

# Western Shoot Out



Created by Andrew Novotak © Copyright 1994

**Western Shoot Out can be registered On-Line on Compuserve, GO SWREG # 2514**

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Thank you for taking a look at Western Shoot Out. I think you will find it to be a most entertaining Game. Using Visual Basic, a little animation, a lot of code and nice picture of the Old Western town of Ogallala, Nebraska I created Western Shoot Out. I hope you enjoy it.

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Just as in the real thing, you're up against the Outlaws that have come into town, and it's your job to get rid of them. Using your trusty Colt .45 six shooter you'll have to keep the bullets flying. You will notice as you play that there are various skills and techniques needed to kill a lot of Outlaws. You will need to be quick at reloading your pistol, quick on the draw, and most importantly, accurate when shooting at the Outlaws.

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Now a little on playing the game.

When you start Western Shoot Out you will be taken to the Configurations and Options screen. From here you can select all the options available in the game. You can access these options at anytime during the game by RIGHT clicking on the screen.

To begin, select a Skill Level from the Configuration and Options Screen. There are 3 Skill Levels to Choose from.

**Deputy** - Pretty easy to hit the outlaws, and the Outlaws Shot Delay speed is long.

**Sheriff** - A good even shoot out is what this one comes down to.

**Marshall** - Looking for some real quick on the draw action are ya ?

After selecting a Skill Level, you need to exit the Configurations and Options Screen, by clicking on the 'GO SHOOTING' button. Once back at the main screen be ready to shoot. The Outlaws will start to appear in different areas of the town.

Remember that your pistol can only occupy 6 shells at one time. You will have to reload your pistol after using up those 6 shots. To reload your gun, just use your cursor and click on the **RELOAD** word at the bottom of your main screen. You can only reload your gun after you have used all 6 shells. If you are out shells and you shoot at an Outlaw, you will hear a faint CLICK noise, which is the hammer of your pistol NOT contacting with a shell.

There are 15 Outlaws per WAVE. When a wave is completed you will see towards the top of the town the word WAVE followed by the wave number that you are on. To start the next wave, just CLICK on the flashing WAVE word.

On the very top of your screen you will see the title bar. The title bar will give you information on your HEALTH, and OUTLAWS KILLED. Keep a close eye on your HEALTH. Each time you get hit by an Outlaw you will lose 5% in health. As any one wave is completed you will receive 5% of your health back.

Once your health is completed you will die, and the game is over. If you qualify for a Top 5 HighScore then you will be prompted for your name.

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That's about all there is to playing Western Shoot Out, and you will soon get the hang of it and be shooting Outlaws left and right. I hope you enjoy it. If you do enjoy it and decide to keep it, please remember to register your copy with us. That way we can send you a copy of the game with your name on it. Not to mention that you will be the first to receive any updates or new landscapes to hunt in. Also you will receive a copy of our newsletter "Alligator Bytes".

Please inform me of any bugs or hardware and software conflicts you find while playing Western Shoot Out. I would appreciate any help you can give me. Tips and suggestions to improve game play are also appreciated. Thank You.

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**I can be reached via E-Mail on Compuserve @ 72202,2453**  
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