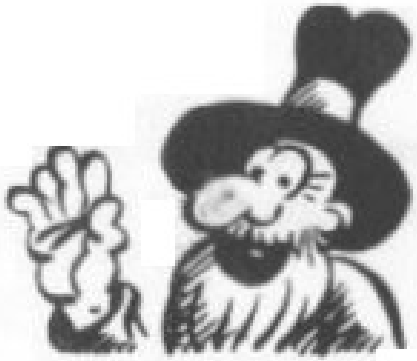


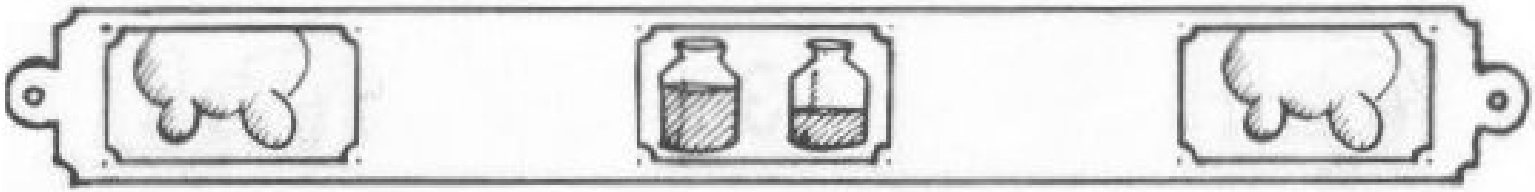
WESTERN GAMES

Nice to see you, stranger. This day had promised to be dreary and boring in our small town. But now you are here I won't worry about that anymore. And why? Because in the West, everybody who comes into town has to do some tests in order to prove he is a tough guy. This testing has been done ever since I have lived here. Yeah, all who live here have participated in the games once in a while, and the best of us, good old MacSlow, is going to compete with you.
What, you laugh? You won't do that anymore after you have seen him! Or, still better, bring a friend with you. Then you can compete against each other on the spot.
Okay, let's stop talking. Let's go, chop-chop, into the saloon over there, where all the people are waiting.

Idea and Realization: Rolf Lakämper
Programmed by: Oliver F. Rauch, Rolf Lakämper, Axel Walsleben, Frank Hartmann, Jörg „Prenzman" Prenzing, Ulrich „Frusty" Schulz, Gerold „Meep" Behlow, Holger P. Krekel, Holger Gehrmann.
Graphics by: Bettina Wiedner, Hartwig Nieder-Gassel
Sound by: Arno Schröder, Olaf Hartmann, Rolf Lakämper
Thanks to: Thomas „Lui" Brendel, Bernhard Morell, Marion Morell, Michael Eves, Draku, T.H. und die sieben Zwerge, Michael „Holzfäller" Oelze, Renate Mustermann

A Product of Magic Bytes

© 1987 micro-partner

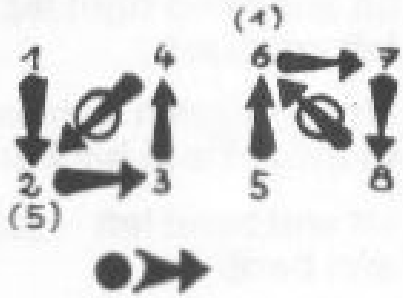


- The rhythmically heaving udder indicates the beat with which the joystick should be moved.
- The content of the milk-cans indicates how much there is still to be milked to fill the cans.

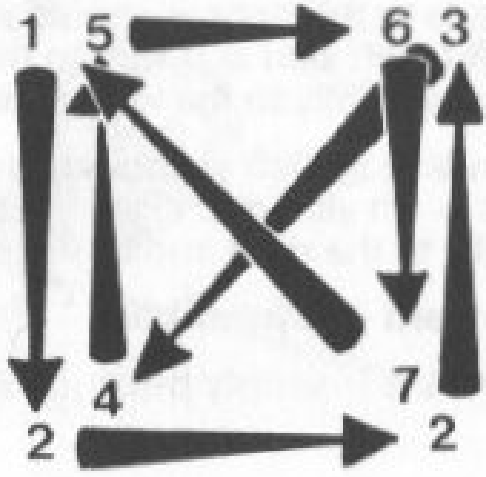
Milking

CONTROL
(also by keyboard):

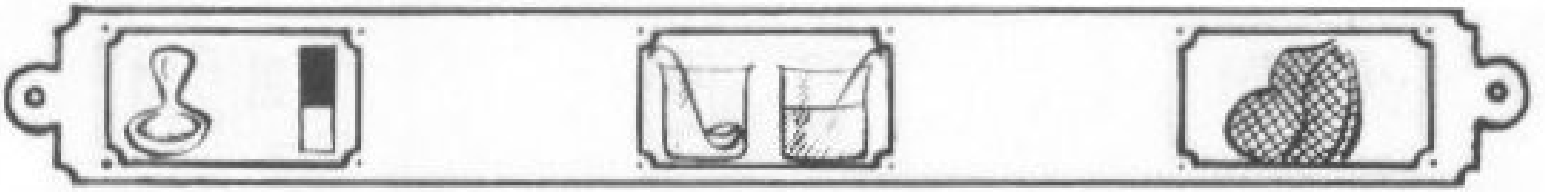
1. Milk:
   Move joystick rhythmically corresponding to the figures shown.
2. Knock the opponent:
   Move joystick to the right and press joystick button.







TOTTLE'S REMARKS:
Hey, hey, hey! It's no problem to elbow your opponent, of course, but make sure the referee doesn't notice it . . .



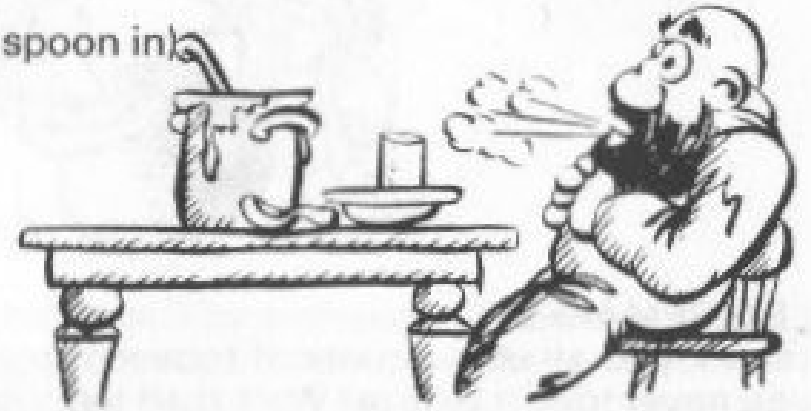
- First you can see the spoon; there, is shown how much stew you are currently spooning.
- The contens of the tureen indicates how much there is still to eat.
- When you swallow the stew a tummy appears. The degree of its fatness shows how much air you are swallowing.

Eating competition

CONTROL
(. . .):

1. Dip spoon in:
   joystick back
2. Balance spoon:
   move joystick to the left and to the right.
3. Slurp
4. Chew:
   move joystick left and right.
5. Swallow:
   pull joystick back and press joystick button.
6. Drink:
   joystick forward
   (only possible before you dip spoon in)





TOTTLE'S REMARKS:
Boys, eat carefully! If you swallow all the stew without chewing you will find yourselves belching. That takes time and it's bad manners into the bargain. Oh yeah, and keep stopping for a drink in between times: it helps to swallow more easily. Now tuck in! Beans are excellent stuff!



- actual strength of one player.
- general strength display.

Armwrestling

CONTROL
(also by keyboard)

1. accumulate strength:
   This can be done by pulling the joystick back whenever the arm in the central display area has entered an especially „strong" phase.



2. Prop up arm:
   press joystick button





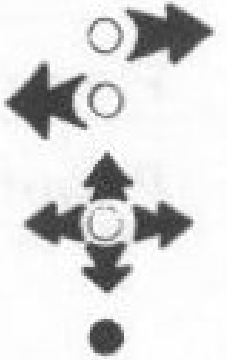
TOTTLE'S REMARKS:
Let's go. Beanpole Fred is going to be referee and will make sure that no-one props up his free arm. Unfortunately Fred nods off once in a while, therefore stay alert!
Oh yeah, just before you win it might be useful to rattle, as we say in the West.



- the gun can be drawn after the barman's signal
- the present target
- beating hearts show the degree of nervousness

Beershooting

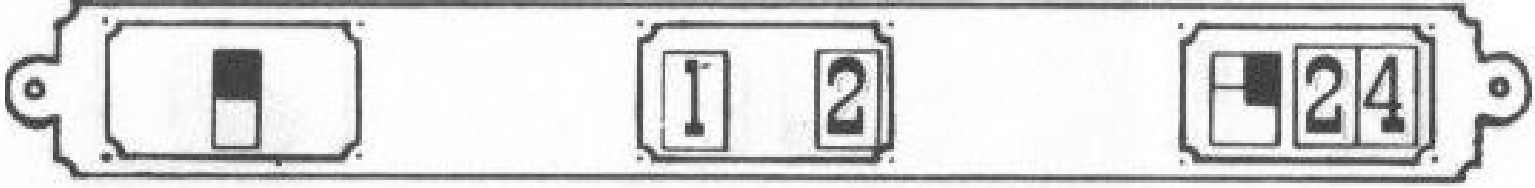
CONTROL
(if no joystick at hand, use keyboard):



1. draw guns:
   player 1 moves joystick to the right
   player 2 moves joystick to the left
2. aim guns:
   direct crosshairs by joystick
3. shoot:
   press joystick button



TOTTLE'S REMARKS:
Don't get nervous, or your little hands will be a-shakin'. Oh, before I forget, there is an old westerners' trick: Wait until your opponent – nervous as he is – has missed, then pull the trigger calmly. But don't wait too long, because we all want to see some fun this day.
Remember that you have not won until you hit all 5 targets faster than your opponent. That means, if you are faster than him four times but don't hit the fifth target, the game starts all over again.

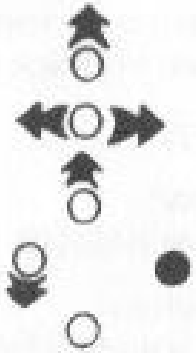


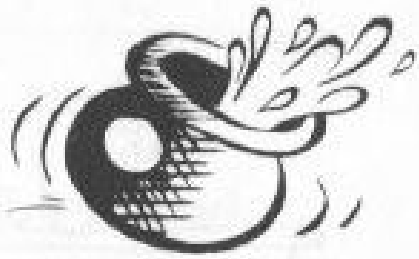
- Length of the quid; there you can also see how big a piece each player bites off. Then chew thoroughly!
- The figure shows how often the pot has to be hit.
- After you have stopped chewing the display changes. The left frame of the display now shows the strength of spitting; the figures on the right show the angle of spitting.

Quid-Spitting

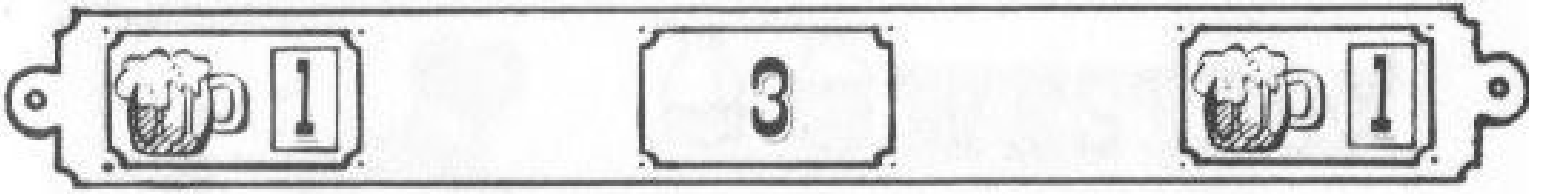
CONTROL
(also by keyboard):

1. lift arm and bite off quid – push joystick forward
2. chew – pull joystick fast left and right
3. stop chewing – joystick forward
4. determine angle of spitting – pull joystick back
   determine strength of spitting – press joystick button
5. spit – let go joystick button





TOTTLE'S REMARKS:
Well, I think you all chew quids of tobacco regularly, don't you? – What do I hear, you never tried it before? Well, then listen to some of good old Sam's tips: The greatest risk with quid-chewing is swallowing. It tastes awful, so don't swallow it! Remember not to bite off too big a piece from the quid and don't chew too long or too short. So, kids, chew until the quid is a good shape. You might try to hit your opponent. On his face would look best . . .

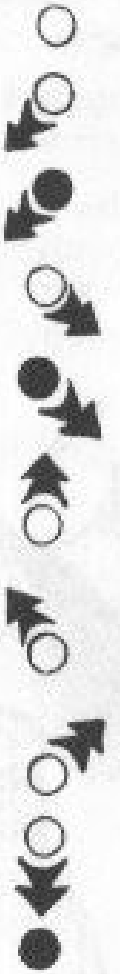


- number of beers you can buy the piano player
- degree of difficulty of present dance

Dancing

CONTROL
(also by keyboard):

1. starting position – joystick in initial position
2. lift and bend right leg – joystick diagonally to the left and back.
3. lift and stretch right leg – move joystick diagonally to the left and back and press joystick button.
4. lift and bend left – joystick diagonally to the right and back.
5. lift and stretch left leg – move joystick diagonally to the right and back and press joystick button.
6. undo jacket (= lift skirt) – joystick forward.
7. raise hands to the right at shoulder level, turn hips to the left (= lift skirt and turn to the right) – joystick diagonally to the left and forward
8. raise hands to the left at shoulder level, turn hips to the right (= lift skirt and turn to the left) – joystick diagonally to the right and forward
9. bend forward – joystick back
10. bend forward – simply press joystick button



TOTTLE'S REMARKS:
It's all very simple. Just follow the girl – but keep the beat! Remember that our guys are very spoiled, and if you miss the beat they will get more and more upset until they give Joy the piano player a bash on the nut. And then Joe will not continue playing unless the one who missed the beat buys him another beer.

Keyboard-Control

AMIGA/ATARI ST

	UP	DOWN	LEFT	RIGHT	›FIRE‹
Player 1	Q	A	Y	U	Space
Player 2	↑	↓	←	→	Enter

SCHNEIDER CPC (AMSTRAD)

	UP	DOWN	LEFT	RIGHT	›FIRE‹
Player 1	Q	A	E	R	Space
Player 2	O	L	@	[	Enter

C 64

	UP	DOWN	LEFT	RIGHT	›FIRE‹
Player 1	RUN/STOP	COMMODORE	1	2	CTRL
Player 2	↑	=	,	/	▲ CRSR ▼