



# THE WILD WEST



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## OVERVIEW:

The Wild West is a creation to use with MythII:Soulblighter. It is a plugin that can be used to play net games based in the old west.



## THE SETTING:

The story is based in an old town, nestled between two non-famous mountain ranges, and kissing a lake. Various areas of interest surround the town, with all sorts of surprises to be tackled and handled. There is an island right off the shore in the lake, there are of course fields of crops, valleys of rock, and hills of evergreens. Main Street is only a crawl drag and limp away.



## THE STORY:

People are upset, they have guns, and they have attitude. The conversion contains four types of games to play, each boasting their own game types. If you think you are a quick draw, or a gang member... your fate, and the fate of others will be decided.



The following is a breakout of each game:

## **The Cartel Shootout:** 8 starting locations, great for non team play.

Groups of individuals want the town for themselves, of course this causes conflicts. And we all know how conflicts were handled in the old west.



This game of the Wild West, is your basic fighting ground. You have a moderate sized group of thugs (or the towns law if you happen to start on main street), and have various avenues for destruction. Each team start area has a vantage point, and a drawback... so try not to rely on starting in a certain location! Learn them all.

- Steal the Bacon
- Last man on the mound
- Flag Rally
- Territories
- Captures
- Assassin



## **The Lone Gunman:** 14 starting locations

It's just you against the whole frigging world man. See how fast of a draw you can be!



This game consists of one man per player. You get a choice between a Marshal, or a Gunfighter. Choose wisely with how good you are with whichever unit for whatever game type played, because your entire game depends on it.



Also, play this map with the overhead map turned off. Real rustlers only use their wits! No cowboy in the old west has mysterious "Bad-Guy-O-Radar"!!  
Tip: set your unit(s) to a preset, and learn the map first before going into battle on this one!

- Hunting
- Assassin

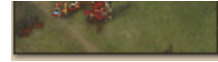


## **The Good versus The Ugly:** 2 starting locations (duh)

Two gangs, the good guys and the bad guys. They hate each other profusely, and wish to rid each other



from the town.



This game is for the long ones. You do not want to set a game time of less than 10 minutes for any of the Good vs Ugly game types. Each team has many many men that you can move about and do some devious things with. But be forwarned, the other guys are doing the same, so make sure you plan your attacks well, or you will end up the smear of the town.



This game opens with a sequence after the trading time, so don't freak when your camera jerks away from what you were looking at, as this is natural. The cameras all pan to the center of the town, where a sequence of events happen, so sit back, and enjoy the minute.

- Lame man on the street
- Flag Rally
- Capture the Flag
- Territories
- Captures
- Stampede!
- Assassin

**Shoot up the Town:** 4 starting locations, great for teams

This one is mainly made for its hunting appeal. However, for those who wish to do a better "Teams" type play with more units, and fewer starting locations, many other game types are supported for your fun 'n thrills.

- Last man on the mound
- Bacon bacon, where's my bacon!
- Rally 'em Flags
- Territories
- Hunting
- Ass'in

**Town of Hog Waller: SOLO MAP**

Welcome to the Solo level. The story, well... you can read about it when you start the level.

How to start the level? When you load up MythII, and you get to the main screen, hold down "shift" and press the New Game button. You will then get a massive list of stuff to pick, and something new up top. Select "Town of Hog Waller", and hit begin.

The level is meant to be difficult, so if you are having trouble, don't worry... that's what is meant to happen. However on the other hand, if you find it overly easy and beat it on "LEGENDARY"... then send us on in a film showing your Western prowess!

If you go off on an ego trip touting that it was way too easy and you beat it in only 6 minutes the first time, then well... you must have stumbled on a freak chance of random instances that never showed up during testing. So, shut the hell up and go play it again and see if you are so lucky again =)

## UNITS:

In order to have the old west, you can't just make a map and throw archers on it, now can you? The following is a brief breakdown of the main units, and how to use their abilities.



### Gunfighters and Deputies:

These guys shoot bullets from pistols. To aim, just click your guy on an enemy, and they will fire away as best they know how. The trick is to start firing before they do. These units will start to fire on their own, but only closer up... so if you want to take advantage of the longer ranges possible, then you have to manually click them on the target. Adds a higher skill factor in managing your gun slingin bastards.

These guys also throw lit lanterns. These lanterns are not all that strongly designed, they like to shatter

into a ball of flame and spread their kerosine all across the ground when they are lofted so. These lanterns can be of great help for holding off enemies. No one likes to walk through a wall of fire, so in a pinch, its a great escape helper, as well as something to fry your nemesis with.

### **Outlaws and Marshals:**



These tough, long dark coated, attitude ridden, foul mouthed, bastard puppies shoot powerful bullets from their Winchester rifles. They are slower, because they have to reload and take aim again, but don't let that get you down... the Winchester didn't win the west because it looked pretty! This bad boy packs a punch, and at a very long distance too boot! You can shatter a towns folk with just one shot from this sleek weapon.

These guys have a drawback... they can't handle when things get too close to them, so instead of trying to take aim, they bash whomever is close with the butt of the rifle. You do not need to double-click to get them to bash something, they will do it on their own if the enemy is close enough... they are not stupid you know (\*cough\* lame-archers \*choke\*)!

These rough and tumblers also throw sticks of dynamite. Careful, a single stick of dynamite can rip a man in half... so be darned careful where you chuck them! Dynamite can be thrown a fair distance, but the wicks are long so they take time before they explode... so many times, if you are quick and saw the attack, you can escape the booming death with just a few scratches! Dynamite will explode under water, so don't think since you're standing in a pond, that the stick of dynamite your enemy just chucked in there with you, won't go off!

### **Ringers:**



A ringer is someone who has the talent to be exceptional at what they do. These guys are exceptional with their gun. Ringers fire rapidly 6 times in a row (or less if the target dies), and then have a longer recover time (think of it as reloading). They are pretty powerful units for taking out another one on one, so keep them around, and try to be careful to not throw them into a heated battle.

Ringers are not easily found or ever in massive quantities, so you won't find that you have many (if any at all) in the games. Because, if everyone was a ringer... there wouldn't be the term!

These guys throw lit lanterns as well. They carry a few more to start, so be cautious if they die.

### **Doctors:**



Many doctors of the old west healed the wounded due to gunshots, extracting bullets left and right. The Doctor or Doctors you get in some of the maps will wander along with you, and help your men in times of need. They pick up the white tin Medical Cases that can be found in supply areas. Although the Doctors carry the big black bags with them, without the extra supplies in the tin cases, they won't have the resources to keep helping your men. Doctors are not completely defenseless, they can confuse, sicken, and stun anyone who gets within range of their intoxicating elixirs. Guard them well or keep them out of harms way until needed.

### **Cattle:**

Some games, you get some cattle that you can control. Cattle have been known to not just stand around and chew their cud, but to also throw some serious temper tantrums. If you feel like it, send a heard of cattle off to gore your enemy with. Cattle



with strike with their horns and thrash anyone and anything you send 'em after.

**Horses:**

Ambient life form that just gives the area a better feel of being in the old west. Sorry you can't mount them and run around town shooting your guns into the air... the Myth engine does have some limits.

**Wolves:**

Same wolves you know and love, but these have been domesticated by the outlaws. They wear a colored bandana that distinguishes who it's owner is (yay! no more blue and green fur!).

**Towns Folk:**

Poor hapless fools who wander the town not knowing what is about to happen to their currently peaceful valley. Try not to shoot them... unless the game calls for it [\*evil laughter\*].

**SECRETS:**

Yes.

**VERSION CHANGES:**

Version2 of the Wild West contains these changes over version1. This is the last version update for the Wild West, for many reason we will not go into. So if you still do not like the speed of the units, TOUGH.

- Fixed flow, and scripting in Solo Map.
- Faster moving units.
- Better Unit learning curve on speed and accuracy.
- Slightly Slower detonating dynamite.
- Slightly Less damaging dynamite.
- Less chance of lethal explosion chain reactions.
- More dangerous cattle (stampede/assassin games).
- More dangerous chickens (funny ha ha).

- Overall longer 'life-time' of units increased.

## **REASONS:**

This is for all those nit-picky folks out there who can't just enjoy something for what it is. This is a section explaining why we did a few things, and to make it clear that it was our intent, or choice regardless.

### **Why use Bungie's trees, weeds, crops etc?:**

Why not? Those trees, bushes, weeds, crops, plants, cacti and things existed back in the old west. Why re-create something that was already done so well and allowed for us all to use? We did recolor them a bit to better fit with the setting. You know, not all western towns existed in the middle of nowhere where the only plant around was a tumbleweed!

### **Why is the town lush and green in many places?:**

As mentioned above, not all towns existed in the middle of a flat desert. People preferred to settle towns in areas that were lush, fruitful, and had a form of instant food source. Hollywood just glorified the desert town that existed on a town well, and food imports to survive. This didn't mean that we also had to make our town a Hollywood town. Setting it where it is, gives greater landscape use for battles and tactics, instead of everything being flat with some shrub thrown about (boring!).

### **Why no flat faced buildings like in the movies?:**

Hate to blame Bungie on this one, but we will ;-)  
Without good proper tools (or any tool for that matter) to compile new geometries for MythII Models... we just had to use what was made and re-texture them. We very much wanted those very distinct looking western town buildings, but the only man who had the 'tools' and the 'go' from Bungie at the time, gave us the run-around (he did manage to



get out a few models for the excellent and fun "Assassin!" conversion, but had no time for us). So, after months of waiting, he skipped town and nothing came forth for us, bummer. We could have pushed this off another month or two while we tried another person who claimed to be able to do it... but we didn't want to take that chance again. Anyhow, we think that what is there now is extremely wonderful, so it's all good and ok.

### **Why no new towns people units?:**

Waste of space (archive is already large enough), the peasants look just fine for that kind of town... this wasn't the late western days when everyone wore suits and dresses just to walk across the street, or had automobiles to ride in either. So we figured the drab looking people worked out great in this setting.

### **Why no new interface?:**

Who cares? The game is not looking at the intro screen and pushing those buttons... it's actually on the battlefield and playing with others with all the actual things that make the game what it is. Plus, Bungie's MythII interface is so wickedly cool to look at already!

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#### **PEOPLE INVOLVED**

- |                   |                       |               |
|-------------------|-----------------------|---------------|
| - Randall Shaw    | - Johnny Biebesheimer | - James Head  |
| - Michael Milvich | - Gary Simmons        | - Robert Shaw |
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