

AMSTRAD LOADING INSTRUCTIONS

Type RUN" then Press Enter.
Press PLAY on Tape.



The Wild West was crawling with outlaws and the lowest of the low. Good Sheriffs and Town Marshalls were hard to find, mainly because they survived for hours rather than days before being transported to Boot Hill with a bullet in their back. As the Lawlessness grew the Bounty Hunters came into existence, pitting their excellence with a handgun against the bandits for the Dead or Alive awards. Not surprisingly these crimebusters of old did not waste time on the 'Alive' qualification when they could blast the villain into oblivion with just one round of lead.

Texan Clint Westband was the king of these Bounty Hunters. The sight of his well worn six shooters hugging his tall lean frame sent the lawbreakers scurrying for cover. They hoped to avoid the focus of his steely blue eyes behind narrowing slits, which meant sure death for the subject of his attention.

Clint is preparing for his largest bounty to date - clearing up the outlaws in the five toughest renegade towns in the Wild West.



Clint will gather bounty and clear up the town by shooting all of the bandits he can lay his hands on. This will meet the ultimate challenge to his powers of reaction and execution. He will need all the help he can get, so all flashing items must be bought. Other items that can be bought by Clint crouching on them and pressing the fire button are:

- A. DYNAMITE – destroys all objects except Hornets, Ghosts and Scorpions.
- B. MONEY BAG – increases bounty.
- C. EXTRA AMMO – replenishes Clint when his gun belt gets low.
- D. KEY – opens doors when no bandits are present to reveal an object.
- E. JACKET – protects Clint from bullets and dangerous objects.
- F. CHARM – increase fighting energy.
- G. WHISKEY BOTTLE – give fighting energy a 'pick-me-up'.
- H. HAMBURGER – gives Clint a small increase in fighting energy.
- I. CRUCIFIX – destroys ghosts.
- J. POTION – kills scorpions.
- K. HONEY POT – traps and kills hornets.

These collected objects are shown at the bottom of the screen and are used by hitting the space bar.

If Clint didn't already have enough trouble with the outlaws, he has to shoot or blow up various dangerous objects that fly towards him during the game:

Bottles	Bombs	Arrows	Daggers
Horseshoes	Barrels	Dynamite	Fireballs
Wagonwheels	Hornets	Scorpions	Ghosts

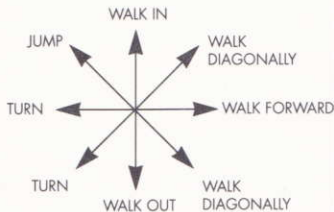
You know the score – IT'S KILL OR BE KILLED.... So get out there Clint, all the townsfolk are counting on you.

P – Pause.

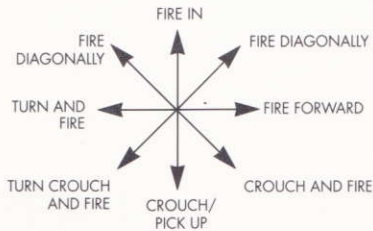
CONTROLS

Joystick

Without Fire Button Pressed



With Fire Button Pressed



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