

BRIGAND: OAXACA

BRIGAND PLAYER'S MANUAL

Laughing Coyote Software
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THE STORY SO FAR... ([home](#))

(Pronunciation: *Wa-Ha-Ka*)

You should have seen this coming.

Framed for murder: a psychotic bandit, blitzed on juices and killed during sexual intercourse by bullets sprayed through a wooden door. The woman wasn't so lucky, either. And you were the only one around, looking stupid.

At least you were safe here, in this comfortable cell in southern Oaxaca, Mexico -- safe from the upcoming war between Uncle Bob's National Security and Elegua Tribe, who they say washed up on the shores of Mexico after their homelands were submerged in the rising ocean.

It has been over a century now since the nukes fell, vaporizing entire cities in the blink of an eye. Mexico City is gone. Ground Zero. UBNS is once again on the verge of war, but at least you were safe in this cell, absolved of all sin in the enemy's eyes.

Until now.



BASIC INTERACTION ([home](#))

When you are looking directly at an important object, its name will appear above your crosshair, along with some other important information in parentheses. When you see an object's name like this, you can usually right click your mouse to interact with it. Important objects include people, computer terminals, useful appliances, and obtainable items. Right-clicking on people will engage you in a conversation, and right-clicking an obtainable item will add it to your inventory.

Here are some examples of important objects:

Beds: You can save your game here. Beds are probably the most important object in the game, and thankfully there are many. Whenever you rest at a bed, you will automatically recover all of your Meta, and if your Health is below 20, it will be restored back to 20. If you're playing on Wimpy Mode, your health will be completely restored

Doors: Right click a door to open it. Some doors will be locked and require either a key or a destructive force. A locked wooden door requires a small key to open, but they can easily be destroyed with explosives or sufficient melee damage. Locked metal doors require multiple explosions to destroy. Locked alloy doors require a big key and cannot be destroyed. If a door is sealed (not locked), it does not require a key, but rather a successful hack into a security terminal somewhere in the vicinity, or a switch.

Outfit Chests: This is where you change your outfit. Outfits can be found or purchased from merchants, and they each grant certain resistances to the 7 types of damage, described below. Some have other advantages. Outfit chests are usually found next to your bed.

Wooden Crates: Wooden crates can be smashed, and many of them contain useful items or jink. Don't waste ammunition destroying them, however. You should always carry a melee weapon.

Cooking Fires: Cooking fires allow you to cook meat with the Cook Meat ability, described below. Cooking your meat will double the health bonus and eliminate any chance of disease.

Voodoo Altars: Using too much Voodoo will decrease your sanity. Eventually, you will have trouble sleeping, and after midnight you will experience strange and dangerous anomalies. By sacrificing your jink at an altar you restore your sanity.

Auto-Docs: These are automatic medical dispensaries that can heal wounds, stop poison, cure disease, or even eliminate radiation in the user's body. Unfortunately, all Auto-Docs require Jink to use, and some Auto-Docs are initially unpowered, requiring a charged fuel cell to restore operations. Hacking an Auto-Doc will cut prices almost in half. They can be destroyed, so guard them carefully.

Security Terminals: Security Terminals grant you access to the security network of a particular area. If you have sufficient Software skill or the required user login and password, you can manipulate most of the automated security systems in the current area, including magnetic door locks, auto-guns, androids, and more. After you login to a terminal, some functions may require additional hacks.

Bionics Terminals: Bionics Terminals are very rare. If you find one, you can pay jink to install powerful cybernetic implants. These implants can be used like normal abilities, but they require very high Meta. They are also very expensive to install, so don't even think about it until you're rich, chummer. Also, increasing your Software skill will increase the power of cybernetic implants.

Destructible Barrels: Special barrels will have special names, and if you shoot them enough times, something is bound to happen. Combustible Barrels will explode, Flammable Barrels will catch on fire, and Biohazard Barrels will leak a poisonous cloud of gas. If you see a special barrel, try luring enemies near them and destroying them. Damaging a barrel to the brink of destruction before a fight is an effective way to prepare for your enemies' pursuit.

Obtainable Items: Obtainable items are essential for victory in the game. Just look at something obtainable and right-click it to pick it up. It will appear in your inventory at the bottom of the screen. You can carry up to 8 items before you must drop something (default: "F"). Some items are stackable, meaning you can have up to 5 of them in a single item slot.

People and Creatures: Oaxaca is filled with intelligent people and depraved creatures, each fighting for a radical faction or wandering the decimated wilderness in solitude. Some people may even join your cause if you ask politely. You can recruit up to 3 additional characters besides yourself, chief, and you can switch between them at any time. Having a higher Charisma skill will insure higher reactions from characters. While looking at a person or creature, you will be able to tell their reaction towards you: hostile, annoyed, suspicious, indifferent, ambivalent, friendly, or loyal.

Hostile characters will attack you on sight.

Annoyed characters will watch you and often refuse to interact with you.

Suspicious characters will watch you, but they will interact with you.

Indifferent characters will not watch you and they will offer you full services.

Ambivalent characters will often give you better prices when trading.

Friendly characters may join your team if you have the right ability.

Loyal characters are on your team and completely under your control.

YOUR TEAMMATES ([home](#))

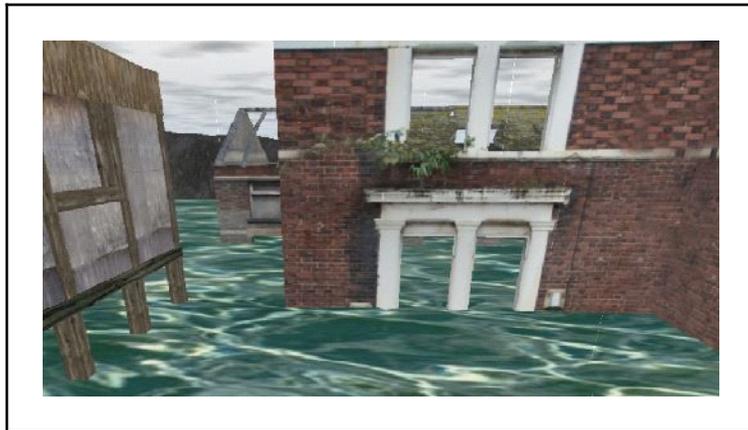
You begin alone, but you can recruit 2 other characters besides yourself -- 3 more with the right Charisma ability. These characters comprise your team. At any time you can switch to another teammate and control his or her actions using the team key (default: alt). If you are playing as one of your teammates and he or she dies, you will revert back to the main character. If your main character dies, chief, you're screwed.

Only your main character can initiate conversations or travel between areas.

You can also use the team window to change team orders. You can alternate between *Regroup* (follow the player), *Defend* (don't follow the player), and *Hold* (no movement whatsoever). Be careful not to allow important teammates to die, as many of them will help you through some rough patches and generally make for a richer story line.

And you can always talk to your teammates like anyone else. You can ask for advice, training, information, or tell them to screw. When teammates leave the team, you can usually find them at their favorite bar if you change your mind.

There are some areas that are so dangerous your teammates will refuse to enter.



DAMAGE AND DEATH [\(home\)](#)

When your health runs out, you're dead. And when you're dead, you're dead, Chief. That is, unless you use the magical "Restore Character" option, which loads your last saved game. Just remember that every character has only one save slot, so don't save your progress at a bed unless you're satisfied with the results of your actions.

Fortunately, you can find special outfits that give you resistance to certain kinds of damage (0% to 100%). Certain items and abilities also give you temporary bonuses to damage resistance. You can change between outfits at an Outfit Chest.

Here are the 7 kinds of damage:



Melee: Close combat weapons, falling, and powerful explosions.



Bullet: Bullets, you know, from guns.



Ionize: Lasers and balls of plasma, often irradiates the target as well.



Heat: High temperatures, mostly from fire and explosions.



Cold: Low temperatures, mostly from Voodoo if you're in Oaxaca.



Shock: Electromagnetic shocks like lightning and Tesla weapons.



Body: Poison and drowning, things that only affect living creatures.

CHAOS
IS
RESTLESS...



STATUS EFFECTS [\(home\)](#)

Confused: While confused, your meta will drain, your vision will be distorted, and you will be unable to concentrate on aiming. It will go away over time.

Poisoned: Poison will go away over time, but while it's in your system, your health will drain rapidly. Poison also distorts your vision and prevents aiming, causing the same effect as confusion. Different poisons vary in severity, but they are all potentially fatal.

Diseased: Your disease level will slowly rise, decreasing your maximum health as it does. Eventually you will be completely unfit for battle. You will need to find a cure for disease. Antibody pills or an Auto-Doc will do. Fortunately you can't die from it -- at least not directly.

Irradiated: Radiation does not increase or decrease with time, but its effects do accumulate with exposure. The more radiation in your system, the higher the chance of experiencing negative results -- disorientation, weakness, and finally ionization damage. Take radiation pills when the effects become intolerable.

Insane: The more voodoo you use, the more sanity you will lose. If you become too insane, you won't be able to sleep and you will get headaches and confusion after sundown. Your insane babbling will also decrease your Charisma. You must make a sacrifice at a voodoo altar to regain your sanity.

Possessed: Possessed creatures are being controlled by someone or something else, probably the player. If so, you can end the possession at any time by using the button to change to another teammate. The possessed creature will regain control of its actions. It will also go away over time.

Concealed: Enemies can't see you from a distance, so you can sneak up on them even if they're facing you. Don't get too close or use any items, though. It will go away over time.

Infra-vision: You can see living creatures through fog and darkness. This also allows you to see concealed enemies. It will go away over time.

Loa-vision: You can see living creatures through solid objects, as well as concealed enemies. It will go away over time.

Hungry: Don't waste any food until your hunger level reaches 25. Eventually you will start losing health. Only your main character has to eat.



THE 14 SKILLS ([home](#))

When you begin the game, you can distribute 25 Skill Points among 14 unique skills. Vitality is probably the most important, as it determines your maximum health. However, Willpower determines your maximum Meta, which you need for special abilities. The cost of the ability is the same as the skill level required to unlock it. For example, the Bandage ability requires that you have 5 points of the Medicine skill to unlock, and every time you use it, it will consume 5 Meta.

Fortunately, Meta recharges over time. Health does not.

While playing the game, you will earn additional Skill Points for completing various jobs. Skill Points can be used to upgrade your skills, but you must first find somebody willing to train you. Ask anybody you come across if they can teach you skills, and you can spend your Skill Points to upgrade your skills. You won't be able to upgrade a skill beyond the level of the person training you.

Here are the 14 skills:



Vitality: Determines your maximum Health.



Willpower: Determines your maximum Meta.



Agility: Movement, jumping, and fall resistance.



Strength: Melee damage, throwing, and swimming.



Survival: Hold your breath and live off the land.



Stealth: Stay quiet and avoid detection.



Charisma: Improve the reaction of others.



Pistols: Quicker aiming with pistols and SMGs.



Rifles: Quicker aiming with rifles and shotguns.



Chemistry: Produce poisons and explosives.



Medicine: Heal both yourself and others.



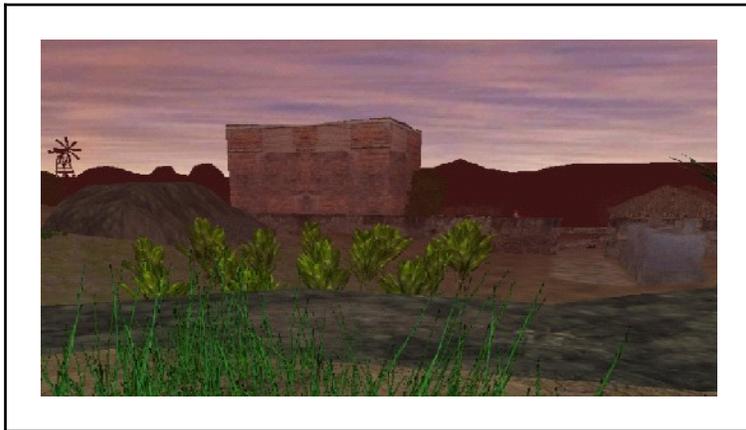
Hardware: Modify, repair, and build weapons.



Software: Hack terminals and use cybernetics.



Voodoo: Translate sacred tomes to learn spells.



SPECIAL ABILITIES ([home](#))

The higher your skill levels, the more special abilities you can unlock. Every ability costs 3 skill points to unlock. To use one, press the abilities key (default: "V") and select the ability. This will cost you a certain amount of Meta. Some abilities are "passive", meaning they are in effect on a constant basis with no Meta cost. Below is a complete list of special abilities, arranged by the skill level required to unlock them. This is also the same as the Meta cost for using them.



Willpower:

Willpower naturally increases your maximum Meta, which is essential to use most abilities. More Meta also lets you hold your breath underwater longer. Willpower abilities let you see a target's stats and recharge Meta faster.

(25) Analyze Opponent: You can appraise sentient creatures with a keen eye. This ability reveals statistical information about a target character.

(50) Meditation: If you are standing still, you will regenerate an extra 1 Meta every 3 seconds. This is a passive ability.



Agility:

Agility naturally lets you run faster, jump farther, and swim faster. Agility abilities will further aid you in mobility. Agility pairs well with Strength, since it lets you get up close and personal much more quickly.

(20) Run Like Hell: You can sprint on cue, allowing for easy escapes or a surprise flank. You receive a temporary +10 bonus to Agility. The amount and duration increase with a higher Agility skill.

(30) Jump Attack: If you attack while in the air with a melee weapon, you will deal +6 damage. The amount increases with a higher Agility skill. This is a passive ability.

(50) Feather Fall: Use this ability before landing to resist fall or cliff sliding damage. Use it as close as possible to the ground to resist maximum damage. Also, this ability prevents loose planks from breaking when you walk across them.



Strength:

Strength naturally increases your melee damage, throwing damage and distance, and swimming speed. Strength abilities let you use melee weapons more effectively. With maxed out Strength, you will be able to eliminate baddies with whatever is just lying around.

(10) Power Strike: Perform a single blow dealing +6 damage with any melee weapon equipped. The damage increases slightly with a higher Strength skill.

(10) Throw Weapon: Throw a melee weapon if you have it equipped. The distance the weapon is thrown depends on your Strength. With 30 Strength, you can throw weapons underwater.

(15) Intimidate: You can target a hostile intelligent character and intimidate them, causing confusion and making them run away for a short time. Some enemies are immune. This also functions as a passive ability, allowing for new options in dialogue, especially toward those with nervous personalities.

(25) Speed Strike: You can attack with melee weapons 50% faster. With 40 Strength, the speed is doubled. This is a passive ability.



Survival:

Survival naturally lets you hold your breath underwater longer. Survival abilities let you survive in the wilderness without the need of assistance, such as finding and cooking food, scavenging for items, and resisting damage.

(5) Cook Meat: Near any cooking fire, you can cook raw meat or demon parts, eliminating disease and converting it into dried meat, which is much healthier. With a higher Survival skill, you can cook various chemicals and juices from demon meat.

(10) Chem Tolerance: This ability prevents the confusing effects of alcohol and cuts the body damage taken from juices and cocaine in half. With 20 Survival skill it completely eliminates the body damage from taking these substances. This is a passive ability.

(10) Forager: Search the area to find food and other natural items. Certain areas will give you better items. This ability can be used 3 times per chapter. The maximum uses will increase significantly with a higher Survival skill.

(20) Scavenger: Search the area to find technological components and chemicals. Certain areas will give you better items. This ability can be used 3 times per chapter. The maximum uses will increase significantly with a higher Survival skill.

(30) Mind Over Matter: This ability gives you a temporary +40% resistance to heat, cold, and shock damage. The amount increases with a higher Survival skill.

(50) Last Stand: If you are at 10 health or below, you may use this ability to receive a temporary +30 to your Strength and Agility skills, as well as a temporary +50% resistance to melee and bullet damage.



Stealth:

Stealth naturally makes your movement quieter, so other characters won't turn to look or come investigate. Stealth abilities give you the power to hide from hostile characters' vision, as well as make sneak attacks on unaware targets.

(5) Night Prowler: You know how to blend in with your surroundings in the darkness. You can conceal yourself from sight for 12 seconds at night or in dark areas. The duration increases significantly with a higher Stealth skill. This also functions as a passive ability, concealing you while underwater.

(20) Sneak Attack: Use this ability on a living enemy who is not currently targeting you and you will deal +10 damage. You must have a non-energy weapon equipped to use the ability.

(30) Day Prowler: You know how to blend in with your surroundings anywhere. You can conceal yourself from sight for 6 seconds, even in daylight. The duration increases significantly with a higher Stealth skill.

(50) Master of Shadows: You are automatically concealed at night or in dark areas. Just be sure not to attack or interact with anything. This is a passive ability.



Charisma:

Charisma naturally improves non-hostile characters' reaction towards you so they will give you better prices and generally be more agreeable. Charisma abilities will often unlock more options in dialogue, or let you recruit more teammates.

(5) Detect Motive: Informs you of your target's faction, and possibly other information for important characters. This also functions as a passive ability, allowing for new options in dialogue.

(10) Negotiator: This ability gets you bigger rewards for accomplishing jobs. This is a passive ability, allowing for new options in dialogue.

(10) Motivational Speech: You can motivate a teammate with a few positive words and a confident smile. Target somebody on your team and that person will receive a temporary +10 to Agility, Strength, Pistols, and Rifles. The amount increases with a higher Charisma skill.

(15) La Mordida: La Mordida, the Bite, is a local word meaning "bribe". Pay 50 jink to any member of a non-hostile faction to raise the respect of that faction by 3%. The respect increases more with a higher Charisma skill. This ability is useful for bribing people who saw you steal something.

(20) Man's Best Friend: You have an affinity for animals. You can charm a hound to follow you and fight for you with a piece of meat. With 20 Charisma skill, you can even charm hostile hounds. The hound will join the team, but you cannot directly control it.

(30) Lady's Man: Pay 60 jink to a hooker to acquire her protection services. She will join your team, follow you to new areas, and stay with you until she dies or is dismissed. With 40 Charisma skill, the price decreases. This also functions as a passive ability, allowing for new options in dialogue.

(40) Recruit Soldiers: Pay 100 jink to a friendly UB Merc, Thug, or Scav Ghoul to make him join your party. Pay 200 jink to a friendly UB Elite or Juicer. The character will join your team, follow you to new areas and stay with you until he dies or is dismissed.

(50) Born Leader: You can have one extra character on your team, for a total of 4 (including your main character). It also opens up new options in dialogue. This is a passive ability.



Medicine:

Medicine abilities let you heal yourself and others. Most require you to have medkits, so stock up on them at stores. Medkits and bandages are good for keeping your allies healthy if you have a large team, so Medicine pairs well with the Charisma ability.

(5) Bandage: You can use a rag as a bandage on yourself or another. Rags will restore 4 points of health. The amount increases with a higher Medicine skill.

(10) Medkit Efficiency: This ability will double the health bonus when you use a medkit on yourself or another, from 10 to 20. This is a passive ability.

(20) Pharmaceuticals: Using a medkit on yourself or another will completely eliminate poison. With 30 Medicine skill, it will also treat viral diseases. With 40 Medicine skill, radiation is also treated. This is a passive ability.

(30) Stimulants: Using a medkit on yourself or another will give a temporary +25% bonus to melee and bullet resistance. The amount increases with a higher Medicine skill.

(40) Immunization: You are immune to viral diseases. With 50 Medicine skill, this ability also allows you to immunize others using a med kit. This is a passive ability.

(50) Medkit Mastery: This ability will triple the health bonus when you use a med kit on yourself or another, from 10 to 30. If you also know the Medkit Efficiency ability, then the bonus will quadruple to 40. This is a passive ability.



Chemistry:

Chemistry abilities are for producing poisons and explosives. Chemicals can be found scattered about inhabited areas, especially chemical storage rooms. Using them, you can poison your blades, produce grenades of various types with tin cans and blast caps, and more.

(5) Poison Blade: You can poison a blade with malonitrile. With 25 Chemistry skill, you produce strong poison, which is twice as deadly. With 50 Chemistry skill, you produce deadly poison, which is four times as deadly.

(10) Produce Grenades: You know how to craft grenades using a tin can, a delay fuse, and various fillers. A higher Chemistry skill lets you produce a larger variety of grenades. Your throwing distance depends on your Strength skill.

(20) Produce Chems: You can combine a variety of chemicals to make different chemicals. A higher Chemistry skill lets you produce a larger variety of chemicals.

(25) Produce Rockets: You know rockets. You can convert a basic rocket into any other kind of rocket if you have the right chemical. Unfortunately, the current chemical filler in the rocket will be wasted. A higher Chemistry skill lets you produce a larger variety of rockets.

(35) Rig Glaive: You know how to combine boomprill and a throwing glaive to make a so-called boom glaive, which explodes shortly after impact.

(50) Demo Man: You've mastered the explosive arts. You can create an explosive charge with a pipe and a canister of hexogen. A hexogen charge is the most powerful explosive in the game.



Hardware:

Hardware abilities let you repair, modify, and build your own weapons using technological components, found or purchased. You can increase your firearms' damage, accuracy, and more with these abilities. The higher level abilities allow you to build powerful energy weapons.

(5) Silencers: You can silence a Crow 10mm or a Thumper SMG with an engine muffler. Unfortunately, this will also halve the gun's range.

(10) Gun Smith: You can repair standard firearms, but this will reduce the gun's maximum durability and should be done with caution. Also, you can't repair something if it's completely broken unless you have 25 Hardware skill. Simply target a damaged firearm and use the ability.

(15) Upgrade Pistols: You can tinker with any standard pistol or SMG, improving one aspect of your choice: damage, accuracy, or rate of fire. This requires a box of pistol parts. Simply target a standard pistol and use the ability.

(20) Upgrade Rifles: Using a wire, you can tie back the sear of a semi-automatic assault rifle and convert it to full-auto. This doubles its rate of fire. Simply target a standard assault rifle and use the ability.

(20) Recycle: You can use this ability on grenades and some weapons to break them down into their components. These can be used to build different weapons. Unfortunately, recycling grenades will waste the chemical filler.

(25) Recharge Cell: This ability allows you to replenish an empty fuel cell with a canister of methane hydrates, also known as firedamp. Simply target the empty cell while carrying firedamp and use the ability.

(30) Upgrade Lasers: You can either repair a laser weapon, decreasing its maximum durability, or upgrade one using an advanced lens, which makes it do more damage. You can't upgrade or repair broken lasers, however. Simply target a laser weapon and use the ability.

(30) Laser Weapons: You can create laser weapons using capacitors, a femto-flasher, and some other components. These weapons include a laser pistol and a laser blaster.

(35) Tesla Weapons: Using a pipe, two capacitors, and a coil of wire, you can produce the slow but powerful Tesla pistol. This ability also allows you to produce Tesla grenades and rockets. Tesla weapons are effective against electronic security like auto-guns and robots.

(40) Plasma Weapons: You can combine 3 capacitors, a plasma chamber, a fuel injector, and a pipe to make a Tsunami plasma rifle. Plasma weapons deal heavy ion damage.

(40) Gun Expert: You can repair a standard firearm without penalty. Simply target the damaged weapon and use the ability.

(50) Master Techie: You have mastered the high-tech biz. You can repair energy weapons, melee weapons, and various machinery without any penalty except Meta, even if it's completely broken. Simply target the damaged weapon or object and use the ability.



Voodoo:

Voodoo abilities can only be learned by translating tomes. They are primarily meant for destruction, but there are a few spells useful in peacetime. Be warned, using voodoo will slowly drain your sanity, requiring you to make sacrifices at an altar or face unknown consequences.

(5) Word of Pain: With the invocation of demonic words, you can cast a slow-moving missile that follows your target and deals 1 to 3 body damage, depending on your Voodoo skill. This spell has an extremely long range, but it's also non-lethal. There is very little risk of insanity.

(10) Acidic Corrosion: This spell shoots corrosive acid at one target at medium range, dealing 3 heat damage. The heat damage increases with a higher Voodoo skill. This can even corrode metal objects and your enemies' metal weapons. Unfortunately, you will also receive 3 heat damage. There is very little risk of insanity.

(10) Fearomone: This spell will scare and confuse one living creature, hindering its accuracy and causing it to flee for a short while. There is very little risk of insanity.

(15) Chilling Orb: This spell will launch a frigid orb of dangerously-cold vapor, a substance alien to our world that deals 6 cold damage. The amount of damage increases with the caster's Voodoo skill. There is little risk of insanity.

(15) Parasitic Touch: This spell deals 4 body damage to a living creature at close range and restores your own health for 4 points. The amount increases with a higher Voodoo skill. With 30 Voodoo, this spell also causes disease in the target and cures it in the user. There is little risk of insanity.

(15) Bone Blast: This spell will blast your enemy's bones at fairly close range, dealing minor body damage and causing a temporary penalty to the Agility, Strength, Pistols, and Rifles skills. The damage and penalties increase with a higher Voodoo skill. There is moderate risk of insanity.

(20) Control Weather: This spell can cause a gloomy blue fog to spread over the land, limiting the visibility of everyone, useful if you're using melee weapons against firearms. This spell can also clear the skies or create rain at your whim. There is moderate risk of insanity.

(20) Blood Vision: This spell grants you infrared vision for 12 seconds, allowing you to see living creatures through fog and darkness. The duration increases with your Voodoo skill. With 50 Voodoo, you can see through walls. There is moderate risk of insanity.

(20) Ghost Fire: This spell will release a hot whirl of flame that will dance slowly towards one living creature, burning until the flame runs out. It lasts for 6 seconds total, but the duration increases with your Voodoo skill. It can only be used at night. There is moderate risk of insanity.

(25) Incineration: This spell will cause a small fireball to hurl towards your target. It is still useful for hurting groups of enemies. There is high risk of insanity.

(25) Choking Cloud: This spell creates a poisonous cloud of gas for 10 seconds on a living creature. The duration and deadliness of the poison increase with your Voodoo skill. There is high risk of insanity.

(30) Unliving Weapon: This spell will cause a random organic corpse to explode within a 20 meter radius. With 40 Voodoo skill, two corpses will explode, and with 50, three will explode. There is high risk of insanity.

(30) Soul Shackle: This spell will summon a restless loa to fight for you for 8 seconds. The duration increases with a higher Voodoo skill. There will be a heavy loss of sanity.

(30) Eyes of the Beast: This spell will allow you to possess a hound or demon for one minute. More powerful demons require a higher Voodoo skill to possess. There will be a heavy loss of sanity.

(35) Elegua's Curse: Use this spell to give one of your melee weapons a bonus of 4 cold damage, permanently. This spell will devastate your sanity.

(40) Call Lightning: This spell will call a bolt of lightning on one target for 20 shock damage, but it only works outside while it's raining. This spell will devastate your sanity.

(40) Ally of Chaos: This powerful spell prevents demons, evil spirits, and diseased hounds from attacking you for a random period of time. This spell will devastate your sanity.

(50) Abyssal Gate: This ultra-powerful spell summons demons to attack everybody in the area, including you. This spell will devastate your sanity.



Cybernetics:

Cybernetics abilities can only be learned by installing implants at a bionics terminal for jink. Upgrading your Software skill will make your cybernetics more powerful. They require strong Willpower and drain a lot of Meta when used.

(0) Neural Network: This is the framework for any cybernetic implant. It is an expensive installation, but once you have the Neural Network, you can install any other implant. This is a passive ability.

(25) Skull Gun Implant: This cybernetic implant allows you to pulverize your enemies with a powerful bolt of electricity from your frontal lobe, dealing 8 shock damage to all those immediately ahead of you (very short range), increasing slightly with your Software skill. Each use rattles the brain, causing confusion in the user, but with 50 Software, confusion lasts half as long.

(25) Muscle Flex Implant: This cybernetic implant allows your muscles to flex at a power beyond your natural Strength. You get a temporary +10 bonus to your Agility and Strength skills. The amount and duration increase with your Software skill.

(25) Aim Stabilizer Implant: This cybernetic implant stabilizes your arm muscles, increasing your accuracy. You get a temporary +10 bonus to your Pistols and Rifles skills. The amount and duration increase with your Software skill.

(25) Cyber Eye Implant: This cybernetic implant grants you infrared vision for 5 minutes, allowing you to spot living creatures through fog and darkness. The duration increases with your Software skill.

(25) Security Worm Implant: This cybernetic implant allows you to access local computer networks remotely -- with your mind. You will still need to hack the main system if you don't know the login.

(50) System Flush Implant: This cybernetic implant allows you to completely flush your system of all disease, poison, and radiation, thanks to a complex network of immunity nanobots.

(0) Aquatic Lung Implant: This cybernetic implant is highly useful but also very expensive. It allows your lungs to extract oxygen from H₂O, allowing you to breathe underwater indefinitely. This is a passive ability.

(0) Dermal Armor Implant: This cybernetic implant is installed beneath the skin to protect you from external damage. It permanently increases your melee and bullet damage resistance by 10%. This is a passive ability.

(0) 3-Second Surprise: Too bad for you -- the 3-Second Surprise cyber implant causes you to explode 3 seconds after death. It can also be activated at any time by a skillful hacker. This is a passive ability.



FACTIONS ([home](#))

Oaxaca is filled with various factions, all vying for power. Doing jobs for these factions will increase their respect towards you, allowing you to trade, get information, and even recruit members on to your team. The factions are as follows:

Uncle Bob's National Security (UBNS): Uncle Bob's National Security has conquered most of the territory from Oaxaca to Texas, taking advantage of the nuclear strike on Mexico City that led to the Great Collapse. They have accumulated many recruits thanks to their relative technological superiority. UBNS has excavated many Pre-Collapse military compounds, and they have the best military equipment in Oaxaca besides Baroque Tribe.

Eleggua Tribe: Eleggua Tribe is from the sunken islands of the Caribbean, and they recruit from the submerged coastlines of Mexico. Eleggua Tribe seeks to remove Uncle Bob's National Security from Oaxaca territory, and claim at least some of the farmland for those without homes. They are led by Mr. Mungo, who currently resides in Pochutla, overseeing the invasion.

Scawuen Tribe: Those that have undergone mutations from the radiation of the Mexico City strike have converged to form their own tribe underground, distant from any so-called civilization. The deformed scavenger ghouls often paint their faces so travelers will fear them instead of pity them. They are a weak tribe, but they collect technological pieces from across the wasteland for recycling or selling.

Baroque Tribe: Not much is known about Baroque Tribe, other than that they are from a far away land and their technology is beyond any in Oaxaca. Currently, their massive airship, the Polyphonic, is floating over the southern Pacific coast. Surely other tribes would pay handsomely for information regarding their purpose for being here.

The Subz: Though not as powerful as an official tribe or corporation, the Subz are an influential road gang that stretches across much of southern Mexico. They lack the ideologies and ideals of other factions, and instead they sell their services to anybody willing to pay the right amount of money.

Intertribal Intelligence Corporation (ITIC): Though ITIC currently works closely with UBNS, they are not in any sense a subsidiary. ITIC is largely considered to be neutral and their services are offered to any tribe that can afford them. The company began as a merger between various government intelligence agencies from before the Great Collapse, and the cribbers who work for ITIC specialize in obtaining and storing all kinds of intel, from ancient speeches to modern tech manuals.

Hostile Demons: Demons love human flesh, unfortunately. I guess we taste like fried chicken to them, chummer. Just make sure you keep your eyes peeled when you're away from the more "civilized" areas.



KEY CHARACTERS [\(home\)](#)



Uncle Bob: The founder and CEO of Uncle Bob's National Security, Inc., Uncle Bob is first and foremost a businessman, and secondly a gun enthusiast. He buys and sells mercenaries as if they were weapons themselves. During a battle in Texas, Uncle Bob lost his legs and they have since been replaced by robotic prosthetics made of light-weight carbon nanotube. Currently, he is protecting Ricardo's plantation at Junk Fort in southern Oaxaca.



Ozee: The infamous pirate, Ozee, is currently incarcerated at Ricardo's plantation. Rumors abound about his past deeds, all completely contradictory and mostly bullshit. Now all that is known is that he is working for Elegua Tribe and Mr. Mungo, which he states openly. He does not seem to fear his eminent execution.



Ricardo: Ricardo runs the banana plantation and beer brewery near Freeway 175 at Junk Fort. He is usually found toting his Ettin 12-G around the Rusty Nail Saloon, and he's usually quite drunk. Should his brewery get destroyed, he won't be too happy with anybody.



Laughing Coyote: Long-time friends with Ricardo, Laughing Coyote grew up in the area around Freeway 175, making him the perfect ambassador. If you make friends with Ricardo, Laughing Coyote will join your party. He dabbles in Voodoo and Medicine, and knows how to handle a pistol. LC is a man of few words.



Gaozhong: From the sunken city of Shanghai, Gao lost his eye to pirates during his travels. His mechanical eye gives him temporary infrared vision -- if you can find it. He is addicted to gambling, and he sympathizes more with Elegua Tribe, who have lost their homes to the rising ocean. Gaozhong loves banana beer at the bar, and he won't join you unless the brewery is destroyed.



Carmen: Carmen is a skilled cribber from ITIC, meaning she can crack encoded messages over computer networks. Uncle Bob hired her because he hates computers. She also speaks Spanish, Caribbean, Baroque, Haitian, French, Neo-French, and two kinds of Mayan. She's getting bored at Junk Fort and she's looking for an opportunity to show off her skills elsewhere.



Marvin: The head ghoul of Scawuen Tribe, Marvin the Toad makes his home in the Topo Tracks, an underground network of caverns somewhere near Freeway 175. Lately, Marvin's scavenger ghouls have been getting more aggressive towards the UBNS mercs, and nobody knows why.



Tio the Shaman: A genuine psychotic through-and-through, Tio has serious Voodoo skills. Mr. Mungo recently hired him to help protect Pochutla, but his unstable nature makes him an untrustworthy ally.



Mr. Mungo: An incredible self-publicist, Mungo is never seen without his assault rifle and vest, giving a speech to a bunch of pissed off Elegguan pirates moving inland to Pochutla and beyond. His homeland is below the ocean, and he and his tribe have nothing to lose.



Junebug: Junebug defected from Baroque Tribe and word has it that he's lying low somewhere in the area. Mr. Mungo is desperately searching for his hideout to get his hands on Baroque laser technology. Maybe if you could get to him first, you'd have a bargaining chip.



Father McVannon: Father McVannon does not much resemble a priest with his dirty robes and stained yellow teeth, but that's what he is. He is the Big Chief of Baroque Tribe and commands technology beyond the understanding of most denizens of the wasteland. He wields a katana like his trusted assassins, and his massive airship, the Polyphonic, floats patiently off the southern coast of Oaxaca.



OBTAINABLE ITEMS ([home](#))

Right click the mouse to obtain an item, left click the mouse to use it. You can carry only 7 items, so choose them carefully (though some items will stack). If you already have the maximum number of items in your inventory, you can always drop one of them to make room for another (default: "F"). You can return later to obtain items you've dropped if need be. It's always a good idea to start a stash of items in a safe location, where other characters can't swing by and pick them up.

Items have Durability, and when it runs out it will be destroyed. The Hardware skill will let you unlock abilities to repair various weapons, or you can pay someone to do it for you, if they like you enough.

Some items have a certain amount of uses as well. If the uses run out, you must reload the item (default: "R"). In order to reload, you must have either a spare clip of ammo or another weapon that contains the same type of ammo. Keep in mind that carrying more than one of the same weapon is a good way to store ammunition in your limited inventory.



Currency: The most common use for jink is purchasing weapons or supplies at certain merchants, through it comes in handy in many other situations as well. Merchant prices will decrease if they have a high reaction towards you. Copper coins are 1 jink, silver coins are 5 jink, gold coins are 25 jink, and platinum coins are 100 jink.

Food: Food will recover a small amount of health. It includes meat, fish, mushrooms, and fruit. With the proper Survival ability, you can cook meat to improve nutrition, and extract special juices from the internal organs of demons at a cooking fire. If you are playing Badass mode, you need to eat food on a regular basis or starve to death.

Medkits: Med kits are important because they allow you to make use of your Medicine abilities. Medkits can be used 3 times, and each use heals your target, the amount depending on your abilities. Also depending on your Medicine abilities, med kits can grant extra resistance, cure poison, treat disease, treat radiation, and even grant immunity to all disease if your skill is high enough.

Juices: Juices are illegal substances that damage your health but temporarily increase your skills or resistances. Each color has a different effect. You will have to find the appropriate documents to learn more about juices.

Melee Weapons: Melee weapons are used at close range, and the damage increases with your Strength skill. The most common melee weapon is the axe, used for chopping bananas. This category also includes shovels, sledgehammers, and katanas. Bladed weapons can be poisoned with the proper Chemistry ability.

Thrown Weapons: The distance you can throw a weapon depends on your Strength skill. Each item has a different weight, affecting the distance it can be thrown. Cinder blocks are heavy, grenades are average, and glaives are light. Grenades come in many forms, including methane (the weakest), concussion, flame, poison gas, and electric shock.

Pistols: Pistols and pistol ammo are common and cheap. Increasing your Pistols skill improves your aiming speed. However, pistols have short range and deal less damage than rifles.

Rifles: Rifles are more rare and expensive than pistols, including the ammo. Increasing your Rifles skill improves aiming speed. Rifles deal more damage than pistols, usually have longer range (except shotguns), and some even have scopes that allow zooming.

Energy Weapons: Energy weapons include laser weapons, electric weapons (Tesla), and plasma weapons. They must be recharged with a fuel cell, which in turn can be recharged with firedamp (methane). Energy weapons are extremely rare and most have to be built with the proper Hardware abilities.

Heavy Weapons: These massive guns require a high Strength skill to obtain and the ammo is rare, but they are very powerful. Heavy weapons include rocket launchers, miniguns, and the like.

Ammo: Clips of ammunition will completely recharge a gun. However, the ammo clip will be gone afterwards, so try to use them when your gun is completely empty. You can also recharge ammo from other guns of the same type, depending on which comes first in the inventory.

Chems: The Chemistry skill relies on mixing chemicals. The most common use of chemicals is to make grenades or poison bladed weapons. Chemicals can be found anywhere, but especially in chemical storage areas, marked with the appropriate sign.

Components: Tech components are used for building and modifying weapons with Hardware abilities. Common tech components include pipes for guns, tin cans and blast caps for grenades, wire coils and capacitors for energy weapons, and more.

Keys: Small keys will open locked wooden doors. Big keys will open locked metal doors. There are also many special keys for special doors. Some metal doors are sealed, however, and can only be opened by hacking into a terminal or finding a switch.

Texts: There are many books and notes scattered about. To read them, pick them up and use them. Many will give you a free skill point.

Tomes: Tomes are books that contain knowledge of voodoo spells. You must first translate the tome, which requires a certain level of Voodoo skill. You must wait a half a day to attempt to translate another tome, but once you do, you have the spell memorized permanently. Beware: using too much voodoo will devastate your sanity.

Misc: You will find more.

DIFFICULTY SETTINGS ([home](#))

There are 3 difficulty settings to choose from. Choose wisely, chief, because you can't change difficulty without starting over.

Wimpy: In Wimpy Mode, sleeping in a bed will completely restore your health and you do not have to eat food to survive.

Normal: In Normal Mode, sleeping in a bed only restores you back to 20 health. The rest you must restore using food or medicine, but food is not essential to survive.

Badass: In Badass Mode, sleeping in a bed only restores you back to 20 health and your main character must eat food regularly or starve to death. Other teammates don't have to eat.

NEW STORIES ([home](#))

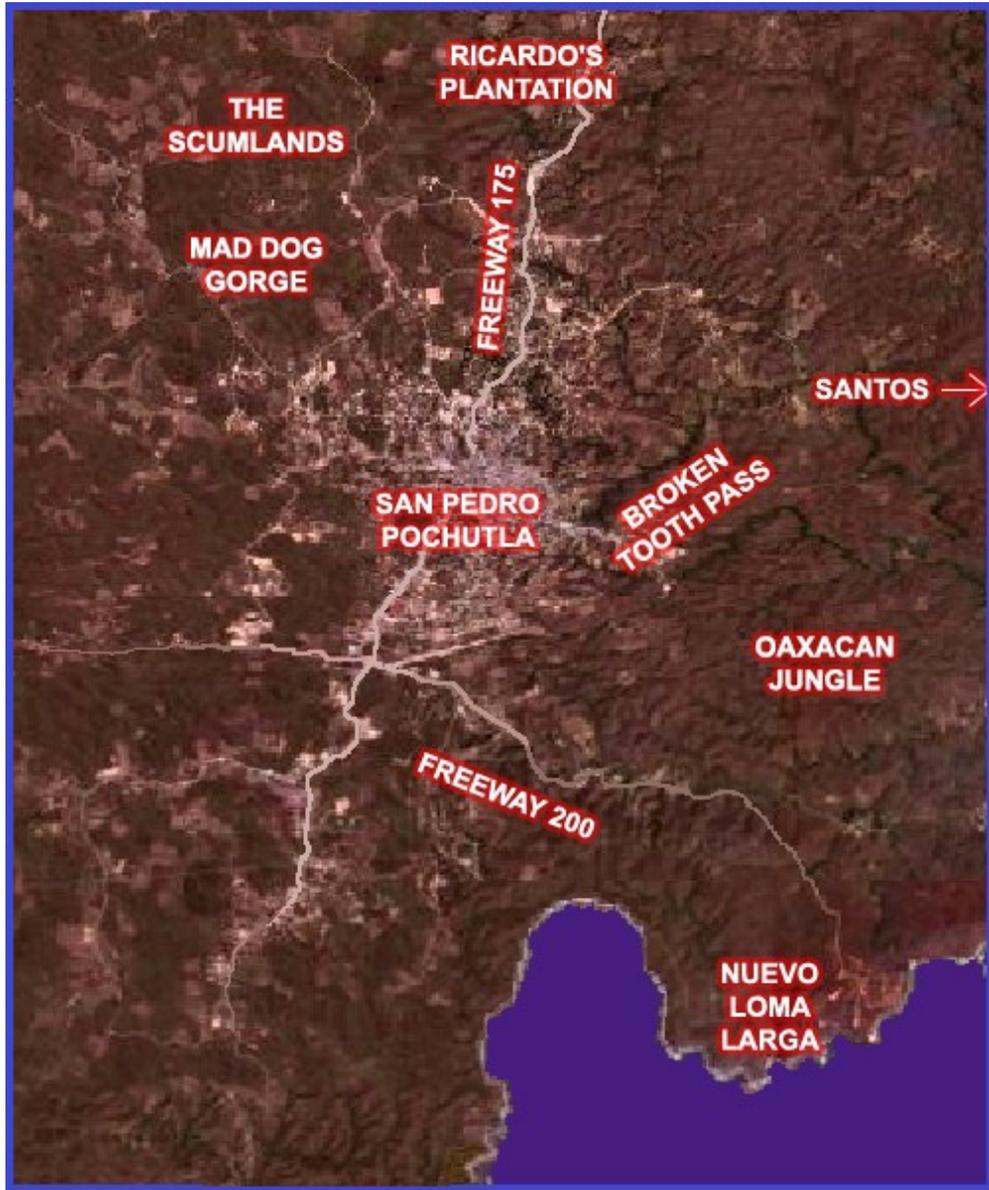
You can place new story files in the "stories" folder to play completely alternate campaigns. Visit the Laughing Coyote Software website to download new stories, both official and user-made, as well as LCSoft's new game, Warlordocracy:

laughingcoyote.net

MAP OF SURROUNDING AREAS ([home](#))



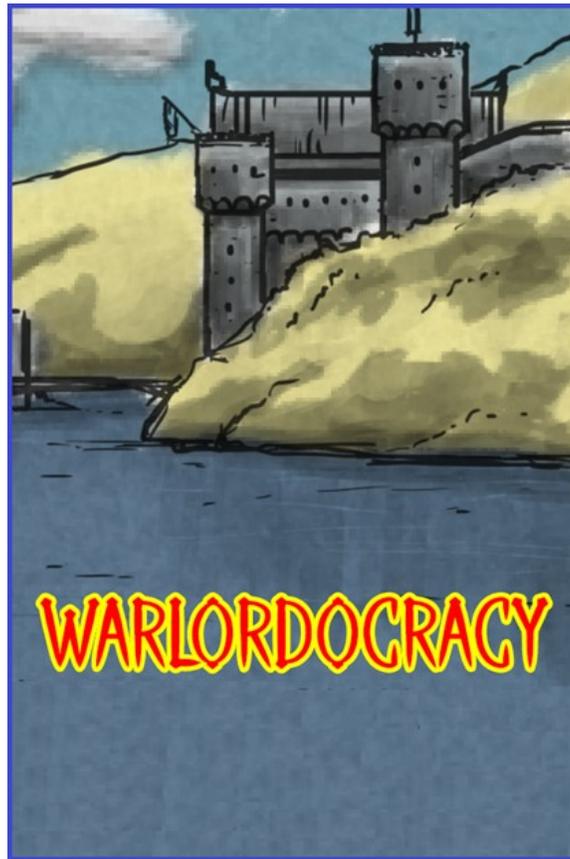
MAP OF SOUTHERN OAXACA ([home](#))



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ALSO BY LCSOFT ([home](#))



Warlordocracy

A party-based RTWP (real-time with pause) RPG that gradually grows into a large-scale strategy game as you amass soldiers and fame, or infamy.

Website: laughingcoyote.net/warlord

