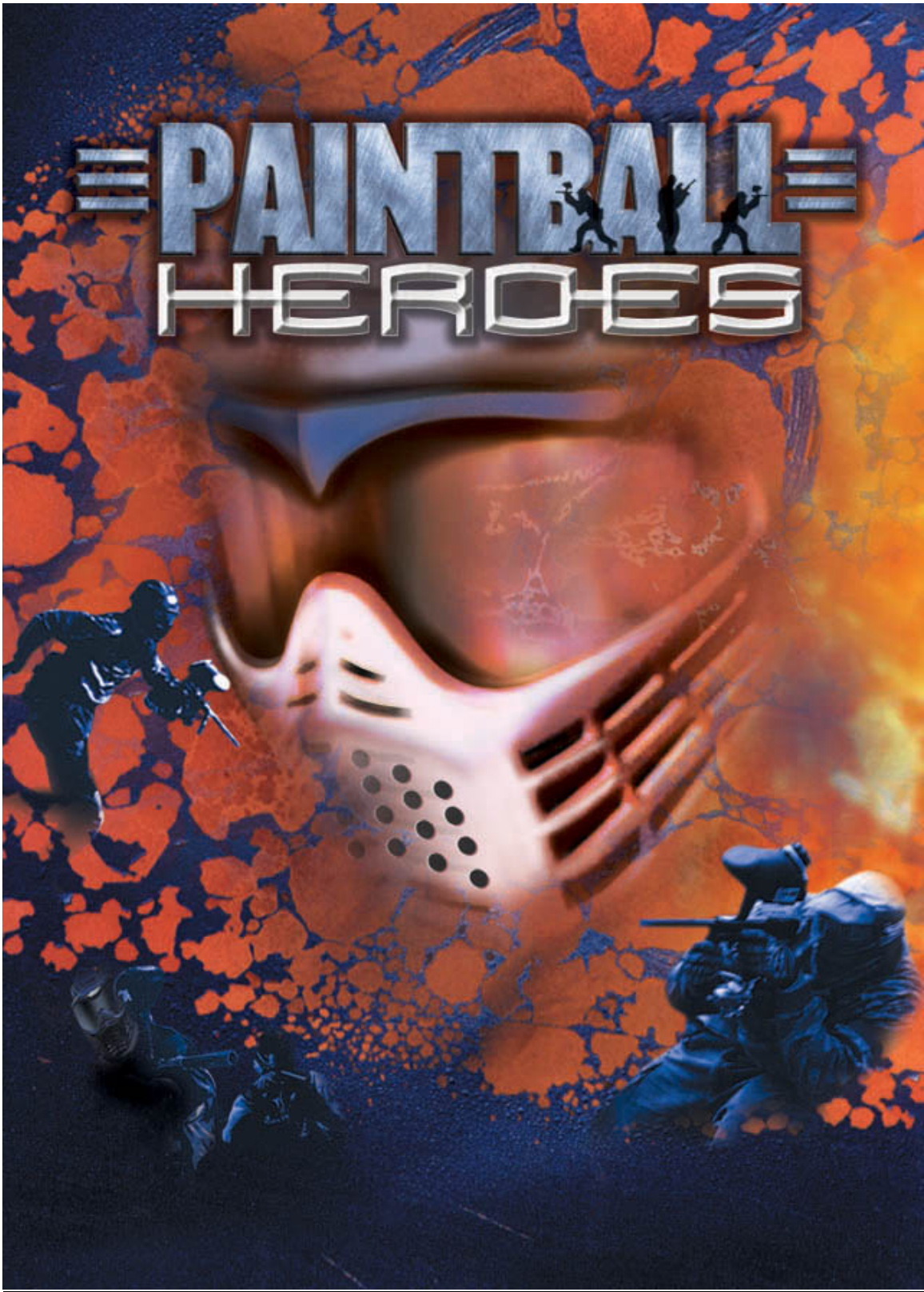




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## Chapter 1: Introduction

### Welcome!

Thank you for purchasing Paintball Heroes! We hope you will enjoy this intense game of action and strategy. It demands not only the most out of your tactical skills, but also requires quick thinking and exceptional reaction times. Now, put on your gear and start working your way towards becoming a Paintball Hero! Good luck!

### System requirements

The following minimum system configuration is required to play this game:

- Windows based OS (98, ME, 2000, XP)
- DirectX 7.0 or higher
- Pentium II 233
- 32Mb Ram
- 3D Accelerator card with at least 12Mb RAM
- 80Mb Hard drive space for install (150Mb Free for swap space)
- 4x CD-ROM (w/ 32-bit windows drivers)

Recommended system configuration include:

- Pentium III 400
- 128Mb Ram
- 3D Accelerator Card (GeForce, Voodoo 5, or better)
- Mouse
- Sound Card

## Chapter 2: Getting started

### Installation instruction

The installation procedure of Paintball Heroes is very simple and will be completed in a matter of minutes. Simply insert the Paintball Heroes CD into your CD-ROM drive and follow the on-screen information. After you have installed and launched the game you will reach the main menu.

### Quick start

To get into action immediately; from the main menu, choose “Play Now!” followed by “Arcade”. That will take you to the arena straight away!

### Main menu layout

The layout of the main menu is as follows:

- Play Now!
- Statistics
- Tactical Research
- Configuration
- Surrender

Here follows a short description of each menu item.

#### **Play Now!**

Clicking here will take you to the game mode selection screen. Here different game types are presented. For information on the rules for each game type, see the Game Modes chapter below. The options on this screen are:

##### **Arcade**

Click here and you will be taken to the game zone for a fast and furious Free for All game. Your character, your weapon and the arena will be chosen for you.

##### **Capture the Flag**

See the Game Modes chapter for more information.

##### **Assassin**

See the Game Modes chapter for more information.

##### **Attack and Defend**

See the Game Modes chapter for more information.

##### **Free for All**

See the Game Modes chapter for more information.

##### **Multiplayer Network Game**

Start a network game to have a clash with your friends, or perhaps to start practicing together to have your own local team of heroes.

#### **Statistics**

See how accurate you are with your shooting, which weapons that seem to suit you best or indeed which team members seem to suit you best. A large amount

of statistics is available for you to analyse to be able to improve your performance.

You can also compare your performance to other players in the Best Heroes list, which is found [here](#).

### **Tactical Research**

In Tactical Research you will find information about the team members, the opponents and the different weapons and arenas. This helps you to put together the best team, using the most suitable characters and weapons. Further, get expert tips on the different arenas and on how to plan your game strategy.

### **Configuration**

Configure the graphics and sound to get the most out of the game. You can change the graphic detail, change music and sound effects volume and more. You can also set the mouse sensitivity.

#### **Keyboard Configuration**

Here you can fine-tune your controls, deciding what keys to use for what action.

### **Surrender**

Retire from the game and return back to Windows.

## Chapter 3: In-game information

### Character information

Read detailed information about all 50 characters.

### Weapon information

Read information about the weapons and get some valuable tips from an expert on each one of them. The information you can study includes range, accuracy, capacity and more.

The available weapons are:

Pump Action TT-75  
Pump Action TX-100  
Semi-Auto Rogue-110  
Semi-Auto Rogue-125  
Semi-Auto Titan-90  
Semi-Auto Titan-100  
Semi-Auto Goliath-110  
Semi-Auto Goliath-125

### Arena information

Get information and tips on the arenas. There are five of them, differing very much in both size and layout, making each one of them a very exciting experience. Here follows a short description of each arena. Ask the expert in the game for some more information.

#### Hilltop Village

Hilltop Village, as the name suggests, is dominated by a group of structures atop a central hill. Take control of the hill and you could very easily take the game.

#### Bunker Hill

In Bunker Hill, you have to make your way through plenty of multi-level bunkers to make it to the other team's base. Be careful not to get picked off from above.

#### Gloomy Woods

In Gloomy Woods, you have to make your way through the forest to obtain the other team's flag. There are lots of trees to cover your passage, but not too many bunkers.

#### Irish Forest

Irish Forest is marked by large trees and little else for cover. Scattered through the forest are a few bunkers to hide behind, but most combatants will have to rely on Mother Nature to provide their cover.

#### GhettoVille

In GhettoVille, make your way through an urban forest. This is a small city where danger can lurk behind every corner. Be careful.

## **Game modes**

### **Capture the Flag**

Capture the Flag is probably the most well known game variant around. The base of the game is that each team has a flag in their base that the other team must capture and return to their own base. The game has a time limit of 20 minutes, or is over when one team is entirely destroyed or when a team manages to get both flags to their base. If the person carrying the flag is hit, that person must drop the flag where they are and walk off the field.

### **Assassin**

For Assassin, the teams are split into two types, bodyguards and assassins. One of the bodyguards is stripped of all weapons and must cross from one end of the map to the other. This person is usually called the president. The bodyguard team must keep the assassins from killing the president until he reaches his destination.

### **Attack and Defend**

Attack and Defend is played with two even teams. One team is stationed behind a bunker with a flag tied somewhere within the perimeter. The other team starts at their base and must attack the bunker and pull the flag down. The game ends when all attackers are destroyed, 20 minutes ends or the attackers take the flag.

### **Free for All**

Eight players start at a distance from each other and must eliminate every other player on the field. Game ends when there is only one player left or 20 minutes have passed.

## **On screen**

During a game there are several things that are useful to know, which will affect the way you and your opponents behave. For instance, if you know you're low on ammo, you would change your tactics and be very cautious. That is not a time to do kamikaze-runs, you would rather sneak around and try to catch one of your opponents off guard. The information you are given in the game:

### **Ammo**

Number of Paintballs left in your gun before you need to refill

### **Time left**

A countdown of the time limit

### **Team flag indicator**

This is lit if the opponent team carries your flag

### **Enemy flag indicator**

This is lit if your team carries the enemy flag

### **CO<sub>2</sub> Meter**

This coloured meter shows how much CO<sub>2</sub> you have left. When it drops to zero you will have to exchange the cartridge for a new one.

### **Team Score**

Depending on what type of game mode is active, there is a display showing the current status.

### Controls

Paintball Heroes allows you to use keyboard or mouse to control your character. You can also use combinations of those control devices; in fact most people find they get best control over his character's movements and actions by using a combination of keys and mouse. The keys in Paintball Heroes are configurable so that you can set them up to fit you the best. The default key settings are:

|                                    |                                    |
|------------------------------------|------------------------------------|
| Walk Forward                       | W                                  |
| Walk Backwards                     | S                                  |
| Run                                | Left Shift + above directional key |
| Turn Left                          | Left Arrow                         |
| Turn Right                         | Right Arrow                        |
| Strafe Left                        | A or Z + Turn Left key             |
| Strafe Right                       | D or Z + Turn Right key            |
| Crouch                             | C                                  |
| Shoot                              | Space                              |
| Refill Gun with Paintballs         | R                                  |
| Exchange CO <sub>2</sub> cartridge | E                                  |

These keys can all be changed in the Configuration menu. Other keys:

|                 |     |
|-----------------|-----|
| Show game rules | Tab |
| Respawn/Suicide | F5  |

In the unlikely event that you get stuck at a certain place in a map, you can use the F5 key to get unstuck. This action will cost you a point in the current game. To make sure you don't press F5 by mistake a text will be displayed as soon as the key is pressed, and you will need to confirm the action by pressing F5 again.

### Network Play

In some instances the network play can get out of sync with other computers. If there are any problems during network play, please press Escape to restart.