

SERIOUS SAM

NEXT ENCOUNTER



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

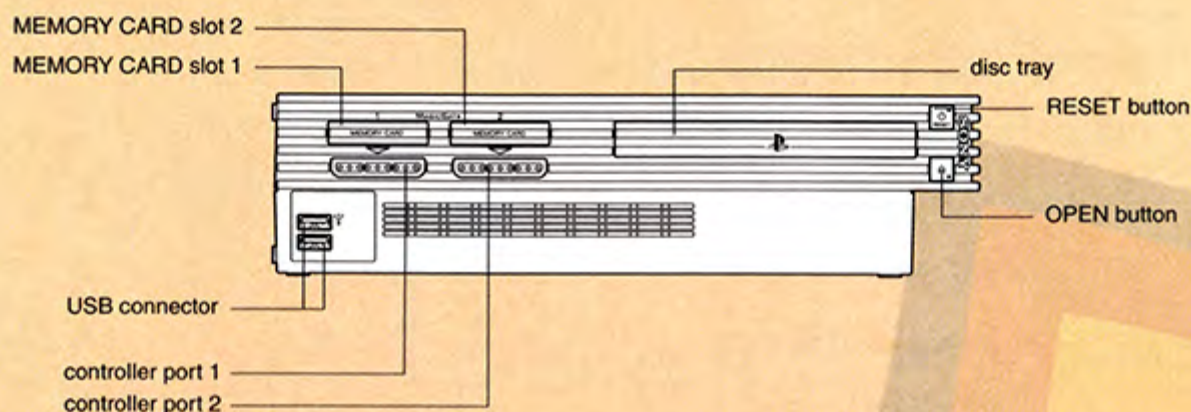
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SERIOUS SAM™

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STARTING THE GAME



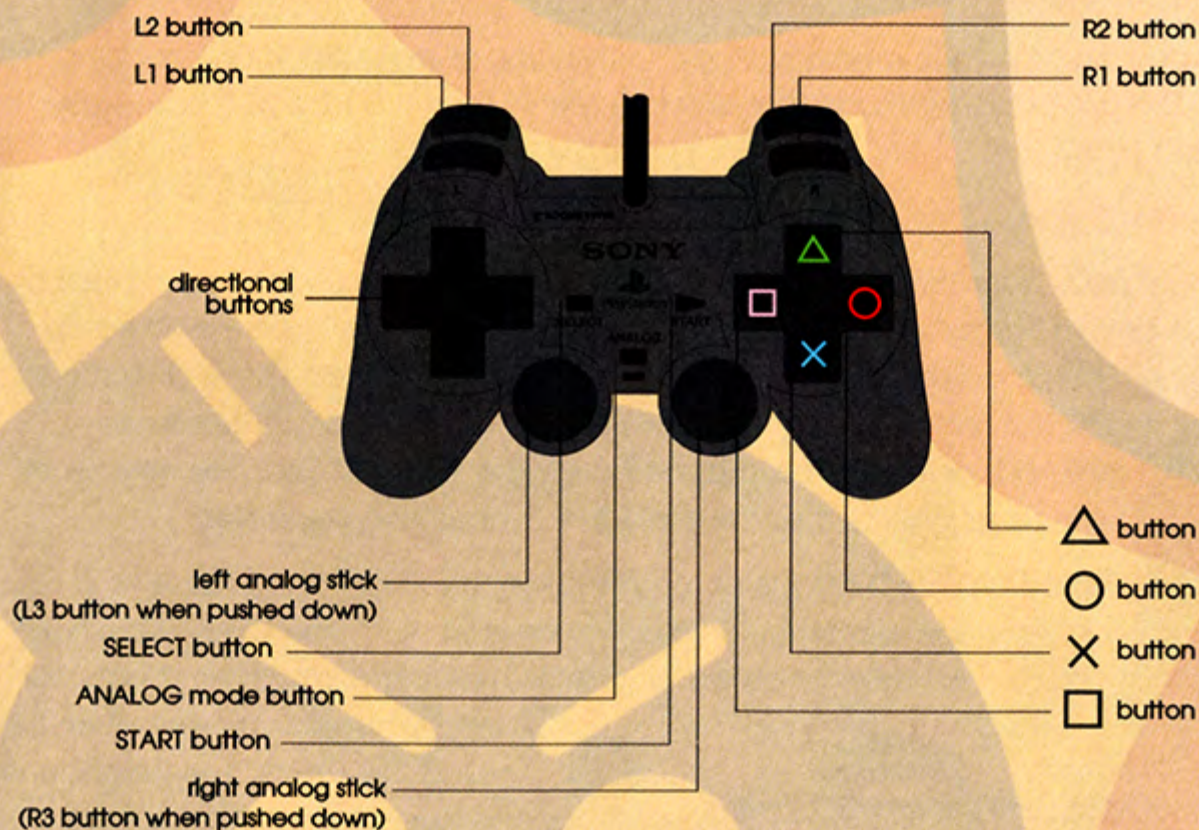
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Serious Sam: Next Encounter** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLLER DIAGRAM

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

Ever since the discovery of ancient Sirian artifacts at the beginning of the 21st century, Earth and its solar system have attracted the attention of the evil being known as Mental. Countless times he has sent his hordes of depraved monsters to attack humanity, beaming them back in time to steal the power of the Sirians.

And each time, one man has stood in the way of evil. One man, standing tall in the fight against those that would wipe us from the face of the universe. That man?

Serious Sam.

Right now, Sam "Serious" Stone is being briefed in the underground base of the United States' anti-Mental taskforce. Earth scientists have detected ripples in the space-time flux, originating from Ancient Rome. These disturbances in the flux can only have one of two origins: either the Sirians have returned, or Mental is up to no good. The fact that Sam has been summoned suggests that the taskforce is assuming the latter.

Armed only with his pistol, and his signature T-shirt and jeans to protect him from the elements, Sam is launched back in time to an era when honor and strength stood alongside learning and culture. When men offered up their courage to win the favor of the Gods. The height of the Roman Empire.

But first indications are not good. Could it be that this great civilization that covered most of the globe, protected by the feared legions of Rome, has been wiped out? Human life signs are thin on the ground and Netricsa, Sam's handy neural-interface computer, is detecting incoming signals. Hostile signals...

Lock and load for Sam's biggest adventure yet!



PLAYING THE GAME

Note: If you do not have a memory card in your PlayStation®2 when the power is turned on, you will be prompted to insert one. You can decline, but will be unable to save your progress.

MAIN MENU

A screen will now appear, with Serious Sam on the left and a series of options on the right. Choose an option.



- Single Player:** Play through the main Serious Sam story
- Multiplayer:** Play a variety of multiplayer games
- Online:** Play online with up to 8 players
- Profile Settings:** Alter settings for an existing profile
- Game Settings:** Alter game settings for sound and display
- Credits:** See the credits for Serious Sam: Next Encounter
- Cheats:** This option will appear once you have unlocked features through collecting single player medals. You can access cheats and bonus levels here.

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SINGLE PLAYER

This is the main game mode of Serious Sam: Next Encounter. In it you will play through a series of 32 levels, travelling across various time zones. Successfully traversing a level will unlock the next, until you complete the game.

Note: On his travels, Sam will find his way blocked by boss monsters. These monsters--much tougher and more dangerous than the standard enemies--will guard the Sirian timelocks that allow Sam to travel between time zones.

At the end of each level, Sam will achieve a score and be awarded a medal based on his performance. By collecting Gold Medals, you can unlock secret levels and features. See the Medals & Scores section for more information.

Choose single player from the main menu, then select a player profile (a profile is a saved file which stores your progress and settings) or create a new one.

Once you have chosen a profile, you will be taken to the level screen.



Here you can choose to start from any level you have unlocked by pushing the Left Analog Stick left and right. Underneath the level are its name and a summary of the scores you have achieved in previous attempts. Completed levels will have a medal icon to show the medal awarded on that level.

After choosing a level, pick your difficulty level to begin!

Note: It's recommended that beginning players select easy mode at first. You can always return and replay a level at a higher difficulty later. Playing on harder difficulty levels awards higher scores and is the best way for experienced players to achieve Gold Medals. Serious difficulty is only for those with serious skills!



MULTIPLAYER

If you have friends with you, multiplayer is the way to go! You have a choice of four types of multiplayer game:

Co-operative

This mode allows you to play through the single-player game, starting from any level you've unlocked so far, with a friend by your side. Your options are:

- Choose Level:** Select which level to start your co-op game from
- Difficulty:** Select which difficulty level to play at
- Note:** Two heads are always better than one, so you might want to pick a higher difficulty level for co-op if you're looking for a challenge!
- Friendly Fire:** Off: You cannot shoot your friend
On: Your shots will hurt your friend
Reverse: Shooting a friend damages yourself
- Show Names:** Select Yes to easily identify your friend by name on the battlefield

Once you've configured your game, choose Start to go to the player join screen and begin!

Regrouping: When progressing through a level in co-op, at certain points players will be beamed together (regrouped) to ensure neither player falls behind.

DEATHMATCH, HOLD THE FLAG, PASS THE BOMB

All three games take place in special multiplayer arenas, each with unique rules:

Deathmatch

The classic game to prove who is the greatest warrior of all. The winner is the player who gets the highest number of kills.

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Hold The Flag

A flag appears in the arena, and the players race to claim it! The winner is the player who holds onto the flag for the longest total time. Kill the flag carrier to make him drop the flag.

Pass The Bomb

One unlucky player is given a bomb. The only way he can pass it on is to tag another player or to kill them. Try not to be left holding the bomb when it goes off! The winner is the player who was blown up the least.

The options shared by all the games are:

Powerups

Select Yes if you want Serious Damage and Skates to be present in the game

Weapon Set

The Usual

The classic selection of Desert Hawk, Shotgun, Uzi, Minigun and Rocket Launcher.

Explosive

An explosive trio of Grenades, Rockets, and Cannon.

Mine Games

Grenade Launchers with limpet and spider mines.

Rocket

Rocket Launchers with sonic and homing rockets.

Gas Games

Gas Gun with a selection of gases.

Heavy Duty

Heavy-duty firepower courtesy of Grenades, Rockets, Minigun, Sirian Power Gun and Cannon.

Lumberjack

Just chainsaws. Timber!

Blast and Snipe

Shotguns and Sniper Rifles.

Mad Bulletz

Desert Hawk, Uzi and Minigun with some crazy bullets.

Pick-N-Mix

A nice mix of Desert Hawk, Gas Gun, Minigun, Rockets and Sirian Power Gun.

Seriously Silly

For all out fun, try the Uzi, Grenade Launcher, Minigun and Rocket Launcher along with all their secondary ammo types!

Show Names

Select Yes to identify players on the battlefield.

ONLINE

A Broadband network adaptor (Ethernet/modem) (for PlayStation®2) is required to play online. Install the network adaptor into your console according to the instructions provided with the unit. Use the Network Adaptor Start-Up Disc to create, edit and save a network configuration. CAUTION: Ensure your console is switched off and that you have disconnected the AC power cable before adding any network equipment to the console.

If you have a broadband connection to the Internet you can play Serious Sam: Next Encounter online with up to eight other players! Once your PlayStation®2 has been configured to connect to the Internet [See documentation accompanying the network adapter (Ethernet/modem) (for PlayStation®2).] The first thing you have to do when playing online is to choose the connection you are going to use to connect. There will be a list of connections currently configured and available displayed. Selecting one is simply a matter of pressing the  button.

Online Menu

The Options on the online menu are

Join existing game	Allows the player to view a list of currently running games and quickly join the one of their choice via the Staging Room
Host New Game	Takes the player to the pick Game Type screen, then through to the Host Game Set-Up screen
Online Set-up	Allows the player to configure various generic options for online play

Game Type

This menu allows the host to choose from either Deathmatch, Pass the Bomb or Hold the Flag game variants, and leads onto the Host Game Set-Up menu.

Host Game Set-Up

This menu allows the host to configure the following game parameters

Choose Level	Pick which multiplayer map to compete on
Weapon Set	As in multiplayer (above) the set of weapons that will be used in the map



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Show Names

Select Yes to identify players by their names on the battlefield

Powerups

Select Yes if you want Serious Damage and Skates to be present in the game

Timelimit

The duration of the game in minutes, overridden if a frag limit is reached first

Fraglimit

An alternative to setting a time limit for a game, the match will end when the first player reaches the set frag limit. Overridden if time limit runs out first.

Start Hosting Game

Creates a Staging Room that is visible to all other players currently connected to the Internet. Once enough players have joined this Staging Room the host can start the game at any time they wish by pressing the Force Start option.

Staging Room

The Staging Room is the area in which players gather prior to a game beginning. Once in the Staging Room players can talk to each other via a USB keyboard if they have a PlayStation®2 compatible one plugged into one of their controller ports. When in the Staging Room players are required to select an on screen prompt to signify that they are ready to begin the game. Once all players have selected this option the map will load and the game will commence. The Staging Room is identical for all players except the host, who has an additional option to force the game to start regardless of whether all players have signified that they are ready. This is in order to prevent all other players being held up by one person.



CONTROLS

Left Analog Stick

Push the Left Analog Stick forward to move forward and pull it back to move backwards. Pushing the Left Analog Stick to the left or right allows you to side-step (strafe) in that direction.

Right Analog Stick

Rotate your view left or right by pushing the Right Analog Stick in that direction. Tilting the stick forwards and backwards will tilt your view up and down (or the reverse, depending on whether you have the Invert Look option selected in your profile options).

Triangle Button

△ accesses Netricsa, Sam's neural-interface personal computer. See the Netricsa section for details on how this operates. It also pulls up the scoreboard during online play.

R2 Button

Squeeze the **R2** button to fire the currently selected weapon.

L2 Button

Squeeze the **L2** button to jump.

R1 and L1 Buttons

Holding either **R1** or **L1** pulls up the Weapon Wheel. The Weapon Wheel will display all the weapons in your inventory.



While holding **R1** or **L1**, push the Left Analog Stick in the direction which corresponds to the weapon you want to arm.

Release **R1** or **L1** to return to the game. To choose a weapon on the furthest end of the wheel, double tap the Left Analog Stick.

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Note: By default, the game world freezes when the Weapon Wheel is displayed. If you wish to turn this feature off, change the Weapon Wheel setting in your Profile Settings, under Misc Settings.

Alternatively, you may cycle through inventory by pressing **R1** and **L1** to move up and down the list of weapons.

Square Button

■ toggles the ammo types on most weapons, where available. It will also reload pistol ammo.

With the Sniper Rifle armed, holding ■ will zoom the sniper's scope. Once released, pressing ■ again will return to the normal view.

X Button

Press ⊗ when you see the Use message to activate items in the world, such as levers and switches. You will also need to press ⊗ to enter any vehicles Sam encounters in his adventures.

START/Pause

START pauses the game and allows you to change options and quit out of the current game.

NETRICA

NETRICA (NeuroTRonically Implanted Combat Situation Analyzer) is a small computer implanted inside Sam's skull. She will aid Sam by providing field support with data on locations, enemies and weaponry.

When you see the mail icon in the corner of your screen, press ▲ to enter Netrica. All your messages will be displayed along the bottom of the screen, color-coded by the following method:

Red: Information on your current location

Green: Weaponry & vehicle information

Blue: Tactical information on enemies



Push left and right with the Left Analog Stick to move through your different mails. Push up and down on the Left Analog Stick to scroll through long messages.

When you kill a new enemy or equip a new weapon, be sure to check with Netricsa to bring yourself up to date. Knowledge is a valuable weapon!

HUD EXPLAINED

Sam's view features several items of useful information intended to help him during his battles. These are arranged in a Heads Up Display, or HUD.



HUD Key

1. **Score:** The current score for this level.
2. **Health:** Sam's health, out of 100. Can be boosted to 200 with powerups.
3. **Armor:** How much armor Sam is wearing, out of 200.
4. **Powerup:** The remaining juice left in a powerup.
5. **Netricsa new message icon:** Indicates Netricsa has uploaded a new message to Sam.
6. **Aiming Reticule:** The color represents the health of the targeted enemy.
7. **Target Reticule:** Indicates that the enemy is locked-onto by Sam's auto-aim.

Netricsa Holograms

In some cases, Netricsa will overlay icons onto your view to help you.

Arrow: Sam must pick up the indicated item to progress. Usually, doing so will alert the local enemies to his presence so expect an attack wave to follow promptly.

Lockdown: When this is placed over a door, or similar item, Sam must destroy all nearby creatures in order to remove the lockdown and progress.

IMPORTANT INFORMATION

From Netricsa's archives, information on some of the items that will be sent to aid Sam in his battles:

WEAPONS



Bonecracker P-LAH Chainsaw

AMMO: Fuel from cold fusion
RATE OF FIRE: Continuous



Shofield Desert Hawk

AMMO: .50 AE
RATE OF FIRE: Single Action, Manual Reload



Shofield Uzi Pistol

AMMO: 9mm
RATE OF FIRE: 800 rounds per minute



Double Barrelled Shotgun

AMMO: 12 Gauge Shells
RATE OF FIRE: Two shells, pump reload



XM4000 Mini Gun

AMMO: 9mm
RATE OF FIRE: 1200 rounds per minute



XPML4000 Rocket Launcher

AMMO: 150mm Inferno Missile
RATE OF FIRE: 85 missiles per minute



MK III Grenade Launcher

AMMO: 40mm High Explosive Rounds
RATE OF FIRE: Variable



XOP Gas Gun

AMMO: HV Napalm canisters
RATE OF FIRE: Continuous



RAPTOR 16mm Sniper Rifle

AMMO: 16mm AP
RATE OF FIRE: Single Action, Manual Reload



Sirian Power Gun

AMMO: Sirian SX5 Power cell
RATE OF FIRE: Continuous



Serious Cannon

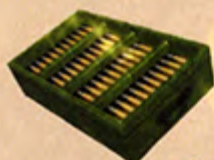
AMMO: HP Uranium-filled cannonballs
RATE OF FIRE: Variable



Serious Bomb

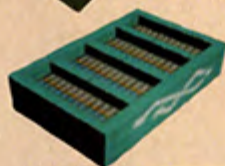
AMMO: N/A
RATE OF FIRE: Used once

AMMO PACKS



9mm Bullets

Weapon: Uzi, Minigun
Rounds in pack: 100



Ricochet Bullets

Weapon: Uzi
Rounds in pack: 100



Homing Bullets

Weapon: Minigun
Rounds in pack: 100





Shotgun shells

Weapon: Shotgun
Rounds in pack: 10



Rockets

Weapon: Rocket Launcher
Rounds in pack: 5



Homing Rockets

Weapon: Rocket Launcher
Rounds in pack: 5



Sonic Rockets

Weapon: Rocket Launcher
Rounds in pack: 5



Grenades

Weapon: Grenade Launcher
Rounds in pack: 5



Limpet Mines

Weapon: Grenade Launcher
Rounds in pack: 5



Spider Mines

Weapon: Grenade Launcher
Rounds in pack: 5



Napalm

Weapon: Gas Gun
Rounds in pack: 5



Liquid Nitrogen

Weapon: Gas Gun
Rounds in pack: 5



Laughing Gas

Weapon: Gas Gun

Rounds in pack: 5



Sniper Bullets

Weapon: Sniper Rifle

Rounds in pack: 5



Power Cell

Weapon: Sirian Power Gun

Rounds in pack: 50



Cannon Balls

Weapon: Cannon

Rounds in pack: 5

ARMOR



Shard

Worth: 5 points of armor



Exoskeleton

Worth: 25 points of armor



Vest

Worth: 50 points of armor



Heavy Plating

Worth: 100 points of armor



Heavy Armor Suit

Worth: 200 points of armor

HEALTH



Pill

Worth: 5 points of health



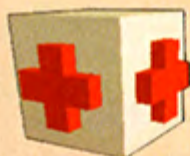
Test tube

Worth: 10 points of health



Vial

Worth: 25 points of health



Medikit

Worth: 50 points of health



Super Health

Worth: 100 points of health

OTHER



Green ammo pack

Contains standard ammo for all weapons.



Red ammo pack

Gives the maximum amount of all ammo types, including secondary.



Serious Damage

For a limited time, amplifies Sam's attacks so that they do twice as much damage as usual.



Serious Skates

For a limited time, allows Sam to move rapidly around the battlefield.



Serious Invulnerability

For a limited time, Sam is immune to all enemy attacks.

VEHICLES

In some situations, specially designed vehicles will aid Sam in fights.



Serious Jeep

Top Speed: 120 mph
Weapons: Homing rockets



Serious Combine

Top Speed: 60 mph
Weapons: Nano-steel blades



Serious Sub

Top Speed: 20 knots
Weapons: Aquatic miniguns and homing rockets

MEDALS & SCORES

Although winning the game, defeating Mental's evil forces, and saving the world is your primary goal in Serious Sam, the truly serious player will have another goal – to collect Gold Medals on all levels.

Scoring

Points are given for killing enemies and picking up hidden treasure. Points are lost when Sam dies and is respawned. To increase the scores received from killing enemies, link kills together for combos.

Combo Scoring

When you kill baddies quickly in succession, you start a combo. For each enemy you kill in a chain, the combo increases by one. The higher the combo you reach, the higher the bonus added to your score. If you reach a 20 kill combo, Sam will enter a Super Combo Killing Spree. During a Super Combo Killing Spree, all kills are worth double the points and Sam will move faster, boosted by the adrenaline rush.

At the end of a level, you will see the score summary page. There, your performance will be evaluated and a final score awarded. Those who reach a high enough score will receive a Gold Medal.

Tip: To get the gold, aim to complete the level in under the par time (shown at the end of each level) and kill enough bad guys to reach the kill par. Getting high combos, picking up secrets and treasures, and playing on one of the higher difficulty levels will also help.

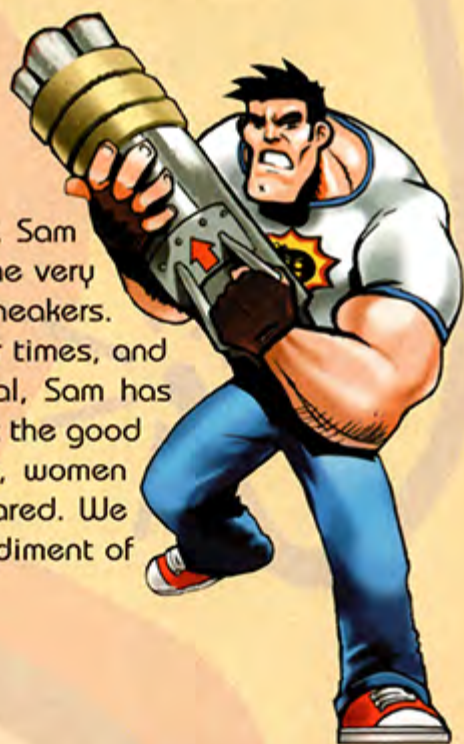
Collecting Gold Medals will unlock hidden features and content, accessed through the Cheats option on the main menu. Unlocked bonus levels will be available from the Level Select screen, indicated by the Secret Levels option. Every time a new feature is unlocked you will see the message "Secret Unlocked!" after your medal is awarded.

MULTIPLAYER CHARACTERS

Serious Sam

Defender of the Earth

The Earth's best chance in the fight against Mental, Sam "Serious" Stone will go down in history alongside the very greatest warriors and he'll be the only one wearing sneakers. With an ability to strafe and shoot unmatched in our times, and able to handle any weapon in his versatile arsenal, Sam has travelled through time on countless occasions to fight the good fight and returned victorious. Men want to be him, women want to marry him and alien scum are just plain scared. We salute you, Sam, champion of Earth and living embodiment of the Serious Style!



Big Baby

Not acting his age

The only member of Sam's team who has an afternoon nap before going into battle, Big Baby is the unlucky victim of one of Mental's attacks on Earth's cities. Only a year old when caught in a mutation ray, Big Baby managed to retain his sense of humanity despite his molecular structure being mentalized. The result of the exposure to the mutation is that Big Baby has the body of a thirty year old, but the mental age of a child. He has shown surprising ability with Grenade throwing, perhaps a skill learnt throwing toys from his stroller.



Candy Smiles

Doing it for the team

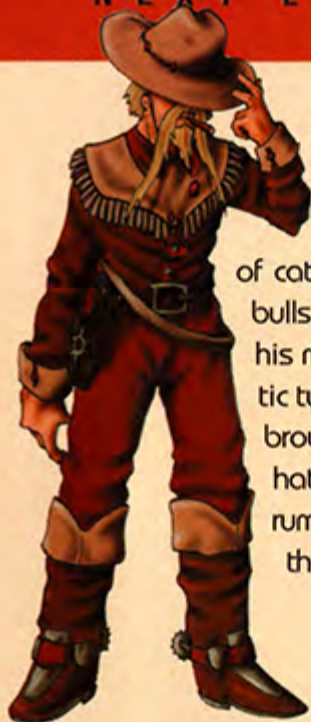
A friend of Sam's back from when he played football at college, Candy was eager to take up a role defending the Earth against Mental's evil forces. Initially she only helped from the sidelines with morale-boosting dance routines and a few nifty cheers, but once Candy got her hands on some guns and realized how much fun slaughtering alien scum was, she soon graduated to become an indispensable member of Sam's battlefield team. Her favorite piece of equipment is the Uzi, her makeup set coming a close second. Once Mental is defeated she hopes to raise children, help empower other young women, or marry a movie star, whichever comes easiest.

Chuck Chuckles

Playing it for laughs

When his circus was destroyed by Mental's forces, Chuck pursued them with the tenacity of the most battle-hardened marine. But carrying only a water pistol, a custard pie, and a hand buzzer Chuck found himself unable to exact his revenge. Luckily for him he ran into Sam who taught him how to strafe without making a pratfall, and gave him as many guns as his gloved hands could carry. Look out for his laugh as he launches a volley of rockets into enemy forces and then honks his nose.





Longarm Luke

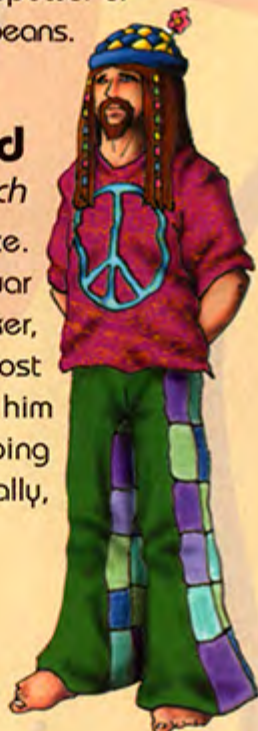
There's a new sheriff in town

Out on the ranch one day, Luke was appalled to see his entire herd of cattle zapped by Mental's armada and turned into bloodthirsty were-bulls. After surviving their onslaught thanks to his father's Gatling gun and his mean lasso skills, Luke set off to teach a lesson to the evil intergalactic tyrant. When he ran into Sam in Texas, the two became instant friends, brought together by their love of saucy campfire sing alongs and their hatred for Mental. A gunslinger at heart, Luke favors the pistol, though rumor has it he also has a soft spot for the heavy firepower of the less graceful Minigun. Cooks an awesome can of beans.

Pumpkin Moonchild

Peace out to lunch

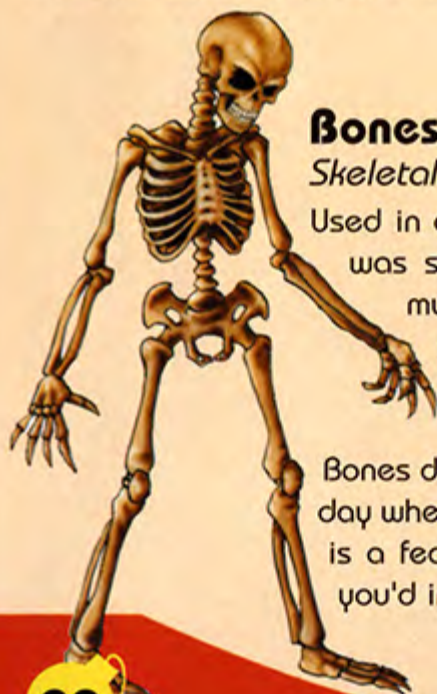
Offense is the best form of defense and war is the best form of peace. That was how Sam sold it to Pumpkin when he met him at an anti-war rally at the start of Mental's invasion. The son of an obscure 60's rocker, Pumpkin was protesting for a diplomatic solution with Mental when most of his hippy friends were hit by a biomechanoid attack. Sam saved him and taught him how to handle a chainsaw. Though Pumpkin loves ripping through ranks of alien scum, he still refuses to chop down trees. Naturally, Pumpkin always plays with the Hippy gore setting.



Bones

Skeletal depressive

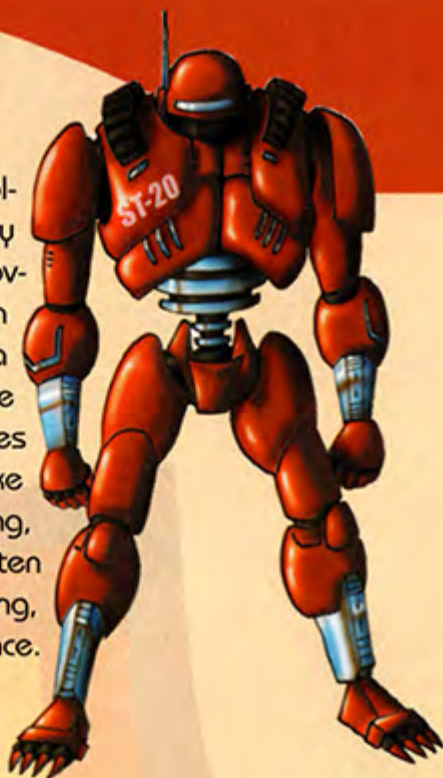
Used in anatomy classes at a small Midwestern college, Bones was suddenly thrust into the Mental conflict when a stray mutation ray zapped through the classroom and brought him to life. More shocked than anyone, Bones is determined to catch up with Mental and get his revenge. Pretty happy with existence as an inanimate object, Bones doesn't care much for his new found life and longs for the day when he can be returned to a petrified state. As such, Bones is a fearless warrior on the battlefield but is the last person you'd invite to a party.



Silicon Sam

Taking a bite out of Mental

Originally built by the boffins to make hot beverages and collect dry cleaning from the store, Silicon is the federation's only android soldier. His abilities with firearms were only discovered by accident when one professor mistakenly sent an order for three cafe lattes and a mocha to his general and a request for covering fire to Silicon. The general forgot the mocha, but Silicon wiped out an entire legion of Mental forces before his batteries ran out. Silicon's electronic reflexes make up for his lack of AI programming – and to be honest, pointing, shooting and circle-strafing isn't rocket-science is it? Most often equipped with a Sniper Rifle or pistol for precision shooting, Silicon is light on conversation but can do a mean robotic dance.



Suzi Darko

Like, who turned out the lights?

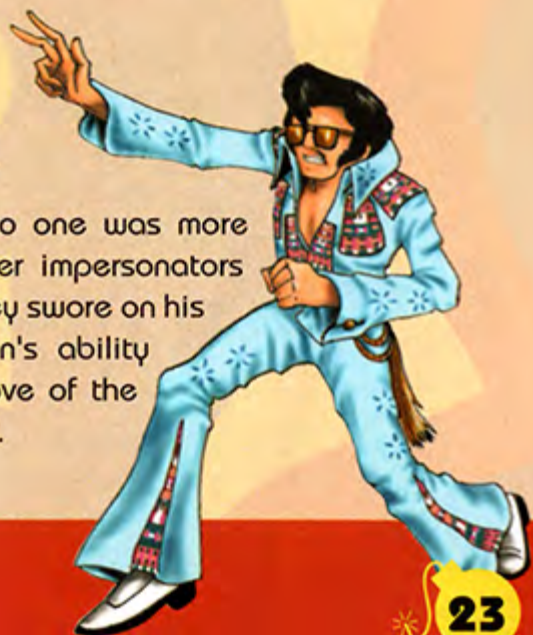
Suzi joined Sam's team because she thought the evil minions of Mental might provide inspiration for the Goth makeup and fashion business she ran out of a New York studio apartment. Suzi soon discovered that the evil ugliness of Mental lacked the style she was seeking. Deciding that the universe didn't need any more unstylish Goths, she redoubled her efforts to wipe out the alien monstrosities and earned the respect of her colleagues. Her favorite weapon is the Gas Gun, loaded with Liquid Nitrogen, because it is "uh, cool." Her major weakness is her reluctance to fight (or do anything, for that matter) during the day.



Bob Wesley

Love him tender

When Vegas was invaded by Mental's forces, no one was more angry than Bob Wesley. While most of the other impersonators ditched their costumes and went into hiding, Wesley swore on his hair that he would avenge this affront on his nation's ability to party and gamble. Wesley is known for his love of the shotgun and an occasional weakness for fast food.



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Ball Wraith

The Footbrawler

This undead footballer was brought into being by Mental from the spirit of a long dead jock. After studying plenty of sports television Mental decided that the best way to fight Sam was at his own game and thus this monstrosity was created. Possessing a diabolic temperament and knowing every dirty trick in the book, this guy is a formidable foe on the pitch and (battle)field.

Clarence Corndale

Gotta love that spandex

Giant sized wrestler Clarence Corndale was recruited by Earth's defense forces to add an element of approachability and fun to the struggle. His bulky body belies his cunning, guile and fearsome combat skills. Approaching the enemy dressed in vastly over-stretched spandex emblazoned with heart-shaped motifs, he is never taken as a threat until he body slams his way through the middle of their ranks bowling over grunts like so many skittles. Due to his unlikely fluffy image but immense power, Clarence was given the nickname "Killer" by Sam Stone.



Buzz Altman

Boldly goes

Part of a two-man space station orbiting Mars in a mission to extract some soil samples for scientific use, Buzz was surprised to wake up one day and find his craft had been tractor-beamed into the hold of a Mental battleship. His fellow astronaut lost it and was soon captured by the minions. Buzz, however managed to shoot his way through the ugly critters and commandeer a shuttle with which he returned to Earth to fight alongside Sam and help repel the invasion. One of the early proponents of the Sirian Power Gun, Buzz also has a seemingly endless supply of boring space travel anecdotes.



Superfella

Up, up and ... what was that line?

Five pounds of superhero in a ten pound suit. Superfella is the personification of a wannabe, possessing sub-average superpowers (i.e. none), but with an imagination that lets him think he is the most awesomely powerful being in the Universe. Sam Stone is constantly having to rescue him from the fixes he gets himself into, most recently finding him at the top of a skyscraper and having to say to him, "Dude, if you think you can fly, try taking off from the ground first—"



Ted the Fisherman

Shiver me timbers

After spending most of his life wandering the stormy seas of Earth, Ted is no stranger to both hardship and monsters. So that fateful day when he was confronted by a group of Mental's rather gruesome Atlantean minions, rather than having the normal reaction of turning and running in object terror, Ted simply got out his biggest hook, fattest rod and line and gave chase straight after the beasts. Naturally Earth's defense forces quickly recruited him with the promise of hunting "The biggest one that ever got away."



Johnny Drive-Through

A real cheese fry

Kidnapped from his small town USA home while out cow tipping one night after work, Johnny has become unwittingly involved in the struggle against Mental. Initially he was only interested in looking out for his own, slightly pimply neck. Once he realized that it wasn't just the ownership of the planet that was at stake but rather the whole Human way of life, including the precious fast food culture that is so close to his heart, Johnny has become one of the Earth's most dedicated freedom fighters. He roams the galaxy liberating greasy food outlets wherever they may be threatened.



SERIOUS SAM

NEXT ENCOUNTER



NES-Bot

Series 666, Producer-bot

The NES-Bot was designed and built by Mental to oversee production of Mental's armies. However, in a daring raid on one of Mental's orbital clone farms, NES-Bot was captured by Sam Stone, returned to Earth and reprogrammed by the Boffins. Now serving the same cause as Sam, NES-Bot has become a cornerstone of the offensive against his former master's minions.

GAMEPLAY TIPS

- Keep moving and you'll stand a better chance of avoiding fire. Practice circling around enemies while aiming at them (circle strafing).
- Use the Weapon Wheel as it allows you to change weapons quickly in the heat of battle.
- Enemy fire is dangerous to monsters as well as to Sam. Sometimes you can get the bad guys to kill each other! Note: you won't get credited with points unless you do the killing yourself, so this tactic isn't for those who are chasing high scores.
- Save your most devastating arsenal for the more powerful foes – don't waste your goodies on grunts!
- Don't make inappropriate use of your weapons. Rockets are not ideal for close-up situations and the shotgun is useless at great distances. Learn to adapt to the situation.
- When using pistols, you can unload clips quickly by rapidly pumping the  button. With this technique and with its unlimited ammo, the pistol can be a powerful weapon.

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SERIOUS SAM

NEXT ENCOUNTER

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Uses Bink Video.

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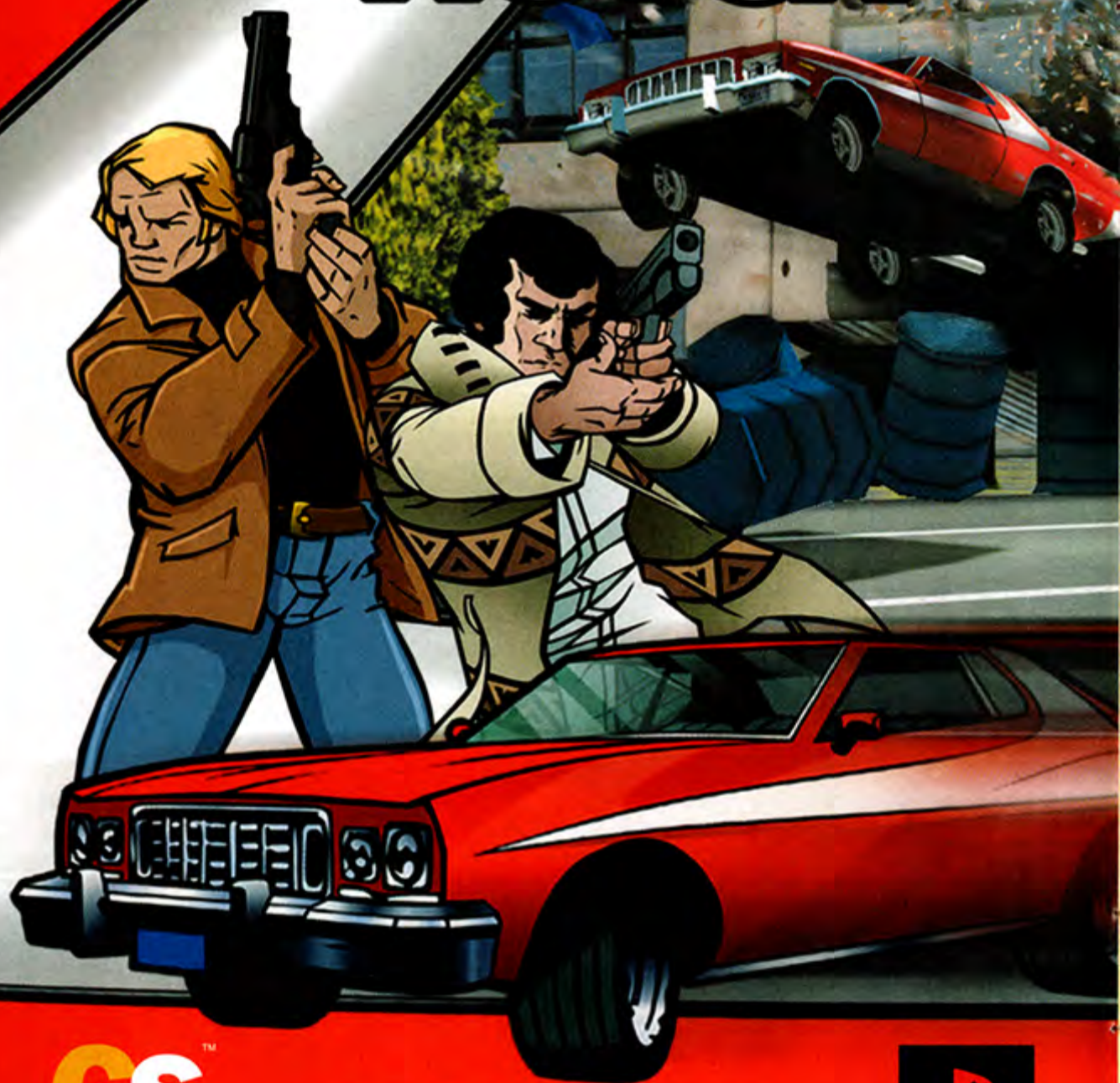
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PlayStation 2

STARSKY & HUTCH



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ONLINE TROUBLESHOOTING FAQ

1. **I keep seeing a flashing red icon on the screen. What does this mean?**
This warning icon indicates a temporary loss of network communication. If you see this warning consistently, and are unable to view the game list, or host a game, then please check your network configuration using the Network Adaptor Start-Up Disc.
2. **What do I need to do if my PlayStation®2 console is behind a router with NAT (Network Address Translation), or firewall?**
In order to join or host a game of Serious Sam: Next Encounter from behind a router with NAT, or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on ports 3658, 6500, 27900 and 28900 to the IP address assigned to your PlayStation®2 console. Please refer to your router/firewall manual for further information. (Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)
3. **On the game list, some game hosts are marked "Private IP: Yes". What does this mean?**
This means that this host may be behind a router using NAT. If you experience problems connecting to this game host, you should wait a minute or two before retrying. If you continue to experience connection problems, please select another game host to join.
4. **I get a network error message when I attempt to view the game list/join a game/host a game. What should I do?**
These errors indicate a temporary communication problem with the master server that tracks all the Serious Sam: Next Encounter games being hosted online. You should wait a minute or two before retrying. If you continue to experience problems, please double check your network configuration using the Network Adaptor Start-Up Disc.

Online service for this title is guaranteed only through April 2005.

SERIOUS SAM™



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