

GUNFRIGHT

GUNFRIGHT LAWBOOK

1. Your Super-Slung Six Shot Slinger will re-load as soon as the chamber is empty.
2. Prices of Bullets may vary during your Term of Office at Black Rock. You will have to pay the going rate at the time of re-loading.
3. During Gun Fighting, should any of the townsfolk be inadvertently shot by either Yourself or the Baddies, then the Sheriff will have to pay the consequences.
4. Salary must be collected, to provide funds to buy further ammunition.
5. Bandits may be shot on sight, but Hardened Wanted Criminals and Gunfighters will want to fight the fast draw way.
6. The Townsfolk will point the way to the nearest Baddie.
7. Sheriffs' Horse Panto must be used to make chase, for any Fast Moving Horse Mounted Bandits.
8. Rewards can be collected for any Baddies successfully apprehended, during Gunfighting.
9. Special Bonuses are available for complete Gangs successfully brought to Justice.
10. When in fast Draw Combat, beware of Hardened and Fast Draw Criminals, the likes of Quick Draw McGraw, fastest Gun in the West.
11. Read your Telegram wires and stay in touch with the rest of the Town.

GUNFRIGHT KEYBOARD CONTROLS

GUNFRIGHT MODE

LEFT Sheriff Quickdraw will Rotate Left using the O key.

RIGHT Sheriff Quickdraw will Rotate Right using the P key.

WALK Sheriff Quickdraw will Walk Forward using the Q key.

DRAW/FIRE Sheriff Quickdraw will Draw/Fire using the Space Bar.

PAUSE The whole game can be continuously paused using the Escape key.

CHANGE VIEW You can change the angle of view using the V key.

FAST DRAW MODE

LEFT Sheriff Quickdraw will Move Left using the O key.

RIGHT Sheriff Quickdraw will Move Right using the P key.

UP Sheriff Quickdraw will Move Up using the Q key.

DOWN Sheriff Quickdraw will Move Down using the A key.

FIRE Sheriff Quickdraw will Fire using the Space Bar.

PAUSE The whole game can be continuously paused using the Escape key.

JOYSTICK CONTROLS

Your adventurer can be fully controlled by using the joystick, by replacing the left, right, forward and fire controls.

GUARANTEE

If this **ULTIMATE PLAY THE GAME** software fails to load it will be replaced totally free of charge if returned "cassette only" with details and proof of purchase, within one year of original purchase directly to **ULTIMATE PLAY THE GAME**, at the address shown. If the tape shows any form of damage, physical or due to use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights. Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

GUNFRIGHT LOADING INSTRUCTIONS

1. Place the cassette tape in the recorder and rewind to the beginning.
2. Type **RUN**
3. Press **PLAY** on the cassette recorder.
4. Press any key.
5. Gunfright will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the **VOLUME** control on the recorder and try again.
6. **PLAY THE GAME.**

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Due to the enormous complexity and nature of the interactive GUNFRIGHT G.A.S. adventure software, it is almost impossible to guarantee continuous and error free operation. Although should any fault prevail, please contact ourselves, enabling the correction of any future versions.

All Software, Graphics and Audio Visual by ULTIMATE PLAY THE GAME Trade name of Ashby Computers and Graphics Ltd. Manufactured in the U.K. by U.S. Gold, Birmingham.