Colorado - Manual

"We had a pretty bad winter in 1800. With the first signs of spring, St. Louis emerged from its lethargy. The big sailboats made the journey back up the Mississippi River and lined up along the jetty.

I didn't have a dime to my name. I'd spent all my savings in the local saloons. It was time to head west again and hunt beaver, so I could sell the skins to my associate at the time, Schwartzbauer the goldsmith.

I only took what was strictly necessary on these expeditions - a big knife, a sturdy two-handed axe, and Betty, my famous rifle with the maplewood stock. Schwartzbauer bought me a canoe and I sailed away on a misty April morning.

I was canoeing quietly up the South Platte River when I suddenly heard shouts coming from the shore. I glimpsed a group of Pawnees between the trees, attacking an old Indian. I grabbed my faithful Betty, and pulled the trigger. Once again, my aim was good. The head Pawnee bit the dust. The other warriors, frightened by "the stick that spits fire" ran away immediately. I rushed over to the old man. He was a Cheyenne big chief. I noticed he was tied to the ground by a length of rope connected to a heavy wooden peg. I recognized this as a Cheyenne death ritual—an aged Indian will tie himself this way in an enemy's territory, so he may die the death of a warrior.

The man was dying. He had been wounded in three places. He held out a piece of parchment to me, and whispered in a weak voice, "Help me, I am dying, I have lived the life of a warrior, now I die like one... but also I must be buried as one to enter the Happy Hunting ground. Do this for me, and I will make you rich."

Moved by pity (and, I must say, the thought of money) I vowed to do this.

"Take this map, it will lead you into a mysterious land. If you prove to be both strong and law-abiding, brave and cautious, cunning and helpful, you will discover the secret of your tribe, Pocohontas's gold mine. It will belong to you because you will have deserved it for saving my soul."

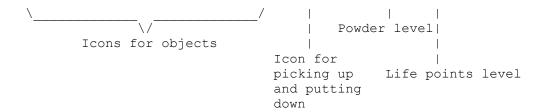
With these words, the old man breathed his last. I built a burialplace for him, then returned to my canoe.

I followed the rivers and streams for several days, as directed in the parchment. At dawn on the seventh day of travelling, I entered the territory mentioned on the map. I had no idea then of all the adventures I would have..."

Extract from "MEMORIES OF A TRAPPER" by DAVID O'BRIAN

CONTROL PANEL

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	F1	F2	F3	F4	F5	F6				
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- 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.

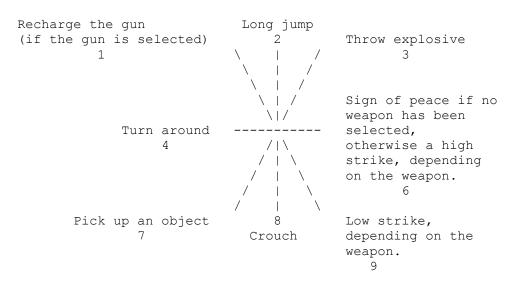
Thus, you can:

- 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

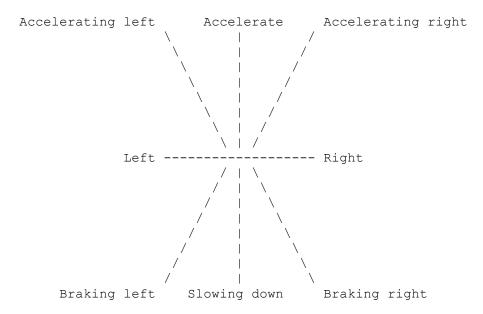
exchange menu will appear on the screen. To make an exchange, press the firing button. To get out again, go to the top of menu.

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