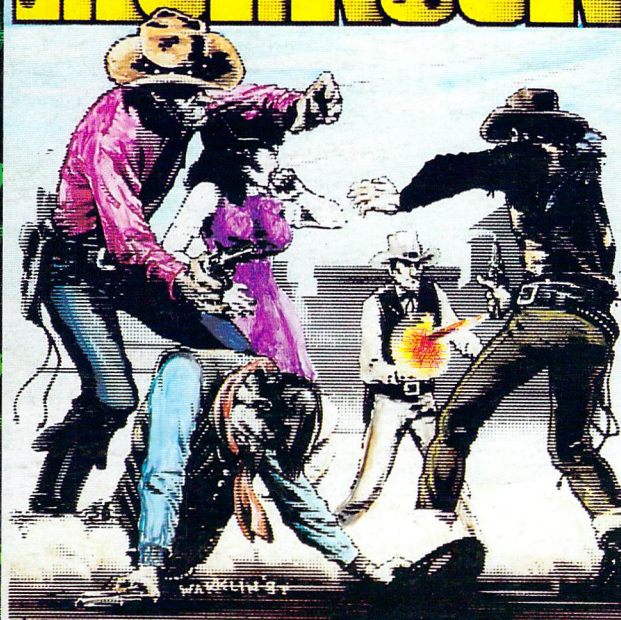# COMMODORE® 64/128™

HIGHNOON

Computer version of Arcade action "smash hit" shoot'em up between the player and the "bad guys" at the O.K. Corral.

HIGH NOON

LOADING THE PROGRAM

DISKETTE VERSION

1. Attach the Commodore® 1541™ or 1571™ Disk Drive to the computer according to the Disk Drive's Instruction Manual.
2. Turn on the computer and wait for the flashing cursor and the READY message. Now turn on the Disk Drive. Wait for the red light on the drive to go out.
3. Type LOAD "*", 8 and press RETURN; when the READY message appears type RUN and press RETURN.

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).

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