

THE OFFICIAL STRATEGY GUIDE

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OUTLAWS™

Rick Barba
Kip Ward

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GUNSLINGIN'
GUIDE THROUGH
ALL MAIN,
HISTORICAL,
AND
MULTIPLAYER
LEVELS**

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THE OFFICIAL STRATEGY GUIDE



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INTRODUCTION



WELCOME TO THE OFFICIAL strategy guide for Outlaws, one of the best and most original 3-D action shooters ever designed. When we say "official" guide, we mean exactly that. This book was created with the hands-on help of the Outlaws design and testing teams. In fact, we spent more than two weeks actually ensconced in the offices of LucasArts ... with our own little cubicle, telephone, and security card key. It was unspeakably cool, of course—lunches spent discussing "George's new projects," etc. But more important, our stay allowed us to monitor the final testing and tweaking of Outlaws, to generate our book maps from the actual CAD software on which the game's architecture was created, and to become more intimately familiar with many of the game's design elements. Plus, we got to duel the Outlaws level designers in Multiplayer death matches ... and regularly get our butts handed to us on a platter.



HOW TO USE THIS BOOK

Gamers seeking guidance have various needs, so *Outlaws: The Official Strategy Guide* provides various levels of help for lost or frustrated players:

- ♣ Part 1 offers general information, tips and strategies that you can apply to pertinent situations throughout the game.
- ♣ Part 2 features detailed maps and step-by-step walkthroughs for each level of the Main Game.
- ♣ Part 3 provides detailed maps and step-by-step walkthroughs for the Historical Missions, and adds a chapter of maps and combat tips for the Multiplayer levels.

HOW THE MAPS WORK

For a game like *Outlaws*, maps are important. Strategy guide users tend to consult the maps and map legends first, then read the accompanying sections of the walkthrough if still stymied. So we designed the maps to make it easy to use this approach. Key locations are marked by numbers on each map. These map numbers can point out different things, such as:

- ♣ Important objects (keys, weapons, health and ammo items, tools)
- ♣ Notable situations (tough battles, good vantage points, tricky maneuvers)
- ♣ Secret Areas
- ♣ Locked/stuck doors
- ♣ Hard-to-find passages
- ♣ Level bosses and sub-bosses





MAP LEGENDS

Check out the map legend—that is, the numbered list placed near the maps for each level—for a quick reference to what map numbers represent. Each legend number lists the significant items or situations located at the corresponding number on the maps for that level. Note that legend numbers correspond to the map numbers placed on all maps for that level; in other words, there is only one legend for each Outlaws level in this book, no matter how many maps we've created for that level. In some cases, when maps overlap, you may find the same number represented on two different maps for a particular level.

MAPS AND THE WALKTHROUGHS

Map numbers also correspond to the numbered entries in the walkthrough for that level. Walkthrough entries give you a more detailed description of what you'll encounter at each particular map location. Sometimes you'll find a room inaccessible—it's locked, or maybe the door is stuck—and the map legend may only list the items available inside the room. Consult the appropriate numbered entry in the walkthrough to learn what you must do to access the area.

INTRODUCTION

ATTENTION: GOOD AND BAD MODE PLAYERS

We've based this book's walkthroughs and map legends (the lists next to the maps which identify the numbered items on the maps) on the Ugly difficulty mode in Outlaws. However, Good and Bad mode players should find this guide equally useful. The game's "architecture"—that is, the actual layout of the levels—is exactly the same for all three difficulty modes, so the maps themselves work for all modes. And in the Main Game levels where critical inventory items (such as keys or tools) are placed in different locations according to difficulty mode, the maps indicate the alternate locations of these items for Good and Bad modes.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE





WE AT "THE
DEATH"
STON

WANTED
DEAD OR
ALIVE

50000
WANTED
REWARD



BOB
A TEAM

DANGER!
WANTED FOR
MURDER

DEAD OR

PART 1

GENERAL STRATEGY AND TIPS

As veteran gamers, we're duly impressed by the refreshing innovations *Outlaws* brings to the quaking, nuked-out 3-D shooter genre. Not only does *Outlaws* look different, it feels different. The fact that one good shot can kill you certainly changes the way you proceed. Unless you toggle on *Outlaws*' Invincibility option, you can't indulge in the wild, melee-style, wade-into-gore fighting tactics you may have developed playing other games.

We've compiled some basic strategies and a short list of weapons traits. Some of the following tips are ours; some come straight from the crack team of LucasArts game testers, folks who've been playing *Outlaws* day and (mostly) night for many months. In both cases, the tips are well-tested and designed to help keep you alive—for a while, anyway.

WARD!

A QUICK NOTE ABOUT YOUR ENEMIES

One of the best things about *Outlaws* is the AI (artificial intelligence) of its outlaw minions. Bad guys in *Outlaws* may be villainous, but they're not stupid. If you've played the game in Ugly Mode, you know your opponents are quite aggressive and seek you out for confrontation. But when the gunplay erupts, they seek cover, duck, hide behind poles and boxes, bound up and down stairs, and in general do all sorts of things you don't see in other 3-D shooter opponents.

Aside from the level bosses and subbosses, you'll find nine types of enemies in *Outlaws*. But although they display differences in costume and weaponry (some have one or two pistols, some have rifles, some shotguns), the bad guys defy strict categorization. The game was designed so the characteristics of each individual outlaw could be scaled—that is, made harder or easier. So although "Bad Guy 5," the gray-shirted guy with two guns, looks the same when you encounter him in various positions in the game, his hit points and rate of fire and damage-infliction traits may differ completely at each encounter.

Cool, eh? Just another way *Outlaws* keeps you on your toes.



GENERAL STRATEGY AND TIPS

STRATEGIES, TIPS, AND OTHER SAGE OBSERVATIONS

Here's a short list of wisdom culled from common sense, many hours of gun-play, and conversations with Outlaws design and testing groups at LucasArts. As you probably know, these people are the best in the business. They graciously accepted us into their home, a place affectionately known as The Pit, a bizarre underground cavern strung with Christmas lights and crammed with cubicles in asymmetric arrangement. We'll never forget the howling. Frankly, we hope to see an Outlaws expansion-pack mission based on this area someday.

CROUCH!

When we watched LucasArts testers play Outlaws, we noticed they played much of the game—in some cases, almost all of it—with a finger planted on the **[C]** key (or whatever key they'd programmed for the Crouch function). Why? Because crouching is always good and never bad. Anytime you're under fire or you approach a new area or you just feel uncertain, travel in a crouch.

SEEK COVER.

This is very, very important in this game. As you may have learned already, it's easy to die ignominiously in Outlaws. Turn a careless corner, run into one of those blue-shirted guys with a Shotgun—bang!, you're dead. So the smart player will be on the lookout for good cover at all times. Crouch and run from box to box, post to post. Find anything hard that can take a bullet and keep it from tunneling into your melon-like flesh.



PLAY THE ANGLES.

Gunfighting in Outlaws can be nerve-racking at times, as gunfighting should be. Nothing extracts the saliva from your mouth quite like the knowledge that a cold-blooded killer lurks just around the corner. But the game gives you one slight advantage: Most of the time, you can see him before he sees you. If you inch very slowly around the corner, you can often target a piece of him—an arm or a leg, usually—in your cross hairs. Switch to your Colt .45 and utilize its rapid-fire capability to whack the bad guy before he knows what's hit him.

MAKE YOUR RANGE ADVANTAGE WORK FOR YOU.

One of the coolest things in Outlaws is your Rifle Scope. A Henry Rifle fitted with a Scope is extremely accurate from a great distance. Once you obtain a Scope, you suddenly have a serious advantage over the bad guys. You can set up situations where you can hit them, but they can't hit you. Whenever possible, exploit this ability. You may think it unfair, but remember, in this game, the bad guys outnumber you about a bazillion to one.

DON'T HANG OUT IN DOORWAYS.

Particularly front doorways. In Outlaws, you're probably most vulnerable when entering a room through a door. Bad guys expect you to walk through the door. See, they think you're stupid. They hunker in corners, facing the doorway, waiting. If you can find a back entrance, use it. Otherwise, open the door and either backpedal furiously with guns blazing, or simply slide sideways and play the angles around the doorjamb.



GENERAL STRATEGY AND TIPS

BEFORE ENTERING, CLEAN OUT ROOMS FROM WINDOW POSITIONS.

This is a corollary of the previous tactic. Doorways are no longer very dangerous if everybody inside the room is deceased. Try to wipe out all bad guys in a room by picking them off through windows. Of course, your enemies aren't completely dumb, especially in Outlaws. They'll shoot back at your window. But you can pop up and down, using the wall below the window as cover. This is something you can't do in a doorway. In a doorway, your entire body says, "Shoot me."

BE SMART ABOUT CONSUMING HEALTH ITEMS.

Waste is evil, so if you're only one or two hearts low in health and you find a bottle of Elixir, don't drink it. Find some Canteens, instead. Before you go, though, note the Elixir bottle's location, so you can return when your health is in a much more depleted condition.

BE SMART ABOUT GRABBING AMMO.

As with health items, don't overconsume ammo. If a weapon is close to full capacity, don't pick up boxes of ammo for that weapon. For example, if you pick up a box of Rifle Cartridges when you have 99 Cartridges already, you acquire exactly one Cartridge—because you can carry a maximum of 100. In essence, you've wasted 15 Cartridges. Shameful. Instead, go pump some Rifle lead into a few more outlaws, and then return for the Cartridge box.

USE SMART DOOR TACTICS.

Doors in Outlaws can swing open left, right, in, out, and some just slide. Be aware, because the way you react to an opening door may mean the difference between life and Western worm bait. If a door opens away from you, slide sideways to its hinged side. That way, the opening door shields you from immediate threat, leaving you freer to case (or just blast) the rest of the room. If the door opens toward you, back away quickly, and then reapproach the outer jamb (opposite the hinges) from a tight angle.

For the occasional instance of a small, almost closet-size room with only one or two foes (such as the train compartments in Level 3 of the Main Game), simply crouch directly in front of the door with a Shotgun and pull the trigger as the door opens just past the halfway point. Your foes will shoot just over your head, and then perish before they can adjust their aim.

When opening a door, always consider the orientation of the room beyond. Often, of course, that orientation will be a mystery. Many times, however, you'll know the next room's layout from prior experience. Use this knowledge.

DYNAMITE IS ... WELL, DYNAMITE.

If you're packing plenty of Dynamite, don't be shy about using it to soften up a large crowd. The area must be relatively free of obstructions for the stick to do the trick; shielded outlaws will be unharmed. Of particular note are the Kiva pits in the Cliff Dwellings of Level 8 (Main Game), where a properly dispensed explosive can send foes hurtling skyward in large numbers.



GENERAL STRATEGY AND TIPS

BEWARE OF "DOWN THERE."

Outlaws presents you with several tests of courage called "holes." These are black, scary things made of air that you jump into. Bad guys usually lurk below, hungry for some lawman lunch. Dynamite can winnow out the welcoming party, but you won't always have Dynamite, nor will the blast always kill everyone down there. Plan on hopping blindly into hostile territory more than you'd like. Fortunately, the momentary confusion following your arrival often gives you the edge you'll need to survive. Hit the ground in a crouch, start zigzagging, and seek cover immediately!

DON'T FIRE WILDLY AT MOVING TARGETS.

If you're in the uncomfortable position of being in tight quarters with an enemy, and he's moving around frantically, don't waste too much ammo on him until he stops. First of all, crouch—always a good practice in any dangerous situation. Don't sweep the room crazily with your cross hairs, but adjust your sights so you're looking in the foe's general direction, and wait. Soon enough, he'll stop, turn, and fire. If you're crouched, you should be able to acquire your target before he acquires his.

WEAPONS

The Outlaws armory, as the game manual suggests, offers "the best in weaponry for the discriminating Shootist." The manual also provides a quick rundown of available weapons and their capabilities. We'd just like to add a few notes of our own.



FISTS

Fists punch, of course. In real life, this isn't usually lethal. But your guy, James Anderson, has a hell of a one-two. In the Historical Missions, you earn a lot of points for knocking out bosses and bringing 'em to justice. In the Main Game, you have no use for punching guys unless you completely run out of ammo—and at one other point in the game, where you're disarmed and left with no weapons but your fists.



COLT .45 REVOLVER



This Pistol, and your Rifle, form the bedrock of your weaponry, each with particular traits that make them ideal for general patrolling purposes. The .45 boasts an impressive fire rate when fanned by holding down the [Z] key. This rapid fire can disorient dangerous enemies; outlaws can't return fire while taking hits, so you can fan six quick bullets into a tough level boss before seeking cover. A fanned revolver can also thin out crowds of lesser foes with a quick sweep across a room. Indeed, if you wimp out with the auto-reload (OLWIMPY) cheat, your Colt .45 fired by the [Z] key becomes a veritable machine gun.



GENERAL STRATEGY AND TIPS

HENRY .44 RIFLE

A respectable weapon in its own right, your Henry Rifle can be made much more deadly when equipped with the Rifle Scope (see following). Though its rate of fire can't match the Colt Revolver, your Rifle's 16-Cartridge clip and 600-foot range makes it ideal for picking apart crowds at a good distance, where you can stay mobile and avoid incoming gunfire. This is easily your weapon of choice in open areas—long streets, canyons, big caverns, any kind of scenic overlook. When you open a door and then drop back firing, the Rifle's range affords the best opportunity to stay out of harm's way while still piling up the villains.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

OUTLAWS CHEAT CODES

OK, this is a "strategy guide." But let's be honest. You want more than "strategy" from us. You want immortality. You want guns that blaze in perpetuity. You want health, wealth, and maps that tell all. We certainly understand. What good is a cheat book without cheats?

To activate the following codes, simply type them on your keyboard:

/host	host a multiplayer game*
/join	<ip address> <player name> join a multiplayer game*
/nocheck	do not check for multiplayer data consistency*
OLCDS	super map mode toggle
OLZIP	teleport to map center point ("~" + arrows moves center)
OLAIRHEAD	float mode, use jump and crouch to move up and down
OLIMYELLA	full invincibility toggle
OLPOSTAL	get all weapons
OLBOUNCE	super jump toggle
OLREDLITE	logic on/off toggle
OLSCORE	advance to next level
OLASH	unlimited ammo
OLJACKPOT	get all items for level
OLRX	add one heart
OLMORERX	add three hearts
OLER	full health
OLHITME	take a hit
OLREALLYHITME	take three hits
OLTOMBSTONE	kill player
OLAPPEAR	force Sanchez or Chief to appear
OLSCREENING	watch cutscenes
OLGPS	coordinates
OLWIMPY	auto reload toggle
OLHOWMANY	show number of players
OLOPEC	add oil
OLGUSHER	unlimited oil

*During levels only (not for use in menus)

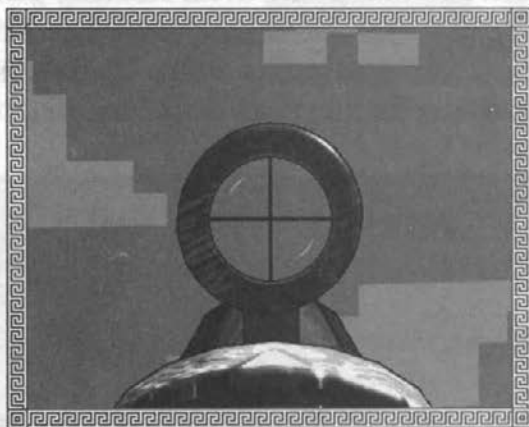




The Rifle Scope

Adding a Scope makes your Henry .44 Rifle an insanely accurate long-range killer, serving to soften up waiting ambushes in large areas, thin hostile crowds through windows, and eliminate deadly snipers on high ledges. But although the Scope attaches only to the Rifle, you can employ it to line up accurate shots with other weapons, as well. Sight your target using the Scope, and then switch to your weapon of choice without changing position. This is an especially effective way to use the Gatling Gun, and even your Colt .45 can dispatch targets at a considerable distance.

Upon occasion, you'll be unable to line up a shot with your Scope from the crouched position, due to some obstruction or incoming fire. If you raise out of the crouch—initially without the Scope attached—and then crouch again quickly, you can put the cross hairs very close to the target. Now attach the Scope and pop up once more to check your aim. You should be able to fine-tune and fire, though you may want to tinker with the aim one more time if the resistance is formidable.



GENERAL STRATEGY AND TIPS

REMINGTON SINGLE 10-GAUGE SHOTGUN

The Single Barrel Shotgun is probably the weapon we used the least in Outlaws. Though it does provide a decent spread of buckshot, requiring less accuracy than the Rifle, it holds just one Shell, and the reload time is considerable (unless, of course, you use the Auto-reload cheat, OLWIMPY, in which case spewing out Shotgun blasts is kind of fun). Use the Shotgun to dispatch single foes in small spaces, and always be ready to seek cover.



REMINGTON DOUBLE 10-GAUGE SHOTGUN

A truly devastating weapon, the Double Barrel Shotgun offers both decent range (180 feet) and a wide spread of harmful projectiles. The fact that you can fire one barrel at a time further increases its usefulness, allowing you to unleash major destruction when the target is assuredly in your sights, or hold a barrel in reserve if there's some doubt. The wide range makes it a good weapon against multiple outlaws posted in rooms or other enclosed spaces.



SAWED-OFF AMERICAN ARMS SHOTGUN

With its brutally wide spray of buckshot at close range, the Sawed-Off Shotgun can dispatch two or even three foes in one massive blast. It's ideal for smaller rooms, or that initial volley that gets your foes' attention. In the Outlaws Main Game, for example, you'll find a Sawed-Off Shotgun in Car 5 of the train in Level 3. Use it! The small train compartments, packed with outlaw riders, are a perfect killing ground for this weapon.



DYNAMITE

The ultimate calling card. We love this stuff! Drop it into any hole you find; toss it down dark stairs ahead of you; fling it onto flatcars or campfire circles teeming with thugs; wing it into particularly gnarly sniper nests. Remember, you achieve optimum throwing distance by holding down your Fire button about three full seconds after lighting the fuse, and then releasing the button to toss the stick. Hold it any less than two seconds and the explosive drops too close for comfort.



The most important thing to realize about Dynamite, however, is that you needn't light it before giving it the toss: You can detonate it with gunfire. This is especially effective when you're going to draw aggressive adversaries through a choke point, such as a door or narrow tunnel. First, throw the unlit stick up against the door. Decide where you'd like to shoot

GENERAL STRATEGY AND TIPS

it from, and move to that spot. Sight the Dynamite in your Rifle Scope from there, and then don't adjust your angle of sight when you go to open the door. Squeeze off a couple of shots once the door is opened as you drop back to a safe distance. Sight the stick in your Scope, and wait for the right moment.

BOWIE KNIFE

Knife-fighting is much less conspicuous than firing a weapon, and thus can serve to quietly take out sentries without drawing unwanted attention. Throwing Knives is always a satisfying activity, but remember that you can occasionally creep up behind opponents, and then press the [Z] key to slice 'em up at close range. The humble Knife is also one of the best ways to dispatch bosses in Outlaws' Historical Missions. You acquire twice as many points for knifing the boss, and one good stick always does the trick. Throwing the Knife doesn't inflict quite as much damage, but the arc of the thrown blade often means that you can stay completely out of your opponent's line of fire while completing the task.

ASH INC. SEMI-PORTABLE GATLING GUN

The Big Kahuna of Outlaws weaponry, the Gatling Gun unleashes massive destructive power in a wide swath. Its only disadvantage is that you must stand fully upright to pull the trigger, so finding some kind of cover first is advisable.





WE ACT "DEATH"
SON


WANTED
DEAD OR
ALIVE

50000
WANTED
REWARD



SOB
A TEAM
DANGER!
WANTED FOR
MURDER

NEARBY



OUTLAWS
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THE HIDEOUT

AS YOU MIGHT imagine, this first level of Outlaws was originally a kind of experiment.

"It was really a test run to see if we could pull it off," says level designer Kevin Schmitt. "And it was a building block for the tools we were creating."

Not surprisingly, the level underwent a number of enhancements as the engine was upgraded. And the result truly sets the tone for the rest of the game. The overall challenge, says Schmitt, was whether Outlaws could look gritty and realistic, as befits its theme.

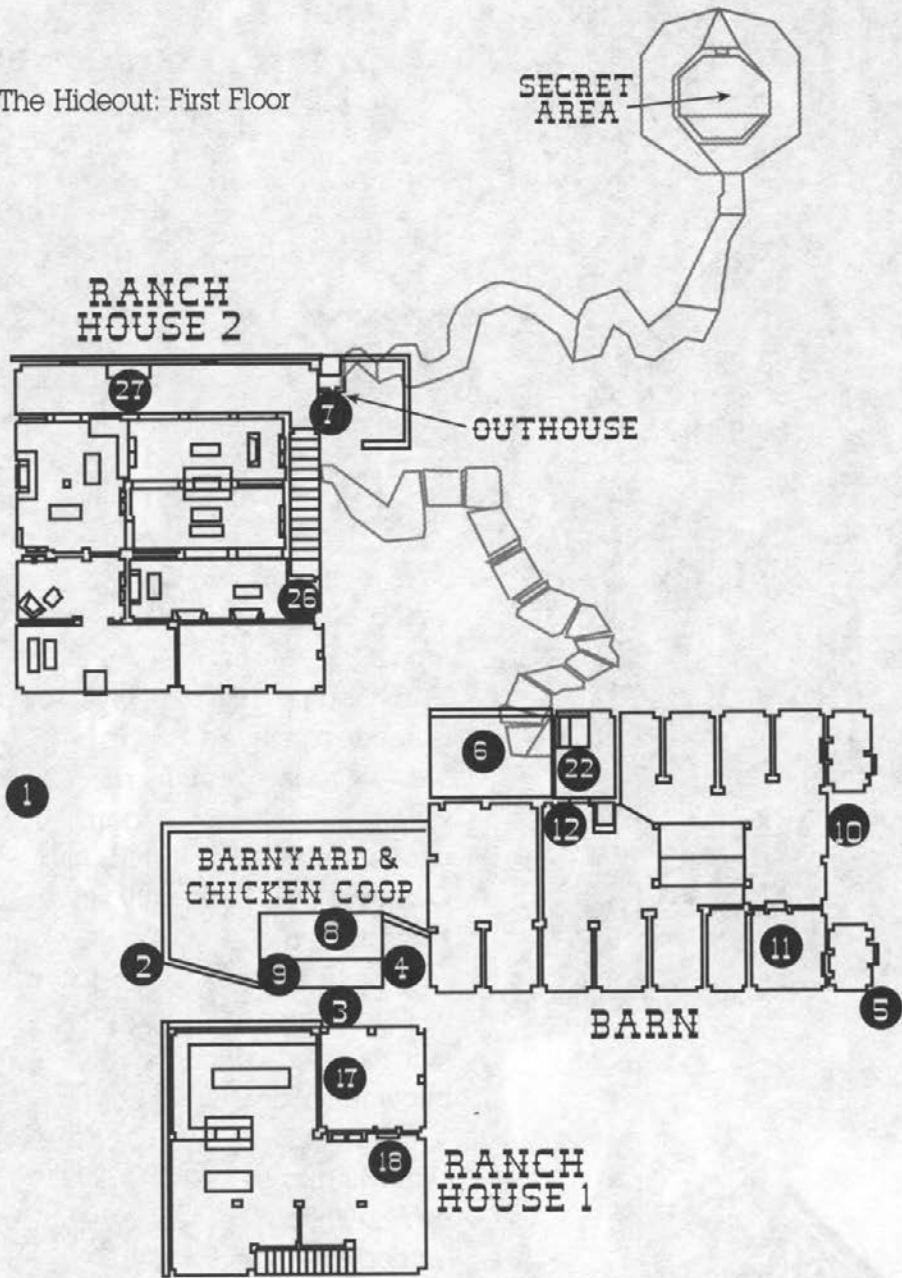
"We knew we wanted that sense of realism," he says. "It isn't like Dark Forces, with its fantasy environment. You can't just throw in floating rooms or whatever."

That this would be the first level of Outlaws also limited Schmitt. The Hideout had to introduce the basic elements of gameplay—locks and keys, for example.

"I couldn't be too tricky," Schmitt says, "but I wanted something satisfying, something that really established the Old West theme."

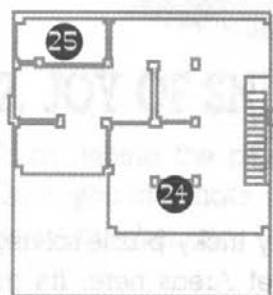


Map 1-1. The Hideout: First Floor

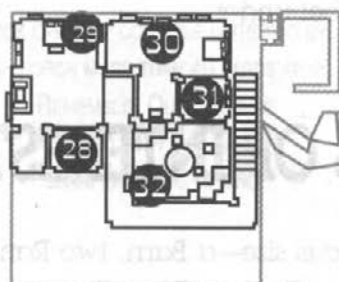


- | | |
|--|--------------------------------------|
| 1. Start | 10. Barn Entrance |
| 2. Shoot Distant Outlaws | 11. 3 Barn Rooms: Canteens, Oil |
| 3. Shoot Porch Guard | 12. Iron Key Door, Loft Ladder |
| 4. Canteen | 13. Top of Loft Ladder |
| 5. Shoot Distant Outlaw | 14. Loft (Crouch!) |
| 6. Canteens | 15. Medical Bags |
| 7. Entrance to Secret Area (Use Dynamite) | 16. Steel Key, Canteens, Ammo, Rifle |
| 8. Chicken Coop | 17. Shoot in Window |
| 9. Secret Area: Ammo, Medical Bag, Satchel | 18. Steel Key Door, Ammo |
| | 19. Iron Key, Oil |

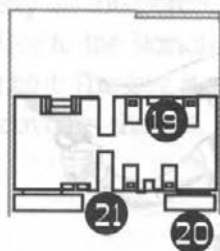
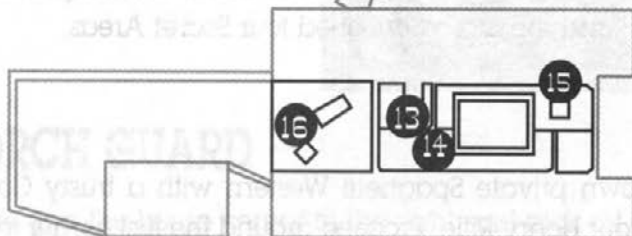




Map 1-2. The Hideout: Underground Areas



Map 1-3. The Hideout: Second Floor



- 20. Entrance to Attic (from Secret Closet Area—Push Wall): Oil, Ammo, Canteen
- 21. Medical Bag, Ammo
- 22. Tunnel Entrance: Oil
- 23. Tunnel: Oil, Canteens
- 24. Dark Basement: Oil, Ammo, Canteens
- 25. Sheriff's Badge, Elixir, Canteen
- 26. Entry from Basement: Canteens
- 27. Cabinet (Ammo, Dynamite, Elixir); Stairs to Second Floor
- 28. Medical Bag, Ammo
- 29. Brass Key
- 30. Canteens
- 31. Canteens, Cabinet (Ammo)
- 32. Level Boss: "Slim" Sam Fulton



GENERAL STRATEGY TIPS

This is a straight-forward mission, with no particularly tricky puzzle-solving or combat scenarios, although there are four Secret Areas here. It's an excellent introduction to the basic types of fighting you encounter in Outlaws, with rifle exchanges over long distances, tense room-to-room gunplay in the two ranch houses, and some low-vision battles in dark underground areas. Just remember: This isn't a standard shooter. You have no armor. Just one or two shots can put you six feet under.

THE HIDEOUT: POINTS OF INTEREST

The Hideout consists of four structures of various size—a Barn, two Ranch Houses, and an enclosed barnyard area with a Chicken Coop. There's also a small Outhouse, and the aforementioned four Secret Areas.

1. START

You begin your own private Spaghetti Western with a trusty Colt .45 in hand. Switch to your Henry Rifle. Proceed around the first corner to the left, but don't go past the plant.



LEVEL 1: THE HIDEOUT

2. JOY OF SNIPING

From behind the plant, sharpshoot that pair of outlaws in the distance. Once you eliminate them, move across the alley to the corner of Ranch House number one.

PICK OFF THAT COWPOKE LOITERING BY THE PORCH MORE THAN 40 YARDS AWAY.

REMEMBER, OUTLAWS WAS DESIGNED WITH THIS KIND OF SHARPSHOOTING IN MIND.



3. PORCH GUARD

Creep around the house corner to the right and pick off the outlaw on the porch. Stay off the porch, or you'll take hits from snipers in the house. If you try the door to the Ranch House here, you find it's locked; you need a Steel Key. (Big hint: This key is somewhere in the Barn.) Instead, hustle to the corner of the alcove on the left.

4. ALCOVE

Lean around the corner of the alcove and carefully pick off any scofflaw who shows his face. Go into the alcove and grab that Canteen, too. Feel better?



Remember, this walkthrough describes the Ugly difficulty level. Easier levels offer more health Canteens, more ammunition, and fewer, slower, dumber bad guys.

Exit running out of the alcove, turn left, and sprint to the next corner of the Barn. (This way you won't get hit by gunfire from the Ranch House behind you.) Along the way, scoop up any ammo belts the outlaws dropped.

5. PEEK AND FIRE

Peek around the corner. See that fool in the distance, facing away from you? Give him an ambush lesson; then sneak quietly along the Barn to the next corner. Another outlaw waits by the Barn entrance. Pick him off. But wait—let's not enter the Barn just yet. It's tough in there, and it would be good to stockpile some power-up items, first. Sprint across the Barn entrance and continue around the outside of the Barn. Remember: Stop at corners, and peek around slowly.

LEVEL 1: THE HIDEOUT

6. BARNYARD ENTRANCE

Creep around this corner and gun down any outlaws lurking in the dark entrance. Don't go to the big barnyard door yet. There's a Dynamite-throwing cowboy around the corner to the right. Go gun him down and scoop up any Dynamite he drops. Now comes a fun diversion.

7. BLAST INTO SECRET AREA NUMBER 1

Open the door to this Outhouse. Blow up a stick of Dynamite on the ground in front of the Outhouse seat (not on top of the seat). You can light and toss in a stick of Dynamite, but if you have only one stick and miss the spot—oops! A surer method is to toss an unlit stick of Dynamite inside on the ground—that is, don't press the **[Z]** key to light it first—and then back up and shoot the stick. This way, if you throw too far or too short, you can retrieve the unlit stick and toss it again.

ONCE YOU EXPLODE DYNAMITE IN THE
CORRECT PLACE—ON THE FLOOR OF THE
OUTHOUSE—YOU OPEN UP THIS ROUTE
TO YOUR FIRST SECRET AREA.



This Secret Area is far too wild to spoil by telling you what's down there. Swim to the bottom of the cistern, and press **[C]** to crouch and duck into the small opening there. Follow the passage, swimming up to the surface as soon as possible.

TIP

When you reach the Secret Area, be sure to open the brown panel on the secret structure and watch carefully. It opens only once!



Now return to the barnyard entrance (at 6) and open the sliding door. From the doorway, pick off enemies, and then gather the spoils—a Canteen in the left stall, a box of ammo in the right. Now enter the open barnyard and head for the Chicken Coop door.

8. COOPED UP

One poor outlaw waits in the smelly Coop. (That's what you get for being a bad guy.) Kill him and drink the Elixir he drops, if you need it. For fun, you can blast chickens into squawking puffs of feathers. It's a waste of good ammo, but extremely satisfying. Head for the small door on the back wall of the Coop.

9. SECRET AREA NUMBER 2!

A very tough, two-gun red-shirt waits just on the other side. Gun him down; he drops a Canteen at the spot of his demise. Press **[C]** to crouch; then jump into the back room. (Tip: Don't use your Oil Lamp in this small room. Remember, Oil is precious.) Grab the goodies—ammo, Medical Bag, and a valuable satchel full of good stuff—and then go back around to the Barn entrance.

LEVEL 1: THE HIDEOUT

10. STALL BY STALL

From the cover of the doorway, pick off any aggressive outlaws who make a run at you. Then work through the Barn, stall to stall, rounding each corner in a state of high alert and adrenaline rush, until you've scoured the stalls clean.

11. ROOM BY ROOM

Now you face some nerve-racking encounters at close quarters. One outlaw camps in this room. Ventilate the scum and grab the Canteen in the corner. Then proceed to the door in the left wall. Beyond it lies a pair of delicious Canteens, but look out for the two-gun killer lurking just left of the door. Dispose of him, exit, and go to the closed door on the opposite wall, behind which an outlaw guards another Canteen and a valuable can of Lamp Oil.

12. DOOR (NEED IRON KEY) AND LOFT

Cross the Barn to the ladder leading up to the loft. (Forget the door next to it for now: You need the Iron Key to unlock it.) Instead, let's climb, shall we?

GOING UP? THE DOOR'S LOCKED,
AND YOU NEED AN IRON KEY.
BUT THE LADDER TO THE LOFT IS
AN OPEN INVITATION.



13. LADDER TO BARN LOFT (MAP 1-3)

Time for a real test of gunfighting skill. At the bottom of the ladder, turn around; that's right, you're going to back up the rungs, slowly. Why? Because a bloodthirsty gaucho may wait at the top, ready to aerate your hide. Pitch your aim upward and back up the ladder one rung at a time, until you can see the outlaw's head (if he's there); then press [C] to crouch. Now pop up and down, taking shots each time you rise up.

14. PICK AND GRIN

Go ahead. Peek around the corner. Bad guys await your next fool move. Pull out your Henry Rifle and turn sniper. Learn a lesson from these thievin' dirtballs: Duck! Crawling around is entirely dignified in this situation. Stay low and crawl from corner to corner. And I repeat—stay low (until the loft is clear, anyway).

15. TOUGH GUY

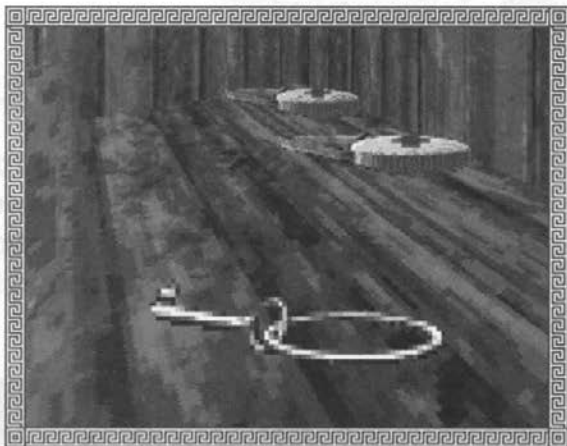
Across this room, a guy fans twin six-guns at you, rapid-fire—and it hurts, man. (Note: He's mobile and aggressive, so he may have left this post and sought you out already.) Use the bale of hay for cover. He can take a few hits, but you'll get him eventually. When you do, grab that pair of Medical Bags in the corner. Now cross the loft to the door near the ladder.

16. STEEL KEY

Four outlaws wait in ambush. One sits behind the open door. If you can blast your way to the bale of hay in the left corner of the room, you'll find two soothing Canteens—and, more importantly, the Steel Key. Other items want you to take them, too.

LEVEL 1: THE HIDEOUT

IF YOU SURVIVE THIS ROOM, PICK UP THE STEEL KEY. IT LETS YOU INTO RANCH HOUSE NUMBER ONE. NOW YOU CAN MEET LOTS MORE GUYS WHO WANT TO KILL YOU.



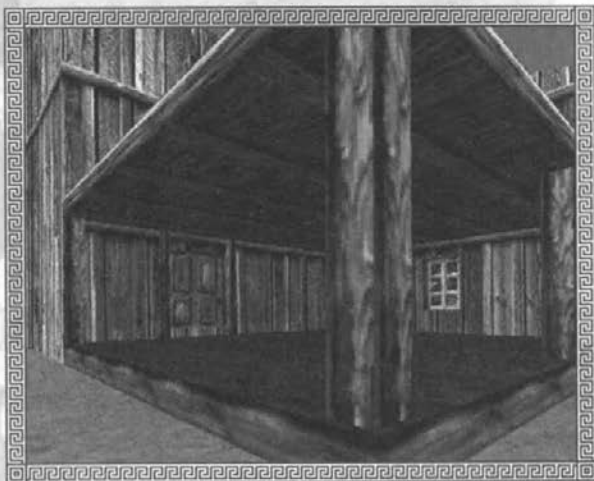
You've got the Steel Key now, so head to Ranch House number one. As in the Barn, the first Ranch House is very straight-forward—no big surprises, no tricky navigation or convoluted puzzles. Just bad guys with guns and ornery attitudes. Keep your eyes peeled for the Iron Key you need for the locked door back in the Barn. And when you approach the front door, watch out for sniper fire through the Ranch House porch window.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

17. WINDOW COVER (MAP 1-1)

If you obtained the Steel Key back in the Barn loft (see 16), you can unlock the front door. Before you try the door, however, remember that snipers like windows. Sneak up to the porch window and give your hosts a lead greeting.



BEFORE TRYING YOUR NEWLY ACQUIRED STEEL KEY ON THE RANCH HOUSE DOOR (AT LEFT), FIRE SOME ROUNDS INTO THAT PORCH WINDOW TO THE RIGHT.

TIP

Lighten your in-house killing load by picking off outlaws through the window. Be careful, though. Visibility can be poor.



18. HOUSE ENTRY

This house bristles with killers, so slip inside and nestle up against the shelves just to the right of the doorway. Two boxes of ammo sit on the shelves. Clean out the bottom floor and head upstairs.

LEVEL 1: THE HIDEOUT

19. IRON KEY (MAP 1-3)

Several outlaws lounge in the upstairs sleeping quarters. Grab the Iron Key and the container of Lamp Oil on the shelves there. Remember that door back in the Barn (see 12) that needs an Iron Key? We'll mosey back there in a minute. First, go to that dark door in the back corner of the room.

20. BACK ROOM SECRET

Inside, you'll find some items—and a big, ugly gunslinger. Now go press up against the back wall.

21. SECRET AREA NUMBER 3

In the secret room you find a secret door that opens into a secret passage that leads to a secret attic. It's so secret, my lawyer thinks it's illegal in several states. In the attic, another murderous cowboy wants to offer you to a new line of work—pushing up daisies. Violently spurn his offer, then loot the room. Now you can return to the Barn.

22. BARN: TUNNEL ENTRANCE ROOM

(MAP 1-1)

Your Iron Key lets you into this small room. Inside, you'll find the secret tunnel entrance—and a murderous henchman. Shoot to kill. A much-needed canister of Lamp Oil sits in the corner. Now hop down into the hole.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

23. TUNNEL (MAP 1-2)

Don't miss the Canteens and Lamp Oil in the tunnel. And be ready for a deadly Shotgun attack. (Blueshirted Shotgun guys pack a vicious wallop.) When you reach the tunnel's end, the passage narrows. Press **[C]** to crouch and enter the basement. My advice: Stay crouched, and plaster yourself to the walls.

24. HEART OF DARKNESS

Here's a tough battle. Outlaws, apparently wearing night-vision goggles, lurk like vampires in this basement.



WHAT ARE ALL THESE GUYS DOING IN A DARK BASEMENT? HEY, MAYBE YOU DON'T WANT TO KNOW.

25. SUPER STASH

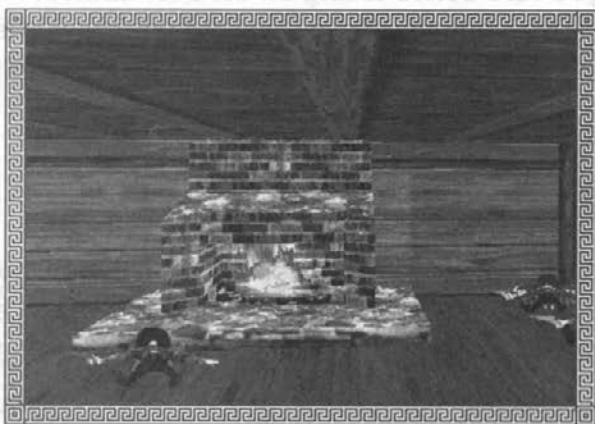
Gird yourself. Three tough honchos prowl this final room of the basement. You could skip this room and still complete the level. But if you survive, it's worth it. Each carries a useful item—an ammo belt, a Canteen, and (yes!) a bottle of health Elixir that restores your full health. A valuable Sheriff's Badge twirls in the back corner. Now go climb the stairs to the first floor of the Ranch House.

LEVEL 1: THE HIDEOUT

26. FIRE FIGHT (MAP 1-1)

Many six-gunners and riflemen inhabit the first floor of this house. Here's a good test of your gunfighting skills. I highly recommend patience here—slide in and out of rooms, picking guys off one at a time. (An all-out frontal assault is almost always suicidal in Ugly mode.) Remember to stay low, even when gathering the spoils of victory. Outlaws in other rooms may pop in for occasional potshots.

HERE'S A CHEERY SCENE—
CRACKLING FIRE, AN OLD STONE
HEARTH, ROUGH-HEWN WOOD,
CORPSES STREWN TASTEFULLY
ABOUT. ESPRESSO, ANYONE?



27. STAIRS TO SECOND FLOOR

Here's where you head up to the second floor of Slim's main ranch house. Be sure you grab the Dynamite, Ammo, and Elixir hidden in the hall cabinet.

28. ANTEROOM/MASTER BEDROOM (MAP 1-3)

After you eliminate the outlaw sentinels at the top of the stairs, proceed around two corners to the first door on the left side of the hall. Move through the anteroom to the next door. Clean out cowboys using close-quarters tactics. Watch for guys camping just around corners.

29. BRASS KEY

Then nab that Brass Key on the opposite shelf. Open the door just to the right of that shelf, step into the hallway, and turn left to the closed door.

30. MEDICINE ROOM

Two very tough outlaws patrol the next room. These are the last gunmen you face before taking on the boss himself, so be patient: Don't squander your health now! Take them out carefully. Wander around the room picking up goodies. Then open the sliding door in the room's alcove and enter a small, uninhabited chamber.

31. HIDDEN AMMO

Four Canteens! Most refreshing. And there's more. Cross the chamber to the closed cabinets and use your **[Spacebar]** to open a pair of secret compartments. You find two boxes of ammo inside. But the boxes are way back in the compartments. Press **[C]** to crouch. Holding down the **[C]** key, jump into the cabinet.



EVER MADE A "CROUCHING LEAP" BEFORE? YOU'LL HAVE TO NOW, IF YOU WANT THOSE TWO BOXES OF AMMO.

LEVEL 1: THE HIDEOUT

Say, have you noticed how Outlaws seems to be stocking you up with health and ammo these last few steps? You don't suppose there's a reason for that, do you?

32. FINALE: THE HONCHO'S LAIR

Meet Slim Sam Fulton and his rapid-fire Winchester. He's all alone in the storeroom, but his rate of fire is faster than anything you've seen so far. Slim won't move from the back corner where he lays down his murderous fire, and you can use the boxes scattered around the room for cover.

I DOUBT YOU'LL GET THIS CLOSE TO SLIM SAM FULTON,
SO I THOUGHTFULLY PROVIDED THIS SHOT.
YOUR BEST VIEW OF THE LANKY FELLOW IS FROM THE
DOORWAY ACROSS THE ROOM.



But my advice is this: Stay low and stay put! Any dash into the room will most likely result in damage—probably serious, possibly fatal. It's perfectly possible to nail Slim with rifle shots from the doorway.

DANGER!
WANTED FOR
MURDER

LEVEL
TWO

MARSHAL ANDERSON RETIRED
SHOOTING INQUIRY

REWARD.
FOR



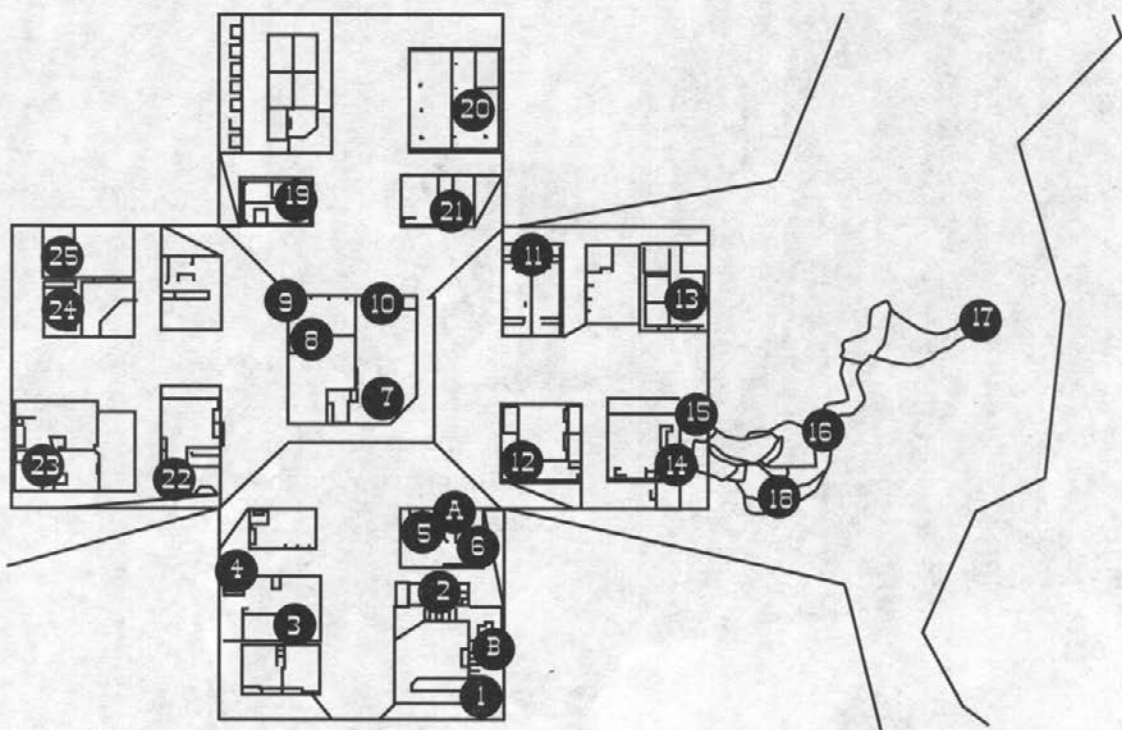
THE TOWN

THE TOWN OF SANCTUARY, created by Chris Klie, is generally considered Outlaws' most quintessentially "Western" level. It's also the game's most nonlinear level, exuding gritty Old West character, as Klie intended.

"I really wanted the look and feel of an actual Western town," Klie says.



Map 2. The Town: All Levels



- A. Crowbar in Basement(Good Mode Only)
- B. Crowbar (Bad Mode Only)
 1. Saloon Back Entrance
 2. Steel Key, Rifle Scope
 3. Brass Key
 4. Secret Bank Entrance (Use Shovel)
 5. Store Roof: Sheriff's Badge, Elixir, Ammo
 6. Store Cellar: Canteens, Medical Bags, Ammo
 7. Hotel Manager (Don't Shoot!)
 8. Crowbar
 9. Iron Key
 10. Upstairs Rooms (Need Iron Key)
 11. Shotgun, Ammo
 12. Shovel, Jump to Store Roof
 13. Jail Cells (Need Steel Key): Elixir, Canteens, Knife, Dynamite
 14. Pen
 15. Well (Secret Area Entrance)
 16. Underwater Passage
 17. Scope, Boiler Plate, Medical Bag, Dynamite, Elixir
 18. Spider Attack, Sheriff's Badge
 19. Jump to Canteen
 20. Jump to Canteen
 21. Brass Key Door: Medical Bags
 22. Brass Key Door: Medical Bags
 23. Jump to Medical Bag, Ammo
 24. Sign Guest Book (Use Pen)
 25. Scope, Elixir, Medical Bags



GENERAL STRATEGY TIPS

Although not as sprawling as some of the later areas you'll explore, the town of Sanctuary is one of the tougher Outlaws levels, combat-wise, according to LucasArts testers. Chris Snyder calls it "just a gauntlet, a pure matter of survival." Courtesy of the combined wisdom of LucasArts game experts, here are some general tips for success in Sanctuary.

- ♠ Stay off the streets! Street strolling draws wicked crossfire. Instead, hug those buildings, use cover, and pick off as many street thugs and window snipers as possible.
- ♠ Never assume you've "cleared" a street. More outlaws lurk down alleys, and some will emerge to hunt you. The same is true of window snipers. In some buildings, previously hidden outlaws get an angle of fire through windows as you move up and down a street.
- ♠ Avoid entering buildings through the front door. Doorways are always deadly in Outlaws. Whenever possible, use rear entrances or windows. Windows afford quick entry to many town buildings: Just shatter them with a bullet and run through. You don't have to wait critical seconds for the door to swing open.

LEVEL 2: THE TOWN

THE TOWN: POINTS OF INTEREST

Sanctuary is a swell place if you happen to enjoy moral turpitude. Town planners laid it out like cross hairs trained on the Hotel in the center of town, with streets extending in all four compass directions. You start just outside the Sanctuary town gate, which leads into the town's south wing.



Important: The appearance of the level boss, Spittin' Jack Sanchez, is triggered by the percentage of henchmen you kill. So it's quite possible, if not probable, that he'll come gunning for you before you complete the level.

CROWBAR LOCATIONS

The Crowbar is a useful tool in this Town Level. The Outlaws game designers put it in a different position for each difficulty mode. This walkthrough covers the Ugly mode, but we've noted the Crowbar locations for other two modes, as well. (see A and B on map 2.)

SOUTH WING

The Bank is locked; so are back rooms of the Telegraph Office and the Dry Goods Store. You draw immediate fire when you step through the town gate.

1. DARK FORCES

My advice: Slip around the right post of the gate and pick off the outlaw just down the alley. Then go around behind the Saloon and enter its second floor via the back stairs. Fight your way through a series of dark rooms; then drop through the hole in the floor to polish off outlaws below on the main floor. (Be sure to give the player piano a nudge!)

2. STEEL KEY

If you look through the Telegraph Office counter window into the back room, you can see the Steel Key under the table in the corner. But if you try to open the side door, you're informed you need the Steel Key! Is that perverse, or what? Worse, if you go around to the back of the Telegraph Office and peek through the opening, the Steel Key sits just out of reach. A big box obstructs the opening. Crouch and move up against the box; then push it away from the opening by pressing the **[Spacebar]**. Now you can crouch and go through the opening. Grab the Steel Key, and don't miss that very handy Rifle Scope sitting on the counter.



APPROACH THE BOX IN BACK OF THE TELEGRAPH OFFICE, THEN PRESS **[Spacebar]** TO PUSH THE BOX AWAY FROM THE OPENING. NOW GO GET THAT KEY IN THERE.

3. LOCKED BANK

The Brass Key lies out in the open on a counter inside the Bank. But to open the Bank's door, you need the Brass Key. Confused? Clearly, you must find another entrance into the bank. A secret entrance, for example.

LEVEL 2: THE TOWN

4. SECRET BANK ENTRANCE (BRASS KEY)

Notice how the ground looks different here? It's loose, and easily excavated. If you have a shovel, start digging. (To obtain a shovel, see 12.) Just activate the shovel in your inventory, step onto the loose dirt, and press **[Enter]** repeatedly to dig. Hard work has never been such fun. Inside, jump up to the ledge, turn left, and nudge open the wall; you'll find the aforementioned Brass Key, plus a bonus bottle of Elixir.

5. ROOF BONANZA

You won't find much inside the Dry Goods Store, and the Cellar door requires that brass key. But if you climb to the loft in the Stable (see 12) and take a running leap, you can jump onto the roof of the Dry Goods Store and scoop up lots of ammo, a refreshing bottle of health Elixir, and a coveted Sheriff's Badge.

6. STORE CELLAR

After you obtain the Brass Key (see 4), you can explore the cellar of the Dry Goods Store. Two bad guys—one on the stairs, one in the cellar—await you, and your reward is a back room where you'll find four Medical Bags, boxes of ammo, and one last Outlaw. You must pry open the door with the crowbar (see 8).

HOTEL

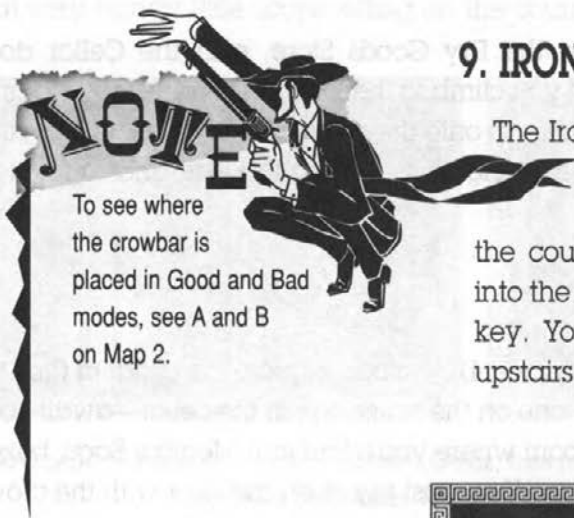
The hotel lies at the literal center of town life in Sanctuary. It's small, as hotels go—only four guest rooms upstairs, plus a washroom, all locked. You'll find a very important item stashed in the downstairs kitchen area.

7. HOTEL: DON'T SHOOT THE MANAGER!

If, for some reason, you choose to enter the Hotel through the front entrance, a man waits just behind the door. Don't shoot him! It's the panicked hotel manager, posted as a human shield for the dastardly outlaws.

8. CROWBAR

Don't miss this item next to the pans on the counter. Use the Crowbar on the door in the Dry Goods Store cellar (see 6).

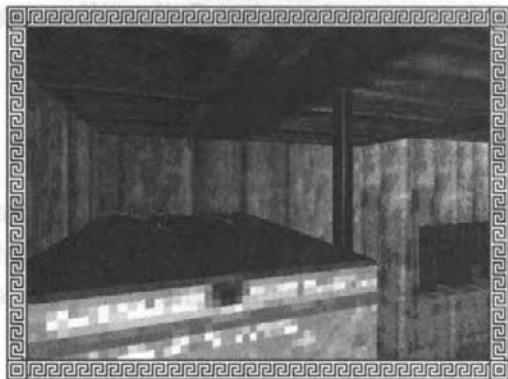


To see where the crowbar is placed in Good and Bad modes, see A and B on Map 2.

9. IRON KEY

The Iron Key is tucked out of sight on a high shelf here in the Hotel kitchen. Hop onto the counter; then crouch and hop into the narrow space to retrieve the key. You need it to unlock all the upstairs rooms in the Hotel.

IT'S UP THERE, ON TOP OF THAT CORNER CABINET. HOP UP ONTO THE COUNTER, AND THEN "CROUCH-HOP" ONTO THE CABINET TO GET THE KEY.



LEVEL 2: THE TOWN

10. UPSTAIRS ROOMS (NEED IRON KEY)

You'll find bad guys, ammo, and a few health items in the four hotel rooms and washroom. But you won't get into any of these rooms without the Iron Key from downstairs in the Hotel kitchen area. (See 9.)

EAST WING

The ever-popular east wing of town holds the City Jail, Sheriff's Office, Courthouse, a Stable, and—continuing the law enforcement motif here—the Church. There's also a very interesting well. The Jail and the Sheriff's Office contain a number of locked cells.

11. SHOTGUN!

What better place to hide a brutal weapon than in a Church? Don't miss the three boxes of Shotgun Shells tucked between the pews.

12. SHOVEL/JUMP-OFF POINT

A Stable is a logical place to find a shovel. Sure enough, you'll find one upstairs in the loft. (To see how to use the shovel, refer to 4.) You can also make a running leap from the Stable loft to the roof of the Dry Goods Store. (For more on this, see 5.)



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

13. JAIL GOODS (NEED STEEL KEY)

Spittin' Jack Sanchez has many of the good townsfolk locked up in the City Jail. After you acquire the Steel Key from the Bank (see 2) and return to gun down the outlaw jailers, you can set the good people of Sanctuary free—and scoop up a host of healthful items, including an Elixir bottle. There are a couple of free items, though—a Knife and a stick of Dynamite on the shelf.



Remember that you lose health if you shoot people who aren't outlaws.

14. COURTHOUSE PEN

Sometimes the pen is mightier than the sword, even in the Old West. Here's a case in point. Grab that ink pen on the back table of the Courthouse. (For its use, see 24.)

15. SECRET AREA: WELL ENTRANCE

The well on the far side of the Courthouse is the entrance to an underground cave complex. Take a deep breath and dive in. At the bottom of the well, you'll see a fork in the underwater channel. If you go left, proceed to the next step. If you go right, jump ahead to 18.

LEVEL 2: THE TOWN

16. UNDERWATER CAVE

At this point, you must swim up just a bit and enter the cave just above the well floor. Follow it all the way to the next wall, and then swim up to the surface again. Continue down the cave corridor to the end to find ...

17. THE SECRET CAVE CACHE

Yes, very good stuff here: Elixir, a Heavy Boiler Plate (for temporary armor), Rifle Scope, four sticks of Dynamite, a Medical Bag—and a strange little man, running around in panic. Apparently, he's keeping watch over the town's stash of important items.

18. ARACHNOPHOBIA!

If you take the right fork at the bottom of the well (the one at the cow skull), you soon come to an open pool where you can swim up to the surface. Unfortunately, a trio of deadly cave spiders waits on the ledge at the top. Blast them with a Shotgun, or use the Knife to hack them into quivering little bits. It's extremely satisfying, and a Sheriff's Badge is your reward.



A FORK SPLITS THE SECRET CAVE AT THE BOTTOM OF THE WELL. BOTH WAYS HOLD GOOD STUFF, BUT THREE VERY LARGE CAVE SPIDERS PATROL THE "COW SKULL" FORK.

NORTH WING

The town's northern area is pretty straightforward. A few bad guys, a few health and ammo items, and one locked door in the back of the Doctor's Office.

19, 20. BOX JUMPING

The Storage Shed holds a helpful item, but it's out of reach atop the big boxes. To get it, hop onto nearby small boxes, and then leap from those onto the big box. Execute another box jump in the corner of Crazy Abe's Furniture Warehouse. Here, however, you must execute a "crouch-jump" from the low box, or you won't fit in the crawl space above the corner office, where Abe hid two Canteens.

21. DOC'S MEDICINE

As you might expect, the Doctor's Office holds a number of health items. Two Medical Bags sit in the closet, but you must obtain the Brass Key (see 4) to unlock the closet door.



LEVEL 2: THE TOWN

WEST WING

Sanctuary's western sector features a Coffee Shop with more than just bags of coffee, and Stan's Used Coffins, the final repository of many interesting things.

22. THREE MED BAGS

Caffeine induces all sorts of weird bodily reactions, so naturally the Coffee Shop keeps Medical Bags on hand. Unfortunately, you can get to the three Bags in the locked back room only with a Brass Key. (See 4.) Don't miss the Super Ammo Belt hidden under the counter.

23. MORE BOX JUMPING

You'll find many health items here in the Blacksmith's Shop. Use the lower box in the center of the back room to jump to a Medical Bag and a Super Ammo Belt.

24. SIGN IN AT STAN'S

Here's my favorite trick on this level. Enter Stan's Used Coffins and approach the "infernal guest book." If you obtained the pen from the Courthouse (see 14) you can press the **[Spacebar]** to sign in, as requested.

25. GRAVE BUSINESS

Then go into the coffin room. The coffins have dropped through the floor, revealing a crawl space. Hop into a hole, crouch, and gather up the goodies—Rifle Scope, bottle of Elixir, and two Medical Bags.



SIGN SAM'S BOOK WITH THE PEN FROM THE COURTHOUSE TO LOWER HIS COFFINS AND FIND POWER-UPS.

SHOWDOWN WITH SANCHEZ

Spittin' Jack Sanchez is tough and deadly, as you'd certainly expect a level boss to be. He's also quite mobile, which can make the safest tactic—shooting him from a distance using the Rifle Scope—quite frustrating. But Sanctuary's outdoor setting and its long, open streets give you plenty of opportunities to shoulder your Henry Rifle, toggle on the Scope, and pick off Sanchez from afar. Don't let him get close! His rapid, two-fisted pistol fire will cut you down quickly in a close fight.

LEVEL 2: THE TOWN



Sanchez will appear any time after you eliminate 80 percent of his men. He can appear at any number of places in town. So stay on your toes and listen for his taunts.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

DANGER!
WANTED FOR MURDER

LEVEL
THREE

MARSHAL ANDERSON RETIRING SHOOTING INQUIRY
\$5000 REWARD!



THE TRAIN

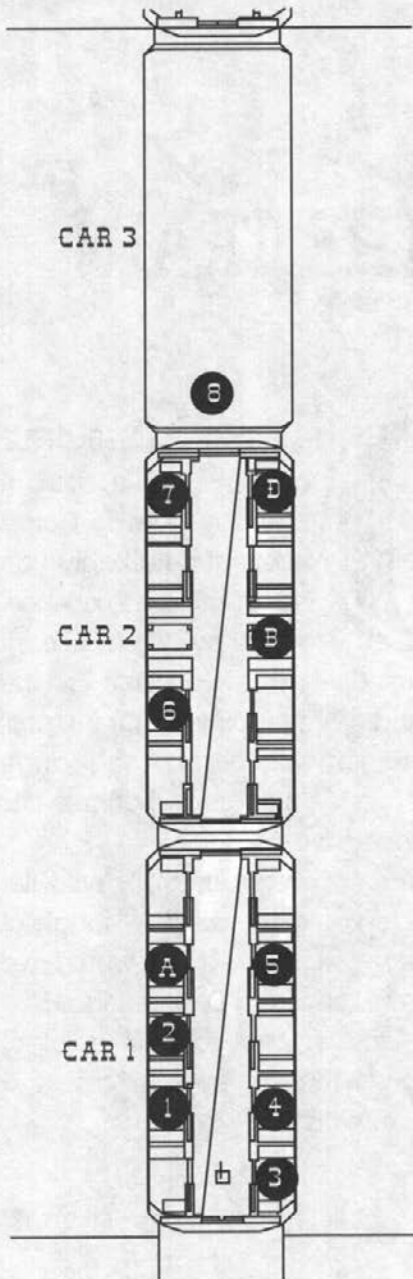
DESPITE PULLING ONLY nine cars in a straight line, the train to Cortez offers a remarkably varied gaming experience. Created by Chris Klie, it combines tight, tense combat in the nooks and crannies of train car interiors with the sharpshooting, long-range combat of open flatcars and a three-car section of train-top.

"A train is pretty linear," says Klie. "So this level gave us the toughest gameplay challenge. How would we make it viable as a 3-D experience?"

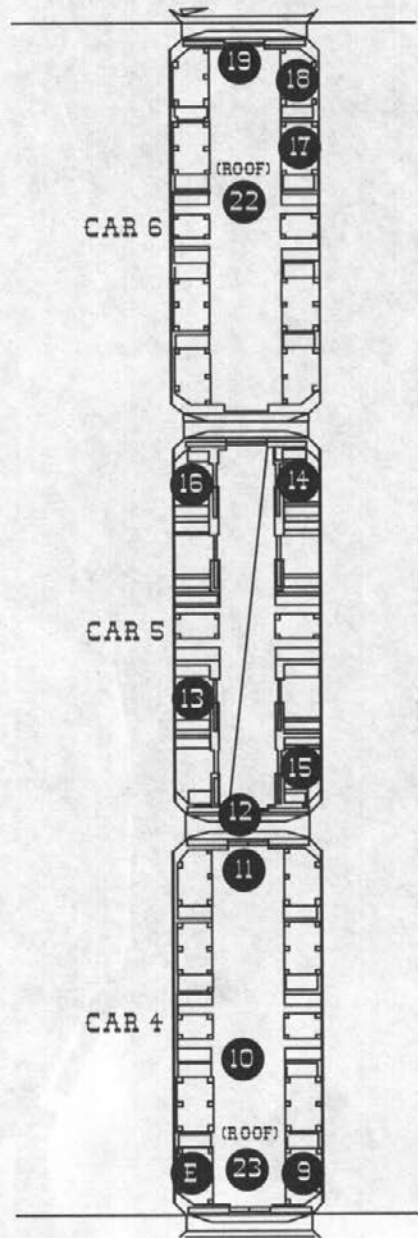
The answer was to lock a lot of doors, build multilayered spaces, and fill it all up with nasty bad guys.



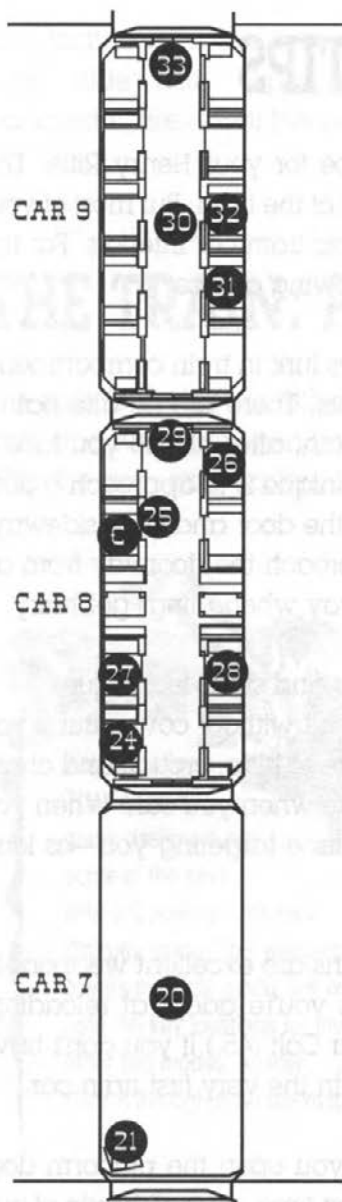
Map 3-1. The Train: Cars 1-3



Map 3-2. The Train: Cars 4-6 (Including Roofs)



Map 3-3. The Train: Cars 7-9



- A. Iron key (Good Mode)
- B. Iron key (Bad Mode)
- C. Brass Key (Good Mode)
- D. Steel Key (Good Mode)
- E. Steel Key (Bad Mode)
- 1. Steel Key Room: Medical Bags, Canteens
- 2. Shotgun
- 3. Iron Key Room: Ammo
- 4. Iron Key Room: Canteen
- 5. Iron Key Room: Outlaw!
- 6. Iron Key Room: Medical Bags
- 7. Brass Key Room: Crowbar, Elixir, Canteens
- 8. Ambush!
- 9. Hide Under Platforms
- 10. Iron Key (Dropped by Outlaw)
- 11. Iron Key Door
- 12. Tough Fight!
- 13. Sawed-Off Shotgun
- 14. Brass Key Room: Elixir, Satchel
- 15. Steel Key Room: Ammo
- 16. Steel Key Room: Canteens
- 17. Dynamite
- 18. Steel Key
- 19. Throw Dynamite onto Car 7
- 20. Ambush!
- 21. Jump to Sheriff's Badge
- 22. Medical Bag (On Roof)
- 23. Brass Key (On Roof)
- 24. Three Outlaws
- 25. Three Outlaws
- 26. Three Outlaws
- 27. Two Outlaws
- 28. Two Outlaws
- 29. Stuck Door (Need Crowbar)
- 30. Level Boss: "Bloodeye" Tim
- 31. Boiler Plate
- 32. Civilians (Don't Shoot!)
- 33. Final Door (Triggers Movie)

GENERAL STRATEGY TIPS

By now, you should have acquired the Scope for your Henry Rifle. This helps when you get atop the three middle cars of the train. But most of your Level 3 encounters take place in claustrophobic train car interiors. For this kind of combat, LucasArts testers offer the following advice.

- ◆ Crouch and play the angles. Lots of outlaws lurk in train compartments on this level, just the other side of the doors. There are no alternative entrances to these compartments—it's a train, after all—so you face a lot of deadly entry situations. The best technique is to approach a door near either edge, crouch, and then open the door and slide sideways immediately. Stay in a crouch and re-approach the doorway from an extreme angle. Don't be afraid to back away when things get hairy.
- ◆ When caught in a corridor, use the "crouch and stick" technique. If you play smart, you shouldn't find yourself without cover. But if you get trapped in a train corridor with nowhere to hide, crouch and chase your assailant. Stick to him like glue and fire when you can. When you get in an outlaw's face, he has a difficult time targeting you—as long as you remain in a crouch.
- ◆ Use your shotgun in close quarters. Shotguns are excellent weapons in the confined space of a train, as long as you're adept at reloading. (Otherwise, you might want to stick to your Colt .45.) If you don't have a Shotgun yet, don't worry; you'll find one in the very first train car.
- ◆ Backpedal from flatcar doorways. When you open the platform door leading either to or from a flatcar for the first time, a small horde of outlaws waits on the other side with their guns trained on the doorway.

LEVEL 3: THE TRAIN

Best tactic: Open the door and backpedal fast, firing furiously. The doors soon slide shut. Approach and repeat the process—open door, backpedal/fire—until the next car is clear enough to enter.

THE TRAIN: POINTS OF INTEREST

The train to Cortez consists of nine cars—five passenger cars, two baggage cars, and two wide-open flatcars. To complete the level, you also must hop atop the train and explore the roofs of cars 4, 5, and 6.

CAR 1

You might find this first car frustrating. After gunning down the two outlaws roving the corridor, you'll discover that of the car's 10 compartments, four are locked and three are empty.

1. HEALTH FOOD STORE

You need the Steel Key to access this room, and you're five cars away from that (see 18)—but what a room! Three Canteens, three Medical Bags. Perfect for what ails you. Go get that key, man.



NOVE

Key Locations

The Outlaws game designers put some of the keys in different positions for each difficulty mode. This walkthrough covers the Ugly mode, but we note the key locations for the other two modes, as well. (See A through E on the maps.)

2. SHOTGUN!

You probably have one by now, but if not, there's a Shotgun in this unlocked room.

3, 4, 5. LOCKED ROOMS (NEED IRON KEY)

You need the iron key (see 10) to enter these rooms. Two of the rooms (3 and 4) hold useful items, but one (5) houses a bad guy.

CAR 2

No more free passes; when you open this car's platform door, well-alerted outlaws wait on the other side. You also find three more locked doors in this car. Obviously, you need some keys. Once you find them, you can gather several health items and one critical tool.

6. MEDICAL BAGS

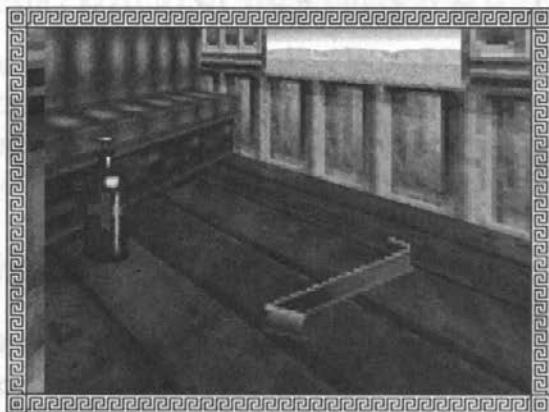
You need the Iron Key (see 10) to open this door. Inside, you'll find a lovely pair of Medical Bags.

7. CROWBAR

You can't complete Level 3 without the crowbar from this room. But you won't get into this compartment without the Brass Key (see 23), and you've got quite a way to go yet to find it. This compartment stocks some tasty health items, as well, including an Elixir of Full Health.

LEVEL 3: THE TRAIN

YOU CAN'T ACQUIRE THESE VALUABLE
CAR 2 ITEMS—ELIXIR BOTTLE AND
CROWBAR—UNTIL YOU FIND THE BRASS
KEY ATOP THE TRAIN.



CAR 3

This flatcar offers nothing but combat. No items, other than some ammo and a Knife dropped by stricken outlaws.



Be careful on flatcars and the small platforms between cars! If you fall off, you're stranded in the middle of nowhere; you must restart the level or load a saved game.

8. TOUGH HOMBRES

Three tough, mobile outlaws are posted on the first flatcar. Remember, if you sit in the doorway, you're dead meat. Running around the flatcar isn't much of a tactic, either, unless you're very, very good. Instead, open the doors and backpedal while firing.

CAR 4 (INTERIOR)

There's stuff on the roof of this car, but you can't get to it yet. (See the "Cars 6, 5, and 4 (Top of Train)" section later in the chapter.) Inside, you'll find your first key—and your first truly brutal gun battle. Note that you need the key to open the platform doors to Car 5.

9. HIDE UNDER SHELVES!

Five tough gunmen—four two-gun outlaws and one rifleman—prowl this car. You can backpedal/fire from the doorway, but I prefer to crouch and crawl under the nearest baggage shelf on either side of the corridor. Use this as a safe post to pick them off one at a time.

TIP

If you stay crouched and run back and forth across the aisle, you induce the bandits to open fire. With five guys crammed in the car, chances are good they'll hit each other a few times.



CROUCH AND RUN UNDER BAGGAGE PLATFORMS.

WHEN OUTLAWS RUN PAST, SHOOT!

LOW SHOTS BRING THEM DOWN FAST.

LEVEL 3: THE TRAIN

10. IRON KEY (DROPPED ANYWHERE)

One of the outlaws carries the Iron Key. When you gun him down, he drops it on the spot. Once you acquire the Iron Key, you might want to go down-train and open the five locked compartments back in cars 1 and 2. Only one holds an outlaw; the others contain helpful health and ammo items.



11. DOOR TO CAR 5

You need the Iron Key to open the platform doors for passage to Car 5.

CAR 5 (INTERIOR)

Three more locked doors! Sure would be nice to find the Brass and Steel keys. This car holds a weapon that should help expedite your search.

12. CORNERED

Here's another ugly situation. Four outlaws roam the corridor just beyond the platform doorway. When the door opens, you don't have room to backpedal; nor are there any nearby open compartments or beds to run to for cover. Here's one suggestion: Slide as far to either edge of the platform door as possible. Don't forget to crouch before you open the door. Slowly creep around one side of the doorway, picking off enemies one at a time.

13. KILLER WEAPON

In this compartment you'll find one outlaw and one sweet short-range weapon—a Sawed-Off Shotgun.

14. AMMO AND ELIXIR

Once you get the Brass Key (see 23), you can partake of the fine Elixir located herein. A nice satchel of ammo adds to your supply of munitions, as well.

15, 16. LOCKED ROOMS

You need the Steel Key to enter these rooms. Careful! ... both contain outlaws.

CAR 6 (INTERIOR)

At last, another key! And another weapon that proves handy when you reach Car 7.

17. DYNAMITE!

After you dispense with the welcoming committee, start snooping under the baggage platforms. Under this one, you'll find a nice, juicy stick of Dynamite. (For good use, see 19.)



LEVEL 3: THE TRAIN

18. STEEL KEY

Under this baggage platform you'll find the Steel Key. Now's a good time to go back downtrain and open the three locked Steel Key doors. Outlaws man the two locked rooms in Car 5 and don't offer much reward, but the one in Car 1 (see 1) is well worth it.



You also need the Steel Key to enter Car 7.

19. DYNA-TOSS

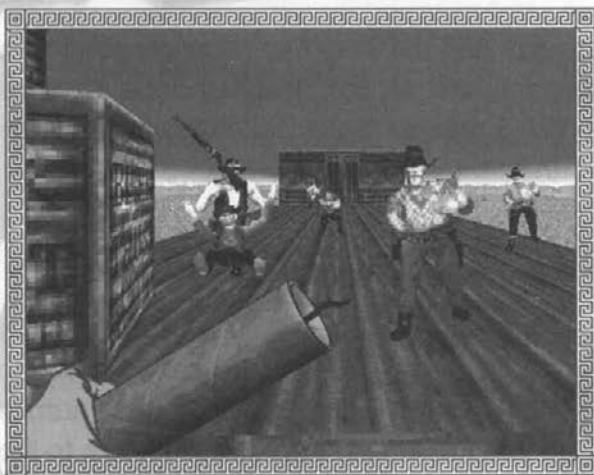
Here is the perfect place to use that stick of Dynamite you just found. Approach the door to the next car. (Remember, you need the Steel Key to open it.) Light your stick of Dynamite; you have about four seconds until it explodes. Open the door and toss the lit Dynamite onto the next flatcar, Car 7. Then backpedal quickly.

CAR 7

Another flatcar. Another gang of bloodthirsty thugs. No place to hide. Who designed this game, anyway?

20. SIX ANGRY MEN

Ambush! If you didn't toss Dynamite from Car 6 (see 19) you face six angry gunmen on this flatcar. If you can eliminate them, you face another serious challenge.

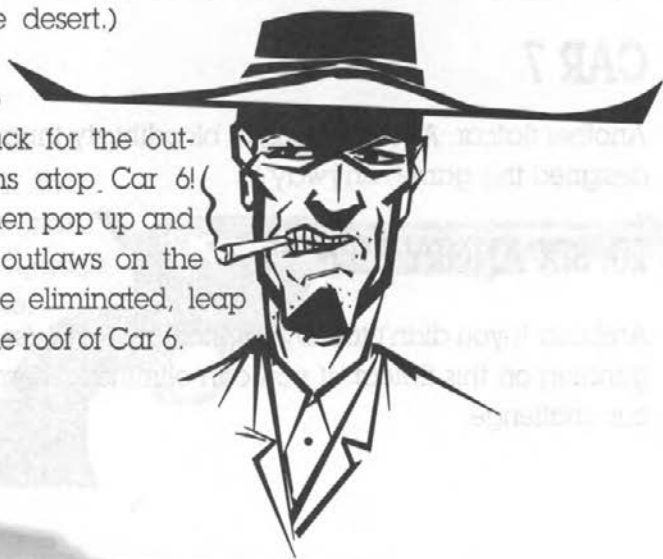


WHEN YOU FACE A SITUATION LIKE THIS—ANGRY OUTLAWS, NO PLACE TO HIDE—THERE'S JUST NOTHING LIKE A GOOD STICK OF DYNAMITE.

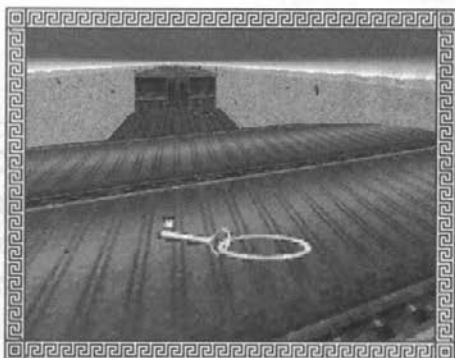
21. TRIPLE JUMP COMPETITION

See that spinning Sheriff's Badge on top of the boxes? You have to earn it with some nifty jumping. Leap onto the lower box, and then hop very carefully onto the top box. (If you over-jump, you'll end up just another set of bleached bones in the desert.)

Unfortunately, once you get onto the top box you're a sitting duck for the outlaws manning positions atop Car 6! Crouch immediately! Then pop up and down, picking off the outlaws on the train roof. When they're eliminated, leap from the top box onto the roof of Car 6.



LEVEL 3: THE TRAIN



HERE'S THE TOUGHEST JUMP THUS FAR IN THE GAME. TOP OF THE BOX FOR THE SHERIFF'S BADGE, THEN ACROSS TO THE CAR ROOF TO RETRIEVE THE BRASS KEY.

CARS 6, 5, AND 4 (TOP OF TRAIN)

Again, be careful on the train roof! If you fall off, you're stranded in the middle of nowhere; you must restart the level or load a saved game.

22. MEDICAL BAG

The only good thing on top of the first car (Car 6) is a Medical Bag, which you probably need desperately right now. Proceed across the roof of Car 5 (where you find nothing) onto Car 4.

23. BRASS KEY

At the downtrain end of Car 4's roof lies the Brass Key. Now you can open two previously locked rooms—one in Car 2 containing the Crowbar (see 7), another in Car 5 (see 14).

CAR 8

Welcome to the Bad Guy Personnel Car. Seems like half the outlaws west of Waxahachie are holed up in this one passenger car. Time for some grim room-to-room combat. Three compartments in Car 8 unlock with the Steel Key, but you should have that by now. (You couldn't have gotten this far without it.)

TIP

This is the perfect area to use your Sawed-Off Shotgun.



24, 25, 26. THREE BAD GUYS

Three outlaws guard each of these rooms.

27, 28. TWO BAD GUYS

Two outlaws guard each of these rooms.

29. THIS DOOR IS STUCK!

Annoying message, isn't it? But if you obtained the Crowbar from Car 2 (see 7), activate it now in your inventory. Move up against the platform door; then press **[Enter]** to pry it open.

LEVEL 3: THE TRAIN

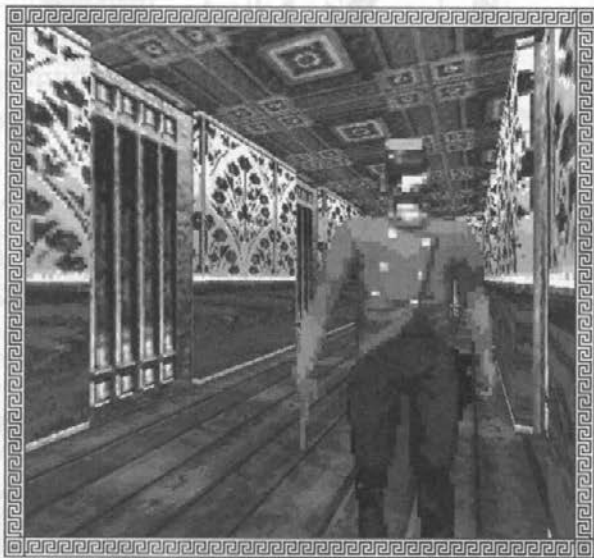
CAR 9

Say hey to the level boss. He ain't scared of you, not one bit, no sir. (Was "scumsucking" really used as an insult in the Old West?) If you get past him, help yourself to some reward items in the other rooms of Car 9.

30. MEET BLOODEYE TIM

One tough boss. And it's just him and you. A favorite method of eliminating Tim is to crouch and lunge with the Sawed-Off Shotgun. Of course, if you miss, you're in big trouble. You might want to play it safe (or safer, anyway) and crouch by the side of the doorway.

IT'S BLOODEYE TIM. STAY ON THE PLATFORM. MOVE TO THE SIDE OF THE DOORWAY, SLIDE OUT OF SIGHT WHEN HE SHOOTS, AND THEN RETURN FIRE RIGHT AFTER HIS HIGHLY ACCURATE RAPID-FIRE BURSTS.





31. HEAVY BOILER PLATE

Once you knock off Tim, you earn a bonus, naturally. In this room you'll find a Heavy Boiler Plate, which works quite nicely as body armor in your next few encounters.

32. PRISONERS

Whoa, pardner. Ease up on that trigger finger. Don't shoot the nice couple in this compartment (unless you want to lose a few health hearts).

LEVEL 3: THE TRAIN

33. FINAL DOOR

Open this door with a nudge—and trigger the level-ending movie, showing Bob Graham hauling Sarah away on the unhitched locomotive.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

**DANGER!
WANTED FOR
MURDER!**

LEVEL
FOUR

**MARSHAL ANDERSON RETIRING
SHOOTING INQUIRY
REWARD!
DEAD OR ALIVE.**



THE CANYON

CHRS KLIE AND KEVIN Schmitt codesigned this stunning level. Klie created the basic geometry (what he calls the "skeleton" of the level), and then handed the core architecture over to Schmitt, who refined it and added gameplay elements.

"We wanted a geometrically huge canyon," says Klie, "something that would evoke a sense of awe."

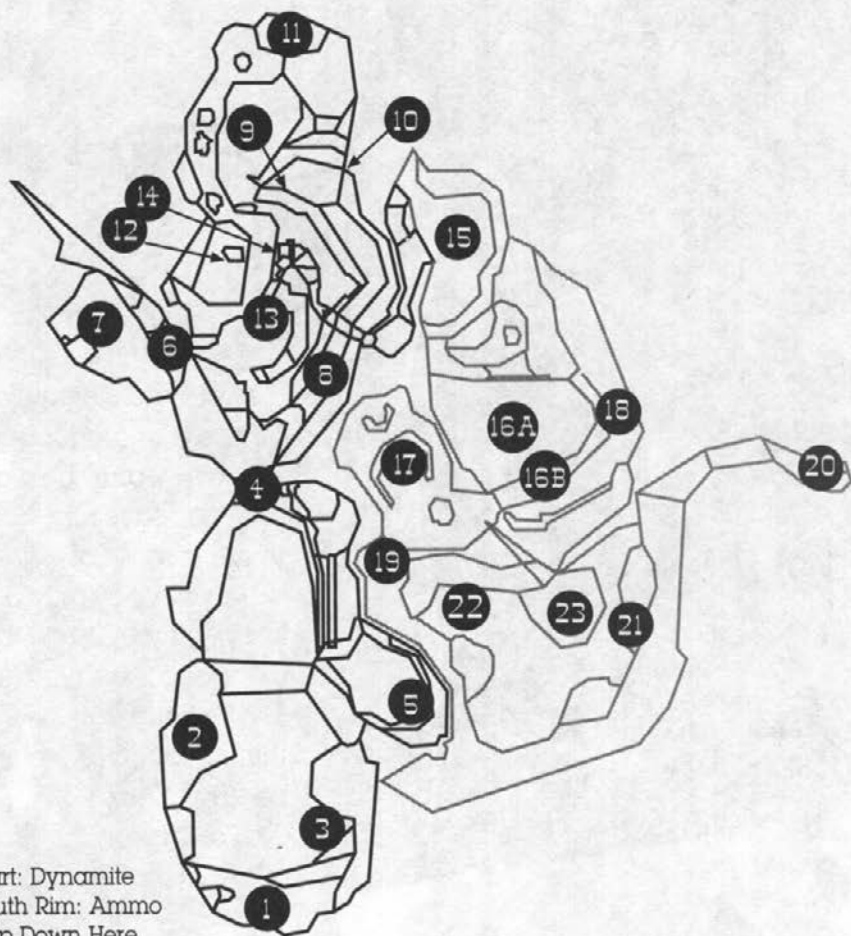
If you've explored this level at all, you know they succeeded; Klie credits much of the success to Kevin Evans.

"Esthetically, he did some amazing things to give the canyon scope and beauty," Klie says.

For Schmitt, the challenge was to create a linear, forced-path level that didn't feel so forced.

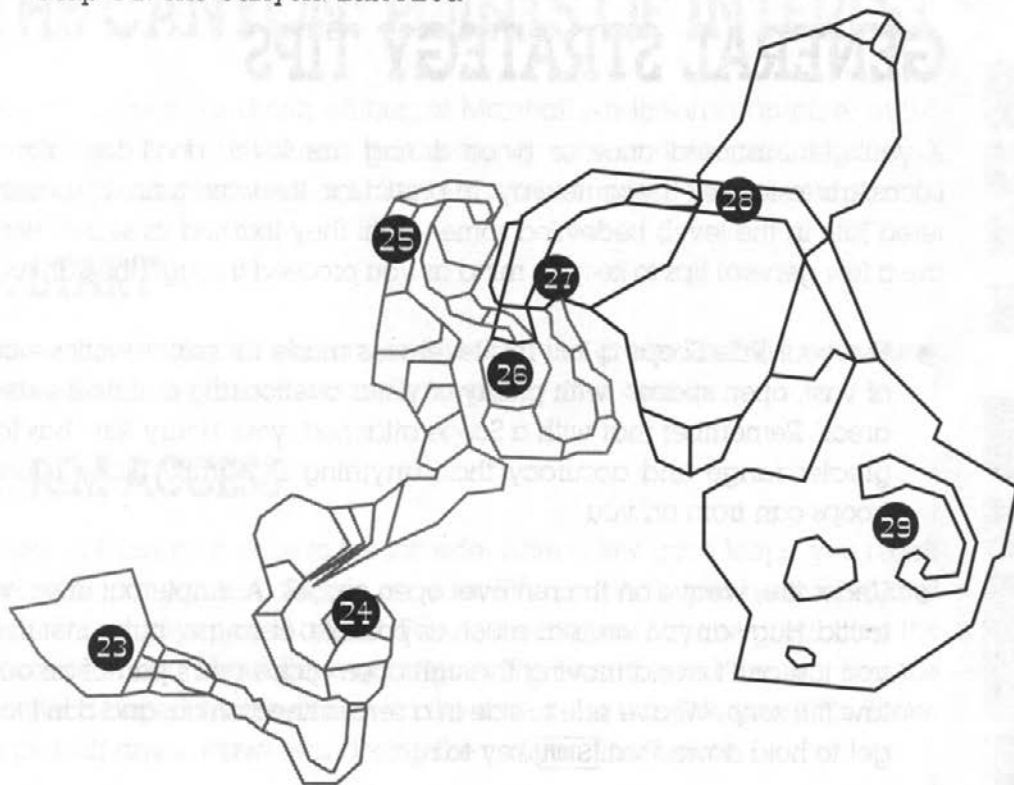
"With no locks and keys, I had to block off access to a number of areas and create hidden routes that become part of the critical path through the level," he says. He used underwater caves and a dastardly wind tunnel to add special gameplay challenges.

Map 4-1. The Canyon: West Area



1. Start: Dynamite
2. South Rim: Ammo
3. Hop Down Here
4. Secret Area Entrance
5. Elixir, Medical Bags, Oil, Shotgun
6. Swim Up Falls
7. Cabin: Elixir, Scope, Ammo
8. Ammo, Medical Bag (Bottom of Canyon)
9. Elixir (Bottom of Pool)
10. Rock Bridge
11. Platform (Begin Island Hopping Up River)
12. Sheriff's Badge
13. Platform
14. Opening to Passage
15. Canyon Ramps: Medical Bag, Canteens, Ammo, Sawed-Off Shotgun
- 16A
- 16B
- 17
- 18
- 19
- 20
- 21
- 22
- 23

Map 4-2. The Canyon: East Area



- 16A. Large Cavern: Sheriff's Badge, Many Outlaws!
- 16B. Raised Rock Ramp: Look Under for Oil, Canteens, Ammo
- 17. Two-Layer Cavern
- 18. Path to Bottom of Two-Layer Canyon: Canteens, Oil, Ammo
- 19. Path to Wind Tunnel
- 20. Wind Tunnel (No Crossing!)
- 21. "Dead Man's Leap" (To Water Below)
- 22. Dynamite
- 23. Underwater Cave Passage
- 24. Dry Ledge: Elixir, Ammo
- 25. Underwater Cave Passage
- 26. Walk the Wind!
- 27. Short Jump (Don't Overshoot Ramp)
- 28. Crosswind
- 29. Level Boss: "Rattlesnake" Dick and Minions



GENERAL STRATEGY TIPS

If you get frustrated once or twice during this level, don't feel alone. LucasArts testers felt the same way. In particular, the wind tunnel (encountered late in the level) bedeviled some—until they learned its secret. Here are a few general tips to keep in mind as you proceed through the canyon.

- ♣ Use your Rifle Scope a lot. This level was made for sniper tactics—lots of vast, open spaces, with plenty of vistas overlooking outlaw-infested areas. Remember that with a Scope attached, your Henry Rifle has far greater range and accuracy than anything Dynamite Dick Clifton's troops can train on you.
- ♣ Under fire, weave on the run over open spaces. A simple but effective tactic. Hug canyon walls as much as possible, of course; but sometimes you just can't avoid moving through open space that's part of an outlaw fire zone. Weave side to side in a serpentine fashion, and don't forget to hold down that **[Shift]** key to run!
- ♣ Don't dive underwater until the last possible moment. You can drown in this game. And the canyon requires some pretty extensive underwater exploration. This is just common sense, but I'll say it: Duck underwater to search for secret openings, come back up for a lungful of air, and then dive back down and go for it.

LEVEL 4: THE CANYON

THE CANYON: POINTS OF INTEREST

You begin near the dying embers of Marshall Anderson's campfire, at the far southern end of a canyon that opens up wide and dangerous below. A ledge rims this open area, and that rim is a good place to start your search.

1. START

Before you go anywhere, turn and look at the ground behind your trusty horse. Add those three sticks of Dynamite to your arsenal.

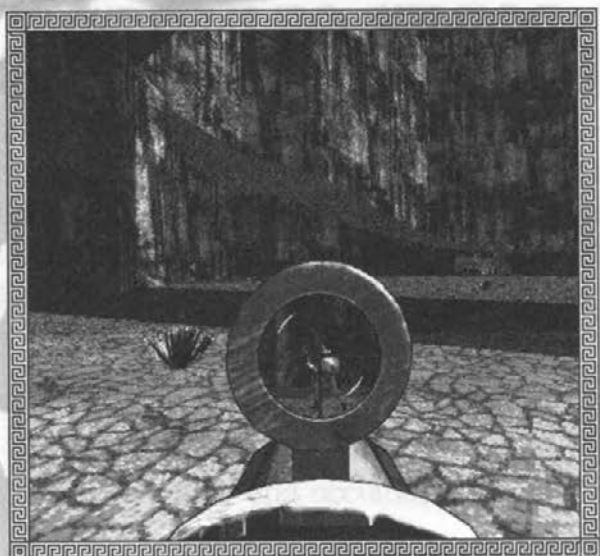
2. RIM ACCESS

Head for those rock slabs to the left side. After a few good leaps, you reach the south canyon rim. Toggle on your Rifle Scope (if you have one) and pick off bad guys posted ahead. Follow the rim past the trees, grabbing the boxes of ammo about three-quarters of the way around the rim and the satchel dropped by the outlaw at the end of the rim. Use your Rifle Scope to pick off any outlaws wandering the canyon floor below.

3. CROUCH-LANDING

When you're done up on the rim, retrace your steps to the rock slabs and move down to the canyon floor. The jump down hurts, but you can minimize the damage by crouching when you land.





SCOPE TIME! REMEMBER, OUTLAWS ARE SITTING DUCKS MAGNIFIED THROUGH THE SCOPE OF A HENRY RIFLE.

4. SECRET DOOR

Keep up the Scope work—plenty of outlaws man the pool ahead—and keep a sharp eye out for the entrance to this level's only official Secret Area. A hidden entrance to the secret cavern area lies right behind the pile of Canteens here. Just walk right up to the wall and nudge it open.

5. SECRET STASH

After you eliminate the guard unit and cross the plank bridge, you face a real tightrope walk around the edge of the cavern. Watch out for the last sentry, posted ahead on the narrow walkway. Once he's gone, gorge yourself on the rewards—Elixir, several Medical Bags, a shotgun, and extra Oil. Don't fall off the granite catwalk; even if you survive the fall, there's no escape from the depths of the cavern.

LEVEL 4: THE CANYON

After you clear out the Secret Area, go to the edge of the large pool at the end of the south canyon area. See that stream to the left, dropping down a series of falls? Time for some upstream swimming.

6. SWIM UP THE FALLS

Feel like a salmon? You will soon. First, pick off the sentry across the water and swim to the rock ledge. Then, from the back corner of the ledge, hop up the first set of falls and swim up to the rock platform at the top. Be prepared for a hornet's nest of activity when you get there, though.

7. CABIN OUTPOST

Tired from your salmon flop up the falls? Deal with it; a fierce squad of outlaws is bivouacked at the top, and you don't have much cover. This is a tough fight. A gang roams outside the cabin, a sharpshooter snipes at you from the roof, and two more killers lurk inside. Victory is sweet, however. The cabin holds plenty of good items—Elixir, Rifle Scope, a satchel, and plenty of ammo. Don't forget to hop atop the cabin (using the box on the right side) to nab boxes of Rifle Cartridges.

Now you can ride the west river down over the falls back to the canyon bottom. It's fun, and puts you in position for your next foray up the canyon.

8. NORTH CANYON FORK

Head east across the pool at the bottom of the west river. A fork of the canyon drops and doglegs northeast: It's too steep to hop down, but rock ledges run up either side.

9. WEST LEDGE

Hop onto the narrow west (left) ledge and follow it around the dogleg to the pool at the base of the tall waterfall. At the very end of the ledge (at 9 on the map), hop into the water and drop straight down; an Elixir bottle lies at the bottom of the pool here. Then swim to the surface, hop onto the canyon fork floor, and battle three tough sentries. Follow the canyon to the dead end, where you'll find a Medical Bag and Super Ammo Belts.

Now return to the west ledge and follow it back to where you started.

10. EAST LEDGE

The east (right) ledge leads up to a rock bridge above the tall waterfall. Bad guys litter the path, but with your Rifle Scope you can cause them pain from a safe distance. From the rock bridge, work your way north above the falls.

11. ISLAND-HOPPING UPSTREAM

Above the falls, jump in and swim the river upstream to the first platform. From there, carefully hop upstream from island to island. (If you fall in, you must ride back down to the second island and start over.) Aside from bad guys, you'll find ammo and a number of health items along the way, including a bottle of Elixir tucked under a ledge on the right side of the river.

12. SHERIFF'S BADGE

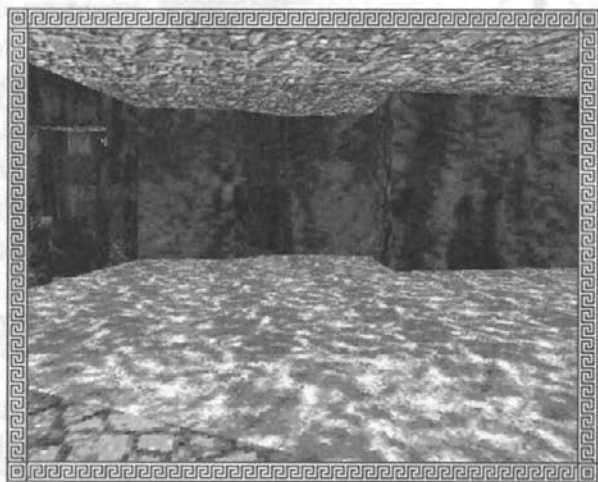
Near the top of the river canyon, a Sheriff's Badge sits on a big platform. Unfortunately, it's surrounded on three sides by outlaw sniper nests. Use your Scope to nail snipers one by one. Then leap to the platform above the waterfall. (See 13.)



LEVEL 4: THE CANYON

13. FIND THE CAVE

From this platform, look directly across the river. See that little tributary stream flowing from the small opening in the cliff? It's your passage to the rest of the level.



THAT TINY TRIBUTARY FLOWING OUT OF THE ROCK WALL JUST ABOVE THE WATERFALL IS AN IMPORTANT PASSAGE. IT LEADS TO A SERIES OF LARGE CAVERNS.

14. SECRET TRIBUTARY

Swim into the opening. But beware! The current is swift, and if you miss the opening, you could get swept over the falls. If that happens, you can only float downstream and start your island-hopping all over again. At the other side of the opening, climb the stairs; a cave passage leads to a large open area.



Again, this small opening is your link to the rest of the canyon level, so don't miss it!

15. CANYON RAMPS AREA

This round, open canyon area features a semicircular ramp that leads upward from both ends. A few outlaws prowl the floor here, and another pair fires down from a sniper post. Scope 'em! Health items and a Super Ammo Belt are deposited near the bottom of the right-hand ramp and a Sawed-Off Shotgun by the left-hand ramp. Climb either side of the ramp up to the dark cave mouth at the top.

16A. CAVERN AREA NUMBER ONE

Your next task is to fight through a massive and very dark cavern teeming with outlaws who surround a spinning Sheriff's Badge. The long distances allow use of your Rifle Scope—but Dynamite is very effective in here. Look for the Elixir bottle dropped by a slain outlaw.

16B. RAISED ROCK RAMP

A raised rock ramp runs around the edge of the cavern; a branch of the ramp cuts across the cavern, as well, leading to the sniper post overlooking the "canyon ramps" area (see 15). Be sure to hop down and check the crawl space under the ramp for many useful items. If you hop back onto the ramp—a nearby rock serves as a jumping platform—you can continue along the ramp around the edge of the cavern to a second cavern area.

LEVEL 4: THE CANYON

17. CAVERN AREA NUMBER TWO (DOUBLE LAYER)

This cavern is double-layered, with the same configuration above and below. Enter the upper layer via the raised rock ramp from the previous cavern area (see 16A and B). You find the usual outlaws. But the lower layer of this cavern is more important, because it leads to the rest of the map.

18. HOW TO FIND CAVERN AREA NUMBER TWO, LOWER LAYER

Jump down here from the rock ramp in Cavern Area Number One, turn right, and follow the corridor. (You can also crouch and duck under the rock ramp from the other side, scooping up hidden items on the way.) This way leads to the great outdoors, finally.

19. BOULDER-STREWN PATH

Follow this wide, boulder-strewn path to its end. Note that gaps in the rock reveal a pool far below fed by a very, very tall waterfall.

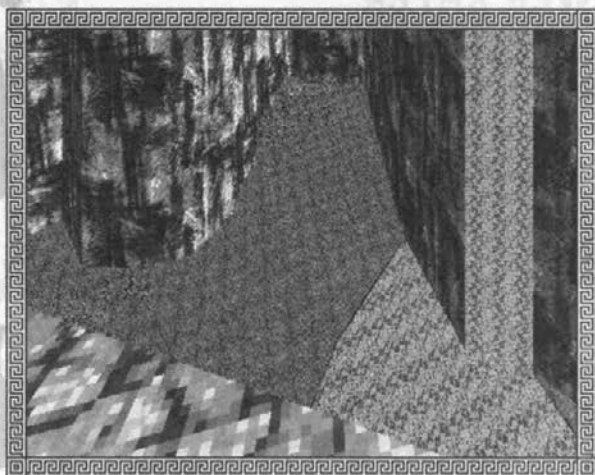
20. WIND TUNNEL

At the end of the boulder-strewn path, pick off the outlaws across the gap. But don't try to jump across! This is a wind tunnel, and you'll never make it, not in a million years. Instead, turn around and head back down the boulder-strewn path.



21. "DEAD MAN'S LEAP"

When you reach this diving-board-like ramp, use it to take a flying leap into the water far, far below. After you surface, hop onto shore.



DO YOU HAVE THE GUTS TO TAKE
THE PLUNGE AT DEAD MAN'S LEAP?
YOU'D BETTER, BECAUSE YOU'LL
NEVER GET ACROSS THAT WIND
TUNNEL UP THE PATH.

22. DYNAMITE CACHE

Search the area around the pool for useful items. For example, 12 sticks of Dynamite sit behind the trees here.

LEVEL 4: THE CANYON

23. UNDERWATER PASSAGE NUMBER ONE (BOTH CANYON MAPS)

Hop into the pool here and dive deep. You'll find an underwater cave. Line up with it, surface for more air, and then submerge and go for it. It's a long underwater passage, but don't panic.

24. CATCH YOUR BREATH

Halfway through, you can surface and climb onto a ledge for a rest. There, you'll find a bottle of Elixir and an Ammo Belt. Dive back into the water, find the small underwater cave to the right—don't go back the way you came!—and follow the passage to dry land.

25. UNDERWATER PASSAGE NUMBER TWO

Hop up a series of steps. At the top, a lone sentry waits near the edge of another pool. Gun him down, take the nearby Medical Bag, and hop into the pool. You'll find yet another underwater cave at the far end of the pool. Follow it to the end, where you can swim up to the surface of the final pool. No more water on this level!

26. WIND-AIDED LEAP

Follow the short passage to the end. Save your game here! Yikes! It opens onto a seemingly bottomless pit. Across the pit, hopelessly far away, is a small cave in the opposite wall. But wait: Feel that breeze? This is another wind tunnel, and this time it's working for you, not against you. In fact, you don't even have to jump here. Simply crouch and walk straight ahead toward the far cave. The wind carries you across!

27. CAREFUL JUMP

Follow the passage to this next jump. Careful on this one: If you jump too far, you overshoot the ramp and end up crumpled in a place far, far below.

28. WIND WARNING!

Careful crossing this open area of the rock bridge. Strong winds blow right to left. They can push you off the bridge if you stop to enjoy the scenery, so hurry across.



LEVEL 4: THE CANYON

29. FINAL CAVERN: MEET RATTLESNAKE DICK

Rattlesnake Dick Farmer is a two-gun killer of the first magnitude. This is a big cavern, and it's absolutely crawling with Farmer's henchmen, so save your game before entering and take your time. Our advice: Give him a taste of his own medicine. Toss in lit Dynamite sticks and back away. You'll find a few health items to repair your soul, but not enough to justify a frontal assault. Be patient and pick off outlaws one by one. Remember: You have a Rifle Scope, and they don't.

RATTLESNAKE DICK FARMER IS A
MEAN, ORNERY SON OF A POLECAT,
WHATEVER THAT IS.
BUT THE CAVERN IS SO BIG, THERE'S
NO NEED TO STAND
TOE-TO-TOE WITH THE FELLOW.
KEEP YOUR DISTANCE; YOU HAVE
MUCH GREATER RANGE
THAN HE DOES.



DANGER!
WANTED FOR MURDER

LEVEL
LEVEL

MARSHAL ANDERSON RETIRED
WANTING SHOOTING INQUIRY

WANTED
\$5000⁰⁰ REWARD



THE SAWMILL

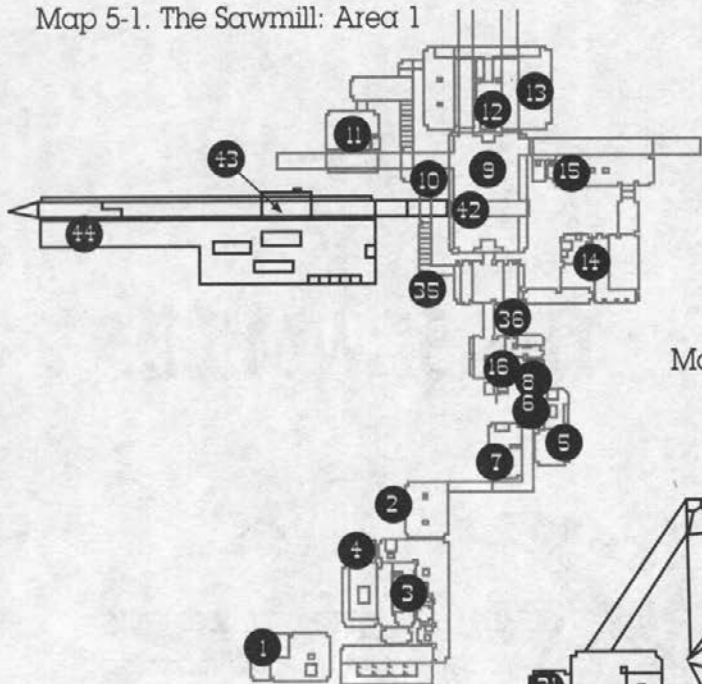
K

EVIN SCHMITT CALLS THIS complex and highly entertaining level "the most nonfunctioning and chaotic sawmill ever made." He adds, "Designing it went against all of my architectural training."

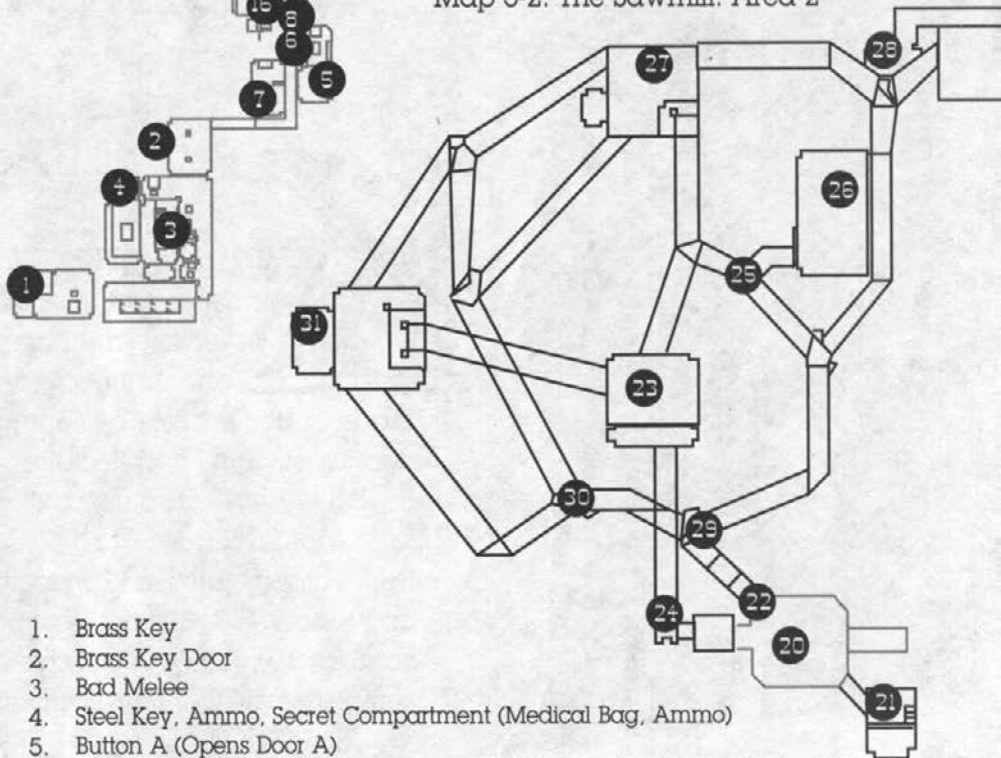
But it sure is fun. Sluice gates in the sub-basement level (a nod to the sewer level in *Dark Forces*), gears and machinery, water and wheels—all Outlaws' sawmill elements combine to create an intricate puzzle that complements the vicious gunplay.



Map 5-1. The Sawmill: Area 1

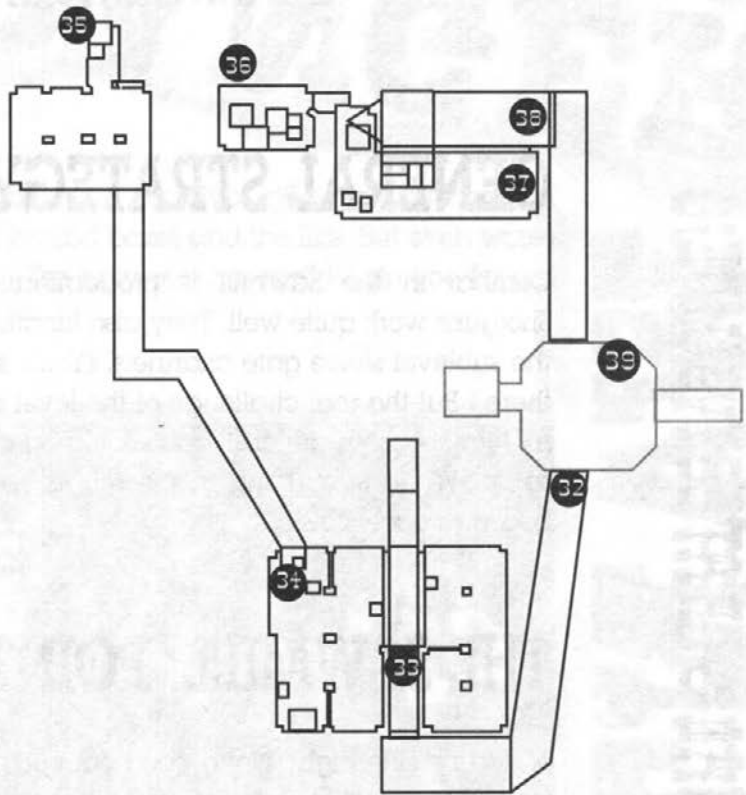


Map 5-2. The Sawmill: Area 2

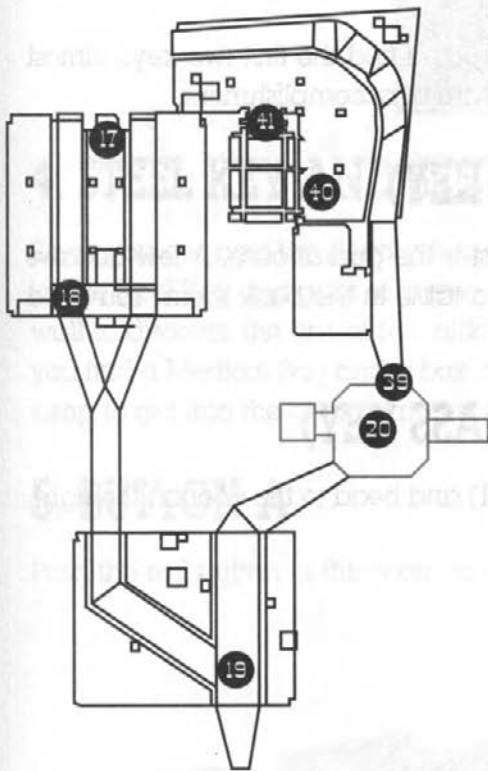


1. Brass Key
2. Brass Key Door
3. Bad Melee
4. Steel Key, Ammo, Secret Compartment (Medical Bag, Ammo)
5. Button A (Opens Door A)
6. Door A: Double Barrel Shotgun, Dynamite, Ammo, Canteens, Medical Bag
7. Steel Key Room: Button B (Opens Door B), Canteen, Ammo
8. Door B
9. Central Reservoir
10. Passage to Control Rooms
11. Control Wheel (Gate 1)
12. Control Wheel (Gates 2 and 3)
13. Iron Key
14. Secret Area: Sheriff's Badge, Medical Bags
15. Control Wheel (Gate 4)
16. Iron Key Door: Elevator
17. Control Wheel (Gates 6 and 7)
18. Swim Up Sluice Channel
19. Chamber: Ammo, Canteens
20. Central Shaft
21. Chamber: Ammo, Canteens
22. Chamber: Ammo, Canteens
23. Chamber: Ammo, Canteens
24. Chamber: Ammo, Canteens
25. Chamber: Ammo, Canteens
26. Chamber: Ammo, Canteens
27. Chamber: Ammo, Canteens
28. Chamber: Ammo, Canteens
29. Chamber: Ammo, Canteens
30. Chamber: Ammo, Canteens
31. Chamber: Ammo, Canteens

Map 5-3. The Sawmill: Area 3



Map 5-4. The Sawmill: Area 4



21. Gear Chamber
22. Underwater Passage to Sub-Level Sluice System
23. Spill Room
24. Elevator to Central Shaft
25. Passage to Side Room
26. Side Room: Canteens, Medical Bag
27. Gear, Medical Bag
28. Gear, Medical Bag
29. Gate (Shoot to Flip Switch)
30. Gate (Shoot to Flip Switch)
31. Gear, Medical Bag
32. Gate (Opened by Gear Assembly at 21)
33. Gate (Push to Open) to Room: Canteens, Ammo
34. Exit (Behind Boxes)
35. Shotgun, Canteens, Button C (Opens 2 Doors)
36. Door C
37. Ammo, Canteen, Button D (Opens 2 Gates)
38. Underwater Gate D
39. Gate D
40. Elixir, Many Canteens
41. Control Wheel (Gate 5)
42. Swim Through Sluice Gate 8
43. Level Boss: "Henry" George Bowers
44. Final Room: Canteens, Ammo, Rifle



GENERAL STRATEGY TIPS

Combat in the Sawmill is predominantly close-quarters fighting, so Shotguns work quite well. They also function as excellent "switch hitters" in the sublevel sluice gate channels. (You'll see what I mean when you get there.) But the real challenge of the level is understanding how this crazy mill functions. In general, you should open everything—gates, doors, and so on. When everything in the mill is open and flowing, the final area becomes accessible.

THE SAWMILL: POINTS OF INTEREST

A stormy blue night. Not a good omen. You find the first two keys almost immediately, lulling you into a false sense of accomplishment.

1. GUARDHOUSE (BRASS KEY)

The only building you can enter at first is the guardhouse. A few outlaws are posted here. The Brass Key sits on a table in the back room. You need this to enter the mill itself.

2. MILL ENTRY (NEED BRASS KEY)

Enter the mill using the Brass Key (see 1) and head to the door on the right.



LEVEL 5: THE SAWMILL

3. MELEE!

This first building is completely brutal. A bunch of kill-happy outlaws run through the first corridor, hiding behind boxes and the like. But even worse is the dining room marked here. Ten ugly outlaws really hate you for disrupting their meal. Good luck.



THE SAWMILL'S SOUTH WING IS A SWARMING SURVIVAL TEST. UNFORTUNATELY, YOU MUST FIGHT THROUGH ALL THESE GUYS TO REACH THE STEEL KEY HIDDEN IN A BACK ROOM.

4. STEEL KEY AND SECRET AREA

Once you get past the deadly two-gun outlaw, you can pillage this room for the Steel Key and gobs of ammo. Don't leave yet, though. Nudge the far wall to discover the first of two official Secret Areas in the Sawmill. Inside, you find a Medical Bag and a box of Shotgun Shells. (You must crouch and jump to get into the compartment.)

5. BUTTON A

Push the red button in this room to open Door A to the next room (see 6).

6. DOOR A

To open this door, push Button A (see 5). This storeroom holds a veritable cornucopia of good stuff—a Double Barrel Shotgun, a crate of Dynamite, a Medical Bag, and lots of other ammo and health items.

7. BUTTON B


You need the Steel Key to unlock this room (see 4). Once you get inside and eliminate the three outlaws, push the red button to open Door B (see 8) at the end of the corridor. Don't miss the batch of Canteens and a pair of Super Ammo Belts.

8. DOOR B

To open this door, push Button B (see 7). Watch out for the killer shotgun guy waiting on the other side.

9. CENTRAL RESERVOIR

You don't have any business here just yet, but I want to point out its location. Look around this water room. Note the closed doors on each wall. These are sluice gates, eight in all, that control the flow of water in the sluice channels feeding this reservoir.



Your overall goal in the Sawmill is to open seven of these sluice gates so that the eighth gate opens too. The last gate leads to the final area where "Henry" George Bowers hangs out. But you've got a lot of work to do to get to this point.

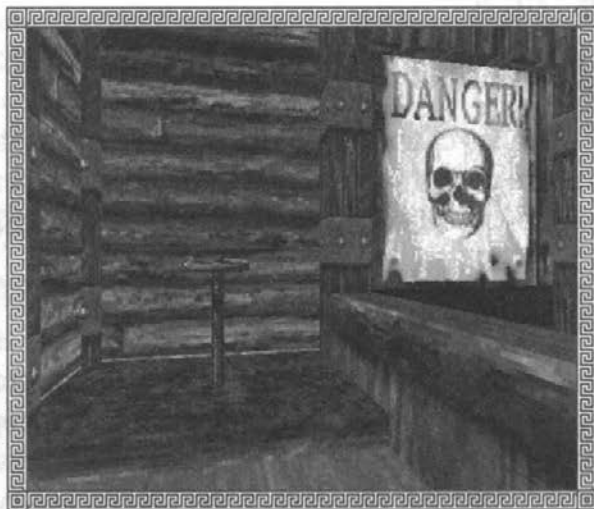
LEVEL 5: THE SAWMILL

10. PASSAGE

Go back to the chamber just south of the Central Reservoir. Head west to follow this passage down one set of stairs and up another to the control room for Sluice Gate 1 (see 11). Watch out for sentries in the dark.

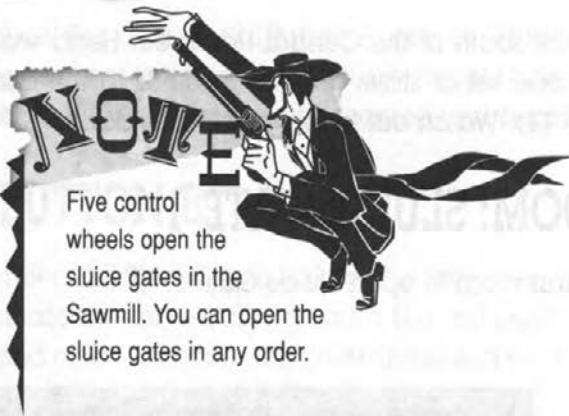
11. CONTROL ROOM: SLUICE GATE 1

Turn the control wheel in this room to open Sluice Gate 1.



HERE'S ONE OF THE FIVE CONTROL WHEELS IN THE SAWMILL. EACH ONE OPENS EITHER ONE OR TWO SLUICE GATES. YOU MUST TURN ALL FIVE WHEELS TO COMPLETE THE LEVEL.





Five control wheels open the sluice gates in the Sawmill. You can open the sluice gates in any order.

12. CONTROL ROOM: SLUICE GATES 2 AND 3

Two sluice channels slice this massive room into three sections which house two important items and a number of outlaws. In the center section, turn the control wheel to open Sluice Gates 2 and 3.

13. IRON KEY

Fight your way to the eastern section (farthest from doorway) of the control room to find the Iron Key. Now retrace your steps down the passage (or hop in the sluice channel and ride through the now-open sluice gates) to return to the chamber just south of the Central Reservoir.

14. STOREROOM AND SECRET AREA

Enter this storeroom, kill the pair of bad guys, and gather up the spoils. Then hop up onto the tall box on the right side of the room and nudge the wall to open a secret passage. Enter the Secret Area and grab the goodies—Sheriff's Badge and two Medical Bags.

LEVEL 5: THE SAWMILL

15. CONTROL ROOM: SLUICE GATE 4

Three tough outlaws guard the control wheel in this room. Turn it to open Sluice Gate 4. After you do this, it's easy to just hop into the sluice channel, ride it to the Central Reservoir, and then cross to the chamber just south of the reservoir.

16. ELEVATOR DOOR (NEED IRON KEY)

If you got the Iron Key back at 13 you can open this door. Inside, press the red button to call the elevator. Turn right, enter the elevator, and press the red button inside to ride up to the control room for Sluice Gates 6 and 7.

17. CONTROL ROOM: SLUICE GATES 6 AND 7 (MAP 5-4)

Turn the control wheel in this room to open Sluice Gates 6 and 7. After you complete this task, climb back up on the platform overlooking the sluice channels and turn to face the "Danger" signs.

18. SWIM UP THE SLUICE CHANNEL

Hop into the left channel; then turn and swim against the current up the channel. The barred gate is open, but you must crouch to get through.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

19. CHAMBER

The channel opens into a chamber where the flow splits into two forks. A few outlaws roam through here, and you'll find ammo and health items, as well. After you're finished here, hop into the far (easternmost) fork and ride it to the Central Shaft.

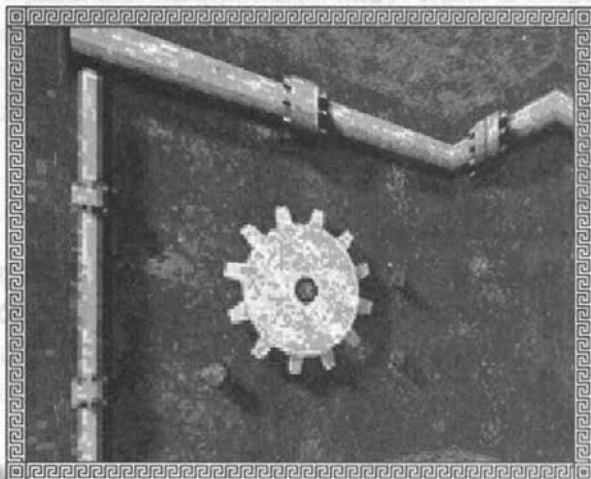
20. CENTRAL SHAFT

You'll see a lot of this cistern-like central chamber over the next few steps. For now, dive straight down, find the opening to the right of the grate, and swim through.

21. GEAR CHAMBER (MAP 5-2)

At the top of the underwater steps is a small chamber. On one wall hangs a gear assembly that opens a critical gate. Unfortunately, three gears are missing. You must find those gears and bring them back here to access important levels of the Sawmill. Swim back to the Central Shaft and start looking.

THIS GEAR ASSEMBLY IS MISSING A FEW GEARS—THREE, TO BE EXACT. YOU MUST FIND THEM IN THE SUB-LEVEL SLUICE GATE SYSTEM AND PUT THEM HERE TO REACTIVATE THE ASSEMBLY AND OPEN A CRITICAL GATE.



LEVEL 5: THE SAWMILL

22. ENTRY TO SUBLEVEL SLUICE GATE SYSTEM

As you swim back into the Central Shaft from the Gear Chamber, look directly across the shaft. That underwater opening straight ahead leads into a system of interconnected sublevel sluice channels. Scattered throughout the system, in small chambers, are the three gears you need for the gear assembly in the Gear Chamber.

23. SPILL ROOM

If you swim through the Central Shaft opening (at 22) and simply ride down the channel without doing anything, you end up here, in this Spill Room. Hop onto the platform and go down the narrow corridor.

24. ELEVATOR UP TO CENTRAL SHAFT

The red button at the end of the Spill Room corridor summons an elevator. Enter the elevator to ride back up to the Central Shaft. (You must do this several times as you ride down the sluice channels, switching gates and picking up gears and ending up in the Spill Room.)

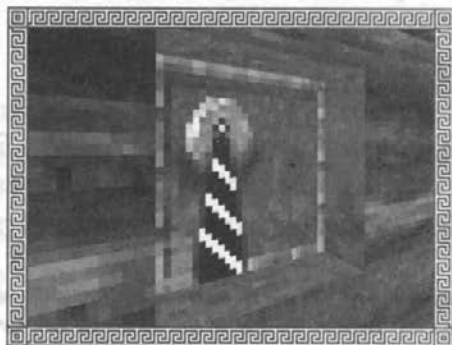
HOW THE SUBLEVEL SLUICE GATE SYSTEM WORKS

As you've just seen, water rushes downhill from the Central Shaft (22 on the map) through the sublevel sluice channels into the Spill Room (23 on the map). These sublevel channels split at several Y intersections. At each Y, a gate directs the flow of water down one fork or the other. A black-and-yellow-striped control switch swings this gate across the Y; thus, you can direct the flow of water to one fork or the other by flipping this switch. If you set the gates correctly, you can direct the water flow through the three chambers where the gear assembly's missing gears are located.

HOW TO FLIP THE GATE CONTROL SWITCHES

Shoot them! Actually, you can try to swim up to gate switches and nudge them (that is, press the **Spacebar**). But it's very, very difficult. Believe it or not, it's much easier to put a shotgun blast into a switch as you glide past in the sluice channel.

HERE'S A GATE CONTROL SWITCH. SHOOT THESE TO FLIP THEM UP AND SWING THE SLUICE GATE, WHICH DIVERTS THE WATER DOWN THE OPPOSITE FORK.



HOW TO FIND THE GEARS

There are a number of different ways to work your way through the sub-level sluice system. But the following steps (25 to 31) provide the most efficient way to get all three gears, minimizing difficult gate switches.

25. PASSAGE TO SIDE ROOM

Leave the gate switches in their initial configuration. From the Central Shaft (20), go through the opening (22) and ride past the first two gates/switches. Just past the second gate, look for this passage on the right-hand side. Swim hard to it (remember, you're caught in a strong current), and then follow the short passage to the end.

LEVEL 5: THE SAWMILL

26. SIDE ROOM

Nudge open the wooden door at the end of the passage and prepare for combat. A single outlaw stands guard here. After you dispatch him, enter and scoop up health items; then hop into the sluice channel on the other side of the room.

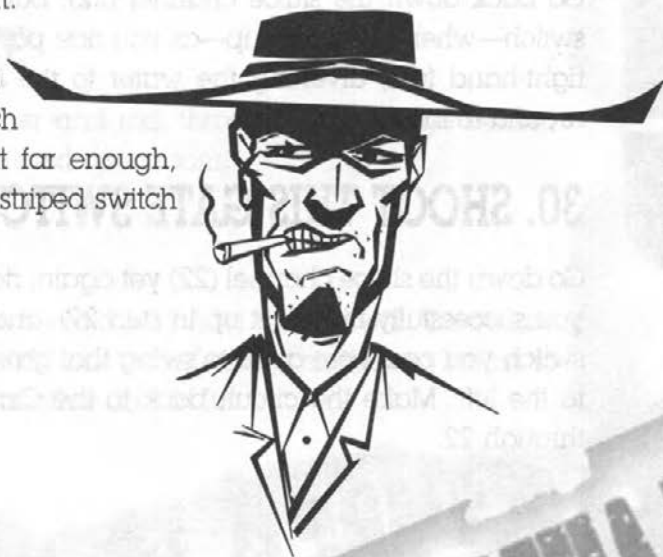
27. FIRST GEAR ROOM

The current carries you into this room, where a gear and a Medical Bag sit on a platform. Grab both and hop back into the water. Let the drift carry you across to the corner; when you submerge, swim through the opening and down the underwater passage back to the Spill Room (23). Take the elevator (24) back up to the Central Shaft (20). One gear down, two to go.

28. SECOND GEAR ROOM

Repeat step 25 to return to the Side Room (26) and get on the narrow railing again. Go to the left end of the railing, inch out as far as you can, and look downstream. There's a sluice gate just ahead, sealing off the right fork and directing water to the left.

But where's the gate switch? Look above the gate; you can see the square switch panel—and if you move out far enough, you can see the edge of the striped switch itself. (See 28 on the map.)





HERE'S A VIEW OF THE GATE SWITCH. SHOOT THE SWITCH PANEL THEN SPRINT DOWN TO THE GATE.

HURRY! IT ONLY SWINGS TO THE LEFT FOR A FEW SECONDS.

The good news is that you can shoot the switch panel (you needn't hit the switch itself) from the railing to throw the switch. The bad news is that the gate stays open only a few seconds! So shoot and sprint. If you make it down the right fork before the gate closes again, climb onto the ledge and follow the passage to the gear and another Medical Bag. Then hop over the railing and ride the current down to the first gear room (27), and repeat your route via the Spill Room and the elevator back up to the Central Shaft.

29. SHOOT THIS GATE SWITCH

Go back down the sluice channel (22), but this time shoot the first gate switch—when hit, it flips up—as you ride past. The gate swings across the right-hand fork, diverting the water to the left. Again, make the circuit around to the Central Shaft.

30. SHOOT THIS GATE SWITCH

Go down the sluice channel (22) yet again, ride past the first gate switch (if you successfully flipped it up in step 29), and then shoot the second gate switch you pass here at 30 to swing that gate to the right, diverting water to the left. Make the circuit back to the Central Shaft again, then swim through 22.

LEVEL 5: THE SAWMILL

31. THIRD GEAR ROOM

Yes, another gear (the last of the three, if you're following this walkthrough strictly) and another Medical Bag, too. Hop back into the water, swim directly across and dive down to the channel leading to the Spill Room (23). Take the elevator back up to the Central Shaft one last time. Then swim into the Gear Chamber (21) and place the three gears on the gear assembly. When it starts turning, it opens a gate in the Central Shaft at 32.

32. GEAR-TRIGGERED GATE (MAP 5-3)

Take a deep breath and swim through this gate after you open it when you complete steps 25 through 31. Follow the passage.

33. SLIDING GATE

The passage seems to end, but just crouch and nudge the gate open. Swim through and pop up out of the trough—ready for outlaw fire.

34. BACK ENTRANCE

Hop onto the boxes in this corner and exit through the passage behind them. Follow the passage to the next open room.

35. BUTTON C

(This location is marked on maps 5-1 and 5-3.) After dueling with the outlaw pair in this room, hop up the handy box "stairs" and push the red button to open both the nearby door and another door at 36.



36. DOOR C

(This location is marked on maps 5-1 and 5-3.) Pushing Button C (see 35) opens this door. Go through it now to enter a dark storeroom full of boxes. Work your way through boxes until you find a low opening. Duck through that to a room with an outlaw and another red button.

37. BUTTON D (MAP 5-3)

Push this button to open two gates (see 38 and 39), one at the end of the trough up above, and another in the Central Shaft (back to which the trough leads).

38, 39. GATES D

These are the two gates that open when you push Button D (at 37). Hop into the trough and swim through 38 into the Central Shaft; swim up to the surface to find gate 39; then swim through 39 to the next open room. (Location 39 is marked on maps 5-3 and 5-4.)

40. BIG ROOM (MAP 5-4)

Hop out of the sluice channel and sweep the room for power-ups (including a satisfying bottle of Elixir) and a pair of outlaw kills. Then go through this door into the control room.

41. CONTROL ROOM: SLUICE GATE 5

Aha! A sluice gate control wheel. Turn it to open Sluice Gate 5 and complete the task of filling the Central Reservoir (at 9 on the map). Go hop in the sluice channel and ride it into the Central Reservoir. Your last battle on this level is about to begin.



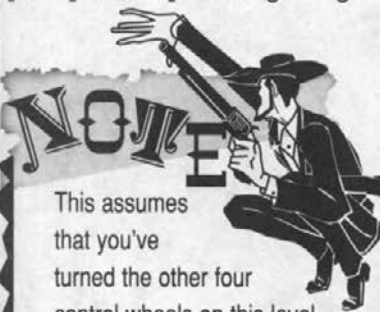
LEVEL 5: THE SAWMILL

42. SLUICE GATE 8 NOW OPEN (MAP 5-1)

Swim underwater through this gate to the final room—but beware. The level boss patiently awaits you.

43. "HENRY" GEORGE BOWERS

They call him "Henry" because of his Henry Rifle—which, as you know, is pretty deadly at long range.

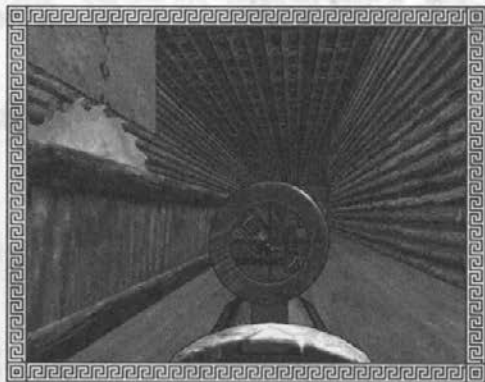


This assumes that you've turned the other four control wheels on this level (see 11, 12, 15, and 17) and opened all the other sluice gates.

44. BOSS COMBAT TACTIC

Our advice: Swim underwater as long as you can—until you reach the saw, if possible—and then hop out. A four-pack of Canteens sits nearby for your health, and you sit out of Henry's rifle range. You, on the other hand, have a Rifle Scope. Nail your enemy from a distance with four or five good shots.

HERE'S THE PERFECT PLACE TO TRADE BULLETS WITH "HENRY" GEORGE BOWERS—A FEW PACES BEHIND THE MILL SAW, WHERE HE CAN'T HIT YOU BUT (WITH A RIFLE SCOPE) YOU CAN'T MISS HIM.



WANTED FOR DANGERS!

LEVEL
SIX

**MARSHAL ANDERSON RETIRING SHOOTING INQUIRY
ARMED AND DANGEROUS.**



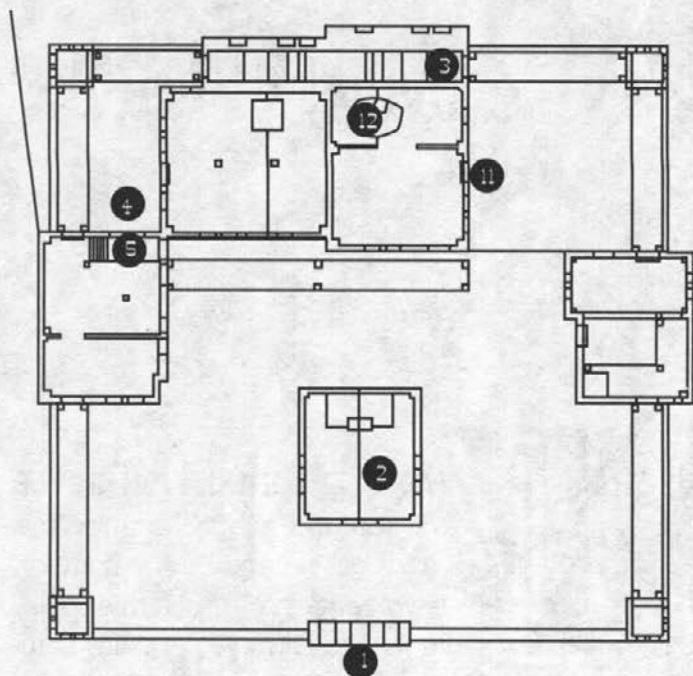
TURB...

SIMMS' FORT

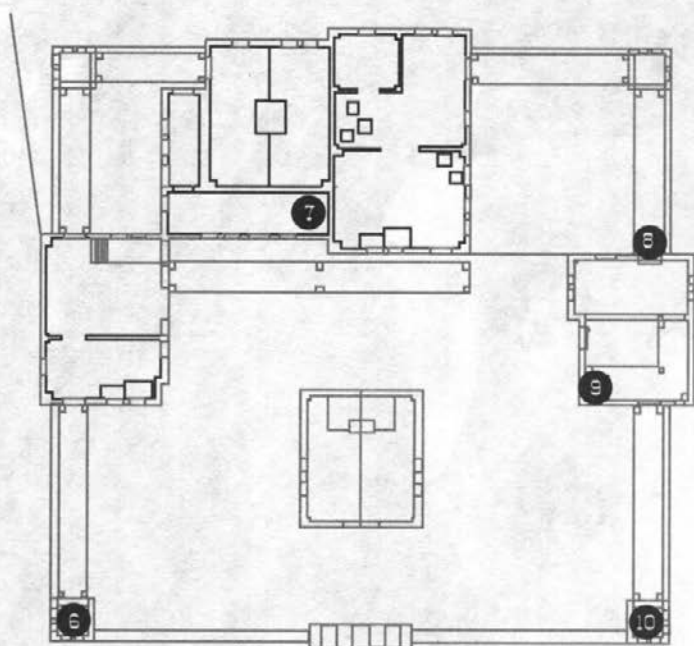
THIS SPANISH MISSION-STYLE fort features clean architecture and absolutely brutal combat. Level designer Chris Klie notes that the top-down view is fairly compact, but most areas are double-layered, and the catwalks around the fort add a special challenge—multiple targets, high and low. But where the fort itself is highly realistic, the cavern below it is wild and creepy.

"I wanted a game level where the deeper you go, the more fantastical it becomes," says Klie. "Once you drop down below the fort, everything gets less real."

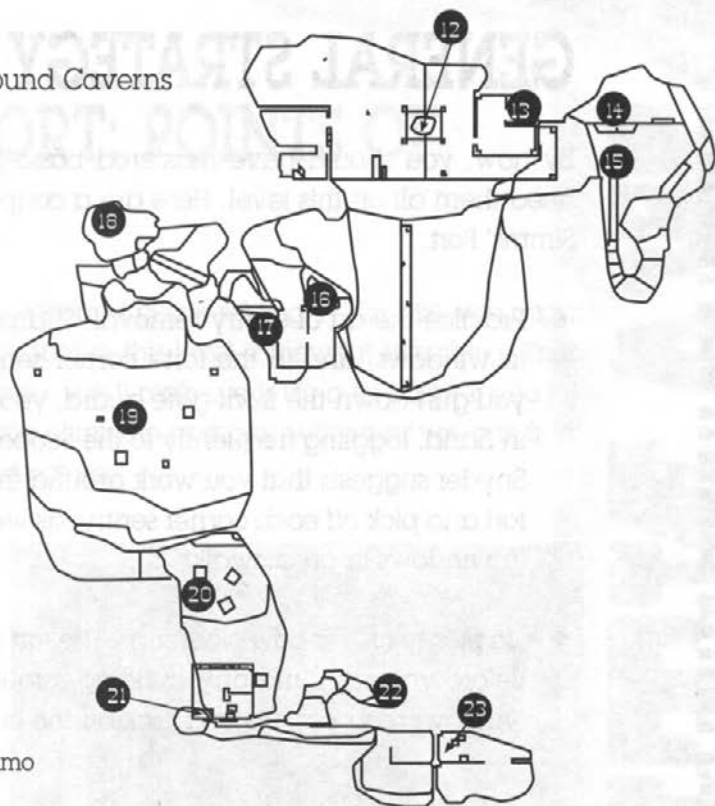
Map 6-1. Simms' Fort: Ground Level



Map 6-2. Simms' Fort: Upstairs Areas



Map 6-3. Simms' Fort: Underground Caverns



1. Fort Entrance
2. Good Sniper Post: Shotgun, Ammo
3. Covered Passage
4. Iron Key (Dropped by Outlaw), Canteen
5. Iron Key Door: Stairs to Second Level
6. Dynamite
7. Steel Key
8. Steel Key Door
9. Medical Bag
10. Brass Key, Dynamite
11. Brass Key Door: Medical Bag, Ammo
12. Hole to Underground Caverns
13. Elixir, Oil
14. Bridges
15. Sheriff's Badge
16. Level Boss: "Chubby" Russell Simms (Good and Bad Modes)
17. Crowbar (Use on Gate Behind "Experts Only" Sign)
18. Jump into Pool
19. Spiders, Medical Bag, Canteens, Ammo, Oil
20. Pool: Sheriff's Badge
21. Dynamite (Top), Medical Bags, Canteen, Ammo
22. Elixir, Oil
23. Level Boss: "Chubby" Russell Simms, Spider, Outlaws

GENERAL STRATEGY TIPS

By now, you should have mastered basic gunfighting techniques. You'll need them all on this level. Here are a couple of simple tips for survival in Simms' Fort.

- ♠ Practice the art of sentry removal. Sharpshooters abound on catwalks, in windows, and in the fort's corner sentry towers. From the moment you gun down the front-gate guard, you should have your Henry Rifle in hand, toggling frequently to the Scope. In fact, LucasArts tester Chris Snyder suggests that you work around the outside before you enter the fort and pick off each corner sentry, as well as any outlaws you can see in windows or on catwalks.
- ♠ Do plenty of "window cleaning." The fort has a lot of nice, big windows. Before you rush into any building, crouch and slide from window to window; then pop up and pick off the outlaws inside.



LEVEL 6: SIMMS' FORT

THE SIMMS' FORT: POINTS OF INTEREST

After all the complicated maze work and puzzle-solving in The Mill, you might find the immediately vicious combat of this level somewhat refreshing. Then again, you might not. In any case, you'll make your life a lot easier if you follow this basic strategic advice and eliminate as many outlaws as you can from a distance before entering fort structures.

THOSE CORNER SENTRY TOWERS ARE DEADLY. MOVE AROUND THE OUTSIDE OF THE FORT AND PICK OFF SENTRIES WITH YOUR HENRY RIFLE AND SCOPE.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

1. FORT ENTRANCE

After you kill the gate guard, back a good distance away from the outside of the entrance. Use your Scope and slide side to side, picking off outlaws in the center house as well as those running in the courtyard. (For fun, shoot the bell hanging in the entrance.)

2. MEETING HOUSE

With a stage and podium, this house appears to be a meeting place of some sort. After you clean out the scum, use it as a sniper post. The side windows provide great shooting positions. Grab the shotgun behind the podium, if you don't have one already.

3. COVERED PASSAGE

Take this passage to the back yard area. A deadly shotgun-toting outlaw waits halfway down the passage.

4. IRON KEY (CARRIED BY OUTLAW)

One of those tough two-gun guys carries the Iron Key in his vest. Convince him to give it up.

5. STAIRS TO UPPER LEVEL

Once you obtain the Iron Key (see 4), you can enter this building and climb the stairs to the catwalks and other rooms on the upper level.

LEVEL 6: SIMMS' FORT

6. DYNAMITE (MAP 6-2)

At the top of the stairs, turn left and scoop up the Dynamite sticks in the corner sentry post. On the way back, turn into the first room on the right to get the Sawed-Off Shotgun, if you don't have it already.

7. STEEL KEY

Fight your way through a melee of outlaws to the end of this long room to find the Steel Key. (Note: If you did your long-range sentry removal earlier, your job is far easier.)

8. STEEL KEY DOOR

You need the Steel Key (see 7) to open this door.

9. MEDICAL BAG

This Medical Bag is tucked low in an opening and easy to miss. At this point, you probably need it pretty badly.

10. BRASS KEY

Follow the catwalk to this corner sentry post where the Brass Key lies next to a stick of Dynamite. Grab both. You'll need that Dynamite in a minute. Hop down from the catwalk and head to the door at 11.

11. BRASS KEY DOOR (MAP 6-1)

The brass key gets you through this door. You should have eliminated most of your opposition inside by shooting in through windows; if not, fight your way to the back room.

12. HOLE TO CAVERNS

A big hole leads down to the caverns below the fort. At the bottom, a big batch of outlaws forms an Unwelcoming Committee with its guns trained on the box where you'll land. Best bet: Light and toss in a stick of Dynamite. It won't get them all, but it will make your entrance much easier.

A BUNCH OF BAD GUYS WAITS AT THE BOTTOM OF THIS HOLE. TOSS IN A STICK OR TWO OF DYNAMITE TO HERALD YOUR VISIT.



13. ELIXIR & OIL

Don't miss the pair of useful liquids over here—a bottle of Elixir for health, and a can of Lamp Oil for vision.

14. HELL BRIDGES!

That's what Chris Klie, the level designer, calls these catwalks. His big tip: Don't run or jump onto them! Each section of bridge looks farther away than it actually is. Simply look down, line yourself up, and step onto each new section.

LEVEL 6: SIMMS' FORT

15. SHERIFF'S BADGE

Grab this Sheriff's Badge at the end of the plank; then just step across to the ledge. You don't need to retrace your steps back to the hell bridges.

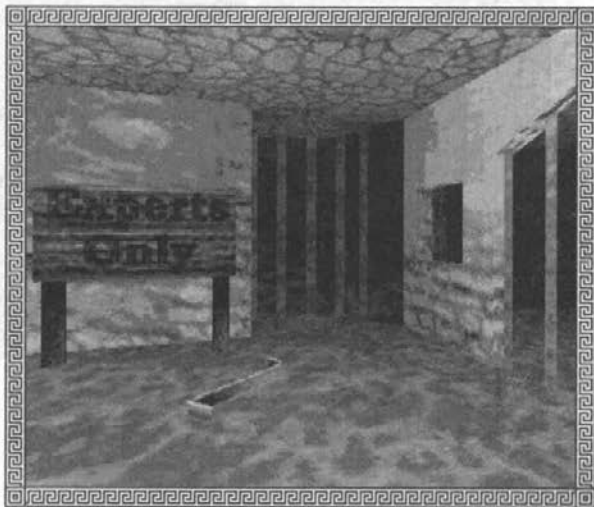
16. GOOD AND BAD MODES ONLY: BOSS SIMMS

If you're not playing in Ugly mode, Level 6 ends here in a battle with the level boss, Chubby Russell Simms. The rest of the level is available only to Ugly players.

17. CROWBAR (FOR EXPERTS ONLY)

Pick up the crowbar here and pry open the bars behind the "Experts Only" sign. Step through, swivel left to duel a squad of riflemen, crouch to get under the overhang, then cross the plank bridge.

IF YOU'RE IN UGLY MODE, USE THIS
CROWBAR TO OPEN THE
BARS BEHIND THE SIGN.



18. LEAP OF FAITH

At the cliff beyond the plank bridge, take a daring dive into the unseen waters below. Find the underwater cave and follow it through to a large, open, firelit cavern.

19. MIXED PESTS

Three pesky outlaws fire at you from across the cavern. Some pesky spiders dart around, too. Show them who's the superior species, then move south and east to the skull door, scooping up sticks of Dynamite on the way.

20. JACK-IN-THE-BOX

After you nudge open the skull door, move forward and jump into the pool below—the one with three boxes floating in it. When you come up for air, hop onto the nearby ledge and score the Sheriff's Badge. Then either swim across to the bonfire-lit shore or hop across using the two boxes on the left side. (The box to the right holds an outlaw we call Jack.)

21. GUARDHOUSE

You're almost to the big boss. But first, fight your way around and through this guardhouse. Watch out for the killer Shotgun guy on the left side; after his demise, use the box there to hop atop the house for some Dynamite sticks. Then go into the guardhouse, grab the ammo and Medical Bags, and hop into the hole in the back corner. (You might want to clear it with a lit stick of Dynamite first.)

LEVEL 6: SIMMS' FORT

22. HEALTH FORK

This small fork of the cavern leads left to a bottle of health Elixir and more Lamp Oil. Careful, though. You must hop across a very deep crevasse.

23. FINAL MELEE: SPIDER, SCUM, AND SIMMS

Two things: First, it helps to toss a stick or two of Dynamite into this area before you enter. That way, you can clear out venomous spiders and scumbucket outlaws, and focus your attention on Chubby Simms. Second, you'll find some good cover behind boxes in the back room. It's a great spot to duel Simms.

NICE BELLY, EH? CHUBBY RUSSELL
SIMMS IS HEALTHY AND HAPPY,
ESPECIALLY WHEN HE'S BLOWING
AWAY EX-LAWMEN. AS ALWAYS WITH
LEVEL BOSSES, KEEP YOUR DISTANCE
AND SEEK COVER IMMEDIATELY.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

DANGEROUS!
WANTED FOR
MURDER

LEVEL
EVEN

MARSHAL ANDERSON RETIRED
WANTING SHOOTING INQUIRY
WANTED
DEAD OR ALIVE



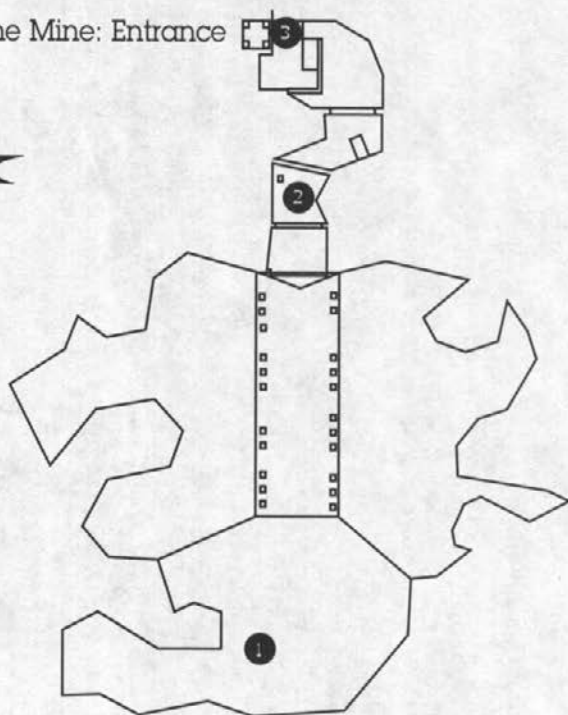
THE MINE

THE MINE LEVEL is a complicated 3-D web of passages, catwalks, ramps, beams, and mine-car tracks. Designed by Doug Shannon with some help from Chris Klie, it is probably the most "atmospheric" level in Outlaws. This underground world, with its hissing, metallic sounds, could prickle the neck of even the bravest lawman. But you have plenty of motivation to fight through these foul passages. At the end waits that slimy, contemptible sewer rat, Matt "Dr. Death" Jackson—the man directly responsible for the slaying of Anna, Marshall Anderson's wife.

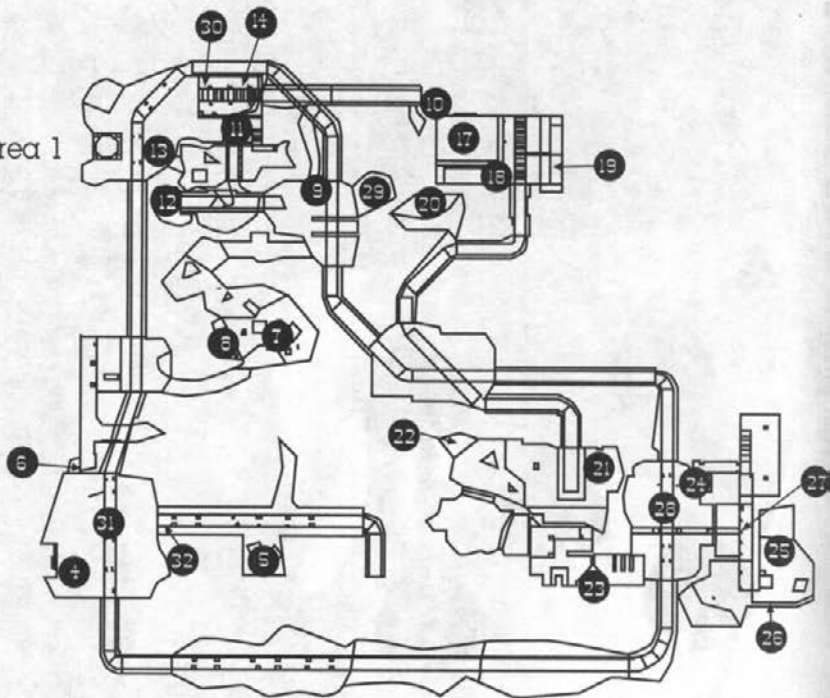


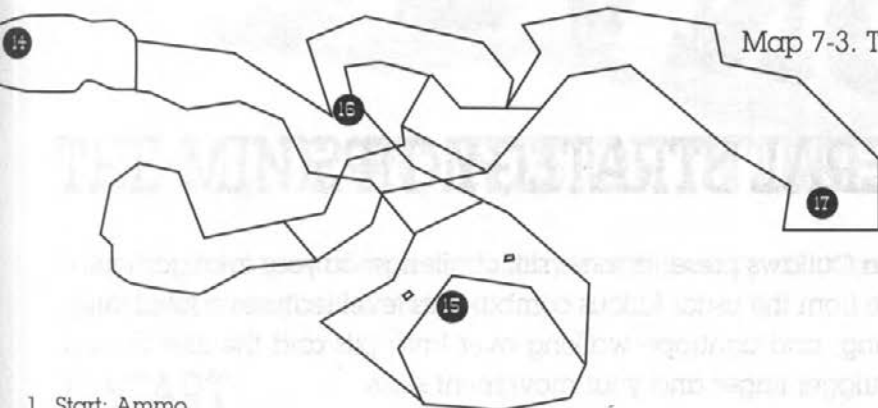
The Mine is a multilayered environment. Remember this when you look at the maps for this level, particularly maps 7-2 and 7-4. In those maps, some of the tunnels blasted out of the rock have two levels—an upper track and a lower walkway. You'll also find double- and even triple-layer platforms. If you find the maps confusing, read the corresponding numbered sections of the walkthrough.

Map 7-1. The Mine: Entrance



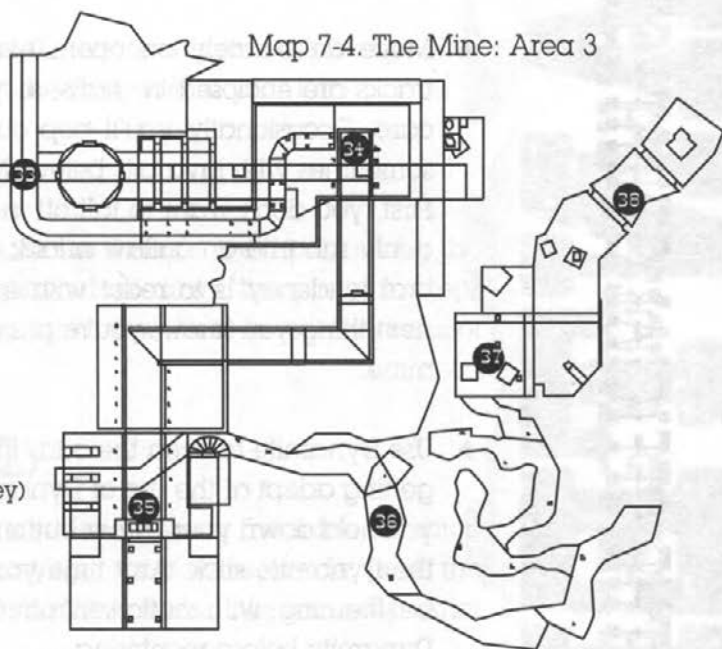
Map 7-2. The Mine: Area 1





Map 7-3. The Mine: Area 2

1. Start: Ammo
2. Vantage Point (Toss Dynamite)
3. Elevator (Top): Dynamite
4. Elevator (Bottom): Ammo
5. Canteens, Oil
6. Access Shaft: Medical Bag (First Alcove)
7. Open Cavern: Elixir, Oil, Dynamite, Shotgun
8. Ammo, Knife
9. Access Shaft
10. Sheriff's Badge, Elixir
11. Walkbridge, Stairs, Oil
12. Steel Key, Double Barrel Shotgun, Ammo
13. Ambush from Above!
14. Steel Key Door (Under Tracks), Oil
15. Pool: Sheriff's Badge, Medical Bags
16. Access Shaft: Canteens
17. Three-Deck Platform
18. Sub-Level Boss: "Bloody" Mary (Drops Brass Key)
19. Ramp to Brass Key Door
20. Dynamite, Ammo, Canteens
21. Elixir (Dropped by Outlaw), Oil
22. Medical Bag
23. Access Shaft: Ammo, Oil
24. Door to Stairs Room: Medical Bag, Elixir, Ammo, Oil
25. Elixir
26. Jump to Ledge
27. Hop Down to Beam
28. Hop Down to Tracks
29. Sheriff's Badge (Tough Jump Back)
30. Elixir, Shells, Vantage Point
31. Leap to 32
32. Leap from 31
33. Fork (Stay on Tracks for Best Route)
34. Ride Conveyor Belt
35. Rock Crusher!
36. Long Passage: Medical Bag, Oil
37. Melee Room: Elixir, Ammo
38. Matt "Dr. Death" Jackson



Map 7-4. The Mine: Area 3

GENERAL STRATEGY TIPS

The Mine in Outlaws presents some stiff challenges to your total gameplay skills. Aside from the usual furious combat, this level features a lot of jumping, climbing, and tightrope walking over lava pits and the like. So fine-tune your trigger finger and your movement skills.

- ♠ Move deliberately on open, elevated walkways and tracks. Some tracks are enclosed in shafts, so you can zoom along safely. But take care. Occasionally you'll pop out onto an elevated section of track, sometimes with lava pits below. Move with great care for two reasons. First, you don't want to fall off in simple haste; second, you may suddenly run into an outlaw attack. When you're taking bullets, the natural tendency is to react with evasive movement and gunfire—and next thing you know, you're plummeting down to a lower area of the mine.
- ♠ Use Dynamite to even the odds in tough rooms. By now you should be getting adept at the use of Dynamite. You should know that the longer you hold down your Throw button before release, the farther you throw the Dynamite stick. Any time you enter an open cavern that looks to be teeming with outlaws, move back and toss in a few sticks of Dynamite before reentering.

LEVEL 7: THE MINE

THE MINE: POINTS OF INTEREST

You start above ground in a small canyon spanned by a bridge. This area is short, sweet, and self-contained.

1. START

Time for some Scope shooting. Pick off the outlaws across the bridge—but watch out for the criminal just around the rock wall to your left.

2. FIRECRACKER TOSS

LucasArts testers love Dynamite here, so we thought we'd pass along the tip. Two pairs of well-entrenched outlaws lurk down the platform steps ahead. If you have Dynamite to spare, toss a few sticks to root them out of their cozy little nests.

3. ELEVATOR (TOP LEVEL)

Fight your way to the red button. Press it to summon the mine elevator; then enter the car. Say good-bye to daylight for a while. Inside, press the next red button to ride the shaft down into the bowels of the mine. Tip: After you press the button, turn left.

4. ELEVATOR (BOTTOM LEVEL)

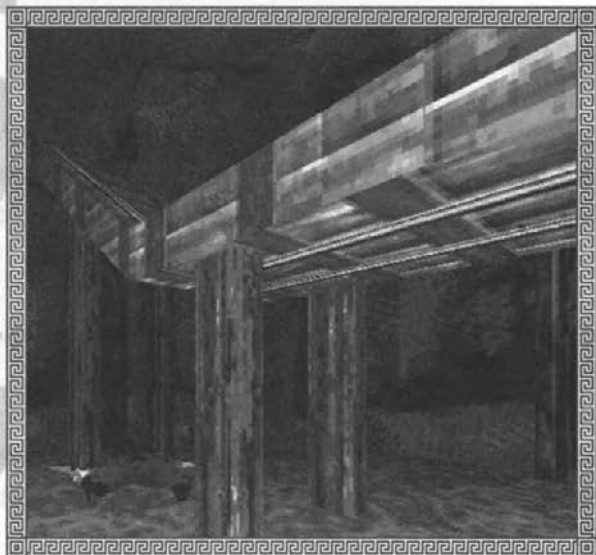
Welcome to the bowels of the Old West. This convoluted mine was dug by some insane genius for purposes we wouldn't care to comprehend. Yeah, it's the perfect place for someone named Dr. Death to hang out. By the way, you did turn left, didn't you? We hope so. The moment the door opens, a passel of outlaws opens fire. You have to shoot fast, because there's nowhere to hide.

5. POWER-UPS

After you secure the area, you can explore the shaft directly across from the elevator for power-ups.

6. MINE ACCESS SHAFT

Head down this narrow shaft. Bad guys block the way, but just keep following its natural course. The passage leads to the rest of the Mine level.



SEE THOSE TRACKS UP THERE?
THAT'S WHERE YOU WANT TO BE,
SO KEEP WORKING YOUR
WAY UPWARD.

7. BIG CAVE

This wild, open cavern holds bad guys galore, but you'll find plenty of cover, and rewards are everywhere to be had—an Elixir bottle, Lamp Oil, a Dynamite stick, a Shotgun, and plenty of fallen ammo.

LEVEL 7: THE MINE

8. PLATFORM JUMP

An Olympic high jump will net you a valuable store of ammo and an extra throwing Knife.

9. KEEP GOING!

Keep working your way across the cave and along the shafts. Aside from some minor diversions, you can only work your way in one direction. Follow this small shaft up to the mine car tracks; then turn right.

10. SECRET STASH

The shaft ends quickly. But when you reach the wall, turn right and crouch. Aha! A Sheriff's Badge and Elixir bottle. Quite a treat. Go back to the tracks and turn left.

11. FOOTBRIDGE OR STAIRS?

You have a choice here: Take the stairs down to the left or just head across the small footbridge. My advice: Cross the bridge now to gain a critical item, and then return and go down the stairs.

12. STEEL KEY

Follow the short shaft into a small cavern. You'll meet three really nice guys with guns. One of them has two guns, in fact, and he carries the Steel Key. Put him down and pick it up. If you don't have a Double Barrel Shotgun yet, you can get one of those here, too. Now go back over the footbridge to 11, turn right, and go down the stairs.

13. DANGEROUS CAVERN AMBUSH

Watch out when you enter this area. High snipers make this cavern a killing ground. Look at all of them up there—on platforms, tracks, and the water tower. Your Henry Rifle offers good service, but you can also just scoot ahead to 14 for now. Later, you'll have a better vantage point from which to eliminate the snipers (see 30). You'll find a couple of Canteens and some ammo, but that's hardly worth it. You deserve more if you survive.

14. STEEL KEY DOOR

(This step appears on both Map 7-2 and Map 7-3.) Use the Steel Key (from 12) to open this door. Don't let the map confuse you—you're on a lower level now, beneath the tracks. Enter the small rock cave area shown on Map 7-3. You'll find some Lamp Oil right on the other side of the door.

15. POOL (SHERIFF'S BADGE)

Scoop up the ammo and Canteen. Then jump in the pool of water here to retrieve a Sheriff's Badge and two Medical Bags from the murky depths. Now hop out and start to retrace your steps back up the passage.

16. CRUCIAL PASSAGE

Look carefully here: A small opening to the right leads down another passage.

LEVEL 7: THE MINE

17. TRIPLE-DECKER PLATFORM

(This step appears on both Map 7-2 and Map 7-3.) Go through this passage to a tall, three-story platform of walkways crawling with Bloody Mary's minions. If you listen, you can hear the old lady herself holler, "You'll have to do better than that, powder monkey!" Note that this is another ambush situation, so don't be a fool, Marshall.

18. BLOODY MARY (BRASS KEY)

Soon Mary appears, carrying the Brass Key. She's a tough old lizard, so use standard boss tactics: Keep your distance, seek cover, retreat into the rock cave area, use your head. You know the drill. When you finally beat her, grab the Brass Key.



HERE'S BLOODY MARY. AND HERE'S MARY, BLOODY. NICE BLOOMERS THERE.

BE SURE TO PICK THE BRASS KEY OFF HER WARM CORPSE.

19. RAMP UP TO BRASS KEY DOOR

Take this ramp up to the second level of the triple-decker structure. At the top, open the door (if you have the Brass Key, that is). (See 12.) Step onto the mine car tracks. Straight ahead is some Lamp Oil, to the right, a Sawed-Off Shotgun and some Shells. Now follow the tracks.



Don't let the map confuse you. The Brass Key door is on the second level of the three-story set of walkways. Also note that a third level of tracks runs back and forth over your head. Your ultimate goal is to reach this top level of tracks.

20. CAVE GOODS

Make a short detour off the tracks to this small cave that holds some good stuff—Dynamite, ammo, health items. Return to the tracks and follow them over the lava pit to where they end in a large cavern.

21. CAVERN

Keep an eye out for outlaws and other items, including a precious Elixir bottle (dropped by an outlaw) on one end of the cavern.

22. MEDICAL BAG

And don't miss this Medical Bag in a high alcove on the northwest end of the cavern. Head south from here to find more outlaw resistance and a lot of ammo boxes.

LEVEL 7: THE MINE

23. CONNECTING TUNNEL

Watch for this narrow tunnel, which leads to another cavern area. On the way, gather up Lamp Oil and ammo.

24. DOOR TO STAIRS

This door isn't easy to see. But once you find it, nudge it open and continue into the next room. There you'll find a Medical Bag, a few angry outlaws, some Shotgun ammo, and a glorious Elixir bottle. You'll also find a set of stairs. Climb them and follow the narrow corridor (noting that you're underneath a wooden walkway), where you must gun down another small horde of bad guys. Fortunately, they leave a couple of Canteens and more Oil.

25. QUADRUPLE-JUMP

Watch out—at least four outlaws roam here, including one of those killer Shotgun guys. (They lurk in a pit, so this is a good place to heave a stick of Dynamite; if you toss it behind them, they come flying out into your lap.) After you eliminate them, you'll find some items of interest, including an Elixir bottle. Find the pair of boxes and hop twice to get atop the taller box, where some Lamp Oil sits. Two more jumps await.

26. LEAP TO THE LEDGE

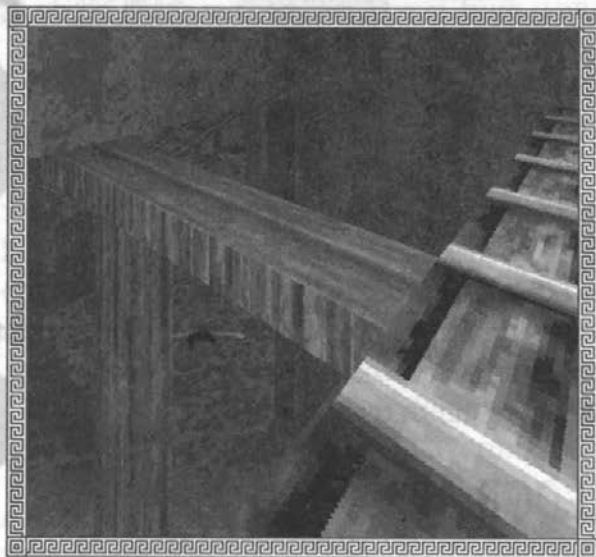
Now leap across from the top box to the very narrow ledge here. Turn right, move down to the end of the ledge, and turn right again. Across the gap you see the wooden walkway you just walked under. But now you can jump across from the narrow ledge and land on top of the walkway.

27. BEAM WALKER

Move to where the wooden beam extends from beneath the walkway, and perpendicular to it. Hop carefully onto the beam and follow it until you're above another set of the mine car tracks. (While on the beam you must crouch to squeeze under a low passage.)

28. THIRD-TIER TRACKS

Then hop down from the beam onto the tracks.



SEE THAT BEAM UP AHEAD? HOP DOWN ONTO IT. THEN DO A TIGHTROPE WALK ACROSS TO THE THIRD TIER OF MINE CAR TRACKS.



LEVEL 7: THE MINE

29. GOOD STUFF

Actually, you can go either way on the third tier of tracks; they form a complete circuit. But if you go north you'll find a few goodies on the way. A Sheriff's Badge, protected by a dynamite-tossing bad guy, spins in an alcove to the right at 29. Note, however, that it's a tough jump back to the track.

30. NICE VANTAGE

Blast the baddies on this platform and grab their Elixir bottle and some ammo. This high position also makes a nice sniper post for picking off all those snipers who picked on you back at 13.



Again, don't let the multilayering of Map 7-2 confuse you. Although 30 and 14 appear to be right next to each other, you know from following this walkthrough that 14 is actually on a lower level of the platform.

31. CRITICAL PATH, CRITICAL LEAP

Here comes the whole point of all this climbing from tier to tier. To find the rest of the mine and complete the level, you must execute a somewhat difficult jump from the third tier of tracks at 31 to a perpendicular set of tracks running off down another shaft at 32.

32. JUMP DESTINATION

Leap here from 31. Good luck. If you miss, you're back at the elevator ... where you started!



IT'S A BIG LEAP TO THOSE TRACKS, BUT YOU CAN DO IT. (IF YOU DON'T, THEN FORGET ABOUT FINISHING THE LEVEL.)

33. STAY ON TRACK (MAP 7-4)

The preferred path is to stay on the tracks until you reach the conveyor belt at 34. However, you can turn left here and explore the area, although you won't find much other than gunmen with nasty outlooks (including a Dynamite-tosser) and a few trinkets.

34. RIDE THE BELT

Hop onto the conveyor belt and ride it, baby. You'll ride past a few outlaws, so stay in a crouch for safety. It's a fun ride, but keep alert, because something wicked waits at the end of the belt.

LEVEL 7: THE MINE

35. ROCK CRUSHER

Yes, this thing can hurt you bad. Approach carefully, aim for one of the four crushers, and run through when it rises. When you reach the end of the conveyor belt, hop off on the right-hand side, go down the ramp, and follow the long passageway.

36. LONG PASSAGEWAY

Keep going. You'll find a Medical Bag and plenty of Lamp Oil to keep things well-lit as you traverse this long cave passage. By the way, this is a doggone good place to save your game.

37. FINAL COMBAT!

When you emerge from the passage, you find yourself in a cavern crawling with bad guys. As you might guess, you're very close to Dr. Death now. Pick off his gang one by one; then go after the good doctor, himself.

38. MATT "DR. DEATH" JACKSON

Unlike the other bosses, he doesn't move, and he doesn't shoot fast. But he's very accurate, so keep your cover and nail him from a distance.

WHAT A SQUATTY, UGLY LITTLE PSYCHOPATH.
SHOOT THAT GUN RIGHT OUT OF HIS HAND.



DANGER!
WANTED FOR MURDER

LEVEL
FIGHT

MARSHAL ANDERSON RETIRING SHOOTING INQUIRY
DANGER!
WANTED FOR MURDER

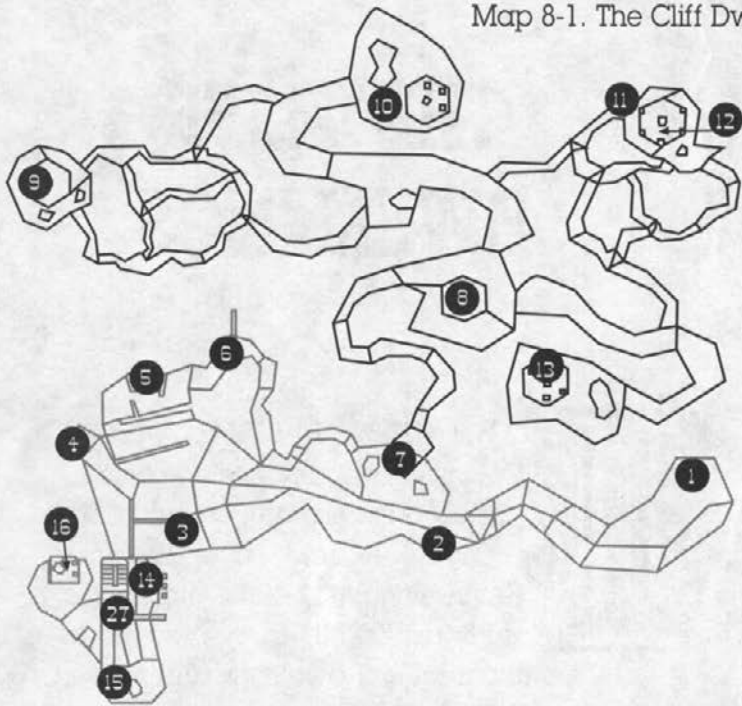


THE CLIFF DWELLINGS

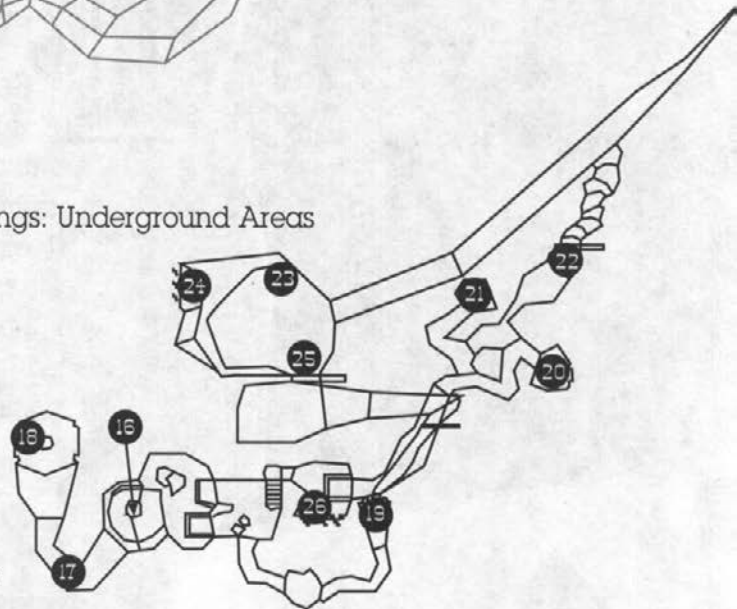
THIS UNIQUE LEVEL with its kivas (ceremonial circles) owes its sense of realism to good old-fashioned research. Level designer Kevin Schmitt hit the library to study cliff dwellings; he also made visits to actual cliff dwellings and took a lot of photographs.

"I didn't want traditional locks and keys in this level," he says. So he came up with the Stone Key concept, and then added the sliding lever puzzles with their wall painting clues.

Map 8-1. The Cliff Dwellings: Canyon and Kivas

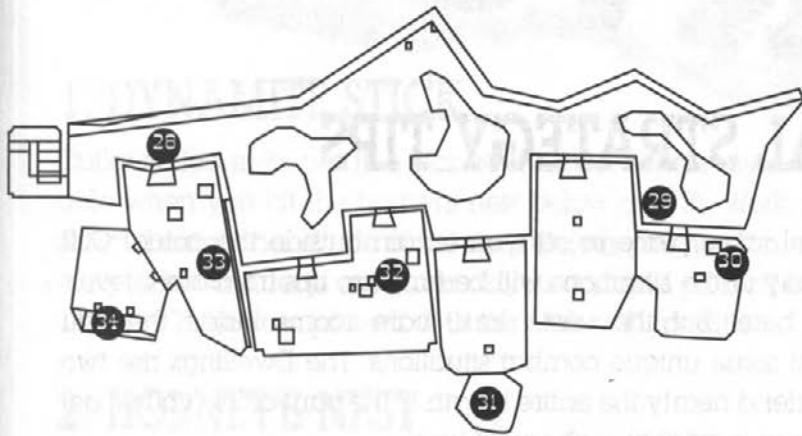


Map 8-2. The Cliff Dwellings: Underground Areas

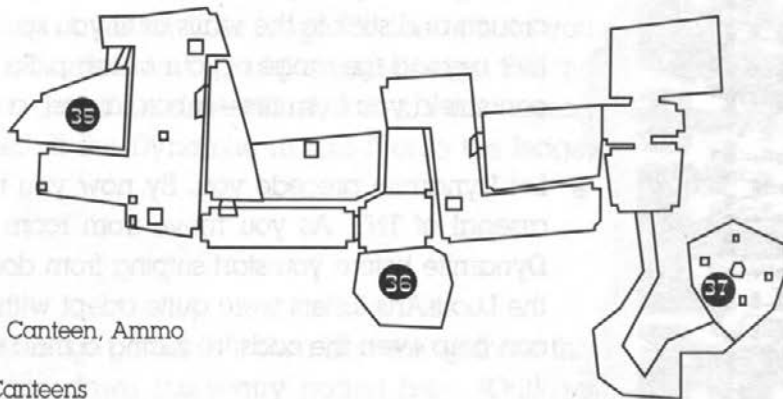


1. Start: Dynamite
2. Sniper Ambush: Ammo
3. Wall Cover
4. Switch Puzzle Clue (to 5): Ammo, Canteen
5. Switch Puzzle (Opens 6): Canteens, Ammo
6. Secret Door
7. Cabin: Stone Key, Satchel, Ammo
8. Kiva: Many Canteens, Ammo, Oil
9. Kiva: Stone Key, Medical Bag, Satchel, Oil, Canteens
10. Kiva: Stone Key, Dynamite (Trees), Canteens, Ammo
11. Vantage Point
12. Kiva: Stone Key, Canteen, Ammo, Oil
13. Kiva: Stone Key, Elixir, Ammo, Shotgun, Canteens
14. Stone Key Puzzle
15. Raised Bridge (Need Round Stone Key to Lower): Satchel, Ammo

Map 8-3. The Cliff Dwellings: First-Floor Rooms



Map 8-4. The Cliff Dwellings: Second-Floor Rooms



16. Stone Hut (Jump in Hole): Canteen, Ammo
17. Safe Position
18. Kiva: Round Stone Key, Canteens
19. Switch Puzzle Clue (to 26), Secret Area Entrance (Need Dynamite)
20. Place Stone Key
21. Place Stone Key
22. Secret Gate (Opened at 20 and 21)
23. Cavern: Underwater Switch Puzzle Clue (to 24), Dynamite, Ammo, Oil
24. Switch Puzzle (Opens 25), Canteen
25. Secret Underwater Passage
26. Switch Puzzle, Oil, Ammo
27. Cross Lowered Bridge, Shotgun
28. Entry to Cliff Dwelling Area: Elixir (Dropped by Outlaw), Medical Bag (On Stairs)
29. Dwelling Entrance
30. Oil, Ammo, Satchel (Dropped by Outlaw)
31. Oil, Ammo, Canteen
- 32, 33. Melee Rooms: Many Outlaws, Elixir, Ammo
34. Ramp to Second Floor
35. Secret Area: Elixir, Ammo, Canteens
36. Canteens, Ammo
37. Kiva Melee! (Ammo, Oil)

GENERAL STRATEGY TIPS

Much of the level takes place in canyon terrain outside the actual Cliff Dwellings, so many of the situations will be familiar; tips from other levels certainly apply here. But the vast, dark, bare rooms inside the Cliff Dwellings present some unique combat situations. The Dwellings rise two stories tall and extend nearly the entire length of the canyon, so you've got a lot of very difficult gunfighting ahead of you.

- ♠ Cover is everything. When you finally make it into the Dwellings, crouch and stick to the walls until you spot cover of any kind. Outlaws lurk beyond the range of your oil lamp. So when you see anything that can shield you from fire—a box, a post, a crawl space—sprint for it.
- ♠ Let Dynamite precede you. By now you may have stockpiled a nice arsenal of TNT. As you move from room to room, toss in lit sticks of Dynamite before you start sniping from doorways or windows. Some of the LucasArts testers were quite adept with explosives. Dynamite really can help even the odds, reducing a mad melee to a simple duel.

THE CLIFF DWELLINGS: POINTS OF INTEREST

This level starts off with a fury. You face the immediate challenge of multiple snipers in a well-protected nest in an area where you have no cover.

LEVEL 8: THE CLIFF DWELLINGS

1. DYNAMITE STICK

Outlaws designers put this stick of TNT here for a reason: It proves invaluable when you hit the hornet's nest below (see 2). Work your way slowly down the right-hand side of the river. Before you hop across the river at the canyon bottom, lean out as far as you can and pick off every outlaw you can see. Then arm yourself with the stick of Dynamite.

2. HORNET'S NEST

This is a tough, tricky maneuver. When you hop across the river here, you come under immediate heavy fire from outlaws on the ledge above. Worse, you have absolutely no cover on your ledge. So the minute you land, light your stick of Dynamite, tilt to look up at the sniper ledge, toss the Dynamite as far as you can, and then immediately crouch and zigzag around to avoid getting killed. If the Dynamite makes it onto the ledge, good-bye snipers.

3. WALL COVER

Ride the river down to the first ledge on the left; then hop out, sprint to this spot behind the wall, and gun down the sentry posted here. (Outlaws across the river will be shooting at your backside.) Then use this position to pick off the guys across the river. Hop back in the river and ride it to the platform at the end.



4. SWITCH PUZZLE CLUE

The Canteen is nice, and so is the ammo. But the nicest thing about this platform is the view. Look across the river at the wall painting. This is the solution to the next puzzle.

5. SWITCH PUZZLE NUMBER ONE

Now you can return to the ledge across the river from 3 and move up to the wall switches. (Careful! Some half-dozen bad guys guard the switches.) Set the switches in the pattern shown in the wall painting back at 4: down, up, up. This opens a Secret Door at 6.

SET THE FIRST SWITCH PUZZLE TO
THE CORRECT SETTING
(SHOWN HERE) TO OPEN A NEARBY
SECRET DOOR.



LEVEL 8: THE CLIFF DWELLINGS

6. SECRET DOOR

This door opens when you set the wall switches correctly (see 5). Move up this passage. It leads up to the two sniper posts you passed on the way down the canyon, so most of the outlaw sentries should be dead already. But be on your toes. A couple of survivors will be waiting for you.

7. SNIPER CABIN ("CORNSTALK" STONE KEY)

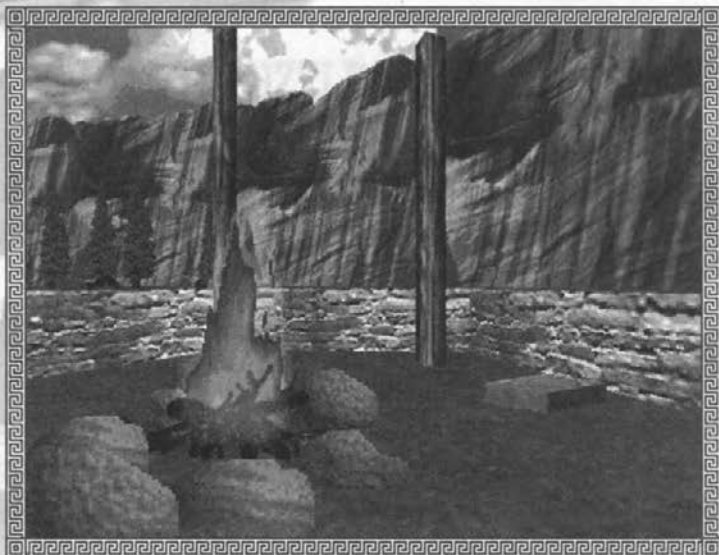
This cabin holds lots of goodies, including a very crucial Stone Key with a cornstalk etching. It also houses one of those deadly shotgun guys, who managed to avoid the Dynamite blast (if you tried step 2). Exit through the back door and head up the cave passage to the Kiva Area.

8. CENTRAL KIVA

This is the first Kiva, an ancient ceremonial circle. You'll find no Stone Keys here, but six health Canteens line the circle, and this area connects to four other Kivas. You can explore the Kivas in any order you wish, but we'll work from west to east. Exit the Kiva through the canyon to the north and stay left at any path branch or intersection.

9. "RAIN" STONE KEY

The Stone Key with the rain etching sits in this underground Kiva circle. Outlaws guard the circle heavily, as you might expect. A Medical Bag sits near the circle, and a valuable satchel, too. Exit the circle through the east portal and follow the passage, staying left at any path branch or intersection.



EACH OF THE FOUR
OUTER KIVAS
CONTAINS A BONFIRE
AND A STONE KEY
LIKE THIS ONE.
GATHER ALL
FOUR KEYS.

10. "CORN KERNEL" STONE KEY

The Stone Key with the corn kernel etching sits in the Kiva circle. Don't miss the three sticks of Dynamite hidden in the trees. Exit the area and continue bearing left at any path branch or intersection.



Save at least
one of these
Dynamite sticks until 19.
If you don't have Dynamite
at that point, you can't access
a Secret Area.

LEVEL 8: THE CLIFF DWELLINGS

11. SNIPER SLOT

This dead end affords good sniper access to the outlaws in the Kiva circle. When you're done, turn around and continue bearing left at any path branch or intersection.

12. "EARTH" STONE KEY

The Stone Key with the earth (straight line) etching lies in this underground Kiva circle. Exit through the southeast passage and continue bearing left at any path branch or intersection. Watch out for the shotgun sentinel in the tunnel.

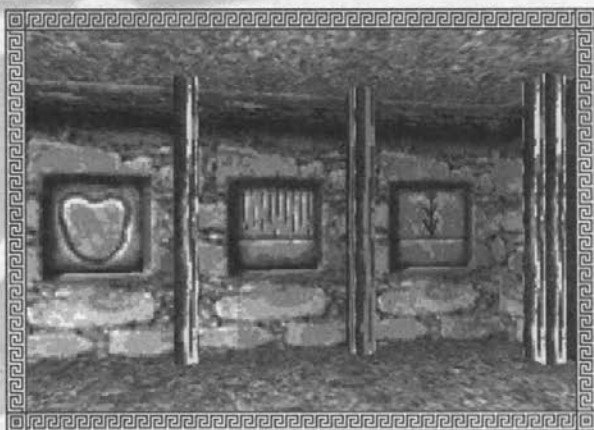
13. "SUN" STONE KEY

A pair of tough shotgun outlaws, one carrying a satchel, patrol the entrance to this area. The Stone Key with the sun etching lies in this Kiva circle. One outlaw here drops an Elixir bottle when killed, and a Shotgun lies near the fire, too.

Once you've gathered the four Stone Keys from the Kivas and the one in the Sniper Cabin (see step 7), you can return via the first Kiva (at 8) to the Sniper Cabin (at 7). Hop in the river and ride down to the left ledge just past the arch and enter the small passage.

14. STONE KEY PUZZLE

Place the following three Stone Keys in order from left to right—corn kernel, rain, cornstalk. Be ready to fight after you place the last Stone Key; a door opens to your right, with an outlaw sentry waiting. After you kill him, go through the now-open Secret Door.



PLACE THESE THREE STONE KEYS
IN THE ORDER SHOWN HERE TO
OPEN THE SECRET DOOR.

15. RAISED BRIDGE

Two outlaws prowl this area; one drops a valuable satchel when he goes down. When you come to a big drop, note the raised bridge and the round hole in the wall. You need to find a round Stone Key and insert it into the round hole. This lowers the bridge.

The round Stone Key is farther down the cavern, but so are hordes of outlaws. Here, your best bet is to toss lit Dynamite down into the cavern beneath the raised bridge. Then pick off as many snipers across the cavern as possible before you hop down yourself.

FIND A ROUND STONE KEY TO STICK IN THAT
HOLE. THE BRIDGE WILL LOWER, GRANTING
ACCESS TO ANOTHER PART OF THE
CLIFF DWELLINGS.



LEVEL 8: THE CLIFF DWELLINGS

16. STONE HUT (HOLE PASSAGE)

(This position appears on both Map 8-1 and Map 8-2.) Follow the passage to the Stone Hut and jump in the hole. Quite a few bad guys hold strong positions to the east and north, so swim like crazy to the southwest shore; then sprint to location 17 on the map, just around the bend in the passage.

17. SAFE SPOT (MAP 8-2)

This position provides cover from the outlaws at both ends of the passage. From here, proceed carefully around the corner to the north.

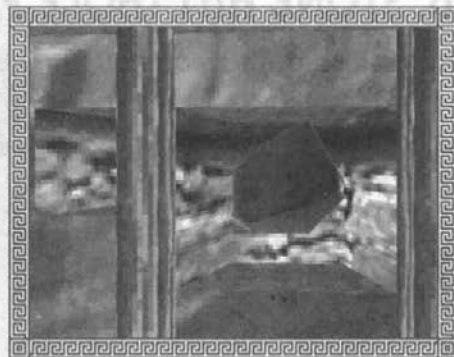
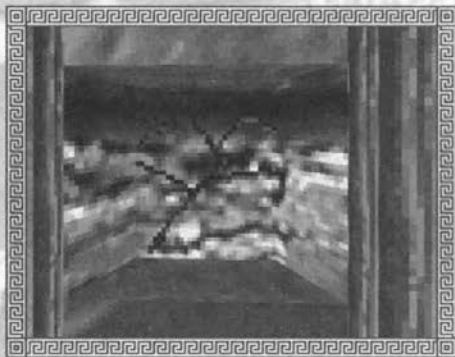
18. ROUND STONE KEY (AND MANY CANTEENS)

Here's a nice reward. If you can eliminate the outlaws in this Kiva circle, you'll find the all-important round Stone Key—and a nice ring of Canteens around the fire. Now go back to the pool and swim across to the other side.

19. SECRET AREA ENTRANCE (AND SWITCH PUZZLE CLUE)

After you fight your way through the squad of goons guarding the stone doorway, take the first passage on the right (behind the boxes) and scoop up the stick of Dynamite on the way. It seems like a dead end, with another wall painting of a switch puzzle setting. But wait ... see that depiction of a man swimming on the other wall? Put an unlit stick of Dynamite by it, back up, and shoot the Dynamite. You blow a hole in the wall. Proceed.





PLACE AN OFFERING OF UNLIT DYNAMITE BENEATH THIS CAVE ETCHING.
THEN BLOW IT UP REAL GOOD. INSTANT PASSAGE!

20, 21. STONE KEY PLACEMENTS

Put the "sun" Stone Key in the slot down the right passage (20), and put the "earth" Stone Key in the slot down the left passage (21) to open the secret gate farther down the passage.

22. SECRET GATE

Go through the gate and climb the stairs. Then jump into the underground stream and ride it down to the Secret Area—a water-filled cavern.

23. SWITCH PUZZLE CLUE

Here's another switch puzzle clue. This one is underwater, on the wall at this location. Note the pattern, and then hop warily out of the water. Gun down the lone sentry and climb the stairs up the platform.

LEVEL 8: THE CLIFF DWELLINGS

24. SWITCH PUZZLE NUMBER TWO

Set these switches according the pattern you found underwater at 23: up, down, up.

25. SECRET GATE

The proper switch setting at 24 opens this underwater gate. Swim through the gate and surface. Oh no! You're back in the canyon!

Now you must work all the way back to the raised bridge at 15, hop down, jump in the water hole at 16, and head east again. But this time, after you enter the stone doorway, go up the stairs to the left. Follow the passage to the switch puzzle.



26. SWITCH PUZZLE NUMBER THREE

Three more switches on the wall. If you hop into the nearby well, you'll find an underwater passage blocked by stone bars. Set the switches according to the wall painting clue you found way back at 19 (down, down, down). Then jump into the well and swim. Guess where the now-open passage leads you?

Oh no! You're back in the canyon again!

27. LOWER THE STONE BRIDGE

But relax, it's OK: You have the round Stone Key now (see 18), so you need to get back to the raised bridge, anyway. Hop out and return yet again to the raised bridge at 15. This time, put the round Stone Key in the round slot. The bridge lowers. Go across and climb the stairs ... and be ready for a rude welcome at the top.

28. WINDOWS TO HELL (MAP 8-3)

Welcome to the Cliff Dwellings themselves. This area offers combat at its most primal. Dozens of outlaws dwell here in dark rooms, so they're incredibly mean and cranky. My best advice: Crouch early, late, and at all moments in between. It's not a bad idea to creep to windows, and then pop up and pump a few rounds inside. The more bad guys you can eliminate from the outside now, the less hellish your room-to-room combat will be. Plus, the wall under the window provides the good cover you may lack inside.

LEVEL 8: THE CLIFF DWELLINGS

29. DWELLING ENTRANCE

Crouch along the outer walls and around the outside of the rock pillars to avoid sniper fire from the windows lining the front of the Dwellings. If you made it here to the entrance in one piece, we're all quite proud of you.

30. WILDERNESS WARNING

Welcome to the wild part of the Wild West. If you didn't eliminate some of the Dwelling's denizens through windows from outside, or didn't toss in Dynamite from the doorway, you're in for one hell of a shooting match here. At least two dozen bad guys roam through the next three rooms, so don't rush in like a maniac, or you'll end up a dead maniac.

The only safe position in the first double room is behind a box located here. Unfortunately, a shotgun-toting outlaw may have already claimed the spot for his own. Don't let him nail you from behind.

31. CRAWL SPACE

Crouch and hustle from the room entrance into this crawl space. You'll find Lamp Oil, ammo, and a Canteen here—but more important, you'll find some peace and quiet, as well as a nice place to shoot unsuspecting outlaws in the legs. Try camping here for awhile, and see how many unsuspecting bad guys wander past.

32. BOX COVER

Three boxes align diagonally in here. Use them as cover, moving from box to box to work your way across the room.

33. RAMP ROOM

Congratulations on being alive. Climb the ramp to the second story of the Dwellings.

34. RAMP TACTICS

Wandering straight up ramps like this is very bad for your health. Instead, turn right, pitch your aim up a bit, and slowly slide up sideways. (We recommend a Sawed-Off Shotgun here.) Five or so outlaws wait at the top, so don't get too jubilant if you gun down a couple.



Important: Chief Two Feathers can appear at a number of places on the upper story of the Cliff Dwellings once you've killed 80 percent of his gang. In fact, his appearance could be triggered shortly after you climb the ramp to the second story. When you do run into him, you probably won't have much room to maneuver out of his range for a Scope shot with your Rifle; the rooms aren't big enough. Your best bet may be a couple of quick Double Barrel Shotgun blasts from around a corner.

35. SECRET AREA NUMBER TWO (MAP 8-4)

Crouch to enter and face off with tough outlaws. Once you secure the area, scoop up lots of health items, including four Canteens and an Elixir bottle, plus a nice assortment of ammo. Tip: If your health is low, drink the Elixir and leave the canteens for later. If your health is only slightly depleted, drink the number of Canteens you need and save the Elixir for when you're hanging by a thread.

LEVEL 8: THE CLIFF DWELLINGS

36. TWIN CANTEENS

Don't miss the ammo and pair of Canteens in this room. And as you move across the upper level of the Dwellings, note well the few places that offer good cover.

37. KIVA MELEE

Here's another room well-stocked with outlaws. If you've made it this far, chances are good that you'll find Chief Two Feathers here. This man is a true warrior, and it's a tight-quarters kind of battle. Just remember that you're the good guy and you have a Sawed-Off Shotgun that really hurts at close range.



DANGER!
WANTED FOR MURDER

LEVEL
T T T T T
T T T T T

MARSHAL ANDERSON RETIRED
WANTING SHOOTING INQUIRY

WANTED
DEARBY



BOB'S RANCH

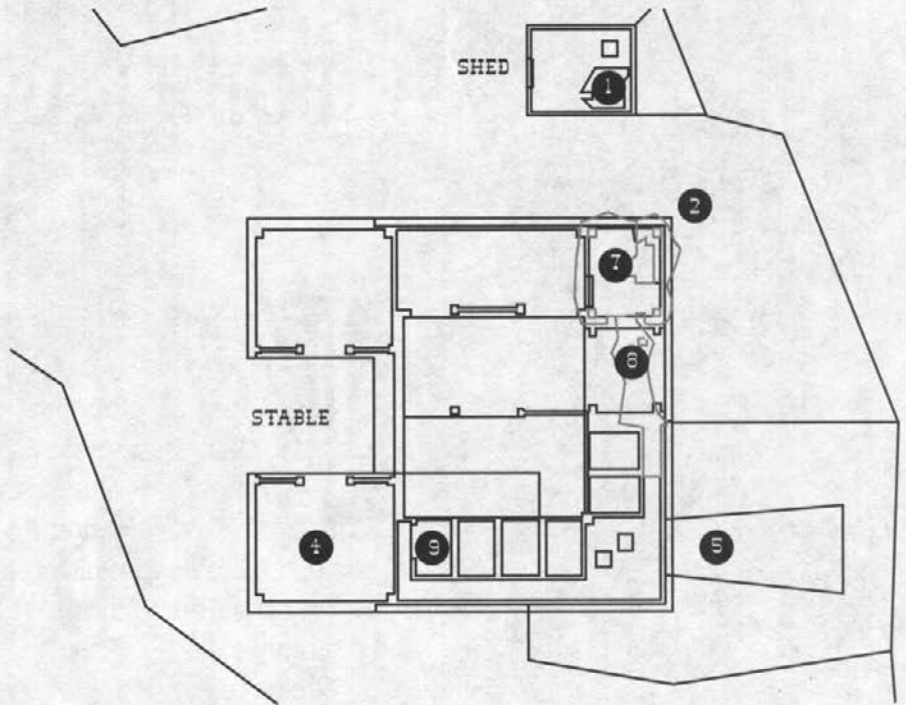
THIS IS THE FINAL LEVEL of Outlaws, so naturally you expect it to be diabolically difficult. But Bob Graham's ranch house is also one of the most visually stunning sets ever created for a 3-D action shooter. The level's architect, Kevin Schmitt, credits texture artist Patrick Sirk with creating the vibrant look.

"We wanted completely unique textures," says Schmitt. "Stained glass windows, marble, the books in the library—it all had to be special. After all, this is the big boss's house."

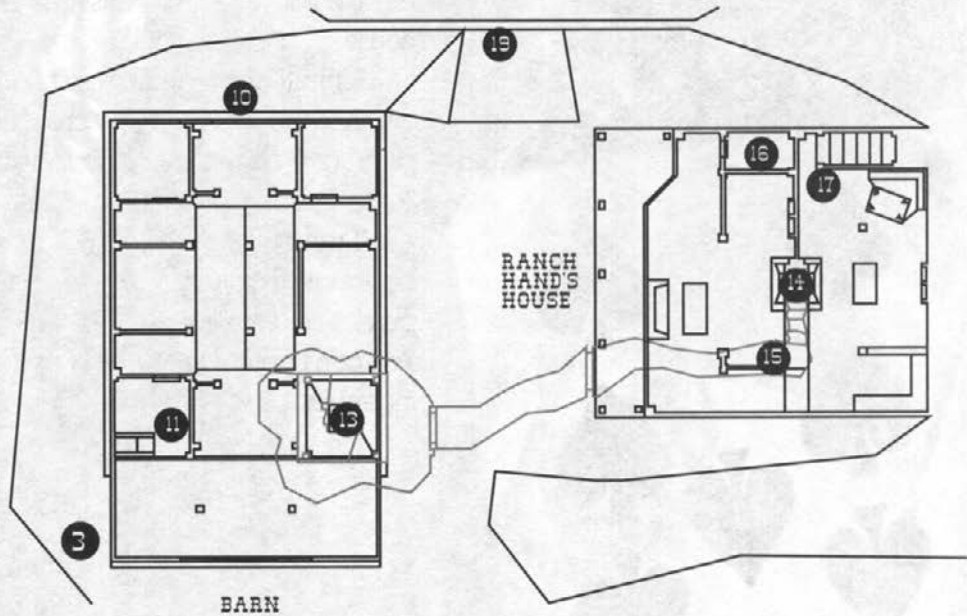
Schmitt also found himself adding a lot of depth to the gameplay by creating a "critical path" (the necessary route to victory) full of Secret Areas.

"I ran out of locks and keys pretty early," he laughs. "So we created some physical puzzles and added them to the critical path. You can't get into Bob's house without a little ingenuity."

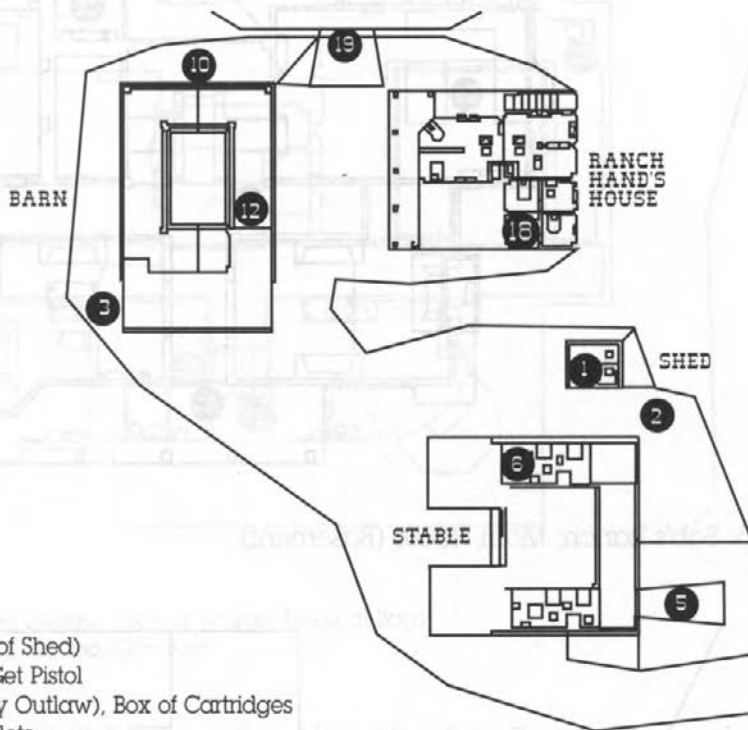
Map 9-1. Bob's Ranch: Shed, Stable (First Floor and Basement)



Map 9-2. Bob's Ranch: Barn, Ranch Hands' House (First Floor and Underground)

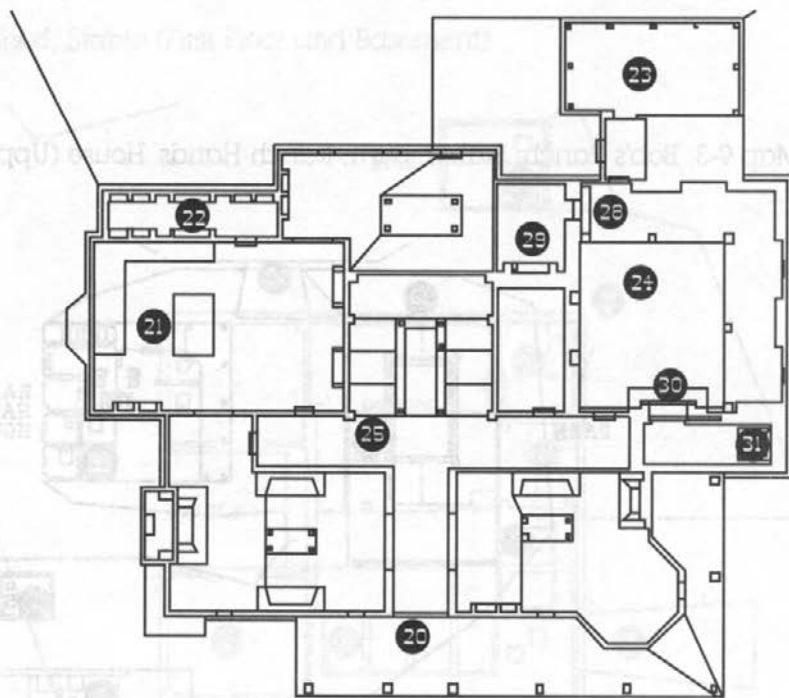


Map 9-3. Bob's Ranch: Stable, Barn, Ranch Hands' House (Upper Levels)

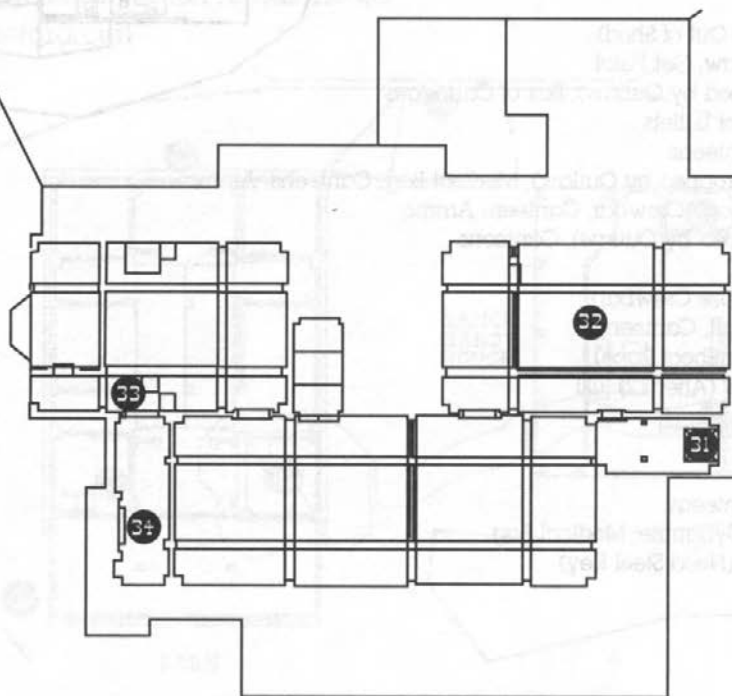


1. Start (Jump Out of Shed)
2. Punch Outlaw, Get Pistol
3. Rifle (Dropped by Outlaw), Box of Cartridges
4. Two Boxes of Bullets
5. Ammo, Canteens
6. Iron Key (Dropped by Outlaw), Medical Bag, Canteens, Ammo
7. Iron Key Room: Crowbar, Canteen, Ammo
8. Elixir (Dropped by Outlaw), Canteens
9. Secret Door
10. Barn Door (Use Crowbar)
11. Ladder to Loft, Canteen
12. Bale of Hay (Shoot Rope)
13. Hole in Floor (After 12): Oil
14. Secret Entrance
15. Shotgun
16. Canteens
17. Ammo, Canteens
18. Steel Key, Dynamite, Medical Bag
19. Main Gate (Need Steel Key)

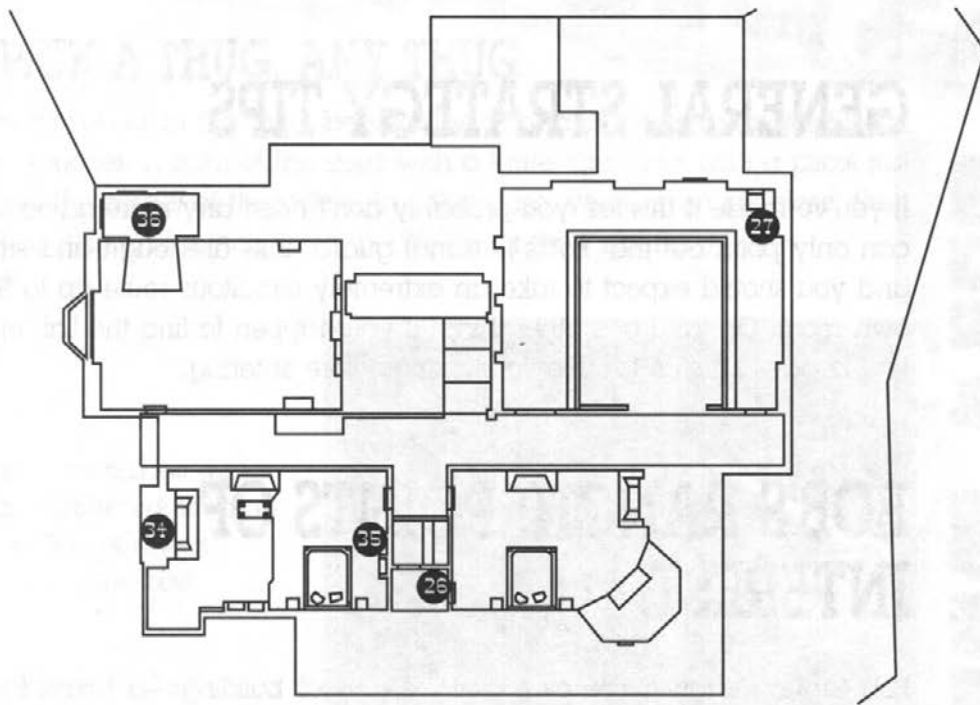
Map 9-4. Bob's Ranch: Main House (First Floor)



Map 9-5. Bob's Ranch: Main House (Basement)



Map 9-6. Bob's Ranch: Main House (Second Floor)



20. Front Door
21. Many Canteens
22. Elixir, Double Barrel Shotgun, Lots of Ammo, Medical Bags
23. Sawed-Off Shotgun, Ammo, Canteens
24. Canteens, Ammo
25. Stairs
26. Secret Area (Push North Wall in Closet): Elixir, Medical Bag, Boiler Plate
27. Raised Tile (Opens 28)
28. Secret Bookcase (Open at 27), Medical Bag, Ammo
29. Fireplace Lever (Opens 30)
30. Fireplace Portal (Open at 29), Ammo, Canteen
31. Hole (Jump to Basement): Oil, Medical Bag
32. Gatling Gun, Boiler Plate
33. Sub-Level Boss: "Buckshot" Bill Morgan
34. Fireplace (Hop Up Ledges)
35. Brass Key
36. Level Boss: Bob Graham

GENERAL STRATEGY TIPS

If you've made it this far, you probably don't need any more advice. We can only point out that Bob's personal guard units are tough and smart, and you should expect to take an extremely circuitous route up to Bob's own room. Oh, and one other thing: If you happen to find the Lair of the Hell Doggie, be sure to save your game before entering.

BOB'S RANCH: POINTS OF INTEREST

Bob Graham's ranch complex contains several buildings—a house for his ranch hands, a Barn, a Stable, and of course Bob's own sprawling, three-level mansion. James Anderson awakens from his rifle butt-induced slumber in a small storage shed next to the stable. You've been stripped of all weapons except, of course, your bare fists.

1. TOUGH JUMP

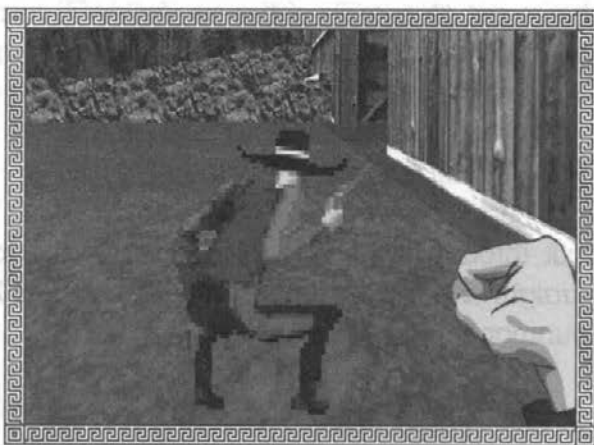
Hope you don't spend three or four weeks getting out of the shed, like we did. This is a tricky leap, but if you've mastered the **[Shift] [x]** jump, it may be a piece of cake. (It was for LucasArts testers, anyway.) Notice also that you have no weapons whatsoever.

LEVEL 9: BOB'S RANCH

2. PICK A THUG, ANY THUG

Once you're out of the shed, be stealthy. Several outlaws are posted here. One crouches in front of the shed with a knife, the other with a pistol just around the corner of the stable. In either case, you can sneak close; then make a rush and punch the guy. (We go for the Pistol first.)

KNOCK THIS GUY SILLY AND TAKE HIS PISTOL. YOU START OFF WITH ONLY SIX BULLETS, SO MAKE EVERY SHOT COUNT.



3. GET A RIFLE (MAPS 9-2 AND 9-3)

Let's stockpile some arms before entering any buildings. This outlaw rifleman behind the barn drops his weapon when you drop him. A nice box of 16 Rifle Cartridges sits nearby. Now you have some semblance of firepower.

STABLE (MAP 9-1)

Sure, it's the closest building, but it's also the only one you can get into right now. The Barn entrance doors are stuck and the Ranch Hands' House is locked from the inside.

4. STABLE AMMO

Approach the west entrance of the Stable and head for this room. Ammo supply is critical now, so the two boxes of Bullets here are very welcome items. The Pistol and three Canteens in the opposite room are swell, too.

Now you can work your way through the Stable. A few outlaws rush to meet you. We suggest you make a beeline for the horse stalls and dive in for cover. (A search of the six stalls will turn up one outlaw and a few health Canteens.) Snipers up in the loft will make this a more trying experience if you don't eliminate them quickly.

5. LOFT

Exit through the east door and climb the ramp into the loft. The room straight ahead has some Canteens, a box of Rifle Cartridges, and one evil gunman.

6. IRON KEY (MAP 9-3)

The pair of rooms across the loft hold two more evil gunmen; the one in the back room is a two-gun rapid shooter, but he drops a big prize when hit—the Iron Key. (You'll also find a box of Bullets and a Medical Bag nearby.) Now you can open that door downstairs.

7. HOLE TO CELLAR (MAP 9-1)

You need the Iron Key (see 6) to enter this room. Here you'll find a crowbar, always a handy tool. The hole leads down to an small underground area. Two bad guys wait down there, daring you to jump. Creep up to the hole, aim down, and try to pick them off from above before you make the leap.

LEVEL 9: BOB'S RANCH



You can also enter the cellar through a Secret Door at 9; this lets you sneak up on the gunmen posted below, making the fight easier. But you can't jump up through the hole to get the crowbar. So you still need the Iron Key to open the upper room.

8. HEALTH ITEMS

One outlaw drops a Canteen, the other drops a bottle of Elixir. Quaff what you need and move on to the stairs. One more bad guy lurks in this secret passage, just at the top of the stairs. Work past him to the end of the passage ...

9. SECRET DOOR (MAP 9-1)

... where you nudge open a Secret Door that leads into the last horse stall on the main floor of the Stable. Now it's off to the Barn.

BARN

One Barn door actually does open, but it leads to a hay storage pit with steep sides and a big, heavy bale of hay hanging over it. The other Barn doors are stuck, but you have an un-sticking tool, now.

10. BACK DOOR MAN

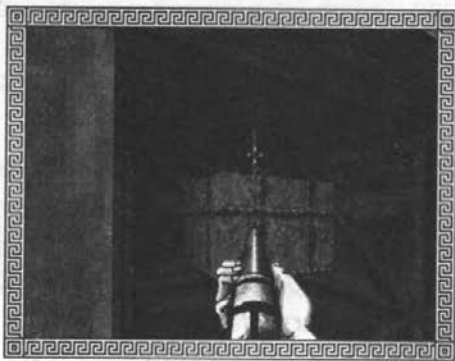
Go around to the back (north) entrance and use the crowbar to pry open the door. You could pry open the front entrance, but you'll face more difficult combat there—not that rear entry is easy, by any means. By the way, one of the bad guys running around the floor of the Barn drops an Elixir bottle when you gun him down.

11. LADDER TO BARN LOFT

After you battle room to room through the barn, enter this room and climb to the loft. The usual assortment of ruffians will try to stop you from rounding the loft to the hanging bale of hay.

12. DROP THE BALE (MAP 9-3)

This is fun. Remember when we mentioned how heavy that bale of hay looks? Gosh, what would happen if it, say, fell? Let's find out. Shoot the rope—and away it goes. If you glance down, you'll see that the bale broke through the floor, creating a passage into an underground tunnel.



SHOOT THROUGH THE ROPE HOLDING THE BALE OF HAY. IT FALLS THROUGH THE FLOOR, GIVING YOU ACCESS TO AN UNDERGROUND AREA THAT LEADS INTO THE FIREPLACE INSIDE THE RANCH HANDS' HOUSE.

LEVEL 9: BOB'S RANCH

13. BALEFUL HOLE

As usual, bad guys wait below, so pick off any who show their faces in the hole before you jump in. Fire up your lantern, and don't miss the Lamp Oil beside the fallen bale. Follow the passage up the stairs to the end and nudge open the brick wall.

RANCH HANDS' HOUSE

Ranch hands call this dump home. It's small but dangerous. You need to borrow something from an upstairs storeroom so you can visit Bob. Think the guys will mind?

14. HEATED ENTRY (MAP 9-2)

Entering a house through a double fireplace is hot enough without the blistering reception you receive from the ranch hands. From the fireplace, it's by far better to exit through the west (left) side, where only two bad guys wait.

15. SHOTGUN

Here's another reason to come to this side of the fireplace first—a Shotgun. But don't leave yet. Check out the closet across the room.

16. HEALTH CLOSET

Ah, a nice batch of Canteens. Thirsty? Now you can head back to the room on the other side of the fireplace.

17. BAD GUY LOUNGE

Four outlaws warm their hands around the fire here. But you've got a Rifle and a Shotgun and a terrible temper working for you now. After you wipe them out, head to the stairs at the far end of the room. Watch out for the two-gun outlaw hopping up and down the steps.

18. STEEL KEY (AND OTHER GOOD STUFF)

Fight your way through rooms to this valuable storeroom, where you'll find the Steel Key. You need this key to enter the ranch's main compound, where Bob's palatial home sits. But don't leave without the Medical Bag and sticks of Dynamite tucked behind boxes in corners.

Go back downstairs and head across to the big gate on the hill. Hi, Bob!

BOB'S MAIN HOUSE

Once you reach this point, take a moment to contemplate what a studly warrior you've become. This is it, the last house, your final destination. Bob Graham himself sits upstairs in his salon, getting more nervous by the moment.

BOB'S PLACE IS PRETTY IMPRESSIVE. THE
DEAD BODIES REALLY COMPLEMENT THE
LANDSCAPING QUITE WELL,
DON'T YOU THINK?



LEVEL 9: BOB'S RANCH

19. COMPOUND GATE

You need the Steel Key to unlock this gate. Fortunately, it doesn't open wide, so you can use it for cover against the sentries posted around the front porch of the house.

20. FRONT DOOR (MAP 9-4)

Some LucasArts testers prefer to enter the house through the back door, but with all the snipers on the back porch, we think it's just as dangerous as the front. So we take you through the front door. But before you enter, it would be most wise to move from window to window all along the wraparound porch and pick off as many outlaws inside the house as possible. Then enter the house, turn into the sitting room to the left, and move through the kitchen.

21. KITCHEN SUPPLIES

The vast kitchen area holds lots of Canteens. Kill the cooks.

22. PANTRY

Don't miss this stash! Bob stocked his pantry with many boxes of ammo, a Double Barrel Shotgun, and two Medical Bags. Heck, the pantry guard even drops an Elixir bottle!

23. BACK PORCH

The enclosed porch holds lots of guys, lots of ammo, a Sawed-Off Shotgun (the perfect weapon for the room-to-room fighting you'll do in the house), plus a pair of Canteens.

24. LIBRARY (MAIN FLOOR)

The library offers another good, old-fashioned melee, but the main floor is practically a football field long, so you can pick off some of the bad guys with your rifle from way back on the porch. Be aware of snipers up on the balcony level of the library, too.

25. STAIRS UP AND DOWN

The stairs on the left lead up to the second floor. The stairs on the right lead down to the basement—but the door at the bottom is permanently locked. So head upstairs.

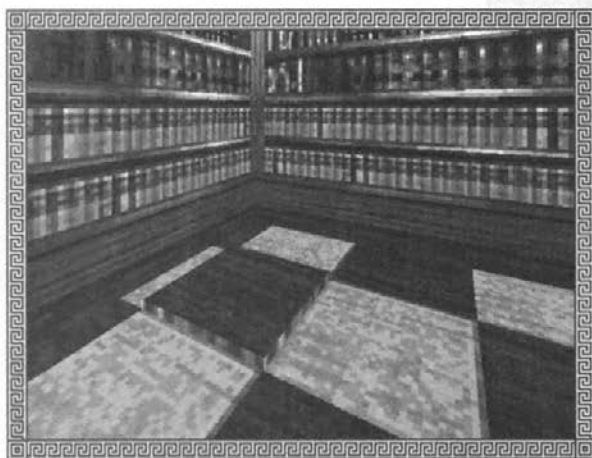
26. SECRET AREA: CLOSET (MAP 9-6)

When you reach this closet, push the north wall to open a Secret Wall Panel. Super-good stuff here—a Medical Bag, Elixir bottle, and a Heavy Boiler Plate for temporary armor.

27. TILE TRIGGER

Notice the slightly raised tile here. When you step on it, something happens. But what? Well, this is a cheat book, so we'll tell you: Stepping on this tile opens one of the bookcases downstairs (see location 28), but only for a few seconds. So you must back onto the tile, make a running leap over the railing, swivel around, and sprint into the opening before it closes. It's tough, but we've seen it done. Hell, we've done it ourselves once or twice.

LEVEL 9: BOB'S RANCH



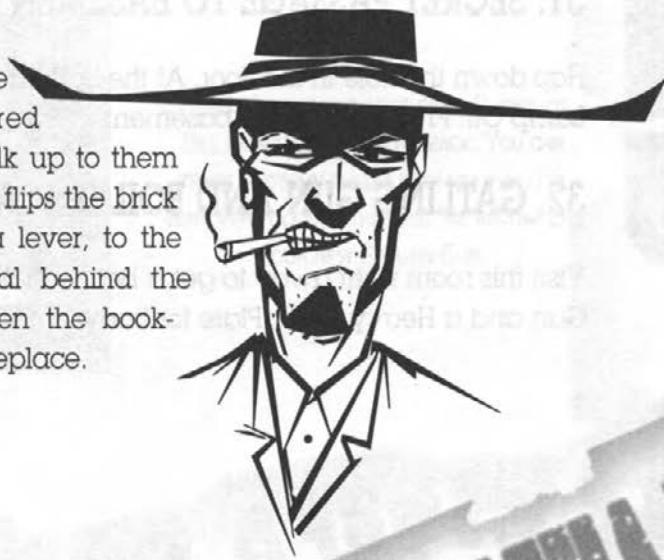
EVERY TIME YOU STEP ON THIS RAISED TILE ON THE LIBRARY BALCONY, A SECRET BOOKCASE SWINGS OPEN DOWNSTAIRS ON THE MAIN FLOOR. BUT IT STAYS OPEN FOR ONLY A FEW SECONDS.

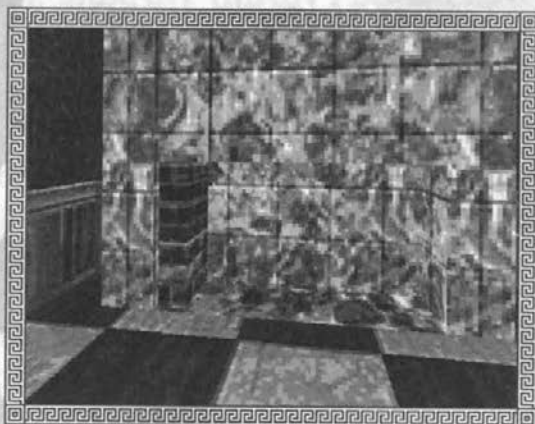
28. SWINGING BOOKCASE (MAP 9-4)

You made it! And what a reward—ammo of all stripes and a Medical Bag. But don't exit through the swinging bookcase yet. You must activate a very important mechanism first.

29. FIREPLACE LEVER

Look at the cold fireplace. See that column of dark-colored bricks on the right side? Walk up to them and press the **[Spacebar]**. This flips the brick column, which is actually a lever, to the left, opening a Secret Portal behind the library fireplace. Nudge open the bookcase and go to the library fireplace.





NUDGE THAT DARK STACK OF BRICKS FROM RIGHT TO LEFT. IT'S ACTUALLY A LEVER THAT OPENS A SECRET PORTAL BEHIND THE LIBRARY FIREPLACE.

30. LIBRARY FIREPLACE

After you flip the lever at 29 you can come to this fireplace, crouch, and pass through the Secret Portal behind the fire.

31. SECRET PASSAGE TO BASEMENT

Hop down the hole in the floor. At the bottom you'll find a Medical Bag and Lamp Oil. Proceed into the basement.

32. GATLING GUN AND BOILER PLATE (MAP 9-5)

Visit this room right away to get a beautiful Ash Inc. Semi-Portable Gatling Gun and a Heavy Boiler Plate for body armor.

LEVEL 9: BOB'S RANCH

GRAB THIS GUN! IT'S A THING OF BEAUTY—AND WILL BE QUITE USEFUL AGAINST THE VARIOUS SUBBOSSSES AND BOSSES WHO RULE THE HOUSE.



33. BUCKSHOT BILL MORGAN

This room is the perfect place to break in your new Gatling Gun. A very deadly subboss, Buckshot Bill Morgan, blasts at you with a pair of sawed-off shotguns. Our advice: Don't enter. Pick off a few wandering outlaws with Rifle or Shotgun, but duck for cover whenever you see Buckshot Bill. Then set up the Gatling Gun in the doorway—quickly!—and unleash a fusillade of fire at Buckshot and any remaining henchmen.



HERE'S A SIGHT FOR SORE EYES. BUCKSHOT BILL MORGAN, FLAT ON HIS BACK. YOU CAN TRADE SHOTGUN BLASTS WITH HIM IF YOU'RE VERY, VERY GOOD. OTHERWISE WE RECOMMEND YOUR NEW GATLING GUN.

OUTLAWS: THE OFFICIAL STRATEGY GUIDE

34. FIREPLACE PASSAGE TO SECOND FLOOR

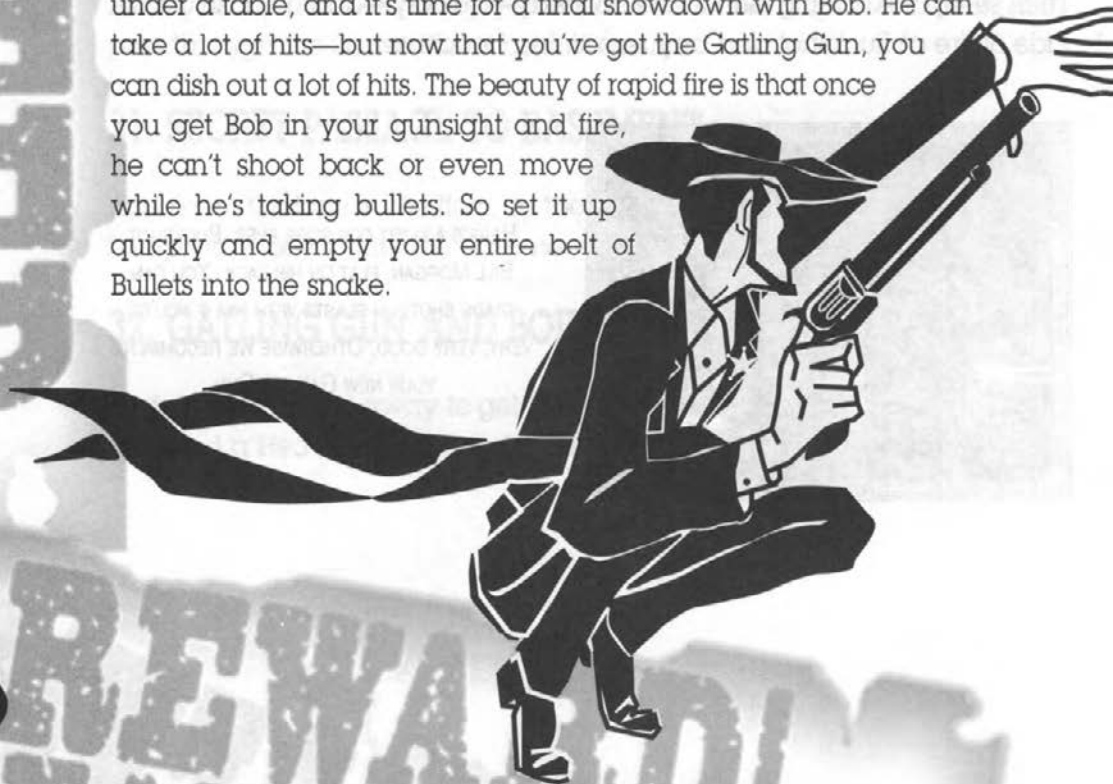
Prepare for a real test of your leaping abilities—six hops up the staggered ledges inside this chimney. And the sixth is a bear—a crouching jump at a tough angle onto the narrow ledge of the upstairs fireplace. Land on your toes, guns ready, because three outlaws wait in the next room.

35. BRASS KEY (MAP 9-6)

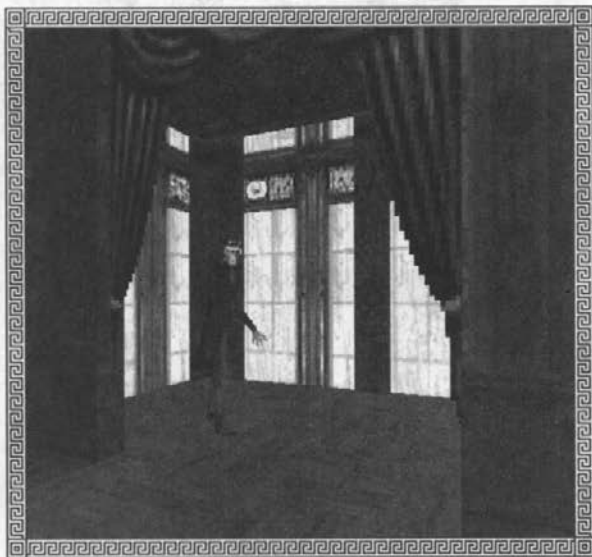
Once you nab the Brass Key lying on the shelf, your long journey is nearly complete.

36. BOB GRAHAM ... AND SARAH

Open the door to this room and watch a quick cut scene. Sarah jumps safely under a table, and it's time for a final showdown with Bob. He can take a lot of hits—but now that you've got the Gatling Gun, you can dish out a lot of hits. The beauty of rapid fire is that once you get Bob in your gunsight and fire, he can't shoot back or even move while he's taking bullets. So set it up quickly and empty your entire belt of Bullets into the snake.



LEVEL 9: BOB'S RANCH



YOU PROBABLY WON'T GET HIS CLOSE TO BOB, UNLESS YOU'RE ONE OF THOSE WIMPS WHO TOGGLE ON INVINCIBILITY MODE. BETTER TO SET UP YOUR SPANKING NEW GATLING GUN IN THE DOORWAY AND UNLOAD ON THE SLIMY RICH GUY.

CONGRATULATIONS. BY THE WAY, DID YOU FIND THE HELL DOGGIE?

OUTLAWS: THE OFFICIAL STRATEGY GUIDE



WE ARE THE
DEATH
SON

WANTED
DEAD OR
ALIVE

WANTED
REWARD
\$5000



BOB GRAH

BOB
A TEAM

DANGER!
WANTED FOR
MURDER

REWARD

PART 3

HISTORICAL MISSIONS & MULTIPLAYER

Outlaws' Historical Missions are perfect primers for the rest of the game, giving you the chance to experience situations that become more complex as you apprehend each of five increasingly deadly villains.

As you progress in rank, you'll also be able to enter the nearby clubhouses and explore the three small levels that they give access to.

You'll get twice the number of Bounty points for taking a boss outlaw alive—that is, by punching or knifing them into submission—and the final section of each walkthrough reflects that.

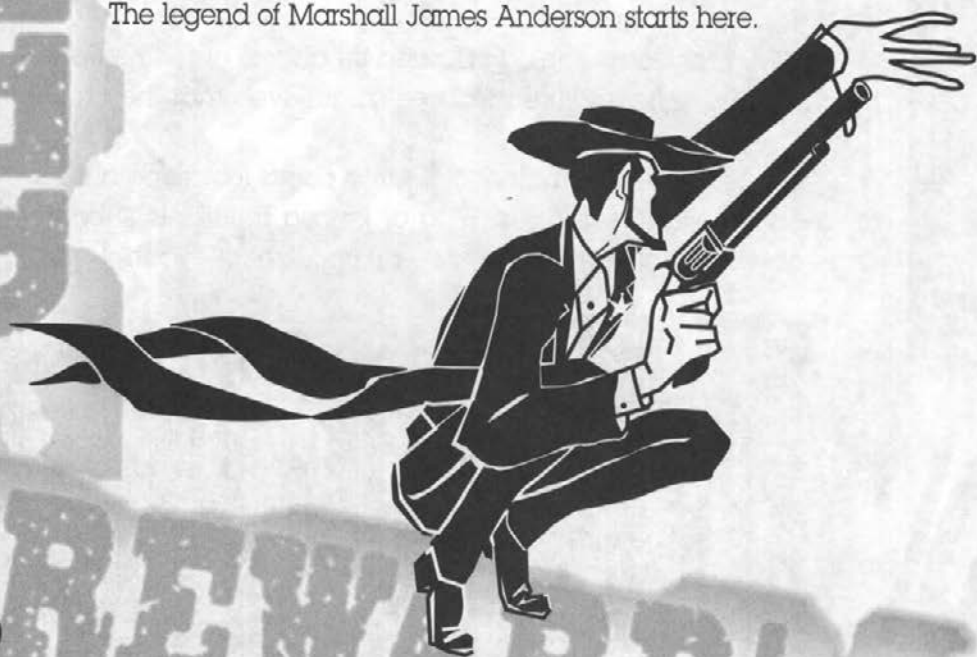
ARD!



THE POSTERS ON THE WALL LEAD TO THE FIVE HISTORICAL BATTLEFIELDS. THE WALKTHROUGHS IN THIS SECTION RUN FROM LEFT TO RIGHT.

Also, before you select from the posters on the wall, take time to try out various weapons at the nearby shooting range. And don't just blast targets; fire each shotgun type at a wall from varying distances, and notice the spread patterns.

Once you're familiar with the weapons at your disposal, hit the dusty trail. The legend of Marshall James Anderson starts here.

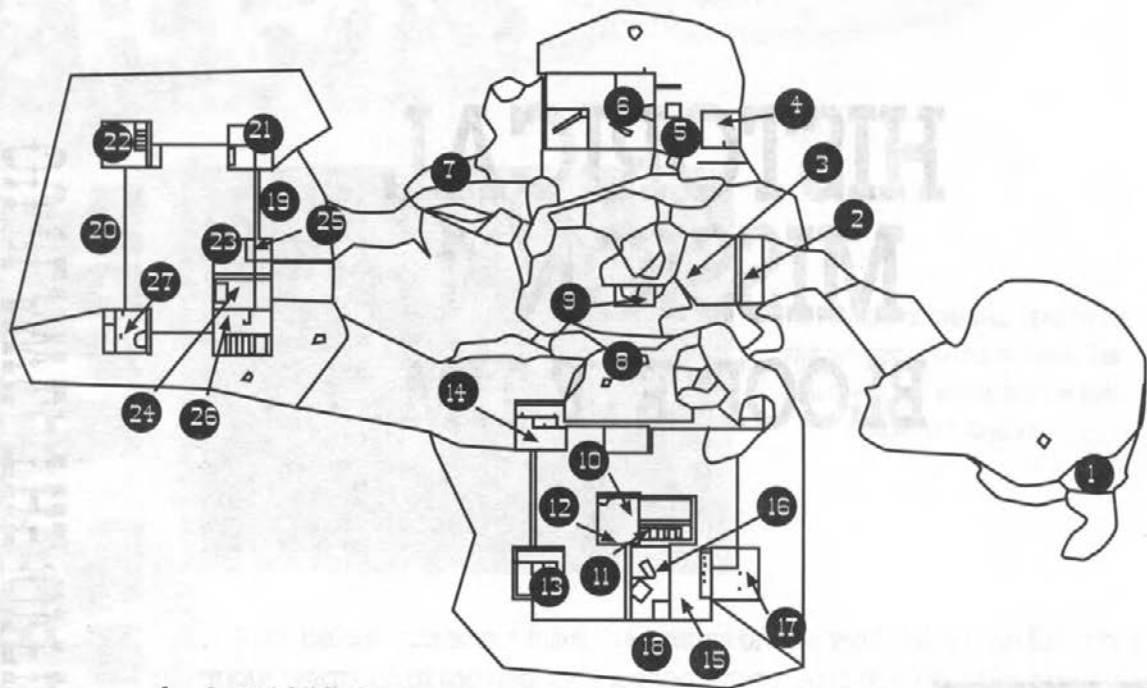


HISTORICAL MISSION 1 BLOOD EYE TIM

OUTLAWS: THE OFFICIAL STRATEGY GUIDE



THE FIRST HISTORICAL MISSION is far from a cakewalk, but it does let you experience Outlaws without the withering crossfire that permeates the more wide-open levels. Getting the most out of the two Sheriff's Badges is probably the biggest consideration—outside of self-preservation—while the absence of the Rifle Scope means less sneaking around in these canyons than you're likely to do in subsequent missions.



1. Sawed-Off Shotgun
2. Canteen
3. Bullets, Knife, Cartridges
4. Dangerous Area
5. Bullets, Knives, Medical Bag
6. Shotgun, Shells, Canteens
7. Cartridges, Shells, Canteens, Sheriff's Badge
8. Near the Crowbar Shack
9. Crowbar, Gold Bar, Cartridges, Shells, Bullets, Medical Bag
10. Stuck Door
11. Secret Area: Bullets, Shells, Cartridges, Sack of Gold
12. Elixir of Full Health, Sheriff's Badge
13. Dynamite, Canteens, Heavy Boiler Plate
14. Medical Bag
15. Bullets
16. Knives, Ammo, Gold Bar
17. Steel Key, Medical Bag
18. Ammo, Medical Bag
19. Medium Boiler Plate
20. Bullets, Shells, Cartridges, Medical Bag
21. Medical Bag, Sack of Gold
22. Bullets, Canteens, Shells, Cartridges
23. Steel Key Door
24. Double Barrel Shotgun, Canteens
25. The Iron Key
26. Canteens, Ammo
27. Bloodeye Tim, Sack of Gold

HISTORICAL MISSION 1: BLOOD EYE TIM

OUTLAWS: THE OFFICIAL STRATEGY GUIDE

1. GET SHORTY

As the mission begins, move quickly to your left to avoid any incoming sniper fire. Hop up on the low ledge and stake your claim to the Sawed-Off Shotgun.

2. BENEATH THE BRIDGE

Making your way down the narrow canyon, stick to the walls and keep low to avoid gunfire from the outlaws overhead. A bridge around the corner to your left will provide you some cover, once you've dealt with the bandit cowering in the darkened cave entrance, and any cliff divers. Beneath the bridge, suck down the Canteen; then dash for the cave to take shots at anyone left up above.

3. STICK TO THE SHADOWS

The outlaw you dropped near the cave entrance was carrying Bullets and a Knife, and just inside the cave waits a box of Cartridges. Rounding the corner to your right, be ready for any outlaws who've jumped down to welcome you. If the coast is clear, it means a large and hostile posse wait for you to emerge into the light.

4. TOO DEEP

Stay low as you creep from the cave, checking for telltale hats atop the low fence. A particularly sneaky outlaw waits to blast your backside, though you can use the post for some cover while you line up a head shot. Be ready for action when you hop to the low ledge.

5. CLEAN THE YARD

As you stand on the low ledge, there's bound to be a gunman or two milling about, while a rifleman crouches behind a distant post. Dispense bullets liberally, hopping from the ledge to take some cover behind the low fence on your left. In addition to the box of Bullets waiting atop the large box, you'll find the crowd relinquishes Knives and a Medical Bag along with the miscellaneous ammo. Some of the stash may wait to your left, in the upper area near the bridge. Instead of continuing in that direction, however, approach the hole in the fence you'll notice from where you grabbed the Canteen.

6. HOLE IN THE WALL

From where you picked up the Canteen in the previous area, you can see a hole in the wooden fence. Crouch down and edge around the corner, picking off outlaws as they come into view, ducking back to avoid incoming fire. When you enter, watch out for any bad guys lingering to your left or beyond the hole in the opposite wall. The depression in the floor affords some coverage. The Shotgun, complete with Shells, waits along with more ammo and Canteens.

HISTORICAL MISSION 1: BLOOD EYE TIM

7. THE OTHER SIDE

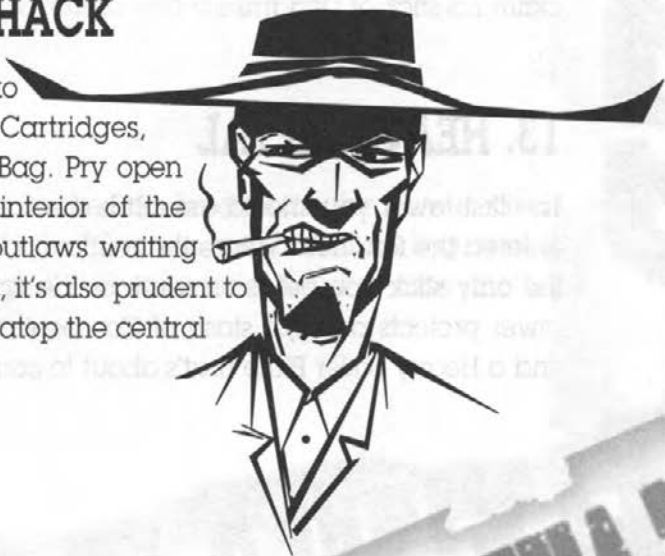
Expect a nasty knot of outlaws through the hole in the opposite fence—the battle is worth your while. You'll net two boxes of Cartridges and a box of Shells, and there's a major stash of Canteens on the ledge with the Sheriff's Badge. Climb the pile of rocks on the other side of the small canyon, and leap from there to pin on the Badge.

8. NEAR THE CROWBAR

With the Badge activated, sprint alongside the pile of rocks—the pile you jumped from to reach the Badge ledge—to quickly reach the front of the first fort. When the dust settles, you'll notice a small wooden shack outside the fort entrance. Inside that shack waits the Crowbar, though you must drop through a hole in the roof to claim the prize.

9. THE CROWBAR SHACK

Inside the shack, lay claim to the Crowbar, a Gold Bar, Cartridges, Shells, Bullets, and a Medical Bag. Pry open the door, and use the dark interior of the shack for cover against any outlaws waiting outside. Before entering the fort, it's also prudent to apply the Rifle to the gunmen atop the central structure inside.



10. THE FIRST FORT

Blast your way into the fort and through the door directly inside the main entrance. A gunman waits inside, as does another door: You must use the Crowbar to open it.

11. SECRET STASH

Secret Area: Pry open the door and blast the bad guy. Inside the room, turn immediately to your right. Search the wall beneath the staircase; a hidden door opens revealing Bullets, Shells, Cartridges, and a Sack of Gold.

12. THE SECOND BADGE?

Upstairs, dispatch any adversaries you didn't kill from below, and claim an Elixir of Full Health, mindful of bad guys lurking in the yard. Leave the Sheriff's Badge alone until you're sure you need it—possibly before leaving to assault the second fort. Blast the outlaw to your left, and hop down to claim his stick of Dynamite.

13. HEAVY METAL

The first tower you should assault is the one in the far-right corner as you entered the fort, near where that outlaw coughed up the Dynamite. That's the only stick you get, so save it for the right occasion. The villain in the tower protects a major stash of Canteens, while beneath the stairs you'll find a Heavy Boiler Plate that's about to come in very handy.

HISTORICAL MISSION 1: BLOOD EYE TIM

14. MORE HEALTH

Exit the first tower with a left turn, and deal carefully with the outlaw in the second cornerpiece. Upstairs waits a Medical Bag; you'll notice the window there affords you a prime opportunity to play sniper ...

15. AMBUSH NEAR TOWER 3

Exit tower number two and circle the fort's central building, wary of the imminent ambush. With the Heavy Boiler Plate to protect you, inflict justice on the locals. Don't overlook the box of Bullets beneath the third tower's outside ramp.

16. GOLD AND AMMO

Before venturing up the outer ramp, clean out the area through the nearby open doorway. Inside waits a table laden with Knives, and anyone who didn't come a-runnin' to investigate the commotion. In addition to the cutlery, you should find plenty of ammo and a Gold Bar.

17. THE STEEL KEY

Having dealt with the gunman on the floor level of the third tower, climb the outside ramp and discover both a Canteen and a Medical Bag, resting near the Steel Key. Peek through the tower windows just in case another sniping opportunity presents itself.

18. TOWARD FORT 2

Exit the first fort and circle to the right to clear the perimeter, advancing carefully as you round each corner to clear out any stragglers. This is Outlaws at its most basic—rounding corners to dispatch a bad guy AI on a flat plane. Take note, if you haven't already, of your enemies' reaction times, and the devastating effect of fanning the pistol. In addition to the Bullets, Shells, and Cartridges you shake loose from the lawless, don't overlook that Medical Bag in the shade of the rock ledge. When you've completed the perimeter, angle right and pass through a narrow opening in the rock wall to nab that Sheriff's Badge inside the first fort.



WHAT TO DO WITH THE BADGE
NOW THAT THE AREA IS CLEAR ...

EXIT THE FRONT OF THE FORT AND HANG
A LEFT TO LOCATE A QUICK PASSAGE TO
FORT NUMBER TWO.



HISTORICAL MISSION 1: BLOOD EYE TIM

19. YOU HAVE ARRIVED

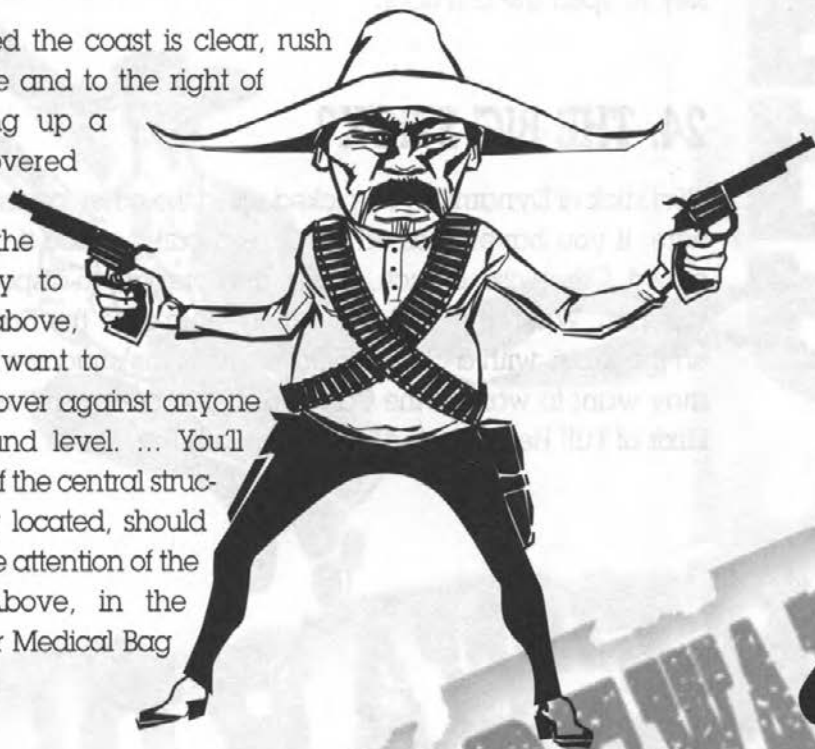
Badge activated, return through the hole in the rock wall and bear right on the other side. You should still have plenty of Badge time remaining to humble the gang of thugs in front of fort number two. Shoot into the tower you see as you approach the fort entrance, advancing far enough to claim the Medium Boiler Plate out front, but don't go inside the fort.

20. FORT 2 PERIMETER

Bullets, Shells, Cartridges, and a Medical Bag are yours if you take a quick trip around the fort's perimeter. Approaching from the opposite side, you may even line up a shot at the gunman atop the low central structure.

21. TOWER OF POWER

Once you're satisfied the coast is clear, rush the tower just inside and to the right of the opening, taking up a position in the covered corner. Eventually, you'll hop up on the low ledge nearby to gain the walkway above, but you may also want to use that ledge as cover against anyone pursuing from ground level. ... You'll notice the opening of the central structure is conveniently located, should you decide to get the attention of the dirtbags inside. Above, in the tower, waits another Medical Bag and a Sack of Gold.



22. THE SECOND TOWER

In the other open tower, a box of Bullets waits at floor level, near a stairway presenting a nasty hole-in-the-floor problem. Upstairs, however, you'll find a major Canteen haul and only a pair of bad guys. You'll also gain more Shells and Cartridges for exhibiting the proper mix of caution and aggression, the latter in the form of the Sawed-Off Shotgun. From the floor below, try to pick off the gunman in the central structure, through the barred window.

23. THE IRON KEY

Enter the fort's central structure, keeping low and close to the wall immediately left as you go in. The cell holds the Iron Key, though you must deal with the crowd through the open doorway nearby before using the Steel Key to open the cell door.

24. THE BIG STICK?

That stick of Dynamite you picked up in the other fort might come in handy here, if you haven't tossed it yet. You can bounce it off the wall into the crowd. Otherwise, crouch, creep, and prepare to dispense some ammo on the mob. When the dust has settled—that'd be the Double Barrel Shotgun on the table, with a cache of Canteens in the shadows below—though you may want to wait on the Canteens if you need a full recharge: There's an Elixir of Full Health in the closet beneath the stairs.

HISTORICAL MISSION 1: BLOOD EYE TIM

25. THE IRON KEY

Use the Steel Key to enter the small cell, and lay hands on the Iron Key. The tower requiring the Iron Key is Bloodeye's hideout.

26. TROUBLE

Your reward for braving the upstairs area adjacent to the Iron Key cell is a pair of Canteens and some ammo you probably don't really need; clean it up anyway, so no one snipes as you approach the final tower.





27. BLOODEYE TIM

Scoop up the ammo near the locked tower door, and save your game. It's time to set your sights on Bloodeye. The Iron Key opens the door, and the boss waits on the ledge above your head as you enter. Grab the Knives on the floor, and back up: You're right beneath him. Hop up onto the low ledge, and you should be able to stand without getting shot in the head repeatedly. Try moving a little closer to the floor above to cut down on the outlaw's angle of fire as he notices you.

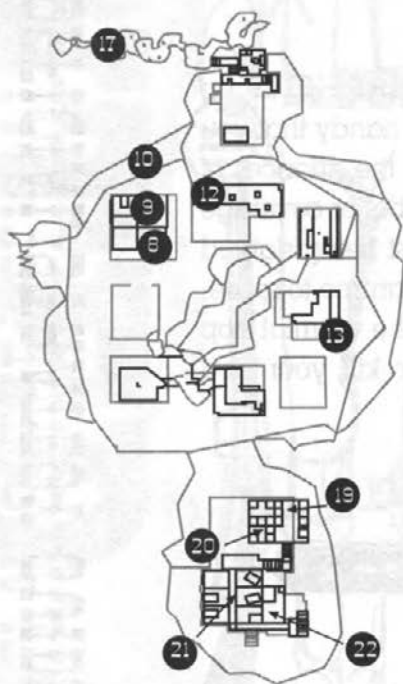
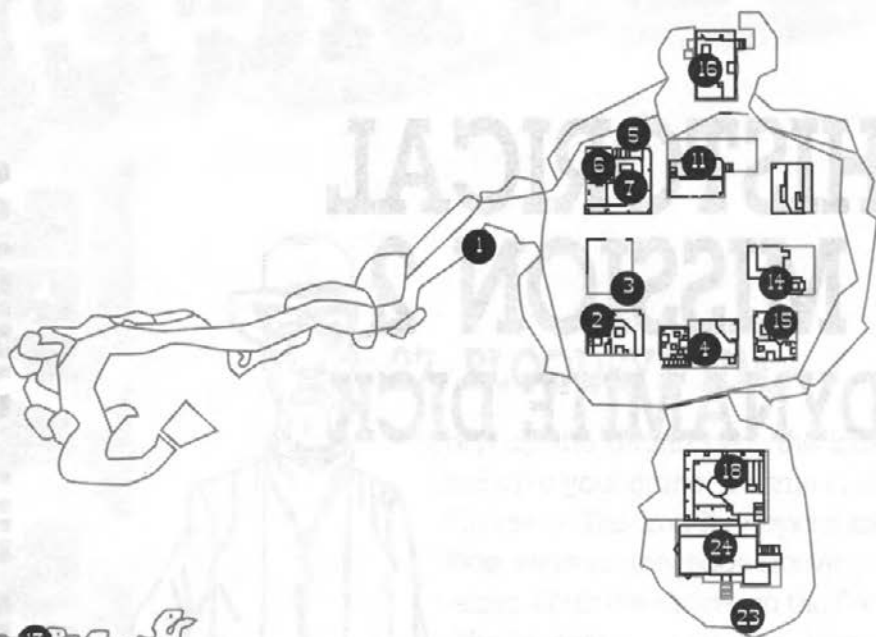
This is one time when it's actually easiest to take the bad guy alive thanks to a nuance of Knife-throwing—the arc of the Knife's trajectory. To shoot Bloodeye, you must hop up and down, allowing him ample opportunity to give you a hat-full of lead. But by standing on the ledge and flipping Knives in Bloodeye's direction—he's standing beneath the hole in the ceiling—you can easily kill him from afar. A Sack of Gold waits up top when justice has been served.

HISTORICAL MISSION 2 DYNAMITE DICK

OUTLAWS: THE OFFICIAL STRATEGY GUIDE

THE TOWN WHERE DYNAMITE DICK HAS HOLED up features plenty of wide-open spaces, so it's handy that you gain the Rifle Scope en route. Get used to the nuances of sniping. You'll find shadows afford even better coverage than some obstructions, and enemies resist being sighted once they're alerted to your presence. With ammo to spare, it's often worth your while to take a bad shot; that'll make the varmint stop pacing and turn in your direction. If your second shot isn't a kill, your third had better be.





1. Rifle Scope
2. Oil
3. Underground Passage
4. Steel Key
5. Canteens
6. Steel Key Door, Double Barrel Shotgun, Elixir of Full Health
7. Dynamite
8. Dynamite
9. Secret Area: Shells, Sack of Gold, Dynamite, Elixir of Full Health, Double Barrel Shotgun
10. Dynamite, Sack of Gold
11. Crowbar
12. Elixir of Full Health, Sawed-Off Shotgun, Sack of Gold
13. Stuck Door
14. Iron Key
15. Gun Battle
16. Elixir of Full Health, Sheriff's Badge, Sawed-Off Shotgun
17. Brass Key, Gold Bars
18. Switch behind Bar
19. Sheriff's Badge
20. Shotgun, Elixir of Full Health
21. Civilians in Cross Fire
22. Dynamite, Medical Bag
23. Entrance to Cellar
24. Dynamite Dick, Elixir of Full Health

HISTORICAL MISSION 2: DYNAMITE DICK

1. THE RIFLE SCOPE

Be sure you leap to all the ledges as you traverse the canyon toward town. Most important is the ledge with the Rifle Scope, which will serve to soften up the town welcoming committee from a safe distance.

2. WORK THE PERIMETER

After you dispatch the sentry in front of this building, circle to the other side to surprise its inhabitants. From the building's interior, deal with the outlaws waiting to ambush you from the structural shell next door. Grab up the Oil; then go outside and snipe the building across the way before leaping through the hole in the corner of the structural shell.

3. THE UNDERGROUND

Bear right in the tunnel and blast the underground sentry; then angle left past his room. There's Oil to be had underground, while a larger chamber features a stairway leading up.

4. THE STEEL KEY

The close-packed boxes in this building give the two outlaws an advantage. A short connecting passage—on your right as you exit the stairs—leads to an antechamber with the Steel Key. Enter wary of the sniper above and to your left.

5. FORCED ENTRY

Exit the underground through the room where you killed the guard, and take up a position in the building shell outside to snipe. Circle the target building to its left. In back, an outlaw waits near a wide window and some Canteens. He's easy pickin's compared to the bad guys patrolling inside. You might try flipping a couple sticks of Dynamite around the corner—the first to deal with the sentry and shatter the window, the second to deal with anyone coming to investigate.

6. THE STEEL KEY DOOR

If you did a good job sniping from outside, nothing stands between you and the Steel Key door. Push the button you find to unlock the compartments in the room outside. The Double Barrel Shotgun is yours for the taking, as is an Elixir of Full Health and a goodly supply of ammo.

7. PICK UP STICKS

If you enter the building via the front door to conclude your first floor treasure hunting, don't overlook the Dynamite behind the obstruction.



HISTORICAL MISSION 2: DYNAMITE DICK

8. CRACKED

Upstairs from the Steel Key door, a lineup of increasingly dangerous foes stands between you and a Secret Area. Stay low, and apply the Double Barrel as your enemies come to investigate. As you enter the bedroom, turn right and you'll see a telltale crack in the wall. Dispense a stick of Dynamite to blow open the Secret Area.

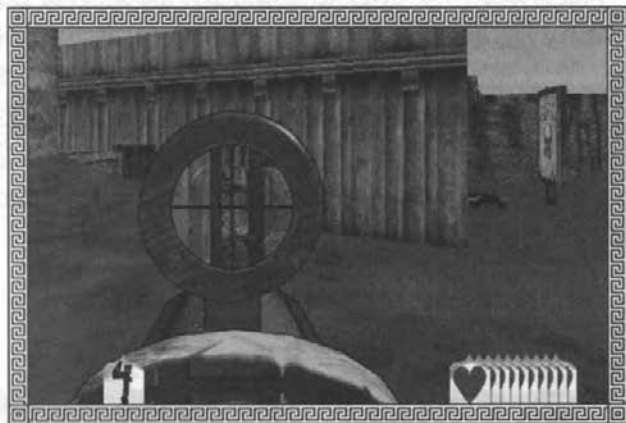
9. HEALTH AND WEALTH

Secret Area: Shells, a Sack of Gold, a stick of Dynamite, a Double Barrel Shotgun, and another Elixir of Full Health wait beyond the hole in the wall. Exit the bedroom by leaping through the shattered window to the ledge you can see nearby.

10. SNIPER'S PERCH

Claim the Dynamite and the Sack of Gold from the ledge, and face town. The building in the center is your next target, though the ledge may afford you some sniping opportunities into the building on the left.

FROM THE LEDGE NEARBY, YOU
CAN SNIPE THE BUILDING
WHICH REQUIRES THE IRON KEY
TO ACCESS.



11. THE CROWBAR

Approach the front of the Crowbar building with the wall on your left, sniping into town should the opportunity present itself. Peek around the edge of the building and blow out a window; then lob in a couple sticks of Dynamite to soften the reception. Upstairs, two more outlaws patrol between you and the Crowbar, as well as the mission's second (and last) official Secret Area.

12. SAWED-OFF AND SECRET

Secret Area: Moving to the far side of the two large boxes upstairs, you'll see one has a cracked exterior. Apply the Dynamite and claim an Elixir of Full Health, the Sawed-Off Shotgun, and a Sack of Gold.

13. HUSTLE INSIDE

As you exit the building where you claimed the Crowbar, the building with a stuck door is the one to your left, with the door facing the center of town. You should be able to snipe the floor-level bandit from a distance, and hurry inside after making sure the center of town is free of trouble.

HISTORICAL MISSION 2: DYNAMITE DICK

14. STUCK DOOR: IRON KEY

Up the stairs, apply the Crowbar to the nearby door from a crouch, and you should be able to peg the sentry before he notices you've arrived. Move quickly to grab the Iron Key at the far end of the room, mindful of gunmen outside the window. You'll want to return to that window and use it as a vantage point, firing into the outside area and the adjacent building.

15. A HOSTILE DWELLING

If you hanker for some gunfighting, the adjacent building mentioned in 14 is full of trouble—and offers ammo aplenty and two Canteens. Use the windows to your advantage, and soften the crowd with Dynamite if need be. If you're not concerned with getting the maximum kills (wimp), you can ignore the hostile dwelling, and make haste to apply the Iron Key.

16. THE IRON KEY DOOR

The Iron Key gives access to the building with the "Danger!" sign out front. Shoot through the windows, and watch out for lurking gunmen when you open the door. There's a sniper overhead, near the Sheriff's Badge, so circle to the far end of the room and seek cover to pick him off. Relieve the sentry upstairs, and activate the red button to open the downstairs antechamber; claim an Elixir of Full Health and access another red button. Pushing that button raises the "Danger!" sign at the far end of the large room, revealing a stairway leading down. Grab the Badge, and lob down some Dynamite to disassemble the spiders before you descend.

17. THE BRASS KEY

At the bottom of the stairs, head straight down the long tunnel to discover a duo of bad guys guarding the Brass Key. You'll find a couple of Gold Bars underground, as well; one waits at the bottom of the greenish pool.

18. THE BRASS KEY DOOR

Creep through the Brass Key door on the perimeter of town, and the outlaws at the bar won't notice you until it's far too late—about the time you start throwing Dynamite through the open front door. A civilian tends bar, and you'll feel his pain, but you're likely to feel even more if you don't hammer the crowd into submission. Ammo and Canteens await. Behind the bar, press the button at floor level to open a passage beneath the staircase. What? No "Secret Place" message?!

19. A BADGE FOR DICK

Downstairs waits a final Sheriff's Badge. Save it for the cellar, and reseal the door when you leave. The stairwell may clog with civilians if you don't close off the area, making it hard to travel quickly with the Badge. Facing the stairway leading up, turn to your right and you'll see two boxes.

HISTORICAL MISSION 2: DYNAMITE DICK

20. NEAR THE BADGE

As you entered Room 19 from the stairs, turn immediately to your left. Push the right-hand box; it slides back, revealing a small chamber holding the Shotgun, ammo, and an Elixir of Full Health. The fact that this room isn't a "Secret Place" only confirms that Dick's lair is devoid of justice. ... As you exit that niche, you can push another box back and discover a Heavy Boiler Plate and a Medical Bag ... and perhaps the Bunny of Death? Move quickly to gather the goods: the bunny isn't worth your while to subdue, and he won't take exception to your pilfering for a moment.

21. PANIC ENSUES

In the long upstairs hall, keep your nerve as the locals panic, ready for the outlaws mixed in with the innocents.



22. ONE LAST HAUL

In the final upstairs room, scoop up a load of Dynamite and a Medical Bag.

23. THE CELLAR ENTRANCE

Out back, locate the cellar where Dynamite Dick is hiding out, and shoot the window above if you haven't already. Use that as an avenue when you return from Room 19 with the Sheriff's Badge to deal with one last wave of hirelings. Yes, Dick's at a safe enough distance that you can toss Dynamite down below without killing him inadvertently.

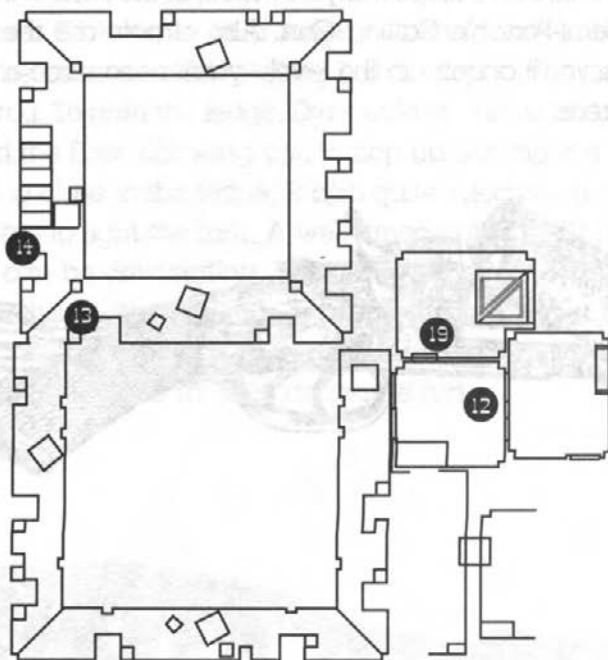
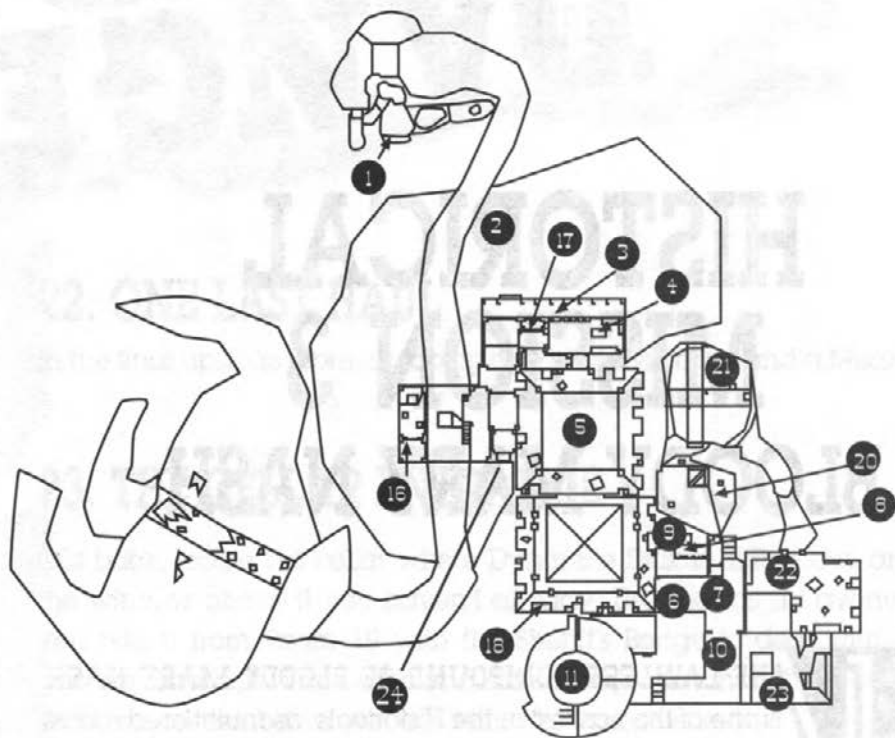
24. DYNAMITE DICK

Dynamite Dick waits on a ledge, which makes knifing him tricky, especially because he starts hurling Dynamite in your direction as soon as he spots you. To gain the ledge, Dynamite the planking on the right side; it tilts toward the floor, allowing you to hop up. Arcing the knife from floor level, standing close to the ledge, is also quite effective: It takes Dick a considerable time to light the fuse. A well-timed volley of Knives from 15 or 20 feet away can be devastating. If you hop up on the ledge, stay low, and Dick will toss his sticks over your head as you rush in for the kill. In addition to the Canteens beneath the ledge, there's an Elixir of Full Health up top, should you need to make a desperate run.

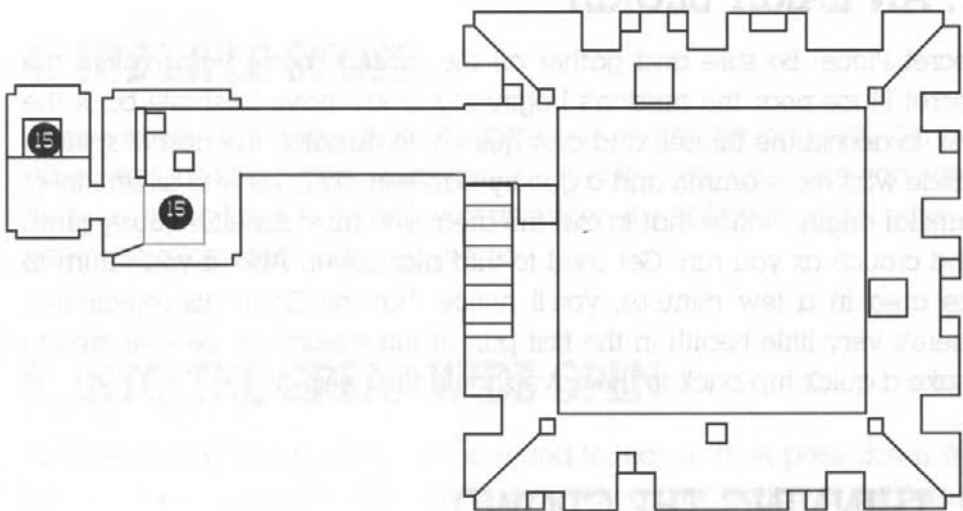
HISTORICAL MISSION 3 BLOODY MARY NASH

THE LAWLESS COMPOUND OF BLOODY MARY NASH is one of the nastiest in the Historicals, as multitiered rooms concentrate firepower repeatedly in the direction of everyone's favorite Marshall. Fortunately, you'll pick up some impressive firepower yerownself, in the form of the Ash Inc. Semi-Portable Gatling Gun. Also of note are the puny four sticks of Dynamite you'll acquire in the level—you'll need three of these to blow open Secret Areas.





HISTORICAL MISSION 3: BLOODY MARY NASH



1. Secret Place: Canteens
2. Yard Area
3. Front Porch
4. Rifle Scope
5. Ash Inc. Semi-Portable Gatling Gun
6. Heavy Boiler Plate
7. Hallway
8. Gold Bars
9. Sheriff's Badge, Heavy Boiler Plate, Elixir of Full Health
10. Canteens, Ammo
11. Crowbar
12. Medical Bag, Canteens, Shells, Stuck Door
13. Dynamite
14. Double Barrel Shotgun
15. Vantage Points
16. Brass Key
17. Secret Area: Elixir of Full Health, Medium Boiler Plate, Gold Bar
18. Secret Area: Medical Bags, Ammo
19. Brass Key Door
20. Medical Bag
21. Sawed-Off Shotgun, Elixir of Full Health, Sack of Gold
22. Ambush, Dynamite, Gold Bar
23. Bloody Mary Nash, Sack of Gold
24. Secret Area: Sheriff's Badge

OUTLAWS: THE OFFICIAL STRATEGY GUIDE

1. AN EARLY SECRET

Secret Place: Be sure and gather all the ammo before you explore the Secret Place near the mission's beginning. You'll have to shove back the box to access the tunnel, and aim quickly to dispatch the nest of spiders. Inside wait more ammo and a goodly Canteen stash, as well as an idol of familiar origin. Notice that to exit the area, you must simultaneously jump and crouch as you run. Get used to that maneuver. Also, if you return to the area in a few minutes, you'll notice that the Canteens regenerate. There's very little health in the first part of this mission, so be prepared to make a quick trip back to the cave should the need arise.

2. THINNING THE CROWD

Stay low and left as you approach town, and apply the Rifle from long range. Expect several villains to rush up and make their way toward you from the left, out of your line of sight until they're standing smack in front of you. When the crowd has thinned, move quickly to the far right of the structure, and work around it, back and forth, to relieve the bad guys of their belongings. After dealing with everyone who might pursue you from that small "tunnel" area, loop around toward the front door to deal with any malingerers on the porch.

3. THE FRONT DOOR

From the porch, stand right of the door and open it. The window behind you affords a good opportunity to surprise the considerable force inside, with a convenient attack angle on some crouching foes. Use Bullets, not Cartridges, if you have a choice.

HISTORICAL MISSION 3: BLOODY MARY NASH

4. THE RIFLE SCOPE

Crouch down and dispense Bullets from one end of the long hall. On the table waits the Rifle Scope; claim it by moving low and left. Once you have the prize, creep back to the hallway and open the sliding door you passed, dispatching foes and gathering ammo.

5. INTO THE GREAT WIDE OPEN

Use the table where the Rifle Scope rested for cover; then peek down the hall and test the scope to enter this room. Take up a position in the corner to your left as you enter, and snipe for a while longer before making a run at the Ash Inc. Semi-Portable Gatling Gun.

6. HEAVY BOILER PLATE

Work from the left, initially, to thin out the far-right corner of the large room. If you can manage to stand without attracting too much attention, the Sniper Scope on the Rifle can help you line up Gatling Gun blasts. When the right-hand side of the room is clear, take up a position behind the low box just to your right as you enter. You're fighting toward a hallway in the far corner, past the Heavy Boiler Plate.

7. CLEAR A PATH

Expend your Boiler Plate advancing down the hall, looking left to clear the stairs, and then entering the room on the right to clear the upper area there. A nasty bunch of villains waits below, and you're clearing a path between them and a Badge nearby, through the door you passed on the left when you entered the hall.

8. HOT BOX

Close the door behind you. Keep your eye on the irregular window at the far end of the room, and slay the lone outlaw hiding behind the furnace. Open the furnace panel and move quickly through the flames, picking up Gold Bars. The discolored wall section in the rear-right corner of the hot box is a sliding panel.



THE SIDE PANEL OF THE FURNACE
SLIDES ASIDE, ALLOWING YOU TO
TIPTOE THROUGH THE
FLAMES WITHIN.

HISTORICAL MISSION 3: BLOODY MARY NASH

9. THE SHERIFF'S BADGE

Secret Area: Slide aside the panel in the back of the furnace to find a Sheriff's Badge, another Heavy Boiler Plate, and an Elixir of Full Health. Pin on the Badge and head for the aforementioned bad guys.

10. BELOW THE TANK

Crouch and back onto the staircase to gain some cover while you sentence the criminals. There's Canteens aplenty and ammo to match down below. Follow the nearby hallway, ready for an ambush shortly after you notice the staircase leading up. Don't overlook the box of Bullets beyond the bad guys.

11. THE CROWBAR

Follow the staircase up to the water tank that holds the Crowbar and an Elixir of Full Health. Now double back and take the stairway leading up from the wide hallway at 7.

12. STUCK DOOR

Slay the outlaws and don't overlook the Medical Bag, Canteens, and Shells on the shelf. Use the Crowbar on the door that needs prying, and notice that the Brass Key Door is on your right.

13. FINALLY: DYNAMITE

Circle left on the second tier: Finally, discover two sticks of Dynamite when the walkway connects to the adjacent large room.

14. TWIN BARRELS OF DEATH

Just past the Dynamite and to the left lies the Double Barrel Shotgun. Continue around the perimeter until you see the Medical Bag and the ramp leading up to the third tier.

15. THE SECOND HOLE

Round the upper level, mindful of lurking gunmen, especially in the room at the end of the long hall. Snipe through both sides of the large hole in the floor, but don't drop down! Enter the nearby small chamber and discover another hole giving access to a familiar ledge.

HISTORICAL MISSION 3: BLOODY MARY NASH

16. THE BRASS KEY

The Brass Key rests on the floor of the small room, which should be clear if you did a good job from above. The small room also provides a good shot at the outlaw across the way guarding the safe. Before you apply the key, sidetrack and use that Dynamite to blow open a couple of Secret Areas.



You'll notice you have two sticks of Dynamite, and there are three available Secret Areas. We advise you to leave the safe for later. It contains neither ammo nor power-ups.

17. A GOOD SIGN

Secret Area: Make your way to the front of the building, and use a stick of Dynamite on the "O'Patrick's Feed & Supply" sign near the front door. It blows open to reveal an Elixir of Full Health, a Medium Boiler Plate, and a Gold Bar.

18. SECRET STASH

Secret Area: In one corner of Room 6 is a box with a crack. Inside, a pair of Medical Bags and ammo await you.

19. THE BRASS KEY DOOR

Stay low opening the Brass Key Door (You can use the doorway where you previously applied the Crowbar for some cover.) Snipe before dropping through the hole in the floor, using the box below for cover.

20. BAG OF DEATH

If you picked off one of the lawless from above, you now only have to contend with the one waiting to ambush you from behind a large, wooden pillar. He's likely to notice you from across the room when you go for the Medical Bag you see, unless you approach the Bag from the left and scope him.

21. WALK THE WALK

Creep forward to either side of the walkway and target the outlaws below. Once the trouble is confined to one side of the room, the walkway itself can protect you as long as you crouch opposite incoming fire. On the ledge nearby rests the Sawed-Off Shotgun, and on the floor an Elixir of Full Health to tip before the final showdown begins. There's also a Sack of Gold, close to the box that helps you regain the walkway above.

HISTORICAL MISSION 3: BLOODY MARY NASH

22. AMBUSH AHEAD

A major ambush waits down the hall, so be ready to fall back and wait for enemies as soon as the crowd is alerted to your presence. Initially, the villains are all on your left, but then you must watch for foes to emerge from the adjacent room on the right as you gather the goods. There's plenty of ammo and Canteens to be had, as well as two more sticks of Dynamite and a Gold Bar.

23. BLOODY MARY NASH

Below the room with the holes in the floor waits the boss, and she has plenty of company. Try to snipe, and coax villains up the stairway, before venturing down that route. The trick to taking Bloody Mary Nash alive is a trick



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

indeed. Her protective undergarments let her laugh off a thrown Knife, so you must stay mobile, and lure her around a corner to get close enough for the stick. If you buttonhook left at the bottom of the stairs and slay any outlaws in the long narrow hallway, that space can serve well to make the crowd come at you single file. When Mary comes to investigate, let her have it, and then claim the nearby Sack of Gold. (Speaking of which—don't forget to crack the safe near the Brass Key ledge before you saddle up.)

24. BLOW THE SAFE

Secret Area: Dispatch the guard near the safe if you didn't snipe him on your way to the Brass Key ledge. Apply the Dynamite to claim the Sheriff's Badge inside.



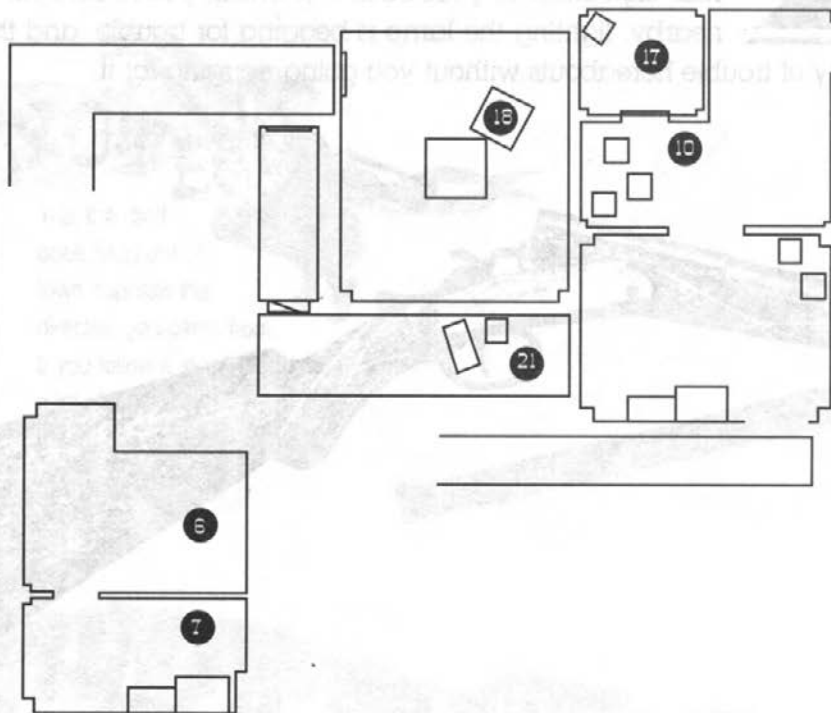
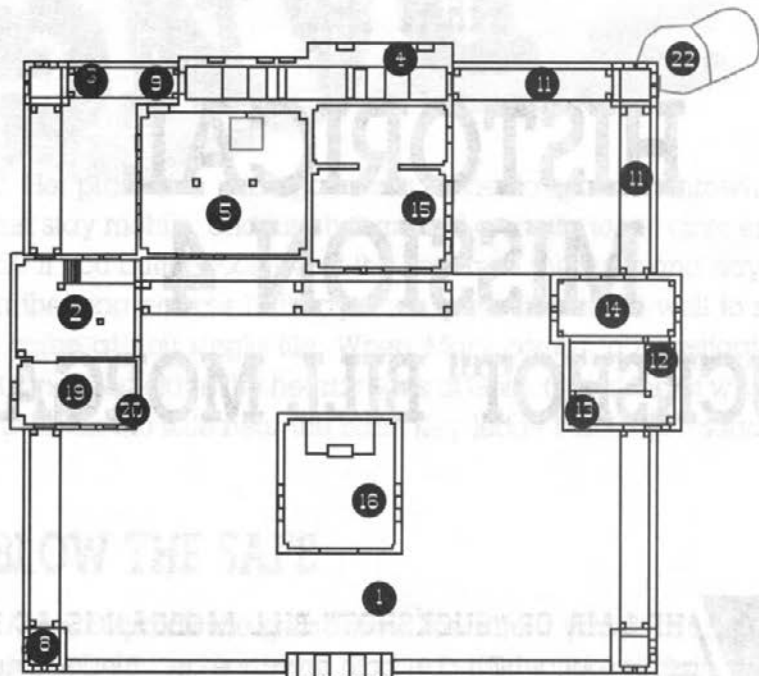
Yes, the road does head out of town opposite the direction you came from. If you follow it, don't waste a lot of time trying to make the leap to the other side of the chasm. ...

HISTORICAL MISSION 4 "BUCKSHOT" BILL MORGAN

OUTLAWS: THE OFFICIAL STRATEGY GUIDE

THE LAIR OF "BUCKSHOT" BILL MORGAN IS AS DARK as his soul, which can both advance and hinder your own homicidal tendencies. Plenty of Oil lies around (and you can use it if you don't mind the Outlaws equivalent of a "Shoot Me!" sign stuck to your back ...). Unless you're sure no one's nearby, lighting the lamp is begging for trouble, and there's plenty of trouble hereabouts without you going begging for it.





HISTORICAL MISSION 4: "BUCKSHOT" BILL MORGAN

1. Yard Area
2. Steel Key Door
3. Oil
4. Rifle Scope, Medical Bag
5. Canteens, Box of Bullets, Knife
6. Sheriff's Badge
7. Cartridges, Medical Bag
8. Gold Bar
9. Knives
10. Gold Bars, Brass Key
11. Vantage Point
12. Brass Key Door, Gold Bar
13. Brass Key
14. Oil
15. Oil
16. Gold Bar, Bullets, Cartridges, Oil
17. Steel Key, Double Barrel Shotgun, Dynamite, Shells
18. Steel Key Door, Shovel
19. Oil, Hole to Dig
20. Crowbar, Dynamite, Sack of Gold
21. "Buckshot" Bill Morgan, Sack of Gold, Sawed-Off Shotgun
22. Sacks of Gold

OUTLAW: THE OFFICIAL STRATEGY GUIDE

1. PLAYING IN THE YARD

Relieve the guards in front of the fort. You're bound to attract attention, but notice that if you put one of the guards between you and the red-shirt in the central building, he'll aid your cause. You want to work your way to the left inside the entrance—unless you need the Canteens in the corner to your right—sticking to the wall and taking up a position behind the outlaw in the shadows. If you kill him with your fist, you're less likely to be noticed. Around the corner to your left is a guard at ground level, and perhaps one on the walkway above. To the left as you approach the ground-level gunman is an open doorway, concealed in the shadows of the walkway.

2. A STEEL KEY DOOR

Enter the room cautious of the windows on your right and sip from Canteens before returning fire—not through the windows but by creeping around the lower-left edge of the staircase. Notice the nearby Steel Key door. It's one of two; actually, and the second that you'll want to open.

3. CLOSE TO YOUR GOAL

Stick to the left wall and, when the coast is relatively clear, move quickly to the far corner of the area. You'll find a hallway beneath the ledge if you keep circling to the left, past the corner where you find the Oil.

HISTORICAL MISSION 4: "BUCKSHOT" BILL MORGAN

4. THE RIFLE SCOPE

In the hallway, use the cover of darkness to slay the two outlaws ahead; gain the Rifle Scope and a Medical Bag, as well as several Canteens.

5. HEAD FOR THE STAIRS

From the far wall near where you entered the yard, snipe the villain in the dimly lit room. Move quickly to gather the Canteens, box of Bullets, and Knife, and repel anyone approaching the opposite doorway, mindful of the gunman on the walkway above. On your way back to the stairs, pause to snipe the two tower gunmen on that side of the fort; climbing the stairs is hard enough without having to worry about those two when you finally reach the top.

6. THE SHERIFF'S BADGE

Upstairs, watch the walkway and wait to grab up the Sheriff's Badge until after you've cleaned out the perimeter area.

7. GO IN BLASTING

In the room next door waits a significant stash of Cartridges, as well as a Medical Bag and other ammo. Enter the area quickly and brutally.

8. GOOD AS GOLD

A quick trip into the nearby tower nets more ammo and a Gold Bar.

9. STEEL KEY DOOR, STUCK DOOR

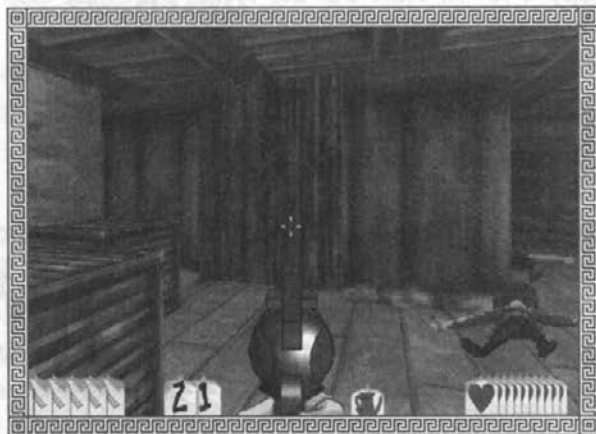
Three Knives wait on the floor of the tower ... perhaps intended for something farther down the walkway, beyond another Steel Key door? Or is it door number two, which requires the Crowbar to open? Note the location, already. ...

HISTORICAL MISSION 4: "BUCKSHOT" BILL MORGAN

10. BRASS KEY DOOR

Before you venture onto the wooden walkway, run down and make sure there are no potential snipers in the yard below. Grab the Badge and enter the room at the far end of the walk ready to dispense justice. Expect more trouble in the adjacent room, and a couple of Gold Bars mixed in with the ammo. To the right of the boxes, in the shadows, is the Brass Key door.

A QUICK TOGGLE OF THE LAMP
REVEALS THE BRASS KEY DOOR
IN ROOM 10.



11. MORE MINTY FRESHNESS

If you return to the wooden walkway, you'll find it may afford you some scoping opportunities into lit windows. Likewise, the area on either side of the too-bright tower affords plenty of long-range action.

12. FAUX BRASS KEY DOOR

When you come to the second door requiring the Brass Key, jump the low wall to its right to bypass it, remaining on the upper level. Take out the tower gunman and go grab his Gold Bar.

13. THE BRASS KEY

Backtrack to the nearby room with the faux Brass Key door, face it, and turn left. Follow the wall to discover a hole in the walkway—and the Brass Key. If no one's left to shoot at from above, hop down to ground level.

14. OIL?

In the lit room next door to the Brass Key box an Oil refill waits.



HISTORICAL MISSION 4: "BUCKSHOT" BILL MORGAN

15. MORE OIL?

A smattering of ammo litters the lit room across the yard from the previous one. The adjoining darkened room contains still more Oil.

16. THE CENTRAL STRUCTURE

In the lit building in the center of the fort you'll find a Gold Bar, along with a box of both Bullets and Cartridges. And some more Oil. Now head back for the shadowed Brass Key door.

17. THE STEEL KEY

Beyond the Brass Key door waits the Steel Key and the Double Barrel Shotgun in a small, unguarded room. There are also a couple of sticks of Dynamite (and remember the two boxes of Shells behind the door when it's time to reload).



18. DOOR 1: THE SHOVEL

Through the tower where you picked up the three Knives earlier lies the pertinent Steel Key door, along with another portal, stuck fast. Open the Steel Key door mindful of the sniper behind the boxes dead ahead, and claim the Shovel off those boxes when the dust settles. Now head for the Steel Key door in Room 2.

19. DOOR 2: DIG IT

Slay the lone guard beyond the second Steel Key door, and note the depression in the corner of the room. Grab the Oil can nearby and use the Shovel to dig yourself a hole.



HISTORICAL MISSION 4: "BUCKSHOT" BILL MORGAN



STAND IN THE SMALL DEPRESSION,
USE THE SHOVEL TO ACCESS A
SMALL UNDERGROUND AREA, AND
LAY HANDS ON THE CROWBAR.

20. THE CROWBAR

Down below, splatter the spiders—carefully!—and claim the Crowbar, along with two more sticks of Dynamite and a Sack of Gold.

21. "BUCKSHOT" BILL MORGAN

Pry open the Crowbar door and deal death. The boss waits around the corner to the left, ready to take cover behind some boxes. Lay down a suppressing fire; then rush up to the other side of the boxes if you intend to apply the blade. You can either go for the arc, or try rushing around one side while crouched to close in for a stab. Attempting to stand and throw and crouch again is a dangerous prospect. When "Buckshot" Bill Morgan drops, collect the Sack of Gold and the Sawed-Off Shotgun: Fortunately, there are a few targets remaining outside the fort walls.

22. THE FINAL TOUCH

Exit the front of the fort and circle left to discover a campsite near a nest of spiders. If the gunman isn't evident, he's probably down in the hole near the fort's tower. Dynamite, anyone? Two Sacks of Gold also wait below. You're now free to hit the trail.

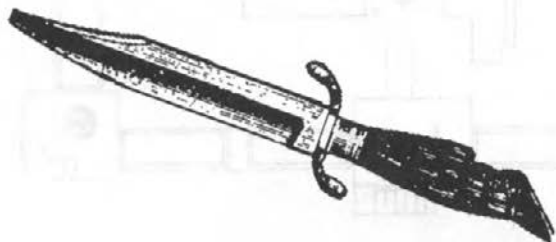


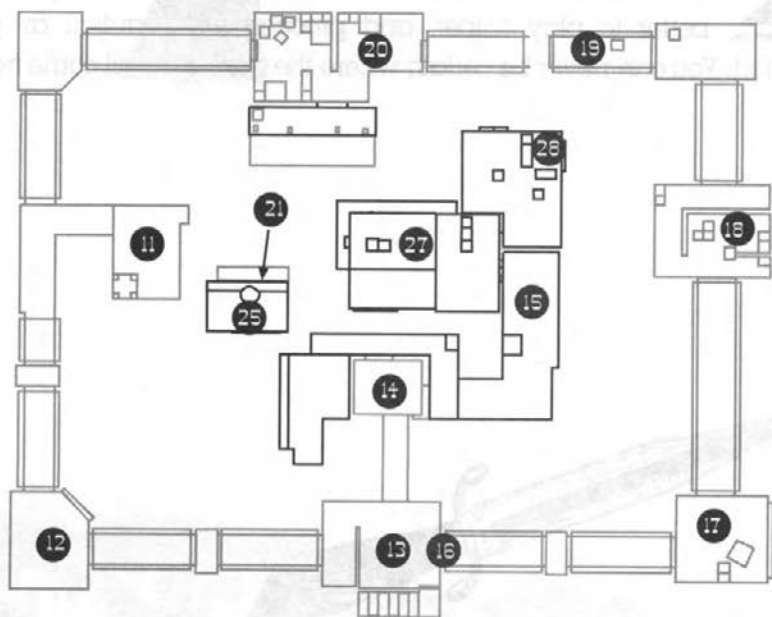
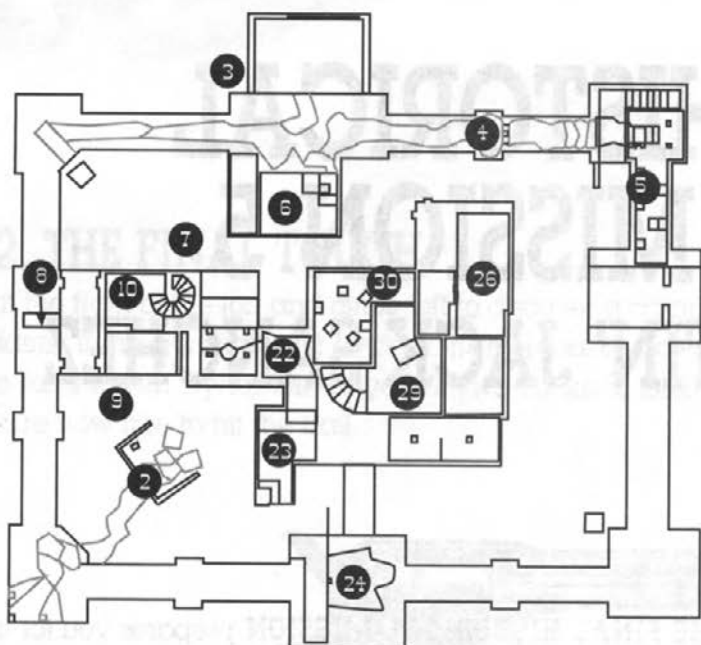
HISTORICAL MISSION 5 SPITTIN' JACK SANCHEZ

OUTLAWS: THE OFFICIAL STRATEGY GUIDE



THE FINAL HISTORICAL MISSION prepares you for the rest of the story, relentlessly combining sniper attacks and close combat. Ammo is scarce as the mission begins, but Bullets abound further on. Conserve Cartridges, the better to play sniper, and proceed with caution as you explore the fort: You can never be certain where the next shot will come from.





HISTORICAL MISSION 5: SPITTIN' JACK SANCHEZ

1. Medical Bag
2. Dynamite, Medical Bag
3. Bullets
4. Cracked Wall
5. Secret Area: Ammo, Elixir of Full Health, Switch
6. Iron Key, Knife, Canteens, Ammo
7. Yard
8. Secret Area: Dynamite, Elixir of Full Health, Heavy Boiler Plate, Canteens
9. Iron Key Door, Rifle Scope, Sawed-Off Shotgun
10. Bullets, Stairway
11. Canteens
12. Canteens, Ammo
13. Brass Key Doors
14. Shells, Dynamite
15. Brass Key
16. Brass Key Door
17. Bullets
18. Steel Key, Bullets, Shells
19. Medical Bag, Canteens
20. Steel Key Door, Elixir of Full Health, Dynamite, Ammo
21. Sheriff's Badge, Ammo, Elixir of Full Health
22. Dynamite
23. Shotgun, Ammo
24. Elixir of Full Health
25. Secret Area: Elixir of Full Health, Medium Boiler Plate, Sack of Gold
26. Dynamite, Bullets
27. Long Window
28. Crowbar, Stuck Door
29. Gold Bars, Knives
30. Spittin' Sanchez, Sack of Gold

OUTLAW: THE OFFICIAL STRATEGY GUIDE

1. CIRCLE LEFT

Grab up the Medical Bag and follow the ledge around to the left side of the fort. Hug the exterior wall until you reach the far corner. The base of the tower there is chipped away, and a tunnel leads under the wall.

2. SO CLOSE ...

Follow the tunnel until it emerges behind two boxes in the center of a yard inside. The box on the left as you emerge has the Rifle Scope atop it, while the one on the right sports the Sawed-Off Shotgun. This early in the mission, and considering the huge crowd outside, claiming the prizes is very risky. But you can easily grab the stick of Dynamite—don't toss it here—and the nearby Medical Bag and ammo, and then retreat down the tunnel.

3. THE CORRAL

Exit the tunnel and continue on around the fort. Lay claim to a box of Bullets outside the corral, and enter. A rifleman guards a different, spider-infested, tunnel at the back of the corral.

HISTORICAL MISSION 5: SPITTIN' JACK SANCHEZ

4. THE TUNNELS

Look immediately to your left as you enter the underground. You can go and grab a Canteen to the right, but return to follow the narrow tunnel, bearing left to locate a crack in the wall. Blow it open with your stick of Dynamite.

5. MAJOR STASH

Secret Area: Follow the tunnel and look to your right as you ascend the stairs. An outlaw waits in the boxes, and you should move quickly in his direction—his back is turned—as soon as you pick up the nearby ammo. The outlaws outside the window spot you as you close in on the kill, but the boxes provide quick cover once you've done the deed. Ammo of all kinds abounds, along with a Sack of Gold. Beyond the boxes, near an Elixir of Full Health, the switch raises the bars on the window. Throw it in case you want to come back for something.

6. THE IRON KEY

Move quickly back into the underground, through the blown wall, and bear left to a room of stacked boxes. Pop up and blast the outlaw; then collect the Iron Key from his fallen form. Shells and a Knife lie nearby. In the adjacent room, a pair of villains guard several Canteens, and one drops Cartridges upon his demise. Snipe from the window, then open the door in the adjacent room to continue your assault on the yard.

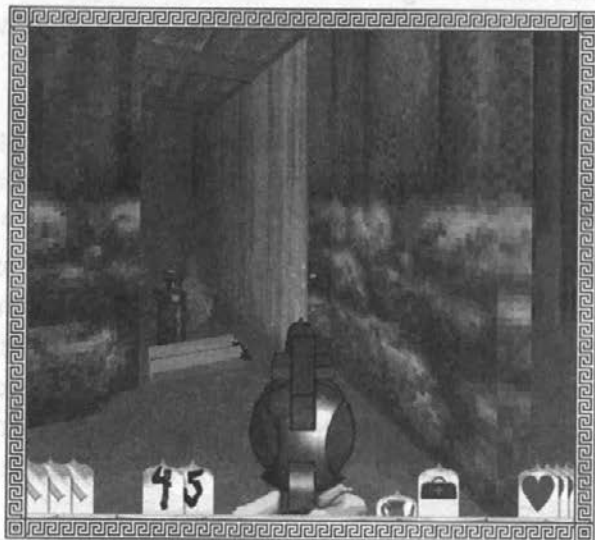
7. TOWARD THE SHADOWS

Once you've subdued the crowd in the outside area, look to your left: You can see a distant, shadowy avenue across the courtyard. A nearby path slopes down into darkness, but avoid that for now, and make haste across the wide open. One or two foes (depending on your sniping acumen) await you in the shadows, near the entrance to a Secret Area.

8. CLOSET OF HEALTH

Secret Area: A hidden door on your right opens to reveal more Dynamite, an Elixir of Full Health, a Heavy Boiler Plate and even a couple of Canteens for later. The small closet also provides excellent cover as you assault the adjacent courtyard, where you can see the boxes you cringed behind earlier.

THE SECRET AREA IS NOT ONLY HEALTHY, BUT THE OPEN DOOR PROVIDES GREAT COVER.



HISTORICAL MISSION 5: SPITTIN' JACK SANCHEZ

9. IRON KEY DOOR

Out of the shadowy underpass, the Iron Key door is on your immediate left. To enter, however, you must clear a major posse; expect more outlaws to bail into the fray from the tower above. It's also prudent to snipe through the windows into the small room beyond the pertinent portal, using the fence for cover. You're bound to get the attention of some foes in an adjacent outside area as you take care of business, so work quickly to claim the Rifle Scope and Sawed-Off Shotgun from atop the boxes, and apply the Iron Key to the door.

10. AN UPWARD STAIRCASE

Beyond the Iron Key door (which you should close behind you as quickly as possible), a trio of bad men guards a box of Bullets ... and a stairway spiraling up.

11. UPSTAIRS

Don't overlook the Canteens beneath the table when the scum succumb. When you reach the walkway encircling the fort, make a left, and strap on the Scope.

12. THE UPPER AREA

More Canteens wait in the tower, and a goodly amount of ammo in boxes and from the sentries.

13. BRASS KEY DOORS

Slay the guards, near two Brass Key doors, and proceed down the hall.

14. SNIPER'S PERCH

A small room with a box of Shells and a stick of Dynamite on the floor also features a window prime for sniping. Stop as you enter the light and dispense death to your right before claiming the stash.

15. THE BRASS KEY

On the ledge outside, a redshirt clutches the Brass Key. Expect a hail of gunfire from the nearby walkways. Once you've got the key and any ammo that's handy, beat feet back inside the hall.

HISTORICAL MISSION 5: SPITTIN' JACK SANCHEZ

16. BRASS KEY DOOR

Open the Brass Key door on the left as you reenter Room 13, and clean up on the walkway. The Double Barrel Shotgun waits in the small enclosure just ahead.

17. WATCH THE BOXES

A box of Bullets lies inside the large tower, as does anyone you didn't knock off the nearby walkway en route to the Brass Key.

18. THE STEEL KEY

In the next tower, advance through the boxes to a central chamber. Turn right to see a box of Bullets. Leap up to claim it, and you're eye-to-eye with the Steel Key. Expect more trouble in the next room, as well as a convenient box of Shells.

19. MEDICAL BAG, CANTEENS, AMMO

Cleanse the walkway, and gather a Medical Bag as well as quite a few Canteens along with the ammo. You'll pass a Brass Key door that makes a familiar connection with the lower level—did you leave anything in Room 5?—then spy the Steel Key door.

20. THE STEEL KEY DOOR

Dispense bullets liberally—there's plenty of ammo hereabouts—and don't overlook the Elixir of Full Health in the sniper nest, though you'll want to save it for later. Grab the Dynamite and ammo atop the box, and look to the ledge outside.

21. THE SHERIFF'S BADGE

From the ledge outside, you can see a Sheriff's Badge, to the right of a window you'll want to be wary of. There's also certain to be some hostility below, so now might be a good time to lose a stick of Dynamite or three. When the coast is clear, leap to the ledge near the window, and from there to the ledge with the Badge, gathering more ammo and an Elixir of Full Health in the process.

22. DARKNESS AND DYNAMITE

Hop to ground level, where the slope heads down into darkness near Room 6, and be ready for lurking outlaws in the courtyard above the darkened area. There's a window on the left downstairs, and a stairway leading up near a Dynamite pile. Dispense mucho ammo with that Badge in effect, and you can have a serious impact on quite a few of the mission's remaining villains.

HISTORICAL MISSION 5: SPITTIN' JACK SANCHEZ

23. THE SHOTGUN

Upstairs, a small room with the Shotgun and ammo is home to a pair of outlaws.

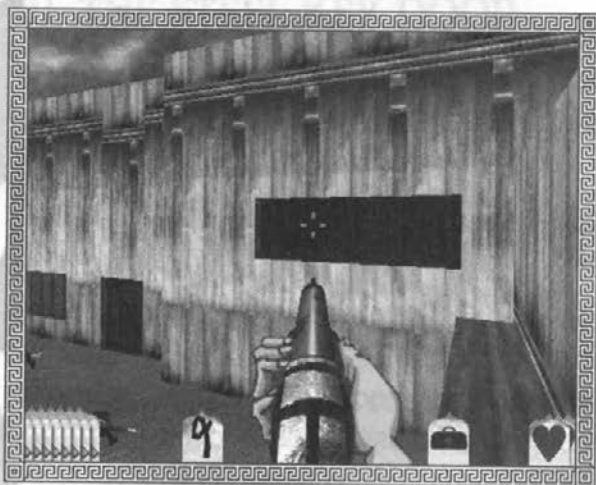
24. PRECIOUS ELIXIR

Across the narrow outside avenue a dark hall holds an Elixir of Full Health. A stairway beyond leads back up to Room 16, but continue to clean the outside area while the Badge lasts. Before backtracking to the ledge (20) and the wide window, pause to pilfer the mission's final Secret Area.

25. SNEAKY SECRET

Secret Area: Hop to the top of the box where you picked up the Sawed-Off Shotgun in 9. Above and to the right of the Iron Key door is a window. If you hop to the fence near the boxes, and run along it, you can jump to a narrow ledge on a building to the right of the window. From there, deal with the rifleman inside, and leap through the window to claim your prizes—an Elixir of Full Health, a Medium Boiler Plate and a Sack of Gold. The hole in the floor leads back to the dark area near 6.





FROM THE LEDGE ABOVE THE COURTYARD YOU CAN LEAP TO A SECRETIVE WINDOW.

26. BARRED FROM THE BOSS

Back at ground level, circle to the fort's main entrance, cleaning up the yard, and enter the nearby door. Stay low, and gather the sticks of Dynamite and ammo. When you enter the adjacent room, bars drop to seal off the portals on the opposite side. You can shoot across the room without triggering the bars to drop, but anything larger than a bullet does the deed. The boss is nearby, but you must return to the ledge (20) and leap through that long window to get within spittin' distance of Sanchez.

HISTORICAL MISSION 5: SPITTIN' JACK SANCHEZ

27. THE LONG WINDOW

Return to the ledge beyond the Steel Key door, and leap in the direction of the long window. You can leap easily to the right of the window, as the distant ledge rounds that corner.

28. CROWBAR, STUCK DOOR

On the other side of the window, you'll find some indication of how good a sniper you are. A crowbar waits in a sniper's nest in an adjacent room. In a hallway nearby you'll discover a stuck door.



OUTLAWS: THE OFFICIAL STRATEGY GUIDE

29. THE FINAL HAUL

Beyond the door you needed the crowbar to open, a spiral stairway leads down to the rooms the bars obstructed, except this time you're on the business side of the obstructions. Lead with Dynamite, and don't overlook the Gold Bars in the anterooms. Round the corner to the left to meet the boss.

30. SPITTIN' SANCHEZ

Use the many boxes to provide cover, and close the gap on Spittin' Sanchez whenever he isn't firing in your direction. Crouching down and rushing him with the Knife in motion generally does the trick, as long as he isn't set and waiting for you to try it. Grab up that Sack of Gold, and hit the dusty trail.



MULTIPLAYER OUTLAWS A WHOLE NEW GAME

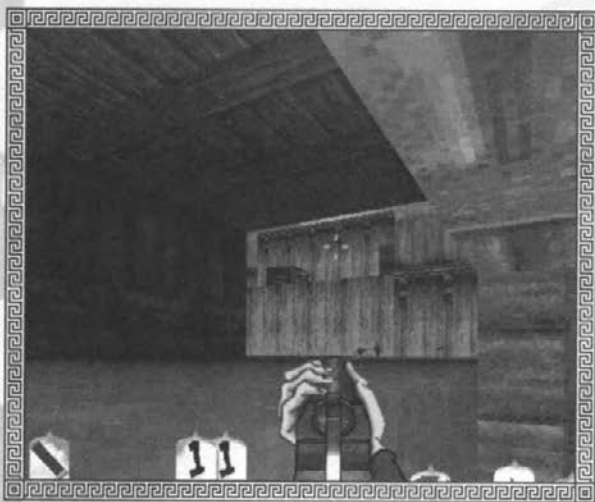
FOR FANS OF THE 3-D GENRE, Outlaws' multiplayer world offers gameplay on the cutting edge. Not only have the levels been tailored specifically to the multiplayer game, but players can choose from four different game formats—three plus the standard Deathmatch.

The manual carefully details the rules of engagement for each, so we won't drag you through a rehash. Still, a few other unique aspects of multiplayer Outlaws merit special consideration.

A WIDE-OPEN GUNFIGHT

Unlike 3-D games you may be familiar with, *Outlaws'* wide-open spaces mean you'll spend a lot less time covering doorways from within a room, and a lot more time trying to figure out who the hell is shooting at you, and from where.

For that reason, getting familiar with the level design is absolutely essential. Seizing the initiative becomes crucial, and you don't have time to get lost. If you don't move quickly and efficiently to gather weapons, you quickly attract attention as you wander, and once you're being stalked it can be very hard to regain the upper hand.



PLACES YOU'VE NEVER SEEN
BEFORE APPEAR IN MULTIPLAYER
MODE. ... HOW WOULD YOU LIKE TO
LEARN ABOUT THEM?

MULTIPLAYER OUTLAWS

Three things you can do before joining a game will go a long way toward increasing your enjoyment of the experience. They're simple, but critical.

- ♣ Enter and explore each level.
- ♣ Study the maps in this section.
- ♣ Learn to use the mouse.

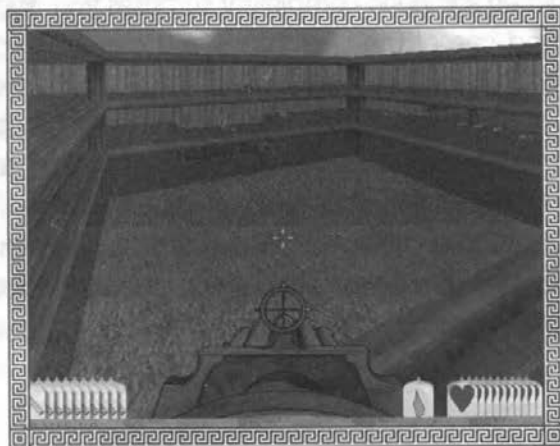
It's hard to overemphasize these three points, but we'll try.

EXPLORATION

Mission layout in multiplayer mode is familiar if you've played through the historicals, because five of the six levels are derived from those missions. Still, it's different enough to confuse you the first couple of times you play if you don't have any first-hand experience.

You'll find that walls, doors, and windows are placed differently, not just weapons and ammo. Access from one area to another may have changed, and all manner of sniping positions, from foxholes to newly accessible rooftops, abound.

WAITING TO SEIZE AN ADVANTAGE. ...



The only good way to become familiar enough with the levels is to load 'em up and check 'em out. The best way to make sure you're not missing anything is to look at the maps.

THE MAPS

The meat of this section is the detailed maps of each mission, which include every weapon and power-up. Due to the structural alterations rampant in multiplayer, it behooves you to look over the maps just to make sure you don't miss anything important.

Refer to the callouts if you're having trouble locating a certain item: Often, a major weapon or power-up is hidden, and the single-player frame of reference may actually work against you in discovering the prize.

THE MOUSE

Seizing the initiative is the key to success in multiplayer Outlaws, just as it's the key to winning the single-player game.

Think about it: In single-player, you're most likely to pay with your life when someone completely surprises you. Such is also the case in multiplayer, and one of the best things you can do to gain that initial advantage is to become mildly proficient with the mouse as a means of weapon control.

The targeting benefits quickly become obvious, as the ability to place the cross hairs on a foe without performing minute key adjustments greatly decreases the time until you pull the trigger.

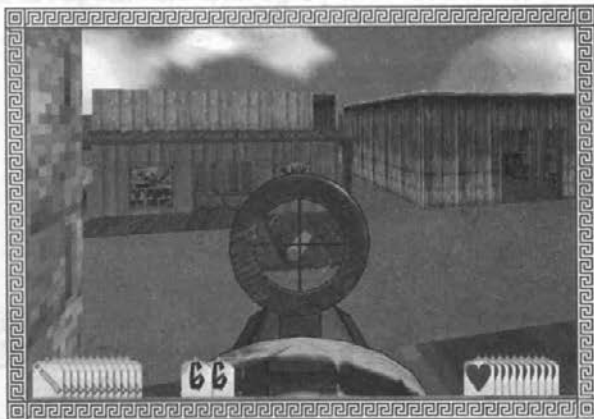
Another tremendous advantage the mouse provides is the ability to look in any direction quickly—even on the move—to keep an eye on structures and passageways.

MULTIPLAYER OUTLAWS

Finally, you'll notice a definite decrease in the time it takes you to reload your weapon with the mouse, so much so that even the Shotgun becomes formidable.

As one humble author discovered during a sunny afternoon with the Lucas testers: Learn the mouse, or become a convenient target for those who have.

HEY LOOK, EVERYBODY! FREE
DYNAMITE!



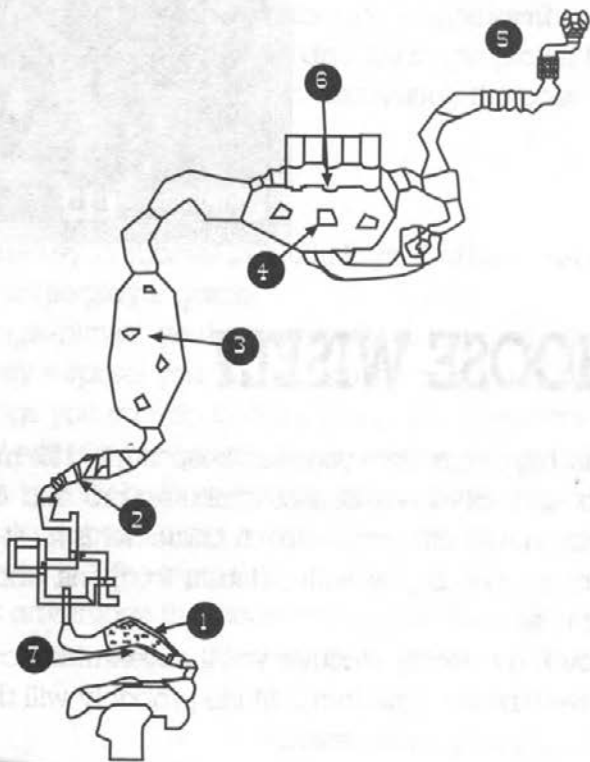
CHOOSE WISELY

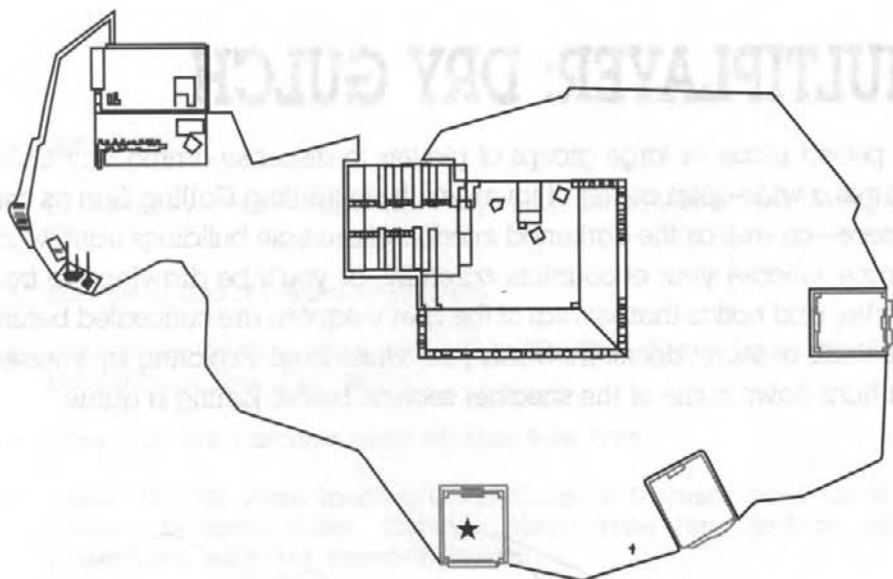
The last big-picture item you must keep in mind for multiplayer is that each of the six characters has distinct attributes, pro and con. The game manual describes these differences: Each character is most proficient at a different style of combat, begins with different weapons, and moves at a slightly different rate.

You must decide whether you'll accentuate your strengths or shore up your weaknesses, and that attitude probably will shift from the latter to the former as you gain experience.

MARSHALL'S CLUBHOUSE

Of the three clubhouse levels, the Marshall's mission is the only one which actually tasks you to do more than fire at targets. The theme, of course, is Indiana Jones, and you'll find that the level is laced with traps and tricks ... basically, a defensive and tactical struggle, where running at top speed is often the wisest course of action.

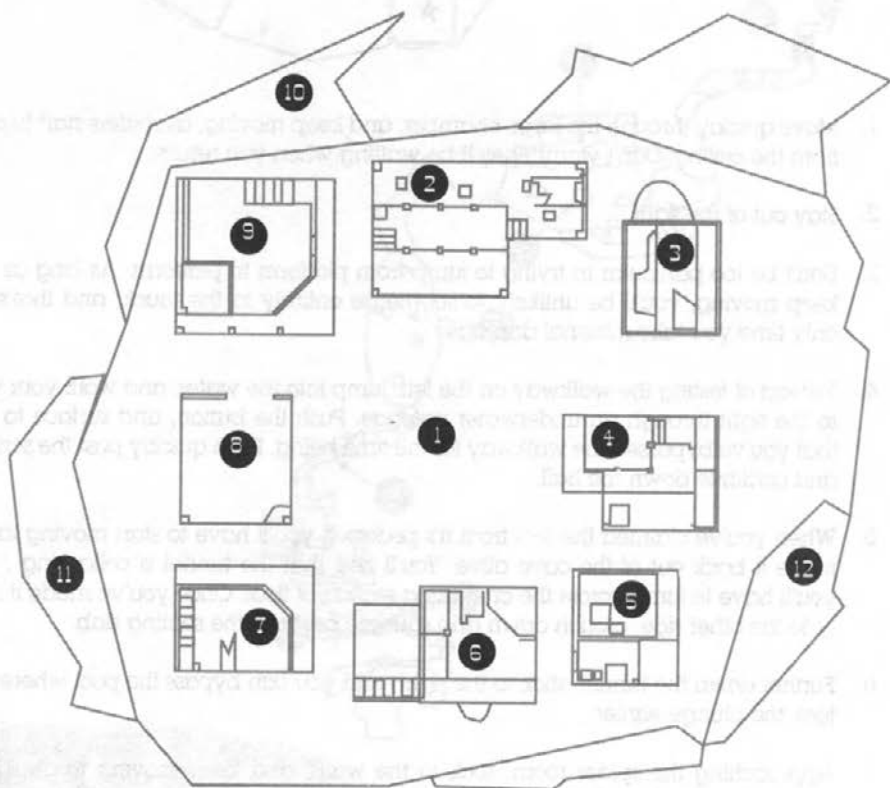




1. Move quickly through the large chamber, and keep moving, as spiders start to drop from the ceiling. Don't worry; they'll be waiting when you return.
2. Stay out of the light ...
3. Don't be too particular in trying to jump from platform to platform: As long as you keep moving, you'll be unlikely to submerge entirely in the muck, and that's the only time you take minimal damage.
4. Instead of testing the walkway on the left, jump into the water, and work your way to the right through an underwater passage. Push the button, and surface to find that you've bypassed the walkway for the time being. Rush quickly past the sentries and continue down the hall.
5. When you've claimed the idol from its pedestal, you'll have to start moving fast to make it back out of the cave alive. You'll find that the tunnel is collapsing, and you'll have to jump across the crumbling section of floor. Once you've made it safely to the other side, crouch down and squeeze beneath the sealing slab.
6. Further down the tunnel, stick to the right, and you can bypass the pool where you took the plunge earlier.
7. Approaching the spider room, stick to the walls, and keep moving to avoid the swarm that's gathered. The light is just up ahead ...

MULTIPLAYER: DRY GULCH

The perfect place for large groups of players to dispense ammo, Dry Gulch features a wide-open center of town—with an inviting Gatling Gun as centerpiece—as well as the darkened interiors of multiple buildings from which to snipe. Choose your encounters carefully, or you'll be drawing fire from all sides, and notice that several of the best weapons are concealed behind false walls or secret doors. It's worth your while to go exploring by yourself, and hunt down some of the sneakier secrets, before joining a game.

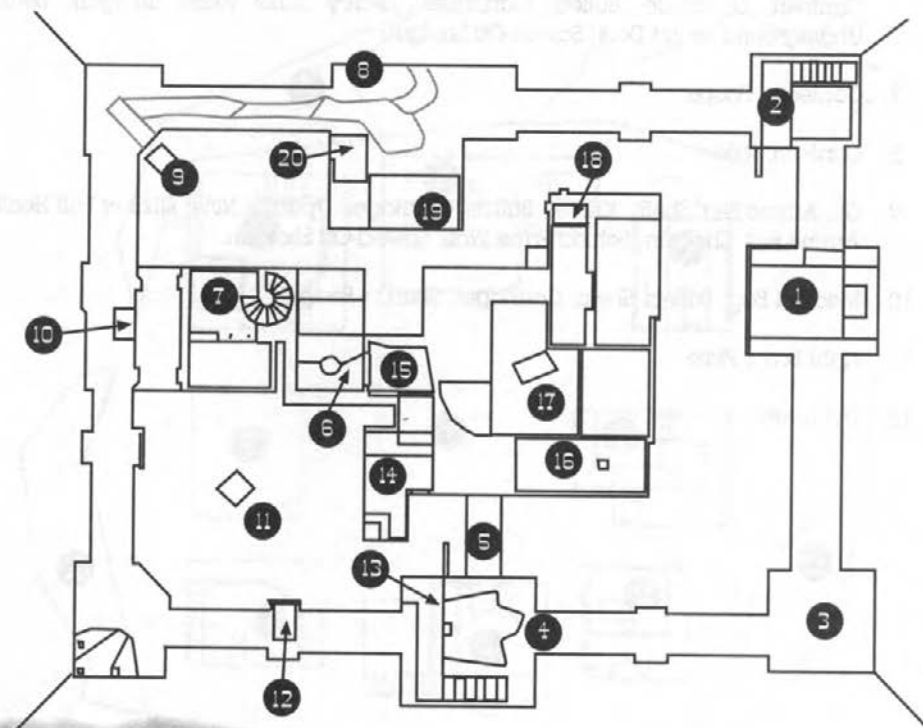


MULTIPLAYER DRY GULCH

1. Gatling Gun
2. Oil, Bullets, Dynamite, Shotgun. Below: Dynamite, Medium Boiler Plate, Gatling Gun Clip
3. Rifle. Below: Elixir of Full Health, Canteens -
4. Rifle. Upstairs: Oil, Medical Bag. Behind False Wall (Top of Stairs): Ammo Belt, Double Barrel Shotgun, Elixir of Full Health
5. Scope, Canteens, Cartridges, Shells, Medium Boiler Plate
6. Upstairs: Oil, Rifle, Acme Vanishing Cream, Canteens, Dynamite. Below: Oil, Shells, Canteen, Dynamite, Bullets, Cartridges, Heavy Boiler Plate, Shotgun. Behind Underground Secret Door: Sawed-Off Shotgun
7. Canteens, Scope
8. Canteen, Rifle
9. Oil, Ammo Belt, Shells, Knives, Bullets, Cartridges. Upstairs, Rifle, Elixir of Full Health, Ammo Belt, Shotgun. Behind False Wall: Sawed-Off Shotgun.
10. Medical Bag, Bullets, Shells, Cartridges, Sheriff's Badge
11. Light Boiler Plate
12. Dynamite

MULTIPLAYER: THE FORT

The Fort is a large circular structure stocked with all manner of weapons and power-ups, suitable for large teams of combatants. The multiple levels make almost any area dangerous, so keep your head on a swivel, or someone will put it atop a stake. If you can manage to break away from the action, the area of 6 holds a serious trove of goodies, and also provides a prime vantage point. In general, the darkened towers and building interiors provide plenty of places from which to spring your deadly trap, and don't overlook the devious potential of the switch in area 18.

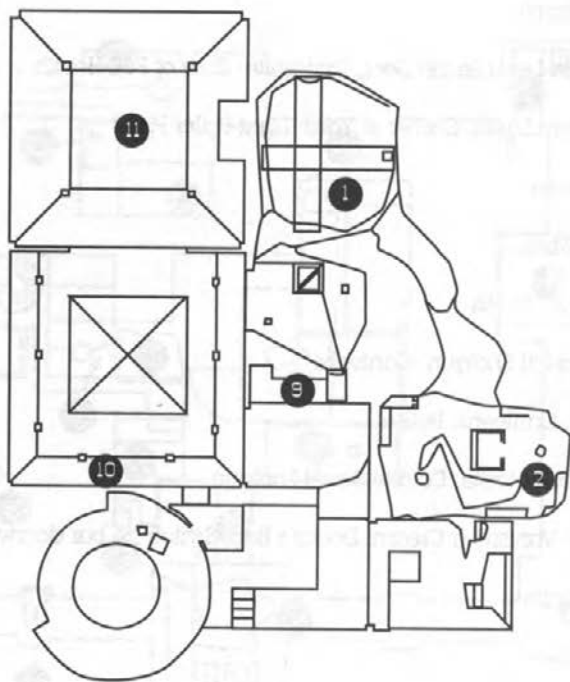


MULTIPLAYER: THE FORT

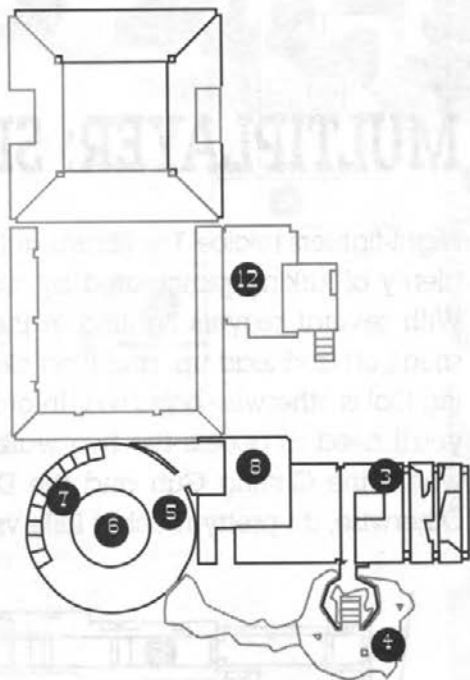
1. Pistol. In Foxhole: Light Boiler Plate, Knife. Upper Level: Bullets, Knife
2. Light Boiler Plate, Doctor's Bag
3. Upper Level: Gatling Gun Clip
4. Upper Level: Ammo Belt
5. Upper Level of Central Structure: Elixir of Full Health, Box of TNT (on rooftop), Gatling Gun, Medium Boiler Plate, Ammo Belt, Sawed-Off Shotgun (on ledge outside window).
6. Through Window near Box of TNT: Medical Bags, Double Barrel Shotgun, Heavy Boiler Plate, Shells, Ammo Belt, Elixir of Full Health, Rifle Scope
7. Upstairs: Shotgun (under table), Shells
8. Upper Level: Medium Boiler Plate, Canteens. Underground: Canteens
9. Rifle Scope
10. Ground Level Secret Door: Dynamite, Elixir of Full Health
11. Shotgun, Shells. Corner of Yard: Light Boiler Plate
12. Canteens
13. Rifle, Shells
14. Shotgun, Shells
15. Sawed-Off Shotgun, Canteens
16. Shells, Canteens, Bullets
17. Oil (under table) Double Barrel Shotgun
18. Acme Vanishing Cream, Doctor's Bag, Switch (to bar doorways of nearby room).
19. Dynamite
20. Bullets

MULTIPLAYER: THE GRANARY

The Granary is an intriguing mix of space, featuring the wide-open, multi-tiered larger chambers but also some smaller, more claustrophobic prowling grounds on the perimeter. As such, this is one of the most versatile levels in the Outlaws multiplayer experience, worth a look for almost any game mode. Two very capable players might Deathmatch at the Granary, though three or four combatants would probably be the norm. Be sure and notice the long one-way wall running the length of room 9, or someone else is sure to point it out to you in unkind fashion.



MULTIPLAYER: THE GRANARY

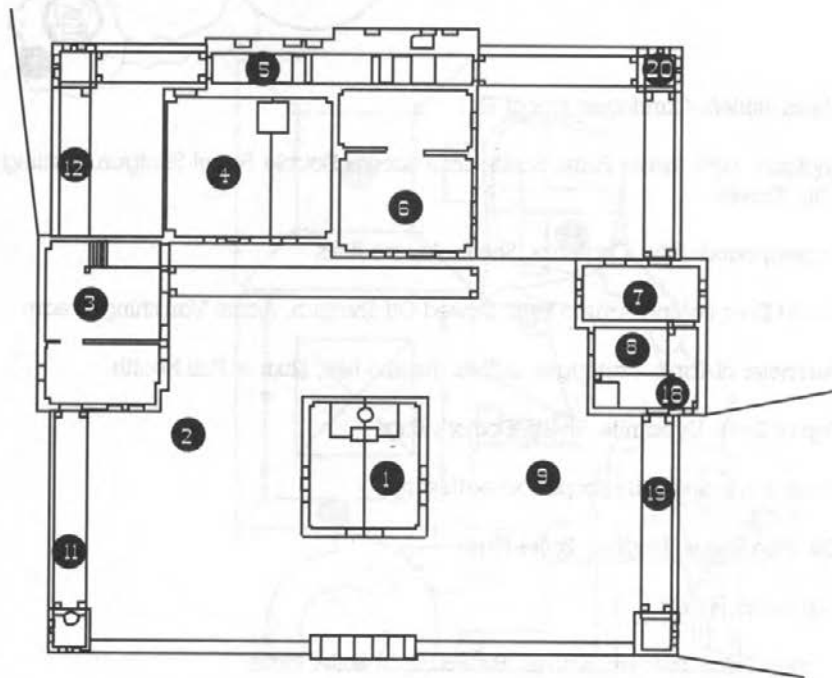


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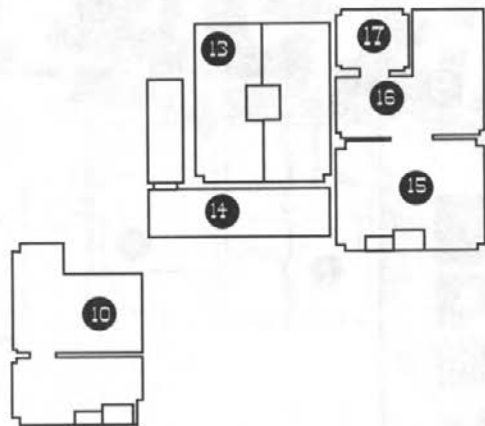
1. Shells, Bullets, Cartridges, Box of TNT
2. Shotgun, Light Boiler Plate, Shells, Rifle Scope, Double Barrel Shotgun, Gatling Gun Clip, Knives
3. Underground: Rifle, Canteens, Shells, Ammo Belts
4. Secret Door behind Ammo Belts: Sawed-Off Shotgun, Acme Vanishing Cream
5. Perimeter of Tank: Cartridges, Bullets, Ammo Belt, Elixir of Full Health
6. Top of Tank: Dynamite, Shells, Doctor's Bags
7. Shells (on stairs), Rifle Scope (beneath stairs)
8. Oil, Rifle Scope, Medium Boiler Plate
9. Canteens, Bullets
10. Second Tier: Canteens, Knives, Bullets, Light Boiler Plate
11. Ground Level: Bullets, Shells, Shotgun. Second Tier: Heavy Boiler Plate, Bullets, Canteens, Knives, Shells. Third Tier: Elixir of Full Health, Bullets, Sawed-Off Shotgun, Gatling Gun.
12. Rifle Scope, Shotgun

MULTIPLAYER: SIMMS AT NIGHT

Night-fighters rejoice! The Simms at Night level is a shadow's paradise, with plenty of lurking punctuated by surprise encounters of extreme violence. With several players fighting in the fort, you'll find it's relatively easy to sneak off and load up, and then close on your target while the unsuspecting fool is otherwise occupied. In order to stock the big weapons, however, you'll need to access the two walkways on either side of the fort: That's where the Gatling Gun and the Double Barrel Shotgun are hiding out. Otherwise, it's pretty much a Rifle vs. Pistol contest.



MULTIPLAYER: SIMMS AT NIGHT



1. Oil, Shotgun, Shells, Pistol, Light Boiler Plate
2. Yard: Canteens, Shells, Pistol (near door to 3)
3. Downstairs: Bullets, Light Boiler Plate
4. Elixirs(2) of Full Health, Oil
5. Bullets, Oil
6. Shells, Oil, Canteens, Box of TNT
7. Ammo Belt (outside door) Oils(2), Knives, Pistol
8. Oil (downstairs)
9. Yard: Canteen, Pistol
10. Upstairs from 3; Cartridges, Pistol, Bullets, Elixir of Full Health, Rifle Scope
11. Medical Bag, Gatling Gun, Heavy Boiler Plate, Rifle Scope, Sawed-Off Shotgun
12. Rifles(2), Cartridges, Box of TNT, Rifle Scope
13. Cartridges, Medical Bag, Acme Vanishing Cream
14. Rifle, Pistol
15. Oil (on walkway) Ammo Belt, Canteens
16. Dynamite, Shells
17. Shells, Medical Bag
18. (Above 7/8): Rifle, Medium Boiler Plate
19. Gatling Gun Clip, Double Barrel Shotguns(2), Medical Bag, Rifle Scope, Oil
20. Shells, Sawed-Off Shotgun

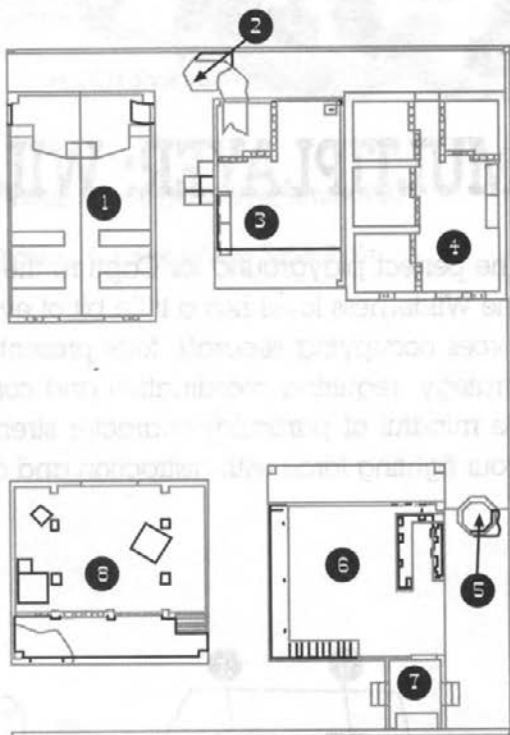
OUTLAWS: THE OFFICIAL STRATEGY GUIDE

MULTIPLAYER: SANCTUARY

A small section of the town of Sanctuary serves as a fast and furious battleground, light on Health and featuring a relatively limited supply of weaponry. Knowing the layout becomes essential, as there are few places where you can gain a respite from the fray. The Rifle Scope atop the building (3) is conveniently located, and the Double Barrel Shotgun (1) is the big stick everyone will be going for as the contest begins.



MULTIPLAYER: SANCTUARY

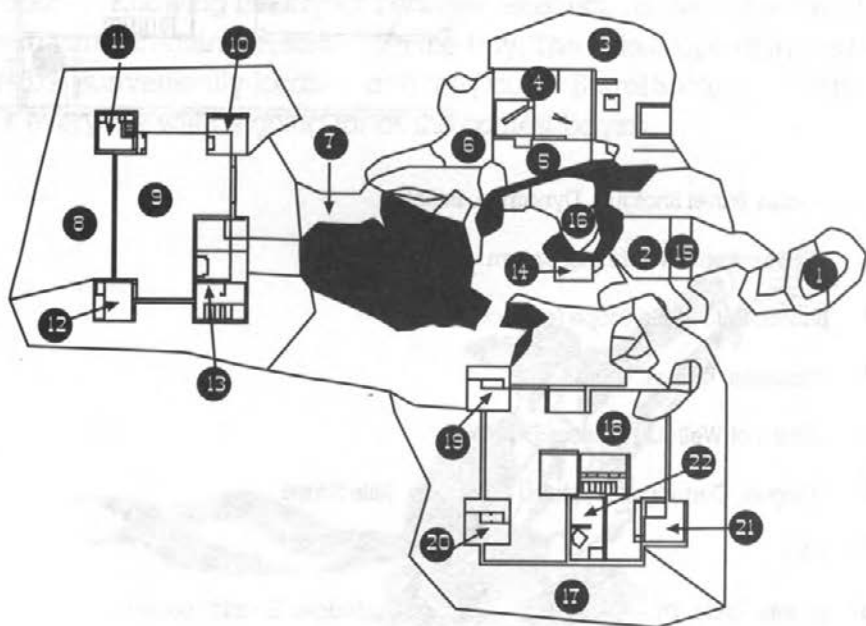


1. Double Barrel Shotgun, Dynamite, Bullets
2. In Hole: Acme Vanishing Cream
3. Bullets, Pistol, Rifle Scope (on roof)
4. Canteens, Knives, Shells
5. Bottom of Well: Light Boiler Plate
6. Shotgun, Cartridges. Upstairs: Dynamite, Rifle Scope
7. Rifle
8. Bullets, Knife, Dynamite, Pistol. Upstairs: Cartridges, Sheriff's Badge

OUTLAWS: THE OFFICIAL STRATEGY GUIDE

MULTIPLAYER: WILDERNESS

The perfect playground for Capture the Flag and large team encounters, the Wilderness level has a little bit of everything. Of course, two opposing forces occupying separate forts presents a whole new dimension to the strategy, requiring coordination and communication to get the job done. Be mindful of particular character strengths and weakness, and deploy your fighting force with distraction and duplicity in mind.



MULTIPLAYER: SANCTUARY

1. Acme Vanishing Cream, Box of TNT, Sawed-Off Shotgun
2. Light Boiler Plate
3. Cartridges, Gatling Gun Clip, Doctor's Bag, Rifle Scope, Bullets, Ammo Belt
4. Double Barrel Shotgun, Sawed-Off Shotgun, Canteens, Light Boiler Plate
5. Gatling Gun, Heavy Boiler Plate
6. Elixir of Full Health, Knives
7. Canteens
8. Fort Perimeter: Bullets(4), Cartridges
9. Yard: cartridges, Pistol, Rifle
10. Sawed-Off Shotgun, Shells
11. Rifle Scope, Shotgun
12. Canteens, Doctor's Bags, Elixir of Full Health
13. Medium Boiler Plate, Canteens, Elixir of Full Health (in closet beneath stairs). Upstairs:
Gatling Gun, Bullets, Shells, Cartridges
14. Rifle Scope, Canteens (on roof)
15. Rifle Scope, Ammo Belt
16. Medium Boiler Plate
17. Fort Perimeter: Cartridges
18. Yard: Pistols(2), Rifles(2), Cartridges, Bullets, Light Boiler Plate
19. Rifle Scope, Shotgun, Shells
20. Knives
21. Upstairs: Gatling Gun Clip, Bullets, Cartridges
22. Ammo Belt, Doctor's Bag, Elixir of Full Health, Sawed-Off Shotgun
23. Downstairs: Canteens, Elixir of Full Health (in secret closet). Upstairs: Ammo Belt

OUTLAW'S: THE OFFICIAL STRATEGY GUIDE

PROFILE OF THE OUTLAWS CREATIVE TEAM

DARON STINNETT

PROJECT LEADER

Computer gamers will probably recognize Daron Stinnett as the project leader of *Dark Forces*, a LucasArts title clearly bound for computing's Hall of Fame. So why did Stinnett turn to *Outlaws* instead of taking the reigns of the pending *Dark Forces* sequel? "I wanted something different," he says. "I wanted a project with its own personality, rather than just drawing from the Star Wars universe again." So he developed a story concept with game co-designer Stephen Shaw, commissioned a script from Matthew Jacobs, and guided the creation of the freshest, most original 3-D action shooter since *DOOM* ushered in the genre years ago.

As project leader, Stinnett's job is akin to that of a movie director, managing a highly collaborative process. "My primary task is to create a framework where people can contribute freely," he says. "I'm more tech-oriented, so I look for people with creative strengths. Then I let them do their thing." Although Stinnett had final say on all *Outlaws* design elements, his hands-on participation focused on programming the game's dastardly logic—that is, how the bad guys react to you as you move through their world. Even here, he's quick to share the credit. "Ryan Kauffman (the *Outlaws* object placement specialist) helped extensively in tuning the AI of the Ugly mode bad guys toward the end of the project," notes Stinnett.

A 17-year veteran of the computer gaming industry, Stinnett spent his first decade as a programmer doing contract jobs for companies like Sierra On-Line, Epyx, Electronic Arts, and Taito. In 1990, he joined Spectrum Holobyte and became director of the simulations department, where he managed the group that developed *Falcon 3.0*, another Hall of Fame candidate. He moved on to LucasArts in 1993 and soon took the mantle of project leader for *Dark Forces*.

STEPHEN SHAW

CO-DESIGNER/LEAD PROGRAMMER

Shortly after finishing his work as lead programmer on the LucasArts hit title *Full Throttle* in June of 1995, Stephen Shaw got a visit from Daron Stinnett, who wanted to do a western-style shooter that he called *Outlaws*. "I loved it!" says Shaw. "I grew up idolizing Clint Eastwood, the Man With No Name." Stinnett wanted someone to flesh out the *Outlaws* concept, so Shaw set to work writing the story. After analyzing the plots of several of his favorite westerns, he created the *Outlaws* plot, complete with character descriptions and background stories. As the game moved from the design to the production phase, Shaw moved into his role as lead programmer, overseeing the coding process to ensure a consistent style.

Shaw has always combined a love of computers with a strong interest in storytelling. While earning his degree in computer science from Tennessee Technological University, he spent summers working as a lighting technician for the Cumberland County Playhouse in Tennessee. After graduating, he became the Playhouse's resident lighting and sound designer. But a long-standing interest in Lucas-style entertainment eventually took him to LucasArts as a games programmer, where he worked on an early version of *The Dig* before moving on to *Full Throttle* and *Outlaws*.

CHARLIE RAMOS

LEAD ANIMATOR

As the first artist to join the *Outlaws* team, Charlie Ramos was handed the tasks of creating the basic "spaghetti western" look of the game and of illustrating all of its main characters. Inspired by both the Austrian Expressionist Egon Schiele and the animation of the *Aeon Flux* series, Ramos says, "I made everybody kind of long and skinny." His first character, of course, was the Clint Eastwood-like Marshall James Anderson. "The challenge," he says, "was to make him Clint but not Clint. Hence the Abe Lincoln beard, among other things."

A 1991 graduate of the Academy of Art College in San Francisco, Ramos spent a year painting and illustrating in Spain before joining the LucasArts creative team as an intern. His learning project was *Full Throttle*, and then, after becoming a full-fledged animator, he worked on *The Dig* before taking on *Outlaws*.

ADAM SCHNITZER

LEAD BACKGROUND ARTIST

Among the first things you notice in *Outlaws* are the gorgeous western panoramas that form the stark, stunning backdrop to the story. Credit these to Adam Schnitzer, who drew from his personal portfolio of California landscape paintings for the task. After preliminary storyboard work with the core creative team, Schnitzer did all of the drawing for the cut-scene backgrounds—80 to 90 shots in all. "We wanted a visible line quality," he says, "so it would look more hand-drawn, like a graphic novel."

An accomplished painter whose work has appeared in gallery showings in Los Angeles and New York, Schnitzer launched into his career after earning an MFA in Fine Arts from Stanford University in the early 1980's. He spent some time teaching art, including a stint at the College of San Mateo. Schnitzer's first job in the electronic entertainment industry was at Rocket Science Games, then he moved on to LucasArts to work on *The Dig* before joining the *Outlaws* project.

CLINT BAJAKIAN

MUSIC COMPOSER/SOUND DESIGN SUPERVISOR

A Sergio Leone-style western wouldn't be complete without an Ennio Morricone-style soundtrack, and *Outlaws* is no exception, thanks to Clint Bajakian. "It was fun to recreate that folk-macho sound," says Bajakian, who composed all of the music and performed the guitar tracks himself. "It turned out kind of spoofy, but dramatic—the twangy Stratocaster, the deep-voiced grunts." He credits his engineer and co-producer Hans Christian Reumschuessel with thoroughly latching onto the concept and helping to create 64 minutes of CD-quality music tracks. "He really gave it polish and sheen," says Bajakian.

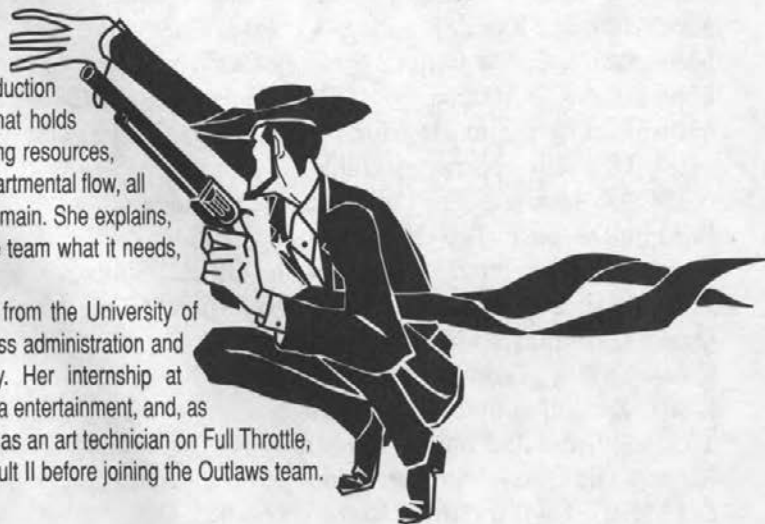
Formally trained in guitar and music theory at the New England Conservatory of Music in Boston, Bajakian taught himself computer music in his own MIDI studio while earning a Masters degree in composition from the University of Michigan. In 1991, LucasArts offered him contract work, and a year later he was a full-time composer for the company. His credits include the music for *X-Wing*, *Sam & Max Hit the Road*, *Tie Fighter*, *Full Throttle*, and *Dark Forces*.

LLESLE ACLARO

PRODUCTION MANAGER

A huge collaborative effort like *Outlaws* requires serious organization. In her dual role as Production Manager/Coordinator, Llesle Aclaro is the glue that holds the various aspects of a project together. Managing resources, organizing art, documentation, game tracking, departmental flow, all of these tasks are part of Aclaro's wide-ranging domain. She explains, "I watch the budget and the schedule, provide the team what it needs, and make sure things get done in a timely way."

Aclaro came to LucasArts after graduating from the University of California at Berkeley with an emphasis in business administration and a strong interest in the entertainment industry. Her internship at LucasArts provided her first exposure to multimedia entertainment, and, as she puts it, "I thought it looked great!" She worked as an art technician on *Full Throttle*, then as the production coordinator for *Rebel Assault II* before joining the *Outlaws* team.



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Rick Barba is a game designer and the author of *Myst: The Official Strategy Guide*, *DOOM Battlebook*, and *Stonekeep: The Official Strategy Guide* (all from Prima).

Kip Ward is the author of *Quake: The Unauthorized Strategy Guide*, *Duke Nukem 3D Game Secrets: Unauthorized*, and *3D Action Gamer's Bible* (all from Prima).



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