

STAGECOACH

by John Harris

The West has never been wilder! The driver of the San Pedro stage has been shot in an ambush and the coach is out of control.

As the horses gallop on, the stagecoach lurches dangerously all over the desert road. But you, Kidd Rivers, are coming to the rescue. Riding towards the runaway coach, you fearlessly leap from the saddle onto its roof.

Now you have the horses under control, you can drive on and take the remaining passengers to their destination — the small mining town of San Pedro.

But first there are the dangerous Sierra Peligrosa mountains to get through. Watch out for avalanches and rock falls as you steer the coach through the tricky mountain passes.

Safely through the mountains, the town is now in sight. But an eerie sound behind you sends shivers up and down your spine. You'd know the war-cry of the fierce Camache Indians anywhere!

Can you fight off the Indians and make it to the safety of San Pedro — or will you and all the passengers lose your scalps?



SADDLING UP

- 1 Before switching on the Spectrum, connect the joystick (Sinclair, Kempston, AGF/Protek or Fuller) if this is to be used.
- 2 Connect the television to the computer and switch the television ON.
- 3 Connect the cassette recorder to the computer and switch the cassette recorder ON.
- 4 Place the cassette in the recorder and rewind to the beginning.
- 5 Check that the EAR lead is connected correctly and that the volume level of the cassette recorder is set correctly.
- 6 Type LOAD"" (do not leave a space between the quotes), then press ENTER.
- 7 Press PLAY on the tape recorder.
- 8 When the program has finished loading, press STOP on the cassette recorder.
- 9 If the program does not load successfully, try adjusting the volume setting of the tape recorder and repeat the above from step 3. If the problem persists, refer to chapter 6 of the Spectrum Introduction Manual.



SETTING OFF

- 1 Once the game is loaded, a menu will appear on the screen allowing you to choose between joystick or keyboard control, select the skill level, or begin the game. You can also define the keys you wish to use for the keyboard control. If you want to do one of the first two, press keys 1 or 2 accordingly. Further menus will tell you what to do. In both cases, pressing ENTER gets you back to the main menu.
- 2 Press the 'P' key at any time during the game to turn the score display on or off. Pressing 'T' will display the score for approximately five seconds.
- 3 You can abandon the game at any point by pressing CAP SHIFT and SPACE together.
- 4 For the pre-defined keys, the following keys correspond to joystick positions:
Z & X = left and right C & V = down & up
D = fire button

THE JUMP

- 1 To save the passengers from being thrown out of the coach, you must gallop up behind the stagecoach, using the joystick (or keyboard) to control your horse. When you are in position



behind it, press the fire button to leap onto the stagecoach.

You should line yourself up with the right hand of the stagecoach (as seen from behind) and be directly behind it before jumping. Do not move the joystick to the left when pressing the fire button.

2 While you are chasing the stagecoach, you must be careful not to get too close to the cacti or other objects which are in your way. If you do, you will be thrown from the horse.

3 If you leap from the horse and miss the stagecoach, or if you are thrown off by hitting an obstacle, you will have to remount and start pursuing the coach again. To do this, you must press the fire button. You must wait for Kidd Rivers to collect his horse and return to the centre of the screen before remounting. Pressing the fire button will cause an immediate return to the centre of the screen. Pressing H will make the animation speed up. Once Kidd Rivers is in the centre of the screen, he can be moved left so that an obstacle can be avoided before remounting.

4 If you do not manage to board the stagecoach before all six of the passengers have fallen off, the game will end.

5 Once you have the reins, you can try to pick up six more passengers. To do this, you must steer the coach so that one side passes close to the waiting passenger and then apply the brakes by

pulling the joystick to the right. Be careful not to run them over though!

6 You must also prevent the stagecoach from going over obstacles which damage it (shown by a loss of damage points).

7 At the top of the screen is displayed the damage points, which starts at 9999 and the number of passengers on board — there are six to start with.

8 TIPS

(a) Watch the demonstration game to see the position you must be in to successfully board the coach.

(b) The stagecoach always starts behind you, but after a fall the stagecoach is always in front of you.

(c) Keep well away from cacti and other obstacles.

THE MOUNTAINS

1 When you have all your passengers aboard, the second part of the journey will begin — a dangerous passage through the Sierra Peligrosa mountains.

2 As you drive the stagecoach through the mountain passes, watch out for avalanches and rockfalls. If you crash into the mountain side or are hit by falling rocks, you will stop and the



screen border will flash. When this happens, you can retrace your course — by pressing the fire button — until you find a new path to take. Alternatively, you can just steer round the obstacle.

3 You can avoid avalanches by steering around them, or by braking or accelerating (joystick right or left).

4 If you hit an obstacle, you will lose damage points. If the damage points drop below zero, the game will end.

Hitting a mountain or a head-on collision with a rock fall will cause damage points to be lost, the stagecoach to stop and the border to flash. Pushing the fire button will cause the stagecoach to retrace its steps, so that you can return to the point where you made a wrong turn! The stagecoach can only go backwards for a maximum of 40 seconds at which time it will automatically start moving again. To go forwards again move the joystick in the appropriate direction.

5 On your way through the mountains, you will occasionally see boxes on the ground. These contain either gold or ammunition. By steering your horses over the box, you can pick it up and get whatever it contains. The lead horses must ride exactly over the box for it to be collected. The border flashes as a box is collected.

STAGECOACH

THUNDERING HOOVES AND INDIANS

PACKAGING DESIGN BY BLAKE SEARS



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- 3) The length of time spent in the mountains (allowing more gold to be collected).
- 4) How much damage a rock-fall hit will do.
- 5) The distance from town.

SCORE SHEET

When the game ends (other than by being aborted) the scoresheet is displayed. This allows the player to see how he has done in various parts of the game as well as giving the total points scored. A high score is also recorded. If the highscore is flashing it indicates a new high score.

Answer the 'Do you want to play again' question 'Y' or 'N' to continue.



DEMONSTRATION MODE

On loading, a tune will play for about 40 seconds. Provided no key has been pressed, the demonstration mode will then start. The demonstration cycles through the Jump, the Mountains and the Indians in turn. Between each demonstration a return is made to the main menu while the tune is played.

If 5 is pressed while the music is played it will immediately demonstrate the next stage, instead of waiting for the tune to finish.

Pressing 'SPACE' and 'CAPSHIFT' during a demonstration will abort it.

USER DEFINED KEYBOARD

If this option is selected the user must take care not to use keys used for other functions (specifically CAPSHIFT, SPACE, T, P, ENTER), or to use the same key for two directions. No check is made to ensure a sensible keyboard layout is chosen.

SKILL LEVELS

Skill levels affect the following aspects of the game.

- 1) How much the stagecoach moves about while trying to board it.
- 2) How close a passenger must be to be picked up.

2) The Camaches try to ride one each side of you and one in front. The Indians on either side will stop you steering in those directions and the one in front will stop you from getting any closer to town.

3) The fourth Indian rides behind the stagecoach and tries to jump aboard to kidnap a passenger.

4) You can shoot the Indians by jumping onto the roof of the stagecoach and firing at them. The fire button makes you jump onto or off the roof, and moving the joystick up, down, left and right will make you fire in that direction.

5) Be careful though, because while you are on the roof you cannot steer the coach and it might hit a cactus. If this happens, you lose damage points. If the damage drops below zero, the game will end.

6) If an Indian boards the coach when you are on the roof, or when there are no passengers left, you will be captured and the game will end.

7) With luck—and good shooting—you will eventually reach San Pedro, where you will be safe. The game will then end and you live to save another stagecoach!

8) At the top of the screen is displayed Damage, passengers left, Indians you have unhorsed, gold and ammunition left. At the bottom of the screen is shown the number of miles left to reach the town.



6) On the left of the screen, 3 arrows appear pointing up, down and forward. These indicate that the stagecoach may move in that direction. Trying to move in a direction without an arrow will result in a collision.

7) A map of the immediate area around the stagecoach is available. Press ENTER to bring up this map. The approximate position of boxes of gold and ammunition are also indicated. Pressing ENTER will return you to the Mountains. The action is 'frozen' until you move the joystick (or equivalent keys) up, down or left.

8) It will take several minutes to survive the mountains. A timer on the display shows how much time is left for you to survive. Also displayed is damage, gold and ammo.

1) The mountains drop back into the distance and San Pedro is now only miles away. But the worst part of the journey is still to come. The wild Camache Indians are on the warpath and a band of them are after you and your passengers!