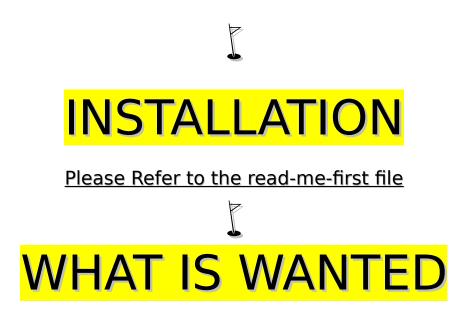# WANTED!

QUICK START

System requirements:

Wanted needs a high spec machine to run at an acceptable speed level...

Minimum system - with all visual detail turned down to a minimum Wanted! will probably run to a playable level on a P 200 MMX16mb 3d card highly recommended... PII 300 32mb 3d card (second generation if poss).

INSTALLATION

Please Refer to the read-me-first file

WHAT IS WANTED

OVERVIEW.   Some notes are specific to the full version only.

WANTED! is an add on pack for Quake 2 by ID software.

It is, apart from the need for Quake 2, a stand alone product in that it does not need any other external items apart from the ID game Quake II   in order to run. It is therefore a conversion of the appearance, sound and feel of the original product.
It is specifically for Single Player mode in its build when playing through the levels following the story line.
Multi-Player (Deathmatch) players are included and 15 OF THE 16 single player   levels ARE compatible with this mode.
In addition there are a further 11 maps   for deathmatch mode.
You have the choice of linking computers together either via local direct connection or through the Internet and playing on a server running wanted!.
the dedicated Deathmatch wanted! Levels add a whole new experience to the traditional quake player.

Wanted! Is a single player and a deathmatch product.
the theme of wanted! is set in the American Wild West.
It spans the Mountainous Indian, the Mexican villas and the western town looks.

FEATURES of full version

- 3 different settings to explore. Mountain. Mexican. Town.
- 3 different races to battle: Indian, Mexican, Pale face.
- 16 realistic and highly detailed single player levels.
- 11 dedicated Deathmatch levels
- 11 period adversaries.
- 9 period player weapons.
- 19 pick-up items.
- 10 additional (visual) items.
- 2 In-game cutscenes. (start and end)
- 5 "newspaper cuttings" (between level group updates)
- a variety of Deathmatch players.
- atmospheric sounds. 40 AMBIENT. 48 original rogan SPEECH.
- 8 mood setting music SCORES
- OVER 200 appealing period style textures

You play the role of Rogan Black. A hard frontier man   that holds honor and values above all else.

Where life had no value, Death, sometimes, had it's price...

See the demo story line docs for that story.....

It was hard to imagine two summers ago that you would ever be driven to lift the lid of the trunk where you had thrown your holster and ivory-handled Smith and Wesson. Back then only the sickening feeling that gouged in your gut, was the thing that you wanted rid of. A sickening felt from the killing of boy's with ego's as big as their guns, but with minds as slow as their draw.

  Seeking escape from the never ending trail of youth hell bent on killing you, for their own placement in history, you finally thought you had found solitude in the Lokita territories.

Although the Lokita tribe of ancient Indians were feared, even amongst their own race, you co-existed through a mutual respect. For your part you fully understood, that their caves and mountain regions were never to be entered, and they in turn left you alone in your old miners shack.   Even "One Claw", the old chief, raised a distant arm to you from the higher ridges on occasion. Strange how, tales of mystical powers, surround such an old man. You have little time for weird story telling concerning the ancient ones, preferring the realities before you.

  Their respect for you had grown over the harsh winter of last, where you struggled for life itself, finally accepted, they call you "Echeta Yatah" ....meaning "Snakebite". A dramatic reminder of the realities of your new world, compared to your "White man" name....Rogan Black.

Now you had to return to face your past.

Colonel Flak was dead.
He had saved your own life on many occasions during your partnership when you killed together for money. As Bounty Hunters you had freed some of the lands from the filth that besieged the endless towns throughout the west....and become rich in the process.
Like you, the Colonel hung up his guns, putting the deaths behind him.
But he was eventually tracked down by the one man left on this Earth that matched you both... Ramone.

Ramone was mad. There was no doubting that. He was driven by a mind that knew no remorse and favored destruction of life before life itself.
The Colonel and you had trailed Ramone many years before through the border regions, before finally other bounty killings had supplied the money, and removed the reasons, for continuing the pursuit.

Now Ramone had control over the whole town of   Redrock and his men, although individually no match over law and order, ran riot throughout the regions.

Word had come that Ramone sought your own life after crushing The Colonel. He would come through the lower mountains, up into the Mexican village of El Maurizio and finally reach the Lokita. Although a warring nation they would face grave odds in the face of Ramone. Despite the knowledge that crossing the Lokita's lands will turn them against you, you have no choice but to face Ramone in the lower regions.

Lifting the lid of the trunk, you dust down your guns. Six bullets will not help you survive the journey ahead, but the old miners that once prospected these parts, may have left supplies through the mountains.

Finally you step outside. Damn Ramone. The Colonel's life was the last treasure you held regard for. Only God commanded the right to remove something as precious as life....but in Ramone's case... so did you.

This was a Bounty to hunt for more than instant riches, this was a bounty
for something much more...

...**REVENGE**.

the game

View

As in the original quake2 game the main viewing area is the larger part of your screen. this is where you view "your" world and all its contents.

this view can be enlarged / decreased by referring to your quake 2 manual.
beneath the main viewing area is the "wanted!" inventory bar.

controls and settings

It is strongly recommended that the mouse is used as the primary control method. Rogan's environment is a tough world and maximum mobility is a must. by all means use keys if you wish...but select easy mode and hold a silent prayer !
please increase your volume sound settings to enjoy the atmosphere created in Wanted!. Leave the cd music set to on (if you have the full demo version including music scores) ...the music scores are tremendous.
your standard 3dcard settings should operate in Wanted! in just the same manner as Quake 2. Wanted! Is however a demanding product that pushes the engine to its limits, if your machine runs a little slowly then try turning the visual detail down.

in game items

collectibles:

pillows ………………..…….. muffles certain weapons sounds

boots …………….…....... protection in certain environments

holster …………….…........ allows increased ammo supplies

card sharps watch …………. rogan temporarily invulnerable

card sharps pack …………… rogan can carry ammo in back pack

doctors bag ……………….. temporary health boost

water bottle ……………….. a little health pick up

tequila bottle ……………... refreshing boost to Rogans health

whisky demijohn ………….. sharp and rapid "nip" up to health

hats ……………….…........ a little protection for Rogans body

leather mask...................... Rogan can breath underwater

sheriffs badge................... protects Rogans body

horse-shoe....................... every shot Rogan fires hits harder

weapons and ammo:

Frontier gun...................... Rogans pistol.......fairly inaccurate and causes little damage from its small bore.

Colt................................. requires shells... packs a sharp sting and with accurate aiming can hold off the worst of the west.

Rifle............................... requires shells... pick off them Indians at range...takes a little while to load her up again.

Bison rifle....................... requires shells... now this packs a real punch. A steady hand and time to re-load are needed to reap the benefits of this killer.

Machine gun..................... requires bullets...the mexicans love this bullet churner, devastating in a crowd.

Indian bow....................... requires arrows...flaming arrows from the redskins. Lethal at range.   But can you master her.

Dynamite......................... self propelling...rogan lights these up and hurls them at his enemies...make sure you let go and don't stand too close.

Cannon............................ requires balls !! ... a powerful hand cannon that delivers a ball from hell.

Indian witch's fire............. requires magic drum...mystical mayhem. Little is known of this power that the Indian witches posses.

multiplayer

5 special levels have been made for d/m mode only in the demo.

wanted   a trilogy of the single player maps
serino   Mexican and beautiful
fortdm   One on One showdown

Note: 2 versions of each of these maps is supplied with the demo.
For fast Lan play and slower internet play.

serinol = light version
wantedl = light version
fortdmt = light version ......t stands for tragedy !

ridge   a huge western town
mineyard   train and all

These levels can be played on a local network or via the Internet on a server running the levels.

Special note for servers :
they are linked in this series....

wanted...serino...fortdm....mineyard   *this is a demanding set*

The single player maps included in the demo are demo1 and demo2,
they are not suitable for DM mode.

support and contact

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developed by maverick developments

Developer contact and level designer
Phil Daniels

Developer contact and model/code/texture/
sound designer   coordinator
Maurizio Majelli

Original music scores   **Mariano Modano**

Additional credits....without whom this product would not have been possible.

- Tim for mgs ... making it natural
- Mike Burbidge (g1zm0) ... "The Rock man"
- Hannu Hurme ... builder of parts of bord2 and wtown2
- Ben Morris, Worldcraft support and autolycus...you gods.
- the guy's at Rust and their followers.
- Pczone and Pcgamer magazine for covering this product
- The Keygrip guys
- The Associates
- our families...