

INSTRUCTION MANUAL

DESPERADOS[®] 2

COOPER'S REVENGE



ATARI

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GETTING STARTED

The ReadMe File

Desperados® 2: Cooper's Revenge 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 was finalized.

To view this file, double-click on it in the *Desperados® 2: Cooper's Revenge* directory found on your hard drive (usually C:\Program Files\Atari\Desperados 2: Cooper's Revenge). 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 *Desperados® 2: Cooper's Revenge*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 2000/XP
Processor:	Pentium® 4 1.9 GHz or AMD Athlon™ XP 1900 or higher
Memory:	512 MB RAM
Hard Disk Space:	4 GB free
CD-ROM Drive:	6X speed or faster
Video:	128 MB Hardware T&L-compatible video card*
Sound:	DirectX® version 9.0c-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher

*Video cards that do not have hardware shader support, such as the GeForce 4 MX or any Intel Integrated graphics, are not supported.

SETUP AND INSTALLATION

1. Insert *Desperados® 2: Cooper's Revenge* Disc 1 into your CD-ROM drive.
2. 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 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.
3. Follow the remainder of the on-screen instructions to finish installing *Desperados® 2: Cooper's Revenge*.
4. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs / Atari / *Desperados 2: Cooper's Revenge* / *Desperados 2: Cooper's Revenge* to start the game.

Note: You must have *Desperados® 2: Cooper's Revenge* Disc 1 in your CD-ROM drive to play.

Installation of DirectX®

Desperados® 2: Cooper's Revenge requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it.

GAME MENUS

Start Menu

As soon as you start the game, the Start Menu appears. Here you can access the Main Menu, change the installation options and read the manual.

Main Menu



Click on "Start" at the Start Menu to display the Main Menu, which contains the following options:

Play – Start a new game or continue the game from the last saved point.

Load – Load a saved game.

Options – Open the Options Menu (see Options Menu on page 5).

Credits – Shows a list of people involved with the development of *Desperados*® 2.

Exit game – Closes the game and returns to Windows.

Game Menu



While playing the game, press the [ESC] key to open the Game Menu, where you can choose from the following:

Continue – Return to the game in progress. You can also resume playing by pressing the [ESC] key again.

Restart – Start the current mission from the beginning.

Note: All unsaved progress will be lost.

Load – Load a saved game.

Save – Save the current game.

Options – Open the Options Menu.

Credits – Show a list of all the people involved with the development of the game.

Exit game – Quit the game.

Saving and Loading a Game

You can save a game by clicking on the "Save" option in the Game Menu. You'll be required to choose a name for your save file.

Quick Save

During the game you can press the [F5] key to "quick save" your progress. To load the most recent quick save, press the [F8] key. *Desperados*® 2 also keeps a backup of your previous quick save game. To load this game, press [SHIFT + F8] or choose the "Load" option in the Main Menu or in the Game Menu.

Options Menu

Click on "Options" in the Game Menu or in the Main Menu to adjust the following game options:

Video settings – Change the video resolution or the level of detail of the game graphics.

Audio settings – Adjust the volume of music, background sounds and speech. You can also turn subtitles ON or OFF, and adjust the frequency of PC commentary.

Mouse Configuration – Adjust the mouse settings.

Game Controls – Change the keyboard settings to suit your requirements. The default keyboard setting is described on the following spread.

Game Difficulty – Adjust the difficulty level.

GAME CONTROLS

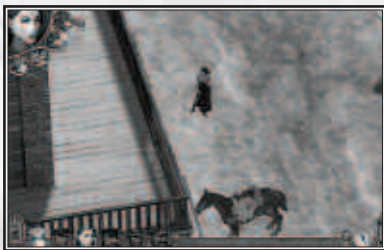
Confirm action	Left mouse button
Reject action	Right mouse button
Go forward / Scroll map up	[W] / Arrow up
Go backward / Scroll map down	[S] / Arrow down
Go left / Scroll map left	[A] / Arrow left
Go right / Scroll map right	[D] / Arrow right
Free scrolling	Click and hold right and left mouse buttons and move the mouse
Zoom in on the map	Hold down the right mouse button and move the mouse up / [NUM +]
Zoom out from the map	Hold down the right mouse button and move the mouse down / [NUM -]
Stand	[T]
Kneel	[G]
Lie down	[B]
Lean left / Rotate the map to the left	[Q] / [NUM 0]
Lean right / Rotate the map to the right	[E] / [NUM .]
Free rotation	Click and right mouse button and move mouse left / right
Toggle walk / run	[CAPSLOCK]
Reload weapon	[R]
Toggle tactical view / action view	[TAB]
Contextual action	[SPACEBAR]
Special action 1	[F1]
Special action 2	[F2]
Special action 3	[F3]
Special action 4	[F4]
Draw a selection frame	Click and hold left mouse button and move mouse

Select John Cooper	[1]
Select Kate O'Hara	[2]
Select Doc McCoy	[3]
Select Sam	[4]
Select Sanchez	[5]
Select Hawkeye	[6]
Select all available heroes	[`]
Record a Quick Action	[V]
Confirm a Quick Action / Perform	[ENTER]
Quick action on visual contact	[']
Delete Quick Action	[BACKSPACE]
Display View Cone	[ALT]
Display noise area	[N]
Move with a drawn weapon	[CTRL]
Click behind	[SHIFT] + left mouse click
Mini-map	[M]
Mission Menu	[X]
Quick save	[F5]
Quick load	[F8]
Quick load backup	[SHIFT] + [F8]

PLAYING DESPERADOS® 2: COOPER'S REVENGE

In *Desperados® 2: Cooper's Revenge*, you control a gang of six bounty hunters on a rough and rowdy tour of the old Southwest. Each character you control has a unique set of skills and items you must master to survive the challenges you'll face. It will take a combination of teamwork, stealth, deception and down-and-dirty gun slinging to survive.

All action takes place in an overhead tactical view or an up-close, over-the-shoulder action view. How you choose to view it depends on your preference — and the situation at hand.



1. Selected Character – When you select a hero, either by clicking on them directly or on his or her portrait, he or she shows up here. Click on an object icon or press **[F1]** to **[F4]** to select an action to perform.

2. Character Position – These three icons let you change the position (stand, crouch, crawl) of the selected character. The character will remain in this mode until you change positions again. You can also change positions by pressing the **[T]**, **[G]**, and **[B]** keys.

3. Quick Action Record – Press the hourglass icon to start recording a Quick Action for the selected character. For more information, see “Quick Actions” on page 17.

4. Character Portraits – Click on a character portrait to select that character. Double-click on a portrait to select a character and center the view on him or her.

5. Sight Beam Tool – Click on this icon and then hover the cursor over an NPC to see the field of view of that character. You can also press and hold the **[ALT]** key to toggle the Sight Beam Tool on.

6. Noise Tool – Click on the Noise Tool icon to display the area in which NPCs can hear the selected character.

7. Compass – This shows the direction that the view is currently facing. Click on the compass icon to reorient the view so that north is at the top of the screen.

8. Mission Goals – Click here to display a mini-map and your current mission objectives.

9. Tactical View – Click here to change to the overhead tactical view.

10. Action View – Click here to change to the third-person action view.



Game Views

There are two ways to view the action in *Desperados® 2: Cooper's Revenge*: tactical mode and action mode. The mode you choose will depend on the situation and your strategies.

Tactical Mode

Tactical mode displays the action in an overhead view. This mode lets you see more characters and buildings, and is the best for plotting out your overall strategy for winning a mission.

To scroll the overhead view in tactical mode, press the arrow keys or move the mouse cursor to an edge of the screen. You can zoom in/out by right clicking and moving the mouse forward/backward or by turning the mouse wheel. You can also zoom in/out with the **[NUM +]** and **[NUM -]** keys.

To rotate the view in tactical mode, right click and move the mouse left/right.

Action Mode

For an up-close, over-the-shoulder view of the action, switch to action mode. This mode is best for maneuvers that require detail, such as moving through the shadows to pick off an enemy with a sniper rifle.

Controlling Characters

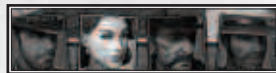
There are two categories of characters in the game: PCs and NPCs.

The PCs (Playable Characters) are the six heroes that you can control. At the start, only John Cooper is available to you. The other team members join as the game progresses, and may possibly leave the gang or not be present on some missions.

The second group is the NPCs (Non-Playable Characters), who populate the world of *Desperados® 2: Cooper's Revenge*. They can be either armed opponents or innocent civilians, with whom you can interact in various ways. (See "Bad Guys and Bystanders" on page 16.)

Despite the valuable services they rendered, bounty hunters were not highly regarded in the Wild West. Not every NPC will be hostile, but the best strategy is usually to avoid attracting attention. You therefore have a range of options available for distracting opponents, luring them away, disposing of them silently or causing them some brief irritation. In extreme situations, reaching for your Colt may be the only way out. Often, though, this will only double your problems, rather than solve them.

Shooting at civilians, on the other hand, is not allowed. The only way to put a civilian out of action, albeit temporarily, is to deal him a knockout punch or a breath of sleeping gas and to tie him up.



Selecting PCs

To highlight a PC in tactical mode, left click directly on that character or click on the character icon at the bottom of the screen. Double-click a character icon to select that character and center the view on him. You can also directly choose the characters by pressing the [1] to [6] keys.

To select multiple PCs, left click on any point on the map and drag a frame around the characters you want to select. You can also hold down the [SHIFT] key while pressing keys [1] through [6] or clicking on the portrait of a character on the lower edge of the screen. To select all available PCs press the [`] key.

Undoing the selection

Right click on any point on the map if you want to deselect all of the PCs. If you only want to deselect some of the PCs, left click on the character or on its portrait on the lower edge of the screen, or draw a frame around the characters you want to deselect. You can also hold down the [SHIFT] key while pressing keys [1] through [6] to deselect certain PCs.

Moving a Character

Once you have a character selected, you can move him or her by left clicking anywhere on the screen. Double-click on any point on the map to make the character run to that location. If the cursor is over an area that the character can't reach, it will display as a red cross.

To move a character while you are in action mode, press the [W] key to move forward, the [S] key to move backward, and the [A] and [D] keys to move left/right. You can also move a character using the arrow keys. Press the [CAPSLOCK] key to toggle run/walk.

In the game your heroes can stand, crouch or lie. Press the [T] key to make the character stand up, the [G] key to make the character crouch, or the [B] key to make the character lie down.

You can also left click on the symbol of the standing, crouching or lying character in the lower-left corner of the screen.

You can stop any moving character by right clicking anywhere.

Performing Actions

Left click on one of the action symbols next to the image of the selected character, in the upper-right corner of the screen, or press the [F1] to [F4] keys to select a special action.



For example, to make Doc throw a gas phial and knock out a group of enemies, select Doc and then click on the gas phial icon (or press [F3]). The cursor will change to show the range and area that the gas will affect. Left click on the area and Doc will toss the gas phial. Right click anywhere on the screen to cancel an action.

If an action is no longer available or a required object is not present (for example Sam is out of dynamite sticks), the corresponding action symbol will be grayed-out.

Other Actions

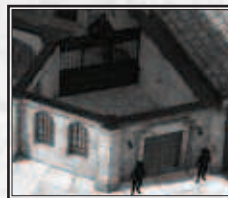
When you move the cursor over an object with which the selected character can interact, it will take the form of the corresponding context action. For example, Cooper can carry an unconscious body while Kate can kick an enemy. As soon as the cursor is placed over an object with which the selected character can interact, it will take the form of the corresponding context action. Remember: not every character can perform all context actions (for example, Doc, unlike Cooper, cannot carry a body, but he can tie up unconscious enemies).

Contextual actions can also be used in 3rd person view by pressing the [SPACEBAR] while a PC is next to an object or person that can be interacted with.

Moving With a Drawn Weapon

In tactical mode, you must hold down the left [CTRL] key and left click on any point on the map to make a character move to that location with his or her weapon drawn. As soon as you release the [CTRL] key, the character will stop and be ready to fire.

Entering Buildings



If your character is able to enter a building covered by a roof, the roof will become transparent when you move the cursor over it. Simply left click inside of the building to make your character go inside. If there are two levels on a building and are both accessible, you can reach the upper one by left clicking. To enter the lower level, hold down the [SHIFT] key while left clicking.

To enter a building while in action mode, simply direct your character into the building with the arrow keys or the [W], [S], [A], [D] keys.

Locked Doors

Doc is the only character who can open most locked doors. Select Doc and left click on a locked door to make him pick the lock.

Weapons

Standard weapons differ in range, firing rate, penetrating power and magazine size. For example, Sanchez's shotgun and Cooper's Colt are deadly at short range, but rapidly lose effectiveness at a distance.

A weapon's crosshairs indicates the probability of it hitting its target. The closer the reticles of the crosshairs zoom together, the higher the probability to hit. When the crosshairs are red, you are not able to hit.

Ammo

The PCs you control have a limited amount of ammunition and objects. You can often find additional supplies in your surroundings — for example fallen enemies drop ammunition. You can see these in the main view, or open the mini-map and look for a green cross.

To pick up an ammunition supply or object, select the PC who will pick it up and left click on the object or simply move there to collect it. A character can only collect these extra objects if he or she can use them (i.e. Doc cannot collect dynamite and Sam cannot collect gas phials).

Reloading a Weapon

Characters automatically reload their weapons during pauses in gunfights, if they are not fully loaded or empty. You can manually reload a weapon by pressing the **[R]** key. If reloading takes too long, you can interrupt it by right clicking or simply by starting to shoot again.

Health

If your character is wounded in a fight, his or her portrait will turn red to indicate the extent of the damage taken. If the character loses all his or her life points and the portrait turns completely red, then he or she dies.

Doc and Hawkeye have the ability to heal wounded characters (including themselves). To heal, select Doc or Hawkeye, click on the Heal action icon, and then click on the wounded character or his or her portrait.

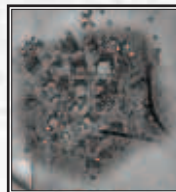
Mission Menu

Press the **[X]** key or left click on the book with the wind rose symbol in the lower-right corner of the screen to display the Mission Menu, which shows you a map and an overview of all the mission goals for the current level. The map displays the position of key characters, objects and places. Click on a mission goal to see a description of it and some hints about where on the map the mission goal can be fulfilled.

The game is paused while you are in the Mission Menu.



Mini-Map



Press the **[M]** key or left click the map icon in the upper-right corner of the screen to view the mini-map. The mini-map is similar to the Mission Menu map, only without the mission goals. Additionally, using it doesn't pause the game, so you can use it to observe how the NPCs and your PCs are moving on the map.

BAD GUYS AND BYSTANDERS

You as the player (and therefore your heroes) have a great advantage over the computer-controlled NPC characters: you see and hear everything. At the beginning of a scenario, you can examine the whole map and see where your opponents are, what routes they are patrolling and so on. They, however, won't see or hear you until you make yourself known.

Sight Beam Tool



What your opponents can see and hear depends on a number of factors, including the character you are controlling (some PCs can move more quietly than others), the surroundings, and more. To find out what a particular NPC can see, click on the eye icon on the lower-right corner, or hold down the [ALT] key and move the cursor over the desired NPC.

Place a Sight Beam Counter

If you left click on the map while in Sight Beam mode, you will place a Sight Beam counter. The Sight Beam counter will give you information about how many NPCs can see this point.

Noise Tool



Press the [N] key or click on the ear icon, on the lower-right corner to display the noise area of the selected PCs.

Putting an NPC Out of Action

There are two basic ways of getting rid of an NPC: knock him out or kill him (the latter is only advisable for armed opponents).

If you put an NPC out of action temporarily, stars will start to circle over his unconscious body. These stars act like a timer: their number decreases gradually and the character

will wake up when the last star disappears. How quickly this happens depends on the NPC's constitution.

Another option for disabling an opponent is Sanchez's tequila bottle; drunken opponents tend to react somewhat sluggishly and suddenly lie down for a short nap.

Once an NPC is unconscious, you have a number of ways of dealing with them. For example, Sam, Doc or Kate can tie him up and gag him so that he is permanently out of the way (assuming he's not discovered and freed by another NPC). Cooper, Sanchez or Hawkeye can carry the body to an out-of-the way spot.

QUICK ACTIONS



In addition to controlling characters by selecting them and moving them to a particular location or making them use an object, you can also create Quick Actions, which let you tie together a number of commands.

Each PC can perform these actions all together or one at a time. Thus, at the press of a button, you can make Kate dazzle an opponent, while Cooper simultaneously sprints away and knocks down a second NPC and Doc throws a gag phial at a third guard.

Recording Quick Actions

Activate the Quick Action record mode by left clicking on the hourglass icon or by pressing the [N] key. The selected character will "remember" up to five commands, but will not perform them immediately. You can see the commands you have assigned to a character over his or her portrait. In tactical mode, you will also see the actions in the form of waypoints.

Quick Action in Case of Visual Contact

If you click on the eye above the hourglass icon or press the [!] key before defining a Quick Action, the selected character will perform further commands only after an enemy has entered his/her range of vision. If another eye appears in the current Quick Action list, your hero will wait for the next NPC.

Confirming Quick Actions

To confirm the Quick Actions you have created, left click on the thumbs-up symbol above the hourglass or press the [ENTER] key.

Discarding Quick Actions

Click on the thumbs-down symbol above the hourglass if you want to discard the Quick Actions of the selected character.

Discarding Individual Quick Actions

To erase a hero's last Quick Action, press the [BACKSPACE] key.

Performing Quick Actions

Press the [ENTER] key or left click on the double arrow symbol above the hourglass icon to execute all Quick Actions you have created. The characters will begin to carry out the previously defined Quick Actions.

Commands not marked with "in case of visual contact" will be performed immediately. Commands marked with "in case of visual contact" will be performed only if an enemy enters the range of vision of the corresponding PC. If it is not possible for your hero to perform a planned action, this Quick Action will automatically be erased and the character will stop: you will need to start the Quick Actions again to make your hero carry out the remaining Quick Actions.

BOUNTY HUNTERS



John Cooper

Colt [F1] – Cooper's standard weapon holds six rounds. This revolver has neither the range nor the power of a rifle, but it fires faster than any other weapon.

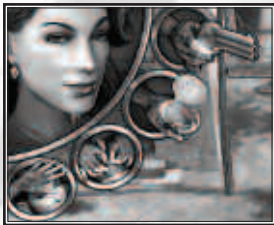
Throwing Knife [F2] – Cooper can throw his knife at an opponent, although he then has to retrieve it before he can use it again.

Knife [F3] – In this mode, Cooper uses his knife to put an opponent out of action in hand-to-hand combat.

Watch [F4] – Cooper can place his watch on the ground and set the volume of the melody to be played back. All NPCs inside a displayed range will hear that melody. In this way, Cooper can lure inquisitive opponents and overpower them. Cooper can retrieve his watch at any time and the melody ceases.

Fist – Cooper's method of silencing an opponent or civilian for a while. To punch an opponent, simply left click on him.

Carry Person – Cooper can throw an unconscious or dead person over his shoulder and carry them away, regardless of whether they are an opponent, civilian or team member. When Cooper carries a person, however, he cannot run. Right click to make Cooper set the body down at a certain spot.



Kate O'Hara

Derringer [F1] – Kate's standard weapon is capable of firing three rounds. It is small, quiet and discreet, and fits neatly into her garter.

Makeup [F2] – If Kate is near an opponent, she can blow the powder from her makeup kit into his eyes and stun him momentarily. This followed by a swift kick is enough to take out most enemies.

Seduction [F3] – When Kate turns on the charm, she is able to momentarily distract an enemy. However, the seduction does not have an extended effect and you should not hesitate to put the seduced enemies out of commission.

Faint [F4] – This swooning maneuver will make enemies come to Kate and see what's wrong. If there is more than one gentleman willing to help the "fragile" lady, they might even start to fight about her.

Kick – Kate's kick has a similar function to Cooper's punch, and knocks out an opponent just as effectively.

Tie Up – When an NPC has been knocked out, Kate can tie him up and gag him so that he poses no threat.



Doc McCoy

Buntline [F1] – Doc's standard weapon holds six rounds and, with its elongated barrel, has a greater range than Cooper's Colt.

Sniper [F2] – If you click on this symbol, Doc loads his Buntline with special precision bullets and screws a telescopic sight onto the barrel. His weapon then has an even greater range. In action mode, you can aim at

enemies through the crosshairs.

Gas Phial [F3] – In his doctor's bag, amongst all the medical equipment, Doc also carries small bottles containing a knockout gas he developed. He can throw these at opponents, who are put to sleep for a short time by the gas. Caution: The gas will also affect your own team members.

Healing [F4] – When PCs are wounded, Doc can heal them. To heal a character, click the first aid icon or press the [F4] key and then click on the person to be healed.

Tie Up – When an NPC has been knocked out, Doc can tie him up and gag him so that he poses no threat.

Awaken Unconscious PCs – If for some reason, another team member is out cold, Doc can immediately awaken the person regardless of the number of circling stars. A left click on the unconscious person will do the trick.

Lock Picking – When a door is locked, Doc can use a picklock to unlock it. The door can then be opened by any other PC.



Sam Williams

Winchester [F1] – Sam's standard weapon carries 12 rounds of ammunition and has great range, but Sam must reload the weapon after each shot.

Dynamite [F2] – Sam can use his dynamite sticks to put a whole group of opponents out of action. The dynamite works only against people — you cannot use it to blow down doors or buildings.

Nitroglycerine Can [F3] – Sam carries a limited number of nitro canisters, which he can set on the ground to create crude land mines. Any character (including your own) that walks over these canisters will cause them to explode and suffer damage. You can make Sam pick up unexploded canisters by left clicking on them.

TNT Bundle [F4] – In some scenarios Sam can use a TNT bundle to blow up certain buildings and other structures, which are indicated by a TNT bundle icon. As soon as Sam has put the barrel in the right place, he can explode the barrel by shooting it. Be sure Sam and other PCs are clear of the blast range before detonating!

Tie Up – When an NPC has been knocked out, Sam can tie him up and gag him so that he poses no threat.



Sanchez

Shotgun [F1] – Sanchez's standard weapon holds two rounds and is the most devastating at close-range of all the standard weapons.

Stone [F2] – Sanchez can collect stones lying around and either throw them directly at opponents to knock them out or in their immediate vicinity to distract them.

Tequila [F3] – Although Sam doesn't drink it himself, he understands the temptations of some enemies to partake, and therefore will strategically leave bottles of Tequila around. When an opponent finds a bottle, Tequila often leads to a complete blackout.

Bear Trap [F4] – Sanchez can set these handy devices on the ground and the next unsuspecting enemy to walk over the bear trap will be killed.

Carry Person – Like Cooper, Sanchez can carry an unconscious or dead person. He cannot run when carrying a person. Right click to drop the body at any location.



Hawkeye

Bow [F1] – This ranged weapon is as deadly as it is silent.

Tomahawk [F2] – Hawkeye can quickly and quietly kill foes with this close-combat weapon.

War Cry [F3] – When Hawkeye shouts his war cry, most enemies within earshot will leave their current positions and come to investigate. Additionally, with his

war cry Hawkeye is able to lead allied Indians against the enemy.

Healing [F4] – Like Doc, Hawkeye can heal wounded party members. Hawkeye's healing ability, heals and wakes up any allied characters near him.

Carry Person – Hawkeye can also carry an unconscious or dead body. He cannot run when carrying a person. Right click to drop the body at any location.

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