

For a real change of pace, saddle up and ride off into the sunset in this graphic adventure, which casts you as an ex-Texas Ranger in the Wild West. Your pal, James Badland, is locked up in a Mexican jail and will hang if you don't get there in time to save him. Some of the puzzles arrive in the form of the Dalton Brothers, who turn up one by one throughout your travels. Graphics are fast and well-drawn, and there are lots of places to explore: a mining town, an Indian village and an Army fort, among others. There is even a bit of spot animation in some scenes.

The parser only accepts two-word commands and no multiple commands. You can use a joystick to choose from onscreen word lists, but too often the words you need just aren't there. Vocabulary is also limited. Because the puzzles are all object-oriented and of novice level difficulty, this game is well-suited for beginners. You rarely have to worry about finding concealed objects, for in most cases the program alerts you to the presence of a takeable item as soon as you enter a new location.

GUNSLINGER

The Walkthrough

Dawson City

N. N. W. N. Hbncmf. Ljmm nbo. Get money. S. E. S. S. S. W. Buy ticket. Get ticket. E. Sjef tubhfdpbdl.

Riverbed

Get gmjou. E. E. Look in well. N. N. W. U. W. Get njssps. E. D. E. N. N. W. Get qptufs. E. N (gpvs times). Get keg. S (ojof times).

Dam and Mine

Mjhiu lfh. Put keg po ebn. N. Look in well. D. N. Get lamp. Light lamp. N. W. N. Get byf. S. E. N. E. Vomjhiu mbnq. N. Ejh xjui byf. Get crystal. Drop axe. S. Light lamp. W. S. Ride car. Xbju (uisff ujnft). Use csblf. Wait. Use brake. Drop lamp. U. U. Climb cliff. S (eight times). E.

Shack

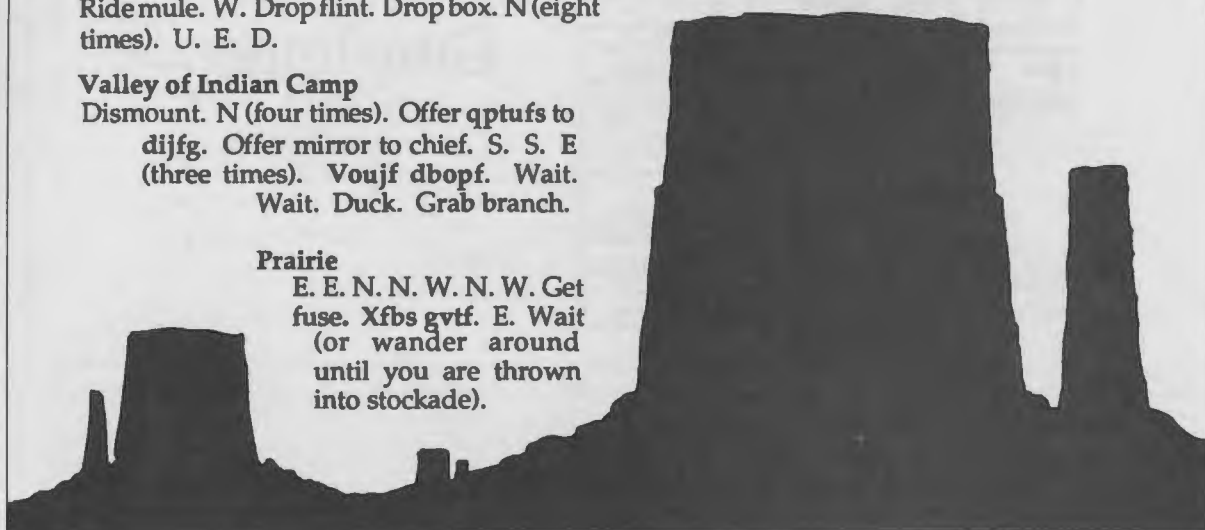
Pggfs dsztubm to man. Get box. W. W. W. Tmvjdf xbufs. Get nugget. E. E. E. Pggfs ovhhfu to man. Ride mule. W. Drop flint. Drop box. N (eight times). U. E. D.

Valley of Indian Camp

Dismount. N (four times). Offer qptufs to dijfg. Offer mirror to chief. S. S. E (three times). Voujf dbopf. Wait. Wait. Duck. Grab branch.

Prairie

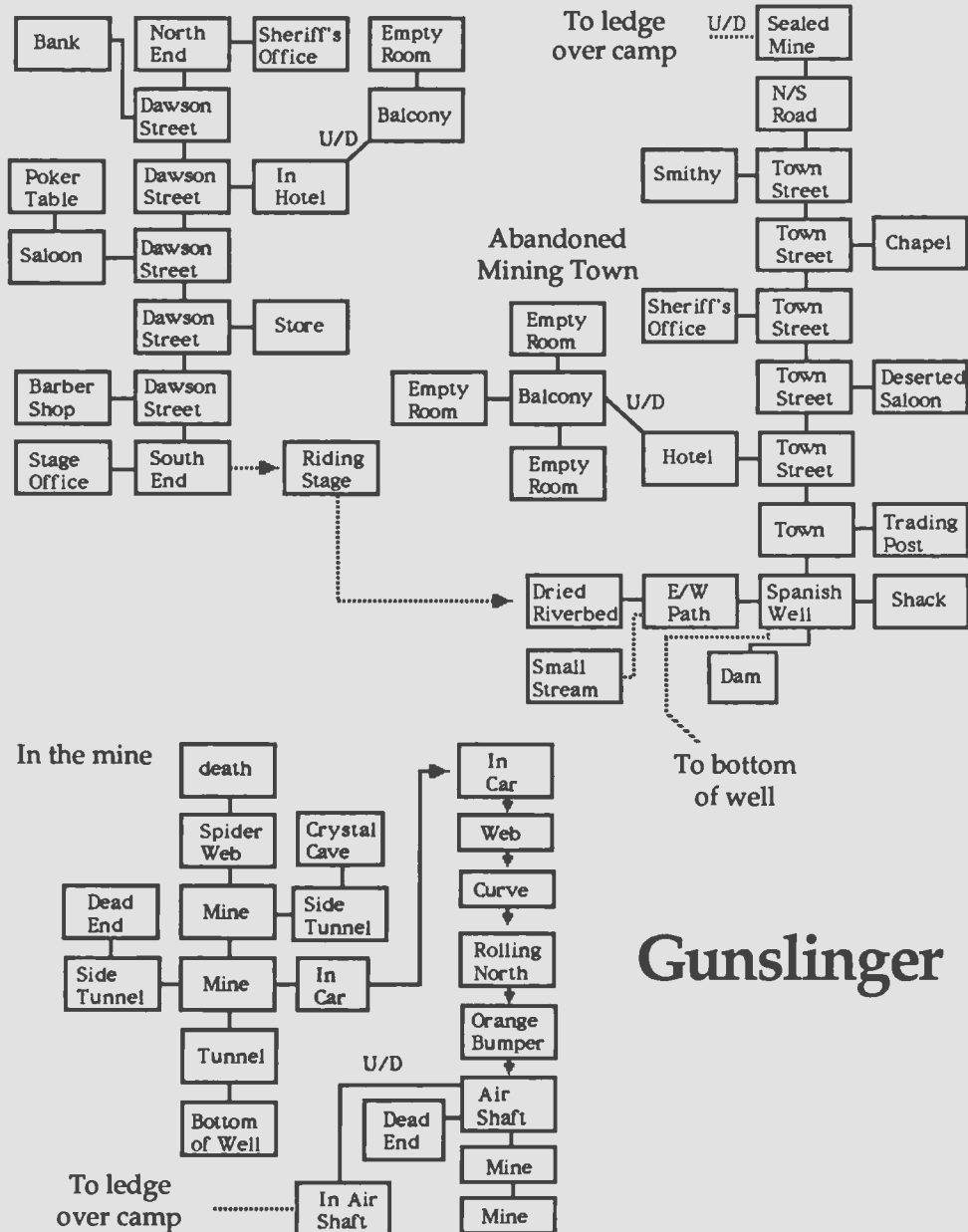
E. E. N. N. W. N. W. Get fuse. Xfbs gvtf. E. Wait (or wander around until you are thrown into stockade).

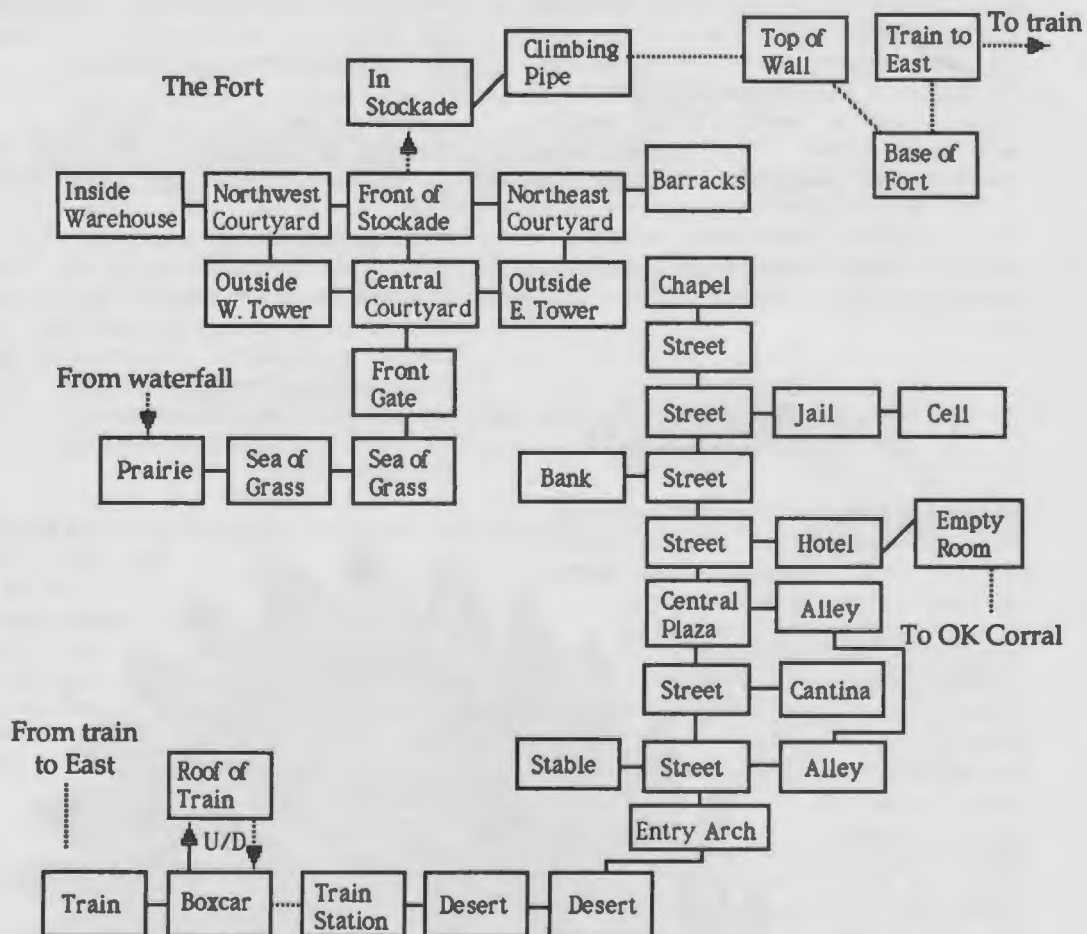
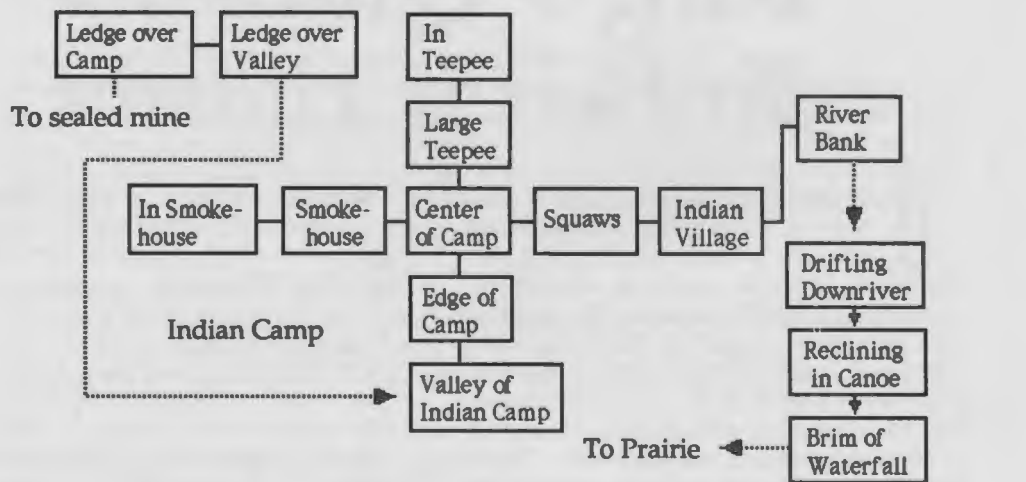


Wait (voujm tqppo is thrown in). Get spoon. Get bowl. Fbu tufx. Drop bowl. Wait (until djhbsfuuf is thrown in). Get cigarette. Climb pipe. Ejh cbst with tqppo. Go outside. Ujf gvtf to wall. D. Light fuse. N. E. Foufs usbjo. U. Wait. D. Open door. Go out. [Train Station] E. E. N. N.

N (g j w f times). E. E. U b m l u p K b n f t. W. W.
S (five times). W. G e t r i f l e. R i d e h o r s e. E. E.
N. D i s m o u n t. W. N. E. U.

Wait (voujm cfmm sjoht). Mppl west.
Tippu spqf. Kvnq tpvui.





The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)