MATERIALS exclusively with private funds. Additionally, information contained in this SOFTWARE and the ACCOMPANYING MATERIALS is a trade secret of Owner for all purposes of the Freedom of Information Act or otherwise. Furthermore, this SOFTWARE is "commercial computer software" subject to limited use as set forth in any contract that may be entered into between the seller and the governmental entity. Owner owns, in all respects, the proprietary information and proprietary data found in the SOFTWARE and the ACCOMPANYING MATERIALS. U.S. DEPARTMENT OF DEFENSE PERSONNEL. Owner only sells this SOFTWARE and the ACCOMPANYING MATERIALS with "Restricted Rights" as defined in DFARS 52.227-7013 (also found at 48 C.F.R. §252.227-7013). Any U.S. Government use, duplication, or disclosure is subject to the restrictions including, but not limited to those found in the Rights in Technological Data clause at DFARS 52.227-7013 (48 C.F.R. §252.227-7013) that may be amended from time to time. NON-DEPARTMENT OF DEFENSE PERSONNEL. Other governmental personnel are on notice through this Agreement that any use of this SOFTWARE and the ACCOMPANYING MATERIALS is subject to similar limitations as those stated above, including but not limited to, those

stated in Commercial Computer SOFTWARE - Restricted Rights found in 48 C.F.R. §52.227-19, that may also be amended from time to time. Manufacturer is Owner at the location listed below. U.S. Export Laws Prohibitions. By opening the sealed software packaging and/or installing or otherwise using the SOFTWARE and ACCOMPANYING MATERIALS, You also agree and confirm that the SOFTWARE or ACCOMPANYING MATERIALS and any of the SOFTWARE's direct products are not being and will not be transported, exported or re-exported (directly or indirectly through the Internet or otherwise) into (or to a national or resident of) any country forbidden to receive such SOFTWARE or ACCOMPANYING MATERIALS by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. You also agree and confirm that the SOFTWARE and ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations. Termination. This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed. Program Transfer. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement. Equitable Remedies You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies. Owner If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

Gathering of Developers
2700 Fairmount Street
Dallas, Texas 75201
Attn: Customer Service

Manufactured in the U.S.A.