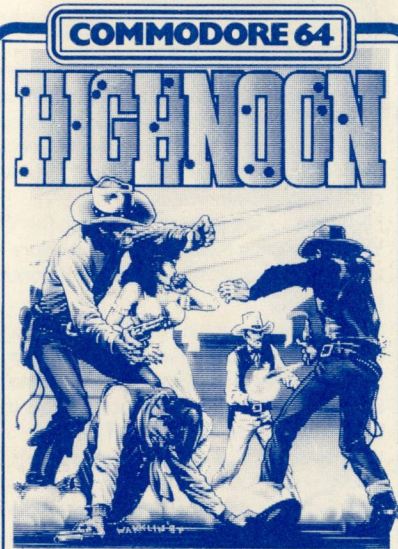
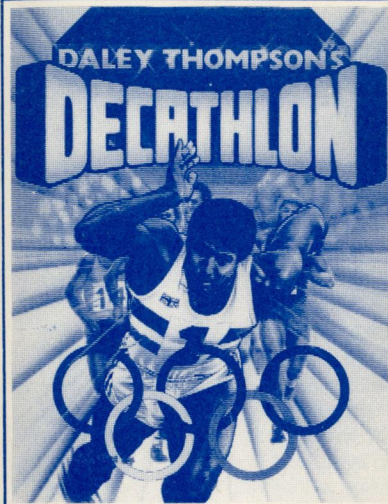
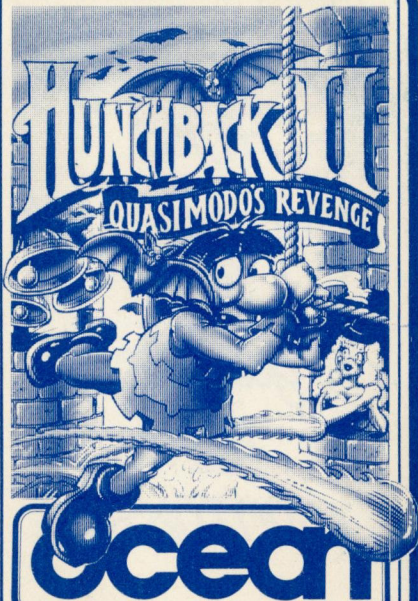




HIGH NOON

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High Noon – fast action shoot-out in the Wild West. The game runs on the Commodore 64 and requires a compatible joystick for control.

LOADING

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

PLAYING

Armed with your trusty six-guns and empowered to keep the peace in this frontier town, you must shoot the bandits on main street and prevent them from escaping with the

girls or the gold. Each level has increasing difficulty, your adversaries appear on horseback, then armed with dynamite!

Riga Mortis, the undertaker, will attend to the corpses, including your own if you're not "quick on the draw". At the end of each screen there is a shoot-out to decide on a bonus.

You eventually track down the outlaws to their cave ("Hole in the Wall") and are faced with the "Final Showdown".

SHOOT FIRST... ASK QUESTIONS LATER!
GOOD LUCK!

CONTROLS/STRATEGY TIPS

Joystick is operated from Port 2, (shoot in direction of motion). You can hide in the bank or saloon for safety but will loose bonus points if the bandits escape with the girls or the gold. (On levels 3 and 4 you can identify the dynamite carriers, as they won't move when you're hiding). The outlaws will not fire when there is a risk of shooting each other so you can use their cowardly instincts to your advantage, ie. by standing between two outlaws or within a few paces of the occupied buildings.

STATUS and SCORING

On-screen scoring shows current score, high score, number of lives remaining and indicates level attained.

Bonus points achieved during the game are awarded at the shoot-out at the end of each screen. (Winner takes all).

NOVA LOAD

FAST CASSETTE LOAD FOR COMMODORE 64

High Noon written by Steve Wiggins and Andrew Spencer is only one of many superb games from Ocean Software. Please ask your local dealer for other titles in our varied and exciting range.

If you've written a good program, why not contact us, without obligation, to discuss marketing it for you.

Write to:

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Ocean House, 6 Central Street,
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PRODUCED BY D. C. WARD

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for a
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new
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new
horizons!...*