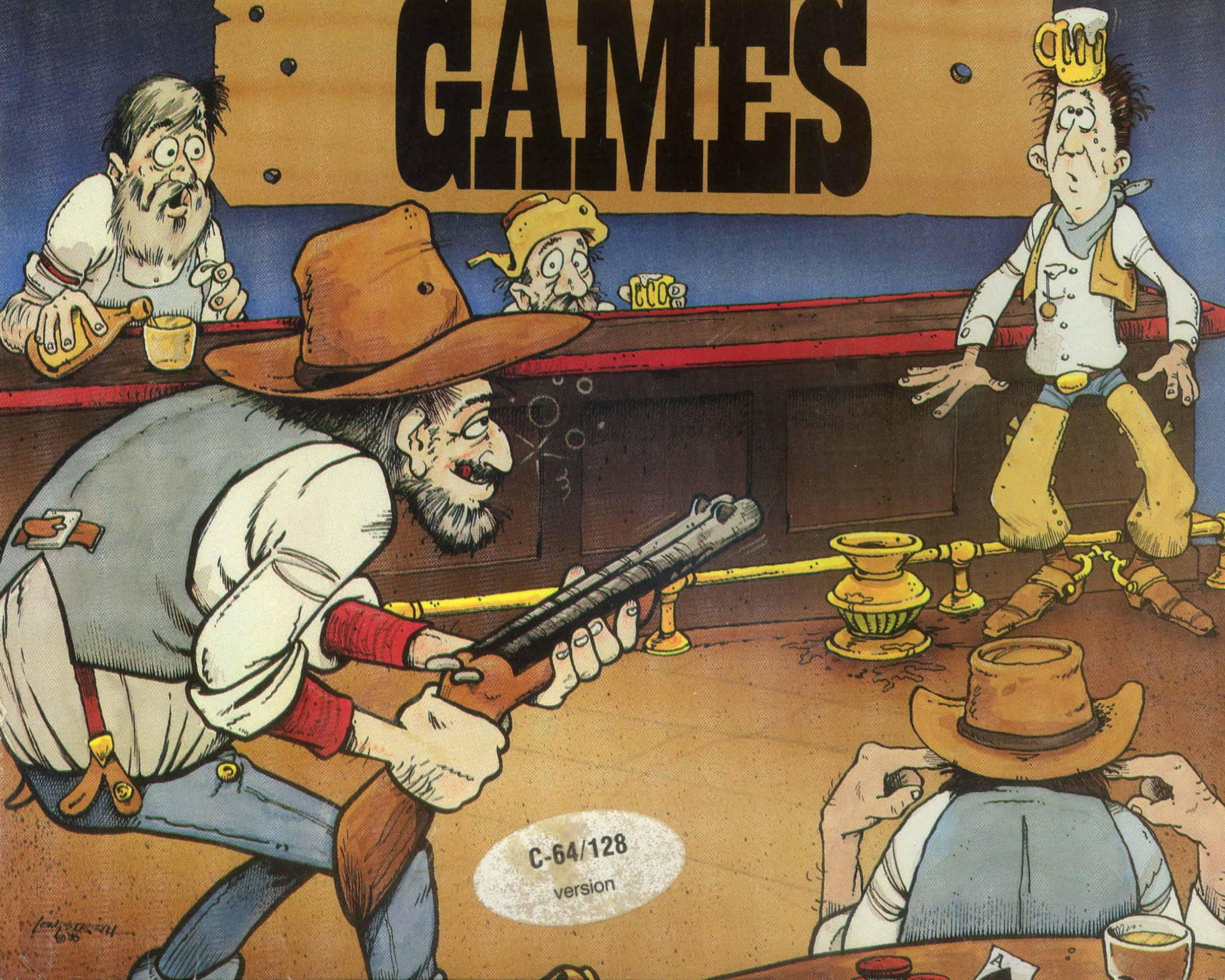


WESTERN GAMES



C-64/128
version



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

Armwrestling

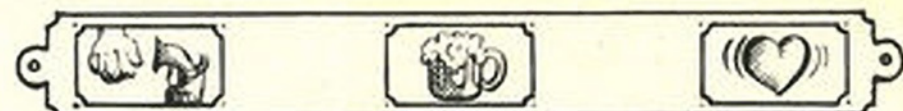
CONTROL
(also by keyboard)

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

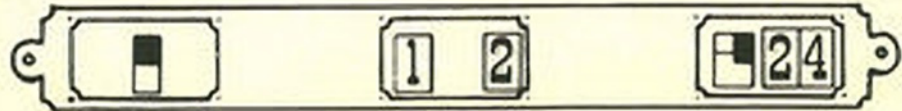
CONTROL
(if no joystick at hand, use keyboard):

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

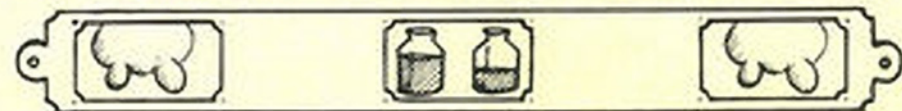
CONTROL
(also by keyboard):

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...



- 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

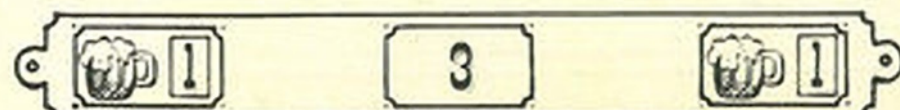
CONTROL
(also by keyboard):

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...



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

Dancing

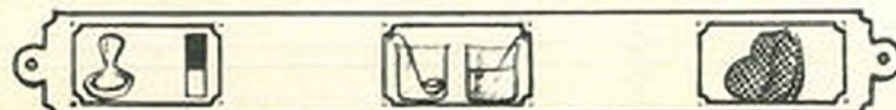
CONTROL
(also by keyboard):

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.



- First you can see the spoon; there, is shown how much stew you are currently spooning.
- The contents 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!

Keyboard - Control

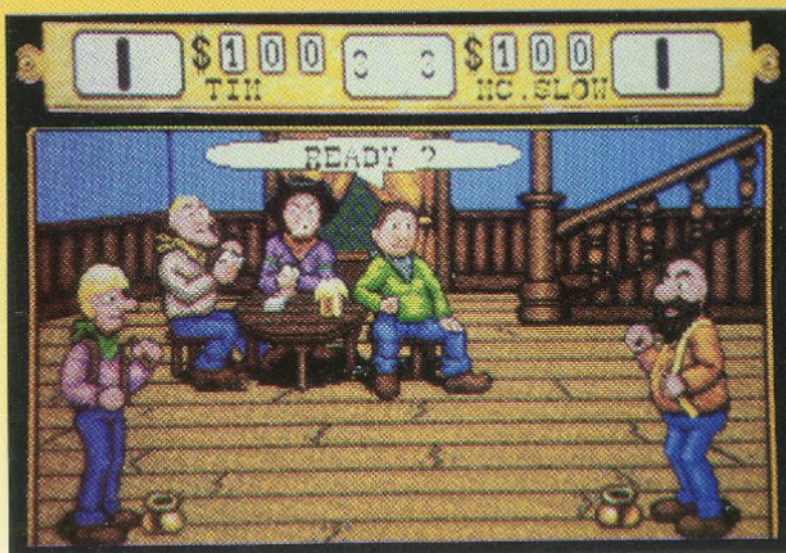
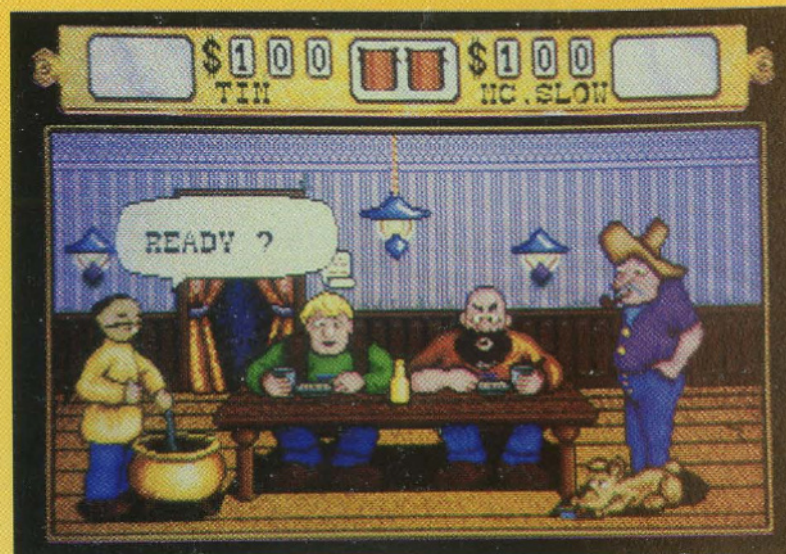
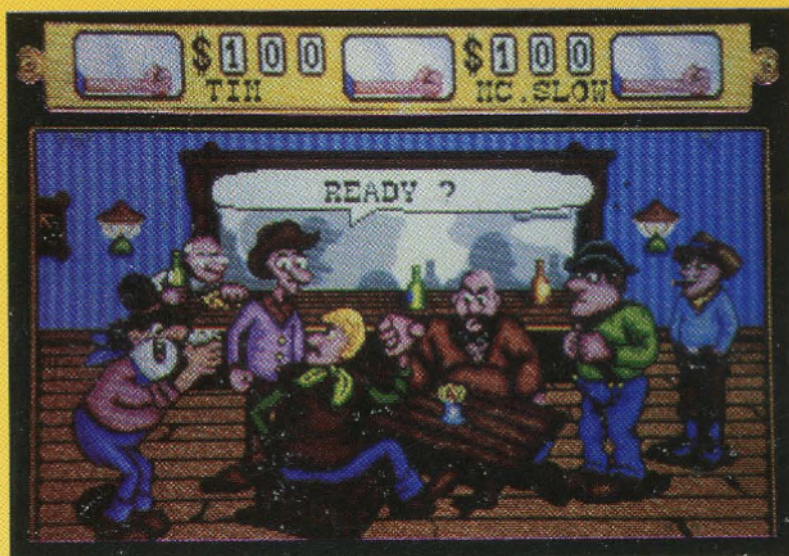
AMIGA/ATARI ST

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

C 64

	UP	DOWN	LEFT	RIGHT	·FIRE·
Player 1	↑	↓	←	→	CTR
Player 2	↑	=	,	/	CRSR

WESTERN GAMES



Amiga versions shown here

These are the games of the wild west! Two disks full of shootin', spittin', dancin' and a lot more! Western Games is actually 6 great games rolled up into one rootin' tootin' contest that you can play against M.C. Slow (the computer) or any other low down varmint. Along with the great graphics and the digitized voices and sounds you can compete using the keyboard or a joystick.

This here game has got it all! It's got armwrestlin' the western way with burning candles on each side. It's got shootin' (village idiots hold the bottles). There's quid spittin' contests too (losers

clean the floor). We even got a dancin' contest (the purty girl will show you how). It's got a milkin' contest complete with bumpin' an ever'thing. The last competition is the eatin' contest. Comes complete with belchin' and slurpin'!

We know that y'all will have a rip-snortin' good time with this here game for many a fun-filled hour. Don't forget about our other great games like Amegas, Thunder Boy, Joe Blade, Hollywood Poker, Vampire's Empire and Hole-In-One Miniature Golf!

**Digitek
Software**

104 West Seneca, Suite 4

Tampa, Florida 33612

(813) 933-8023

(Programmers wanted—write us!)

