= Gunfright =

 Gunfright is an arcade adventure video game developed by Ultimate Play the Game and published by U.S. Gold . It was first released for the ZX Spectrum in 1985 and was ported to the Amstrad CPC and the MSX later that year . In the game , the player takes the role of a sheriff in the town of Black Rock and is tasked with eliminating outlaws who are scattered throughout the settlement .
 The game was developed directly after Nightshade , and re @-@ uses the latter game 's Filmation II game engine that allows images to be rendered without overlapping each other . The game received mostly positive reviews upon release ; praise was directed at the graphics and presentation , but criticism was directed at the game 's similarity to Nightshade . It was later included in Rare Replay , Rare 's 2015 Xbox One retrospective compilation .

= = Gameplay = =

 The game is presented in an isometric format and set in the fictional town of Black Rock . The player takes on the role of Sheriff Quickdraw , and the main objective of the game is to track down and kill a gang of outlaws who are hiding in the town . The game begins with a first @-@ person perspective targeting minigame in which vertically scrolling bags of money can be shot at using crosshairs . Shooting the bags give the player initial sums of money which can be used to purchase ammunition .
 During the game , Quickdraw must locate the wanted outlaws one by one . Once an outlaw has been found and shot (shooting the outlaw does not kill him , but only initiates a duel) , the game shifts to the first @-@ person targeting minigame . This time , the player must shoot the rapidly moving outlaw as quickly as possible . The player can either wait for the outlaw to draw , or take the initiative and shoot first , which will make the bandit draw his weapon as well . If the player successfully shoots an outlaw , a bounty is paid (increasing with every round) , and a new outlaw enters the town .
 During gameplay , players often encounter helpful residents who will point the way to outlaws . The residents need to be protected during gameplay , as the player has to pay a fine if any are shot by either bandits or Sheriff Quickdraw himself . Some outlaws are mounted on horseback , meaning that the player may have to saddle an imaginary horse to pursue them .

= = Development and release = =

 Ashby Computers and Graphics was founded by brothers Tim and Chris Stamper , along with Tim 's wife , Carol , from their headquarters in Ashby @-@ de @-@ la @-@ Zouch in 1982 . Under the trading name of Ultimate Play the Game , they began producing multiple video games for the ZX Spectrum throughout the early 1980s . The company were known for their reluctance to reveal details about their operations and upcoming projects . Little was known about their development process except that they used to work in " separate teams " ; one team would work on graphics whilst the other would concentrate on other aspects such as sound or programming .
 The game was developed with the isometric projection game engine known as Filmation II , which was used previously in Ultimate 's 1985 ZX Spectrum game Nightshade . The Filmation engine was created by the Stamper brothers to portray 3D imagery . Filmation II used an image masking technique that drew and filled holes in the background , allowing the game to create composite structures out of pixelated drawings without visual overlay , despite the limitations platforms such as the ZX Spectrum offered .
 Gunfright was initially released for the ZX Spectrum in 1985 and was the last game to be developed under the direct involvement of the Stamper brothers . Realising that the graphical limits of platforms such as the ZX Spectrum had been pushed , future projects such as Blackwyche and Dragon Skulle were handed over to designer brothers Dave and Bob Thomas , who were often uncredited for their work . Gunfright , along with Knight Lore , Alien 8 and Nightshade , were re @-@ released for the MSX in 1986 , with Gunfright and Sabre Wulf being ported to the Amstrad CPC later that year .

Gunfright was later included in an August 2015 Xbox One compilation of 30 Rare titles , Rare Replay .

= = Reception = =

 The game received mostly positive reviews upon release . Reviewers writing for Crash praised the game 's graphics as highly detailed and " colourful " , but stated that the game was visually similar to Ultimate 's immediately previous game , Nightshade . Gwyn Hughes of Your Sinclair thought the graphics were the best aspect of the game , despite similarly comparing them to those of Nightshade . Hughes also praised the game 's smooth animation and the techniques used to portray the western town . A reviewer for CVG suggested that the game 's style and gameplay was a mix of Nightshade and Nintendo 's Duck Hunt . Reviewing the MSX version , a reviewer for Computer Gamer praised the game 's plot , and was complimentary of the way the game was able to separate itself from Ultimate 's previous game , which had used the same Filmation engine .

 Reviewers writing for Crash praised the gameplay , stating that the game 's " element " was considerably developed and that the several different stages were " highly addictive " . Writers in CVG criticised the gameplay , noting that they found it difficult to distinguish the outlaws from other male inhabitants of the town . They also noted the absence of puzzle elements which was considered " unusual " for an Ultimate game . Bill Bennett of Your Computer similarly considered the omission of puzzle elements unusual , but welcomed the " witty " change in genre from the previous dungeon @-@ themed video games .