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Edited on an Atari Portfolio

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BADLANDS PETE INSTRUCTIONS FOR ATARI ST/STE AND IBM AMIGA COMPUTERS INTRODUCTION

The Governor's face bore a worried frown as he re-read the letter scrawled on notepaper that had been delivered wrapped around a rock. His beloved daughters had been abducted by the not so savory inhabitants of the Badlands Territories. If he wanted to see them again a ransom was to be paid... but the Governor had other ideas.

Into his office stalked Pete Coyote, known throughout the West as Badlands Pete. His quick fire two-handed gun style and ready wit are recognised and feared by desperadoes everywhere. "I've got a new job for you Pete", it's time we showed those folk in the 'lands that we mean business. Pete looked at the Governor coldly from under the brim of his hat and asked "OK, but what's in it for me?"

"Alright 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 Governor, the risks exceed the reward... how about five thousand dollars for every daughter I send home alive?". "Have a heart Pete, how about two and a half?" You know how many girls I've raised!" Pete gave a cynical smile. "In gold Governor, I want it in Gold". With that Pete turned on his heels and walked from the office. The Governor rose from behind his desk and crossed to the window. As he looked towards the Badlands he wondered whether the people out there realised 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 STRIP-A-MATION

The STRIP-A-MATION graphics system was developed to add realism and depth to Badlands Pete. With STRIP-A-MATION characters can move through doors, in front and behind objects, up and down ladders and stairs and into hidden passages. Once mastered Badlands Pete's joystick controls in conjunction with STRIP-A-MATION 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 as he starts to walk 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. Pressing the Fire Button or 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 Pete's guns. While Pete's guns are drawn, his movements are limited to aiming and firing. The longer Pete takes to aim between the more accurate he will be. Pete's bullets don't par 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-holsters Pete's guns. Note that Pete cannot move on until his guns are re-holstered.

Keyboard Controls

Space Bar Draw Pete's guns or re-holsters them
Keypad 0 Pause and restart game
F3 Toggle 50/60Hz frame rate
F10 Double-clickable sound FX

THE STATUS PANEL

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

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

Score: Pete'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 Pete's score whenever Pete kills a non-aggressive 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 in 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 guns. 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 centre of the Status Panel. This disappears when gameplay commences but can be reviewed by looking at the Wanted posters stuck to the jailhouse wall.

Bonus Objects: Several bonus objects such as railroad tickets, bibles and playing cards are carried 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.

Deductions will be made from Pete'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 itchy trigger finger then he may have 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 Pete's reaction to that character. The following list is split into sections to indicate which characters are outright outlaws or renegades, which characters may help or attack Pete, and which characters are unlikely to do anything to hurt Pete.

Mountain Men \$250 Roll into town from the mountains to trade skins and raise hell

Renegade Indians \$100 Sneaky varmints who are after Pete's scalp

Mexican Banditos \$150 Have come north to escape the revolution and get some peace and quiet

Raiders \$500 Lowest of the low, they'll steal anything not tied down

Spirits of '48 \$300 Lost souls that will not leave Pete a ghost of a chance

Preachers \$750 Cantankerous old ministers full of fire, brimstone and cheap whisky

Farmer's Wives \$350 Loving, but tough, Pete shouldn't take liberties with any of these

Farmers \$450 Hustlers to the above, hard working, industrious and very, very reactionary

Saloon Gals \$850 The drifter's friends, but all those late nights play havoc with their tempers

Bar Tender's & Shop Keepers \$500 Eager to do business, but don't give an inch

Sheriff's Deputies \$950 The law, such as it is, in the Badlands, but they may be on the take

Indian Squaws \$250 Peaceful and submissive, hardly worth bothering with, but watch out if they've been at the Peyote

Gambler's \$850 They live for the game, and are quite prepared to die for it too

Ticket Collectors \$75 Will help Pete board his train, destination trouble

Undertakers \$125 in the Badlands, these old men keep the place tidy. The buzzards take care of the dead

Bankers \$100 Custodians of the cash, fast talkers and even faster counters

Old Ladies \$50 When would the western be without these characters to take apple pie and give sound advice to the starlets

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

Bonus Objects: During the game, Pete will come across various objects which will aid him in his rescue mission. 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 renegades.

Train Ticket Gives easy access to the next town

Bullets Refills Pete's gun belt

Golden Dollar Bonus Score

Silver Dollar Bonus Score

Pack of Cards Bonus Score

Bible Bonus Score

Katle Bonus Score

Garter Bonus Score

Cow Pie Increase Pete's energy

Glass of Beer Increase Pete's energy

Road Chicken Increase Pete's energy

Battle of Red-Eye Increase Pete's energy

Sunglass or **Beams** Increase Pete's energy

Pot of Coffee Increase Pete'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, then Peace Officers, 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 three 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 suitably high it may then be entered onto a saved high score table.

HINTS 'N' TIPS

Aiming and Shooting: Close quarter gunplay is 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.

Chancing 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 blazes away with his guns.

Travelling between Towns: Riding on trains rather than walking is much easier on Pete's health. Tickets for the journey can be found during gameplay. Without a ticket you will not be allowed onto the station platform.