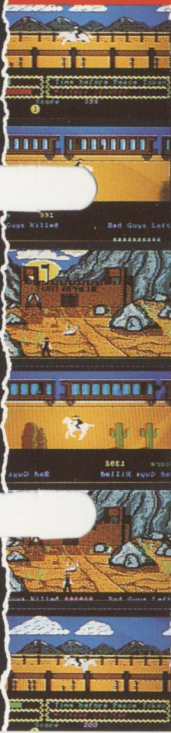


COMMODORE · 64 · 128 · C

MASTERTRON 20



Four Wild West action scenes: express train shoot-out, six-gun sharpshootin' bronco bustin' and princess rescuing.

JOYSTICK ONLY

DESIGNED AND PROGRAMMED BY JOHN DARNELL



RECORDED ON
BASF
TAPE

1C 0263

MACHINE TYPE COMMODORE 64 · 128

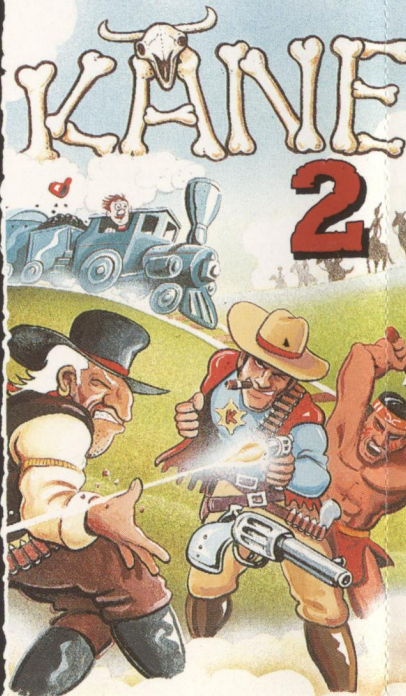
TITLE
KANE 2



MASTERTRON 20



COMMODORE · 64 · 128 · C



Marshall McGraw is a rootin' tootin' hard-shootin' lawman in the old mould. Justice and peace are everything to a moral man like the Marshall. In Kane the Marshall rounded up the baddies for trying to start Indian war and had them brought to justice.

Kane 2 takes up the story. . . The Black Hole gang have been released from jail after serving their time, and within days of release are back to their bad old ways. They have kidnapped the daughter of the Chief of the Wagari Indians. Once again Indian war is on the horizon. Only one man can stop them. . . . Marshall McGraw of Kane.

TRAIN SHOOTOUT

Galloping alongside a speeding express, Marshall McGraw needs to keep a careful eye on the terrain ahead – rocks beside the track cause his faithful steed to miss its footing, and skilful jumping is called for if progress is to be smooth. Press fire while pulling down on the joystick to send the steed into the air.

The Marshall's gunsight is moved up and down with the joystick, while the speed of his steed is governed by moving the joystick to the left or right. Line up the sights on one of the baddies, pull the trigger and BLAM! You win points and a peace token for each baddie blown away on this stage of the game.

THE FORT APACHE PASS

Dismounting from his exhausted horse, the Marshall enters into a daring shootout with the Black Hole Gang. They've taken cover in their new hideout – Fort Apache. Guards are lurking behind boulders and bushes as well as defending the rampsarts.

Dodging left and right, the Marshall aims his gun as before, but this time he has only six shots before a reload is necessary. Move the Marshall off the right of the screen to replenish his magazine.

Shoot enough baddies and the fort surrenders – the Indian Princess is released into the Marshall's protective custody.

BRONCO BUSTING

The Marshall needs a steed, it is time to break in a wild one. Match the bucking stallion's movement to stay in the saddle, pressing fire when it jumps but releasing before the horse's hooves touch the ground again.

THE GREAT ESCAPE

With the gang in hot pursuit and the Indian Princess with him in the saddle, Marshall McGraw gallops for safety. Good judgement and sound horsemanship are called for in this final section – the terrain is tricky and time is short.

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP



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GERMAN

Retten Sie die Hauptlingstochter in diesem spannenden Wildwest-Spiel.

TRAIN SHOOTING (Zuguberfall)

Galoppieren Sie neben dem fahrenden Zug entlang. Um mit dem Pferd einen Sprung zu machen, drucken Sie den FIRE-Knopf und ziehen gleichzeitig den Joystick nach hinten. Bewegen Sie den Joystick vor und zuruck, um Ihre Schubrichtung zu verandern, und nach rechts und links, um die Geschwindigkeit des Pferdes zu bestimmen.

FORT APACHE PASS

Bei dieser Schieerei mussen Sie immer nach sechs Schussen nachladen. Bringen Sie den Marshall auf die rechte Bildschirmseite, damit er seine Waffe nachladen kann.

BRONCO BUSTING (Pferde zureiten)

Reiten Sie ein Wildpferd zu. Passen Sie sich den Bewegungen des wilden Hengstes an, indem Sie den FIRE-Knopf drucken, wenn er springt, und ihn, bevor die Hufe wieder auf dem Boden aufkommen, rechtzeitig loslassen.

THE GREAT ESCAPE (Die Flucht)

Zusammen mit der Hauptlings - tochter jagen Sie, verfolgt von den Banditen, in einem wilden Galopp in Sicherheit. Beeilen Sie sich, Sie haben nicht viel Zeit.

LADENWEISUNGEN

Halten Sie die SHIFT Taste unten und drucken RUN/STOP. Joystick in Port 2 nur.

ITALIAN

In questo eccitante gioco del Selvaggio West, devi salvare la bella principessa indiana.

ASSALTO AL TRENO

Galoppa a fianco di un espresso lanciato a tutta velocit. Per far saltare il cavallo, premi FUOCO mentre tiri il joystick verso il basso. Per muovere il mirino, sposta il joystick in su e in gi, e per controllare la velocit del cavallo, muovilo a sinistra e a destra.

PASSO DI FORTE APACHE

In questa sparatoria, devi ricaricare ogni sei colpi

sparati. Per ricaricare la pistola del Marshall, spostalo sulla destra dello schermo.

DOMARE IL PULEDRO

Doma un cavallo selvaggio. Copia i movimenti dello stallone premendo FUOCO quando salta, ma lasciando il bottone prima che gli zoccoli tocchino terra.

LA GRANDE FUGA

Galoppa verso la salvezza con la principessa indiana, mentre i cattivi ti inseguono. Attento, il tempo  breve.

ISTRUZIONI DI CARICAMENTO

Tenere premuto il tasto SHIFT et premere RUN/STOP. Joystick nella fessura 2 solo.

FRENCH

Sauvez la princesse indienne dans ce jeu passionnant d'actions sur le far west.

TIRER SUR LE TRAIN

Vous galopez le long d'un train express. Pour faire sauter le cheval appuyez sur le bouton de TIR en tirant le manche  balai vers le bas. Bougez le manche  balai vers le haut et vers le bas pour dplacer la fusillade et bougez le  gauche et  droite pour contrler la vitesse du cheval.

LE DEFILE DE FORT APACHE

Dans cette fusillade vous devez recharger votre arme tous les six tirs. Amenez le Marshal sur le ct droit de l'cran pour qu'il recharge son fusil.

DRESSAGE DE CHEVAUX

Dressez un cheval sauvage. Unissez-vous aux mouvements du cheval en appuyant sur le bouton de TIR quand il saute mais en le relachant avant que les sabots du cheval ne touchent le sol.

LA GRANDE EVASION

Galopez vers un endroit sur avec la princesse, mais les mchants sont  votre poursuite. Le temps presse.

INSTRUCTIONS DE CHARGEMENT

Tenez la touche SHIFT enfonce et appuyez sur RUN/STOP. Manche  balai sur l'entree deux seulement.