
Painkiller: Black Edition Crack



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About This Game

Painkiller Black Edition includes Painkiller and the expansion pack Battle Out of Hell, featuring 10 additional single-player levels and many new villains.

Gothic Story, Frantic Gameplay. Painkiller is a first-person horror shooter, designed to satisfy a gamer's hunger for intense, fast-paced action. It's an adrenaline addict's nightmare, where hellish monsters swarm in seemingly endless mobs.

Graphically, Painkiller is unmatched. The proprietary PAIN Engine puts out an unbelievably high polygon count, while adding increased texture quality and the latest lighting and shadowing techniques, including soft shadows, DOT3 bump mapping, water reflections, glass simulation, volumetric light and fog, and more. Plug in the Havok 2.0 physics engine, and you get a realistic environment in a totally fantastical setting.

Stranded in a place between Heaven and Hell, your time of judgment is at hand. The Underworld is on the verge of unholy war, and you are but a pawn in the infernal battle. As you fight for your purification, the truths behind the deceptions are revealed.

FEATURES

- Combo weapons: All weapons come in pairs, with a primary and secondary fire.
- Morphing: Your unholy pact gives you the power to morph into a powerful possessed creature with every 66 souls collected.
- Lasting replay value: Painkiller features a standard single player campaign, with additional modes to encourage replay.
- Physics Engine: Painkiller employs the Havok 2.0 physics engine, allowing for inverse kinematics ("rag-doll physics") and deformable, interactive environments.
- Over 30 levels of fierce action, dozens of different enemies in completely unique and varied environments.
- High adrenalin gameplay: non-stop action, hundreds of enemies to be decimated and gigantic bosses.
- 14 incredible weapons, including the famous stake-gun, and the mythical Painkiller.

Title: Painkiller: Black Edition

Genre: Action

Developer:

People Can Fly

Publisher:

THQ Nordic

Franchise:

Painkiller

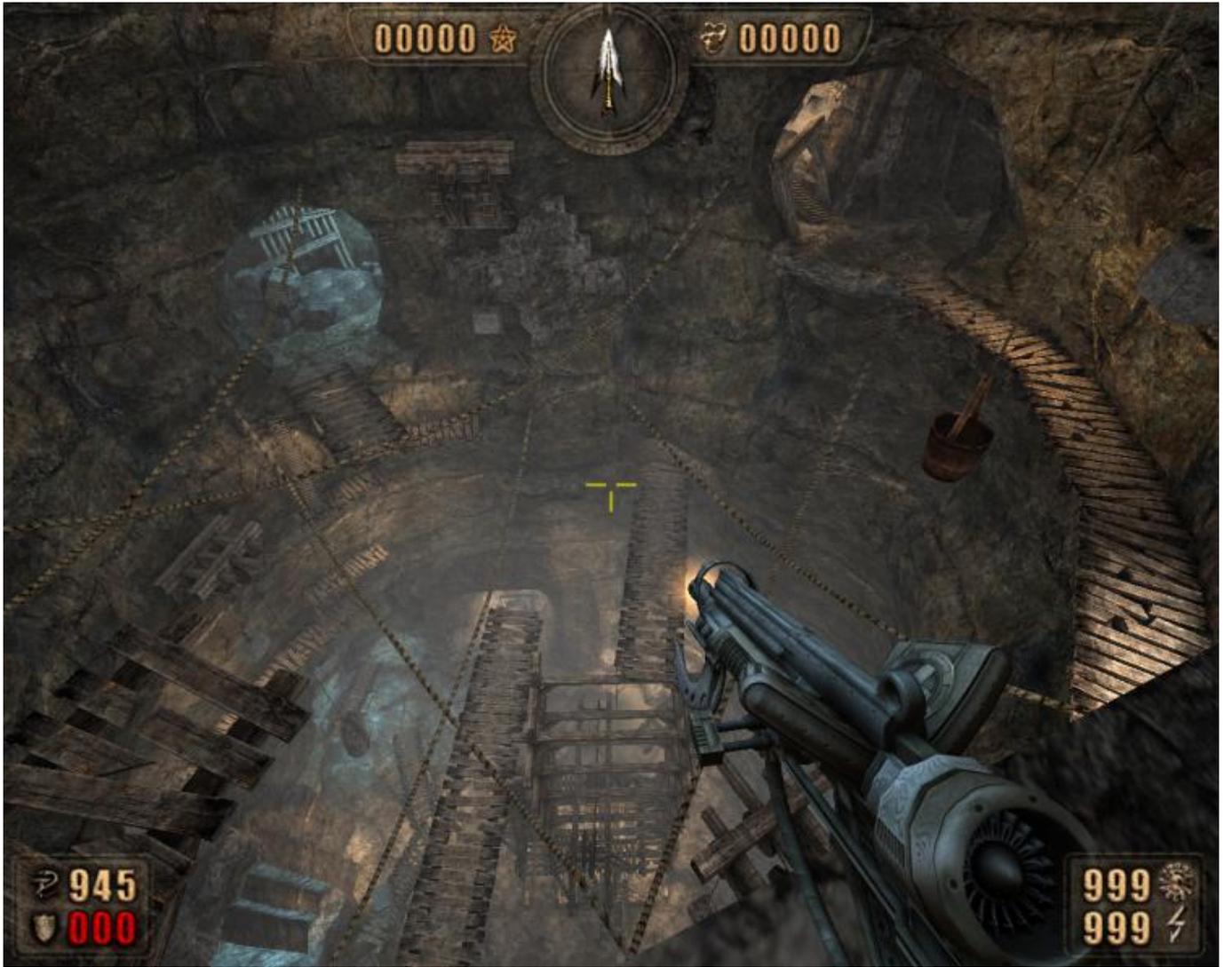
Release Date: 12 Apr, 2004

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English,French,German







Painkiller: Black Edition is a throwback to the glory days of the FPS genre: pure, unadulterated slaughter - kill everything which moves and keep on going.

The story is really present for lipservice only (you're a hitman slaughtering demons to get into heaven); it is the action and dynamics which make this game. The maps are varied, as are the weapons - while the enemies remain fairly consistent in terms of behaviour, it is the sheer experience of wielding guns and mowing down your foes which provides the enjoyment of Painkiller. CPL also featured Painkiller on their tour in the 2000s (for a quick watch, look for the 2005 final between VoO and Fatal1ty as an example of the multiplayer tournament experience).

For playing on modern systems (i.e. anything within the last 10 years or so), I highly recommend following the below. The widescreen is self-explanatory (Painkiller does not natively support 1080p), but the FPS limiter will help prevent coil whine due to four digit frame rates. All credit for the below goes to the OPs:

<https://steamcommunity.com/sharedfiles/filedetails/?id=549867670>

<https://steamcommunity.com/sharedfiles/filedetails/?id=472947921>

To summarise, Painkiller is a fantastic old school game which should be played by any self-respecting FPS lover. The Black Edition includes both the base game and the expansion: Battle out of Hell. Highly recommended.

Played on Windows 10 Pro x64 without any issues.. Painkiller: Black Edition combines in itself original Painkiller and it's expansion pack Battle Out Of Hell, that adds new campaign with new elements, including two weapons that you can then get in original Painkiller campaign. Though, maybe you aren't supposed to, but you still can. Painkiller was a bit FPS title that came out in 2004 and was considered as old-school. It also has multiplayer competitive mode.

Black Edition is pretty much same as Gold Edition, by the way. Just was difference in package, CDs versus DVD.

Oh, and it contains video extras.

Technically, this old game still works. Supposed to. Sure, it doesn't support multi-core processor, so a little older computers will have trouble here and there, unless it's old enough to have just one strong core. Progress is a funny thing. Surprisingly, it supports widescreen resolution. Not HUD parts, but still.

Also, GameSpy service is dead, don't bother installing that.

As for multiplayer community part, well, it's probably not exactly alive. It wasn't so much active to begin with, just getting small deathmatch here and there. But since Gamespy closed down, the in-game Internet Server Browser doesn't work anymore. You can still connect directly, but it still hits on community, you know.

So, Painkiller. Big deal. It was like a modern take on old-school shooter. Well, at least "kill stuff" part of old-school shooter, for it threw key-hunting, switches and mazes out of window. Instead main game process goes like: get to checkpoint, have health restored, get closed and kill everything, repeat. Not to say that levels don't have secrets, but you will get to fully explore level only when you are almost done and exit appeared. Then all the doors will automatically open. It still kinda feels weird though.

You will get to explore the setting of Purgatory and Hell, with Hell not being just "it's red everywhere", more of little nightmare settings. You will get to shoot at things in cemetery, graveyards, modern opera houses and military base. While also sometimes getting rare FMV cutscene that explains part of storyline. Interesting stuff, kinda.

The game was quite modern for it's time. And "modern" part of 2004 comes not only with graphics, but with obsessiveness over physics. And so this game occasionally throws some physics part, like falling light at Opera House or shaking bridge at Catacombs, just for sake of having them there. Because physics were cool novel thing and everybody was going crazy over them. Not that I complain, it gets creative at times. Making things flip onto wall with shotgun is fun, with ragdolls and all. Oh yea. And freaking Stakegun.

Let's just say that when game came out, everybody was like "OMG STAKEGUN 10/10". It really was satifactory and novel thing as successful stake hit would stick enemy's body part to the wall, with every other part hanging down. People may not care nowadays, but back then it was making everybody go hard. Unless you managed to miss it between enemy's arm and torso. Because having collision same as model itself was novel too. And that's why good designers still use collision boxes when it comes to projectiles, can't let rocket miss between legs.

As for core gameplay, well, it tries to be good. And mostly succeeds. It keeps throwing a good variety of monsters at you in small encounters. Some melee ones, some ranged ones. Some can even do additional stuff on each other. You also got a wide arsenal of weapons. Each one of them has two firing modes that use different ammo and since you can switch between weapons instantly, then it's like having 10 types of attacks at once. Almost. Read manual to learn more, there are some interesting combos. Then again, who needs stakegun's grenadelauncher mode, when you got minigun's rocketlauncher mode that uses same ammo? And who needs submachine gun when minigun shoots accurate anyway?

But then, game is not afraid to be cheap either. Usual hitscan enemies are included. No, not bakers, those are more interesting. Just things that don't feel too fair.

And this is where I shall tell you of bosses. They are divided into two categories: good ones and cheap ones. Good ones are awesome. Huge and epic and proper. Cheap ones are gimmicky as hell. And really, there are some horrible bosses. For example, the first miniboss you will meet looks no different from tougher enemies that you encountered before in same level, so you will unload your whole ammunition into him before realizing that you have to be "smart" and shoot at boards on the ceiling for no reason. Final boss of expansion pack is a downer, with you being forced to take damage. Even boss battle of the 4th chapter forces you to take fall damage.

Another thing to note is inclusion of bunnyhopping. It's not bug anymore, it's a full feature that you are really encouraged to use. Just keep pressing "jump" while going in direction you want, and you will speed up. It's very controllable and you can go in any direction without losing speed, so it's awesome.

Also, I should note music. It can be clearly divided into two parts: awesome metal/fight music and ambient one. I am sure that fight music of the first level will get stuck in your head for a while. Classic. But then, there is ambient track written for each level, which is more effort than you would expect. It plays when you aren't fighting and just explore level before next checkpoint fight and sets quite a different mood. Like two opposite sides in same game. Boss music is weak though.

Game also tries to do it's own thing, with souls, gold and Tarot Cards. Fallen enemies disappear into soul after few seconds, that you can collect to gain 1hp. There are also some rare bigger health pickups in the game, but your main source will be checkpoints which restore you to the fullest. But if you collect 66 of them, then you will temporary transform into demon, which means having black-white-red color palette, invincibility and ability to gib things with a click of a mouse. And then you will notice that there is gold rolling around on the floor quite often, from chests and gibs, that you can collect. What is it for? Well, as you noticed from stats, each level has additional objective, like "kill all enemies" (meaning "find all secrets", really) or "use only stakegun", that will give you tarot card upon beating stage. You can have two silver and three golden Tarot Cards at once. Setting them in inventory costs gold. Silver cards give passive bonuses, while golden cards can be activated once per level.

So, errrr, yea, gold, souls and Tarot Cards is something you can ignore, really. I don't feel that they are important enough, objectives for cards aren't always fun either.

And yes, game has multiplayer. It even enjoyed competitive scene for a short time after release. It was nicely designed, with few gamemodes. One of them is related to rocketjumping in low-gravity. But the only thing I got to play is Deathmatch, community isn't alive enough right now for other types. It's quite fast-paced and makes use of few weapons, even though the fast stake will still most likely instakill. Easy bunnyhop really helps to make chasing more exciting and levels are well done, looking nice overall but not having details to take away your attention, just you and enemies. So, yes, Stakegun/10. An interesting "old-school" FPS, which is more similiar to Serious Sam. That tries to do it's own things too. And well, was real nice for 2004.. Really fun game, full of guns, action, ammo and madness. Story is a pretty bland unfortunately, not very interesting.

If mindless shooting, killing and bunny hopping is your cup of tea and don't really care for stories much, this is your game!. basically just serious sam with a heavy metal soundtrack and demons.. I wish more people knew about this game series. Probably the best shooter to date, only rivalled by DOOM.

What I love about this game, is that it's a good ol' classic shoot-em-up kind of game. Where enemies come at you from left, right and centre. And with the added heavy metal soundtrack playing whilst you are kicking (That's a winner on its own.)

I bought this game because I remember playing it in my childhood, and I completely forgot about it until I recently rediscovered it.

And the good thing is, even though its just a huge all-guns-blazing kind of game, there actually is a story to the game. With impressive cut scenes for it's time.

I highly recommend this game to all.. This game is a perfect example and good evidence that not every game needs some story or nonsense like that to be fun, enjoyable, and memorable.

By far one of the funnest games i've ever played and it never gets old, even after replaying it nearly 10 times.

Shame the other games in the series aren't as good as this, even more sad that this game's concept is so simple. This game series is the Star Fox of FPS, there's generally one game in the series everyone loves and the rest is either okay, mediocre, or trash. Also don't bother with the HD remake, what the devs did there was a total scumbag move. Remove half the levels from the game, have them be DLC, scramble the level order and music order too.

Only negative thing I have to say about this game is that it can crash at time and there's no playable multiplayer anymore..

Painkiller Leaderboard:

1.Painkiller : Black Edition (10V10)

- The one who started the whole series, he is recognized for his old school fps and it is still fun to play it right now.
- Pros: All.
- Cons: null.

2.Painkiller : Hell & Damnation (9V10)

- A remake to the original Painkiller made by Farm 51 including a variety of new features like : new weapons, new gamemodes, new level design, new levels etc.
- Pros: New weapons, new gamemodes, new level design, new levels, new monsters, new mechanics etc.
- Cons: A large number of levels essential to the story were taken as a buyable DLC.

3.Painkiller Overdose (9V10)

- A sequel to the original old school fps Painkiller made by Mindware Studios which includes: a new character named Belial, a brand new story, completely different weapons, completely different monsters, completely different levels and new boss battles.
- Pros : a brand new story, completely different weapons, completely different monsters, completely different levels and new boss battles.
- Cons : it contains only 3 chapters instead of 5.

4.Painkiller : Ressurrection (7V10)

- The third Painkiller in the series, poor made with: only 1 chapter, only 1 new weapon, only a few new monsters which the others were taken from the original.
- Pros : new character named Bill, new gamemode (Co-op), extremely big levels, new bosses which 3 were taken from the original.
- Cons : only 6 levels, only 1 new weapon, only a few monsters where the others repeats themselves, buggy.

5.Painkiller : Recurring Evil (6V10)

- The fifth Painkiller in the series, even more poorly made with 6 more levels and a few new mechanics, that's all any other features were stolen from the previous games.
- Pros: 6 new levels, a few new mechanics.
- Cons : recycled monsters, recycled guns which some were scrapped, the only boss battle is a modified version of the last boss battle from Painkiller Overdose.

6.Painkiller : Redemption (5V10)

- The fourth Painkiller in the series, the poorest made with edited levels taken from the original game and a few scripting.
- Pros: it is fun to cramp the monsters into a single place and then gib them, you can play two characters (Daniel & Belial) in the same game.
- Cons: Levels were taken from the original but edited, unimportant script which causes even more bugs, recycled monsters, recycled characters (Daniel & Belial), recycled weapons which some were scrapped.. Painkiller is probably as close to FPS heaven as there will ever be imho and is definately in my the top 3 FPSs of all time.

It's fast, brutal, satisfying throughout the entirety of the game with a killer metal soundtrack which puts many other games to shame.

You play as a man (I forget his name it's been a while) who has recently died and has been sent to purgatory. To escape purgatory you become God's personal Hitman and you fight armies of Satan's baddies.

And boy are there a lot of baddies. Granted some are reskins but a vast majority are unique to each level.

Each level is split into mini "arenas" that upon stepping into generate a load of enemies, very similar to Serious Sam. Each level is pretty big to medium sized and there are plenty of secrets to be discovered.

Perhaps the strongest part of Painkiller are the Tarot cards, Demon power and the weapons which I will delve into.

Tarot cards are purchased in between levels and grant you special abilities. They are further divided into 2 categories, silver and golden tarot cards. Silver ones are Passive buffs which include extra health, being able to attract souls from farther, Demon strength triggering earlier etc. Gold Tarot cards can only be used by pressing "E" once per level but are extremely powerful i.e Time slowing down, 4X damages, invincibility, increased duration of gold tarot cards etc.

You're probably wondering what this demon strength is. Well, upon killing baddies, green orbs appear once the enemies corpses disappear, these are souls. If you collect enough souls you will see yourself starting to see everything in red. Once Demon strength triggers time slows way down, you are invincible, enemies pop out in red and everything else becomes white and black. Untop of being invincible you can use The Force like a Sith lord, except with enough power to Gib enemies into many pieces.

As well, the weapons in this game are super fun. They all have a normal and alt fire mode. Your very first weapon is a Painkiller which is essentially a spinning blade melee weapon that can also be thrown at a certain range before snapping back towards you. You very early on get access to a Shotgun\Freeze ray gun that is the bread and butter of your arsenal in this game. Other crazy guns include bazooka\minigun, Smg\Flamethrower, Kunai launcher\electricity gun, Stake launcher\Grenade launcher etc.

Perhaps the most satisfying part of this game is the ragdolling. I find ragdolling to be a really fun add-on for any shooter and in Painkiller it's probably the most fun as you can shotgun a horde of enemies (or their gibs) halfway across the map, not to mention the stake gun that pins enemies to the wall.

Equally satisfying is the actual devastating sounds of weapon fire from your guns. Your Shotgun booms, your SMG spits out a barrage of bang, your rocket launcher FOOSHs rockets (although the rocket launcher is perhaps the least impressive sounding of the weapons)

If there would be 2 problems I would see with the game: IDK if it's my game in particular or if others have had the same problem, but I seem to always crash in the add-on missions at random places\levels. Sometimes it happens once, sometimes it doesn't, basically it's unpredictable. I was able to finish the add-on at a certain point but it was really frustrating. I did have some crashes in the main game but they were much more rare.

The other issue is I believe the multiplayer is dead by now ofc, but then again I've never actually tried since I've only ever wanted to play the SP.

So if you're looking for a fastpaced, 'nads of steel, demon clensing, bunny hopping, headbanging good time, just press the purchase button and step into a world of PAIN!. Faster than a bullet

Terrifying scream

Enraged and full of anger

He is half man and half machine

Rides the metal monster

Breathing smoke and fire

Closing in with vengeance soaring high

He is the painkiller

This is the painkiller
Planets devastated
Mankind's on its knees
A savior comes from out the skies
In answer to their pleas
Through boiling clouds if thunder
Blasting bolts of steel
Evils going under deadly wheels
He is the painkiller
This is the painkiller
Faster then a laser bullet
Louder than an atom bomb
Chromium plated boiling metal
Brighter than a thousand suns
Flying high on rapture
Stronger free and brave
Nevermore encaptured
They've been brought back from the grave
With mankind resurrected
Forever to survive
Returns from Armageddon to the skies
He is the painkiller
This is the painkiller
Wings of steel painkiller
Deadly wheels painkiller
He is the painkiller
This is the painkiller
He is the painkiller
This is the painkiller

Pain! Pain! Killer! Killer!
Pain! Pain! Killer! Killer!

CANT! STOP! THE! PAINKILLEEEEEEEEEEEEEEEEEEEEEER!

PAIN!. As a great man once said: "SHURIKENS AND LIGHTNING!". This ain't an easy review to write.

You like you a bit of running into a mob guns blazing? This is a blood-n-gore-n-guts-n-veins-in-your-teeth kind of game. Nowhere else do you get to skewer bad guys to the wall with telephone poles like this. It's fast-paced, it's murderous, it's simple.

This game is approved by Walter White and Rorschach: you died, and you've gone to Purgatory, but it ain't you locked in there with the demons, it is they who are locked in with you! YOU ARE ONE ONE WHO KNOCKS. Story's okay. I mean, it fits on a napkin, but it's just enough justification to string together levels with no real link between 'em. There's an unholy lone-gunman versus all atmosphere to it once you get going (and your eyes stop bleeding from the frighteningly 2000's lo-poly graphics).

So much gib. Blood everywhere. Moo ha ha ha.

BUT THE BUGS. OH MY GOD THE BUGS.

There aren't many: but the few I ran into are rage-inducing.

Save & Load - Save & Load is fluid, but picking out a quicksave can be a chore. Now, when you're in the Train Station level, ABANDON ALL HOPE. 50% chance your quicksave is corrupt and will crash your game. All manual saves systematically crash your game.

Alt+Tab - Not only does it crash your game, but it leaves a fatass dead window across your screen you can't force-close. Alt-tabbing earns you a free restart of your PC. Don't do it.

Hit-box Inconsistency - you'd expect shooting buck point-blank would do the job, especially when you deep-freeze your target beforehand. So when you cause 0 damage, it's a bit surprising.

Having played for close to eighteen hours, the game froze just once, so I can't really say it ain't solid. Just like your grandad, it just can't pull off all those fancy dance moves any more.

Buying this game is exactly like buying that vintage car. The feel is great, but the mileage is abysmal and you gotta be gentle with it. Oh, and if you don't like breaking down, walk away now. This game ain't for you.. Really fun. Action hardcore FPS at it's finest. Really not much to say, the HD graphics look great, the game is fun, and the guns feel great. And it's all set in a number of great looking, fun levels. If you're looking for a fun, hardcore, Fast-paced classic shooter, then Painkiller should do it.. Painkiller is, in my opinion, the best first person shooter of all times.
I played it for hundreds of hours back when it came out in 2004.

It has the best level design and variety, amazing soundtrack and satisfying gameplay.
It is the underappreciated classic on the level of the original Doom and Quake.

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