

INDIAN GOLD

You came to the West to make your fortune but so far it has been an endless cycle of card playing, drinking whisky, eating beans and shooting the numerous people who said you smelled.

However, your luck is about to change. It is rumoured that a cache of gold coins is hidden somewhere in Indian territory and the treasure is there for the taking - well almost! Just don't let the stories about the man-eating vultures and the terrors of the desert deter you. Okay, it could seriously damage your health but what kind of cowboy are you - lily livered? No, of course not! So, plug a joystick into port 1, get your spurs on and ride into the West.

Oh! Silly me! I forgot. You can't afford a horse yet, can you? How about a sponsored walk?

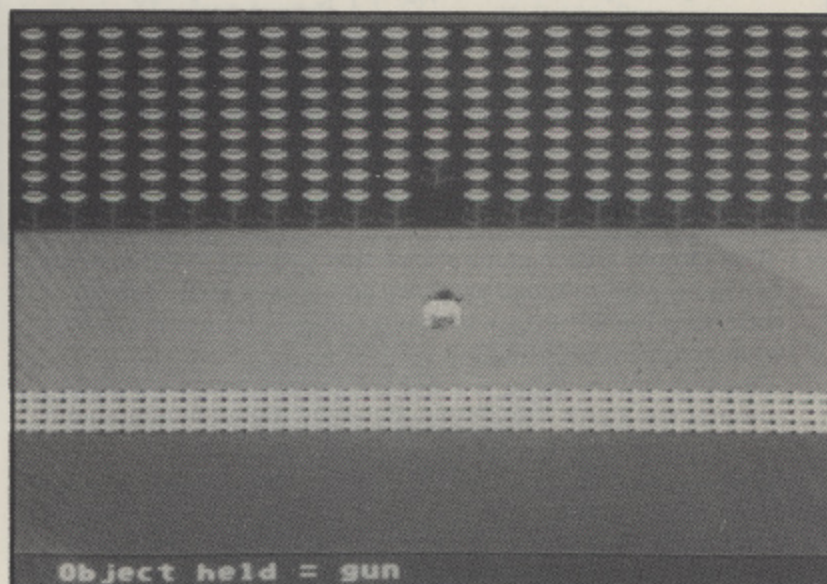
PLAYING THE GAME

Use the joystick to move the cowboy. To open doors, kill vultures etc. touch them whilst holding the correct object. To pick up or drop objects position the cowboy appropriately and press the joystick button.

Press the button to reincarnate after death, preserving the current object positions. Your enemies will reincarnate as well though, so keep your weapons handy!

If you find yourself in an impossible position press START to begin again with the objects in their original positions.

The game ends when you find the treasure. Press START to play again.



Bill Halsall's new arcade style adventure proves that the Wild West is as challenging as ever

TYPING IT IN

Cassette and disk users should type in Listing 1, SAVE or CSAVE a copy, then RUN the program. The program will check each line of data and inform you of any errors. Correct any errors and RUN the program again until all errors are eliminated. When this is done answer the cassette/disk questions accordingly to create a boot tape or binary disk file.

Cassette users should load the boot tape created by firstly removing all cartridges and then turning on the computer while holding down the START key (XL and XE owners should hold down OPTION as well). Press RETURN and the tape will load and run automatically.

Disk users should clear Listing 1 from memory after saving and running it as above by typing NEW and pressing RETURN. Next, type in Listing 2 and save it on the same disk as the binary file created by Listing 1. RUN the Listing 2 program with the disk in the drive and the game will load and run automatically.