

USER MANUAL VERSION 0.109

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STORY

This game is an alternate history themed FPS. Based on Ned Kelly, an Australian outlaw. The story starts off where the real gang met their end at Glenrowan on the early morning of June 28, 1880.

The gang had planned to derail the train of police - however, they were alerted by a citizen and the train was halted before it reached the original ambush location.

The goal is to survive the assault, and find the police Captain near the train and search him for the location of the next location to advance.

The gang then travels onwards to Melbourne through various locations, taking on various enemies on the war path to free his mother from the police.

LOCATIONS

Glenrowan - The starting level of the game. Your goal is to find the police captain near the train, and find out where to travel to next.

Benalla - The gang goes to Benalla because there's less corrupt police in the area, than any other town nearby.

Bushland - In some remote location, two women have been kidnapped by the corrupt police and someone has the task of saving them.

Sovereign Hill - The gang has in mind, it would be a good idea to try and move some gold away from the corrupt officials and take on the town.

Gold Mine - A gold mine to clear out and secure at the edge of Sovereign Hill.

The River - A winding river that leads back to a location near Sovereign Hill.

The Stockade - Another final stand location.

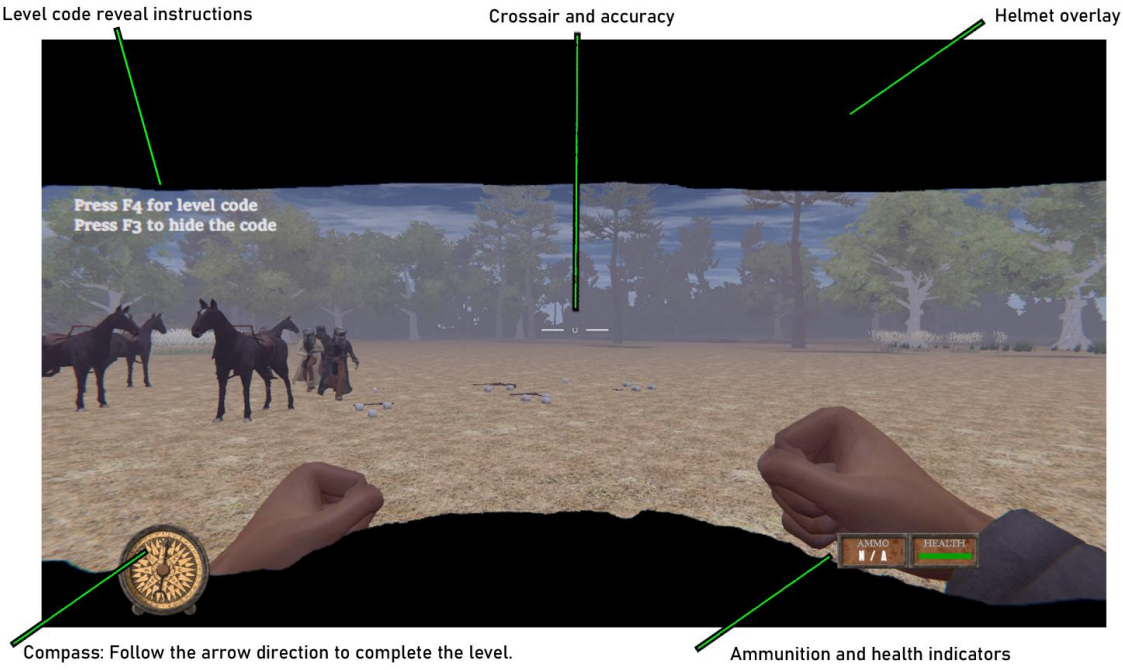
Melbourne - The final level.

There are also four extra levels where you do not play as Ned or part the gang.

CONTROLS

Movement - A,W,S,D
Weapons - 1,2,3,4,5
Run - Left shift
Attack - Left click
Aim - Right click
E - Pick up item
R - Reload
G, H - Show / hide the helmet overlay
Q,I - Open inventory
-LMB - Left click to pick up an item in the inventory
-RMB - Right click to use the item
-MMB - Middle click to drop the item
Jump - SPACE
X, C - Crouch
F1, F2 - Show / hide the gang members
F4, F3 - Show / hide level code
Esc - In game menu

PLAYER HUD





The in game graphics menu can be accessed by pressing ESC and clicking on Options, as well as the audio level setting, control information and help.

The save and load function, only saves and loads the items you gain throughout the game.

Each level has a level code which can be used to load the stages of the game.



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WEAPONS

Fists

Use your strength to knock someone out.



Pistol .56

Rate of fire: Medium
Effective range: Medium
Rounds: 6
Damage: Medium

Can be combined with another pistol to enable dual wielding.



Pistol .56 dual wielding

Rate of fire: Fast
Effective range: Medium
Rounds: 12
Damage: Medium



Double Barrel Shotgun

Rate of fire: Medium
Effective range: Low
Rounds: 2
Damage: High



Martini Henry .45

Rate of fire: Medium
Effective range: Medium
Rounds: 1
Damage: High



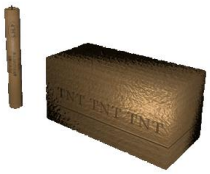
Snider .577

Rate of fire: Low
Effective range: Far
Rounds: 1
Damage: High



Repeating Rifle .40

Rate of fire: Medium
Effective range: Medium
Rounds: 6
Damage: Medium



TNT

Rate of fire: Low
Effective range: Low
Rounds: 1
Damage: Maximum

OTHER ITEMS

You will find medical supplies and food, to help you regain health, and extra pieces of metal for armor.





When you pick up a weapon, it is automatically assigned to a free number slot. Press a number key, or right click to use it while the inventory is open.
Right click on other items to use them. Left click to hold an item, and place it in another slot for sorting.

ENEMIES



Bushrangers
Police officers
Police Lieutenants
Police captains
Detectives
Hired officers
Trackers
Naval officers
Naval chiefs
Naval captains
& who knows else what?

Be aware of the various enemies you may encounter. They all vary in skill no matter what weapon they have, and they all have the guts to punch you.

Some of them may ambush you from buildings or set explosive traps. Green barrels are explosive when hit, so be careful!

HINTS

Signal rockets can be found on the 1st level. Walk near them to set them off. On the other side of the town, some gang supporters will appear and help you survive.

Click on the Help button on the main menu to play the training level, which has details on how to play, and has a shooting range.

Not all wooden walls will protect you from bullets.

Horses and most animals are just decoration and cannot be killed.

There is one secret level, one bonus weapon, one secret weapon and at least one easter egg.

CREDITS

Lead Designer:
Tobi Jessop

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Links:

https://tobop.itch.io/ned-kelly-armoured-outlaw

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Apologies for any bugs. We're tryin' to kill em'!

... Possible updates in the future.. .