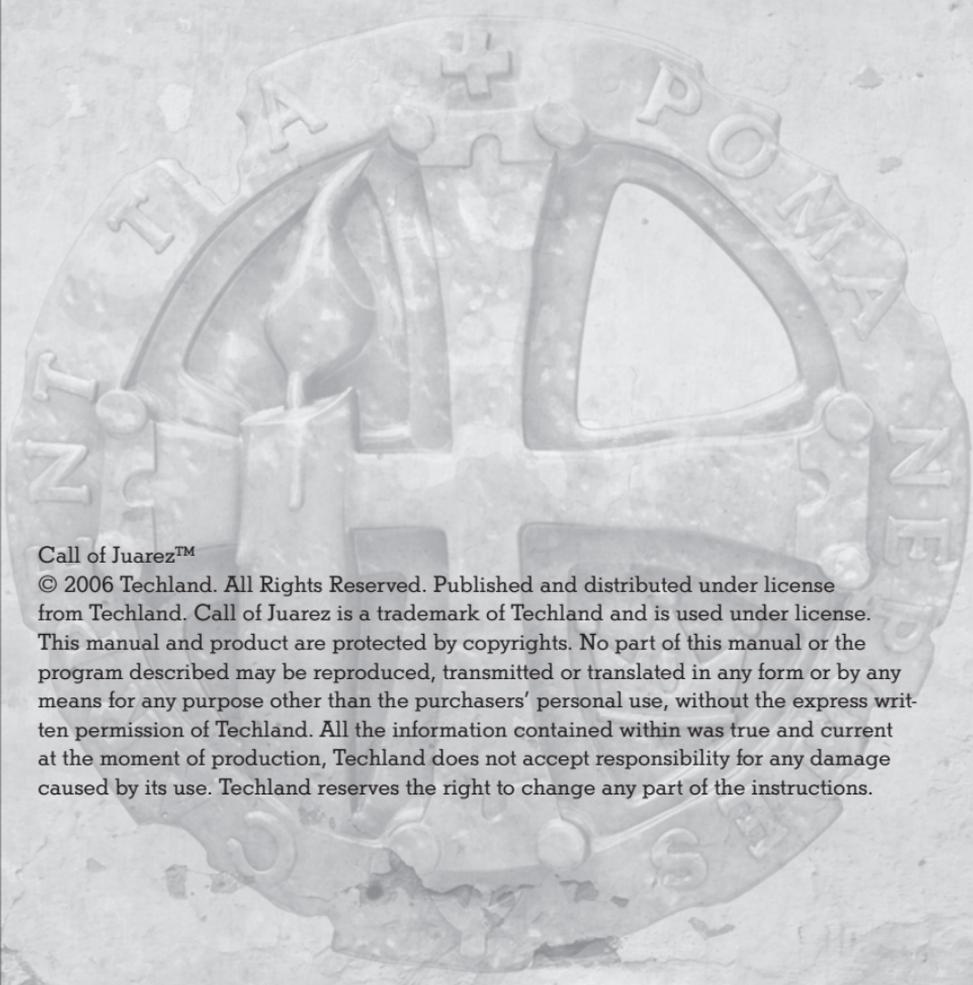


CALL OF JUAREZ



techland



Call of Juarez™

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GETTING STARTED

System Requirements

- Supported OS: Windows® 2000/XP (only)
- Processor: 2.2 GHz Pentium® 4, AMD Athlon™ 2400+, or 2.4 GHz Celeron or better (3 GHz Pentium 4, AMD Athlon 3000+, or 3 GHz Celeron or better recommended)
- RAM: 512 MB (1 GB recommended)
- Video Card: nVidia: GF6600, ATI: Radeon 9800 or better (see supported list*)
- Sound Card: DirectX 9-compliant sound device
- DirectX Version: DirectX 9.0c or higher (9.0c included on disc)
- Hard Drive Space: 2 GB
- CD-ROM / DVD-ROM
- Peripherals Supported: Windows-compliant mouse and keyboard
- Multiplay: 56 K modem (broadband recommended)

*Supported Video Cards at Time of Release

nVidia GeForce 6600, 6800, 7600, 7800, 7900

ATI Radeon: 9800, X800, X1300, X1600, X1800, X1900

Please note that video cards that do not support hardware pixel shaders version 2.0 or better do not fully meet the game's minimum spec and will therefore suffer performance issues.

The Game was not tested with onboard graphics cards, including laptops.

NOTICE: This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

Installation

Installing Call of Juarez™

To install Call of Juarez, insert DVD into your computer and select Install from the Startup screen. Follow the on-screen instructions to install the game on your computer.

After successful installation, you can run the game in one of the following ways:

- Double-click the left mouse button on the Play Call of Juarez icon on your computer desktop if you selected this option during install; or
- After you insert the Call of Juarez DVD into the drive, the startup program should run automatically. In this case, choose the Play option; or
- Click on the Start button, choose Programs and Call of Juarez, and then select the „Play Call of Juarez“ icon.

Uninstalling Call of Juarez

To uninstall Call of Juarez, click on the Start Menu, mouse over Call of Juarez, and then select "Uninstall Call of Juarez".

GAME SETUP

Main Menu

New Game

Before starting the first episode, you can choose the level of difficulty - Easy, Medium, or Hard.

Note that you can also start a new game from any of the episodes that you have already reached by entering the Load Game menu. You can also choose the difficulty level from here.

Multiplayer

More information about the multiplayer modes and options can be found on page 15.

Load

Load a previously saved game.

Options

You can access performance options and game settings from the Options screen. For additional details, please refer to page 5.

Credits

Show credits.

Secrets

Show secrets.

Quit Game

Exit the game.

In-Game Menu

Access this menu by pressing the Esc key during the game.

Resume

Continue the game after pausing. In the case of a character's death, this option is not enabled.

Restart Episode

This option starts the current episode from the beginning.

Restart Sub-Level

If the episode you are playing is divided into sub-levels, use this option to start the current sub-level from the beginning.

Load/Save

If a character dies, the Save button is disabled. Use this option for saving your game state or loading previously saved or auto-saved games.

Options

Access performance options and game settings from the Options screen. For additional details, see below.

Quit to Menu

Choose this to exit gameplay and return to the Main Menu. Important! Any game that is not saved will be lost.

Options Menu

Audio

From here, you can customize the sound options for Call of Juarez.

Available audio options are as follows:

- *Sound Quality*: Change the quality of sounds played during the game.
- *Music Volume*: Change the music volume.
- *SFX Volume*: Change the sound effects (SFX) volume.
- *Speech Volume*: Change the speech volume.
- *Hardware Mixing*: Toggle hardware mixing on/off.
- *EAX*: Toggle EAX on/off.
- *Force Software EAX*: Toggle force software EAX on/off.
- *Sound API*: Switch between DirectX and OpenAL.

Video

From here, you can customize the graphics options for Call of Juarez.

Available video options are as follows:

- *Resolution*: Change screen resolution.
- *Max Refresh Rate*: Change max refresh rate.
- *Full Screen*: Switch between full-screen and windowed mode.
- *Shader Model*: Switch between 2.0 and 3.0.
- *Anti-Aliasing*: Toggle full-screen anti-aliasing.
- *Texture Filtering*: Change texture filtering.
- *Brightness*: Change screen brightness.
- *Shadows*: Toggle the display of shadows in the game.
- *Shadow Map Size*: Change shadow map size.
- *Depth of Field*: Toggle the depth-of-field feature.
- *Quick Body Disappear*: Toggle the option of having all dead bodies disappear.
- *Material Quality*: Change the quality of the materials displayed during the game.
- *Texture Quality*: Change the quality of textures displayed during the game.
- *Foliage Quality*: Change the foliage quality.

Note: The graphic options available to you may differ depending on the graphics card you currently have installed.

Graphic Quality Presets

There are three predefined video setups available for users who would prefer not to adjust each feature individually. They are:

- *Best Quality:* This option will set all video details to high (for use with recommended or better system configurations).
- *Balanced:* Most options will be set to medium.
- *Best Performance:* Low details (recommended for lower performance or older machines)

Controls (Keyboard Commands)

In diesem Menü kannst du die Standardtastenbelegung ändern. Links wird die Aktion angezeigt, rechts die für diese Aktion vorgesehene Taste. Durch einen Doppelklick auf den jeweiligen Button wird der Aktion eine neue Taste zugewiesen. Die Standardtastenbelegung findest du auf Seite 10.

- *Invert Mouse:* Invert up/down mouse movement. Moving the mouse forward causes the character to look down, and moving the mouse back causes the character to look up.
- *Mouse Sensitivity:* Change the speed of the mouse movement on the screen.

Game Options

- *Auto-Reload Weapon:* Select this option if you want your gun to reload automatically.
- *Full Akimbo:* Turn full akimbo on/off.
- *Speech Language (where available):* Changes the language of dialogue in the game. When this option is selected, all written text (including subtitles) remains in the original language.
- *Subtitles on/off:* Turn subtitles on/off.

Quick Start

After launching Call of Juarez and watching or skipping (with the Esc key) the intro sequence, select New Game and choose a difficulty level. The game tutorial, which is a part of the first episode, helps you get familiar with basic game features such as control settings and actions.

- The movement keys are W (forward), S (backward), A (strafe left) and D (strafe right).
- The locations of your objectives during the mission are displayed on the compass in the upper-right corner of the screen. To check your objectives, press the O key. To see a log of dialogue and hints, press the L key.

- Use the left mouse button (LMB) and right mouse button (RMB) to shoot. For weapons held in two hands, the RMB is used to aim instead of shoot. You can look around by moving your mouse. When playing Billy you can hit objects with your whip LMB or grab them RMB and climb on them. Click LMB to shorten the whip and RMB to lengthen. Press both mouse buttons to detach the whip from an object.
- Use the Action key (F key) to pick up objects, use devices, mount horses, and more.
- Use the Q and E keys to lean left and right.
- Use the F5 and F8 keys to quickly save and load your game.

For more information regarding the game controls, please refer to page 9 of the manual.

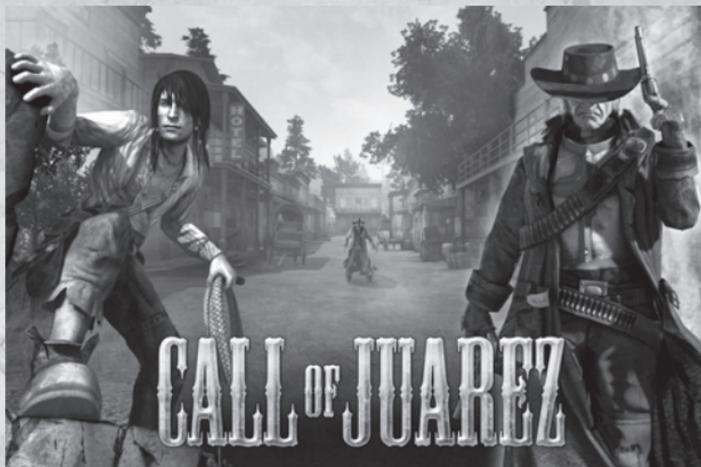
Two Player Characters

In Call of Juarez you play as two characters - Billy Candle and Ray McCall. Each has different skills and strengths.

- Ray is stronger and can kick and carry heavy objects. He can also wear armor that protects his chest from bullets.
- Billy is weaker but can climb obstacles, use a bow and arrow, move silently, and use his whip.

Please look at the icon in lower-right corner of the screen to see which character you are playing.

BACKSTORY



The Legend of the Lost Gold of Juarez has been passed from one generation to the next since the time of Hernando Cortez. It was said to be the ransom for Montezuma, held hostage by the Spanish in the great Aztec capital of Tenochtitlan. The treasure disappeared soon after the sacking of the city and some believe it's buried near the border town of Juarez. The legend relates that the Aztec Sun God, Huitzilopochtli, put a curse on the treasure and that all who seek it will find only insanity and perdition. This avaricious madness has come to be known as the Call of Juarez.

MAIN CHARACTERS

Billy Candle

A young man, Billy has been forced to grow up fast in the unforgiving Old West. His father unknown, he is called "Billy Candle" after a mysterious medallion he carries, which was given to him by his mother. Billy is good at heart, but is constantly blamed for the wrongdoings of others. He can sneak past enemies and use stealth to his advantage. Billy is also very agile - he can climb over objects and use items to get on top of buildings.



Reverend Ray

Reverend Ray is a man of God who has lived a rough life. Rumor has it that he was once an infamous gunfighter, feared by all who crossed his path. He is now a man of the cloth who has devoted his life to saving the souls of the damned and bringing light into the lives of those who live in sin. When push comes to shove, Reverend Ray is an imposing man with great physical strength.



PLAYING THE GAME

Default Key Commands

Forward	W
Backward	S
Strafe left	A
Strafe right	D
Lean left	Q
Lean right	E
Horse run/ MP run	Caps Lock
Toggle horse run	not assigned
Walk	Shift key
Toggle walk	not assigned
Duck	Ctrl Left
Toggle duck	not assigned
Jump	Space Bar
Kick	C
Focus	X
Toggle alt fire	Z
Action	F
Fire left	Left Mouse Button
Fire right	Right Mouse Button
Reload	R
Select pistol left	1
Select pistol right	2
Select rifle	3
Select dynamite	4
Select whip	5
Select bow	6
Next weapon	Mouse Wheel Up
Previous weapon	Mouse Wheel Down
Throw weapon	Backspace
Hands	0 (zero)
Show objectives	O
Show logs	L
Quick Save	F5
Quick Load	F8

In the multiplayer mode, the following additional keys are available:

Say	Y
Say team	U
Score	Tab
Change team	T
Voices	V

The keyboard commands can be changed by accessing Controls in the Options menu. For more information on changing the keyboard commands, please refer to page 5 of the manual.

HUD – Game Screen



1. *Compass*: When available, it shows the location of your current objective.
2. *Player icon*: Indicates crouching/standing position and stealth level.
3. *Concentration mode icon*: Appears when Concentration mode is available.
4. Health level.
5. *Weapons*: Displays which weapons the character is currently carrying.
6. *Ammo*: Shows available ammo for all types of weapons ("a" for revolvers; "b" for Rifles; "c" for shotguns).
7. *Multitask icon*: Indicates actions the character can currently perform (e.g., mount horse, carry crate, use whip).
8. *Horse icon*: while on horse icon shows horse condition

Weapons and Equipment



Revolvers

Usually six-shooters that can be held in both hands and used with dynamite or shotgun in akimbo mode.



Rifles an Sniper Rifle

Efficient for long distances but need more time to reload. Must be held with both hands.



Shotgun

Available in regular and sawed-off (more powerful, but less accurate) versions.



Bible

Ray can hold his bible in one of his hands and use quotations to confuse his enemies.



Dynamite

Only five dynamite sticks can be carried at once. Use it carefully as it can severely injure everyone nearby.



Bow

Efficient for moderate distances. When aiming the time slows down for more accurate shot, but after a while this mode turns off.



Whip

The whip can be used as a weapon and for climbing.



Oil Lamps

Oil lamps can be used to set things on fire. If you shatter or shoot a lamp that is lit, the oil will spill and start burning immediately. If you take an unlit lamp and shatter it, the oil will spill and will only start burning once you shoot it or when it comes in contact with fire. Fire can be a dangerous and useful weapon.



Other Items

You can use/carry other items, such as chairs, crates, stones, etc. Most of them can be thrown at enemies. You can climb onto crates to reach higher areas. Ray can grab a chair in his right hand, hold it over his shoulder, and either throw it (left mouse button) or hit with it (right mouse button).

Movement, Combat, and Actions

The basic movement commands are described here. Note that these are based on the default keyboard configuration.

Moving

To move your character forward, use the W key. To move backward, use the S key. Strafing and sideways movements are controlled with the A and D keys. You can also lean over corners and obstacles by pressing Q and E keys.

In MP mode running can be toggled on or off by using the Caps Lock key. For the full list of default keyboard commands, please refer to page 9.

Horse Riding

To mount a horse, move your view over its saddle and press the Action key (default F). You can move similarly to a human character while on the horse, but use the strafe keys to turn left and right. You can look around with your mouse when sitting on the horse.

The Gallop key (Caps Lock default) makes the horse run faster. You should only run in short bursts, or you risk tiring out the horse.

A separate icon in the upper right corner of the screen will indicate the health and strength of your horse.

Dueling

Dueling relies mainly on reflexes. During the duel, wait for the countdown to reach zero or for your opponent to first reach for his gun. You will not be able to use your gun earlier.

Reach for your gun by moving the mouse down and then raise the gun to aim by moving the mouse up. You can then move the crosshair over the screen with your mouse. Aim and shoot quickly to beat your opponent. Remember that you can lean left and right during the duel to avoid your enemy's bullets.

Concentration Mode

When playing as Ray you can use his ability to quick-draw his weapons - this is called Concentration mode. To use Concentration Mode, holster our guns and press the left or right mouse button to quick draw.

You will see two moving crosshairs on the screen - fire your guns when the crosshairs move over your opponents. Concentration mode will not always be available. After you use Concentration mode, a certain amount of time must elapse before it becomes available again.

Climbing

Billy is the only character who can climb (onto rocks, obstacles, etc.). In order to climb, stand in front of a shelf, overhang, or roof ledge and jump while holding the Forward key.

Billy can also use crates and objects placed next to buildings to help him climb. To do so, walk up to an item, press the Action key to pick it up, walk to the desired location and press the Action key again to set the object down. You can then use it to climb.

Whip

The whip can be used as a weapon with the left mouse button, but can also help you move in the environment. When you want to climb somewhere high or jump over a chasm, you can grab a branch with your whip to help you across (right mouse button). You can then hang on the whip and shorten (right mouse button) and lengthen (left mouse button) it as needed. To release the whip, press both mouse buttons simultaneously or press the Jump key (Space Bar default).

Sneaking

Billy is good at sneaking and he can move quietly when necessary. Sometimes sneaking is the only way to complete an episode.

Icon in the lower-right corner shows if Billy is sneaking.

In addition in some levels it's darkness shows if the character is hiding in shadows.

It usually takes enemies a little time to recognize you, so if you hide quickly after being spotted or keep quiet after being heard they may ignore you. The keys to remaining undetected are moving slow, making use of cover, and crouching low to avoid being seen.

You should not make noise and use guns or the whip when there is a chance of being caught when heard. Note, however, that loud environmental sounds such as thunder can help cover any noise you make.

MULTIPLAYER

From this screen, you can create a game server (create game), join another game (join game), or configure a player's profile.

Player Settings

Player Nick: This area displays the player nickname, which can be changed or edited at any time.

Create a Multiplayer Game

Use the Create LAN Game or Create Internet Game option to create a game server.

Create a LAN/Internet Game

The Create LAN/Internet Game screen displays the following options:

- *Start Game:* Starts the LAN/Internet game using the current settings.
- *Map Settings:* Allows you to change the LAN/Internet game map settings.
- *Server Settings:* Allows you to change the LAN/Internet game server settings.
- *Back:* Exits to the Multiplayer menu.
- *Available Maps:* Displays a list of available maps.
- *Selected Maps:* Displays a list of currently selected maps.

To choose a map, double-click it on the list on the left side. The chosen map will appear on the right side of the table. Double-click it again to remove it from the list. This way, you can set the order and number of maps.

Multiplayer Modes

Call of Juarez offers the following network game modes:

- *Skirmish:* Two teams fight each other. When all the members of a team are killed, the team loses.
- *Robbery:* The Outlaw's goal is to steal the gold (marked on the compass) and deliver it to one of the escape zones (marked on the compass) within a given time period. The Lawmen have to defend the gold.
- *Gold Rush:* The player who gathers the most points wins. Points are given for gathering gold that is spread over the map. The gold is marked on the compass.
- *Deathmatch:* Get as many frags (enemy kills) as possible.

Maps Settings

Each map has additional parameters, which can be adjusted after pressing the Map Settings button. Availability of different settings depends on the game mode.

Server Settings

When creating a server, the player can change the following server settings:

- *Server name:* The name of the server.
- *Game port:* The port the game will use.
- *Max players:* The maximum number of players that can join the game.
- *Password:* The password that will protect the server and will be required to be entered by all players before they join any game on this server. Leave empty for no password protection.
- *Loop maps:* This option enables indefinite repetition of maps from the list.
- *Dedicated:* The server is dedicated. The server will work faster, but it cannot be used to play.

Join an Existing Multiplayer Game

To join an existing Call of Juarez network server, choose the Join LAN Game or Joint Internet Game option. The list of servers can be refreshed by clicking the Refresh List button.

You can also update list of servers by clicking the Update List button. Join the game by double-clicking with the left mouse button or selecting the server and clicking on the Join Game button.

There is an additional option of adding chosen servers to a list of favorites. To do this, choose the Favorites option.

TECHNICAL SUPPORT

Before contacting the tech support center, please read the readme.txt file from the Call of Juarez CD/DVD ROM.

In order to run readme.txt file:

- Double-click the left mouse button on My Computer icon
- Right-click on the CD-ROM or DVD ROM icon with CALL OF JUAREZ Disk inside, and choose the Explore option
- Double-click the left mouse button on the readme.txt file.

If the information included in this file does not solve your problems, please contact technical support:

info@techland.pl

Before contacting the tech support center, please prepare the following information:

1. Product title, version number and language
2. Operating System version
3. Computer's processor type and speed
4. Amount of RAM
5. Make and model of your video card + drivers version
6. Make and model of your sound card + drivers version
7. DirectX version
8. Detailed description of a problem
9. Attachment including *.log files and \Logs\
the \Log directory is located:
 - on Windows 2000 and XP: in system common repository for application-specific data in Call of Juarez directory, usually: "C:\Documents and Settings\\Application Data\Call of Juarez\"
 - on older systems: in the game's installation directory and the in \Out directory(Attention: *.log files are overwritten each time you run the game, so they need to be sent immediately after the problem occurs).
10. Your Internet connection and time when the problem occurred if it concerns the multiplayer game.

