

Credits

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Badlands Pete

INSTRUCTIONS FOR AMIGA ST/STX AND IBM AMIGA COMPUTERS

INTRODUCTION

The Governor's fate hung a worried frown as he read the letter scrawled on newspaper that had been delivered wiggled around a rock. His beloved daughters had been abducted by the old and sinister inhabitants of the Badlands Territory. If he wanted to see them again a ransom was to be paid... But the Governor had other ideas.

As he often stalked Pete Coyote, known throughout the West as Badlands Pete. His quick but hot-headed gun style is a deadly game and recognized and feared by desperadoes everywhere. "The cat's new job for you Pete", as he once showed them talk in the South for his stolen horses and apples from the Sheriff. The Governor rose from behind his desk and looked at the window. As he looked towards the Badlands he wondered whether the people still there noticed what was coming.

"Single Pete, I'll pay the full bounty on anyone who gets in your way, but the town's folk may offer a bounty on your head-in-return". Pete looked straight at the Governor. "Not good enough. The rate should double the reward... I'm about four thousand dollars for your good enough I can't do more than that". "How a head Pete?" "How about two and a half?" You know how many girls I can do more than that". "The good Governor, I want it in Gold". With that Pete looked on his feet and walked from the office. The Governor rose from behind his desk and looked at the window. As he looked towards the Badlands he wondered whether the people still there noticed what was coming.

LOADING INSTRUCTIONS

Turn off the computer and disconnect all unnecessary peripherals. Place the Badlands Pete program disk in drive A and switch on. The title screen will appear. Press the fire button on the joystick to start the game.

INTRODUCING STOP-A-MATCH

The STOP-A-MATCH graphics system was developed to add realism and depth to Badlands Pete. With STOP-A-MATCH characters can move through doors, in front and behind objects, up and down ladders and stairs and who hidden passages. Once mastered Badlands Pete's joystick controls in conjunction with STOP-A-MATCH graphics give you the freedom to move around the Badlands going where you want, when you want.

GAME CONTROLS

Joystick Controls

Moving the joystick left and right will make Pete move in that direction if his path is unobstructed by an object or building. Pushing the joystick up makes Pete face away from the screen and starts him walking in that direction until an obstacle is encountered. Moving the joystick down will make Pete turn and start walking towards you until an obstacle is encountered. Releasing the fire button is hitting the Space Bar makes Pete draw his guns and start shooting. Pete will continue to shoot until his ammo is exhausted. While his guns are drawn, moving the joystick will aim Peter's guns. While Peter's guns are drawn, his movements are limited to firing and firing. The longer Pete takes to aim between shots the more accurate he will be. Peter's bullets don't just travel in a straight line, they move up, down and in and out of the screen as well. Sometimes Pete will have to move position to hit his intended target. Hitting the Space Bar re-loads Peter's guns. Note that Pete cannot move or aim his guns as he is reloading.

Keyboard Controls

Space Bar	Draw Peter's guns or re-load them
Control S	Pause and reset game
F10	Save 500000 game state
F12	Disable/enable sound FX

THE STATUS PANEL

The Status Panel displayed beneath the game window contains the following information:

Energy: Peter's vitality or health is shown as a glass level filled with blood that drains as he loses energy. Blood is lost when Pete is shot and gained as bonus objects are collected.

Bounty: Peter's score is shown in dollars either as a bounty or a reward. A bounty is awarded every time Pete collects a bonus object or eliminates an evil character. Dollars are deducted from Peter's score whenever Pete kills a non-exaggerated character. Negative scores are shown as the reward that Pete is worth to enemy bounty hunters.

Governor's Daughters: Each level of gameplay has a corresponding number of kidnapped daughters to rescue. These are displayed on the Status Panel. As each daughter is rescued one figure will disappear from the panel area. When each of the daughters has been rescued that level is complete.

Ammunition: The amount of ammunition that Pete currently has in his gun belt is shown by the number of bullets displayed across the Status Panel. The number of rounds shown reduces as Pete fires his gun. Additional ammo can be collected from the bodies of dead characters or as bonus objects.

Wanted Posters: At the start of each level the most wanted person in the Badlands is shown on a miniature wanted poster in the center of the Status Panel. This disappears when gameplay commences, but can be renewed by looking at the Wanted posters stuck to the jailhouse wall.

Bonus Objects: Several bonus objects such as railroad tools, mines and playing cards are earned by characters. An icon representing each object appears in the Status panel once that object has been collected.

GAMEPLAY

The aim of Badlands Pete is to be awarded as many bounty dollars as possible and gain entry to the Badlands High Score Table.

Scoring: Scoring is measured in dollars. Collecting bonus objects, rescuing Governor's daughters, completing a level and shooting outlaws will all earn Pete reward money. Dollars will be made from Peter's score whenever an innocent bystander is shot or Pete draws first in a gunfight with any but the most hardened outlaws. Positive scores are always displayed as a bounty value. However, if Pete has an fifty finger finger then he has taken a negative score which is represented as a reward for his death.

The Characters: Each character in the game has a dollar value, for characters whose intentions are unclear this value may be either positive or negative depending on Peter's reaction to that character. The following list is split into sections to indicate which characters are outright outlaws or antagonists which characters may help or attack Pete, and which characters are unlikely to do anything to help Pete.

Mountain Men \$200 Had only been from the mountains to trade skins and take toll. **Ransomed Men \$100** Greedy merchants who are after Peter's scalp. **Miner's Families \$100** Have come north to escape the revolution and get some peace and quiet.

Ranchers \$100 Lovers of the law, they'll deal anything not too bad down.

Sheriff of the \$1000 Not much that he will not take Peter a piece of a chance.

Preachers \$150 Conscienceless old ministers full of fire, bromine and cheap whiskey. **Farmer's Wives \$200** Loving, but tough, Pete shouldn't take them with any of these farmers. **4000** Helpless to the stone, hard working, industrious and very, very reactionary.

Lawyer \$400 The sheriff's lawyer, but at those six night pay laws, with their temper. **Gun Tenders & Shop Owners \$200** eager to do business, but don't give an inch.

Indian's Dependents \$200 The law, such as it is, in the Badlands, but they may be on the side. **Indian Squares \$200** Peaceful and submissive, hardly worth bothering with, but watch out if they've been at the Plains.

Cowboys \$200 They live for the game, and are quite prepared to die for it too. **Taxid Collector \$75** Will help Pete find his trail, destination trouble.

Distillers \$125 in the Badlands, these old men keep the place lively. The distillers take care of the town.

Barbers \$100 Custodians of the cash, but taken and even better customers. **The Ladies \$100** When around the westerns be without these characters to take apple pie and your reward share in the bounty.

Governor's Daughters: rescue value \$2,500.

Bonus Objects: During the game, Pete will come across various objects which will add to his reward income. Some objects will simply be found lying around town, others will be given to Pete by characters he meets on his travels, while other objects can be collected from the bodies of outlaws and antagonists.

Iron Ties \$100 easy come in the west town.

Barrels \$100 Peter's gun belt.

Golden Dollar \$100 Score

Silver Dollar \$100 Score

Pack of Cards \$100 Score

Bible \$100 Score

Knife \$100 Score

Carter \$100 Score

Coal Pie Increase Peter's energy.

Glass of Beer Increase Peter's energy.

Round Chicken Increase Peter's energy.

Bottle of Red-Eye Increase Peter's energy.

Sausage or Beans Increase Peter's energy.

Pat of Coffee Increase Peter's energy.

Levels: The number of Governor's daughters that have to be rescued to complete a level increases with each level completed, for each successive level the number and aggressiveness of other characters will increase, making the game increasingly difficult. Within a level, as the inhabitants of the Badlands are eliminated, non-Farmer Objects, Bounty Hunters and other aggressive characters will start to close in on Pete forcing him to act quickly. Each level is made up of the four frontier towns of the Badlands territory, connected by a rail line.

Game End: The game ends when Pete is drained of energy, and falls to the floor, dead. If his score is suitable high it may then be entered onto a saved high score table.

HINTS W TIPS

Aiming and Shooting: Chase quarter gently. It's not always the most accurate. If you have trouble hitting enemies that are close by, then try backing off or moving into or out of the screen.

Choosing Targets: If you are uncertain of a character's intentions, watch and wait to see if he (or she) draws his gun, offers a bonus object or ignores Pete before he starts away with his gun.

Traveling between Levels: Riding on trains other than the working is much easier as Peter's health. Tickets for the journey can be found during gameplay. Without a ticket you will not be allowed onto the station platform.

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