

---

# WEST BANK

## INSTRUCTIONS TO PLAY

---

### SOFT CITY SMELLS OF GUNPOWDER

Born with the gold rush which swept the West, it has among its most famous establishments the WEST BANK, an institution which leads to the most desperate shoot out south of Dakota.

Everyone longs for the riches hidden behind the bank walls. Your self-control is the only charm which can prevent it.

### THE CHARACTERS:

**GREEN JORDAN**, the farmer, the untiring worker who goes to the bank to put in his savings. You should not shoot him.

**JACK VISCIOUS**, the sponging swindler of the West. Don't hesitate - shoot whenever you see his face.

**DAISY**, the beautiful daughter of the City jeweller, always loaded with money - never hurt her.

**ALFRED DALTON**, a real baddie. Shoot as soon as he takes out his gun!

**BOWIE**, the dwarf. He is a constant practical joker. Make holes in his hats but take care that the bottom hat doesn't conceal a bomb or you will lose a life.

**JOE DALTON**, Alfred Dalton's brother, it runs in the family, shoot as soon as he takes out his gun.

**MACKEYHAM**, the bloodthirsty villain. Everyone trembles when they come up against him. Don't hesitate or it might be too late, shoot as quickly as you can.

**JULIUS**, the dandy. He is a box of surprises; he may give you a bag of gold or he might shoot you. Take things very carefully with this one.

?. There is a ninth mystery character. Wait and see what he does then eliminate him as soon as you can!

### THE GAME PLAN:

The offices of WEST BANK have 12 doors. Your job is to obtain money deposits from each of them. The days, of

which there are two to each game, are divided into 9 stages; the last two are at night and are extremely dangerous! You will lose lives each time you are shot or shoot at an innocent person and you only have 3 so be careful.

When deposits have been received from the first three doors move left or right to the next set of doors. This can only be done when all doors are closed.

### HOW TO MOVE:

Control keys: **O** left **P** right 1-2-3 shots

### THE DUEL:

Between each stage there is a duel to be fought with 3 paid assassins. Watch the countdown meter at the top and open fire against them as they draw their guns. Be sure to be quick or you will lose lives.

### THE END:

Defence of WEST BANK is a venture for strong people. They will all try to withstand continuous shooting for two whole days. What is the mystery behind the second day? The answer is floating in the air.

The secrets of the treasures were invented only for winners with the will and determination to succeed.

### HOW TO LOAD:

#### CBM 64/128

Insert cassette into cassette unit. Press **SHIFT & RUN/STOP** simultaneously. Press **PLAY** on cassette unit. The program will load automatically.

#### SPECTRUM 48K

Type **LOAD " "** Press **ENTER**

#### AMSTRAD

**CASSETTE** Insert cassette into cassette unit. Press **CONTROL (CTRL)** and small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then press any key. The program will load and run automatically.

**DISK** Insert the disk into disk drive, label side up. Type **!CPM** and press **ENTER**. The program will load and run automatically.