

# QUICK DRAW M<sup>C</sup>GRAW

In the Wild West it's a hard life being a train driver. Trying to get your passengers and cargo safely to their destination is almost impossible. It's guaranteed somewhere along the journey Bandits and Indians will attack the train and steal everything they can.

The train needs a guard – Someone who's courageous, cunning, smart and most of all good with a gun. Who better to take on this role than Quick Draw McGraw, the fastest Hoof in the West.

You play the part of Sheriff McGraw who has four trains in all to protect, rid each one of enemies and dispose of the head Honcho perched smugly at the front of the train.

At various places Quick Draw has to enter a carriage and clear out the enemy inside.

## **CONTROLS:-**

McGraw walks along the carriage of the moving train on two levels.

To change from top to bottom level you must jump then pull down on joystick before you land.

To change from bottom to top you must press fire and push up at the same time.

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## LOADING INSTRUCTIONS:

Press CTRL & Small ENTER then press PLAY.

Keys:

Q - Up

A - Down

O - Left

P - Right

Space - Fire

H - Pause

Escape - Quit

Or use joystick.

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HONG KONG PHOOEY

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La vida de un conductor de trenes en el Violento Oeste, es muy dura. Es casi imposible llevar pasajeros y cargamento, con seguridad hasta su destino. Está garantizado, que en algún lugar del trayecto Bandidos e Indios atacarán el tren y robarán todo lo que puedan.

El tren necesita un guardia - Alguien valiente, astuto e inteligente y sobre todo bueno con la pistola. Quien mejor para este cargo que Quick Draw McGraw, el Casco más rápido del Oeste.

Tu juegas la parte del Sherif McGraw que tiene en total cuatro trenes que proteger, librar cada uno de enemigos y deshacerse del jefe Honcho que está, satisfecho de si mismo, en la parte delantera del tren.

De vez en cuando Quick Draw tiene que entrar en algunos vagones y limpiarlos del enemigo que está dentro.

#### **CONTROLES: -**

McGraw camina a lo largo de los vagones del tren en movimiento, en dos niveles.

Para cambiar del nivel alto al nivel bajo, debes saltar y luego tirar de la palanca de mando hacia abajo antes de tocar el suelo.

Para cambiar de abajo a arriba, debes presionar fuego y arriba al mismo tiempo.

#### **INSTRUCCIONES DE CARGA:**

Pulsa CTRL y ENTER pequeña la vez.

#### **TECLAS:**

Q - ARRIBA

A - ABAJO

O - IZDA

P - DECHA

ESPACIADOR - FUEGO

H - PAUSA

ESCAPE - ABANDONO

O USA JOYSTICK



Dans l'Ouest Sauvage la vie est dure pour un conducteur de train. Essayer de porter passagers et cargo sains et saufs à destination est presque impossible. Il est garanti que quelque part pendant le voyage bandits et peau-rouges attaqueront le train et voleront tout ce qu'il peuvent.

Le train a besoin d'un gardien - quelqu'un qui est courageux, rusé, adroit et surtout bon tireur. Qui de mieux pour cette tâche que Quick Draw McGraw, le revolver plus vite de l'Ouest.

Vous jouez le rôle du shérif McGraw qui doit protéger quatre trains, les libérer un par un des ennemis, et se débarrasser du chef Honcho qui trône avec complaisance sur la tête du train.

A divers endroits Quick Draw doit entrer dans un wagon et le vider des ennemis qui sont dedans.

#### **CONTRÔLES: -**

McGraw se déplace le long des wagons du train en marche sur deux niveaux.

Pour passer du niveau d'en haut au niveau en bas, sautez, puis tirez le joystick en bas pour atterrir.

Pour changer de niveau de jeu, vous devez appuyer sur le bouton action et pousser la manette de jeu vers le haut au même moment.

#### **INSTRUCTIONS DE CHARGEMENT:**

Appuyez sur CTRL et la petite touche ENTER puis enfoncez la touche PLAY.

#### **CLES:**

ESCAPE - QUITTER LE JEU

Q - EN HAUT

A - EN BAS

O - GAUCHE

P - DROITE

ESPACE - FEU

H - REPARTIR

DU MANNETTE



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The fun begins when Yogi and Boo Boo wake up from their long winter's nap and find out that their beloved home Jellystone Park must close, and that all of the bears will be sent to a zoo. Yogi cannot bear the thought of being cooped up, and so he and Boo Boo must make their escape.

# HONG KONG PHOOEY

**AVAILABLE ON:**

SPECTRUM, C64, AMSTRAD CPC, ATARI  
XE/XL (8 BIT MACHINES) ATARI ST & AMIGA

Baron Von Bankjob has escaped from jail! Who comes to the rescue? It's Hong Kong Phooey, emerging from the sticky top drawer of his special file cabinet, with the help of trusty police cat, Spot. The latest living legend of our time emerges, mask and kimono askew, the indispensable Kung Fu manual tucked firmly inside his pocket.

# RUFF and REDDY

**AVAILABLE ON:**

SPECTRUM, C64, AMSTRAD CPC, ATARI  
XE/XL (8 BIT MACHINES) ATARI ST & AMIGA

Ruff and Reddy have agreed to test Professor Flipnoodles Pocket Rocket for him. This blasted off but something went wrong and the rocket went out of control leading them out into deep space. The rocket crash landed on an alien world inhabited by aliens called Lilli-Punies, who are small, blue, but very very wary of their visitors. In fact they capture Reddy and tell Ruff that he can get his friend back when he rescues their trapped alien friends.

# "ATOM ANT"

**AVAILABLE ON:**

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