

# DEAD WEST

---

## Gun Condition & Maintenance

By Andrew Bertino

While Jack Dixon certainly is one of the fastest and most skilled gunmen in the West, and while his gun is well crafted, after killing carnie upon carnie and performing amazing feats with his gun, it is bound to get jammed or damaged.

One thing discussed previously is that the Fan Shot is potentially a dominant strategy. Several options were discussed including a simple cool down or maybe heat levels on the gun. The following idea takes the heat of the gun to the next level.

Any gun in the game will have an overall condition, a health meter if you will. Naturally it starts out in Perfect condition. However, as the player continues to use the gun whether it would be for Trick Shots, Fan Shots or Standard Shots, or even depending on what ammo is used, the condition of the gun will slowly degrade.

For example, let's say the condition of the gun starts out at 100. A single Standard Shot, with the Standard Ammo would take 0.10 away from the condition of the gun. This would mean 1000 shots, or 166 cylinders before the gun would become near inoperable (more on this later).

Below is a chart of the different shot types and ammo types and their possible effects. Please note that I don't know for sure how many enemies you would encounter per area, so these numbers would probably need to be extremely tweaked.

Shot Type/Ammo	Effects
Standard Shot	0.05 per shot
Trick Shot	0.10 per shot
Fan Shot	0.15 per shot
Last Chance	0.075 per shot
Standard Ammo	0.05 per bullet
Explosive Ammo	0.10 per bullet
Lacerating Ammo	0.075 per bullet
Fragmenting Ammo	0.15 per bullet

Using the chart above, let's look at more examples. Say you have 3 Fragmenting Bullets and 3 Standard bullets in your cylinder. You fire each bullet using a Standard Shot and you empty the cylinder (6 shots). Your total cost for those shots was **0.9**  $((0.05 \times 6) + (0.05 \times 3) + (0.15 \times 3))$ . Using this configuration repeatedly would reduce your number of possible cylinders to 111 (down from the default 166 if you fired 6 Standard Shots and 6 Standard bullets).

Now if you were to have the same configuration and decided to use a Fan Shot, your total would **1.5**  $((0.15 \times 6) + (0.05 \times 3) + (0.15 \times 3))$  Using this setup and the Fan Shot repeatedly would reduce your number of possible cylinders to 66.

## Gun Conditions

As the condition of the gun continued to deteriorate, the number of available chambers would decrease. In Perfect/Great condition it would have all 6 chambers in use. The chart below shows the condition, what health represents that condition, and how many chambers are available.

Condition	Health	Chambers
<b>Perfect/Good</b>	> 70	6
<b>Fair</b>	69 - 45	5
<b>Poor</b>	44 - 25	4
<b>Damaged</b>	24 - 10	2
<b>Broken</b>	< 10	1

## Repairing the Gun

There are several ways to repair the gun.

1. **Central Wagon Shop** - The player could visit the Central Wagon Shop and have it repaired for a small fee. Doing this instantly repairs the gun to Perfect condition without any delay. The price of the repair depends on the condition of the gun. A Poor condition would cost less to repair than a gun in Broken condition
2. **Repair Kits** - At the Central Wagon Shop you could also buy repair kits. Repair kits would be significantly cheaper than having it instantly repaired through the shop. While cheaper, repair kits have a repair time involved and they can only repair the condition up to two conditions. So for example, if you have a Broken gun, it can only be repaired to Poor using a repair kit. One upside to repair kits is that they can be used outside in battle giving you the freedom to not have to run back to the Central Wagon for repairs.
3. **Repair Ability** - The third and final option would be to give Jack an ability to repair his own gun. While in battle, you could use the repair ability and Jack will stop to attempt to repair his gun. This option costs no money and does not require a repair kit. However, it hinders the player from firing for 5 seconds and it can only repair up to one condition each time. Leveling up this ability would reduce repair time, and repair quality.

## Upgraded Guns

Another avenue to take with this is that you could buy upgrades or new guns that will reduce the effects of the shot types and bullets. This would perhaps give the player more incentive to save up and buy the upgrades for the gun, or a new gun.