

# BANDITS PHOENIX RISING

PAN VISION



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## **System Requirements**

Alright, here is how your computer should look to be able to get BANDITS up to speed. Always remember that you can turn down the graphics options in the menu if the game runs too slowly on your machine.

### **Minimum system requirements**

- Computer: Pentium III 500
- Memory: 128 MB
- 3D accelerator card (Direct 3D Compatible), Geforce1 or equal
- Operating System: Windows 98/2000, Windows ME, Windows XP
- CD ROM: 4x
- Windows compatible sound device
- Mouse and keyboard
- DirectX 8.1

### **Recommended system requirements**

- Computer: Pentium III 700
- Memory: 128 MB

- 3D accelerator card (Direct 3D Compatible with T&L support), Geforce3 or equal.
- Operating System: Windows 2000
- CD ROM: 4x
- Windows compatible sound device
- Mouse and keyboard
- DirectX 8.1

### **GRIN's favorite rig (just for the dreamers out there!)**

- Computer: Pentium 4 2.53 Ghz
- Memory: 512 MB
- 3D accelerator card: Geforce 4 Ti4600
- Operating System: Windows 2000
- Monitor: Projector (for that big feeling)
- CD ROM: 40x
- SoundBlaster Audigy
- Logitec three button mouse
- DirectX 8.1

## **Installing BANDITS**

Insert the CD and the game BANDITS – Phoenix Rising will automatically start the set-up and install sequence. If you do not have DirectX 8.1 or a later version installed you can choose to install it from this sequence. BANDITS requires DirectX 8.1 or a later version to run.

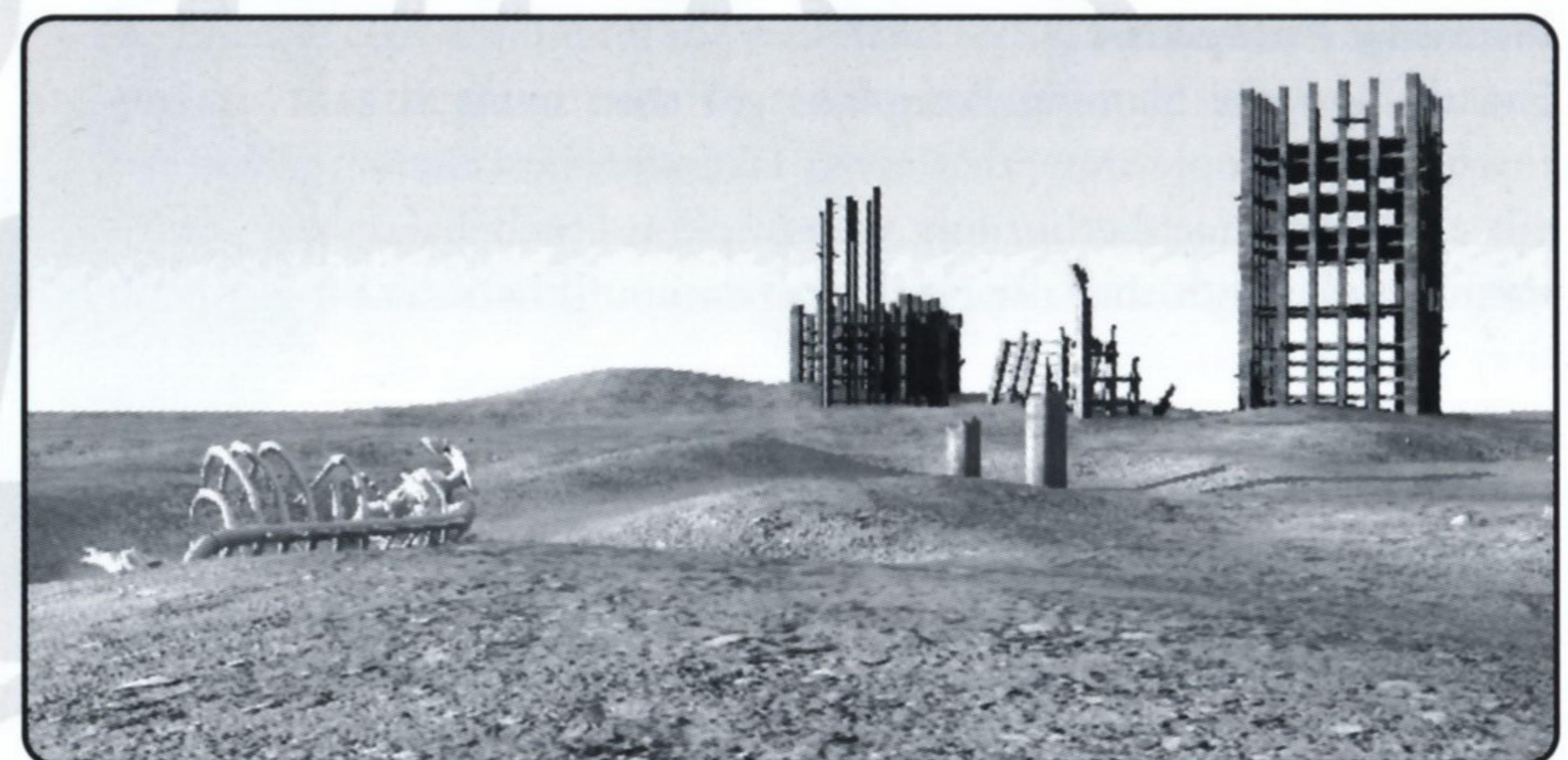
# **INTRODUCTION**

## **BANDITS – Phoenix Rising**

The world of BANDITS is a world of battle cars and roughnecks shaped by the harsh desert winds and drought. Sand dunes and rocky areas make up the wasteland together with some arid and cold scenery where ice and snow dominate the setting. Welcome to Earth as it could have been.

### **The Badlands**

Everyday life of the people in these lands is a constant struggle for water, food, shelter and technology. Tribes have grown into small communities working together like in the old days. These tribes barter in oil, grain, metal and all kinds of spare parts from the old civilizations that can be found.



Being the most valuable assets in this world, the oilfields of the wasteland are fought over by different gangs and clans.

The wastelands stretch out for hundreds of miles and small villages and communities are evenly spread around waterholes and oilfields. There is, however, one major city, *Jericho City*. Behind Jericho's thick concrete walls and fortifications thrives a powerful elite.

In these lands, gangs of bandits riding custom-built battle cars fight over territories and plunder trade caravans. One of the most notorious gangs of the territories is the *Wolfpack*.

## The Wolfpack

Cruising their grounds, the Wolfpack scout for prey and fight other gangs and clans for oil and goods.

The Wolfpack's main objective has for the last months has been to gather information on, and steal, a large stash of gold bricks. This load of gold is located behind the very secure walls of Jericho City. Leading the Wolfpack is *Fennec*, the top dog of the clan. He and his vertically challenged companion and codriver, *Rewdalf*, have been scheming for months on how to get to the gold, but so far, the strong Jericho defense has proven unbreachable.

The Wolfpack may not be the most clean cut good guys around. Quite the opposite; they are a band of bandits without remorse. This is the only way to stay on top in the wasteland and in their eyes it is a fun ride – all the way. They are the kind of people who gets the job done when going up against clans like the *Crusaders*, the *Enclaves*, *Flaming Pumpkins* – the main rivals of the Wolfpack.

## Flaming Pumpkins

Exactly how the Flaming Pumpkins got their name is a myth. Some people argue that it was taken from an ancient cult, and that the burning of pumpkins symbolizes the fierce methods they use on their enemies. Others say they are just fruitcakes...

The Flaming Pumpkins have been robbing traders and raiding villages since the beginning of time. They are experts at fighting in canyon terrain and few rivals can beat their heavily rigged cars there. The rivalry between the Wolfpack and the Flaming Pumpkins takes its toll on both gangs – it is eat or be eaten out there. The Pumpkins have lost a few battles to the Wolfpack but they still outnumber the latter to about five to one. It has been said that the Pumpkins have been seen riding together with units from the Enclaves Clan lately, but that is just rumours. If this proves to be true it is not good news for the Wolfpack.

## Crusaders

The Crusaders is a clan with several hundred members and villages under its command. It is a rather militaristic group springing from militia groups opposing the domination of Jericho City. Today, the Crusaders run a trade embargo against the City on almost all fronts, and they are quickly beco-



ming the poor man's choice for protection. Their only real rivals in terms of power are the Enclaves. The Crusaders regard the Enclaves and the Jericho inhabitants as pretty much the same enemy and fight them as such. The clan is large enough not to fear the Wolfpack or the Flaming Pumpkins except in smaller fights. Sometimes, the Crusaders have traded with the Wolfpack for the loot snatched from enemy traders.

## Enclaves

The Enclaves are called so from living in an old underground base, probably built by others, centuries ago. They claim that they are led by the original inhabitants of the Enclaves, but most say that is a lot of hot air. The Enclaves have in either case quite a high level of technology know-how and a lot of people skilled in engineering are living amongst them.

They are the only clan really capable of building their own cars from scratch. This shows in their combat efficiency and few gangs or clans can match them in numbers.

The Enclave clan dominates the wasteland territories around Jericho city and it is said that they have taken a growing interest in its surrounding area, driving off any outsiders closing in.

Enclave leader Vincent has intensified his territorial fights with the Crusaders; it is said that dominance over the oil is their goal, but no one really knows.

## Jericho City

All clans look with envy upon the inhabitants of this great city. Founded by an old and not yet fully explored community, the City has three things that makes it flourish. The first is the proficiency in making diesel and gasoline out of the oil found in the wastelands. The Clans trade their oil for gasoline and grain from the City; this is what keeps their vehicles as well as heaters and defense systems up and running. Without the refined oil, the clans would be defenseless against each other and against the harsh climate.

The second advantage of Jericho City is its city walls and unique defense systems, rumoured to be from the old times. Clans and bandits have tried to break through the barriers only to be met by excessive force, shredding their vehicles and men to pieces at every attempt.





The third resource enjoyed by the City is the lake that it is built around. For some reason, known to only a few, this lake is very fertile and the grounds around it are excellent for growing crops. The grains and cattle from around these fields keep the population of a few thousand in good shape and also put the City in an excellent trading position over the wasteland clans.

### **The Phoenix**

So, the situation would be stable – if it wasn't for the tale of the Phoenix. The tale, so it happens, has come from the City itself, from its traders heading out to the outposts and the clan communities. The tale has circled the lands for a year or two before really catching the attention of the clan leaders.

The Phoenix is rumoured to be a powerful weapon and it is said to be from ancient times when armies of thousands of men ruled the earth and the generals had powers far greater than is graspable today. The first information about the Phoenix was dug up by a man building a foundation for a new house in the outskirts of the City. He did not think much of the book he found and sold it to a marketplace trader who had once been a successful clan fighter for the Crusaders. Not being able to read what the book said, but still understanding the concept of what was shown in the illustrations, the trader headed out in the desert to find his old Crusader comrades.

On his way, he was intercepted and killed, just like so many other traders travelling with too little protective escort. One of the men of his escort fled and was able to reach the Crusaders, not in time to save his master but to spread the word about the Phoenix. The Crusaders started to sense something big. Something that could change the balance of trade and maybe put them inside Jericho City, finally rid of the harsh life of the

wastelands. Determined to seek out the Phoenix, the Crusader leader sent word around to find the people responsible for the killing and robbing of his merchant friend.

It so happens that the robbers were Enclave members on a raid into Crusader territory. The merchant robbers didn't think much of the book they found, until Enclave spies inside the Crusaders signalled that a search for its people had begun.

The Enclave leader, the notorious Vincent, got hold of the book but could not make much out of it, as it was all in old writing. After much consideration, the book seeming so important to the Crusaders, the Enclave contacted the one person they knew able to transcribe the old writing and reveal the content to them. This person was an old technician at the Tamchac oil fields. He was promised a reward for transcribing the book and for keeping his mouth shut about the contents of it. The book was sent to him along with a bunch of roughneck guards to keep him from spilling the news.

The elder did as he was told. He transcribed the book and explained its content to Vincent. The Phoenix was a doomsday weapon powerful enough, the book said, to demolish houses and men by the hundreds just by the firing of one round.

When asked where this powerful technology could be found, the elder gave the disappointing answer that this was not revealed in the book. However, the book contained a map, quite different from today's maps but still describing a land not unlike the surroundings of Jericho City.

The elder pointed out some formations, resembling the map's description of sites where the Phoenix and the material for it could be stored. Vincent rewarded his helper and headed back to his territory only to hesitate over his decision to leave the elder with the secret. He finally sent out a patrol to silence the man, but it was too late. The elder had escaped into the desert, taking his secret with him.

### **Fennec and Rewdalf**

Sitting by the campfire, Fennec and Rewdalf are unaware of the threat and the opportunity that the Phoenix presents. Their immediate future is uncertain, but the one thing they do know is that it is hot and dry in the desert. The Wolfpack need something to drink if they are going to take on a job like snatching Jericho's gold supply. It so happens that a rivalling gang – the Flaming Pumpkins – are known to keep a distiller nearby. With their newly made friend and travelling reporter Tormee as bait, they head into Flaming Pumpkin territory.



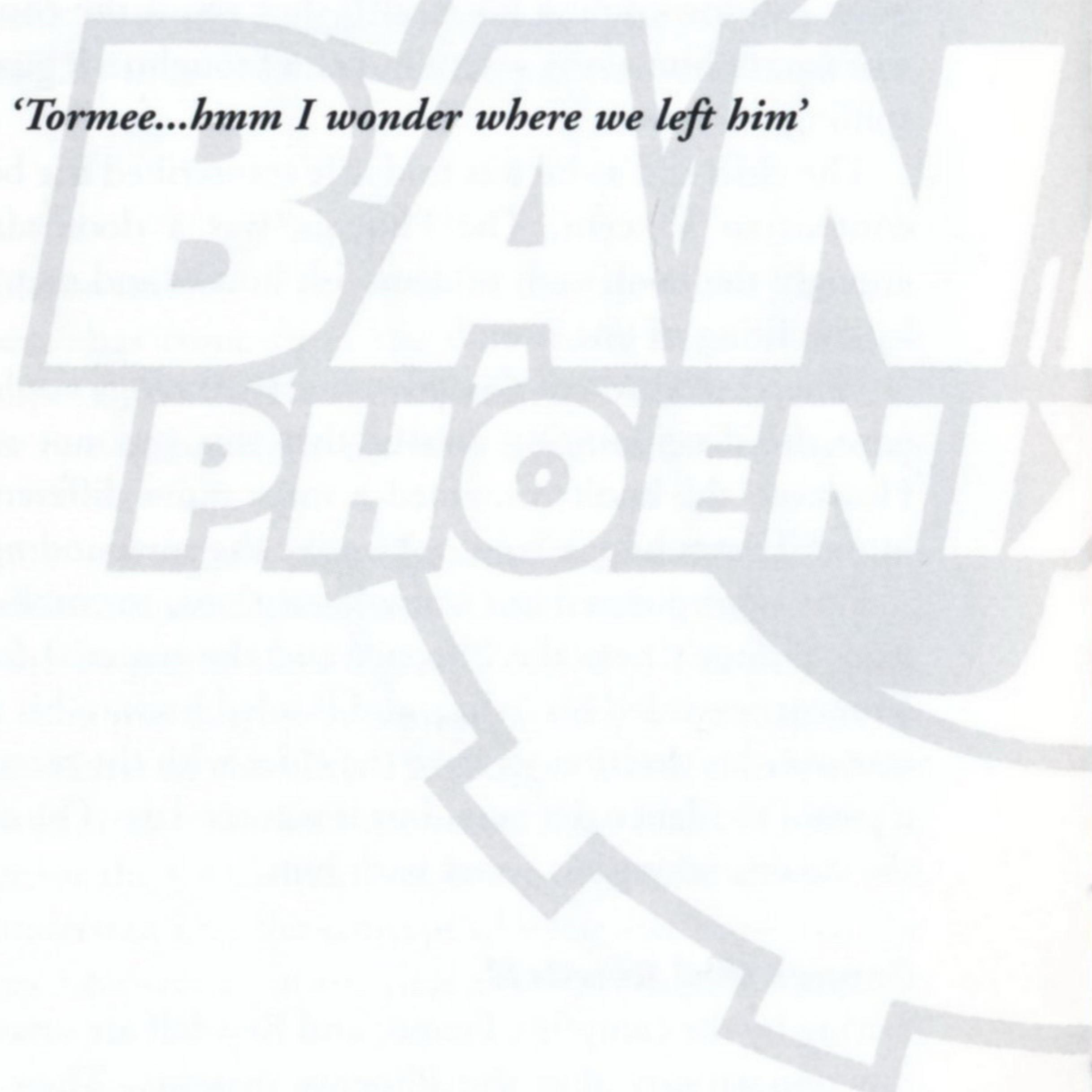
*'We are great "talkers", Fennec and I.'*

### **Oh by the way**

For you hardcore BANDITS fans, it might be interesting to know that your courageous traveller and adventurer Tormee has published his traveller's diary starting a few months back. His work can be found at [www.bandits-game.com](http://www.bandits-game.com) under the Tormee section. Here, he gives an insider's view of the lands and the characters inhabiting them. You might dig up some hints if you go and look there...



*'Tormee...hmm I wonder where we left him'*



## **Main Menu and Game Modes**

How about that – a real 3D interface! We stop at nothing to make you a happy bandit. Navigating in this interface is really simple – the flashing lights are just there to keep you from running straight into the fights without gearing up first. You have the following sections to check out:

### **Singel Player**

This mode starts Fennec's and Rewdalf's struggle to get hold of that gold stash. If they finally do this or if the events will turn another way, we won't say.

Either you start a NEW story or LOAD a saved one.



*"Either way make 'em eat dust!"*

### **Multiplayer**

Now what could be more fun than to get behind the wheel and shoot your pals' rusty old rigs full of holes? To set up a BANDITS multiplayer game you have several options:

#### *Host or Join*

When you start a multiplayer session you will be asked to host or join. If you choose to host a BANDITS game you will be visible on the LAN. In Host mode you can set the amount of players allowed to join and you can also set a password for your game.

If you choose to join a game that has already been set up you will be shown a list of available games on your LAN. If you want to find other Internet games you have to start Gamespy Arcade and join them from that application.

That's right: by using the GameSpy Arcade browser you can find battle buddies on the net. Simply download and install GameSpy Arcade from the CD and start looking for BANDITS games available in your area. When you find one, double-click it and join. This will start the BANDITS game and you will automatically be thrown into a Multiplayer fight.

### *Multplayer rules*

In MP BANDITS you will be playing a head to head game or a team vs team game where the rules are simple and the action is intense. Pickups will spawn in the maps to keep you fighting your opponents for the top notch, while statistics are kept of your killings and the number of times you have been turned to a scrap pile. The winner will be the one reaching the kill limit set by the host or the one receiving the highest score when the time runs out.

### *Spawn and spectator cameras*

When you get blown away, you will respawn if you click the primary fire button. If not, you can choose to use the spectator camera to fly around and check out the action below. The camera is controlled with the same keys you have set as default controls for the cars.

### **Options**

The options menu features settings that can raise the graphical quality or the performance of the game. Here, you will also find options for configuring your controls and setting the difficulty level of the game.

#### *Graphics options*

The graphics settings have three pre set levels low, medium and high. Use these pre-sets if you are unsure off your computers capabilities.

If you feel you want to up the graphics or increase the speed of the game then edit the settings under the custom settings option. Here sliders moving right will increase looks while moving them left will increase speed. There are also on/off options for such things as shells, motion trails and shadows.

For the more advanced users:

Set your resolution, color depth, texture size, AA and z-buffer in the BANDITS set up from the start menu.

Move the sliders to the left or turn OFF effects to increase performance; move the sliders to the right to increase the visual quality.

### **Sound Options**

#### *Music volume*

This sets the music volume in game. If turned all the way to the left, you won't hear any funk at all in game. Also note that the music volume can be altered in game by pressing the F9-F10 button. You can also choose how to shuffle the tunes by pressing F8. Finally track selection can be done by pressing F11 and F12. These buttons can of course be re mapped to any keys you like in the control settings menu.

#### *Sfx Volume*

This sets the volume of sound effects such as engines, bullets and explosions.

#### *Voice Volume*

This sets the volum of Rewdalf and Fennec talking.

#### *Combat Comment Amount*

If you want Rewdalf and the other guys to chatter less or more you can increase and decrease that by moving this slider right and left.

#### *Ammo Comments*

To just turn off Rewdafs helpful tips about the ammo levels set this option to OFF.

#### *Show Movie*

You can skip the intro by pressing the ESC button but you can also disable it here for a faster loading of the game. We are of course proud of the film so keeping it in play will earn you a GRIN goldstar...

### **Controls**

Here you can choose your set-up of keys and how they will function in the game. Below is a description of the different keys available.

#### *ESCAPE KEY*

This key will pause the game currently in play and have you choose to restart, resume or abort the current game.

#### *FORWARD/BACKWARD KEYS*

These keys accelerate your car backwards and forwards.

#### *NITRO KEY*

When pressed, this key will activate a nitro injection system that thrusts the car forward in a burst of additional engine power.

#### *HANDBRAKE KEY*

The handbrake can be used to slide and cut corners. Press and hold while turning to get the right effect.

#### *WHEEL CONTROL KEYS*

Together with the YGWYL system mentioned below, the front wheels set your direction. Pressing either wheel key will turn your car left or right.

#### **YGWYL - You Go Where You Look**

'You go where you look' is a system that is meant to help you in stressed

combat situations. It is switched on by default, but you can turn it off by pressing the TAB key. YGWYL will direct the car in the direction you aim with the mouse. At the same time, you can steer using the wheel keys, but they will only direct you when pressed; the system will take over as soon as you release the wheel keys. Combined with the TURRET SPIN KEY, (see below) this is an excellent system to kick rookie butt!

#### *TURRET SPIN KEY – Turret control*

Now, this is the most important control in BANDITS and you need to master it to be regarded as a serious fighter. When pressed, the TURRET SPIN KEY will disable the YGWYL system and let you control the aim of the primary, and in some cases, the secondary, weapon by spinning the turret and thus the view of the car. The car will still go in the direction you have chosen with the WHEEL KEYS but you will be able to aim freely at passing objects and stalking opponents.



*'The WHEEL KEYS! Learn it and you will rule the lands!'*

#### *Secondary weapons*

The secondary weapon SLOT KEY will toggle through the list of available secondary weapons on your car. Remember that this list can be changed in the CAR SETUP section before joining the action.

The FIRE SECONDARY WEAPON KEY will of course fire the selected secondary weapon. Some secondary weapons can be aimed with the ordinary mouse look while others fire in their fixed positions.

#### *ZOOM KEYS*

The ZOOM KEYS will zoom your aim in and out. This can be used for recon and aiming at long range with guns such as the Sniper gun.

#### *Joysticks/gamepads and wheels*

BANDITS supports all kinds of gamepads and wheels. If you want to use one, make sure to calibrate it in the Windows set up.

## **Game Play**

Let's briefly run through how to get into the game and how to pull a few tricks along the way.

#### *Briefing*

Before hitting the road, Fennec and Rewdalf run you through a briefing. This briefing screen holds information on what the objectives are and what the surrounding area looks like in the upcoming mission. Read through the text and remember the objectives.

#### *CAR SETUP*

Now that you know what you have to do, you need to choose your car and equip it to suit the mission. Do you need speed and light weaponry or heavy guns and a pair of thick plates to keep the bullets away? Remember that you can pick up new ammunition and armour along the way.

#### *START MISSION*

When you have the briefing down and have set up your car you are ready to begin the action. Just click the START MISSION key and head out for glory.

#### *Team talk*

Before the controls are handed over to you, take a second to listen to the team talk. Fennec and Rewdalf run through the objectives and sometimes other people join in over the radio link to wise you up. If you did not have time to read through the briefing, this is a good way to get some fast info on the action ahead. These scenes can be skipped with the ESC KEY. Some scenes are played out anyway though – these are scenes that you just have to see.

#### *Navigation*

Getting around in BANDITS is easy. Just trust your good old radar or the sun. The sun sets in the west and rises in the east, as you know. Check the colour of the fog and the light and you will be able orientate your way around quite easily.

#### *Radar*

Stolen from an old bunker, Fennec and Rewdalf enjoy the radar on their car. Few others have this gadget, but the ones who do make sure to use it as much as they can. In your case, the radar will reveal red blips for enemies and green ones for friends. The neutral markers on the radar are white.

The white markers are waypoint indicators, pointing out the direction in which to head. If the indicator is too far away to be included on the radar, it will show up as an arrow at the brink of the radar screen instead. When you get really close, the indicator will show up in the HUD so that

you won't miss the most important spots. A word of warning though – do not always rush straight to these waypoints; the radar takes no responsibility for any ambush or how the terrain looks between you and the waypoint.

#### Triggers

Often, the white markers on the radar screen are triggers that are crucial for the success of the mission. These can be spotter points, gate openers or simply places holding important objects. The only thing you need to do

to activate a trigger is to get within the right radius of the trigger and Rewdalf will handle the rest. He will activate doors and triggers for all he is worth.



*'I'll handle them triggers...'*

#### Gatekeepers

Sometimes the enemy has given a protective mission to one of their cars. This can be the duty of guarding the key to a gate or the codes to something. You need to take down the gatekeeper in order to activate these triggers or to complete the mission objective. Gatekeepers often drive a special vehicle marked with a key symbol on their chassis. Keep an eye out.

## HUD - Heads up display

The *HUD* or *Heads up display* shows important data on the screen. Knowing what it all means will make you a better Bandit.

**1 Radar screen.** Yes here it is, you read all about it in the *Gameplay* section. Short: RED spots are bad guys, WHITE spots are navigation points.

**2 Navigation points.** What are you after and how far away is it? You can make a read out of it right here.

**3 Aim.** This is where your bad guys should be kept at all times. Your aim controls the primary weapon while most secondary weapons work through rough direction.

**4 Armour.** When this gauge is closing in on zero you must try getting hold of an armour pick-up or you will risk getting blown up.

**5 Dialogue screen.** If you want to recoup anything the characters say, read it right here.

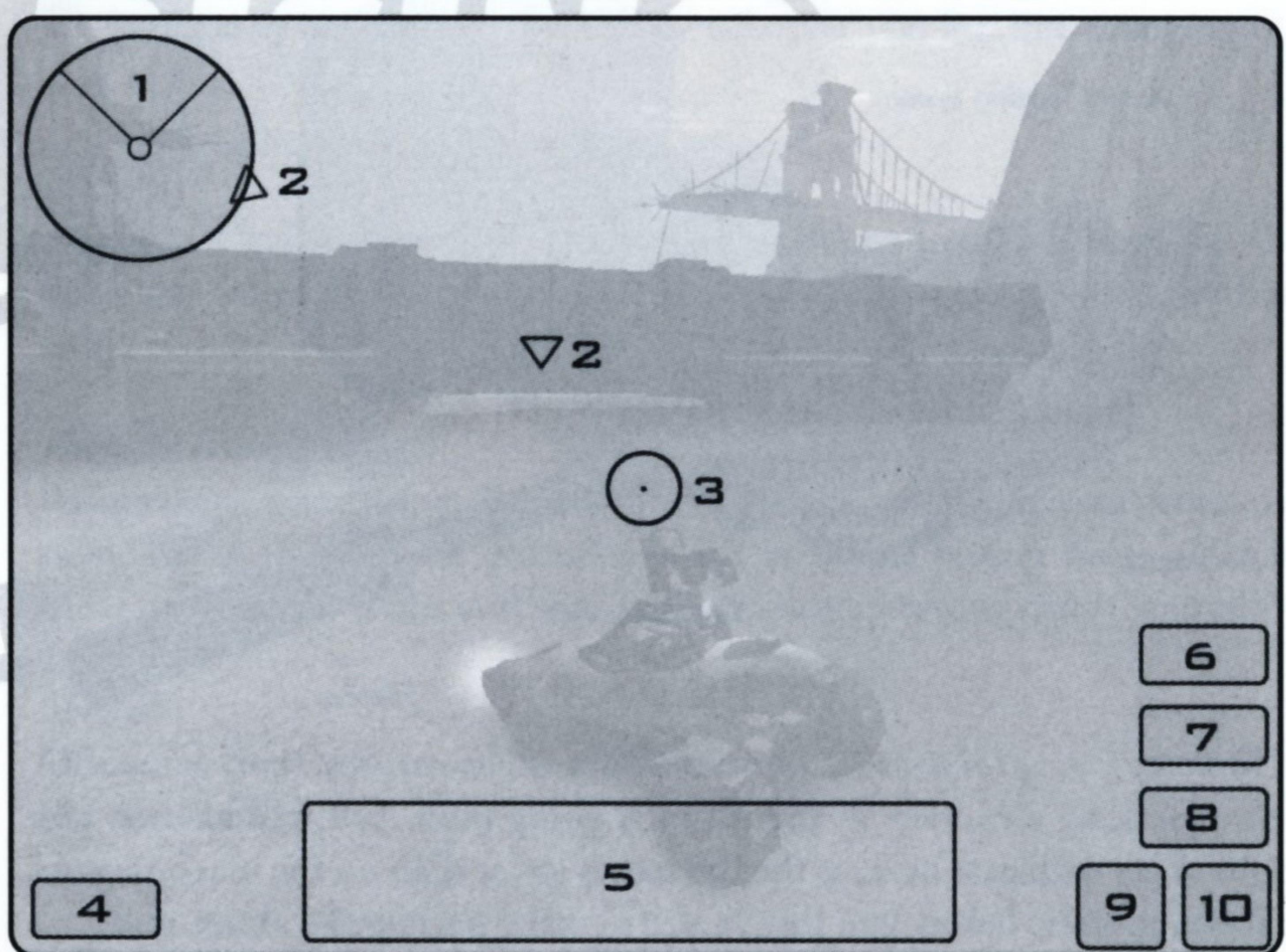
**6 Bullets.** This is the amount of ammunition you have for machine guns and cannons. Keep filling this gauge with pickups – it tends to run out.

**7 Charges.** This is the amount of explosives – mines, missiles and grenades – you have on board. Different weapons use different amounts of charges. Pop a few Excalibur's and you'll see...

**8 Specials.** This is the special ammo slot. If you pick up special ammo it will be combined with your bullets or charges to bring more action to your weapons. Bullets turn into armour piercing, explosives or... well, let's not give it all away.

**9 Secondary Weapon.** Here, an icon of your selected secondary weapon shows up. Toggle with the switch key and you'll see what you have in store here.

**10 Primary weapon.** This shows which turret mounted weapon you have on, simple as that.



# MISCELLANEOUS

## Weapons

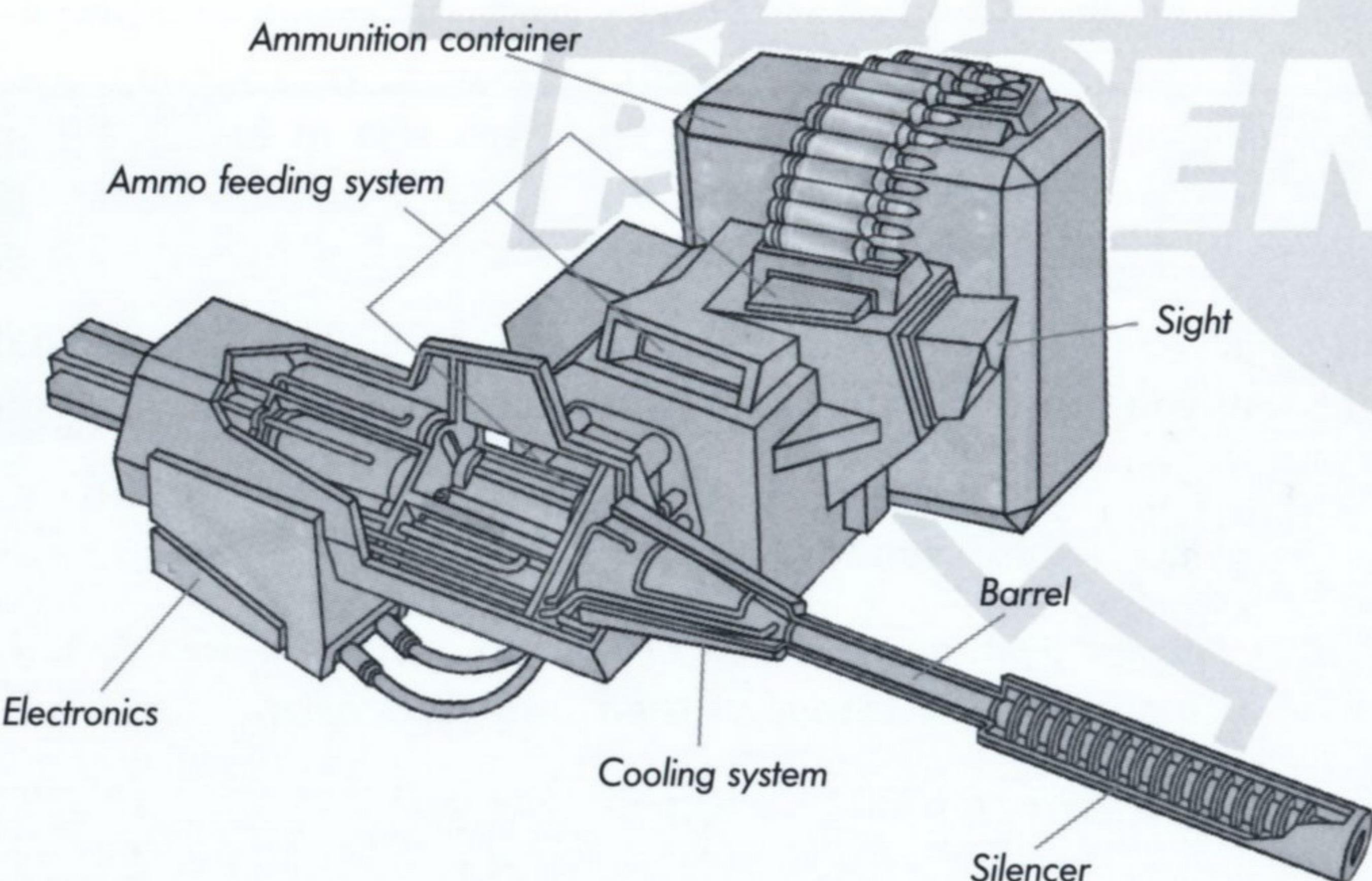
Your weaponry is divided into two main groups; the *primary* and the *secondary* weapons.

Primary weapons are mounted on your vehicle's turret and can be aimed in any direction. The primary weapon has a weaker punch but sustains a rapid fire rate. Use it to spurt bullets after your enemies. Since sturdy guy Rewdalf is the one in charge of this lead spatter, the aim is often very good.

There are three types of turret-based weapons:

### Machine guns

Machine guns make nice and trusted tools in the desert. They fire up to 200 meters (about 600 feet) and will drill through most light armoured rookies like a shotgun through a beer can.



### Cannons

Now packing a cannon in the turret is going bold. You will have to take your shots with care here, as the fire rate is lower than on the machineguns. However, these babies will leave a scar – make no mistake about that.

### Sniper gun

This is a rare beauty and very few cars carry it. Once you have obtained this long-range weapon you will be in charge of the tune. Use the scope to zoom in on your foes and keep the sight steady, as the recoil in this baby is a serious rocker.

### Secondary weapons

The secondary weapons are Fennec's set of tools. You will control them using a selection key and a fire key. The SLOT KEY will toggle through the different slots on your vehicle. The secondary weapons are generally harder to obtain and you need to be a bit more skilled to hit your goal with them.

### Missiles

What would your world be without missiles? Probably intact and full of shopping malls... But anyways, here they are and the smoothest pair of Bandits in the desert is sure to pack a few along the way. Missiles come in different set-ups but in general they have an impact that can be seen as well as felt. Most missiles leave deep holes in the ground where they explode, so watch out for potholes, or use them for that very reason...

Also keep in mind that missiles have a great range and tend to be the best for demolition of buildings, bridges or whatever you feel like changing the look of.

### Mines

Not your average cow dropping, they sure stink to hit but using them the right way you can trap your enemies around corners and keep the flies away.

### Grenade launchers

Rainmakers never asked for this but they sure were delivered from the skies. Being shelled with grenades is not as fun as hosing them off. Use them on freighter paths and over hills you don't want to climb yourself.

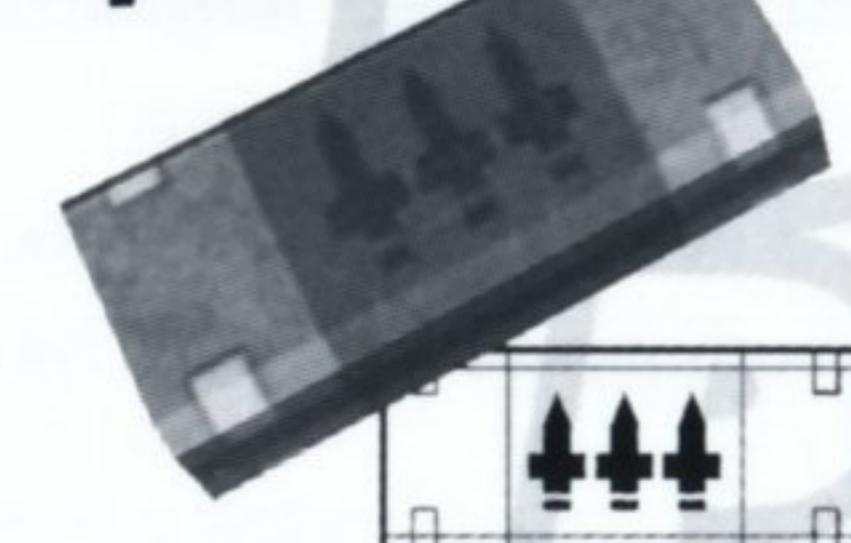
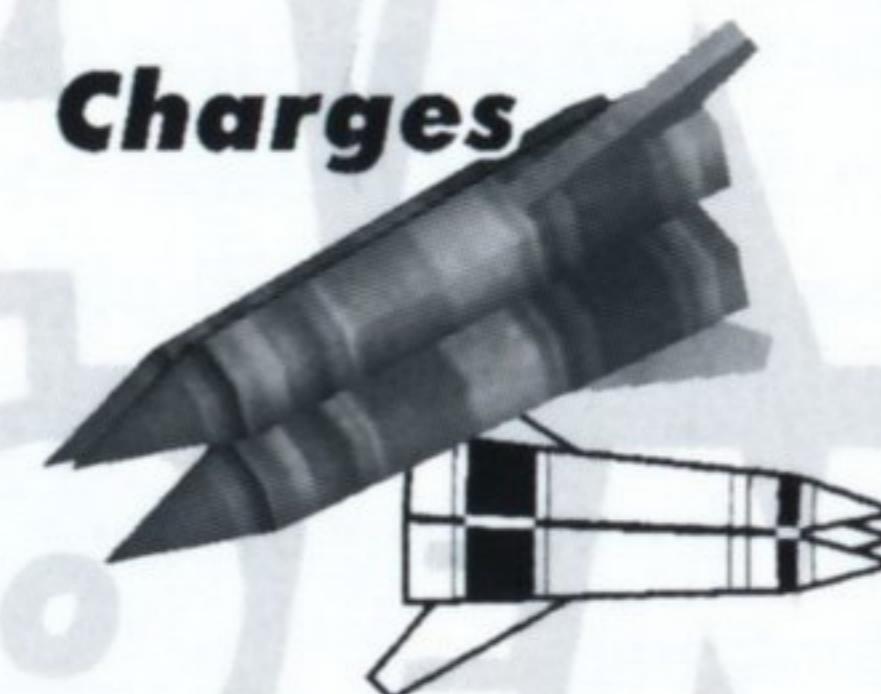
### Specials

Of course there are specials and of course we'll leave it up to you to find out about them...

### *Ammunition*

Ah yes, sometimes you will see cargo and ammunition spill out of a wreck or a freighter you just finished off. Rewdalf is one quick fella and he scopes up anything you run over. Some ammunition types will alter the way your gun fires. For example, some sniper ammunition is explosive and some machine gun ammo pierces armour.

Rewdalf can scope up armour for the car, charges for your missile, grenade and mine weapons, bullets for your cannons and machineguns and finally special ammunition for both the bullet and charges driven weapons. Keep your eyes out for pick-ups looking like this:

**Bullets****Armour****Special ammo****Charges**

### **Cars**

It's not how it looks that counts, but what's under the hood, or in our case what is bolted to the hood. The cars in BANDITS are built from all kinds of spare parts and gadgets. As Fennec and Rewdalf start out they are riding the Badger.

The Badger (see page 24 for exploded view) was built from a buggy chassis and using a very aggressive fighter aircraft engine, it hurls itself at great speed over the dunes. Fennec has plated the chassis with layers of armour ripped from containers and a wrecked boat hull. Using a scuba gear tank and gadgets from an old refinery, Fennec and Rewdalf have kitted the car out with a nitro injection system. Others use the nitro system in some variation but our heroes have really pulled off a special set-up on their rig.



*'The speed, nitro is the way to go!'*

With great suspension and a rather low weight, the Badger car can jump, roll and dodge fire like few other vehicles around. Not the most durable pair of wheels but it will pack enough weapons to smash a whole team of Flaming Pumpkins.

Both Rewdalf and Fennec know that in order to beat the fat cats in the race for the gold, they need to climb into something more comfortable. Having already found a heavier engine, they plan to put together a vehicle they call the Cyclone. Fennec is constantly looking around for a suiting chassis and suspension that can pack the amount of steel and ammo he intends putting into this machine. The plans are drawn, now the pair just needs the gear to get going.

The idea is to create a slightly slower but more heavily armoured car. It is also Fennec's wish to bolt a few more guns onto the hood and maybe mount a mine dropper in the rear to get rid of the stalkers. Seats from an old helicopter are already included in the plans, since this will make Rewdalf a bit less sore from the often bumpy desert raids.

### **Rides of the Wolfpack**

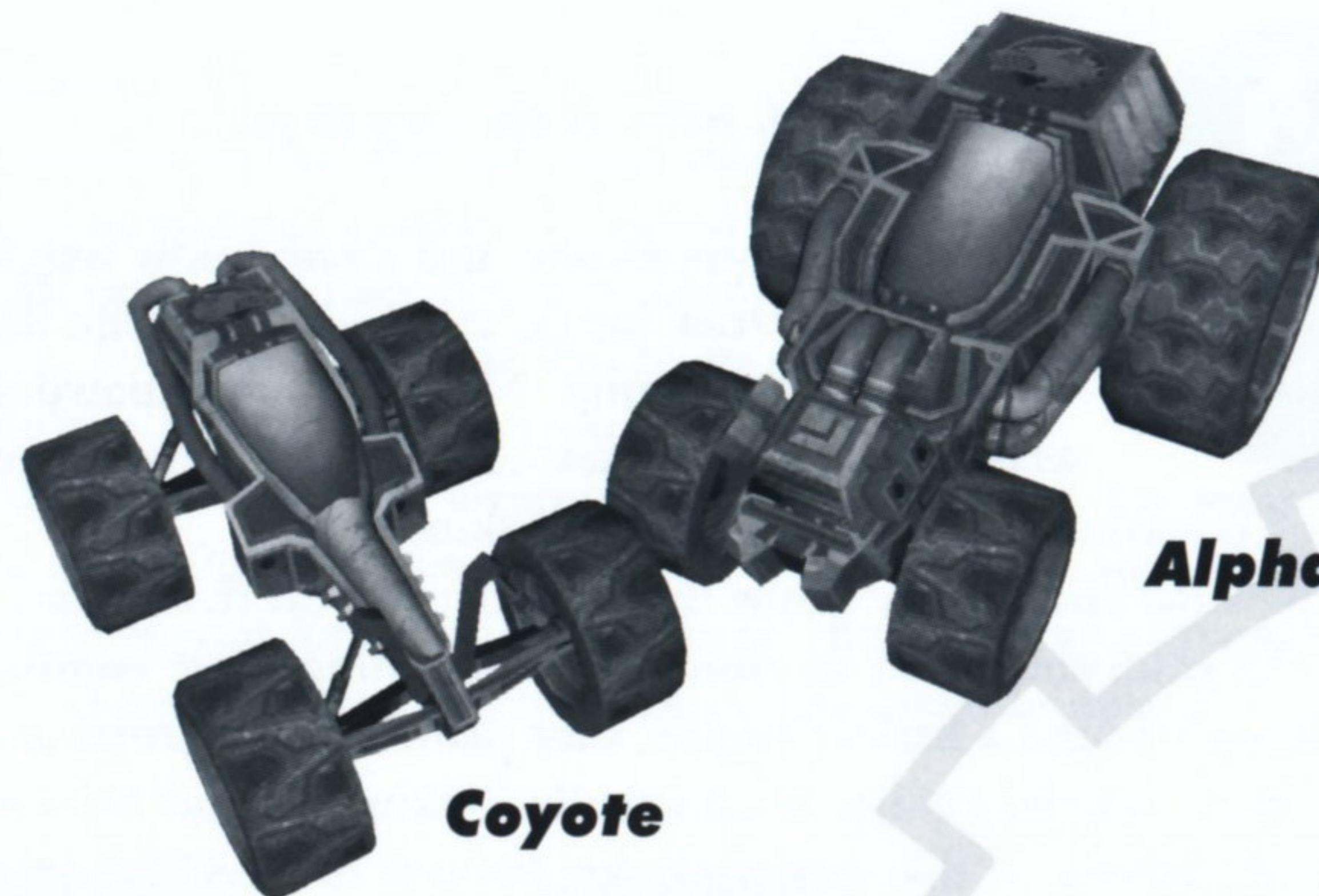
Riding alongside Fennec and Rewdalf are some fast and fierce custom built rigs. The Wolfpack have scavenged the lands for years and come to use a certain style when building their cars.

Yellowish colours proves to be quite good in the desert and the Wolfpack easily recognize each other in the fights that often tend to get messy. The yellow colour also strikes fear into the light hearted traders and travellers of these lands, making it easier to undermine their first line of defense: courage.

The Wolfpack build two different types of cars. Not all are the same of course, as everything is custom made from scrap and spare parts, but the general look is kept.

### **Coyote**

The *Coyote* is an often smaller car built from a light chassis, with a lot of aggression in it. It is fast and low weight; jumping features are excellent but a bit on the top side to be a really stable car in bumpy terrain. The Wolfpack often uses this car as front-runners. The Coyotes are equipped with machine guns and often carry ammunition in external holds on the chassis. Easily shredded by heavier guns, the Coyote is often seen to hit and run and leave the heavy work up to the Alpha or other leader cars.



### **Alpha**

The Alpha is built from medium sized cars and rolls on massive wheels. The wheels make the Alpha a bit heavy but it pays off when explosions and recoils enter the scene. The Alpha stands for most kicks and punches, but keep it away from missiles or mines. The gang members often slap on some missiles and heavier cannons if they can get their hands on them. If not, they bolt a pair of machineguns to this bad boy. Due to their size the Alphas are not fast, but they are used as main attack body and escort units to the cargo that the Wolfpack snatch from caravans. Together with the Coyote they are a nasty bunch, just like a hungry pack of wolves.

### **Crusaders**

When it comes to building cars, the Crusaders have been followers of the rough and ready style for ages. More armour and more square shaped looks is their way to go. Indeed, their cars can take heavy beatings and they won't stop for less than humongous boulders in the road. Following a dark green colour scheme they are pretty hard to spot at dusk.

We know the Crusaders probably have a large number of different cars, though few people get close enough to their bases to tell. Judging, however, by the range from which they can spit lead, they definitely use a lot of machine guns and cannons.

### **Flaming Pumpkins**

Not the best craftsmen around, the Flaming Pumpkins have no aesthetic sense to speak of either. Orange coloured to suit the canyon, the Flaming Pumpkins drive skinny looking vehicles. The Piranha (see page 25 for exploded view) is their fastest one with a high pitched engine and small

wheels that often makes it flip when the driver gets a bit too excited to turn it around.

The heavier vehicle that is often spotted when the Pumpkins attack well-protected targets is the Tomcat. The Tomcat is heavier but still skinny. It shoots missiles made from simple pipes packed with gunpowder and diesel oil. The Tomcat is a joke to craftsmanship but rather nasty up close.

### **Enclaves**

Coming right out of the blue and kicking butt, the Enclave armada of cars is of course coloured blue. The bluish colour is said to come from the type of armour they are using. We'd better scrap a few to check if it is indeed so, right? Well, anyhow, what we know from Tormee and others is that the Enclave cars often carry rather sophisticated weapons with long range. The best thing is to attack them in ambushes and hit hard when you have started the attack. As of now, we do not know more than this about their cars – it will take a few close encounters to figure out the rest.

### **Vehicle Recognition**

The Wolfpack have put together a vehicle recognition chart for you newbies. Check it out on page 26, where you can see the relative sizes of some of the guys you are up against.

### **Freighter Trucks**

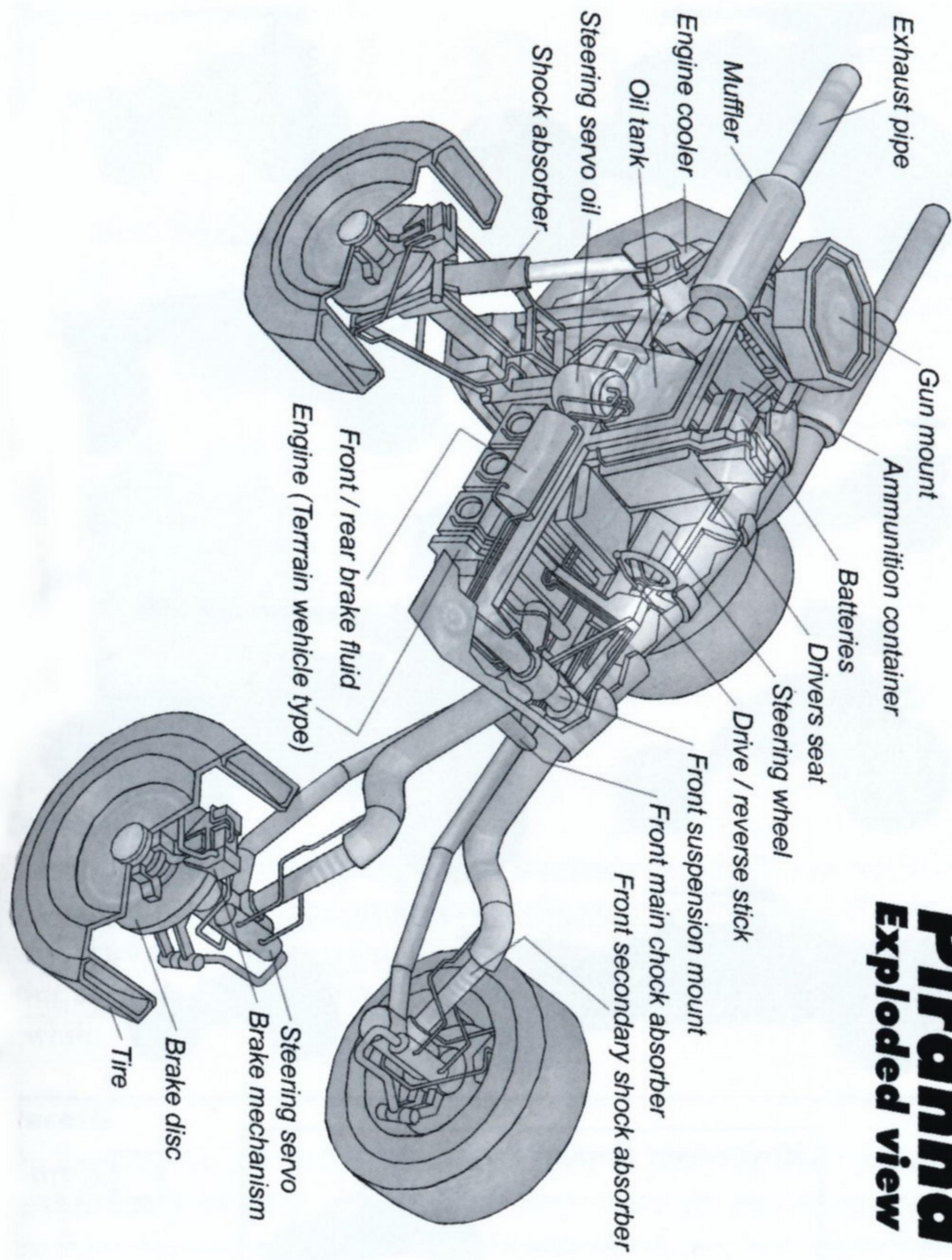
Freighters are like big whales of the desert. Cripple their steering and they will end up stranded on the beach. The Wolfpack have hunted down and robbed tons of traders in their days. It is not always an easy buck as many traders carry an escort of heavily armoured cars or have equipped their huge vehicles with cannons and machineguns to keep the bandits away.

These huge rigs have wheels so large that no obstacles or dunes in the landscape can hinder them in their way. Their only weakness is their slow pace and the fact that they are not exactly turned around in a blink of an eye. The Wolfpack is called the Wolfpack because they hunt these guys like an elk through the deep snow. Many traders try to stay in safe routes or hire protection from the clans in the area; still the odds are often against them when Fennec and Rewdalf are around.

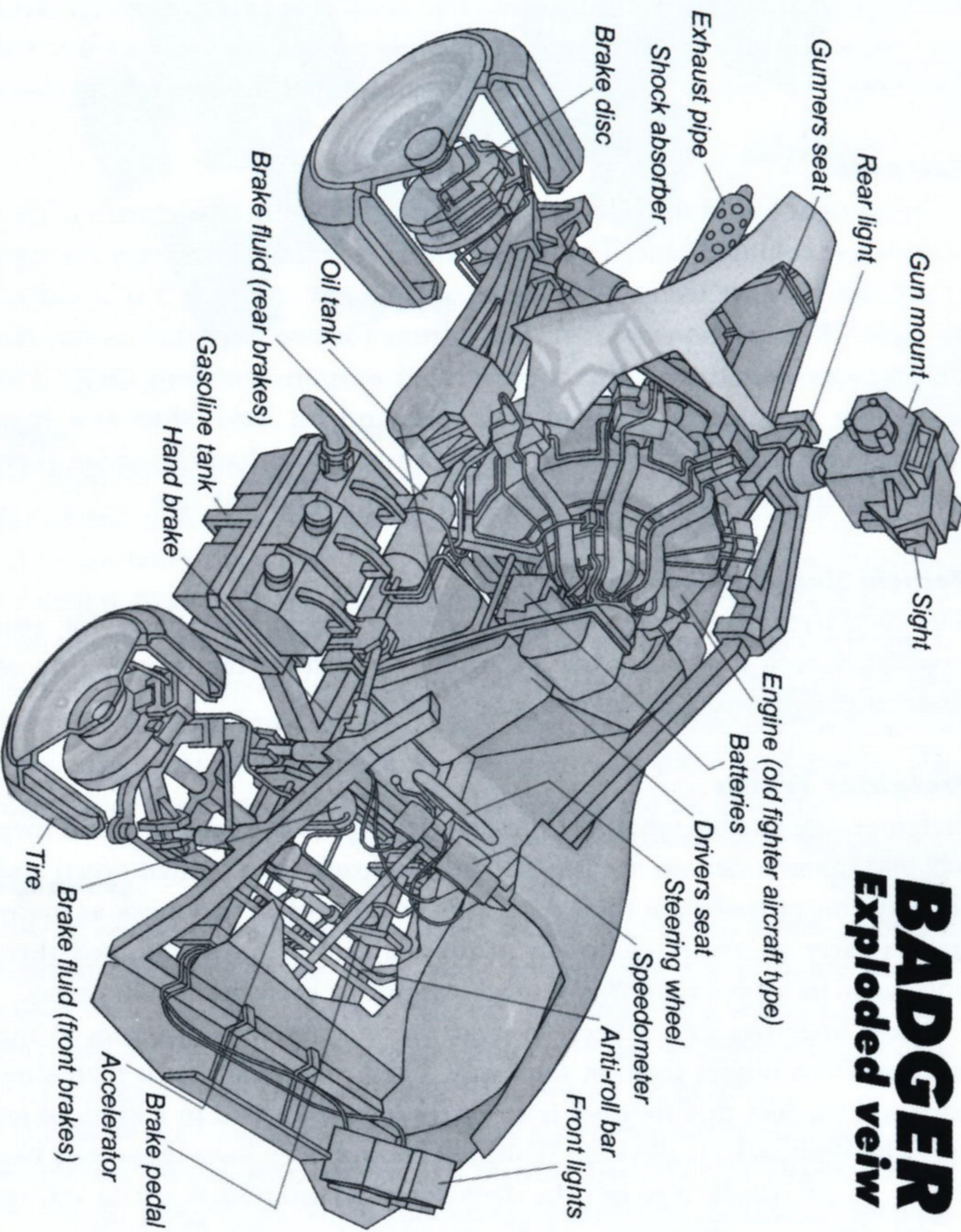


*'I'll bet on us laddie!'*

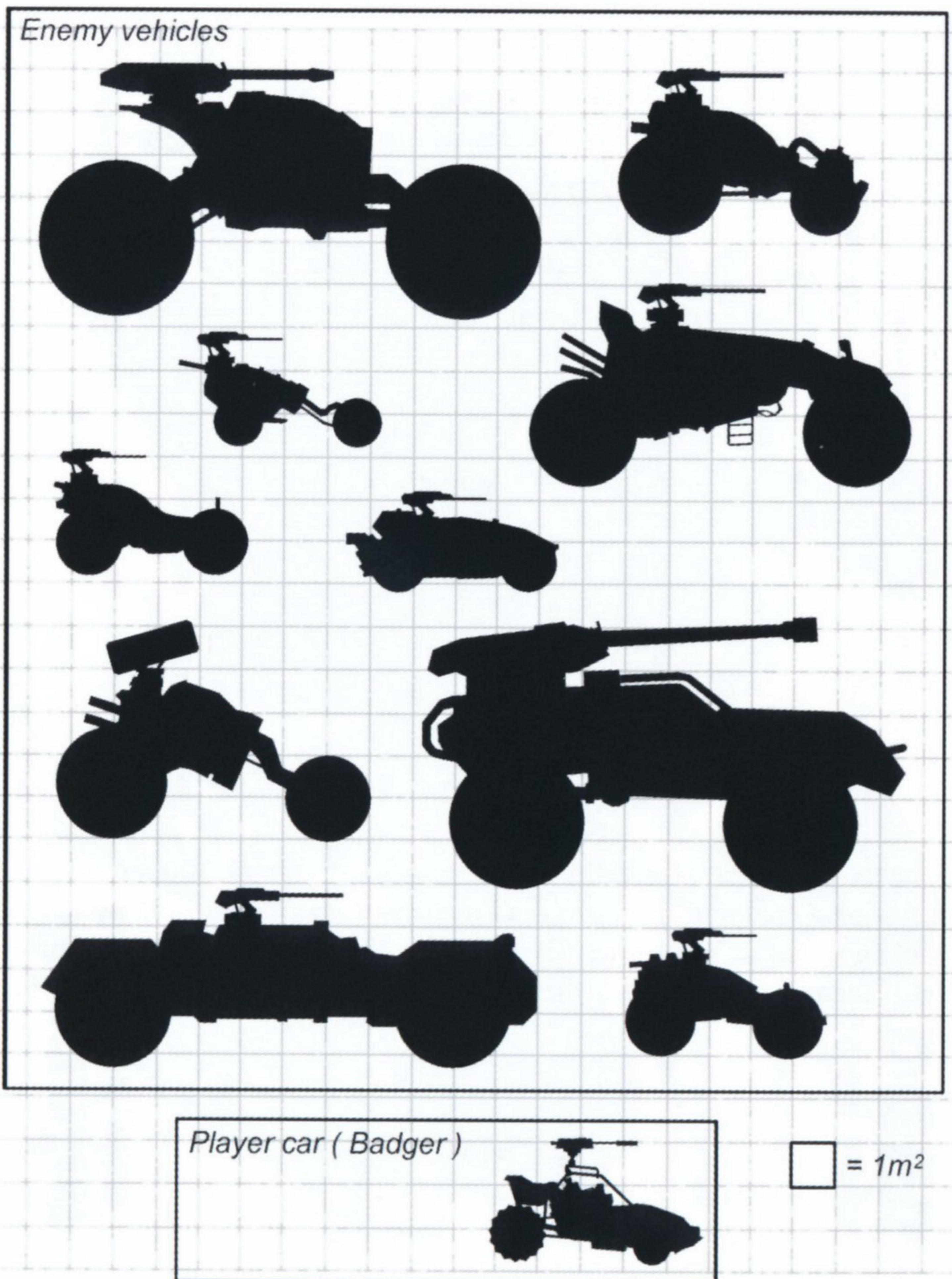
## Piranha Exploded view



## BADGER Exploded view



## Vehicle size chart



## Dirty Tricks

Being a bandit and a member of the Wolfpack, you need to keep a few things in mind. These tricks can make you stand out from the rest and keep you in the game.

### Explosions

Explosions can be your friend or your foe. The way they scratch the paint on your car, you tend to want to stay away from them. Some explosions are so powerful that they rip up craters in the ground and some will trigger other explosions in ammunition or objects on the ground. In general, explosions hurt you bad and the damage is relative to your distance from them.



*'A direct hit means you have to go back to driving school.'*

### Craters

Craters transform the terrain of the landscape in which you are driving. Crossing a crater at high speed can make your car flip and roll over. The same goes for your enemies. By blasting holes in the ground in front of your enemies, you can slow them down, or at least stir their minds up for a while.

### Recoils

Do have recoils in mind. Some weapons are so powerful that your car will be thrust backwards when they are fired. Consider this especially if you fire from the side or if you have the handbrake down; in a lightweight car, this might flip you over.

### Collisions

Some enemies will try to hit you head on, as they know that nothing hurts like a full-scale collision. Of course, your sturdy car can take quite a beating but then again, how much fun is driving around in a dented and bent

piece of junk? Also, remember that if you need to help a trader or friend up a hill, you can always give them a helpful push in the right direction.

### **Shadows**

Staying in the shadows is a good way to conceal your presence. Shadows will darken your car and help you avoid your enemies. If your opponents get close they will of course hear you, but it will be harder for them to hit you. And vice versa. Shooting from the shadows is an old trick – use it.

### **Friction**

Need for extra speed? A smart bandit will use the ground in all ways possible. Depending on the ground type, tyres will have different grips. Ice and mud will make you slide; roads are better to drive on than sand or gravel. On roads, you should keep the pedal to the metal, but pump it a bit on sand and you will get around much easier.

### **Brass jackets**

Ejecting brass? Yes, keep an eye out for hills that eject brass, because it is often a sign of an opponent lurking behind it. Brass flies a long way, which is something to think about if you want to keep your presence unknown.

### **Zig Zag**

If you have a hard time climbing a steep hillside, try zigzagging. You will find this much easier than going straight across. Combined with a bit of nitro, zigzagging can make you do wonders.

All right, this ends the dirty tricks section. Make sure you check out the Bandits website ([www.bandits-game.com](http://www.bandits-game.com)) for more tricks as time goes by.



**GEAR UP & GUN DOWN!**

## **Technical support and customer services**

For general information regarding the program you have purchased or other PAN Vision programs, please contact our helpdesk as stated below. Should you need technical assistance to our programs we recommend you first visit our website, [www.panvision.com](http://www.panvision.com). Choose what program your query concerns and what operating system you use and you will find answers to the most common questions. You may also contact us through e-mail or telephone.

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- Platform (Windows/Macintosh)
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- Make of computer (Compaq, Dell, HP, etc)
- Computer configuration:
  - Sound card
  - Graphics card
  - Processor and clock speed
  - RAM size

(If you do not have the above information, please use the DirectX Diagnostic tool: Click "Start", Choose "Run", Enter "dxdiag" in the box and Click OK. The application that opens will provide all the requested information.)

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