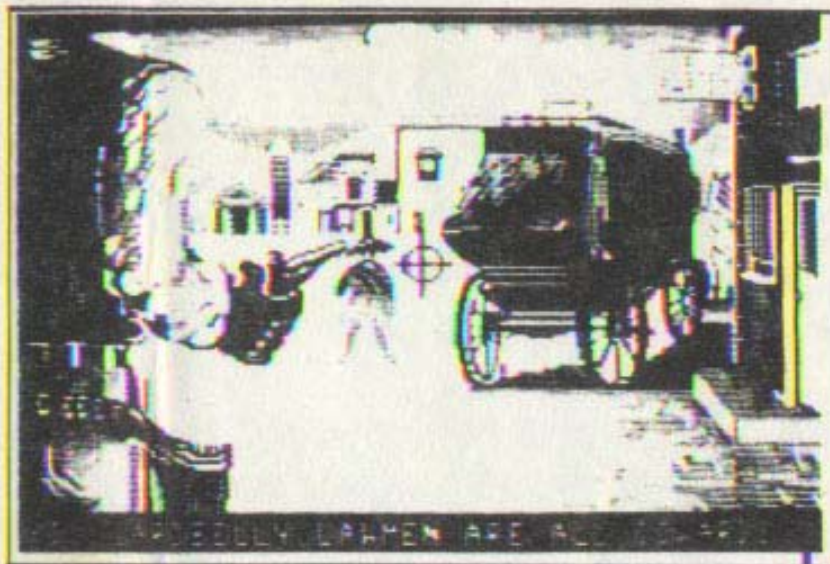


# LAW OF THE WEST™



## BY ACCOLADE

For Commodore 64/128 and Apple II

designed by

**Alan Miller**

Graphic Artist: **Mimi Doggett**

Music: **Ed Bogas**



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**W**elcome to Gold Gulch, pardner! You are the only law in these here parts and it's yer duty to protect the townsfolk while tryin' to survive 'til sundown. We wish ya luck!

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## **To Start the Game:**

### **For Commodore 64/128:**

1. Connect your joystick to port 2.
2. Turn on your Commodore 64 or 128, disk drive and monitor.
3. After the red "busy" light on the disk drive goes off, insert the LAW OF THE WEST disk into the disk drive with the label side up and close the disk drive door.
4. Type: LOAD "+", 8, 1 and press RETURN.
5. When the first street scene appears, you may begin play.

### **For Apple II:**

1. Insert the LAW OF THE WEST disk into the disk drive with the label side up and close the disk drive door.
2. Turn on your Apple Computer.
3. To restart, press the following three keys at the same time:

Control

Reset



(key to left of space bar)



## To Play:

**LAW OF THE WEST** is a joystick controlled, one-player game which combines eye/hand coordination with strategic conversational interaction.

The eye/hand coordination is accomplished through drawing and firing your gun, as represented in the picture at the top half of your screen. Draw your gun by pressing forward (up) on your joystick until a gunsight cursor appears on the upper portion of the screen. To aim your gun, position the gunsight cursor on the target you want to shoot. Press the fire button to shoot.

The conversational element is represented by five lines of text at the bottom of the screen. The first line of text (red) is the "character's" comment to you. The next four lines of text are your possible responses covering a range of attitudes from apologetic to aggressive.

To select a response, pull back (down) on the joystick until the gunsight cursor disappears from the top portion of the screen and one of your responses is highlighted. Using the joystick, select the response you wish to make and press the fire button. This will display a new comment line from the character and another set of four response choices. There will be several such sets of line responses followed by the character's final comment and action (which will convey the results of your interaction). If you choose to draw your gun in the middle of the conversation, it might terminate the conversation and he/she might or might not draw and shoot in response.



## The Game:

As Sheriff in **LAW OF THE WEST**, you will have the opportunity to meet a variety of characters — from nice townspeople to nasty desperados.

The game starts in a street scene where a character walks out and starts talking to you. The mood may be angry, happy or neutral, as indicated by the character's final comment. The game keeps track of how well you maintained your authority!

Depending on the nature of your conversation, the character might:

- leave
- draw gun immediately
- wait a few seconds, then draw
- leave in a few seconds if not drawn upon
- drop gun and surrender (immediately or in a few seconds)
- if you draw upon him, may drop gun or leave
- randomly run around and shoot at you
- stand and shoot at you
- start to walk away, turn and shoot
- walk off screen, then pop out from a window or behind something and try to ambush you.
- etc.

## End of Game:

There will be an end-of-game evaluation upon your death or after meeting/confronting all the available characters. This will include whether you lived to see the sunset and a display of one to twelve of the following symbols representing your performance:



How well you maintained your authority.



The number of crooks you captured.



How well you did romantically.



The number of Bad Guys you shot.



How many times you were injured and survived.



The number of innocent people you killed.



The number of crimes committed.



## A Note From Alan Miller

Friends,

This is my first product for our new company, Accolade. Although I've designed almost a dozen successful video games in the last eight years, this is my first personal computer game since Basketball for the Atari 400/800 in 1979. In LAW OF THE WEST, I'm trying out several new concepts; the use of a very large character to represent you in the game, the creation of several characters with distinct personalities, the use of multiple-choice replies rather than typed input and the use of music specifically composed for the different characters, scenes and moods of the game.

Please let me know how you liked LAW OF THE WEST and specifically these design concepts. You can reach me at Accolade, Inc., 20863 Stevens Creek Blvd., Cupertino, CA 95014, and I hope ya make it 'till sunset.

Alan Miller

Alan Miller is the designer of Atari's SURROUND™, HANGMAN™, CONCENTRATION™, and BASKETBALL™ for the Atari VCS™, co-designer of the Atari 400/800™ operating system, and designer of BASKETBALL for the Atari 400/800. He is also the designer of Activision's CHECKERS™, TENNIS™, ICE HOCKEY™, STARMASTER™, and ROBOT TANK™ for the Atari VCS. He was a co-founder of Activision and has recently co-founded Accolade.

Apple adaptation by Tom McWilliams, Hippopotamus Software.

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