

# GUN MAN TALES

## USERS MANUAL



FobTi

# HOW TO PLAY

1/21

YOU'RE THE STRANGER, A BOUNTY HUNTER ON A MISSION TO FIND  
THE LEGENDARY LOST TREASURE.

TO COMPLETE THE QUEST, YOU MUST EXPLORE ALL THE LANDS THAT SURROUND YOU  
TO FIND THE FOUR PIECES OF MAP WHICH WILL GIVE YOU ACCESS INTO THE GOLDEN VALLEY.

ALONG THE WAY YOU WILL HAVE TO DEFEAT MANY ENEMIES AND RETAIN THEIR GOLD AND  
USEFUL ITEMS TO INCREASE YOUR ABILITIES SO THAT YOU MIGHT SURVIVE THE PERILS.  
ONCE THE MAP IS COMPLETE, YOU WILL THEN MAKE YOUR WAY TO THE GOLDEN VALLEY  
TO FIND THE LEGENDARY LOST TREASURE.

BUT! YOU ARE NOT ALONE IN THE QUEST! THERE ARE OTHER GUNNARS KNOW  
OF THIS LOST TREASURE. BE THE FIRST TO COMPLETE THE QUEST!


MOREOVER, YOU ARE BOUND TO ENCOUNTER THE DANGEROUS WEREWOLFS,  
WHO WANDER THE LAND. SO, BEWARE OF THIS CREATURES DURING A FULL MOON!

GOOD LUCK STRANGER!

# HOW TO PLAY

2/21


## GUNMAN'S STATISTICS

**STAMINA:** 

THE HIGHER YOUR STAMINA, THE FURTHER YOU CAN MOVE IN A DAY.

**ACCURACY:** 

THE HIGHER YOUR ACCURACY, THE MORE OFTEN YOU WILL HIT A TARGET.

**PERCEPTION:** 

THE HIGHER YOUR PERCEPTION, THE EASIER IT'LL BE TO SEE AND AVOID DANGER  
OR FIND A TREASURE.

A GUNMAN'S ABILITIES CAN BE TEMPORARILY RAISED BY VARIOUS ENCHANTED ITEMS,  
OR BY A MAGICAL GIFT FROM INDIAN SHAMAN. YOU CAN ALSO PERMANENTLY RAISE  
YOUR ABILITIES THROUGH EXPERIENCE (LEVEL UP).

# HOW TO PLAY

3/21



## MOVEMENT



GUNMAN TALES CAN BE PLAYED BY 1-4 PLAYERS AT THE SAME TIME ON ONE KEYBOARD OR XBOX360 CONTROLLER. IT'S A TURN BASED GAME.

YOUR POSITION ON THE MAP IS SHOWN BY AN ICON (HAT).

MOVE YOUR GUNMAN IN THE DIRECTION THAT YOU WISH TO MOVE. WHEN YOU COME IN CONTACT WITH ANOTHER ICON, THAT ICON WILL START TO GLOW. AT THIS POINT YOU MAY CHOOSE TO ENCOUNTER THAT ICON BY PRESSING THE ACTION BUTTON. ( **X** ON THE KEYBOARD OR **A** ON THE CONTROLLER)

BEWARE! FORESTS, MOUNTAINS OR RIVERS SLOW YOUR MOVEMENT DOWN AND INCREASE YOUR CHANCE OF ENCOUNTERING WANDERING WILD ANIMALS.

DURING YOUR TURN YOU CAN PRESS:

**SPACE BAR** (Y ON CONTROLLER) - SHOW CURRENT GUNMAN'S INVENTORY.

**E** (X ON CONTROLLER) - ENDS YOUR TURN EARLY SO YOU MAY REST AND GAIN SOME OF YOUR LOST HIT POINTS.

# HOW TO PLAY

4/21

## THE PHASES OF THE MOON

THROUGHOUT THE GAME, THE PHASES OF THE MOON WILL CHANGE CONSTANTLY.

THIS AFFECTS THE SPANNING AND STRENGTH OF SOME OF THE CREATURES.

AFTER EACH GUNMAN HAS HAD THREE TURNS (EACH GUNMAN GETS ONE TURN PER DAY),  
THE MOON ADVANCES ONE PHASE.



BEWARE OF THE WEREWOLF DURING A FULL MOON!



# HOW TO PLAY

5/21

## THE PERILS OF THE WILD WEST

**POISON:** ☠

IF YOU SEE THE WHITE POISON ICON, YOU ARE POISONED.

BEWARE OF SNAKES! USE AN **ANTIDOTE** IMMEDIATELY!

THE HIGHER YOUR **PERCEPTION**, THE EASIER IT'LL BE TO AVOID THIS DANGER.

**DRUNK:** 🍷

IF YOU SEE THE WHITE DRUNK ICON, YOU ARE DRUNK. YOUR MOVEMENT  
SPEED IS DECREASED AND YOUR CONTROLS ON THE MAP INVERTED.

BUT! AT THIS TIME YOU ARE IMMUNE TO POISON!

TRY TO **REST** OR **VISIT YOUR OWN HOUSE**  
AND YOUR HEADACHE WILL BE GONE.



# HOW TO PLAY

b/21

## THE PERILS OF THE WILD WEST

SHIELD: 

IF YOU SEE THE WHITE SHIELD ICON, YOU ARE PROTECTED FROM ATTACK  
BY YOUR OPPONENTS AND NO ONE CAN BATTLE WITH YOU IN THE DUEL.


THIS PROTECTION WILL LAST FOR THREE TURNS.



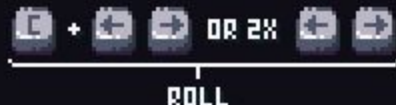
# HOW TO PLAY

7/21

## ACTION STAGES

THERE ARE **12** ACTION STAGES  TO BE EXPLORED.  
EACH STAGE IS FILLED WITH A CERTAIN NUMBER OF ENEMIES THAT MUST BE  
DEFEATED IN ORDER TO ACQUIRE THEIR TREASURE.

FOUR OF THE STAGES (RANDOM) CONTAINS ONE OF THE FOUR PIECES OF MAP  
REQUIRED TO ENTER THE GOLDEN VALLEY. ONCE A GUNMAN ACQUIRES THE TREASURE  
FROM A STAGE, YOU ARE AWARDED AN ADDITIONAL EXPERIANCE POINT.



**TIP:** IF YOU NEED HELP WITH THE CONTROLS IN THE ARCADE STAGES OR MINI-GAMES,  
PRESS "**P**" ON THE KEYBOARD OR **START** ON THE CONTROLLER.



# HOW TO PLAY

8/21

## GUNMAN'S HOUSE

EACH GUNMAN HAS HIS OWN HOUSE FROM WHICH YOU START AT THE BEGINNING OF THE QUEST. NO OTHER GUNMAN MAY ENTER YOUR OWN HOUSE.

IF YOU RETURN WOUNDED TO YOUR HOUSE, YOU'LL HEAL YOURSELF TO FULL HIT POINTS. THIS KIND GIFT IS ONLY GRANTED 3 TIMES THROUGHOUT THE GAME.



# HOW TO PLAY

4/21

## OTHER PLAYERS & DUEL

YOU MAY CHALLENGE OTHER GUNMANS TO BATTLE BY MOVING ONTO THEM.  
THE WINNER MAY TAKE EITHER ALL THE LOSERS GOLD OR ONE ITEM.  
IF, HOWEVER, THE WINNER TAKES THE LAST LIFE POINT FROM THE LOSER,  
THEN THE WINNER GETS ALL THE LOSER'S GOLDS AND ITEMS.

YOU CAN ALSO SEARCH THE DEAD BODY OF YOUR FALLEN ENEMY TO GET  
SOME GOLD OR ANOTHER USEFUL ITEMS. (ON THE MAIN MAP)

PLAYER ON THE TURN (CHALLENGER) - PRESS **X** TO DRAW (**A** ON CONTROLLER)  
SECOND PLAYER (OPPONENT) - PRESS **X** TO DRAW



READY.. STEADY.. BANG!  
Are you fast  
enough?



# HOW TO PLAY

10/21

## INDIAN SHAMAN

IF YOU HAVE FIREWATER, VISIT THE INDIAN SHAMAN. HE WILL BE PLEASED TO SEE YOU AND GRANT UPON YOU EITHER A ENCHANTED ITEM, GOLD, OR RAISE EITHER YOUR STAMINA, ACCURACY OR PERCEPTION BY ONE POINT.

IF HE IS ANNOYED BY YOUR INSOLENCE HOWEVER, HE WILL TURN YOU INTO A "HORSE POOP" FOR A NUMBER OF TURNS.THE MORE OFTEN YOU VISIT HIM, THE MORE LIKELY HE IS TO BECOME ANNOYED.



# HOW TO PLAY

11/21

## THE CITIES

THERE IS TWO CITIES LOCATED ON THE MAP, THE **DEADWOOD** AND THE **GARSON CITY**.  
IN EACH OF THE CITIES, YOU'LL FIND GUNSHOP, SALOON, DOCTOR AND SHERIFF.

### GUNSHOP:

MERCHANTS SELL VARIOUS GUNS LIKE PISTOLS, RIFLES, SHOTGUNS OR DYNAMITE.

### SALOON:

A POPULAR GAME PLAYED IN THE SALOON IS 'HI-LO'.  
HI-LO IS A SIMPLE GAME WHERE YOU HAVE TO GUESS WHETHER THE NEXT CARD  
HAS A HIGHER OR LOWER VALUE THAN THE CURRENT ONE.

### DOCTOR:

THE DOCTOR CHARGES 10 GOLD PIECES TO HEAL YOUR GUNMAN TO FULL HIT POINTS  
OR YOU CAN BUY HERE HEALTH OR ANTITODE POTIONS.

### SHERIFF:

ARE YOU LOOKING FOR A JOB? ...VISIT THE SHERIFF OFFICE.  
PROTECT THE WAGON OR FIND THE LEGENDARY OUTLAW.

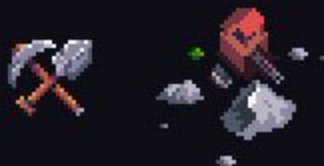


# HOW TO PLAY

12/21

## MINING

HAVE YOU FOUND A **SHOVEL** OR **PICKAXE**? VISIT THE OLD MINE AND TRY YOUR LUCK.  
THE HIGHER YOUR PERCEPTION, THE EASIER IT'LL BE TO FIND A GOLD.



# HOW TO PLAY

13/21

## GOLDEN VALLEY

ONCE YOU HAVE COLLECTED ALL **FOUR PIECES OF THE MAP** AND YOU FEEL STRONG,  
YOU MAY THEN ENTER THE GOLDEN VALLEY (RED CROSS)

IF YOU DEFEAT THE GUARDIAN IN BATTLE, YOU WILL BE GRANTED  
**A LEGENDARY LOST TREASURE!**



# HOW TO PLAY

14/21

## SPECIAL ABILITIES

EACH CHARACTER HAVE THEIR OWN UNIQUE ABILITIES.  
PRESS **U** ON THE KEYBOARD OR **X** ON THE CONTROLLER.



BOMB



SHOT BURST



TIME FREEZE



BOOMERANG

# HOW TO PLAY

15/21

## ITEMS

### POTION OF HEALING:

THIS WILL HEAL A GUNMAN TO FULL HIT POINTS.



### ANTIDOTE POTION:

INSTANTLY CURES ALL POISON.

IT IS GOOD TO HAVE AT LEAST ONE IN YOUR BACKPACK.



### BOOTS OF HASTE:

YOU CAN MOVE THROUGH THE FOREST OR MOUNTAINS WITHOUT SLOW DOWN PENALTY.



### MEDALLION OF LUCK:

THIS MAGICAL MEDALLION INCREASES THE AMOUNT OF DAMAGE YOU CAN TAKE IN COMBAT.





# HOW TO PLAY

16/21

## ITEMS

### PICKAXE / SHOVEL:

THE SIMPLE BUT RELIABLE TOOL FOR ALL TREASURE HUNTERS.  
IT IS USED TO DIG THROUGH ROCK AND FIND GOLD.



### OLD SPYGLASS:

BY USING SPYGLASS, YOU MAY LOOK ON THE OTHER PLAYERS  
AND SEE WHAT ITEMS THEY HAVE.



### FIREWATER:

DRINK IT, AND YOU'LL BE IMMUNE AGAINST THE POISON. BUT... ALSO DRUNK.  
OR VISIT THE INDIAN SHAMAN AND EXCHANGE IT FOR MEDALLION OF LUCK.



### TREASURE MAP:

THERE ARE FOUR PIECES OF THE MAP. YOU MUST COLLECT ALL OF THEM  
TO LOCATE THE LOST TREASURE.



# HOW TO PLAY

12/21

## ITEMS

### MAGNET OF RICHES:

FOR ALL LAZY CONBOYS.

INCREASE PICKUP RANGE FOR COINS IN ARCADE STAGES



### PIGGY BANK:

50% CHANCE TO DROP AN EXTRA COINS

(ORIGINAL CHINESE PORCELAIN)



### ALIEN ARTIFACT:

WHEN THIS MYSTERIOUS OBJECT IS USED IT WILL ALLOW YOU TO TELEPORT  
TO ANY LOCATION ON THE MAP. BUT REMEMBER, YOU CAN USE IT ONLY ONCE!



### STINKY CHEESE:

IF YOU ARE A VICTIM OF AN UNPROVOKED ATTACK BY YOUR OPPONENT,  
EAT THIS "DELICIOUS" STINKY CHEESE IN ORDER TO AVOID THE BATTLE.



# HOW TO PLAY

18/21

## ITEMS

### SILVER BULLET:

YOU CAN KILL THE WEREWOLF IN ONE SHOT. MAYBE...



# HOW TO PLAY

19/21

## POWER-UPS

### POWER BULLET:

INCREASE YOUR WEAPON DAMAGE AND FIRE RATE.



### WEAPON CHANGE:

IT WILL CHANGE YOUR WEAPON FOR A RIFLE OR SHOTGUN.  
(YOU MUST HAVE THESE WEAPONS IN YOUR INVENTORY)



### MAGIC MUSHROOM:

SLOW DOWN ALL ENEMIES FOR A SHORT TIME.



### 1UP MUSHROOM:

YOU'LL EARN AN EXTRA LIFE!



# HOW TO PLAY

20/21

## POWER-UPS

### TOXIC MUSHROOM:

IT WILL SLOW DOWN YOUR MOVEMENT FOR A SHORT TIME.



### HEALTH POTION:

RECOVER YOUR HP BY ONE.



### CHICKEN CURSE:

CHANGE ALL ENEMIES INTO CHICKEN.



### DYNAMITE:

ADDS THREE DYNAMITES.



# HOW TO PLAY

21/21

## POWER-UPS

### COW HORN:

ALLOWS YOU TO SUMMON A GREAT CATTLE STAMPEDE.



### HAMMER:

ALLOWS YOU TO BUILD A BARRICADE.



# CREDITS

GAME BY  
TIBOR FOBEL  
[WWW.FOBTI-INTERACTIVE.COM](http://WWW.FOBTI-INTERACTIVE.COM)

CODING, GRAPHICS AND GAMEDESIGN  
MUSIC & SFX

TIBOR FOBEL  
[MELODYLOOPS.COM](http://MELODYLOOPS.COM)  
MIKE KOENIG

## SPECIAL THANKS TO

MY WIFE SILVIA  
(FOR GREAT PATIENCE :) I ❤️ YOU)  
SCIARRA TEAM (FOR CONSTRUCT 2)  
DAVID CAPELLO (FOR ASEPITE)  
TITOMOSQUITO187 (FOR GREAT SUPPORT)  
(THE BOS MAN)!!! (FOR BUG REPORT)

THIS IS A 100% INDEPENDENT AND HOMEMADE GAME!

**THANKS FOR PLAYING!**