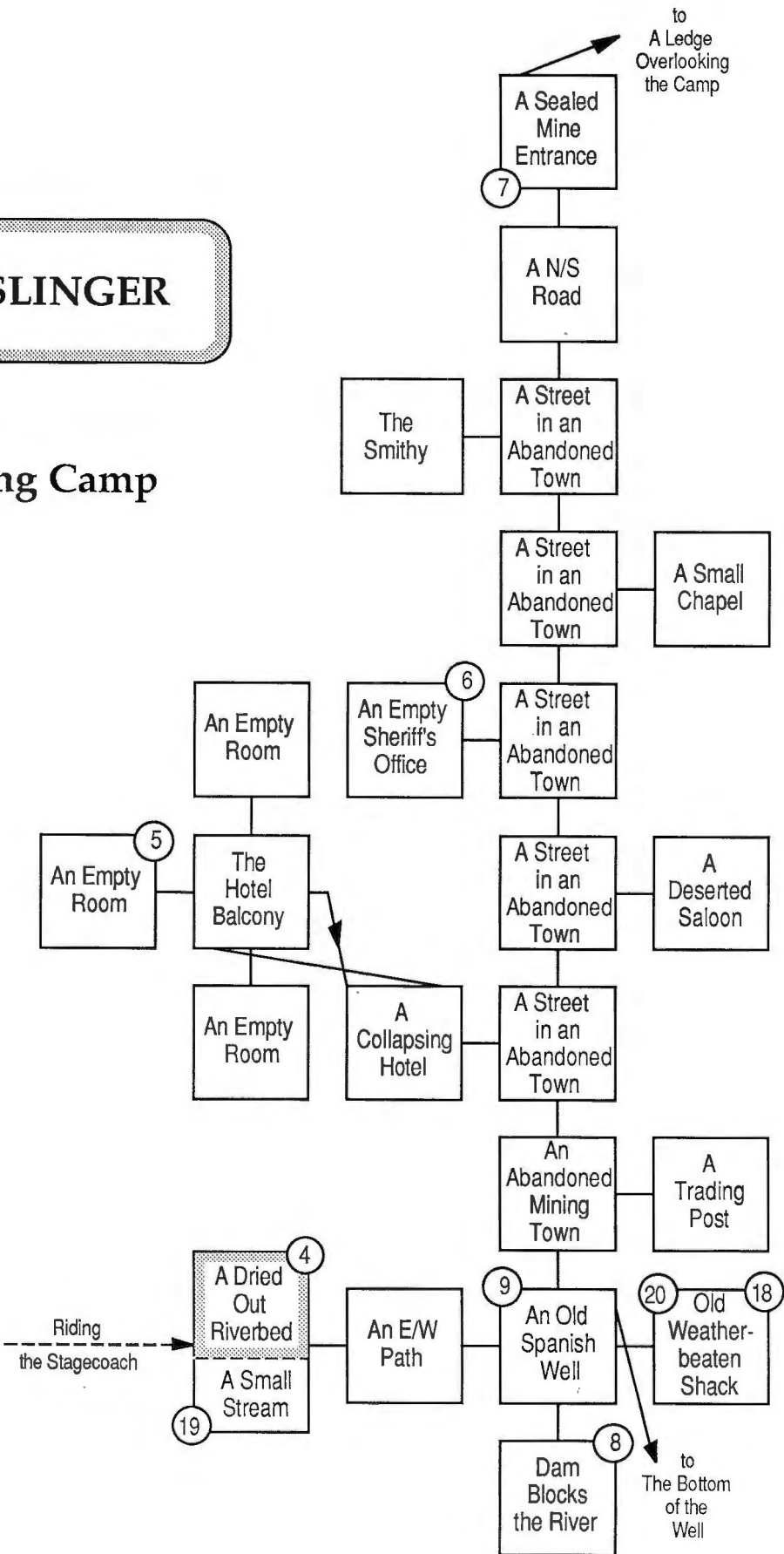
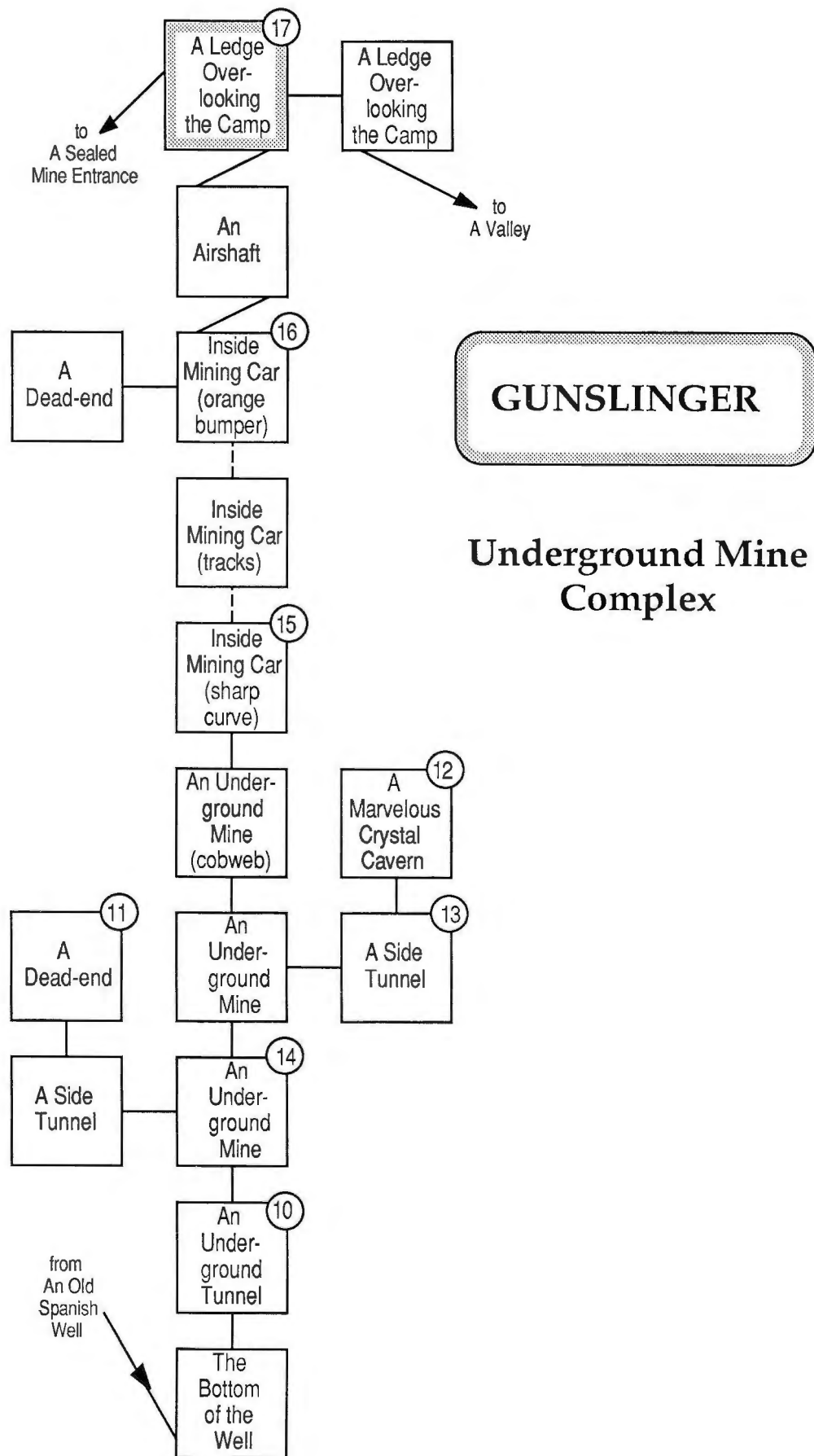


Dawson City

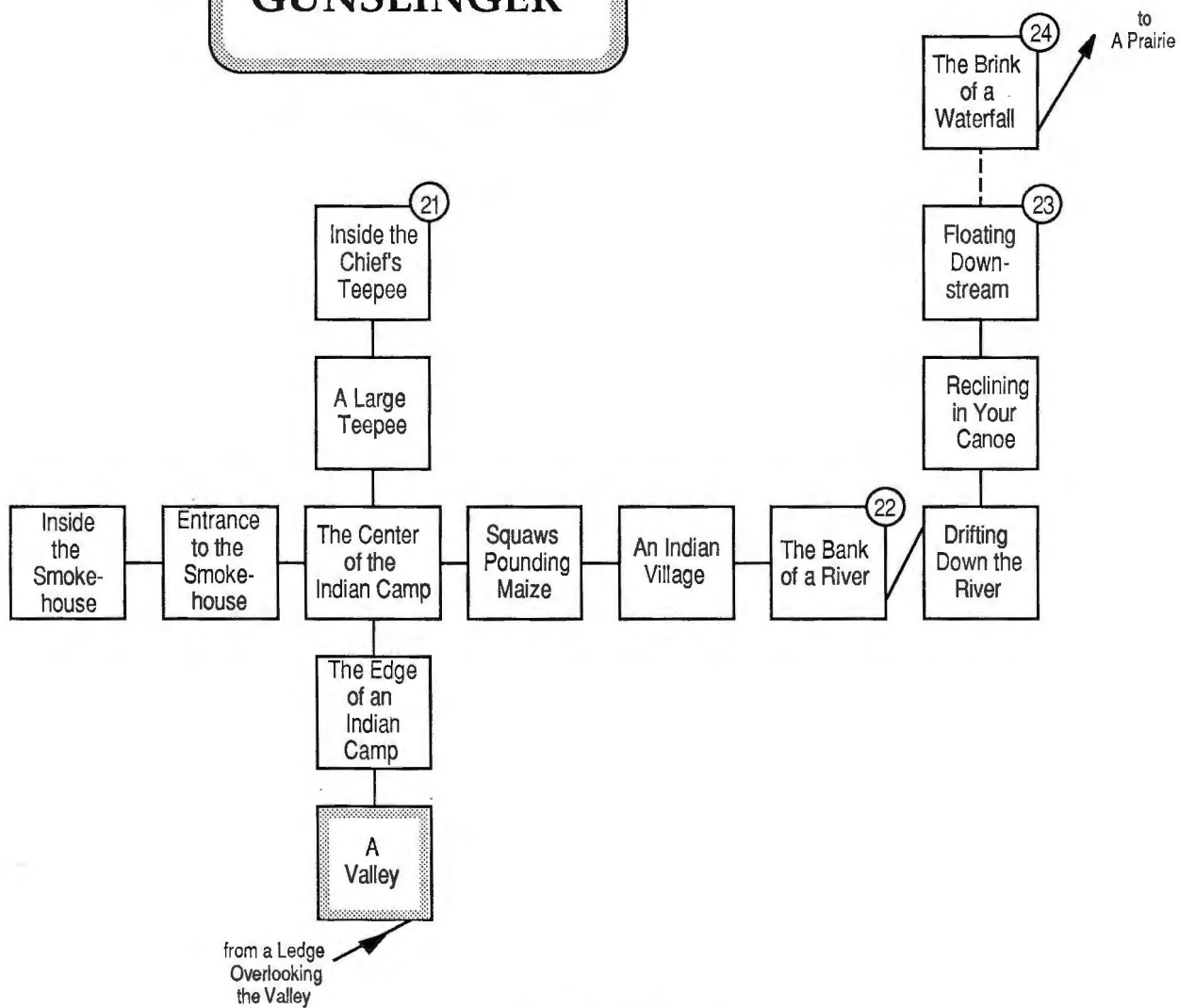
GUNSLINGER

Mining Camp

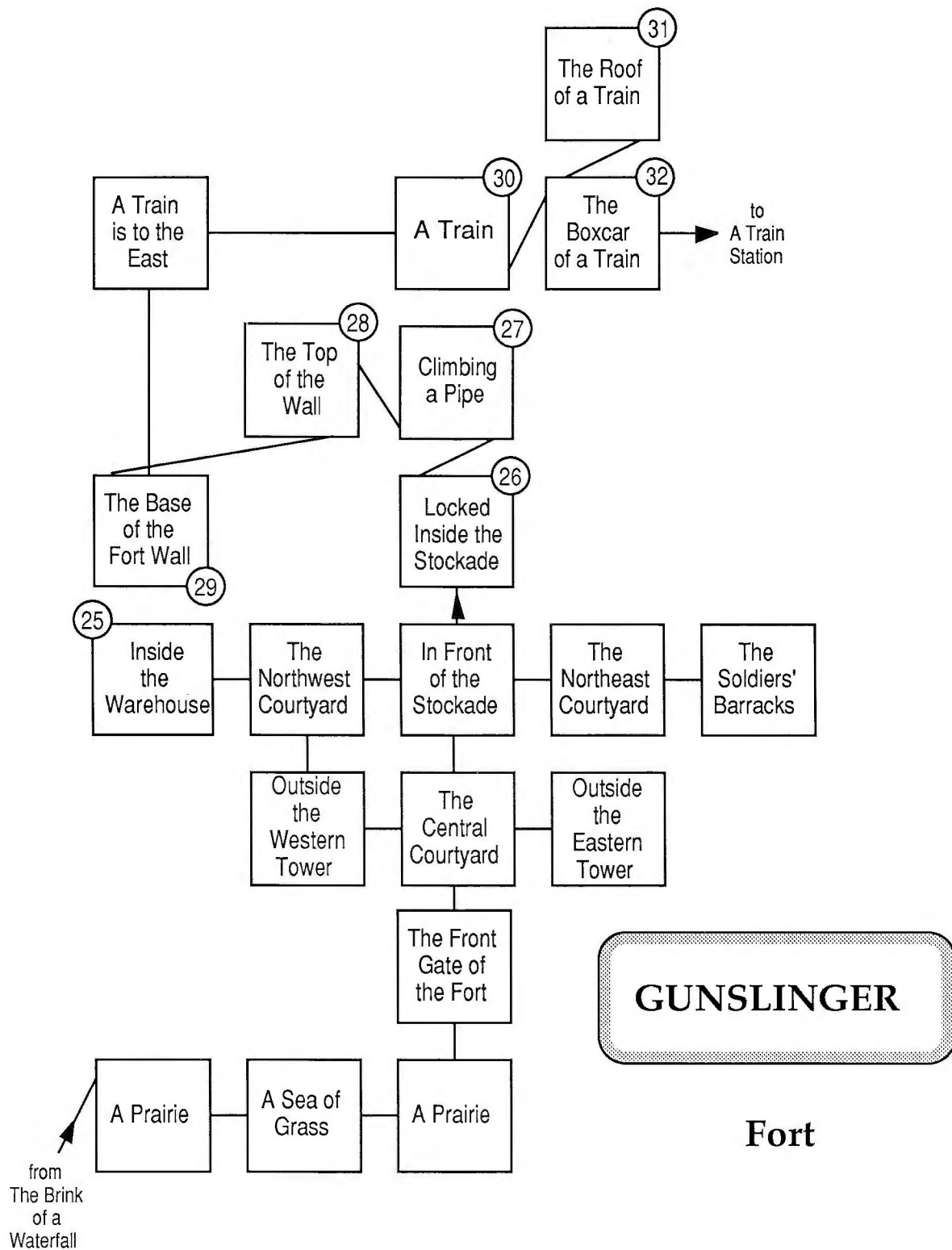


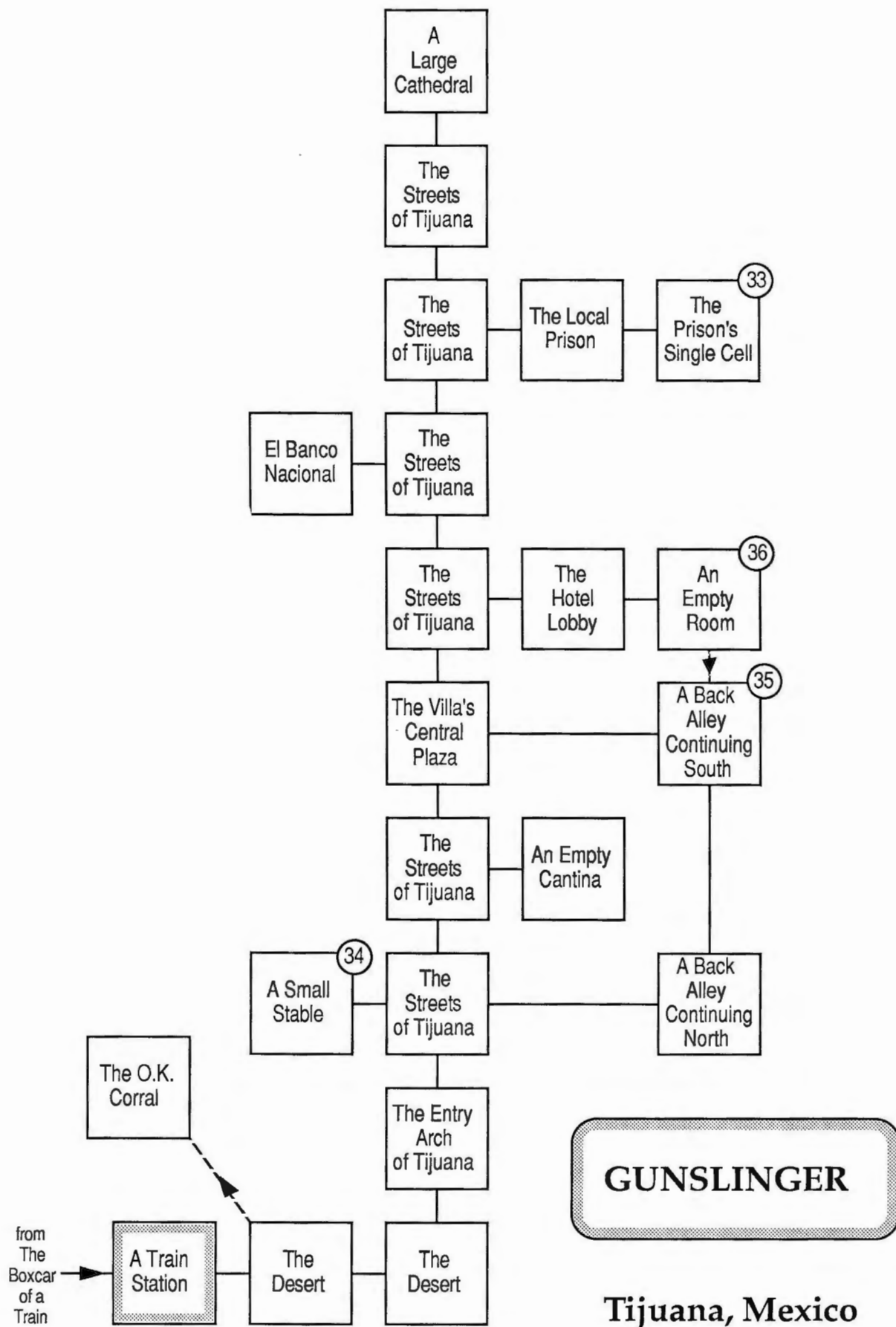


GUNSLINGER



Indian Village





Gunslinger

1. Play poker. Shoot man. Take money.

2. Buy ticket.

3. Ride Stagecoach.

4. Take flint.

5. Take mirror.

6. Take poster.

7. Take keg.

8. Light keg. Drop keg.

9. Enter well.

10. Take lamp. Light lamp.

11. Take ax.

12. Turn off lamp. Pick wall. Take shard.

13. Light lamp.

14. Enter car.

15. Use brakes.

16. Drop ax. Drop lantern.

17. Climb cliff.

18. Give shard. Take box.

19. Sluice for gold. Take nugget.
20. Give nugget. Ride mule.
21. Give mirror. Give poster.
22. Get off mule. Enter canoe.
23. Duck.
24. Grab branch.
25. Take fuse. Wear fuse.
26. Wait (repeat until the guard gives you your meal). Take spoon. Wait (repeat until the guard offers you a cigarette). Take cigarette.
27. Dig bars. Go outside.
28. Tie fuse to wall.
29. Light fuse.
30. Go train.
31. Wait (until you see the tunnel entrance). Then type: Down.
32. Open the door
33. Talk to man.
34. Take rifle. Mount horse.
35. Dismount horse.
36. Wait (until you hear the bell tolling at noon). Look western window. Shoot rope. Jump southern window.

GUNSLINGER

In this wild-west adventure, you play the part of Kip Starr, former Texas Ranger out to rescue your pal James Badland, who's in a Tijuana jail about to get the hangman's noose in two days. On your way to the Mexican villa, you pass through Dawson city (now a ghost town), a mining camp, an Indian village, and a U.S. Army fort, all the way being followed by the six Dalton brothers who are out to gun you down. After finally finding and then freeing your pal, the two of you head for Tombstone, Arizona for a face-to-face confrontation with the Dalton boys at the O.K. Corral.

There are over 110 locations in this game; however, only a small fraction of them pertain to the actual solution. The following is a complete step-by-step solve. If you are using the keyboard (the game allows for commands to be entered with a joystick), do not type the statements in parentheses. They are there merely for your help in understanding the game.

n

n

w

n

play poker

shoot man (Sheriff appears and declares that you just killed Jessie Dalton who was
cheating you at poker)

take money (all 80 cents of it)

s

e

s

s

s

w

buy ticket

take ticket

e

ride stagecoach (you eventually wind up at a dried out riverbed)

take flint

e

e
n
n
w
u
w
take mirror
e
d
e
n
n
w
take poster
look poster (it's a wanted ad for Horace Dalton)
e
n
n
n
n
take keg
s
s
s
s
s
s
s
s
s
light keg
drop keg
n (the dam blows up)
enter well
n
take lamp
light lamp
n

w

n

take ax

s

e

n

e

n

turn off lamp

pick wall

take shard

s

light lamp

w

s

enter car

n

n

n

use brakes

n

n

drop ax

drop lantern

u

u

climb cliff

s

s

s

s

s

s

s

s

e

give shard (in return, the prospector offers you the sluice box)

take box

w

w

w

sluice for gold

take nugget

e

e

e

give nugget (in return, the prospector offers you the mule)

ride mule

w

n

n

n

n

n

n

n

n

u

e

d

n

n

n

n

give mirror (the chief accepts your gift)

give poster (the medicine man accepts your gift and in return offers you his war canoe)

s

s

e

e

e

get off mule

enter canoe

n

n (you meet up with Horace Dalton in his canoe taking aim at you)

duck

grab branch (you wind up in a prairie)

e

e

n

n

n

w

w

take fuse

wear fuse

e

e

n (repeat until you are seized by three sturdy soldiers and thrown inside the stockade)

wait (repeat until the guard peeks in and gives you your last meal — a bowl of stew and
a spoon)

take spoon

wait (repeat until the guard comes back and gives you a cigarette)

take the cigarette

u

dig bars

go outside

tie fuse to wall

d

light fuse

n

e

go train

u (you come face to face with Luke Dalton who is threatening to kill you)

wait (you see the tunnel entrance)

d

open door

e

e

e

n

n

n

n

n

n

n

e

e

talk to man (your pal offer's you Rowdy (his horse) and his winchester rifle)

w

w

s

s

s

s

s

w

take rifle

mount horse

e

e

n

dismount horse

w

n

e

e

wait (repeat until you hear a distant bell tolling the noon hour — your pal is about to be
hung)

look western window (you see your pal hanging from a noose)

shoot rope

jump southern window (keep hitting the return key to enjoy the complete finale — you
and James travel south and then west out of town to the O.K. Corral in Tombstone,
Arizona where the two of you finish off the remaining three Dalton brothers)