

- ICONS: You can only own a maximum of six objects. By pressing the corresponding function keys (F1 to F6), you can use certain objects directly.

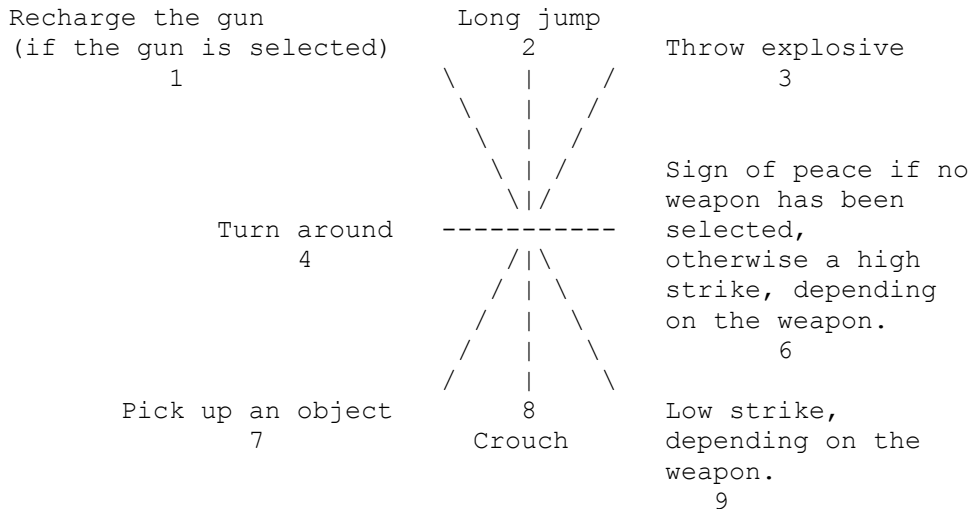
Thus, you can:

- Select a weapon (rifle, axe or knife)
 - drink a potion (to replenish your life points level)
 - change your powder-horn (increases the powder level)
 - display a parchment (holding down the key to read it)
 - use specific objects (a big powder-barrel, a silver bullet)
- TO PUT DOWN AN OBJECT: hit function key F7 then select the object you want to leave behind.
- THE ESC KEY is a pause key.

YOUR CHARACTER

You move your character with the keyboard or a joystick. If you are using the keyboard use the numeric keypad (numbers 1 to 9 for the corresponding directions) and use the shift button to fire.

- MOVING: You can move in six directions - right, left and on the four diagonals.
- CLIMBING: To climb up or down a mountainside, use joystick directions up and down.
- DESCRIPTION OF JOYSTICK COMMANDS WITH FIRE BUTTON (OR SHIFT KEY) DEPRESSED



THE STOREKEEPER

You can barter with Mac Biggie, the general storekeeper. When he has opened his shop, place yourself in front of him and an

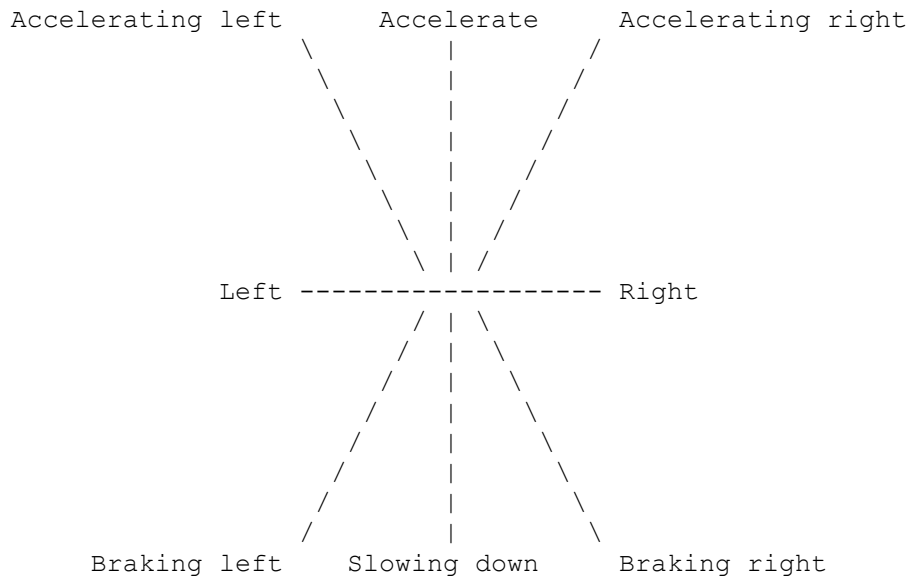
exchange menu will appear on the screen.
To make an exchange, press the firing button.
To get out again, go to the top of menu.

SAVING

The game is saved automatically at certain specific places. It happens directly on to your game diskette while you are pitching camp.

ARCADE SEQUENCES

- CANOE COMMANDS (without firing key or shift key)



- FIGHTING: To hit an enemy, use the joystick with fire button (or shift key) depressed.
- LANDING: You can tie up alongside dry land. You can then step out of the canoe, using the firing button in the upper position.
- MAP: You could follow the route on the map, which may help you to avoid the terrible waterfalls.

Complete manual provided by PARANOIMIA