



Loading

Load "AS", 8,1. Press RETURN.

Plug joystick in either port.

The game program consists of three modules. At the end of each module you are given a password which records your score to date, which items you have collected etc. Write it down when displayed as your progress in the second or third modules will be affected by the password. You will be prompted when you need to use the keyboard to enter the password.

During keyboard entry the ← key acts as a delete key.

The password also acts as a save game key. You may start at module 2 or 3 at anytime but without a password you will not be able to complete the game. Recording your password enables you to stop playing at the end of each module.

If you wish to start playing at module 2, load module 1 as described above.

Push joystick Forward and press Fire to obtain score percentage. Press Fire and move joystick Forward to restart the module, Left/Right or Back to load the next module.

Repeat if module 3 is required. Enter your password when prompted.

Controls

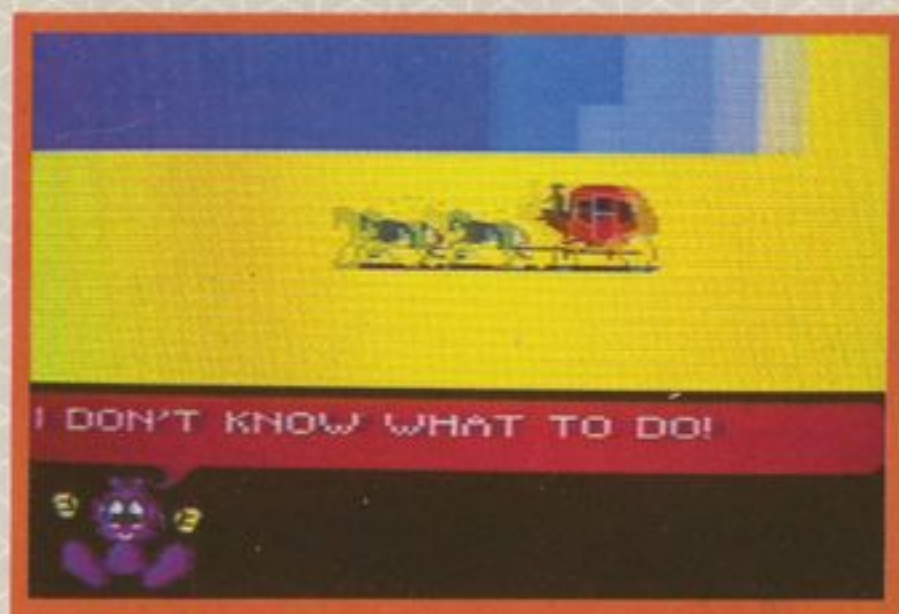
Move the joystick Left, Right or Back and press Fire to select the Sprite you wish to follow.

Push joystick Forward and press Fire at any time to see the percentage of the game you have completed.

Press Fire when joystick is centred to toggle between Sprite sounds on or off.
Move joystick Forward and press Fire at any time to select restarting the loaded module.

Hints

Don't walk. Take the stage coach.
Don't miss the Rodeo. Treat the Indians properly. Careful with how you use your gunpowder. Don't always rush around. And don't get killed you're too young to die!



Object of the game

The object of the game is to recapture Fort Snake from Big Nose Bill & his gang.