

THE GOVERNOR OF BLACK ROCK

How'de Pardners.

NOW Y'ALL LISTEN UP. Seems we got ourselves a new Sheriff in town, reckons he gonna clear the town of the meanest and fastest Gun Totin' Bunch of Rootin' Tootin' Gun Slingers which ever did hit the Wild West, goes by the name of Sheriff Quickdraw. Yes Siree.

- Meanwhile in the Sheriff's Office -

..... TELEGRAM
... .WHOLE LODA BADDIES A WHOOPIN' AND A WAILIM'.
..... HEADING STRAIGHT PER TOWN
..... LOCK UP YER HOUSES
..... BAR UP YER SHOPS
..... AND WAIT FOR THE SHERIFF TO CLEAR
..... OUT THE MOBS END

Sheriff Quickdraw springs into action and within the blink of an eye, is away on his trusty steed Panto.

"Wha, eye jus' git on ma Horsey, rustle up thim thar Bunch of no good trouble Roosters and raad thim straight out a' Town, No Messin'.

Acomin' in here, a wailin', a hollerin', a yellin', a robbin' an a shootin' aller these here fine friendly Town Kinsfolk.

Ah gotta git some er that nee-or-mality restored to this here lil'ole Town.

An' ah bes' get ready beeper thim Gunslingers arrive, an ain't nobody gonna stand in ma way, Nooo Sir.

Ahh just gonna git ma somma that amm-une-nee-shon an a'hm ready for thim baddies, as soon as they's hit town, Wha eye might even make ma self rich with alla thim big fat rewards on offer."

Dang-Nabbit, go git thim villans, Sheriff Quickdraw.

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 inadvertantly 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 X, V or N keys.

RIGHT Sheriff Quickdraw will Rotate Right using the C, B or M keys.

WALK Sheriff Quickdraw will Walk Forward using the A, S, D and F keys.

DRAW/FIRE Sheriff Quickdraw will Draw/Fire using the 1-0 keys.

PAUSE The whole game can be continuously paused using the CAPS SHIFT or BREAK SPACE keys.

CHANGE VIEW You can change the angle of view using the Z and SYMBOL SHIFT keys.

FAST DRAW MODE

LEFT Sheriff Quickdraw will Move Left using the X, V or N keys.

RIGHT Sheriff Quickdraw will Move Right using the C, B, or M keys.

UP Sheriff Quickdraw will Move Up using the Q, W, E, R, T row etc.

DOWN Sheriff Quickdraw will Move Down using the A, S, D, E, G row etc.

FIRE Sheriff Quickdraw will Fire using the 0-9 keys.

PAUSE The whole game can be continuously paused using the CAPS SHIFT or BREAK SPACE keys.

JOYSTICK CONTROLS

Your adventurer can be fully controlled by using the KEMFSTON INTERFACE, CURSOR CONTROL INTERFACE or the SINCLAIR INTERFACE II any JOYSTICK, by replacing the LEFT, RIGHT, UP, DOWN, 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 FLAY THE GAME**, at the address shown. If the tape shows any form of damage, physical or due to use or 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 unite, will ensure the prolonged and trouble free operation of both recorder and software.

GUNFRIGHT LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning.
3. Type either LOAD "GUN"
4. or LOAD ""
5. Press PLAY on the cassette recorder.
6. 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.
7. 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.