

The background of the cover features a large, central figure of a man in a brown cowboy hat and a grey bandana covering his face. He is wearing a dark vest over a light-colored shirt. In the foreground, four other characters are shown in action: on the left, a woman in a blue dress and a man in a blue shirt and a headlamp; on the right, a man in a red shirt and a man in a white shirt and a hat. They are all holding and firing guns, with bright muzzle flashes and smoke. The background shows a desert landscape with a windmill on the left and mountains in the distance under a cloudy sky with several birds flying. The title "LEAD AND GOLD" is written in large, bold, red, distressed letters across the center, with red splatters around it.

# LEAD AND GOLD



MANUAL



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## GAME DESCRIPTION

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**Lead and Gold: Gangs of the Wild West** is a third-person shooter that delivers an intense team-based multiplayer experience. Relive the violent era of the Wild West as it ought to be with adrenaline-fuelled action and fast-paced gunfights. Fight gritty battles in beautifully rendered classic Western settings. Test your mettle in genre-specific game modes and levels tailor-made for satisfying team play.

## KEY FEATURES

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Lead and Gold features the unique Synergy system, which provides power-ups to encourage cooperation. The Synergy system accentuates the frantic shooter and objective-oriented gameplay by rewarding players who work as a team.

So grab some partners, load your shooting irons, and get ready for **Lead and Gold: Gangs of the Wild West**.



# SYSTEM REQUIREMENTS

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## Minimum

- Operating System: .Microsoft Windows XP SP2 / Windows Vista  
(*service pack is optional*)
- Processor: .....Dual-core processor (Intel Core 2 Duo 2.4 GHz or  
AMD Athlon X2 5200+ 2.6 GHz)
- Memory: .....1.5 GB RAM
- Video Card: .....DirectX 9.0c/Shader3.0 compatible, VRAM  
512MB (NVIDIA GeForce 7800 series or ATI  
Radeon X1900)
- Sound Card: .....DirectX 9.0c compatible sound cards
- Hard Disc Space: ...8.0 GB free space
- DVD Drive: .....DVD9 compatible drive (DVD DL)
- Monitor: .....16:9 1280 x 720, 16:10 1280 x 800.
- Input Devices: .....Mouse and keyboard required  
Internet connection required

## Recommended

- Operating System: .Microsoft Windows XP SP2 / Windows Vista  
(*service pack is optional*)
- Processor: Intel Quad Core 2 Duo 2.4 GHz or AMD Phenom  
9500 Quad Core and higher
- Memory: .....2.0 GB RAM or more
- Video Card: .....DirectX 10/Shader4.0 compatible, VRAM  
512+MB (NVIDIA GeForce 9800 GTX+ series or  
ATI Radeon HD 3800 series or higher)
- Sound Card: .....DirectX 9.0c compatible sound cards
- Hard Disc Space: ...8.0 GB free space
- DVD Drive: .....DVD9 compatible drive (DVD DL)
- Monitor: .....16:9 1280 x 720, 16:10 1280 x 800.
- Input Devices: .....Mouse and keyboard required  
Internet connection required

## Installation Notes

The game is installed via the Steam interface. Refer to the Steam documentation for any installation issues.

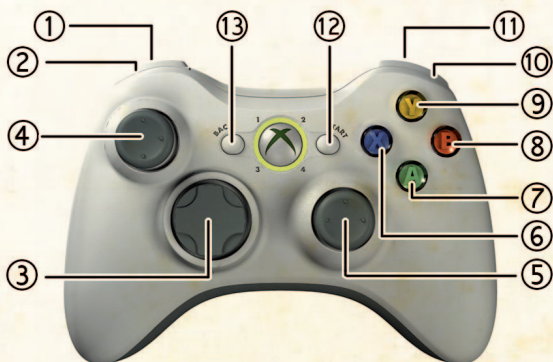
## PC CONTROLS (MOUSE AND KEYBOARD)

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Please note that the PC controls can be re-mapped via ESC and then HELP and OPTIONS menu.

MOVE FORWARD	W
MOVE BACKWARD	S
MOVE LEFT	A
MOVE RIGHT	D
WALK	MOUSE 2
SPRINT	LEFT SHIFT
JUMP	SPACE
DODGE	LEFT CTRL
ZOOM	MOUSE 1
FIRE WEAPON	MOUSE 0
RELOAD WEAPON	R
TOGGLE WEAPON	MOUSE 8, MOUSE 9
INTERACT	E
USE TRAIT	LEFT ALT
PLAY OFFENSIVE EMOTE	Q
PLAY DEFENSIVE EMOTE	Z
CHAT	Y
TEAM CHAT	U
MAP	`
SCOREBOARD	TAB
HELP	F1
MENU	ESC

# XBOX 360 CONTROLLER FOR WINDOWS



Action ( <i>pick up, put down, revive, suicide, and enter/exit mounted gun</i> )	A	7
Camera/Aim	RS	5
Change weapon	Y	9
Fire weapon	RT	11
Activate trait ( <i>when holding LB, 2</i> )	RT	11
Throw item	RT	11
Jump	B	8
Map/Score/Profession selection	BACK	13
Menu	START	12
Movement, double tap S to quick turn	LS	4
Ready trait ( <i>hold down and press LMB to activate trait</i> )	LB	2
Reload	X	6
Sprint ( <i>hold</i> )	RB	10
Evade roll ( <i>double tap</i> )	RB	10
Zoom	LT	1
Change camera angle ( <i>left/right</i> )	D-Pad	3
Order attack/regroup ( <i>up/down</i> )	D-Pad	3

# HUD



- 1..... Own gang's score
- 2..... Other gang's score
- 3..... Aim
- 4..... Gang member's status
- 5..... Rank meter
- 6..... Health bar
- 7..... Mission objectives and status
- 8..... Action messages
- 9..... Experience point message
10. .... Mission message
11. .... Trait timer
12. .... Active weapon and ammo
13. .... A: Accuracy synergy indicator  
                   B: Armor synergy indicator  
                   C: Damage synergy indicator  
                   D: Criticals synergy indicator



# PROFESSIONS

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## Gunslinger

The Gunslinger packs a heavy speed-loading revolver and is most effective at close to medium range. He is proficient in Fanning, a shooting technique that increases his rate of fire at the cost of reduced accuracy. The Gunslinger radiates the Accuracy synergy effect.

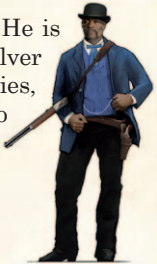


## Trapper

The Trapper is best suited for long-range sniping. She is armed with a powerful hunting rifle and a medium caliber revolver. Her speciality is laying traps that temporarily snare her opponents. She can lay an unlimited number of traps but only two can be active at once; a third trap will replace the oldest active trap. If a trap is spotted, it can be removed by weapon fire. The Trapper radiates the Criticals synergy effect.

## Deputy

The Deputy is most effective at medium to long range. He is armed with a repeater carbine and a medium caliber revolver as his sidearm. His special trait is the ability to tag enemies, effectively making them visible even through cover to himself and his gang. A Deputy can also remove tags from gangmates in his vicinity by pressing the action button. The Deputy radiates the Damage synergy effect.



## Blaster



The Blaster is a close range specialist wielding a double-barrelled shotgun, lethal at point-blank range. Aside from his backup revolver, the Blaster carries a bag of dynamite sticks, the Wild West equivalent of hand grenades. The Blaster radiates the Armor synergy effect.

# GAME MODES

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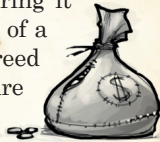
## Powder Keg

The attacking gang must blow up the objectives using powder kegs while the defending gang tries to stop them. To destroy an objective, bring a powder keg to the objective and detonate the keg by shooting it. Be careful while carrying a keg – when the sparks start to fly, get rid of it as soon as you can! A Powder Keg match is played in two rounds with each side alternating as attacker and defender. The scores from both rounds are totaled to determine the winner.



## Greed

The objective in Greed is to carry as many sacks of gold as possible. A sack of gold is spawned and both gangs fight to bring it to their respective drop-off zone. A successful delivery of a sack scores points and a new sack is spawned. A Greed match is played in two rounds from which the scores are totaled to determine the winner.



## Robbery

In Robbery, the attackers are out to steal sacks of gold from the defenders. The defending gang must protect their gold at all costs. To reach the gold, the attacking gang is required to blow their way through using powder kegs. A Robbery match is played in two turns with each side alternating as attacker and defender. The scores from both rounds are totaled to determine the winner.

## Conquest

The objective in Conquest is to conquer control zones in sequence. The rival gangs advance through the zones from opposite directions. The zones must be conquered in alphabetical order: you need to be in control of zone A to conquer zone B, and so forth. To conquer a zone, clear it of any enemy presence and occupy the zone until your gang's

flag is completely raised. The more gangmates present in the zone, the faster it will be conquered.

## **Shootout**

Your sole objective in Shootout is to kill the enemy gang. Kill as many of them as you can, as the gang with the most kills wins.

## **LIFE AND DEATH**

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When a player's hit points reach zero, the player will either enter the KD (Knocked Down) state or be insta-killed, depending on how much damage the player received.

### **KD and Revive**

When in KD state, the player is immobilized but can still shoot and reload with their sidearm. Gangmates can revive a KD'd player by standing close and pressing the action button when prompted. The player can choose to end their life at any time to start the respawn cycle.

### **Insta-kill**

If the player receives a large amount of damage, they will die immediately and cannot be revived by a gangmate.

### **Respawn Flag**

A Respawn Flag is placed in the center of the gang spawn zone. Picking up and carrying the Respawn Flag will give gangmates the choice to respawn at the location of the Flag carrier or at the gang spawn zone. If a player chooses to respawn at the spawn zone, the flag is returned to the spawn zone for the player to use.

## HUD DIRECTION MARKERS

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The location of portable items, like sacks of gold and powder kegs, is indicated by a hand symbol. Objectives are indicated by an arrow symbol. When carrying a sack of gold, an arrow marker indicates the location of the drop-off zone. When carrying a powder keg in Robbery or Powder Keg, the arrow indicates the location of your objective.

A player carrying an item crucial to the game mode is marked and visible to all players. The symbol marking the player is visible as a reticule to the enemy gang, and as a shield to his gangmates.

A larger tactical map can be brought up by pressing the Map button. Objectives and important gameplay elements are indicated here.

## SYNERGIES

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Synergies are area-of-effect buffs that affect the player and their gang. They reward players that stick together and cooperate. All professions radiate two synergies: the Regeneration synergy and a profession-specific synergy. Check the top of your screen to see the synergy effects currently affecting your character. The more the better!

The Regeneration synergy effect is radiated by all professions. All injured gangmates in the vicinity will gain health.



***The Gunslinger*** radiates the Accuracy synergy effect. All gangmates in his vicinity will increase their accuracy.



***The Trapper*** radiates the Criticals synergy effect. All gangmates in her vicinity will have a better chance to score critical hits.



***The Deputy*** radiates the Damage synergy effect. All gangmates in his vicinity will do more damage.



***The Blaster*** radiates the Armor synergy effect. All gangmates in his vicinity will take less damage.



## POWER UP

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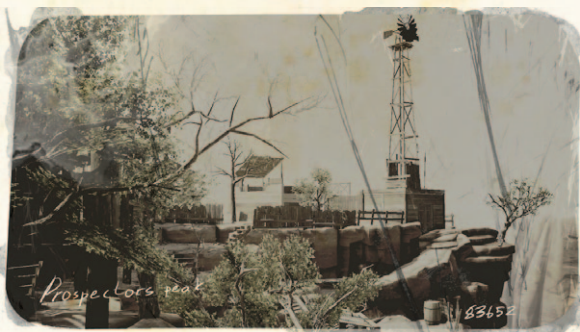
The power-up system is based on rank and experience points, which the player gains through a wide range of actions. Actions contributing to the team effort (like achieving objectives and reviving gangmates) are generously rewarded. Experience points determine the players' rank, and every rank allows the player to emit a stronger Synergy effect.

## MAPS

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### Prospector's Peak

Prospector's Peak, the scene of countless bloody showdowns, is a lucrative and heavily contested mining community. Hired hands of powerful factions duke it out in and around town in an endless battle for profit and power.



Prospector's Peak features the Powder Keg, Greed, Shootout, and Conquest game modes. In Powder Keg, the objective of the attackers is to blow up the waterwheel to cripple the owners' mining operation. In Greed, the goal is to steal the gold from the safe located in the central house.

## Deadwater Ranch

Deadwater Ranch has recently become the hot spot in the long-running Packard County ranch war. The strategic location of the ranch attracted the attention of the combatants, and with that, the end of peaceful country life.

At Deadwater Ranch, you can play Powder Keg, Greed, Shootout, and

Conquest game modes. In Powder Keg, the objective for the attacking gang is to destroy the wind pumps. When playing Greed, look for the sacks of gold in the large barn.



## Devil's Pit

Abandon all hope ye who enter here! The tunnels of the infamous Devil's Pit mine are filled with the bones of previous owners and trespassers alike. Just like the lawless

Fallon territory where it is located, Devil's Pit has a history of violence and frequent change of ownership.

Devil's Pit features the Shootout, Robbery, and Conquest game modes.



## Bad Blood Valley

A wagon train of pioneers had made camp in what seemed like a safe position. Unfortunately, the small island in the middle of Bad Blood Valley turned into a death trap when both bridges mysteriously collapsed.



Bad Blood Valley features Shootout, Conquest, and Greed game modes. When playing Greed, steal the gold from the camp and bring it to your gang's jetty to ferry it away. Don't forget to keep an eye out for a secret tunnel rumored to exist somewhere on the island.

## Sinner's Gulch

Sinner's Gulch is a frontier town of considerable ill repute. In this town, the lawmen and outlaws are hard to tell apart as they frequently share more than a short life expectancy. On the streets of Sinner's Gulch, you can test yourself in the Shootout, Greed, Robbery or Conquest game modes.





## Fort Turnbull

As gunfire and eerie howls are routinely heard at night, Fort Turnbull has become the subject of many a tale. Some mention gold, all mention death. No one knows for sure who or what has taken up residence in the abandoned fort since the army left. Decent people stay away while men of lower moral fibre are drawn like moths to a flame.



Fort Turnbull is open to the Shootout, Conquest, and Greed game modes.



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<http://forum.paradoxplaza.com>.

To get the best help possible, please visit the website below to view our services and find what best fits your needs:

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# LEAD AND GOLD

Gangs of the Wild West

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