

GUN™



NEVERSOFT

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

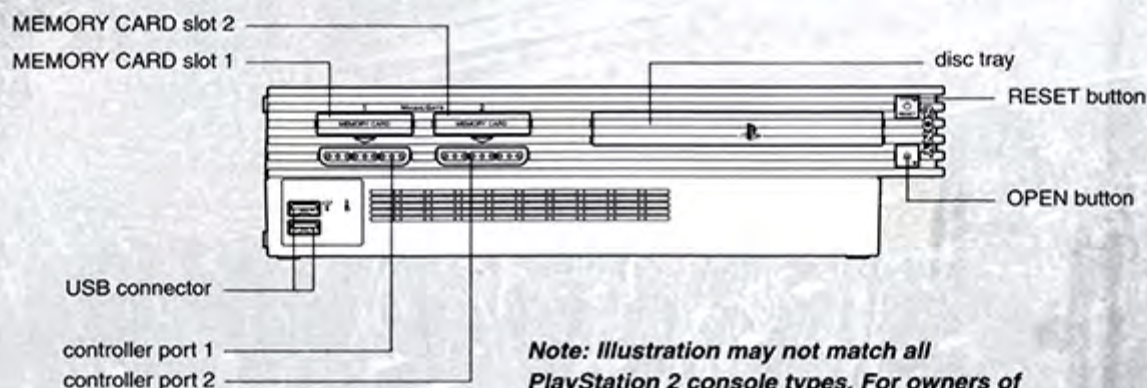
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

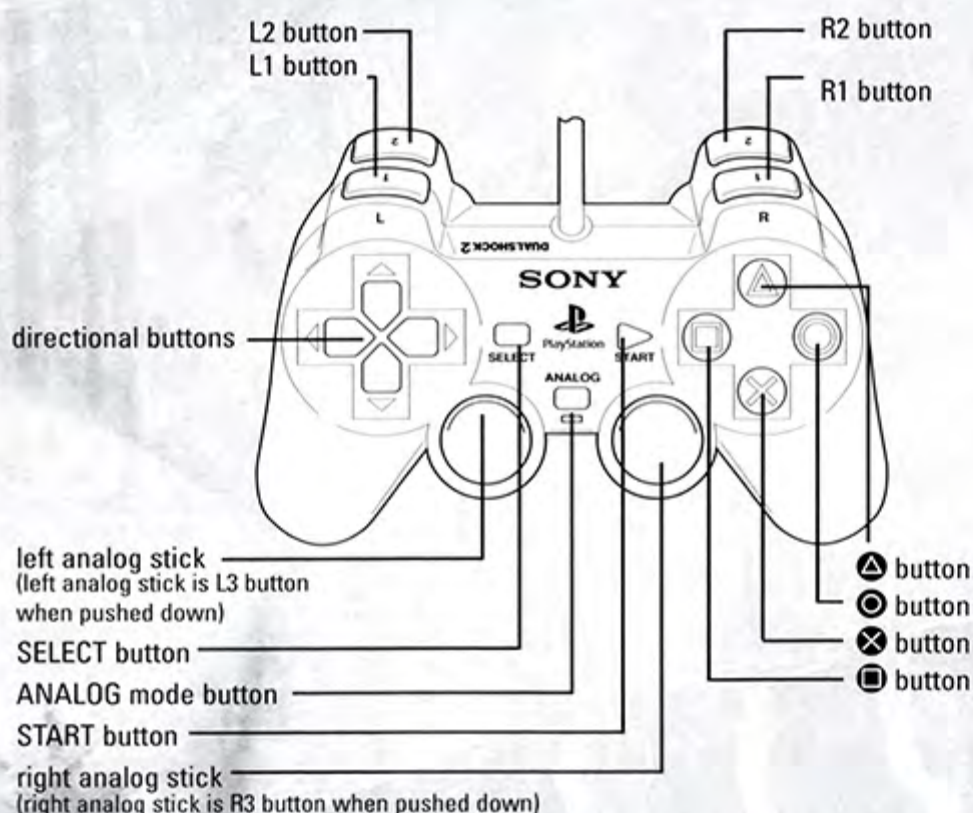
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *GUN* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

GUN

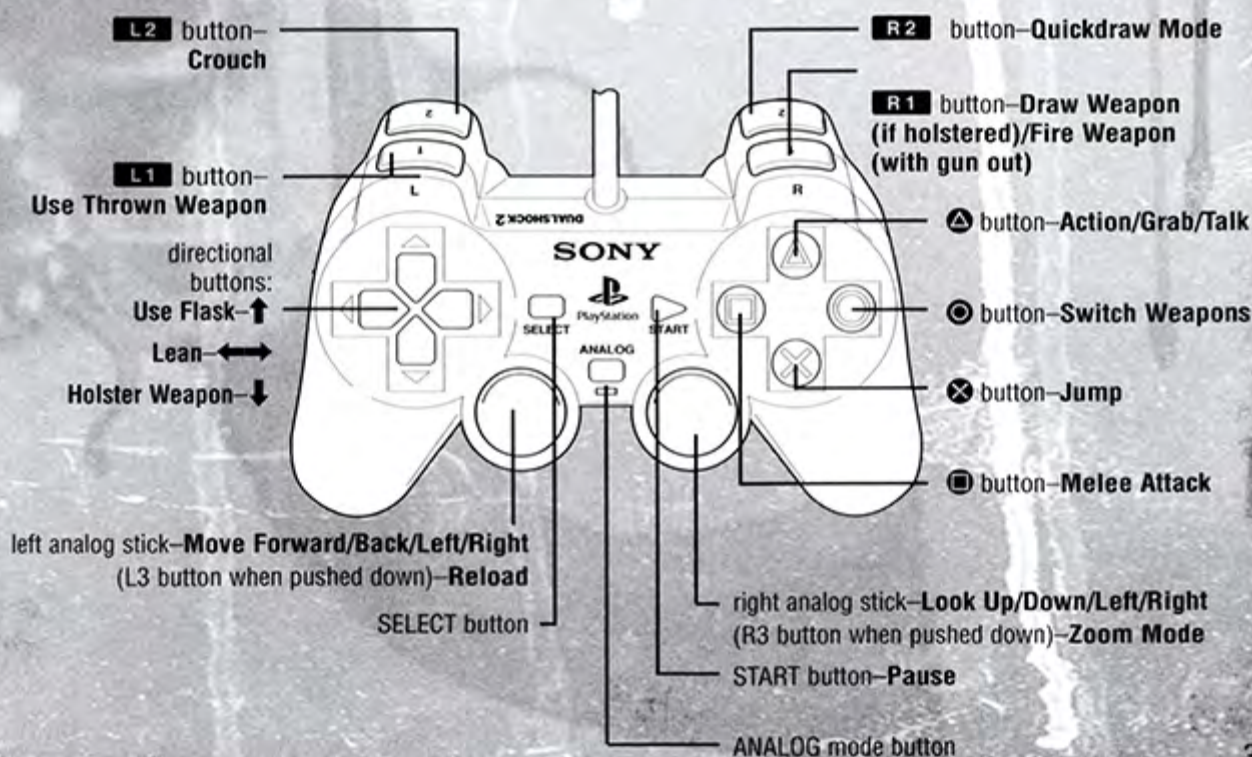
Set in the untamed West of the late 1800s, *GUN* is a free-roaming action-adventure game that takes you to a world without laws—where greed, lust and murder are rampant. As Colton White, a vengeful gunslinger, you must straddle the line between good and evil in a showdown against corrupt lawmen, a murderous preacher, renegade army psychopaths, merciless outlaws and relentless warring tribes. Along the way, you'll wage war on horseback, collect bounties and protect prostitutes. Travel through an action-packed landscape of high mountain wilderness, deserts and bustling territorial towns in an epic story of betrayal, greed and revenge.

STARTING UP

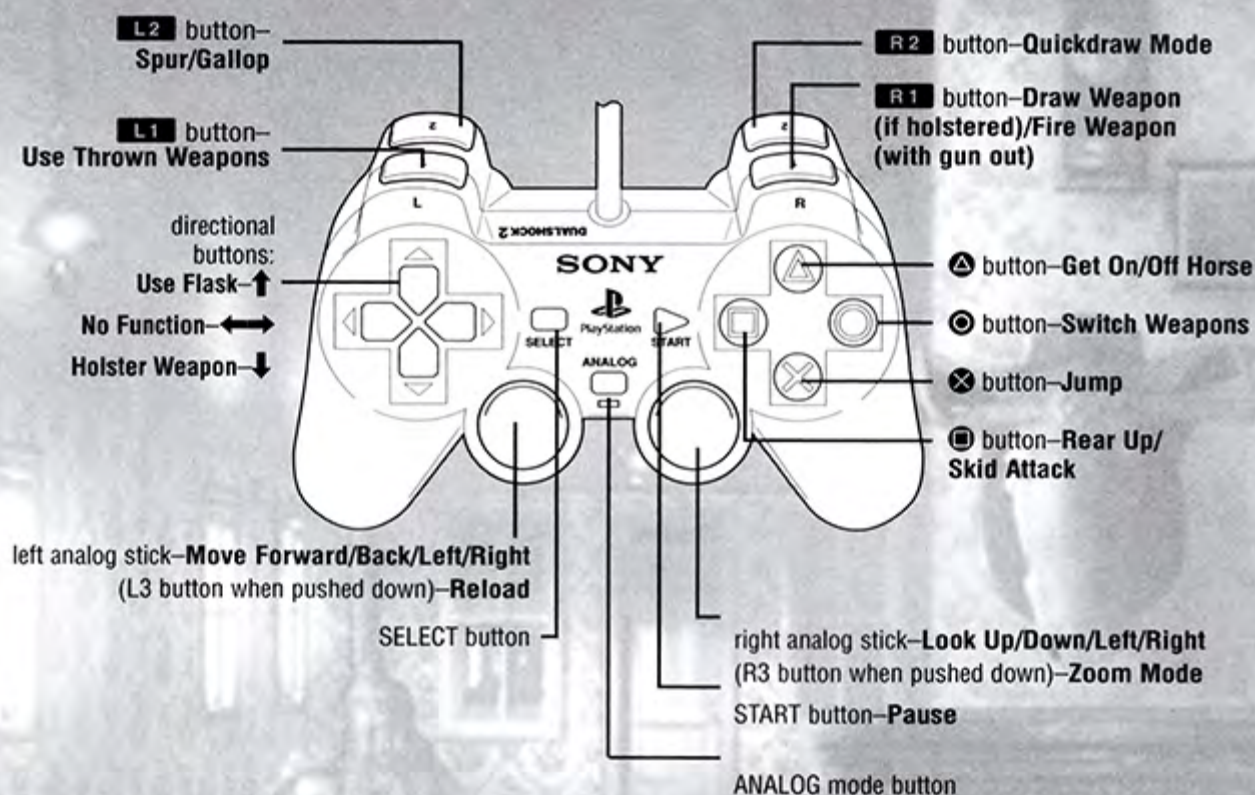
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLLING COLTON WHITE



Controls on Horseback



Basic Controls

△ Button:

Action/Grab/Talk/Scalp/Mount/Dismount/Use

■ Button: Melee Attack

× Button: Jump

○ Button: Switch to Pistol or Rifle (hold and use the directional buttons to select other weapons)

Right Analog Stick: Look

Left Analog Stick: Movement

R1 Button: Draw Weapon & Fire

R2 Button: Quickdraw Mode

R3 Button: Zoom (when rifle is equipped)

L1 Button: Use Thrown Weapons (hold to increase distance of throw)

L2 Button: Crouch

L3 Button: Reload

← Directional Button: Lean Left

→ Directional Button: Lean Right

↑ Directional Button: Use Flask

↓ Directional Button: Holster Weapon

Advanced Controls

Weapon Select: Press and hold the **⊙** button plus **↑**, **↓**, **←** or **→** on the directional buttons to select a different gun.

Charge Thrown Weapons: Press and hold the **L1** button to “charge” the distance of a thrown item, making it fly further upon release.

Roll Maneuver: Hold the left analog stick either **←** or **→** and then quickly double-tap the **L2** button to do a roll maneuver.

Grabbing opponents: When standing next to an injured or unsuspecting enemy, press the **△** button to grab your opponent. Once grabbed, the enemy becomes your shield, taking bullet fire until his health runs out or you decide to execute him by pressing the **■** button. The enemy’s health bar is on the outside of your health bar. In Bounty Hunter missions, you can subdue hostages by pressing the **■** button.

Quickdraw: In Quickdraw mode, tap the left analog stick **←** or **→** to toggle the auto-target between the different enemies on-screen.

Scalping: When standing over a dying enemy, you can scalp your opponent. Hold **↓** on the directional buttons, then press the **△** button. You must first purchase a scalping knife to scalp.

On Horseback

⊗ Button: Jump to avoid obstacles. Hold the **⊗** button for a longer distance jump.

L2 Button: Spur/Gallop—Accelerate to the maximum speed for a set amount of time. Press to spur, hold to gallop. Spurring your horse too much will tire it out or even cause the horse to die.

⊙ Button: Rear Up/Skid Attack—The horse stands on its hind legs and kicks its front legs. While turning, hold the **⊙** button and a direction on the analog stick to perform a high-damage skid attack. If the analog stick is held straight back, the horse stops quickly. If no direction is held, the horse slows down.

HEADS-UP DISPLAY (HUD)



Radar/Compass

Enemy positions are indicated on the radar. Also, the radar has a compass to guide Colton in the right direction.

Weapon Usage

R1 Button: Use firearm.

□ Button: Use melee weapon.

L1 Button: Use thrown weapon. Hold the **L1** button to charge the distance of a thrown weapon.

MENU OPTIONS

Display

HUD: Toggle the Heads-Up Display (HUD) on or off.

Reticle: Toggle the aiming crosshair on or off.

Screen Mode: Choose between standard and widescreen aspect ratio.

Progressive Scan: Toggle progressive scan on and off. (Only for use with progressive scan-compatible TVs equipped with component cables.)

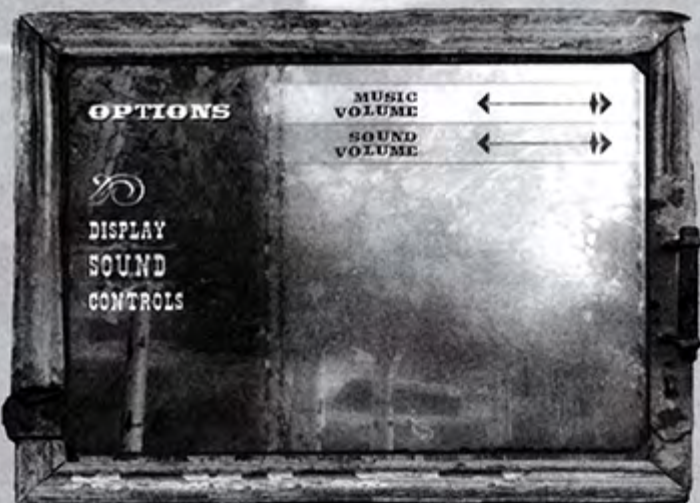
Cutscene Subtitles: Toggle cutscene subtitles on and off.

Brightness: Adjust the game brightness.



Sound

Adjust the sound and music volumes from this menu.



Controls

Vibration:

Toggle vibration on and off.

Horizontal Aim:

Invert horizontal aim.

Vertical Aim:

Invert vertical aim.

Analog Sensitivity:

Adjust the sensitivity of your left and right analog sticks.

Save Game

Load or save your game.



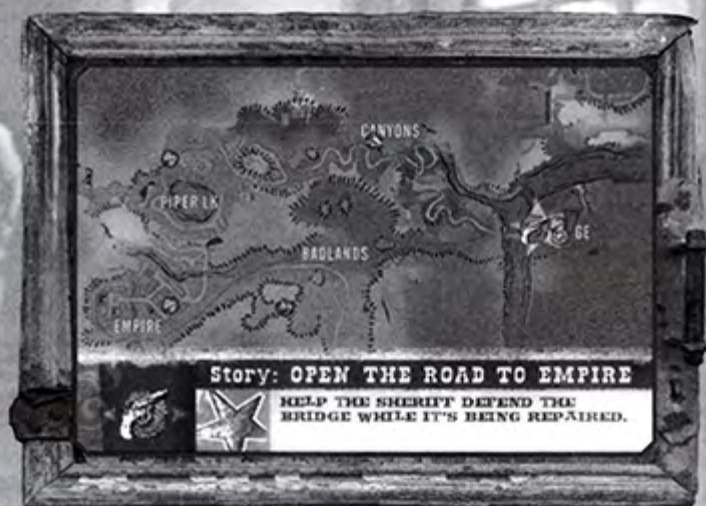
PAUSE MENU

Maps

Never find yourself lost in the world of *GUN* by using the in-game map.

Saddlebag

To check your arsenal and switch weapons, press the **START** button to enter the Pause Menu, highlight the Saddlebag option, then press the **⊗** button to confirm.



Along his path, Colton acquires many different weapons which differ in power, damage, range and rate of fire. Colton can equip his weapons from the Saddlebag option in the Pause Menu.

In the Saddlebag, Colton can view his available guns, throwing and melee weapons and select which one to use.

From the Pause Menu, highlight Saddlebag and press the

⊗ button. At the

Saddlebag menu, highlight Weapons and press the ⊗

button, then select the category of weapon to view and equip. Press the ⊗ button when the desired weapon is selected to make it available for use in-game.



SAVING & LOADING



To save a game, you'll need at least 52KB of free space available on your memory card (8MB) (for PlayStation®2). To check your free memory and/or delete existing games, use the PlayStation®2 Internal Memory Card Manager.

To load a previously saved game, select Load Game from the Options Menu.

WEAPONS

Weapons are broken down into seven main groups. Select your weapon using the Saddlebag menu from the Pause Menu.

Pistols

Pistols are best from close to mid-range, have a fast rate of fire, a fairly quick reload time and cause medium damage.



Rifles

Rifles are best from medium to long-range, have a medium rate of fire, a medium reload time and cause mid to high damage.



Shotguns

Shotguns are best from close range, have a slow rate of fire and a medium reload time, but cause high damage.



Melee

Melee weapons are best at close range, have a fast rate of fire with no reload time and cause high damage.



Thrown

Thrown weapons are best from mid-range, have a medium rate of fire with no reload time and cause very high explosive damage.



Bows

Bows are silent weapons best from close to mid-range, have a fast rate of fire, no reload time and cause mid to high damage.



Sharpshooters

Sharpshooters are best from long range, have a slow rate of fire and cause high damage.



GAMEPLAY TIPS & STRATEGY

GUN Quickdraw Mode

Press the **R2** button to start Quickdraw mode to get more time and accuracy when lining up a critical shot. Once initiated, Colton's reflexes and gunfighting skills go into slow-motion with the view zoomed in, allowing for more precise targeting.

When you first press the **R2** button, the flashing yellow Quickdraw bar appears on-screen and depletes at a steady rate. You can increase the Quickdraw bar by eliminating enemies. Accuracy shots such as a headshot or disarm also increase Quickdraw.

GUN Zoom Firing

Press the **R3** button to access Zoom Firing. This zooms in your view so you can more accurately target and hit enemies. By zooming, you can snipe and engage large groups of enemies from a safe distance that would normally be too difficult for a direct assault. You can zoom with **bows, rifles** and **sharpshooters**.

The amount of zoom varies depending upon the weapon:

Rifles: Rifles have high-level zoom with the rifle barrel and aiming sights visible.

Sharpshooter: Sharpshooter rifles have a tighter zoom than rifles.

Using Cover

Use objects, rocks or buildings in the world to provide cover when being attacked. Use cover wisely to catch your breath, create a strategy, time your shots and provoke enemies, all while being reasonably protected.

Working with Allies

Use allies (posse members, gang members, Apaches, townspeople, etc.) to aid in attacking enemies and completing objectives. Be sure to protect allies when possible, because they are vital to the success of some missions.

SIDE MISSIONS

Along his path, Colton will encounter a variety of side missions in the West. He can earn money by helping out farmers, assisting the local sheriff, keeping regular citizens out of harm's way and even hiding a card up his sleeve and playing some Hold 'Em. Side missions are also vital in upgrading Colton's skills. The side missions are listed below and come up in random places on Colton's journey.

Pony Express – Use your trusty horse to deliver items and get from place to place, all within the allotted time.

Ranching – Earn some money and hone your horse-riding skills by helping local farmers corral up their livestock.

Bounty Hunting – Every town in the Wild West had outlaws running rampant, with the tagline, "Wanted: Dead or Alive." Catch these outlaws to bring some order to the West and money in your pocket.

Mining – The West was built on opportunity, dreams and gold. In your travels, you may come across gold no one else has found. Make sure you have a pickaxe handy, or that nugget you see may be nothing but Fool's Gold.

Poker – You can work for your money, or you can just win it from the local gamblers in the saloon. Out-bluff your competition in a Texas Hold 'Em tournament. Play your cards right, and you'll come up all Aces.

Keep the Peace – Every sheriff in the West could use an extra hand. Help out the local deputies by stopping trouble before it starts and flushing out the bad guys in each town.

Hunting – The Old West wasn't wild just because of the people. Even the animals wanted a piece of the action. Hunt animals that come across your path, and maybe everyone will get dinner tonight.

Rescue – With outlaws running around, it's tough to catch 'em all, especially when they take innocent people hostage. Stop the criminals from running roughshod and rescue the victims by defending towns, taking out the bandits and keeping people safe.

CHARACTERS

Colton White

Colton White grew up in the wilderness of the Wild West, learning the ways of the Mountain Man from his father, Ned, who taught young Colton how to trap, ride horses and shoot game. As the two of them journey the territory together, they encounter a steamboat, and Colton's life will never be the same. Colton is driven on a quest to discover who he is. In the process, he ends up learning a lot more about himself, Ned and all the people he meets on his journey. Colton will work inside and outside the law, doing anything it takes to get the answers he's looking for.



Jenny

When her mother passed away, Jenny assumed the role as hostess of Dodge City's bustling brothel, "The Alhambra," and became renowned for her stunning beauty and caustic wit. Jenny is equal parts charm and attitude, but she also knows how to use a shotgun when necessary. When Jenny meets Colton and learns why he has come to Dodge to find her, she joins Colton on his quest to get some answers for herself.



Thomas Magruder

Thomas Magruder served for the "other side" in the Civil War, eventually relocating to the West before the Confederacy fell completely to the Union. Out West, he used his considerable power and authority to make himself into a railroad and mining magnate and roams his holdings in the New Mexico territory in the custom cars of his gilded "Black Train." He exudes arrogance but strikes fear into the hearts of those around him. Much like Colton, Magruder is on a quest of his own that has consumed him since the War. He's determined to complete this quest, no matter who or what gets in his way.



Hoodoo Brown

He's the mayor, justice of the peace and coroner of the territory's bustling centerpiece city: Empire, New Mexico. Hoodoo runs his town like a king, basking in his notoriety and enforcing the "law" as he sees fit. His deputies enforce his will, making sure any "troublemakers" meet their fate at the end of a very short rope.



Hollister

More monster than man according to some, Hollister disappeared mysteriously during the Civil War. Rumor has it his tactics were so brutal, generals feared him and his men. He recently reappeared as the scarred commander of a renegade fort somewhere in the northern country.



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CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

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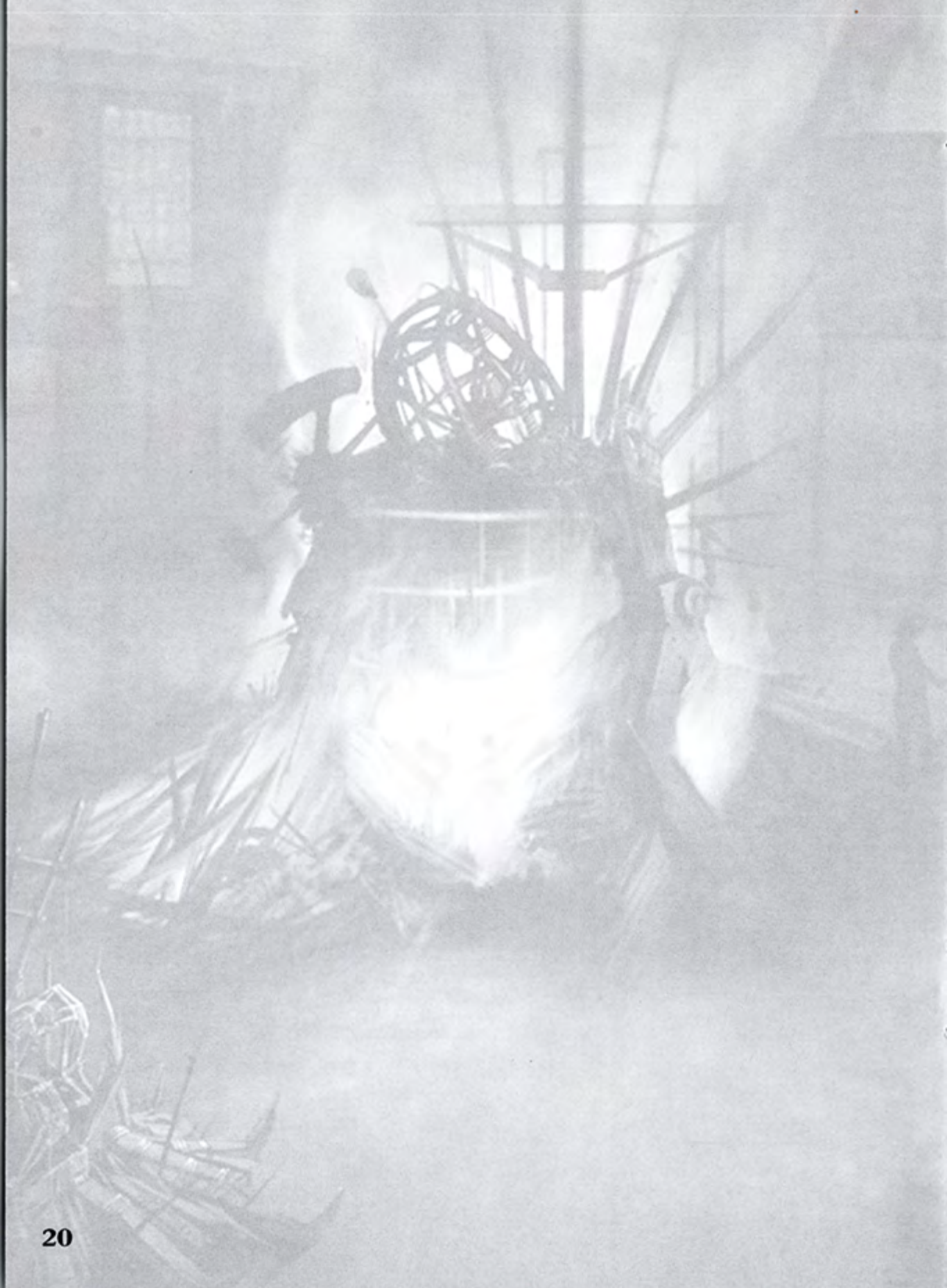
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NOTES

NOTES



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PlayStation 2



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