Presented by the J.V. Stephens Co.,

THE TERRITORIAL QUARTERLY

with its Main Office in River City

PUBLISHED FOUR TIMES ANNUALLY
FOR MORE THAN TEN YEARS

DEAD MAN'S HAND

ATARI

TABLE OF CONTENTS

From the BRIGHT LIGHTS of the Theater
to the THUNDERING GUNS of a Gunfight,
this AMAZING TECHNOLOGY brings
It all to your HOME!

GETTING STARTED

Introduction

The *Territorial Quarterly* is the quintessential guide to survival in the Old West. In this issue, our Readers will find complete information on how to begin their journeys across our Frontier lands.

Whether you're saddling up on dusty trails, winning a fortune in saloon parlors, or seeking the finest weapons for protection from The Nine, the *Territorial Quarterly* is here to assist you.

Or, perhaps, gentle Reader, you come here only for revenge. Fare you well, dear Reader, for in this land neither God nor laws of men will stand in your way.

The ReadMe File

The *Dead Man's Hand* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print. To view this file, double-click on it in the *Dead Man's Hand* directory found on your hard drive (usually C:\Program Files\Atari\Dead Mans Hand). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Dead Man's Hand*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 800 MHz or higher
Memory:	256 MB RAM
Hard Disk Space:	2.0 GB Free
CD-ROM Drive:	8X Speed
Video:	32 MB Hardware T&L video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher
Internet/Network Play:	Internet connection required for online play.

* Indicates device should be compatible with DirectX® version 9.0 or higher.

Installation

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Dead Man's Hand* Install disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then click on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Dead Man's Hand* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Dead Man's Hand/Dead Man's Hand to start the game.

Note: You must have the *Dead Man's Hand* Play disc in your CD-ROM drive to play.

Installation of DirectX®

The *Dead Man's Hand* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

CONTROLS

KEYBOARD	MOVEMENT	KEYBOARD	MOVEMENT
W	Move Forward	**MULTIPLAYER**	
A	Strafe Left	**T**	Talk
S	Move Backward	**Y**	Team Talk
D	Strafe Right	**Tab**	Show Scores
Z	Turn 180 degrees	**F5**	Switch Teams
C	Crouch		
Space	Jump	**SYSTEM**	
Left Shift	Walk	**Esc**	Pause
		F9	Screenshot
ACTIONS		**F10**	Gamma +
F	Use	**F11**	Brightness +
R	Reload	**F12**	Contrast +
0	Switch to Knife/Special Weapon	**MOUSE**	
		X Axis	Rotate Left/Right
1	Switch to Pistol	**Y Axis**	Look Up/Down
2	Switch to Rifle		
3	Switch to Shotgun	**Left Button**	Fire
		Right Button	Alt Fire
		Wheel	Switch Weapon

From Old Europe to New York, Everyone is Saying

"TO THE TERRITORY!"

!! *WAGON CAPTAINS* and *EXPEDITION LEADERS* !!

Your charges trust you to know every mile from gathering to destination. Why worry about whether you are adequately supplied with provisions and provender? The J.V. Stephens Company has offices in most major eastern cities, where authorized Stephens Supply Agents wait to assist you. When you finally say "WAGONS WEST!" you will wonder how you had ever hoped to plan your journey without your Stephens Supply Agent presenting all the options available to you!

Main Menu

SINGLE PLAYER: Begin your journey as El Tejón, or continue a journey in progress.

MULTIPLAYER: Battle on the Internet or local network. (See page 12 & 13 for more details.)

SETTINGS: Adjust controls, sound, video and gameplay options. Edit your multiplayer Profile from this screen. (See next page.)

QUIT: Exit *Dead Man's Hand*.

WHEN YOUR HEAD IS BOWED IN SORROW

AND YOUR SOUL IS OUT OF TUNE

WHEN THE PROSPECTS OF TOMORROW

ARE BEHIND A VEIL OF GLOOM

CAN'T YOU SEE THE LIGHT BEYOND IT

JUST A GLIMMER OF THE PRIZE?

KEEP A-GROPING AND YOU'LL FIND IT

JUST A BLESSING IN DISGUISE.

PAUSE MENU

Press the **Esc** key to pause the game.
Then choose from the following options:

Resume Game
Restart Mission
Settings
End Match (Multiplayer only)
Quit

SETTINGS MENU

CHOOSE FROM THE FOLLOWING OPTIONS:

SETTINGS MENU

Assign Keys: Change keyboard commands.
Input: Adjust mouse sensitivity and turn Invert Mouse ON/OFF.
Multiplayer: Change your multiplayer name and character.
Video: Adjust graphics settings (see below).
Audio: Adjust music and sound effects volumes, choose sound mode, and turn reverse stereo setting ON/OFF.

VIDEO SETTINGS

Resolution: Select a resolution. Higher resolutions look better but may affect game performance.
Bit Depth: Choose 16- or 32-bit graphics settings. 32-bit graphics look better but may affect game performance.
Brightness: Click to adjust brightness.
Gamma: Click to adjust gamma.
Contrast: Click to adjust contrast.

Apply Settings: Click to apply current settings. A message box will ask you to confirm new settings. If you do not click on "Keep Settings," your original settings will be restored automatically in 10 seconds.
Back: Return to Settings Menu.

J.V. Stephens Company Authorized Supply Agents

BOSTON ✶ NEW YORK ✶ MINNEAPOLIS ✶ ATLANTA
CINCINNATI ✶ SAN FRANCISCO✶ NEW ORLEANS
CHICAGO ✶ ST.LOUIS ✶ DALLAS ✶ RIVER CITY

BRINGING THE WORLD TO THE FRONTIER

SOLO JOURNEY

MISSION SELECTION

After selecting Single Player mode from the Main Menu, click on one of the available missions. Available missions are represented by a circle and completed missions are represented by a star. Once a mission is available, you can replay it at any time to try for a higher Legend Score (see page 9 for details on Legend).

DIFFICULTY SELECTION

After selecting a mission, you will see a mission summary and be asked to select a difficulty level (Easy, Normal or Hard) for the game.

WEAPON SELECTION

After selecting your level of challenge, you will be asked to select the weapons you wish to carry (see pages 10–11 for weapon descriptions). Only those weapons currently available to you can be selected. **Note**: In single-player gameplay, you may only carry one pistol, one rifle and one shotgun.

Saving and Loading

Your single-player game will be saved automatically after the completion of a mission. Saved progress is indicated on the Main Menu as a star. The color of the star represents the difficulty level at which that mission was completed: (Bronze = Easy, Silver = Normal, Gold = Hard).

To load a game and continue single-player play, select "Single Player" from the Main Menu. When you select your profile, the missions you have completed will appear on the Mission Selection screen.

POKER

Before entering a mission, you'll have the chance to engage in a few friendly hands of Territorial Poker. These are the rules:

- You bring no stakes to the table and can play until you draw a losing hand. You must then immediately step away from the table.

- Five cards are dealt. You may discard up to three cards — unless you hold an ace, in which case you may hold the ace and discard four cards. Click on a card to flip it. When you have flipped all of the cards you want to discard, click on Discard to deal new cards.

- Click on Deal to try again. Click on Done to proceed to the mission.

WINNING HANDS ARE AWARDED CHIPS:

Power added to your Power Meter at the mission's start

Pistol ammunition

Shotgun shells

Rifle rounds

Payouts are based on the difficulty level that you've chosen for the mission. Selecting a higher mission difficulty level raises your risk at the poker table — accepting a more difficult mission lowers the odds of winning hands and decreases payouts.

GUNSLINGER GAMBLING

!! A GAME OF LIFE AND DEATH !!

In the parlors of River City, many a night is whiled away over a friendly game of whist. But on the rough-and-tumble frontier, in the bawdy saloons of boomtowns like Progress and around prospectors' campfires in Kopperud Canyon, pasteboards are employed to more nefarious ends. In Territorial Poker, cardsharps are rewarded with the stock of the most deadly trade, with pistoleros and bounty hunters vying to draw winning hands that pay out not in chips and gold dust, but in gunbelts and shotgun shells!

IN THE MIND OF A BOUNTY HUNTER

Riding the fence-line between the lands of Life and Death, the mind of a gun-for-hire whirls with information never thought of by the common man. World-famous frontier bounty hunter Les Delony has often described to the editors of the Territorial Quarterly the system of mental visualization he uses to keep all the information most important to him at the forefront of his mind. Now we've asked him to explain this intriguing system to you:

THE HEADS-UP DISPLAY (HUD)

1. **LEGEND SCORE:** The total number of Legend Points you've scored in your current mission.
2. **CROUCH INDICATOR:** When this icon is shown, you are crouching.
3. **RETICULE:** This indicates where you are aiming your weapon. Flashes around the reticule alert you to danger — yellow flashes indicate you are being shot at, and red flashes mean you are taking damage.
4. **USE ICON:** This hand-shaped icon appears when you stand in front of an object you can interact with by pressing the Use key (default is **F**).
5. **HEALTH:** Your current physical condition. The fewer cards that are displayed, the closer you are to death.
6. **CHAIN METER:** Displays the time you have remaining to add shots to your current Shot Chain.
7. **CHAIN COUNTER:** The total number of shots in your current Shot Chain.
8. **POWER METER:** Your accumulated amount of power, ready to be used for firing Powershots.
9. **AMMUNITION:** The amount of ammunition remaining for the weapon you're currently wielding.

LEGEND AND SCORING

As you play a mission in *Dead Man's Hand*, each of your shots that successfully hits a target will add to that mission's Legend Score. This measures how you stack up against other pistoleros, and where you rank among the greatest gunslingers of the West. The points you receive for each hit will be displayed on the screen. Successive shots made in short periods of time are worth more points (see "Shot Chains" below). Certain trick shots are rewarded with bonus points:

HAT SHOT	PROJECTILE SHOT	EXPLOSIVE KILL	CRUSH KILL	FIRE KILL	MULTI-KILL	KNIFE KILL
Shooting the hat off of an enemy.	Shooting a thrown projectile (such as a knife or dynamite).	Kills made with dynamite or an exploded powder keg.	Kills made by causing a heavy object to fall onto an enemy.	Kills made by burning an enemy with a whiskey bomb.	Kills of multiple enemies within an extremely short time.	Kills made with a knife.

SHOT CHAINS

Certain targets will enhance your legend as a gunslinger. Your Chain Meter will temporarily fill when you shoot interactive targets, multiplying your score! Inactivity returns it to zero. The longer you can keep the green in the bar, the higher your score!

Note: Enemies aren't the only targets that can become part of a Shot Chain. Signs, windows, cans, bottles — many mundane objects can become part of an impressive show of skill!

POWERSHOTS

In addition to rewarding you with Legend Points and additional time on the Chain Timer, successful shots add power to the Power Meter displayed on the HUD. While wielding a firearm, power is used to make Powershots. You can make a Powershot using the Secondary Fire button (default is **right mouse button**). Powershots have special abilities and effects that will require exploration and skill to use to the greatest effect.

A SELECTION OF THE FINEST WEAPONS

from

THE J.V. STEPHENS CO. ARMORY

*Gold & Silver Certificates Remitted in Exchange
for the Weapon of Your Choice*

Delivered to the Postal Station of Your Choosing
AMMUNITION AVAILABLE FOR AN ADDITIONAL FEE

WEAPONS

PISTOLS

THE PEACEMAKER
The legendary weapon of the frontier. The select weapon of the Rangers, this gun will turn the skilled hands of any gunman into those of a deadly gunslinger. Fanning this pistol sends a deadly rain of lead hurling toward your target!

HUNTLEY THUNDER
With a distinctive report as loud as its namesake, this short-ranged volcanic pistol of the mid-century has incredible stopping power. A single, up-close shot from the Huntley Thunder has been known to strike its target with the force of a shotgun!

KANSAS PEPPERBOX
Although larger than a derringer, this infamous pistol is still small enough to be concealed in a vest pocket or boot. The double-trigger allows for the chambers of the pepperbox to be fired in sequence, or for all remaining rounds to be fired simultaneously.

RIFLES

WESTERNER CARBINE
The rifle that helped settle the Territory. Found in the hands of homesteaders and pioneers. The Westerner's slotted rear sight allows its impressive firepower to be projected at longer ranges with the accuracy demanded by hunters and lawmen.

LEWIS REVOLVING RIFLE
Challenge the speed of the Peacemaker and the range of the Westerner! With this combination of a revolving cylinder and a long bore barrel, witnesses will testify you can fire all six chambers in fewer than three seconds!

HAWKINS BUFFALO RIFLE
The rifle that can see farther than the eye! Our exclusive telescopic attachment allows you to make the utmost use of this fine firearm and hit targets at previously impossible ranges.

SHOTGUNS

MARTIN PUMP ACTION
When the use of a single bullet won't suffice, use the Martin Pump Action to throw a cloud of lead shot with incredible force. The only scattergun possessing the unique ability to temporarily incapacitate your target.

STEPHENS SBS DOUBLE BARREL
Crafted by the most meticulous of weaponsmiths, the Singleshot SBS ("Side-By-Side") crafts two shotgun barrels next to one another, connecting them with a single hair-trigger. The best darn door-opener on the frontier.

OVERLAND EXPRESS COACHGUN
Deriving its namesake from the brave guards on the Overland Express Coaches, this weapon's barrel is pre-sawed. Providing substantial kick but lacking range, the exchange is a wallop of biblical proportions upon your target.

SPECIAL WEAPONS

BOWIE KNIFE
From skinning a buffalo to blazing a trail, the uses of a good knife on the frontier are uncountable. Only the greenest pioneer wouldn't carry one of these finely crafted blades for everyday use and personal defense.

DYNAMITE
Easy to light! Incredible explosive power! The creation of brilliant Swedish chemist Alfred Nobel is now available in quantity for all your mining and stump-clearing needs. Please note that the J.V.S. Co. does not condone nor take responsibility for those who might use the explosive for any criminal purpose.

WHISKEY BOMBS
Though some might take a chance in cobbling together their own makeshift incendiaries from lesser brands, we recommend only the finest whiskey bombs using Diamond Whiskey — bottled in River City with guaranteed longer-lasting flame and wider splash area or your next order is free!

The J.V. Stephens Company

PROTECTING YOUR LIFE AND SAVING YOUR LIFE

We Can Help!

AMMUNITION

Pistol belts and boxes of rifle bullets and shotgun shells found while on a mission can be picked up to replenish your supply of ammunition.

HEALTH

Keep an eye out for health packs that will help heal damage sustained in combat. The amount you are healed will be reflected in the Health section of the HUD.

Publisher's Purview
AN EDITORIAL BY J.V. STEPHENS

COMMUNICATION LINES ARE BEING STRUNG ACROSS THIS GREAT LAND, CONNECTING TOGETHER DISTANT CITIES AND PLACES. NO LONGER WILL THE CITIZENS OF ONE COMMUNITY BE BEREFT OF THE PLEASANT COMPANY OF DISTANT FRIENDS AND RELATIVES. I LOOK WITH PRIDE TOWARD THE WONDROUS NEW COMMUNITY THAT WILL ARISE ON-THE-LINES OF THIS WONDROUS SYSTEM. HOPEFULLY YOU WILL ALL FOLLOW THE INSTRUCTIONS ON THE FOLLOWING PAGES AND JOIN ME IN EXPLORING THIS GLEAMING FUTURE.

MULTIPLAYER

Multiplayer adds a whole new dimension to the gunslinging action of *Dead Man's Hand*. To join or host a LAN or Internet game, select Multiplayer from the Main Menu and choose among the options at the Multiplayer Menu (see below). You can also play on GameSpy, where you will find opponents from around the world.

First launch GameSpy by clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Dead Man's Hand*, and then on Play Dead Man's Hand on GameSpy. Once you log on to GameSpy, you can search for a opponents, host games and join games. **Note:** You must have GameSpy installed in order to play on GameSpy. If you do not have GameSpy installed, click on "Yes" when prompted to do so during installation.

MULTIPLAYER MENU

JOIN LAN GAME: Join a multiplayer game running on your local area network.

JOIN INTERNET GAME: Join a multiplayer game running on the Internet.

HOST GAME: Create a multiplayer game that others can join.

BACK: Return to the Main Menu.

MULTIPLAYER GAME TYPES

DEATHMATCH: Every man for himself.

TEAM DEATHMATCH: Two teams battle.

BOUNTY: Everyone is after one player.

POSSE: You and others defend yourselves against progressively sinister AI enemies.

GAME SETTINGS – DEATHMATCH

TIME LIMIT: Set the game time limit (5, 10, 15, 20 minutes).

SCORE LIMIT: Set the game score limit (5, 10, 15, 20, 25 points).

MAX PLAYERS: Set the maximum number of players allowed in the game (2–8).

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

BOTS: Select whether or not to allow AI bots.

BOT SKILL: Adjust the skills of the bots (Novice, Skilled, Masterful, Godlike).

GAME SETTINGS – TEAM DM

TIME LIMIT: Set the game time limit (5, 10, 15, 20 minutes).

SCORE LIMIT: Set the game score limit (5, 10, 15, 20, 25 points).

MAX PLAYERS: Set the maximum number of players allowed in the game (2–8).

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

BOTS: Select whether or not to allow AI bots.

BOTS SKILL: Adjust the skills of the bots (Novice, Skilled, Masterful, Godlike).

GAME SETTINGS – BOUNTY

MAX PLAYERS: Set the maximum number of players allowed in the game (2–8).

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

BOTS: Select whether or not to allow AI bots.

BOT SKILL: Adjust the skills of the bots (Novice, Skilled, Masterful, Godlike).

TIME LIMIT: Set the amount of time that a player must remain the bounty in order to win (1–4 minutes).

GAME SETTINGS – POSSE

TIME LIMIT: Set the game time limit (5, 10, 15, 20 minutes).

MAX PLAYERS: Set the maximum number of players allowed in the game (2–8).

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

EXTRA LIVES: Set the number of extra lives that each player receives (1–10).

SERVER SETTINGS

Select a name, a server type, and the mutators in effect during your multiplayer game. Mutators let you alter the distribution of weapons, run speed, and more.

SERVER NAME: Type in the name that you want to appear when other players see your name on the server list.

ALL WEAPONS: Every player spawns with all weapons.

FAST RUN: All players run faster (maybe because they're afraid).

FULL POWER BAR: Every player retains a full power meter for secondary fire.

INSTAKILL: One shot from the Hawkins Buffalo Rifle automatically kills the garget. The weapon also has infinite ammo (this mutator is not available in Posse games).

PISTOL ONLY: Pistols are the only available weapons in the match.

RIFLE ONLY: Rifles are the only available weapons in the match.

SHOTGUN ONLY: Shotguns are the only available weapons in the match.

DEDICATED SERVER: This option creates a faster, more stable server, but does not allow you to join the game on the computer running the dedicated server.

PUBLIC SERVER: Choose this option if you want your game to appear on the Internet. If Public Server is not chosen, the game will only be available on your local network.

WANTED!

THE SAVAGERY OF THE NINE KNOWS NO BOUNDS!

We recommend that all citizenry of the Territory arm themselves for protection against this notorious pack of thieves and murderers. Even seasoned wagon captains and the armed guards of the Territorial Railroad have fallen to the deadly skills of these hardened criminals, and both women and children have been consumed by their blood-lust.

Reports from the frontier say that the gang has turned upon one another and scattered to the winds. Yet, until the bounty placed upon each heartless desperado is collected, the Territory will never truly know peace. The J.V. Stephens Company is proud to donate funds to the bounty on the leader of the gang, the mysterious "Tennessee Vic."

PROCLAMATION
$12,600.00
REWARD!

Flat Iron

PROCLAMATION
$6,000.00
REWARD!

"Father Zeke"
Ezekiel Hardbottom
MEMBER of THE NOTORIOUS NINE

PROCLAMATION
$5,500.00
REWARD!

EL TEJON
WANTED DEAD OR ALIVE
for MURDER and THEFT
and LAWLESS INVOLVEMENT WITH the
"NOTORIOUS NINE"
CONTACT SHERIFF [...] COUNTY TEXAS IMMEDIATELY
& GOODY GOVERNOR
STATE OF TEXAS

PROCLAMATION
$5,300.00
REWARD!

James "Big Guns" Grissom
WANTED
For ROBBERY and MURDER
Including the Stomping Death of Seven Men
[...] seen in the company of the NOTORIOUS NINE
[...] Seven DAY, Territorial Ranger

PROCLAMATION
$4,750.00
REWARD!

Andrew Thompson
"Numbe[...]"
KNOWN MEM[...]
Planning and Execut[...]
Ranging from Co[...]
Across the[...]
S. Gurno[...]

PROCLAMATION
$7,500.00
REWARD!

John "Gentleman" Ke[...]
MURDERER and CHEAT
Also a member of THE NINE
Bounty offered by Town of Radiant Sal[...]
Additional bounty in the amount[...]
TEN THOUSAND DOLLARS
Offered by Welsh & O'Connell Trading[...]

PROCLAMATION
$10,000.00
REWARD!

Calvin & Clay Lenard
THE LENARD BROTHER[...]
MEMBERS OF THE NOTORIOUS NINE
Wanted for Murder, Robbery, Public Brawling,
Cowboy Stampeding, and Cattle Violation
DEAD OR ALIVE!
Jdg. James SUMWALT, Dry Gulch

PROCLAMATION
$20,000.00
REWARD!

Tennessee Vic
LEADER OF THE NINE
Notorious leader of a Band of MURDERING BRIGANDS
WANTED across the Territory and Beyond For Murder,
Robbery, Theft, Horse Rustling, and a Host of
Unspeakable Crimes
TRUE IDENTITY UNKNOWN
Bounty will be paid - DEAD OR ALIVE
B. GOQUET, Territorial Governor

NOTES

NOTES

CREDITS

When in the Capital of our fine Territory, be certain to visit the

J.V. Stephens Co. Emporium
**where you'll find Thousands of Fine Products
and the Exciting Melodrama**

DEAD MAN'S HAND

BEING PRESENTED IN OUR GRAND THEATER

BY THE FOLLOWING TALENTED PROFESSIONALS:

Human Head Studios

Ben Gokey
Project Lead

James Sumwalt
Art Lead

Timothy S. Gerritsen
Business Director and Project Management

Dave Halsted
Level Design Lead

Mike Craddick
Programming Lead

David Gulisano
Animation Lead

Michael Larson
Audio Direction and Production

Seth Johnson
Design Assistant

Dave Halsted
Mike Ryan
James Sumwalt
Ashley Welch
Jason O'Connell
Level Design

Mike Craddick
Ben Gokey
Toby Jones
Jimmy Shin
Scott Dudley
Programming

James Sumwalt
Brian Decker
Nichol Norman
Rebecca Rettenmund
Modeling and Texturing

David Gulisano
Derek Day
Animation

Shane Gurno
James Sumwalt
Menu and Interface Art

Human Head Studios
Story and Mission Design

Seth Johnson
Script, Dialogue, and Manual

Timothy S. Gerritsen
Additional Dialogue

Michael Larson
Sound Design

Calexico
Rom Di Prisco
Michael Larson
Music

Lee Ernst
Jonathan Wainwright
Tejumola F Ologboni
Robb Smith
Carolyn Klein
Debra Staples
Laura Gordon
Jay King
The H.H. Posse
Voice Actors

Saki Kaskas
Additional Guitars

Jim B-Reay
Additional Composition

Jean-Paul LeBreton
Additional Development

Special Thanks
Nathaniel Albright
Aaron Bahr
Tim Bowman
Ted Halsted
Paul MacArthur
Eli Quinn
Jean-Paul LeBreton
Photograph on page 12 courtesy of Western
History/Genealogy (Genealogy) Department,
Denver Public Library

Streamline Studios
(Single-Player Opening Montage)
Adrian Banninga
Lead Artist

Renier Banninga
Technical Art Director

Héctor R. Fernández
Director of Creative Development

Alexander L. Fernández
Managing Director

Atari

A-Company
Peter "Twisted Cowboy" Armstrong
Director of Product Development

Jay "Captain Sterling" King
Producer

Peter "Oed" Eckert
Michael "Praetor-Vong" Hathaway
Associate Producers

David "Degsy" Degnan
Quality Assurance Marshall

Amy "Venom Wearin' Denim" Jordan
Steve "Mr. Chaps" Charbonneau
Michael "Kilraven" Gjere
Nate "Rattlesnake" Birkholz
Michael "7 Card Stud" Cucchiarella
Chris "Capt. Mediocre" Lundeen
Quality Assurance Freedom Fighters

B-Company
Jeff "Tabasco" Foley
Senior Brand Manager

Peter "Sideshow" Matiss
Director of Marketing

Stacey "Polecat" Clement
Public Relations

C-Company
Steve "Hoss" Martin
Director of Creative Services

Erica "Lil' Yee-Haw" Hoppe
Graphic Designer

Charlie "The Bullet" Rizzo
Art Director

Elizabeth "Leaping Lizard" Mackney
Director of Editorial & Documentation Services

Kurt "Dude" Carlson
Documentation Specialist

Paul "Moonshine" Collin
Copywriter

D-Company
Joy "Sunshine" Schneer
Sr. Manager Strategic Relations

Cecelia "Peacemaker" Hernandez
Sr. Manager Strategic Relations

Shaila "Bobcat" Patel
Strategic Relations Specialist

E-Company
Michael "The Gun" Gilmartin
Director of Publishing Support

Chuck "Enforcer" Nunez
Dave "Colonel" Strang
"Constable" Donny Clay
Quality Assurance Lawmen

Juan "Dirty" Sanchez
Quality Assurance Sheriff

Mike "Phoenix" Greenler
Quality Assurance Deputy

Mike "Doc" O'Shea
Kenny "Phantom Gun" Yan
Jaime "Lefty" Gonzalez
Owen "Rusty" Nelson
Tony "Two Guns" Hsu
Anthony "Shanghai Kid" Ma
Mark "The Gunshow" Alibayan
Cher "Yeehaw Bunnie" Rocha
Brad "Last Man Standing" Johnson
Daniyel "The Duke" Garcia
Infamous Desperados of Quality Assurance

F-Company
Jon "Overseer" Nelson
Executive Producer, Online Marketing

Kyle "Tombstone" Peschel
Senior Web Producer

Davon 2nd(oming
Peter Eckert
Jay King
DMH Online Design

Believers
Bruno Bonnell, John Hurlbut, Matt Frary,
Constantine Hantzopoulos, Jeff Ault
and LaNae Salsbury
Those that Believed

Special Thanks
Melissa and JC King, Katie Eckert, Alisha
"Sheba" Baker, Enrico Granados, Kenny "Quick"
Robinson, Peter Sodbinow, Jimmy Buffett and...
a special welcome to ...Carl William Eckert,
born 10/13/2003.

ATARI WEB SITES

To get the most out of your new game,
visit us at:

http://www.dmhgame.com

www.us.atari.com

To send e-cards to your friends, download
wallpapers, or get access to other free stuff,
visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers,
as well as developers, visit our Community
Forum area at:

www.ataricommunity.com

**Kids, check with your parent or guardian
before visiting any web site.**

Chat Messages: Atari does not monitor, control,
endorse, or accept responsibility for the content of
chat messages. You are strongly encouraged not to give
out identity or other personal information through
chat message transmissions. Kids, check with your par-
ent or guardian if you are concerned about any chat
you receive.

Use of Atari web sites is subject to terms and
conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

A PROMISE TO OUR CUSTOMERS

*We will employ the Utmost of our Abilities and Resources to provide you, The Customer, with
only goods of the highest caliber. If you have Questions about or Difficulties with any of our Fine
Products, you need only contact our Assigned Representatives and we will address
any Concerns you may have.*

—J.V. STEPHENS, PROP. J.V.S. Co

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require ver-ifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7110**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompt-ed by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note**: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note**: We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7110** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of origi-nal purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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Excerpt of poetry on page 4 from "The Harvest" in *Whar' the Hand O' God Is Seen* by John W. Crawford.

Eulogy for Wild Bill Hickok on page 25 from *Whar' the Hand O' God Is Seen* by John W. Crawford.

Calexico appears courtesy of Touch and Go Records.

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Attack El Robot! Attack!

Gypsy's Curse

Mid Town

Sprawl

Frontera

Sleep on brave heart,

in peaceful slumber,

Bravest scout in

all the West;

Lightning eyes and

voice of thunder,

Closed and hushed

in quiet rest.

Peace and rest at

last is given,

May we meet again

in heaven.

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