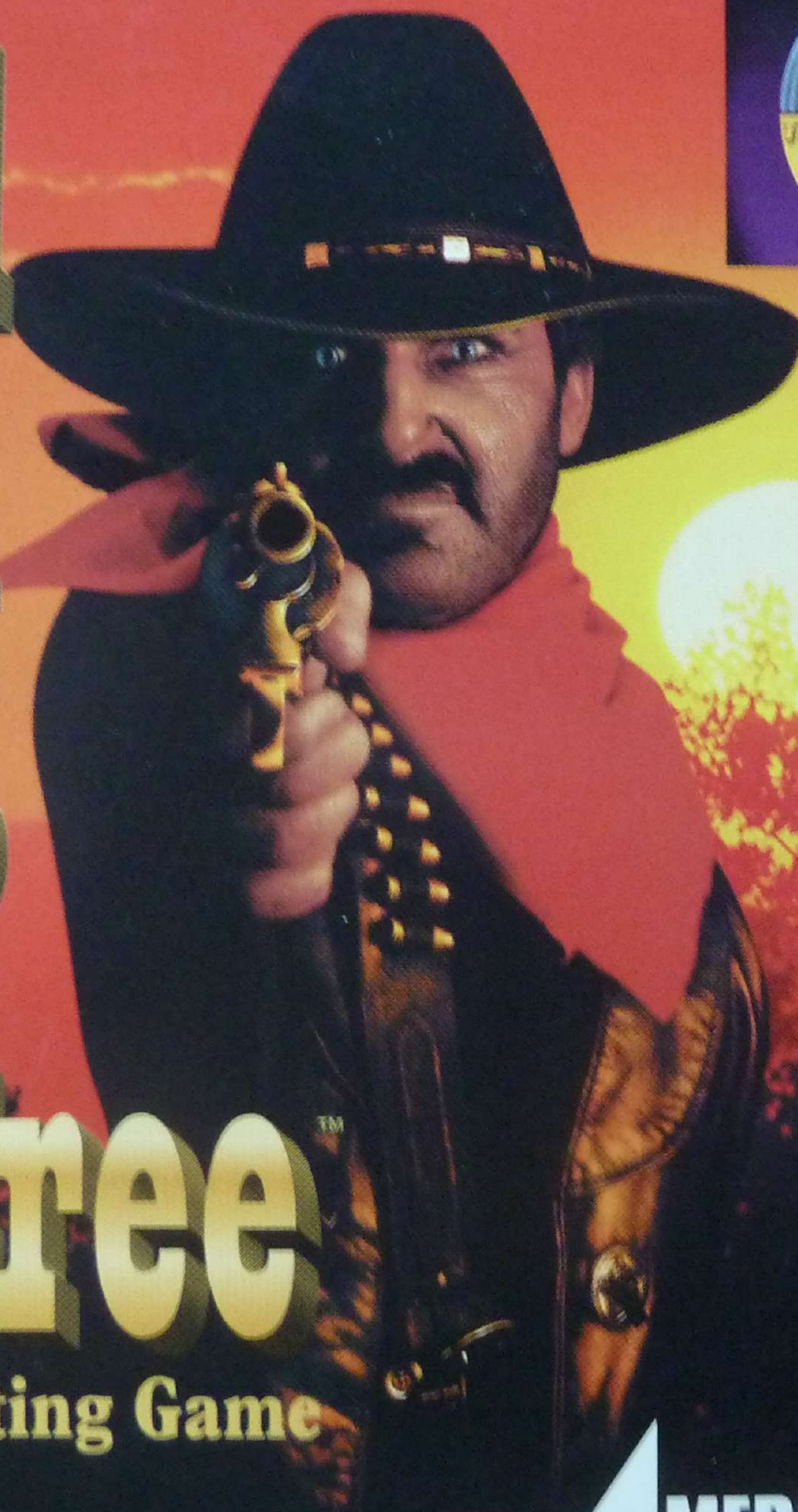


Mad

Dog

Mccree
Shooting Game



The Arcade Smash Hit by



SYSTEM REQUIREMENTS

IBM PC 286 16 Mhz
or Compatible

IBM PC 386 or Compatible
Recommended

512 K-RAM with VGA

Mouse

CD-ROM Drive
(150 KB per second or greater,
continuous read, 380 ms seek)

Sound Blaster™ or 100%
Compatible Card

DOS 3.3 or Higher

**Welcome to the first Mad Dog adventure
with real live motion picture action.**

Mad Dog McCree

Manufactured and distributed by International Business Machines Corporation.

Copyright © American Laser Games 1990 and 1993.

All rights reserved.

Funsation™





Mad Dog is feared throughout the West, leaving a path of destruction wherever he goes. And now Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail and are wreaking havoc in the saloon, the bank and the stable. He has kidnapped the town's mayor and his daughter.

Old Prospector, "A lot of good folks need your help, but before you step into town, you better be a good shot. If you don't start with a little bottle practice, you won't last long, Stranger."

INSTALLATION

1. First, place the CD into the CD drive attached to your computer. Then Select the CD drive from the DOS prompt (e.g. to select the D drive, type D:), type **INSTALL** and press the **Enter** key. Install will ask you a series of questions about your machine, to understand how to install the game on your machine.

2. If your Sound Blaster compatible sound card is not setup correctly, the install program will ask for some information about your sound card as described below, otherwise install will skip to 3.

A box will appear on the screen labeled **Sound Control** with some boxes with multiple selections. The information for these sections depends on how your audio board was installed. Select the appropriate boxes with the mouse based on how the board was installed. When finished, select **OK** with the mouse to continue. **Defaults** will reset the selections to the standard setup for a Sound Blaster board. **Cancel** will exit this dialog box and leave the settings as they originally were.

3. The install program will display a box on the screen labeled **Path Control**. This dialog box will determine where to set up the Mad Dog game. Mad Dog must be setup on a writable disk, so that games can be saved as well as install information.

A. The first entry in the box is **CDROM Drive**. This entry will default to the appropriate drive, but if you need to change it, use the mouse to select the field and change it.

- B.** The second entry in the box is **Hard Drive Path**. This entry defaults to **C:\MADDOG**. If you wish to install the game somewhere else, select this entry with the mouse and change it.
- C.** When you have completed any changes you wanted to make, select **OK** with the mouse to continue. Select **Defaults** with the mouse if you would like to restore the selections to their default values. Select **Cancel** if you want to restore the original values in the entries.

4. Next, install will display a box labeled **Game Control**. This box has one selection, for **Faster Startup**. Select this entry with the mouse if you would like to copy some of the files from the CDROM to make the startup of Mad Dog faster. This option requires about one megabyte of free disk space on the drive that was selected in **Path Control**. Select **OK** to continue with the current selection, select **Defaults** to restore the default condition, or select **Cancel** to quit this dialog box without changing the original values.

5. At this point, install will display a box labeled **OK to Install?**. Selecting **OK** here will continue the installation, writing files to the disk drive specified in **Path Control**. Selecting **Cancel** will abort the install, allowing the user to change the configuration using the pulldown menus on the top line.

6. After completion of the installation, install will display the box labeled **Installation Complete**. This box will inform the user to type **MADDOG** to run. Select **Done** to exit the installation program, or select **Continue** to exit this dialog box; but allow install to continue running in order to make changes to the installation.

RUNNING MAD DOG

To run Mad Dog McCree, change to the drive that the game was installed on (e.g. drive C by typing **C:Enter**), then change to the directory that Mad Dog was installed on (e.g. directory\MADDOG\ by typing **cd\MADDOG Enter**.) Then run Mad Dog by typing **MADDOG Enter**. Mad Dog will take a few seconds to load and start running. It will start playing some introductory scenes. These will repeat as long as the game is not being played.

Starting the Game:

The mouse is used in Mad Dog to aim, shoot, and reload the gun and bring a menu of options up. When the mouse is to the left of the video screen, it turns into a pointing finger. In the lower left corner is a box with the word **MENU** on it. Moving the finger over the box and clicking on the left button will bring up the menu. Note that the current point in the game is paused.

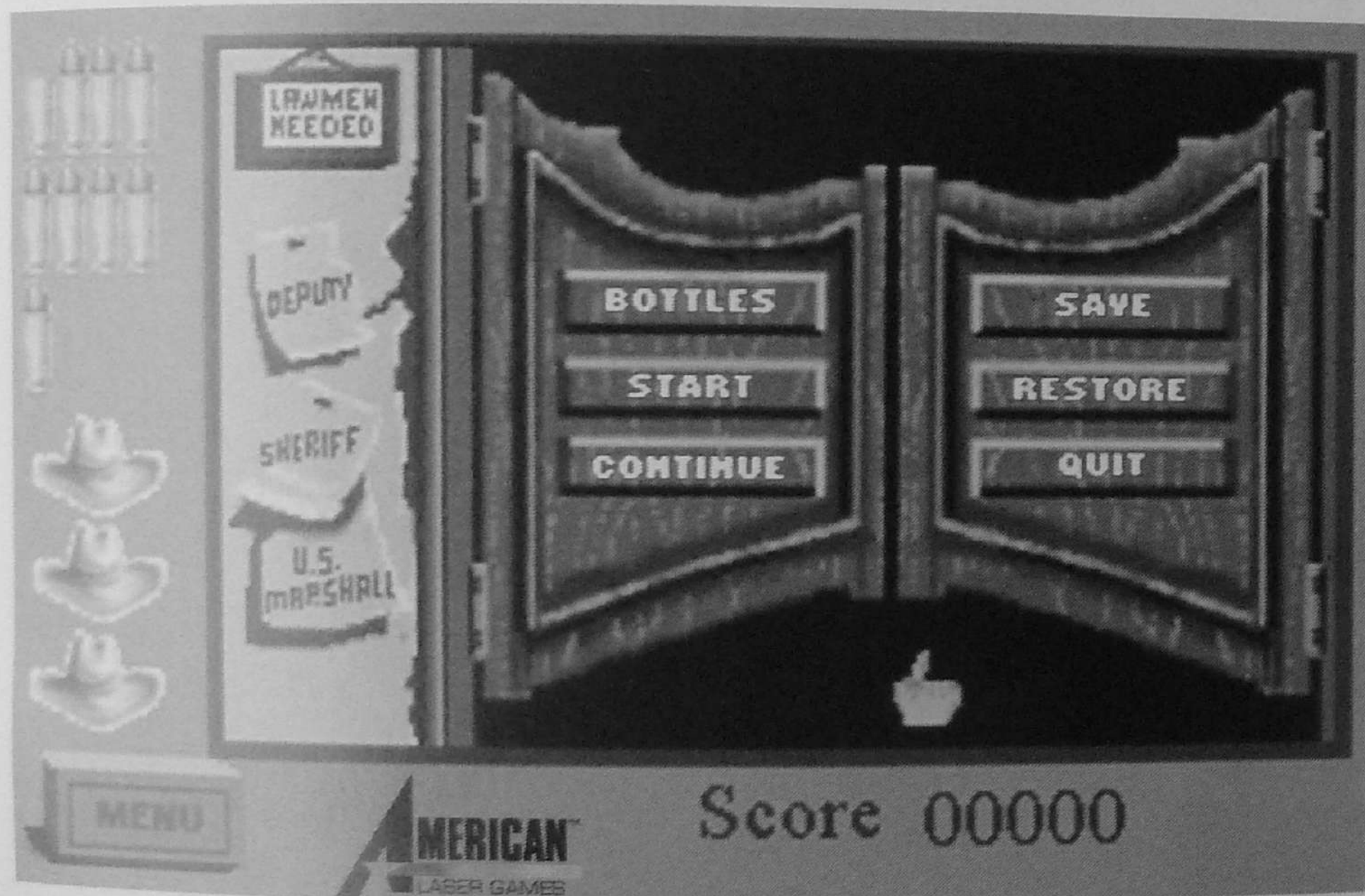
PLAYING MAD DOG

When the mouse is in the video screen, it will show a hand holding a gun. The gun is aimed by using the sight on the gun. To the left of the video screen is a display of the number of bullets left, and the number of lives left (lives are represented by the hats). The gun is fired by clicking the left mouse button. The gun will fire as long as there are bullets and the mouse is in the video screen. When the mouse is moved to below the video screen, the gun is lowered to point to the ground. By clicking on the right mouse button when the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.

Clues:

- A.** When playing the game, the villains will appear on the screen, and must be shot before they shoot you. Do not shoot innocent people, or you will lose a life also.
- B.** In various scenes in the game, there are cow skulls or spittoons. By shooting the cow skulls or spittoons, you will get some help in the game.
- C.** Some scenes will allow you to skip by the introductory part by shooting the video screen.
- D.** There are points in the game where you can choose your direction by shooting the appropriate sign.

The menu shows a saloon door with a number of plaques indicating selections the user can make. Also, to the left of the saloon doors are some leaflets for different ranks of lawmen needed that selects the difficulty level. The mouse is now always a pointing finger and selects a given item by moving over the item with the finger and clicking the left button.



Lawmen Needed

The lawmen needed are listed in increasing order of difficulty from easiest (default) Deputy to toughest US Marshall.

Bottles

The Bottles plaque starts a new game with some target practice of bottles on a fence.

Start

The Start plaque starts a new game, bypassing the target practice.

Continue

The Continue plaque continues the game. If you hadn't started a game, the demo loop will continue playing. If you are in the middle of the game, the game continues where it was when you selected MENU. If you had just lost all of your lives, the game will continue where you left off to give you another chance.

Save

The Save plaque will save the current game situation. You can only have one situation saved at any given time.

Restore

The Restore plaque will restore the currently saved game situation. When you continue, the game will be in the last situation that you saved.

Quit

The Quit plaque will exit the game back to DOS.

WARRANTY

American Laser Games warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage, or excessive wear. Return defective media to American Laser Games. You must include a dated proof-of-purchase, a brief statement describing the defect, and your return address.

American Laser Games does not warrant the programs will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE PROGRAMS ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL AMERICAN LASER GAMES BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE SOFTWARE PRODUCTS.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. For further information regarding our products, call 1-800-863-4263. Business hours 8 a.m. - 5 p.m. Mountain Standard Time.

PROBLEM SOLVING

IF SOUND OCCASIONALLY SHUTTERS OR STOPS: Check your config.sys file, to see if you are running EMM 386.EXE. If yes, add d=64 at the end of the line.

GENERAL TECHNICAL SUPPORT: Call 1-800-863-4263 and request, "Funsation Mad Dog McCree Technical Assistance."

IF YOU ARE EXPERIENCING PROBLEMS ON YOUR TANDY SENSATION: Please visit your local Radio Shack store and request a copy of "the diskette containing the updated drivers for the Tandy Sensation MPC." The store worker will call Radio Shack Customer Support and request the diskette to be sent to the store for the customer.

ACKNOWLEDGEMENTS

Programmer Tom Desmarais

Artwork Randall Quick

Mad Dog McCree is a trademark of American Laser Games. Sound Blaster is a trademark of Creative Labs, Inc. Mad Dog McCree runs with the help of PhotoMotion™. PhotoMotion and Funsation are trademarks of the International Business Machines Corporation.

**For additional information and or to order
Funsation Products, call
1-800-758-HOME**

Real Motion Picture Action!

