OUTLAWS

When Daniel was eight he was kidnaped by a band of outlaws. Taken away from his family he was forced to become and outlaw to profit his raptors.

But Daniel had a good hearth and knew the things he was forced to do were not right. One night, he stole their boss gun, a bright Colt and kill him while he was asleep. He run away under a bullet rain.

He was found almost dead by an old man who took care of him. Years later, when this old man died, Daniel found himself once again without a family. He decided to go back to the city where he was born.

When he arrived to Cowntury County he found a land without laws. Bands were the owners of every gold mine and town. People needed a hero and Daniel needed revenge.

They called him Daniel Colt.

HOW TO PLAY

Outlaws has 9 different levels, one training level and two bonus levels.

To finish a level, you must kill the number of enemies indicated by the number next to the skull on the HUD.

You start the game with 4 lives, the current one and three more represented by stars.

Every time you get hit, you lose a live and one of your stars gets a bloody hole.

When you lose all your lives the game is over.

ENEMIES

There are three different kind of enemies, each one with his own behaviour. Take into account that their behaviour and abilities can change along the game.

Close Enemies

Far Enemies

Window Enemies

DESTROYABLE ITEMS

There are different items that enemies will use to hide and void being killed. All of them are destroyable. The numbers of hits the need to be destroyed varies from one to the other.

You should destroy them to be able to kill enemies easier.

Bottles

Barrels

Cactus

Stones

Wood Walls

Stone Walls

GIFT ITEMS

When barrels are destroyed, if you are lucky, two items can be released. You must fire at them to pick them up. Barrels are found in some of the levels and also on bonus ones.

Money: It increases your score un 100$

Drink of life (or elixir of life): It will give you one additional life.

CONTROLS

Outlaws can be played using keyboard or joystick.

Keyboard can be redefined selecting Keyboard option on the game menu.

Default keys are:

- **O**: Left
- **P**: Right
- **Q**: Up
- **A**: Down
- **SPACE BAR**: Fire
- **Delete**: PAUSE / CONTINUE
- **ESC**: End game

There are two modes of movement in the game, depending on the state of the fire button:

If fire button is pressed Daniel will stay on his position and you will only be able to aim using direction buttons.

If fire button is released Daniel will be able to walk to change his position and avoid bullets. The position of his gun will move with him.

CREDITS

Code: Toni Ramírez

Graphics: Alejandro Layunta (Alxinho)

Music & FX: Jose A. Martín