GUNMAN
CHRONICLES

CONTENTS

BACKSTORY

I don't know who, if anyone, will read this. I'm not sure why I'm writing it. Just passing the time, I guess, as I sit in the guts of this cramped ship heading back to a place I never thought I'd visit again. It's been five years since I first set foot on that distant world. A hell of a lot can happen in five years.

Five years ago, the word Xenome had no meaning to the average human settler.

Vicious, malevolent lifeforms such as Xenomes were not unheard of in the nearly fully-explored galaxy, but these stories were considered one part fact, three parts fiction. After all, deep-space military, commercial mining and science crews needed to entertain themselves somehow, and stepping on an alien slug then writing home about it —with a few creative enhancements thrown in- probably provided a few good laughs during the long, lonely stretches on missions.

That was five years ago. We now know that the deep-space crews weren't laughing - they were dying. A wall of alien invaders silently wiped out the furthest exploration crews, then moved in on established colonies, honing in on the most populated zones first as if programmed to do so by some higher intelligence.

Today, success as a living human being is dictated largely by where your ancestors dug in their roots. Pegasi - one of the oldest settlements - was a slum well before the Xenome invaded - they can have the dump. On Guyute and Lalande, humans were wiped out or placed in captive breeding within two years. The thousands of settlements in the Cygnus star cluster were infiltrated six months later. The attacks increased in range in shorter time periods with the Luyten, Sirius and Procyon planetary systems invaded within five months.

A few months back, scientists reported that each wave of aliens is "improved," as if genetically engineered to pack a more powerful punch than the last batch. They've convinced the government to kick-start what's called Project Source, an aggressive plan to track the home of the bugs and shut down their operations. If the scientists are right, we may find more than a queen bug squirting out soldiers.

I'm sitting on a military space station in what's known as the Western Spiral of the Galaxy. Out here, you get by with whatever junk floats past. This ship, for instance, is nothing more than a bunch of asteroids lassoed together with a few dozen sections of abandoned space freighters. This is outlaw country, on the edge of settled territory. For now, this zone is classified Xenome-free by the government. I take this to mean that the bugs are doing a good job hiding.

I don't want to be on this mission. I'm returning to the scene of a crime that I was involved in. Before the Xenome's invaded, my team was sent to Banzure Prime, a planet in this vicinity, to discover the fate of a science crew that abruptly ceased communications. I expected a simple mission - land, have a warm meal with the crew, fix the crew's Tachyon Communications Link, head back to base.
We didn't receive a warm greeting when we arrived. No one was around to greet us - the base seemed deserted for years, right down to the vines enshrouding the buildings. It didn't make sense. The last communication was received only days before.

I didn't like the looks of it. The eerie feeling creeping up my neck was instinctual. Get out. This planet isn't for humans. I snapped out of it and just caught the end of the General's command to search the hills. My mind was numb as we marched, waiting for the inevitable. I almost laughed when it happened. Not 300 yards in front of me, up by the first wave of grunts, the sand rose up, knocking the guys off their feet. For five seconds, they looked around dumfounded. When the goddamn giant tube worms burst through the sand, I was the only one not surprised. I shoulda known a planet this old would harbor one of the universe's earliest forms of life. I won't get into details, but a lot of our men started the long road towards fossilization that day. Permanent fixtures in the bone-dry innards of a silicon-based creature that can't digest our carbon-based forms. Nothing for those men to do but wait to die.

The General grabbed a hundred men and set off in his ship to combat the creatures from the air. For all of his effort, he didn't do much damage. These worms are like old cement skyscrapers - firing lasers only knocks off small chunks of their 20-foot thick bodies.

The worm that did the General in was a big one, towering a good two hundred feet above the others. One second the ship was hovering above a cluster of worms, the next second those worms were shoved aside as the gran'daddy of them all burst through the surface, engulfed the ship and sunk back below the surface. It was over. We couldn't win. What the hell were we fighting for anyway?

My fellow senior officer's made a quick decision that matched my initial instincts. Get the hell out of Dodge... pronto. We gathered the remaining troops in the carrier within five minutes. Three minutes later, we were breaking through the edge of the atmosphere.

We were happy to be alive, but a dark mood churned through the ship. We broke the most basic precedent of the corps - never abandon a commanding team unless their demise is confirmed with complete certainty. We weren't certain.

Two days ago, command received an emergency beacon from an uncharted planet not far from Banzure Prime. For some reason, a search team was rushed together to explore the call - two guesses who ended up on the top of the list of team members. I'm guessing that Project Source has something to do with the rush - you never can tell what the true motives are for the type of assignments my regiment is sent on.

Hell if I know what to expect to find this time around. I'll know soon enough, though - we just broke through the star's outer solar wind shell. We'll be at the planet in six hours.
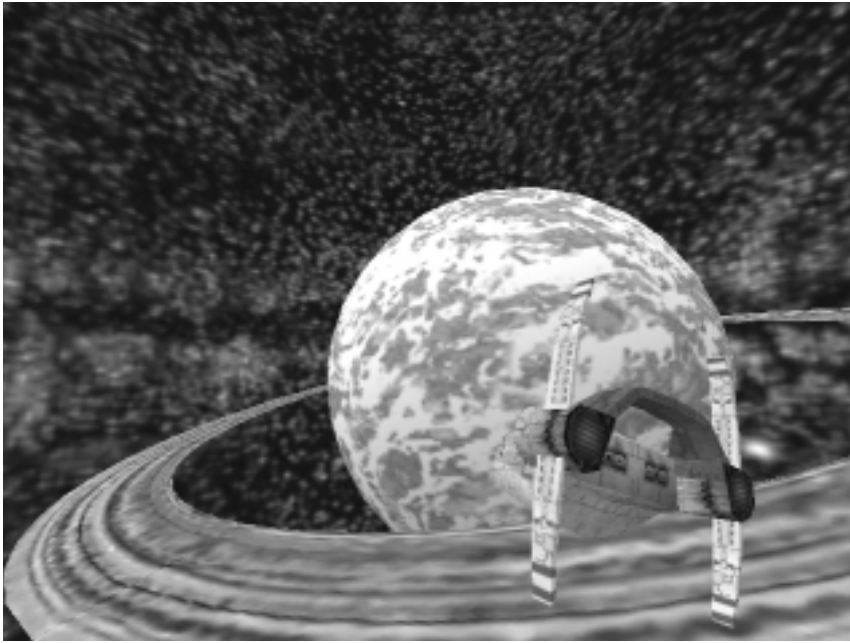
GETTING STARTED

Installing Gunman Chronicles:

Insert the game CD into your CD-ROM drive. If your CD-ROM drive's Auto-Play feature is enabled, click the "Install Game" button and follow the instructions. If Auto-Play is not enabled, double-click on the "My Computer" icon on your desktop, and then double-click on your CD-ROM drive icon to begin the installation. Follow the installation instructions. If Gunman Chronicles does not begin installing immediately, right click on the CD-ROM drive icon, choose "Explore" from the pull-down menu, and then double click on "setup.now.exe" to launch the installation.

Minimum System Requirements:

Windows 95/98/ME
Pentium 233
32 MB RAM
4X CD-ROM drive
Mouse and Keyboard
640x480 SVGA high color (16-bit) display
Windows-compatible sound device
400 MB free hard disk space

Recommended System Requirements:

Pentium 266
48 MB RAM
3D accelerator card (OpenGL or Direct3D)
32-bit Internet service provider with 28.8 + modem or Local Area Network

Gunman Chronicles' Main Menu can be accessed during the game by hitting the Escape key. Use your mouse or the up and down arrow keys to navigate the menu selections. Hit the Escape key to go to the previous screen.

Before starting a game, your Main Menu choices include:

New Game
Replay Intro
Configuration
Load Game
Multiplayer
Custom Game
View Readme.txt
Previews
Quit

REPLAY INTRO

Replay opening movie.

NEW GAME

When you start a new game, you'll be asked to choose a level of difficulty.
Easy: Enemies are weak and are easy to kill.
Medium: Enemies do more damage but are easy to kill.
Difficult: Enemies do more damage and are difficult to kill.

CONFIGURATION

Set game options, optimize video and audio settings for your system, and customize keyboard controls to your liking. After setting your configurations, hit the Done button apply your settings and return to the Main Menu. Hit the Use Defaults button to restore the original default settings.

Controls

The grid shown in the Controls Dialog box lists the default keyboard and mouse configuration. Customizing your controls to suit your particular playing style and preferences is simple. Simply click on an action in the first column, press Enter, then press the key you wish to associate with that action.

Action: Describes the player action.
Key/button: Specifies the key or mouse control associated with that action.
Alternate: If you want to make an action accessible by more than one key or
                  button, select an alternate in the right-hand column.

See the Controlling the Action section of this manual for a listing and description of Gunman's default mouse and keyboard controls.

Advanced Controls

Crosshair: Adds a crosshair symbol to help you aim your weapons.

Reverse mouse: Reverses the up/down (Y axis) movement of the mouse (Push the mouse forward to look down, and pull back to look up).

Mouselook: Changes the mouse function from controlling your movements to controlling your ability. Note that checking Mouselook disables Look spring and Look strafe.

Look spring: Automatically "springs" your view to center screen when you begin moving.

Look strafe: In combination with your mouse look modifier (;), this causes left-right movements of the mouse to strafe (slide you from side to side) rather than turn. It also returns your view to center screen when you begin moving.

Joystick: Enables joystick input. For information on configuring your joystick, refer to the Readme.txt file.

Autoaim: Automatically aims your weapon, making it easier to hit the target.

Audio

Game sound volume: Adjusts the volume of the game's sound effects.

High quality sound: If the speed of your computer is 233 MHz or faster, check this box for even richer, higher quality sound.

To hear Gunman Chronicles' music, you must have the CD in your CD drive. To adjust the volume of the music, go to the Start/Menu/Programs/Accessories/ Multimedia, and select the Volume Control applet.

Video

Video Options: Set video options such as screen size, gamma and glare reduction. Changes made to these controls will be reflected in the sample image window.

- **Screen size**: Controls the amount of screen space the game uses. Reducing the screen size can often improve performance. Note that you can not adjust the screen size if you are using hardware acceleration.
- **Gamma**: Adjusts the game's color balance to best suit your monitor.
- **Glare Reduction**: Adjusts darker colors to reduce glare on your monitor.

Video Modes: Set video modes, choose video drivers. Gunman Chronicles will check your system for the presence of OpenGL and Direct 3D video drivers. It may ask you to verify the results of this check. If you have one or both drivers currently installed on your system, they will appear as choices at the top of the screen. You can also choose to run Gunman in software mode. If you do not have these video drivers installed, Gunman will default to software mode.

- **Display mode**: Gunman Chronicles evaluates your system's graphics adapter and automatically lists the display modes available for your computer. Selecting a higher resolution mode generally results in better quality images, but can lower game performance.

Content Control
Turn off visuals inappropriate for younger players and disables multiplayer. This is a password-protected feature, designed to let parents and guardians to control the level of violence. You will need to re-enter your password to turn the effects on again.

Updates
Receive updates of the latest Gunman Chronicles code, including new hardware drivers and bug fixes, if necessary. You will be able to see if a new update is available before you connect.

LOAD GAME
Select and start a previously saved game.

MULTIPLAYER
Join a multiplayer game on the Internet, chat with other players, set up your own LAN, or customize your player character. For more information about Multiplayer, see page 21.

VIEW README.TXT
Gunman's ReadMe file contains basic information on system performance, product features, and troubleshooting. We recommend that you read it before playing.

PREVIEWS
View preview movies and get information on upcoming Sierra Studios releases.

QUIT
Exit Gunman Chronicles. Don't forget to save your game before quitting your session. If Gunman Chronicles is already running, your Main Menu choices will also include:

RESUME GAME
If you are playing a Gunman Chronicles session when you enter the Main Menu, choose Resume Game to return to the action.

SAVE/LOAD GAME
Save your game or load a previously saved game. You may also save your game quickly from within the game screen by pressing Quicksave (**F6**). Load the most recent Quick-saved game by pressing Quickload (**F7**). Only your most recent Quick-saved game can be selected from the Save/Load menu.

CONTROLLING THE ACTION

Configurations

Gunman Chronicles' default configuration accommodates two common styles of play: controlling your actions using the keyboard only and using the keyboard and mouse. The commands for both styles are listed below for your convenience.

Customizing Your Settings

The game's controls and key commands are highly customizable. Experiment with the configurations to find the controls that feel most comfortable and allow quick access to frequently used keys. Trust us: you'll want to switch on the flashlight as quickly as possible when you're in a dark corridor with something unpleasant-sounding moving towards you.

You can customize your keyboard and mouse settings by choosing Advanced Controls from the Configuration section of the Main Menu. Joystick and gamepad users should refer to the Readme.txt file for information on configuring these devices.

Following are two recommended configurations, one for keyboard and mouse users, the other for keyboard only users. For a complete listing of console commands and controls, refer to the Readme.txt file.

Keyboard/Mouse Configuration

With this configuration, the mouse controls your ability to look around (up, down, left and right) and fire weapons. The keyboard controls your movements, toggles your flashlight on/off switch, and performs other special functions. To enable this function, check the "mouselook" box under Advanced Controls in the Controls menu.

Move forward	**W**
Move backward	**S**
Turn left/right	**Mouse**
Move your mouse left and right to turn	
Move left (strafe)	**A**
Strafing is ideal for side stepping enemy gunfire	
Move right (strafe)	**D**
Jump	**Space Bar**
Duck	**Control**
Ducking can be used with other actions, such as running or jumping. *Release the control key to return upright*	
Crawl	**Control + W**
Crawling makes less noise than walking or running, which can be helpful when trying to sneak past a noise-sensitive enemy	
Swim up	**V**
Swim down	**C**

Look up	**Mouse**

Move the mouse forward to look up

Look down	**Mouse**

Move the mouse backward to look down
*toggle the Reverse Mouse field in the Advanced Controls to switch the Look controls (mouse up = look down, mouse down = look up)

Return view to center	**End**
Fire	**Mouse 1**
Configure weapon	**Mouse 2**

View and select configuration options for the current weapon. Use the Mouse 2 button to choose an option, the bracket keys ([ ]) to change the option's variable

Walk	**Shift**

To slow down, hold the SHIFT key down. Release the key to resume running.

Flashlight	**F**

The flashlight draws energy, so don't forget to turn it off by hitting the F key again.

Previous Weapon	**Mouse Wheel Up**

Choose the previous weapon in the HUD

Next Weapon	**Mouse Wheel Down**

Choose the next weapon in the HUD

Last Weapon Used	**Q**

Choose the weapon used previous to your current weapon

Use	**E**
Show score	**Tab**

In multiplayer games, this command displays scores, player names and other info.

Keyboard Only Configuration

Move forward	**Up Arrow**
Move backward	**Down Arrow**
Turn left/right	**Left/Right Arrow**
Move left (strafe)	**Alt + Left Arrow**

Strafing is ideal for side stepping enemy gunfire

Move right (strafe)	**Alt + Right Arrow**
Jump	**Space Bar**
Duck	**Control**

Ducking can be used with other actions, such as running or jumping. Release the control key to return upright

Crawl	**Up Arrow + Control**

Crawling makes less noise than walking or running, which can be helpful when trying to sneak past a noise-sensitive enemy

Swim up	**'** (apostrophe)
Swim down	**/**
Look up	**Page Up**

Look down	**Page Down**
Return view to center	**End**
Primary fire	**Enter**
Configure weapon	****

View and select configuration options for the current weapon. In keyboard only mode, this key requires binding a preferred key. The bracket keys ([ ]) change the option's variable.

Walk	**Shift**

To slow down, hold the SHIFT key down. Release the key to resume running.

Flashlight	**F**

The flashlight draws energy, so don't forget to turn it off by hitting the F key again.

Previous Weapon	**[**

Choose the previous weapon in the HUD

Next Weapon	**]**

Choose the next weapon in the HUD

Last Weapon Used	**Q**

Choose the weapon used previous to your current weapon

Use	**E**
Show score	**Tab**

In multiplayer games, this command displays scores, player names and other info.

Interacting with other characters and objects

Firing weapons is just one of the actions you can perform in Gunman Chronicles. Press your Use (**E**) key for all sorts of other possible actions, such as:

Interacting with characters: Not everyone you meet is an enemy, so save your ammo for the truly nasty enemies. Some of these characters may provide information when you approach them.

Interacting with doors and levers: Many objects — doors, switches, buttons — can be activated by hitting the Use key. In some cases, you'll need to hold down the Use key to perform the desired action.

Pulling/Pushing objects: Pull boxes and blocks into desired positions by holding down the Use key and slowly walking backwards. To push a moveable object, just walk up to it, then continue walking forward.

 Activating power-ups: Activate health stations located on walls by stepping up to the unit and holding down the Use key.

Gunman Chronicles' Environments

You many want to charge into the game with guns blazing. After all, that's what most first-person action games are all about. But Gunman offers plenty of other innovative gameplay options that will challenge your strategic thinking as well as your aim. Gunman's environments are as realistic as possible, and this level of realism will affect the way you move around. For instance, gravity is a very real part of the game - take a good look at where you're stepping. Stroll onto a weak walkway and it may collapse under your weight. You'll also experience multiple surface effects - glass and objects will break when shot (possibly revealing new areas to explore or other goodies), and bullet holes will remain on walls allowing you to mark your turf or leave direction-finding markers.

ON SCREEN INFORMATION

The HUD

When the game begins, you'll notice displays on the edges of the screen that indicate vital health and weapons information. The HUD allows you to survey and select from your weapons arsenal and inventory items.

When you begin the game, you are equipped with no weapons. As you discover weapons during the game, they are added to your inventory.

You can switch weapons in several different ways:

1. Toggle through all available weapons by repeatedly hitting the Next Weapon (]) or Previous Weapon ([) keys. Hit the Enter key to select the highlighted weapon.

2. Jump directly to a specific weapon by hitting the number key that corresponds to the weapon's category. Hit the Enter key to select the highlighted weapon.

Weapons and weapon add-ons (components that upgrade the weapon's capabilities) are located in realistic locations, such as in storerooms, crates, boxes and - for the experimental weapons - in science labs.

Ammo is strewn about on the ground, on bodies of dead enemies, hidden in and behind crates and other objects and placed in difficult to reach areas.

All the Gunman's weapon systems offer the versatility to adjust fire modes to suit a particular mission. Here's an overview of the weapons capabilities and customization options:

Knife/Fist:
Gunmen start out with just the basics.

Standard Issue Laser Pistol:
Gunmen carry a laser pistol into most missions. This is one of the few weapons in your inventory from early in the game. Though it's the most basic weapon in your arsenal, your laser pistol offers some powerful customizable options.

Pulse: Three rapid blasts of energy. This is the most accurate of the three standard modes.
Charge: A slow-moving packet of 10 energy units.
Rapid: A stream of energy bursts, machine gun-style. Though effective, this option burns through ammo at a very high rate and provides low accuracy.
Sniper rifle stock (add-on): Long range accuracy is no problem with this upgrade. Hold down the fire button to zoom in on a target and aim. Release the button to fire an accurate and powerful burst.

Shotgun:

One of the first weapons you'll find. This old-fashioned, though effective, weapon is ideal for close to medium-range combat. The shotgun offers two customizable features:

Shot: Rifle - Shots are close together; Shotgun - Shots slightly spread apart; Riot Gun - Shots spread wider apart

Shells: Fires from one to four shells with each shot.

Mecha Gun:

The General's engineers tweaked a standard sub-machine gun to provide substantial fire-power — up to twenty rounds per second. Keep an eye on the temperature gauge in the upper right corner of the screen - the gun will malfunction when overheated, firing uncontrollably until it cools.

Default: Approximately 10 single rounds deployed per second.
Barrel spin: Doubles your firepower by equipping the extra barrel via a unique spinning action.
Barrel coolers (add-on): These clip-on components cool your barrels, allowing the gun to fire rounds for longer periods of time without overheating.

Polaris Blade:

This plasma electrothermal weapon was a bi-product of the engineering team's invention of a suitcase-sized power supply. This gun packs a power plant in its guts: when the three variables are focused at specific settings, the electrical display is impressive. Watch the temperature gauge very closely — overheating this volatile weapon sends a surge through your body, causing damage to your health. In some cases of serious overheating, the weapon will deploy an energy-wasting round of ball lightning.
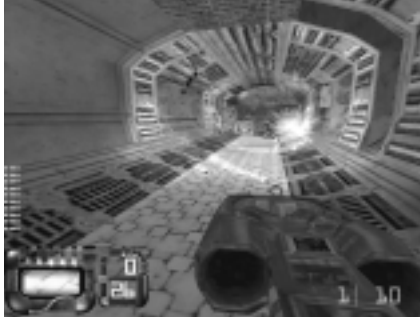

Range: Long Beam, Medium Beam, Short Taser, Touch Taser
Power and Accuracy: Low Power - Highest accuracy; Medium Power - High Accuracy; High Power - Medium Accuracy; Highest Power - Low Accuracy
Lightning: Beam, Chain, Ball

M.U.L.E. (Multiple Unit Launch Engine):

This multipurpose weapon carries a payload of MulePacks. Each MulePack contains up to four cluster bombs.

Launch:

    When Fired - Payload launches at the press of the trigger.

    When Locked - Payload launches only when target is in range, improving accuracy. Hold the fire button down and aim - when the target is locked, the payload will automatically launch.

Flightpath:

    Guided - Once fired, direct the payload towards the target by moving the gun in the desired direction, aiming with the laser sight.

    Homing - Once fired, the payload will automatically home in on the selected target.

    Spiral - Two spiraling payloads clear a wide path, doubling the firepower.

Detonate:

    On Impact - Payload activates on impact with target or surface

    On Proximity - Payload activates near the target or barrier

    Timed - Payload does not activate on impact, bouncing off surfaces before activating. Perfect for reflecting payload around corners or behind barriers.

    When Tripped - Payload embeds in the surface, emitting a laser trip wire. When tripped, the pack activates.

Payload:

    Explosive - When activated, payload explodes.

    Cluster - When activated, payload propels cluster bombs that destruct within moments of deployment.

M.U.L.E.Packs:

The MULE payloads are deployable independently from the MULE weapon. The core is also a grenade, accessible by unscrewing the warhead tip.

Trigger:

When Tripped - Thrusting warhead tip into a surface activates a laser trip wire. Explosive is activated when the laser is tripped.
Timed - Much like a timed grenade, explosive is activated several seconds after thrown.
On Impact - Payload activates on impact with target or surface.

Payload:

Explosive - Activation destructs the payload.
Cluster - Activation propels up to four cluster bombs on timed delay.

Chem Gun:

Compartments house three potent chemicals — an acid, base and neutralizer— that react with various effects, based on the mix deployed. The acid dissolves organic matter (humans, Xenomes) on contact. The base dissolves silicon-base life forms (mechanical drones). Acid and base, when mixed, are explosive. Neutralizer stabilizes the acid and base mix, delaying the explosive reaction. The pressure setting determines the distance of the launched chemical soup.

Acid	0-4
Neutral	0
Base	0
Pressure	1-5
Results	A liquid ball of acid that splatters on contact. Damages organic matter.

Acid	0
Neutral	0
Base	0-4
Pressure	1-5
Results	A liquid ball of base. Damages metal-based enemies.

Acid	4
Neutral	4
Base	4
Pressure	1-5
Results	A highly toxic ball of stable explosives. Will stick to surface before exploding.

Acid	4
Neutral	1-2
Base	1-2
Pressure	1-5
Results	Explosive glob of chemicals resembling a water balloon. The glob will bounce off surfaces before igniting at lower pressures, ignite on impact at higher pressures. Equal amounts of acid, base and neutrality creates an extremely unstable explosive, potentially harmful to your health.

Acid	0		1-4
Neutral	1-4		1-4
Base	1-4	or	0
Pressure	1-5		1-5
Results	Smoking glob of chemical that fumes when shot.		

ENEMIES AND OTHER CHARACTERS

You'll face a variety of human, mechanical and organic alien enemies during your venture. Each enemy has its own personality, flight and fight response and defensive capabilities. If you spot an enemy before it spots you, take a moment to study its behavior before attacking it. You may discover a means of defeat that preserves your always-precious ammunition. Don't forget to watch your back - some monsters can follow you by your scent or sound.

Alien Enemies (Xenomes)
You'll face over a dozen Xenome species during the game. Some of these genetically engineered, silicon-based creatures work in teams, others are independent. Each alien employs a unique defense system - some bite, others propel organic projectiles.

Mechanical Enemies (Drones)
Under the control of the mainframe, these drones feature metal-based exoskeletons and robotic combat and navigation mechanics.

Human Enemies
The General's bandits, former Gunmen turned renegades, shoot first and never bother to ask questions later.

Human Scientists & Engineers
In certain areas, you'll run across the General's scientists and engineers. Their reactions to your presence are unpredictable - some will run away, others will attempt to alert bandits, and some won't recognize you as an enemy. Some have knives or will find a nearby weapon and attempt to use it.   Think before shooting these humans - in many cases, it's worth saving the ammo for whoever or whatever waits around the next corner.

Dinosaurs
On some worlds you'll discover dinosaurs. Some are friendly . . . some are not.

Multiplayer features eliminate the hassle of getting connected to the game of your choice. Jumping into a game is a quick, simple process. For fastest results, connect to the Internet before selecting the multiplayer option.

Gunman Chronicles' multiplayer selections include:

Quickstart
Internet Games
Chat Rooms
LAN Game
Customize
Controls
Visit Flipside.com
Done

QUICKSTART
Select Quickstart to get online and playing as fast as possible. Once logged in, the automated system will check the list of available games and drop you into the session with the best connection speed.

INTERNET GAMES
Use this feature if you prefer to browse the list of available games. The list reports the speed of the network, the game in play, the current multiplayer map in play, and the current number of players/maximum number of players allowed in the game.

Join Game - To join a game, click on the game name, then click on Connect.
Create game - Host a new game on your computer.
View game info - Check players' names and scores and review the rules configuration for the game.
Refresh - Update the current list of games with the latest information.
Update - Request a new listing of available games.
Filter - Look at a subset of available games.
Add server - Add a specific game to the list by manually entering its Internet address.
Chat rooms - Visit the chat rooms to discuss games and find other players
Exit - Go back to the main multiplayer menu.

In addition to the choices listed on the screen, you can further manage your list of games by selecting a specific game, then right-clicking your mouse. If you select "add to favorites," an icon will appear next to the game name. Favorites are always shown on your list, even if they are not currently available.

CHAT ROOMS

Chat rooms are a great place to meet friends, taunt opponents or discuss strategy. Upon entering, the automated system will choose a chat room for you. Join in the discussion or switch to a different room by selecting List Rooms. You can also search for a specific player or room name by clicking the Search button. If you enter the name of a private chat room, you will be asked for a password before you can join the room.

LAN GAME

You can also play multiplayer games on a LAN (Local Area Network). If you choose LAN game from the menu, Gunman will automatically check your LAN for active games. You can join a current game, refresh the list of games, create a new game.

CUSTOMIZE

Gunman Chronicles offers the ability to customize the appearance of your character in multiplayer games. Select from a list of options for player face, model and skin, or import your own artwork for a truly unique look. Please refer to the Readme.txt file for details on how to create your custom artwork and import it into Gunman Chronicles.

CONTROLS

See Controlling the Action, on page 10.

VISIT FLIPSIDE

Connect to the Flipside.com website to get the latest news on multiplayer Gunman. You'll also find tips and strategy guides, contests, mod and skin libraries and related Web site links.

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-- The Australian Broadcast Company (www.abc.net.au)
-- Hollywood Sound Factory (www.hollywoodsoundfactory.com)