# Instruction Manual

ABOUT THE GAME

Billy Frontier is an arcade style action game where you play a space cowboy named Billy Frontier. The game is made up of four different types of mini-games: Duels, Shootouts, Stampedes, and Target Practices. There's no overall plot in this game, instead, it's all about having fun and shooting everything in sight! It's the kind of game you pick up when you need a break and just want to blast stuff. When you play a new game you have access to all of the missions (except if you're in demo mode), so you can play whatever part of Billy Frontier you want at any time. However, to play a new mission you first must win a duel against one to three of the enemies. Once you have won the duel you will be let into the mission. There are ranges of difficulty in the duels and their subsequent missions.

VIDEO MODE SETTINGS DIALOG

When you launch Billy Frontier you will see the Video Mode Settings Dialog. **It is very important that you set these settings correctly, or the game may run slow on your computer:**
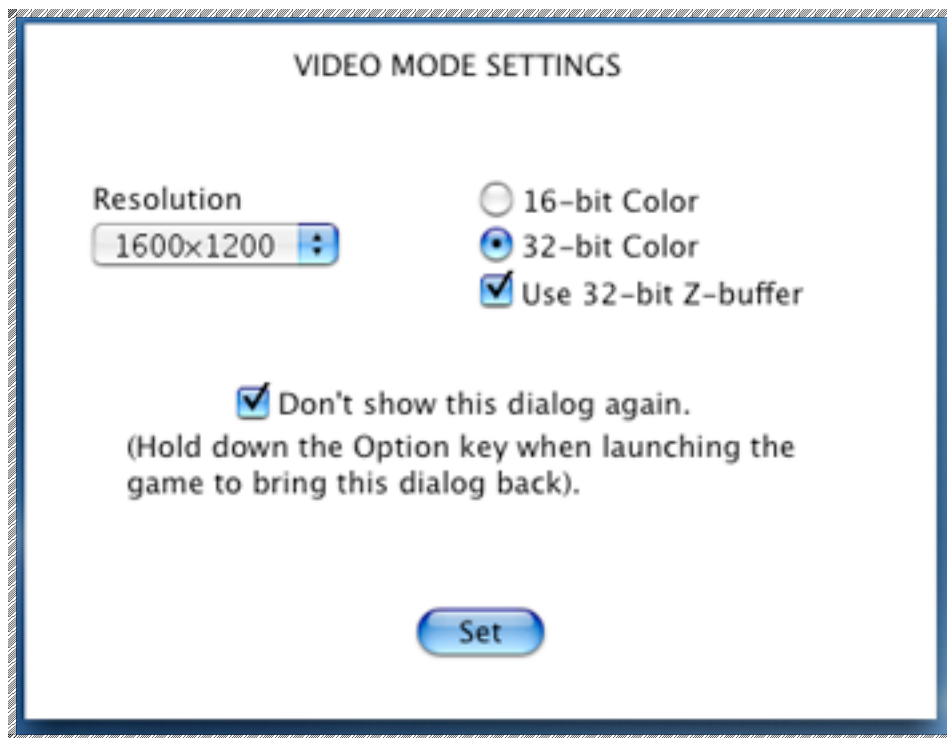
RESOLUTION:
Users with slower video cards such as the Rage 128 should set this to the minimum setting, usually 640x480. If you have a very fast video card such as an ATI Radeon 8500 or better, then you can go as high as your monitor supports in most cases.

16/32-BIT COLOR:
You should set this to 32-bit color unless you only have 8MB of VRAM.

32-BIT Z-BUFFER:

You should check this option, however, unchecking it may give you some minor performance increase on slow video cards such as the Rage 128.

DON'T SHOW THIS DIALOG AGAIN:
Check this box if you are happy with your video settings and don't want this dialog to appear every time you run the game. **Should you ever want this dialog to reappear simply hold down the Option key when you launch the game**.

SETTINGS DIALOG

The Settings dialog can be invoked at any time by pressing F1, or by selecting the Settings option on the game's menu screen.

CLEAR HIGH SCORES:
Clicking this button will cause all of your High Scores to be erased.

LANGUAGE:
This will switch the text in the Settings, Registration, and Video Mode dialogs to the desired language.

CONTROLS

There are different controls for the different parts of the game, but we've tried to keep it as consistent as possible:

GENERAL CONTROLS:

M	The M key will toggle the music on/off when in Play Mode
-/=	These keys will raise/lower the volume.
ESC	This will pause the game and bring up the Paused Menu.

DUEL CONTROLS:

Arrow Keys	To Match the reflex sequence.

SHOOTOUT CONTROLS:

Mouse	Use the mouse to move the gun-sight around.
Mouse Button	Press the Mouse button to fire.
CTRL or Right Mouse Click	Causes Billy to duck to avoid bullets.
Apple / Command	Press this key when the game indicates you can proceed forward.
Left / Right Arrows or Mouse Scroll Wheel	Spin camera left/ right.

STAMPEDE CONTROLS:

Left-Right Arrow Keys	Use these to turn Billy.
Mouse Left/Right	Also turns Billy, but keyboard is preferred.
Spacebar or Mouse Button	Jump over obstacles.

TARGET PRACTICE CONTROLS:

Mouse	Move the gun-sight around.
Mouse Button	Fire.

PLAYING THE GAME

The goal in Billy Frontier is to complete all 6 levels and collect as many Space Pesos (Spesos) as you can. Each level consists of a Duel followed by either a Shootout, Stampede, or Target Practice. To start a new game, simply select PLAY NEW GAME from the Main Menu.

THE MISSION MENU

The Mission Menu shows you all six levels in Billy Frontier, and you are free to choose any mission at any time that you might want to play. The Swamp missions are more difficult than the Town missions, and the Duels to get into all of the levels are of different difficulty. The Town Shootout mission has the easiest Duel, and the Swamp Target Practice has the most difficult Duel.

To start a Mission simply click on its icon and you will immediately be taken to the Duel sequence which you must win in order to enter the mission. Once you have won the Duel for a particular Mission, you won't have to play it again, even if you fail the Mission. If you complete a Mission then the Mission's icon will be dimmed out, and once all six Missions have been completed you've won!

It is important to note that your ammunition and shield power is **not** carried over from mission to mission. You always start each mission with a full supply of shield and ammo.

PLAYING THE DUEL

As you know, each Mission starts with a Duel. All you have to do in the Duel is successfully prove you have good reflexes by completing 16 random key sequences before the end of the Duel's faceoff:

You will be presented with a sequence of up to 8 arrows which you must enter in on the keyboard. As you enter the matching arrow keys the sequence icons will turn grey as shown above. For each sequence that you successfully complete you will receive one reflex dot. When you get all 16 reflex dots you are finished and you will win the Duel, so just sit back and watch the gunfight.

If you enter a wrong key you will hear a buzz and a new random sequence will start. Also, if you take too long to complete a sequence you will hear the buzz and a new sequence will start.

The easier duels start with as few as three arrows in a sequence, but the hard ones have 8 keys per sequence and are very difficult to complete in time.

PLAYING THE SHOOTOUT

The Shootout Missions are pretty self-explanatory: shoot anything that moves. There are bandits hiding behind objects who will jump out and shoot at you. You start off with lots of ammo and shield as shown in your status bar:


The hearts on the left represent how many lives you have remaining, the coin counter indicates your score, the 6-shooter cylinder represents the number of bullets in the gun, and the number to the right of that represents how many reloads you have remaining. The shield icon and the red meter next to it represent your shield power. Each time you get hit that shield meter will go down, and once it is out you are vulnerable to bullets. Billy can usually take one to three bullets before he dies.

When playing a Shootout there are a series of areas which you must clear out of all the bandits before you can proceed. Some bandits only take one shot to kill while others may take many shots. You can also shoot the barrels, crates, and other things that most bandits are hiding behind. Once you've killed all the bandits in an area you will see this icon:
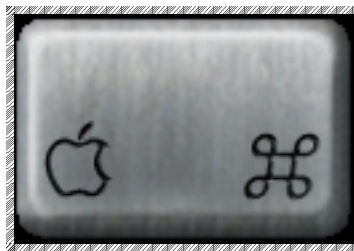
This icons indicates that to proceed to the next area you need to press the Apple/Command key. You won't usually want to immediately proceed to the next area, however. This is because you can use this peaceful time to collect more spesos, ammo and shield powerups. The powerups are hidden inside crates and barrels. When you shoot a crate or barrel it will reveal the powerup that's inside it. You need to shoot the powerup to collect it:
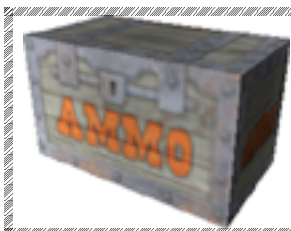
AMMO BOX

These contain varying quantities of ammunition. If you run out of ammunition the level will end and you will lose a life.

SPESO

These give you points. Note that shooting bandits also gives you points.

SHIELD

Gives you more shield power.

FREE LIFE

Gives Billy a free life. The status bar only displays 3 free lives, but you can have as many as you can get.

When bandits shoot at you, you are not totally defenseless. Press the CTRL or click the right mouse button to cause Billy to duck. If you time it right, you can dodge many of the bullets.

You can spin around a full 360 degrees, and generally enemies will only attack you when they're in front of you, but some do attack from behind. To spin the camera around just move the mouse to the edges of the screen, or press the left/right arrow keys. If you have a 3-button mouse with a scroll wheel, you can also spin that to cause the camera to turn.

PLAYING THE STAMPEDE

The Stampede Missions are simple: just avoid getting trampled by the Kanga Cows and Kanga Rexes, and get to the finish line before they do. You use the arrow keys to turn Billy left and right, and press the spacebar to jump over obstacles. There are spesos lying around that you can pick up for points, and most important of all there are red chili peppers which give you speed boosts:


You need to keep collecting the peppers in order to stay ahead of the heard and not get trampled. If you can make it to the finish line first then you'll win the mission. If you get trampled then you lose a life and must start the mission over. If a Kanga gets to the finish line before you do, you lose the mission but you do not lose a life.

PLAYING THE TARGET PRACTICE

The Target Practice mission is a shooting gallery where your goal is to shoot the required number of red chili peppers while also getting as many points as you can by shooting other stuff out of the sky. This mission starts out with a chili counter in the upper right corner of the screen. It indicates how many chili peppers remaining that you need to shoot. Next to that counter is a timer indicating how much time you have remaining:

All sorts of things get thrown up in the air for you to shoot. Some are good and some are bad:
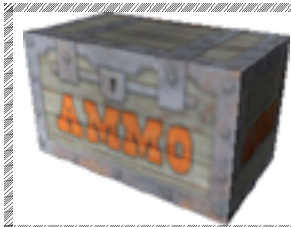
	AMMO BOX Shoot this to get another 6 bullets.
	EXTRA TIME BARREL Blasting this out of the sky will add 15 seconds onto the timer.
	SPESO BARREL These give you points. Note that shooting bandits also gives you points. When a speso barrel is shot a bunch of spesos will fall out, but you do not need to shoot the individual spesos.
	WHISKY BOTTLE Accidentally shooting these makes Billy drunk for several seconds. No health damage is done, but it makes it much more difficult to aim.

RAPID FIRE BARREL

This will activate auto-rapid-fire for several seconds. Just hold down the mouse button to keep firing, but we warned that this will run down your ammo quickly.

DEATH SKULL

Accidentally shooting this will instantly kill you.

TNT BARREL

If you accidentally shoot one of these it will explode and cause harm to Billy.

KANGA COW

Shoot these for bonus points.

FROG MAN

Shoot these for bonus points.

SHORTY

Shoot these for bonus points..

TREMOR GHOST Shoot these for bonus points...	

The mission ends when you run out of time, run out of ammo, or get killed. As long as you've shot all the required peppers then if the timer runs out or you run out of ammo you still win the level. But if you get killed, then even if you got the peppers you still do not win the level. So, you just need to complete the level alive.

If you run out of time or ammo and have not shot all of the peppers then you will not win that mission. However, you do not lose any lives for that. You only lose lives if you get killed by the Death Skulls or the TNT Barrels.

SCORING

Here is what the various items are worth throughout the game:

Duel Bandit	150 spesos
Speso Coin:	10 spesos
Speso Barrel	75 spesos
Shootout Bandit	50 spesos
Target Practice Bandit	30 spesos

TECHNICAL SUPPORT

Most basic problems can be resolved by visiting our Billy Frontier support page at:

www.pangeasoft.net/billy/support.html

However, if you cannot find the solution to your problem there, then please send email to:

support@pangeasoft.net

CREDITS

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