WILD
WEST
WORLD

THE MANUAL

CONTENTS

The Story

Jack Putter stops his horse. Wiping the sweat from his tanned forehead he glances over the far, fertile lands of the Northern Prairie. He has followed the course of the Rio Negro westwards for the last five days. This powerful river has over the centuries carved its bed through the unusually mountainous terrain. The scorching rays of the sun burn Jack Putter's ruddy features. In this heat he yearns for last night's cool, refreshing camp-site. He looks at the Black Lake ahead of him with its overgrown banks and tall, slender trees. This lake is part of the Rio Negro and the surrounding fertile lands extend for several miles. Its western border is the Northern Prairie and to the east, the Northern Plains. While Jack Putter dreams of the Black Lake's shady trees, he continues his journey southwest. It is hot and dusty, his horse is on the verge of collapse, but Jack doesn't rest. His supplies ran out days ago and he really can't continue much longer. Jack pulls himself together, it can't be much further to Gold City.

He continues riding southwest. "Hey, man, this isn't very good farm country", he mutters.

"Gold City must be a wealthy town"

"Gold City must be a wealthy town", he thinks as he enters the wide road lined with impressive stone and wooden buildings. Trading must be good here. The craftsmen are famous for their sturdy covered wagons, the whiskey here is enough to knock out the strongest man and the tools they produce are good enough to tear down and then rebuild any town in the west. The townsfolk probably earn a few dollars. Jack gives his horse to the stablehand and looks for the saloon for that well earned whiskey. As he approaches the double doors of the saloon he almost collides with a tanned giant. The two men stand face to face, staring, neither of them willing to give way.

Neither man makes way for the other. His opponent's eyes are not friendly. "Hey, man, get out of my way," ventures Putter with a dry

throat and a croaky voice to match.

The man just grins scornfully, and as quick as lightening, goes for his gun. His booming voice threatens. "It is you who will get out of the way. I'm Bill. Bill Baker, and Bill Baker has never made way for anybody." His aggressive eyes are flashing. The situation is tense. All that can be heard is the chirping of a cricket. The cricket stops.

It is now time to move

It is now time to move. Who will be first, who will be faster? The cricket starts chirping again.
A sign to attack? The loud screech from the barkeeper drowns out the cricket's song. "Eh, Bill! Here's another whiskey for you, fresh from the keg and as strong as the devil, and rree! "Bill

Baker backs down and howls with laughter. "You're worried about your saloon, aren't you?
I would have taken care of the greenhorn outside, but it's too hot to even hurt a fly. See you next time". With this he passes Jack and heads toward the dusty road. Putter's hand is shaking. His thoughts are disturbed by another screech. "Come on in, stranger. There's a whiskey for you too". Jack Putter is not a coward but after his long ride through the blazing heat he accepts the offer of Al, the barkeeper. " Maybe I'll get a chance later on to settle with that hotshot," he says quietly to himself, and while Jack downs his whiskey, Al begins to tell him about Bill. Don't get mixed up with Bill," he warns. "He was the best gun-slinger in these parts for years. His hold-ups were more feared than the floods from the Rio Negro, although he has recently had a lot of bad luck. After his last hold-up he was followed by Sherrif Jim Wilder, who mercilessly chased him to the mountains. At dawn Bill's horse stumbled and fell down a rocky slope at Mount McCall. Baker managed to jump from his horse but he still fell down the steep, rocky face. Everybody thought that was it for Baker, but he has nine lives just like a cat.

They found the sherrif instead. Dead. Poor Jim. He was very brave. "The voice stops. With the back of his hand Al wipes his eyes and downs another shot of whiskey. A long Aaaah!" proves that he is feeling better again. "He leads a very quiet life now and lives on a large ranch. They say at least one of his legs is wooden, but no-one has ever dared prove it. They also say that he's responsible for the hold-ups nowadays. Well, he doesn't do the dirty work himself, he has a gang working for him. Al puts the empty whiskey bottle aside and produces a new one from under the counter."But be careful and don't try to be a hero, he continues. You won't find one man on Baker's ranch who has a clean record. You'd better just stay out of his way."
"Don't talk such rubbish," a young female voice says. "You talk too much , Al." Jack Putter turns around. He looks into the eyes of a dark-haired beauty wearing a long, light blue dress. She smiles at him.

"I'm Millie, and who are you?"

"I'm Millie, and who are you?"
"Jack Putter", Jack replies as he removes his hat. "I inherited a farm in the Southern Plains from

my uncle and that's where I'm headed.

The next stop is Krahtown and then I have to cross the ford on the Rio Negro. It's still several miles further south from there. Have you ever heard of Arthur Philip Dent's ranch? Millie shakes her attractive curls. Jack plays absentmindly with his hat. "Arthur is my neighbour. He has been working his ranch for a couple of years. "Millie looked interested. "You're a good catch then, Jack. Let's drink to that, Al ." The barkeeper refills the glasses and all three enjoy the whiskey while Putter begins describing his travels and telling the stories he's heard along the way.
Two days later Jack continues his journey south with his heavily laden horse. Ahead of him lies the desert of the lonely highlands, the Red Plains. He has to remain alert as the loneliness can be deceptive. The camp of the Indians is only a

few miles from here and he might see one of them or even the whole tribe. Unfortunately you never know what kind of mood the Indians are in. Suddenly Jack feels apprehensive. It looks like somebody is moving over there near the rock. Isn't that the feather of an Indian's headdress behind the bush? It seems to Jack as though his horse's hooves are creating a lot of noise. How far can that be heard? It seems as though there is a Hrunx everywhere around him, waiting to use him as a target.

Suddenly he has an idea

Suddenly he has an idea. There is a path further east through the Middle Prairie which is less dangerous. He may be in danger if he stays too close to the Indian's camp, after all he doesn't have enough whiskey to give them. Jack tries to think of other possible gifts. He vividly imagines what would happen to him if he is greeted by a group of hostile Indians.

He feels a strange pain in his stomach which is definitely not hunger but feels somewhat similar and very unpleasant. Maybe he should have ridden through the Middle Prairie, but at this time of the year it's usually flooded, and the sky is too clear to guarantee lasting sunny weather. It wouldn't be much fun if my horse got stuck in a marsh! Jack thinks as he reaches for his horses's mane. Let's get on with it, Jack orders himself, although he is unable to decide which is louder - the trampling of his horse or the chattering of his teeth. Suddenly he sees somebody moving behind the thorny bush in front of him. Putter stops his horse and reaches quickly for his gun. As is usual in such a situation his entire life flashes before his eyes - his childhood, his brave father, his sickly yet loving mother who had died too young and his brother whose death he still had to avenge... An Indian appears from behind the rock. Jack is about to shoot but recognizes Feso-Ejo, the grandson of the famous, old Indian, Malolumnus, in time. Once again the danger has passed by, and Jack continues his journey.

He has reached a decisive point in his life. Jack is about to leave behind his adventurous life as a cowboy and start leading the peaceful life of a rancher. Jack muses about the possibility of becoming the wealthiest and most highly regarded man in the region, after several years of hard work, of course.

"Jack Putter," he quietly says to himself,

"This name will go in the history of the west."

"this name will go in the history of the west." The horse neighs and rolls his eyes. "Clever horse," Jack laughs, "you know I'm right!" As Jack remains buried in thought Feso-Ejo approaches him. He hows Jack his empty hands. Good moon today. "You have whiskey?" Jack thinks about it for a moment. Feso's uncle Malolumnus knows more about the weather than the birds. Maybe his nephew will be able to tell him whether he'll be able to cross the Middle Prairie before the flooding rains pass through. Jack takes a bottle of whiskey out of his worn saddlebag. Feso-Ejo tries to grab it but Jack's strong hand holds on tightly to the drug.

"What's the weather going to be like?"

"What's the weather going to be like?" asks Jack. Feso points at the bottle. Jack gives it to him and Feso knocks it back. The strong liquid runs down his dry throat and seems to loosen his tongue. He starts talking. Unfortunately Jack doesn't understand a word because Feso is talking in his native tongue. "So, what's it going to be like?" Jack asks again impatiently. Feso grins, showing his yellow teeth. " You won't see a single cloud for three moons." he replies. Satisfied with this news, Jack turns his horse around and sets off toward the south. Hey, man he says to himself, the brave man is taking a short cut "I'll risk taking a short cut" Feso-Ejo is right. Jack doesn't see a single cloud during the next few days, Jack hardly sees anything at all through the torrential rain! He reaches Krahtown soaked to the skin. His horse's fetlocks are swollen and it is miraculous that it is able to keep going.

However Jack is lucky.

However Jack is lucky. A friendly man from Krahtown invites Jack to his ranch. Jack begins to realise what an honour he has received. His host, Reverend Parker, is the head of the largest Quaker family in the area. Jack realizes that modesty is one of the most endearing virtues of these helpful people. The ranch is as simple as the clothing, as are the tools and food. Marie and Annie, the Reverend's two blonde, gentle daughters take Jack's filthy clothes and wash, dry and iron them

without being told to do so. While Reverend Parker tells his guest about the situation in Krahtown, his wife serves a bowl of hot beans.

"Eating and drinking are good for the body and soul"

"Eating and drinking are good for the body and soul", she smiles at Jack. The Reverend gives her a punishing glance but then he considerately says, "Women just don't know any better. Physical pleasures still have a great effect upon them, but my Beth will learn one day. She is good at heart and obedient, so she will always find her way. "Jack coughs and nearly chokes on a bean. He coughs again and swallows so that now he can't remember what he wanted to say in reply. The longer he thinks about the family, the stranger and yet the more charming they seem. He notices that the will to help comes from the bottom of their honest, peaceful hearts. Although he appreciates the Parker family's kindness, he suddenly yearns for the company of some roughnecks and real cowboys from the past. Nevertheless he politely listens to the Reverend's conversation while he eats his fourth bowl of beans. "You probably know, dear Mr Putter, that many people in Krahtown deal in cattle, grain or furs. However this Donald Dumb, who we met earlier, could buy them all out at once. I wish God had given him a bit more sense, though! Donald has tried almost everything to earn money but he hasn't been successful. Who knows what would have happened to him had his grandfather not left him his entire inheritance." Beth refills Jack's bowl with yet more beans. "How can this Donald Dumb possibly run a ranch if he isn't smart?" Jack asks in disbelief. "Money buys everthing these days," the Reverend sadly replies, "almost everything, dear Putter, even a smart foreman who thinks, plans and acts for you. When you leave always remember one thing - gold can shine like fire but it doesn't warm the heart."

Jack spends three days in Krahtown checking out whatever he could possibly buy - cattle, furs and grain. Jack visits Donald Dumb's ranch full of expectation. He sees diligent workers but Dumb himself doesn't appear. His foreman tells Jack that Dumb is on an expedition in the north in order to find a wealthy heiress to marry. Her money? Dumb doesn't really need it but a little more can't hurt! Before Jack can finally say goodbye to the Parker family and promise to visit them again the

Reverend describes the shortest way to the Southern Plains, where Jack's ranch is located. As a result of the recent heavy rains there is only one possible way to cross the Rio Negro - a ford a few miles further north, due west of Onneville. Although Onneville is quite far east and not exactly on the way to his farm, it is a good opportunity to stop and rest his horse for a few days and to replace his supplies. Jack wants to take a good look at Onneville, the city of gold and precious stones. Onneville also offers something which is a necessity for those living in the west - firearms, without which Jack won't be able to successfully establish his ranch. Reverend Parker knows the area well. He continues describing the way further south passed the Everest Mountains and the Big Plains. Putter thanks the Reverend for his help, his hospitality and finally for his helpful hints concerning his continued journey. Jack is finally able to head off towards Onneville and mentions to his horse that one only finds really good beans in a Quaker family. The sun sends its burning rays down to the wet, steaming earth.

Large areas of the Rio Negro's banks are flooded

Large areas of the Rio Negro's banks are flooded. The ford Between Krahtown and Onneville is quite dangerous for a single cowboy after these flooding rains. Luckily Jack doesn't have too much luggage and his horse is alert and rested. The Rio Negro transports large amounts of water. Broken branches are carried down the river by the waves. Jack's horse fights its way forwards. Jack tensely watches every powerful move of his horse. A large branch appears next to them. They must fight for every inch and although it seems to Jack as though they've been trying to cross the river for hours, it's still a long way to the other bank. A strong wave knocks the weary horse off course. Putter holds his breath. Should he dismount and swim? Suddenly his horse finds solid ground once again and they continue the crossing. They finally reach the other side of the river. Jack is relieved and tenderly touches the neck of his brave horse. „Good job, Big Ross," he says, "you did your best." He allows himself and his horse a short break. Onneville is not too much further, just a few miles to the east of the ford.

After a long and strenuous ride and without any more incidents they finally reach the famous town of Onneville.

Jack admires the large wooden and stone buildings. Even the people he meets in the street wear clothes which are more elegant and modern. „I shouldn't really be surprised," thinks Jack, "after all they do produce the best firearms." And that's not all. The gold, silver and precious stones trade, as well as all those products associated with these rarities, certainly bring in a pretty penny. He enters a magnificently furnished saloon soon afterwards and the elderly, grey-haired barkeeper could, according to his reserved appearance, just as well be the bank director. Jack's attention is drawn to an elegantly dressed, dark-haired man.
The blond Cilly and the red-haired Nelly look at him with smouldering eyes. As the elegant gentleman notices Jack he passes his hand over his moustache. „Sir Harry Casher," he introduces himself, pronouncing the `Sir' as if it were a General's rank. Jack also introduces himself and orders two whiskeys from Monsieur Tom. Sie Harry is talkative, especially when it comes to his favourite subject, himself. Casher begins his tedious conversation by describing his unique ranch farm in full detail. He is convinced that he has the most modern and practical equipment available. His furniture had been shipped piece by piece from England. "I owe that to my ancestry," he says with a nasal twang. "In fact, my family's ancestry can be traced back to almost the Middle Ages." Sir Harry carefully runs his fingers through his hair. "My Aunt Jennifer has our family tree painted on the walls of the massive entrance hall of her castle in England. She commisioned the famous Italian painter, Salvatore Messina. If the rain and the well known English fog hadn't influenced his health he would have stayed in England forever." Putter thoughtfully examined Sir Harry thoughtfully. "Well, how do you like it over here in the wild west?" Jack dares to ask. Casher makes a casual movement. "With enough money you can live comfortably and elegantly anywhere. Besides, our good old England just isn't what it used to be. Of course it's still very beautiful, but where, pray tell, can one invest money ther? If you are clever your dollars will grow faster here than the crops in the fields." Monsieur Tom slightly bows as he refills Sir Harry's glass with whiskey. Cilly giggles trying to attract Sir Harry's attention but he ignores her. "The ladies seem to like you a lot," Putter casually mentions. Sir Harry merely raises his eyebrows. "Oh, I'm choosy when it comes to the fairer sex.
I could, if I wanted, choose between the daughter of a mine owner, the daughter of the wealthiest gunsmith in Onneville and a cousin, though quite removed, of the lady of Greentown Hall back in good old England. I really haven't the time to decide about that. My business leaves me with little time to look for a bride and besides, who knows if I don't find someone better?" Jack looks at Cilly and Nelly and can't imagine anything more attractive. "So," Sir Harry continues his monologue, "getting back to the subject, my farm my ranch is certainly the most unique in the entire region. If ever you are in need of help, please just ask for Sir Harry Casher. I'm the best you can get!" Onneville offers alot of entertainment so that Jack needs a good week to check out everything there is and to talk to the most important people. On the day before his departure Jack sketches a rough map of the area. He draws in the Rio Negro diagonally across the page, from the upper righthand corner to the lower lefthand corner. At the top of his map he draws a few houses and the name Gold City with the note `tools, whiskey, wagons'. In the middle of his map right next to the Rio Negro he draws Krahtown and the note `cattle, furs, grain'. With small, clear letters he writes the name Onneville next to the little houses east of the ford. The extra note here is `gold, silver, firearms'. At the bottom he sketches an indian feather which indicates the position of the Wolcs campsite, an area he definately wants to avoid on his journey to his farm in the south. Jack is pleased with his map, which should help him during his business trips. The sky is clear and the sun's rays are scorching as Jack continues southwards staying close to the Rio Negro. On the left he sees the plateau of the Everest Mountains. After a few miles Jack cancels his resolve to stay close to the river. The overwhelming amount of water left from the

heavy rains fill the fields and make a crossing impossible. Putter has to change his route and stay close to the feared Damned Mountain, which isn't only the home of the infamous Jefferson Gang, other terrible and mysterious things have happened there as well. Jack encourages himself. He has had a long and adventurous journey - why should something happen to him now that he's within reach of his new home. The Damned Mountain towers high above him with the peak mysteriously hidden in a vail of mist. A rumbling from the direction of the mountain forces Jack to listen. „Probably a thunderstorm," he thinks and calms down a little. The rumbling, however, gets louder and louder. Then he sees it! Small stones and large rocks begin to tumble down the mountain threatening to bury him alive. Jack cries out in fear and kicks his horse into action. His fear is reflected in the eyes of his sensitive horse who rears up and then gallops off in panic. The rocks pound the ground behind them until before long, the entire area is completely covered. It is a miracle they weren't injured. Jack who desperstely tried to stay in the saddle has difficulties in calming down his scared horse. Putter

seems to hear scornful laughter from the mountain top. Maybe it is just a bird. Is there a Wolcs Indian behind those rocks? Or is it the spirit of Wambu who died years ago and who has appeared time to time ever since? Wambu once betrayed his tribe to the white man causing the death of many Indians. The tribe quickly discovered the traitor. As punishment they chased him to the Everest Mountains and mercilessly pursued him for several days. At Damned Mountain they say he tumbled into a ravine at night almost starved and completely exhausted. Jack shivers. He has a strange feeling. His horse has calmed down but he still needs a few minutes to overcome his fear. He reconsiders the incident. It worries him because he is going to live in this region. An idea interrupts his thoughts. Once he has become a respected citizen he will erect a tombstone for Wambu. Perhaps his roving spirit would then rest in peace.

Jack continues along the bank of the Rio Negro for a few miles then turns off heading southeast. The land is green and fertile as far as the eye can see. "Hey, man," he rejoices, "just a few more miles to my ranch. Jack Putter, you're one lucky son-of-gun!" Even his horse seems to sense the end of the long

journey. Putter continues unrelentingly. At dusk he builds the last camp of his journey when he can rest his weary body under the stars.
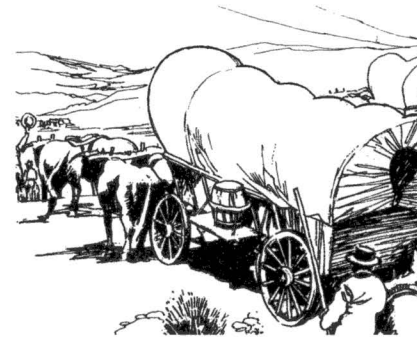
He thinks excitedly about reaching his own ranch tomorrow. Jack streches out beside the fire. Looking at the clear night sky he imagines his bed, his ranch and imagines walking through all the rooms and stables. He can see his cattle and hear his horses neighing. There, he hears it again! Jack hesitates. The neighing is not a figment of his imagination but is his own horse which is terrified by something out there in the darkness. Jack grabs his gun, quietly stands up and sneaks around the bush. There is nothing suspicious so he returns to the fire and lies down again. The stars are twinkling above him but only for a moment. Suddenly he looks into two dark faces. At first he thinks

they are Wolc Indians, but they hands betray their disguise. Jack presumes these awkwardly dressed bandits are members of the Jefferson Gang. Before he has a chance to react, his hands and feet are tied up. The two men then lift and tie him onto his horse. "What are you going to do with me?" Jack ventures. Neither bandit replies as they are probably afraid their language will reveal their identity. The ride continues through the night. Jack has no idea where they are going. His hands and feet hurt and his situation is anything but comfortable. Jack considers a trick. If these two want him to think they are Wolcs, then he may as well play along. He repeats his question in the Wolc language. "He dum ke ke" which means "where are you taking me?" The bandits fall for the trick. They answer in this exotic Indian language,"A ben ka la kai, wula sa kei ti mu ta, he kum nij mitu." The answer terrifies Jack. They said they are taking him to a mine, where he is to search for a hidden treasure in a caved-in tunnel and then dig it out. Jack tries to figure out an escape plan but hasn't any inspiration. Hours later he falls asleep. Screams and shots waken him. Through the mornig fog he recognizes the two bandits and

somewhat further away, unknown riders, who are obviously engaged in a shoot-out.

Suddenly Jack is hit!

Suddenly Jack is hit! He feels a sharp pain and then loses consciousness. As Jack comes to he looks around in astonishment. He is lying on a clean bed and a pleasant man wearing farmer's clothes is standing in front of him. It takes Jack a couple of minutes to recall his nightly adventure. The man reminds him: "The gang wanted to kidnap you. They had stolen some horses from this ranch before that and that's why we'd followed them. We managed to overpower them and the sheriff has picked them up meanwhile. The doc was here as well and treated your wound. I hope you're feeling better. "The pain is bearable. Thank you, it's alright, " he assures the friendly stranger. "I hope I didn't trouble you too much." Jack tries to sit upright. "Please, don't move. You've lost a lot of blood. By the way, my name is Arthur Dent and I presume you're my new neighbour. "They shake hands and Putter introduces himself. He tells Dent about his long journey and his experiences. Arthur listens closely. Finally Dent invites Jack to stay as long as he wishes or at least until he has fully recovered. "By the way it was a bandit's bullet which hit you," Arthur explains to his guest. "He said he'd rather kill you than leave you as a witness. Well, thank God he missed your vital organs. You will soon have forgotten your pain and you can do all the things you talked about in your sleep." "What did I say?" Jack asks astonished. Arthur laughs. „You continualy said that your ranch is beautiful and that you're going to work very hard and that you are going to be the most respected rancher in the Rio Negro region." Jack laughs as well and thinks, "that's true maybe. "After another week of Dent's hospitality Jack leaves his neighbour's ranch and sets off with Arthur for his own. The moment Jack sees the large stables and houses for the first time as they stand majestically in the shinind sun, he thinks "Although I only said it in my sleep, I think it's more than just `somehow true'." He throws his hat into the air and urges on his horse. He has reached his destination...and at the same time has started a new journey.

THE END

WILD WEST WORLD-THE MANUAL

1) INTRODUCTION

After you have closely read the story you take over the affairs of one of the two main characters, beginning on the morning of March the first, 1741.

The aim of WWW is to help either Jack Putter or Arthur Philip Dent become the most powerful and respected citizen in the entire region. The way in which you accomplish this is almost unlimited: you can breed cattle, cultivate grain, exploit mineral resources, work legally as a merchant or become a bandit and attack and rob wagon trains. The townsfolk, however, do react if you attack one of their supply wagons, thus depriving them of essential oods.

Remember to exercise caution. In the One-Player-Mode there are also smart, stubbon opponents which the computer controls.

Note that the game spans an absolute maximum of twenty years. To successfully survive within this time you will have to stay on the ball for many exciting hours in the WWW.

The following instructions explain the functions of WWW (which doesn't mean there aren't a few surprises in store...).

Therefore you should read the instructions thoroughly.

Appendix B explains the important basic functions by using examples. These examples will help you to start WWW and ensure you will have fun playing it.

2) GETTING STARTED

2.1.1) SYSTEM REQUIREMENTS AND LOADING (AMIGA)

In order to play WWW you will need at least 512 KByte RAM although with more RAM it is easier to play owing to the reduced loading time of the program. As soon as the Amiga requests the Workbench, insert Disc 1 into the DFO:.

2.1.2) HARDDISC INSTALLATION (AMIGA)

It is also possible to install WWW on the hard disc. Start as usual by booting your hard disc. Then insert the WWW Disc 1 into the DFO: and use the workbench by clicking on the HD-install-icon. The program will then ask you for the name of the directory on your hard disc under which you want WWW to be loaded. (e.g. "DHO:Games").

IMPORTANT!

Make sure that the directory exists and there is enough space available. Press the mouse button (disk 1 is still in the DFO:) and the data will be transferred. After this is completed the program will request disc 2. Another click of the mouse will start copying disc 2 onto the hard disc. WWW is now installed on your g hard disc and can be started by simply clicking on its icon.

2.2.1) HARDDISC INSTALLATION (PC)

First switch on your PC. At the MS-DOS prompt, insert the WWW Disk 1 in your Disk drive (for example drive A) and type:

A:
INSTALL (source drive): (target drive):   (e.g.: INSTALL A: C:)

You can replace drive A and C with other valid source or target drives according to your maschine configuration.

INPORTANT! You nee to type in both DRIVE (source drive and target drive)! If not your PC can´t install the programm correctly! If installation was correct WWW starts automaticaly. To restart WWW later on, type WWW when in subdirectory WWW.

2.2.2) GENERAL HINTS FOR THE PC-USERS

Use the programm CHKDSK to check the available memory. Your machine needs a minimum of 555 KB free memmory to start WWW. Deaktive all memmory resident utilities from config.sys, if there is not enough free memmory available.

Wild West World supprts SOUNDBLASTER music card only. You will hear 4 different sound. It is possible to switch off the music in the main menu. Th programm will start the soundblaster card automatically.

3) PRESETTINGS

After you have loaded the game the first series of choices will appear on the screen. You can choose between one or two player mode, click on „one" or „two" and choose your level.

Level 0 is the easiest, level 4 the most difficult. Simply click on the desired level.

A click on the disc-icon will load a saved game. Just click on the digits 0-4 which correspond to the saved games.

When you play the Amiga-Disk Version, the games should always be saved or loaded from the disc in the DFO:. This should be a formatted Amiga DOS disc which you should have ready before you start playing. You should not use one of the program discs.

If you want to load a saved game choose the number of the game and then insert your saved game disc into the DFO:. To cancel the loading, click again in the disc-icon.

If you have finished the presettings click on „Start".

After you have chosen „Start" or a saved game you will be asked to decide between „Minimum Loading" or „Maximum Loading" (**only the Amiga Version**). „Maximum Loading" means that all the available RAM will be filled with the program data and there will be almost no subsequent loading from the disc/HD. This mode which is normally used requires an increased initial loading time, however the course of the game will be comparatively faster. „Minimum Loading" means that only the necessary data will be loaded so that you can start the game sooner. This option should be used when you have a fast hard disc with negligible loading times.

Once you have chosen one of these options the game will be loaded.

4) THINGS YOU SHOULD KNOW...

4.1) PRACTICAL INFORMATION

- „click always means pressing the left mouse button. If the right button is required you will be asked informed accordingly.

- The word „field" is identical in meaning to „lot", a „worker" is a „miner".

- The route of a covered wagon train (or trek) is the distance it has to move until reaching its destination.

- „Employees" are the men working for you. Scouts are also employees although they have a different function. /see 4.3 EMPLOYEES)

- „Employee-Type" defines the employee's job (Scout, farmer, cowboy, worker or hunter).

- In this manual the description of the pictures is as follows: The number of the picture always comes first followed by the position on the picture which is indicated by a letter. For example 3b means picture number 3, position b.

4.2) SYMBOLS

Symbol	*name*	*function*
	OK	Confirm the action
	NO	Reject the action
	X	Cancel the action
	arrow left	Next

These symbols retain the same function throughout the game.

4.3) EMPLOYEES

Each productive employee can only work one field. Nevertheless it is possible to place more than one employee on the same field (e.g. using a scout for defence). Using other employees on the same field is useless because they don't produce anything. An employee working a field is displayed on the map in the normal mode by a symbol (see 5.1 Map) with one exception, the miner.

On the following page you will find the different kinds of employees and their features.
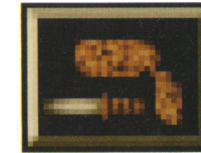
SCOUTS

SCOUTS are the only non-productive employees. They can be cheaply hired and used to defend places, wagon trains or fields and should always be used as trek leaders. They are also more skillful with firearms than other employees.
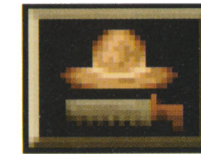
FARMERS

FARMERS sow and harvest the grain on their fields. The sowing is done during spring and the harvest takes place in late summer and autumn (see 5.1 Map).

COWBOYS

COWBOYS have their own men with them so you just have to take care of the leader (foreman). He pays his men and they only work for him. Don't count on them during a shoot-out. COWBOYS breed horses or cattle, but it is always EITHER horses OR cattle.
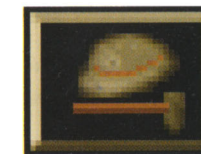
MINERS

MINERS also have their own men with them. They work in either gold, silver or diamond mines.
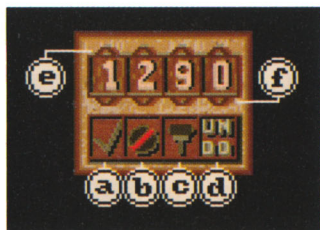
HUNTERS

HUNTERS hunt buffalos, bears and other game. They give you some of their furs as rent.

They don't need any supplies from you.

4.4) ENTERING NUMBERS

Picture 0: Entering Numbers

In WWW you can easily enter or change numbers.

The window (picture 0) displays a 4-digit number (e.g. A merchant's offer).

You can change this number by clicking on the arrows above this number (picture O, position e) to increase or below (Of) to decrease the sum.

To accept the shown amount click on the tick (Oa). The cancelation symbol (Ob) cancels the action.

The third symbo9l (Oc) changes all digits to zero. The fourth symbol (Od) recalls the amount you started with.

This method of entering numbers remains the same throughout the game, whenever you have to deal with numbers.

5) THE MAIN MENU
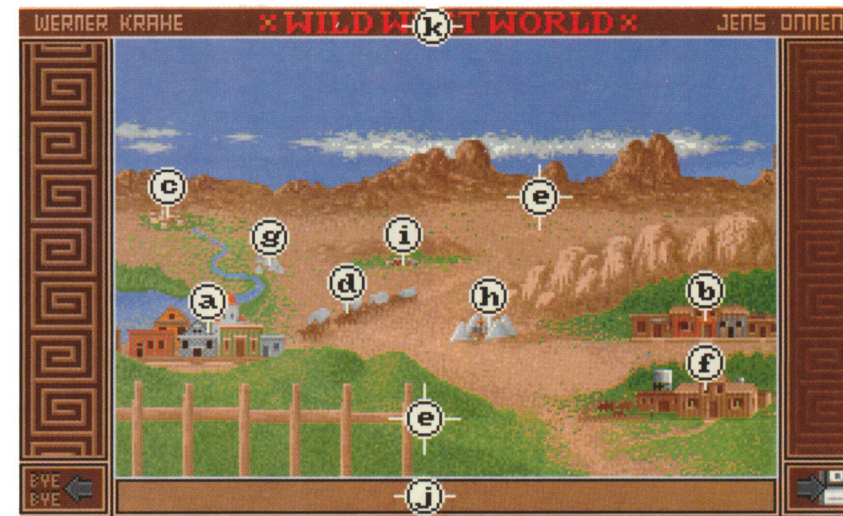
Picture 1: The Main Menu

On the screen you can see a picture of the Rockwell region where the game takes place. From here you can enter several sub-maps. The date and the name of the rancher (player) are displayed at the top of the screen. The available menus are:

- the three towns: Gold City (1a), Krahtown(1b), and Onneville(1c)
- the setting up or changing of wagon trains (or treks) (1d)
- the map (1e)
- your own ranch (1f)
- the Indian villages, Hrunx (1g) and Wolcs (1h)
- the Jefferson Gang (1i)

Every single function can be used without worrying about a time limit. The day's events are finished when you click on the Continue bar (1j). A click on the right side of the bar will advance the game to the next event while a click on the lefthand side will only advance the game to the next day. From this menu you can also save a game, look at the credits, turn the music on or off, or quit the game.

SAVING THE GAME:

From the main menu you can save a game by using the symbol in the lower righthand corner of the screen.

Click on the disk-icon and you can save up to five games (0-4) by clicking on the desired number. It should be mentioned that the game is cancelled after saving a game when playing levels 3 and 4. This way it is even more difficult because the mistakes you make cannot be corrected by simply loading a previous game.

Don't forget to remove the program disk and replace it with a game disk (see 3. Presettings).

You can cancel this save option by clicking on the disk symbol.

CREDITS:

If you want to look at the history of the program WWW click on the WWW-text (1k).
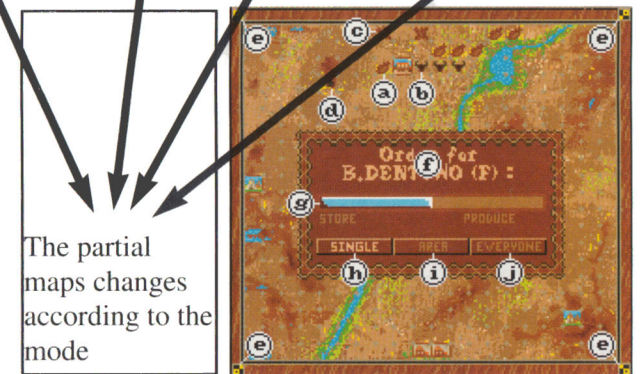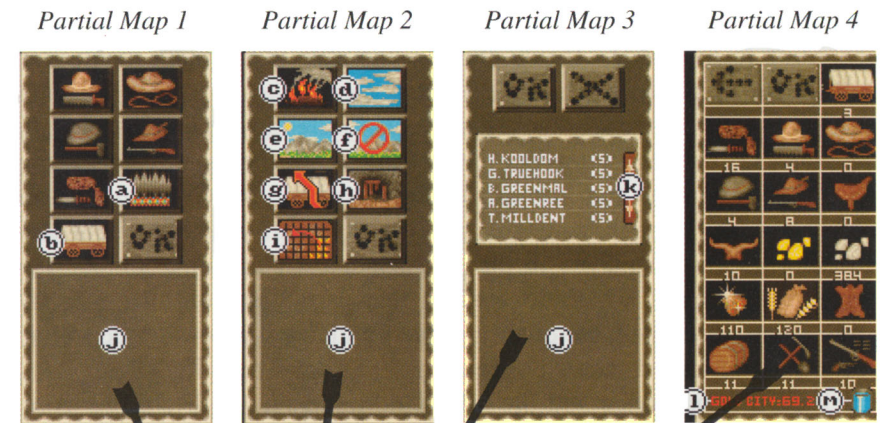
MUSIC ON/OFF:

A click on the music symbol in the lower righthand corner turns the music on or off. **This function is not available on Amigas with only 512 KBytes RAM.**

QUIT WILD WEST WORLD:

You can quit the game at any time. If you want to do so, click on the bye-bye symbol in the lower lefthand corner of the main menu. If you change your mind you can still continue the game with a click anywhere on the screen. To quit the game an additional double click on bye-bye is required. This is to ensure you don't quit the game accidently.

5.1 THE MAP

Picture 2: The partial Maps

Partial Map 1   *Partial Map 2*   *Partial Map 3*   *Partial Map 4*

The partial maps changes according to the mode

Picture 3: The Main Menu

This menu, which is probably the most important, displays the region of Rockwells with all your employees. Employees working a field are displayed by a small symbol (a bag of grain=farmer (3a), horns=cowboy (3b), fur=hunter (3c)). The miner doesn't have a symbol but a mine is displayed at his location (3d).

The map is divided into two parts: the right side, the actual map (see pic. 3) and the left side, the partial map (see pic.2).

The map itself stays the same whereas the partial map changes according to the mode. If you click on the map in the main menu you will see the partial map 1 (see pic 2 left side).

Using the well known workbench symbols located in the four corners of the map (3e), you can zoom in on every quarter of the map. Click again on that symbol and the normal display returns. Moving the mouse cursor across the map you will see important information about the different regions displayed in the info-window (2f). For example, the owner is displayed, what's located on that particular field, the type of ground and, if scouted, the quality of the ground and any water deposits. A field is considered scouted once a trek has passed over it.

Click on the map once and the info-window display will change from field mode to employee mode. Now you receive information about all your employees located on a field selected by the mouse. A second click switches the display back to the field mode. If in field mode the mouse is located at a mine, a '+' behind the name indicates that somebody is working in the mine.

In employee mode an 'R' means this field is the destination of one of your wagon trains, so that you are able to easily survey those fields which will be visited by one of your treks.

After a double click on a field, the lefthand part of the screen will change to partial map 3. All employees on the field are displayed in a small window (2j). The letter in brackets behind the name is the first letter of the type of employee.

This function is designed to give you information about your employees located in the towns or about those who are not alone on a field. If there are more than five employees on a field, you can scroll the window (2j) with the small arrows (2k). Click on a name and you will be given information about a particular person.

A click on the OK or the X symbol takes you back to the normal map display. The only difference between OK and X is described in the section 5.4.3 Dismissing employees. The partial maps 1 and 2 consist of 16 (8+8) additional symbols leaving you with 16 different displays.

You can check the type of employee on each field using the employee-symbols. The location of the Indians (2a) can be shown as well as the position of your treks (2b).

When you click on the trek symbol (2b) the map will change to the trek display mode which is the same as in the trek menu (5.3). All treks will marked white and all fields where you can put a trek together will be marked yellow. If you click on a marked field the lefthand side of the screen will change to an info-panel (partial map 4, see pic. 2) displaying information about the trek or place you clicked on.

When you click on the employee-symbols you can check the name and the age of each person. A click on the field (2l) left of the water bottle (2m) gives you information about the trek leader e.g. How much money the trek is carrying. A click on the water bottle (2m) displays the trek's water supply. (It is 100% when the trek starts and will be refilled every time the trek passes through an area with water.)

This way you have a complete overview of all of your treks.

Click on the OK symbol and the display changes to the normal map. If the trek screen is selected (see 5.3 Treks) you can reorganize a previously planned trek or start a new one, if you click on a town. To activate partial map 2 press the right mouse button while the cursor is on the partial map (another click changes back to map 1).

This way you can check for any fires (2c). Burning fields are marked by a small flame. Black fields have been burned off and are not yet usable.

You can also check the current weather conditions (2d). A table appears displaying the temperature and wind direction. The small yellow bar in the lower lefthand corner informs you about the current humidity in the Rockwells area. The further left the bar is the drier the country. Fires and droughts therefore threaten. The further right the bar is, the more humid and you can expect the river and lakes to flood. As soon as you move the mouse the weather display disappears.

The two fields below 2d mark either everything (2e) or nothing (2f) on the map. If you choose 'all', treks are marked white, your own fields yellow and your opponent's fields grey.

The wagon symbol with the arrow (2g) displays all your own treks including their routes.

The symbol to the right (2h) shows a mine. Your mines are marked by this symbol.

The lower left symbol (2i) displays the fire breaks. Click on it and the arrow symbolizing the extend of the fire disappears and the fields with fire breaks are marked white. Using the mouse you can then build breaks on your fields. The cost and the rest of your ranch's budget are displayed automatically. With a double click the breaks are built across the chosen fields. The money will automatically be deducted from your ranch's funds. The OK symbol takes you back back to the main menu.

Another option activated by the right mouse button is the output display of your employees. This option can be used when you click on one of your own fields which has an employee on it.

It enables you to tell your employee to store goods or to increase the production. During bad weather your employees will lose supplies if they don't store them and they will produce only small amounts if they store goods during good weather. Depending on the intelligence of your employees (and the level at which you're playing!) they will automatically take care of their produce. The losses will then be minimal. The higher the level, the more mistakes you can make by changing these factors.

In the window (3f) you can see a bar which you can set to the left (store) or to the right (produce). After you have chosen a setting you have to decide whether your orders are directed at a particular employee (3h) or for all employees of that kind in the same area(3i) (check the areas on the additional map) or for all employees of that kind in the entire Rockwells region (3j).

Your farmers need a date to begin their sowing and harvest. In spring when you think the temperatures are high enough set the bar all the way to the right. You will receive a message that your farmers have started sowing. You have to set the bar all the way to the left before it gets too cold in autumn. The farmers can then harvest their crops and you can sell the grain.

If you have not understood every aspect of the map, don't panic. We shall revise the most iumportant functions in chapter B, while providing examples so that you will have fun and success playing WWW.

5.2 THE TOWNS - GOLD CITY, KRAHTOWN, ONNEVILLE:
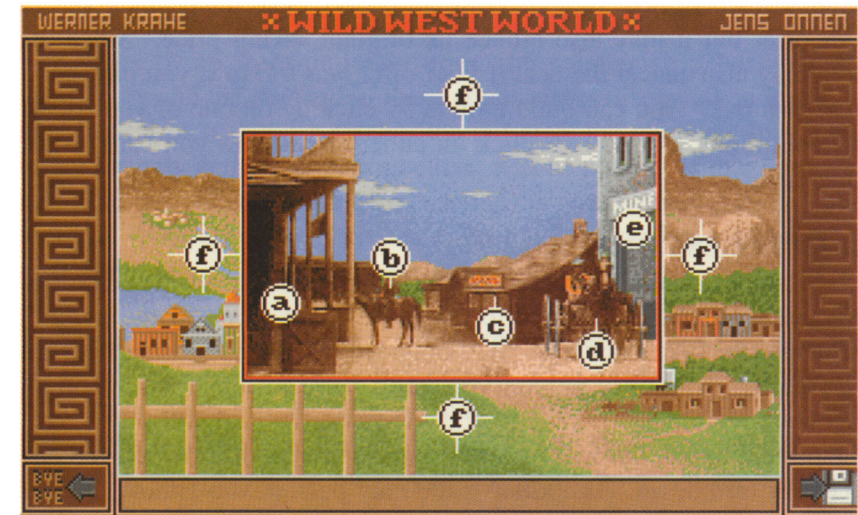
Picture 4: The menu of the towns

The options in the towns are identical. To enter you need at least one employee in that town. Leaving employees in a town is an excellent way to make sure your goods are well taken care of.

After you choose a town, a smaller picture appears across the main menu (see pic. 4). At the bottom of this picture you can see the name of the current local sheriff. You now have six options available: buying land (4a), hired killer (4b), merchant (4c), recruit employees (4d), build a mine (4e), main menu (4f). The last option takes you back to the main menu.

5.2.1 BUYING LAND

Look at the map of the entire region. The yellow and brown squares are fields which are not for sale.

The information box is in the lower lefthand corner which provides you with information about the field which the mouse is on. In each town you have a bank account which is displayed in the box at the top of the screen. When you click on a field you will receive either the town's asking price or the message that it is not for sale at the moment (you can

try again later). You can accept this price or you can offer another (usually lower) price (4.4 Entering numbers). The town might accept your offer but it may also reduce its original asking price. Since the town may also cancel the deal if your offer was too low, you bargain at your own risk. You can build a mine by clicking on one of your fields (5.2.5 Building a mine.) A click on either cross takes you back to the main menu.

5.2.2 PROFESSIONAL KILLER

It is possible to hire a professional killer in order to rid the region of unwanted people. You have to enter the exact name of the person, including the first name e.g. W. Foolgreen, Sir Harry Casher, Donald W. Dumb). The only person you can't have killed is your human opponent.

The professional killer will (probably) make you an offer which you can accept or turn down. The killer is the only person who is not prepared to discuss the offer.

5.2.3 MERCHANT

Picture 5: The merchant

There is a merchant in every town where you can either buy or sell goods.

The price of an item depends upon the relationship between the availability and the demand of these goods and is displayed on the lower blue bar (5b). If this bar reaches the red area, the merchant has only a limited supply and the price, of course, will be higher. If that particular item (the bar will be in the green section) is readily available, the price will fall. The upper bar (5a) has the same function but refers to your own assets.

To buy or sell you should first click on the desired product (5c) and then indicate whether you want to buy or sell. To indicate your wish to buy direct your mouse to the lefthand side of the screen so that the arrow (5f) points to the player (5d). In order to sell, direct the mouse to the righthand side of the screen so that the arrow points at the merchant (5e).

You must confirm your selection by a click of the mouse. You then enter how much of the particular item you want to buy or sell. The bargaining over prices which follows is identical to 5.2.1 Buying Land. Should the price be higher than 9999 dollars the merchant will not make you an offer.

In the two-player mode you have the additional option of trading with your human opponent. To do so click on the merchant's picture, to change it to the player's picture. All following actions then refer to the second player instead of the merchant.

5.2.4. RECRUITING EMPLOYEES

You can recruit new employees in every town. Click on the corresponding symbol. A person will then be briefly introduced. You can decide whether you accept the man or not. Click on 'okay' to accept him. A click on "continue" may display further possible candidates. The number of available employees in the towns varies from time to time. 'End' finishes the offers for that particular kind of employee.

In the Rockwells area each player may have a maximum of 40 scouts, and a maximum of 20 of each of the other employees.

5.2.5 BUILDING A MINE

This option lets you build a mine on one of your unoccupied fields. First choose the field on the map where you want to build a mine, then decide what kind of mine you want and finally, the company which you want to build it. The order in which the companies are presented corresponds to their quality. You then have to haggle over the price.

5.3 TREKS

Picture 6: The trek-menu

This option enables you to transport your employees, goods and money from one place to another.

Double click first of all on the field where you either want your trek to start, or change an already existing trek.

The picture which appears informs you about the employees and the products on that particular field (5.1 The Map). If you double click on a town or ranch you will see the partial map 4 which displays whatever you own in that town or on the ranch.

If there is more than one trek on the same field you can display all the treks and their routes by clicking on the left arrow.

Click on 'OK' and the trek screen will appear. (pic 6). If you clicked on an existing trek beforehand, you can now modify it otherwise a new trek will be created. You can select the employees and goods you want to take with you on this screen.

A trek can also consist of just one employee.

To transfer something to the trek click on the item or employee and move the mouse to below the word 'trek'(6a).

A click on the left mouse button transfers the selected item from the field to the trek. If you press the button continuously (repeat function) several pieces will be transferred. The transfer will occur in groups of hundreds or all at once if you use the right mouse button.

When you move the mouse below the word 'field'(6b) goods will be transferred from the covered wagon train back to the field. Note that the loading bar warns you if your load is too heavy. The further right the blue bar stretches, the heavier the load. Each item has a certain weight (8. Prices and Weights).

Wagons, employees and horses can each carry different loads. To transfer employees to the train or to the field, continue as instructed above.

You can also choose between similar employees who are in the field or on the trek by scrolling through your employees with the left mouse button. A click on the right button transfers the employee.

The last employee transferred is the trek leader and thus responsible for everything which occurs on the journey.

To transfer money to the trek, click on the money symbol (6d).

The symbol to the right (6e) sets the speed at which the wagon train moves. If you see the wagon from the side, the speed is normal. If viewed at an angle, the trek is slower and thus other wagon trains will be spotted more easily.

The 'trek without horse' symbol means that the trek moves extremely slowly.

The last symbol enables you to collect produce from your fields. In the normal position the wagon train moves from the start to its destination,

whereas in the 'pick-up-trek'mode a fixed percentage of produce will automatically transferred to the wagon train from the fields through which the trek has passed. The percentages can, of course be adjusted and you can choose between collecting 25%, 50%, 75% and 100% of the field's produce. When you are in the 'pick-up-trek'mode you adjust the percentage by clicking on the loading bar. A click next to the bar finishes the selection and the current load of the trek is displayed. **The trek also collects goods from the mines which are along the wagon train's route.**

You must confirm the trek's make-up with 'okay'or cancel it with 'end'. When you click on the "okay'the map appears. You must now determine the trek's route by clicking on the fields you want the wagon train to pass through.

Pressing the right mouse button will correct a mistake and wipe out the last selected field.

The maximum range of a trek is 35 fields. When your arrow has reached the destination, click on 'OK'. The route can be cancelled at any time by clicking on 'NO'.

Treks can also be either combined or split into two. This can only be done on a field and not in a town, since it is not possible to modify a trek in a town. When you click on the wagon symbol while a wagon train is displayed you will be asked whether you want to combine a trek or divide one into two. When combining treks make sure there are only two treks one that field, otherwise you won't know which two treks were combined. The route of the second trek becomes the combined trek's new route. If you choose to separate a trek you will be shown the trek screen and you must decide which goods and employees you want to form a new trek. After a click on 'OK' you can plan the route of the new trek. This option is particularly useful when travelling through the mountains in order to collect your mine's produce. It is impossible for wagons and animals to cross the mountains unscathed.

5.4 THE RANCH

Picture 7: The Ranch-Menu

The ranch is your headquarters. You are able to review your bank balances (7a), check your reputation (7b), dismiss employees (7c) and change your monthly expenditure (7d). In the two-player mode you can also do business with your neighbour's farm (7e= (5.3.2. Merchant). The money on the farm is used for buying land and mines, cutting fire breaks and other basic expenses.

5.4.1. BALANCES
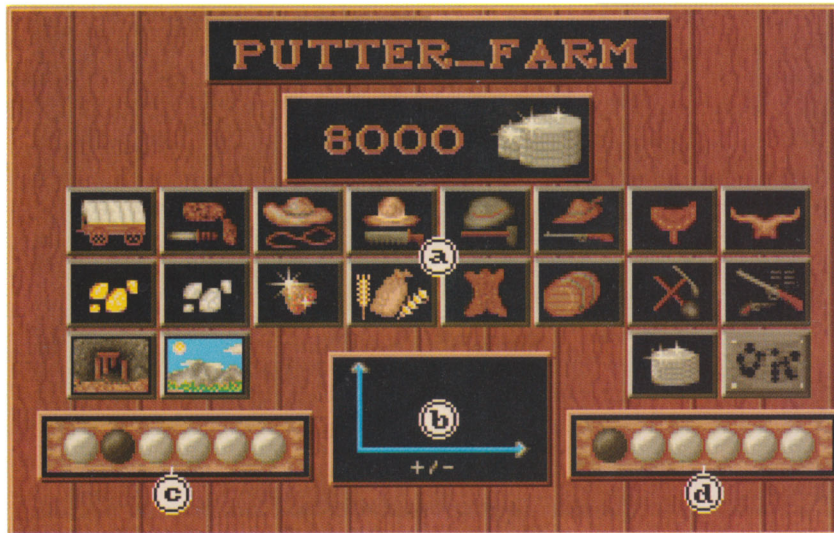
Picture 8: Balances

The option gives you an overview of the economical development of your holdings. Your assets will be updated monthly, which is why no balance is available during the first month. A click on any of the symbols (8a) displays the development of that item using a balance curve (8b). It is not designed to be an absolute figure but rather to represent a tendency. The last five buttons on the left (8c) display the game level, the five buttons on the right display your current situation.

5.4.2 REPUTATION

Picture 9: Reputation

The aim of the game is to become the citizen with the highest reputation in all three towns. This menu tells you at any time the reputation levels of each player in these towns. The more the red line, starting in the upper lefthand corner (9a) encircles the town symbol, the higher reputation. A white square signifies that this citizen has the highest standing in that particular town. This menu also displays the financial situation (9b) and the property holdings (9c) of each player. If a player dies a cross is depicted in the centre of the screen.

5.4.3. DISMISSING EMPLOYEES

Caution! The decision to dismiss an employee is final and cannot be corrected. When you choose this option the map appears (5.1 Map). Click on the field or town where the undesirable employee is located. Click on the employee in the window which appears and confirm the selection with 'OK'. The 'X' cancels the action. You can only dismiss employees who are located in a town or on the ranch.

5.4.4 EXPENSES
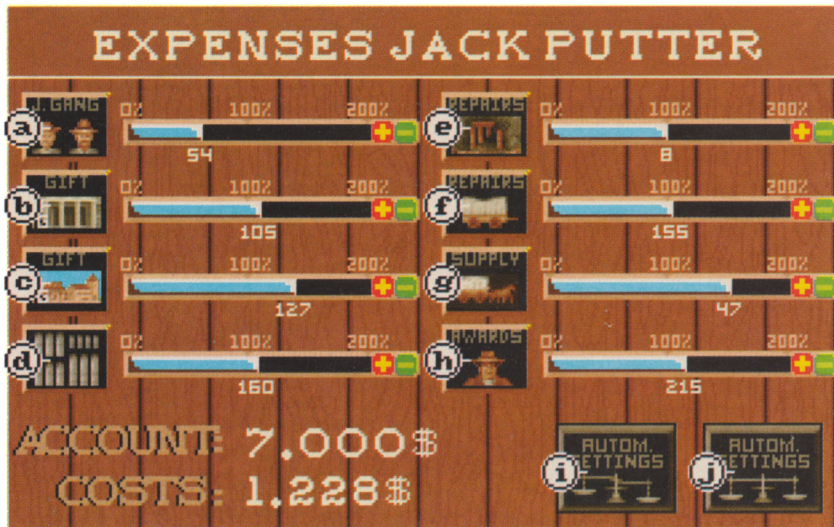
Picture 10: Expenses

This option shows your monthly costs. You can decide how much money should be spent in each area. The bars next to the various symbols show the relationship between the amount required (100%) and the amount you are willing to pay (blue bar).

If the bar is in the middle you are currently paying the required amount. (100%). You can change each value separately by clicking on the bar on the +/- symbols for a finer adjustment. The number below each bar shows the amounts in dollars

Note that the expenses are paid with your farm's money.

Expenses on the left side:

Bribes for the Jefferson Gang (10a)
Donations to the sheriffs of the towns (10b):
click on the town symbol to change the town. The letter stands for the town's name.
Donations to merchants and public institutions (10c)
The cost of ammunition (10d):
the more employees you have, the more ammunition required. Scouts need a lot of ammunition.

Expenses on the right side:
The cost of mine renovations (10e)
The cost of the maintenance of your wagons (10f).
The cost of supplies for your employees (10g)
which includes weapons, grain and tools. You have to buy (or capture) the goods and transport them to the farm from time to time. The amount of money displayed merely covers the cost of distribution of these supplies.
Salaries and bonuses for your employees (10h)

The scale-symbols are two special options on the bottom righthand side of the screen. (see pic. 10). When they are activated the computer takes care of all the expenses and keeps them consistent.

For example, when you recruit new employees salary and ammunition costs will rise.

The computer will adjust the expenses so that the previously set percentage is maintained. The left pair of scales (10i) activates this automatic feature, whereas the right pair (10j) can only be activated when the set on the left has been activated. It sets all expenses to exactly 100%.

IMPORTANT! At the end of each month the costs for the following month will be subtracted. Watch for the announcement appearing the day before payday. Make sure your expenses have been set correctly on this day at the very latest. Any later changes won't be accepted for the following month.

To leave the expenses menu just press the right mouse button.

5.5 THE JEFFERSON GANG

The Jefferson Gang is a feared and powerful organisation in the Rockwell region. For a relatively small fee you can hire them to cause trouble in a certain area. You can choose the desired field on the map with the click of the mouse. You must also decide how big the attack should be. Choose from one piece of dynamite (just a bit of noise), two or three pieces (a large attack) or cancel the action (X). After that you have to haggle over their payment. If the gang accepts your offer, expect a little illegal action within the following days.

5.6 HRUNX AND WOLCS

You can also do business with the two Indians tribes when one of your treks is in the appropriate Indian village.

The screen is similar to the trek screen (5.3 treks). The transfer of goods is also similar.

The Indian face on the left side of the screen tells you whether the Indian chief is satisfied with your actions. If you take away important goods from him without giving him goods to the same value, he may become angry (which could cost some people their lives).

Indians by nature like whiskey and guns a lot.

6. CONTINUE

After all the players have clicked on the continue-bar the computer will tell you about the day's events.

The messages contain important information concerning the game and you should read them thoroughly. Each morning a small graphic displays the current weather situation. There are four states: clear skies and sunshine, scattered clouds, overcast and rain. It also displays the temperature and the date. The border can be green, yellow or red and represents the level of humidity in Rockwells. If it is green the humidity is optimal. Yellow means it is either too humid or too dry. You don't have to worry about it yet.

When the border reaches red, however, the humidity or dryness is dangerously high so that natural catastrophes should be expected.

Almost every mouse click requires a mouse click to continue. Occassionally you are asked to make a decision. If this is the case choose an answer from the given possibilities and click on it.

When a wagon train reaches its destination you'll be informed. There are two occasions when your trek will be automatically disbanded:
a) when the destination is a town or your own ranch
b) when the destination is one of your own fields without an employee on it and the trek consists of only one productive employee (or the employee is a cowboy with horses or cattle).

6.1 PRODUCTION DISPLAY

Once a week you are informed about what your employees have produced so far. The map appears and on all fields with productive employees two rising bars are displayed. The left bar (white) represents the production and the right bar displays the losses for that employee during the last seven days. To accelerate this display press the mouse button.

To answer the following message click on one of the two answer fields below the text. You can now take a look at the complete map. Press the mouse button to continue.

6.2 DUEL
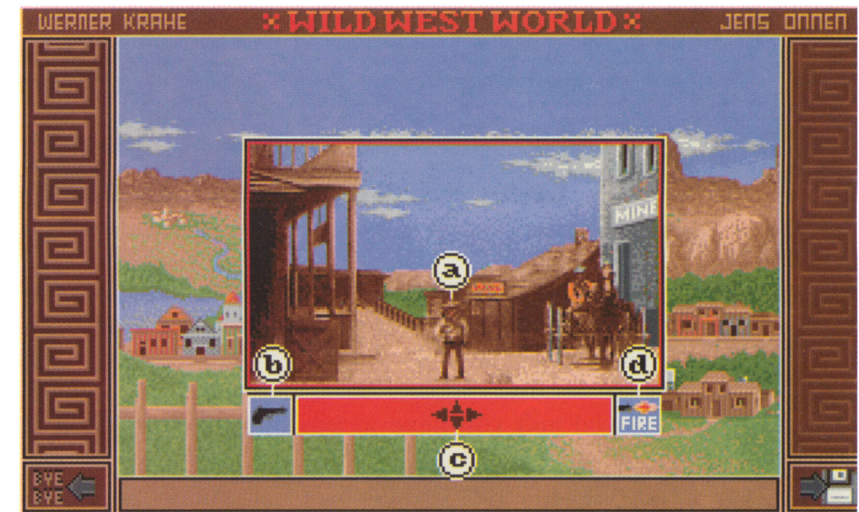
Picture 11: The Duel

The map of the town will be displayed should you or one of your employees be challenged to a duel. Your opponent will be standing on the street (11a). To draw the gun, click on the lower left field (11b). A small cross appears which you have to direct at your opponent's head by using the arrows (11c). You should then click on the lower right field (11d) in order to shoot. A message will appear telling you whether or not you were faster than your opponent and whether you were hit. Don't draw your gun before your opponent has drawn his. Aim carefully and be quick.

6.3 HOLD-UP
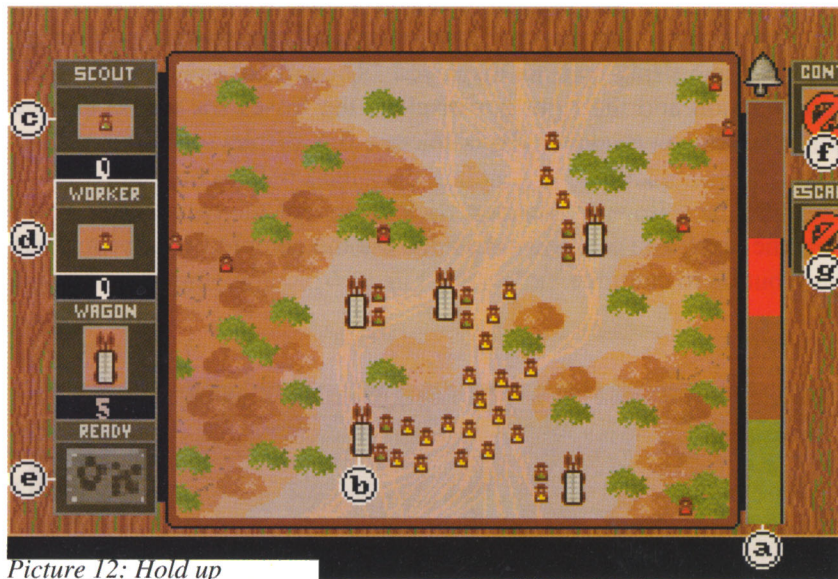
Picture 12: Hold up

Every now and then one of your wagon trains will be held up. The probability of this occurring depends upon the area the trek is travelling through as well as the character and experience of your trek leader. You can decide to shoot or let the computer do it for you (autoshoot). A ravine is then displayed and you have to position your people and wagons.

You will have to hurry as the time is limited. If several of your treks are on the same field, the men and wagons will come to your aid. The vertical bar on the righthand side (12a) shows the remaining time.

Click on a wagon (12b) in order to move it on the screen but only on the paths which you are able to drive on (light background). To position your employees, click on the appropriate symbol (12c,d) on the lefthand side. A white frame appears and you can now position your employees on the screen. Bear in mind that they cannot be placed on rocks bushes or wagons, but since they need cover it would be wise to place them behind such obstacles.

Make sure you use all the employees on the screen because those forgotten will be lost no matter what.

When you have repositioned all your employees and the time hasn't run out yet click on 'OK'(12e). If you selected autoshoot all you can do now is sit back and watch the action. If you decided to take care of it yourself, click on the employee you want to use. Wait until a small black arrow is displayed above him which indicates he has understood the order, then click on the enemy he should shoot. Don't click the mouse again before the black arrow reappears. The time you have to wait between your shots depends upon the relationship between the number of men you have and the number the enemy has. If for example you have five men and your opponent has ten, he can shoot twice as much as you. When somebody is hit he disappears from the screen. This sequence ends as soon as one party has lost all its men or when you click on the escape symbol (12g). Click on the continue symbol (12f) and the computer takes care of the shooting instead. An escape is not always successful (depending on the size of the enemy) and a severe loss of goods is normally unavoidable.

6.4 TREK FIGHT
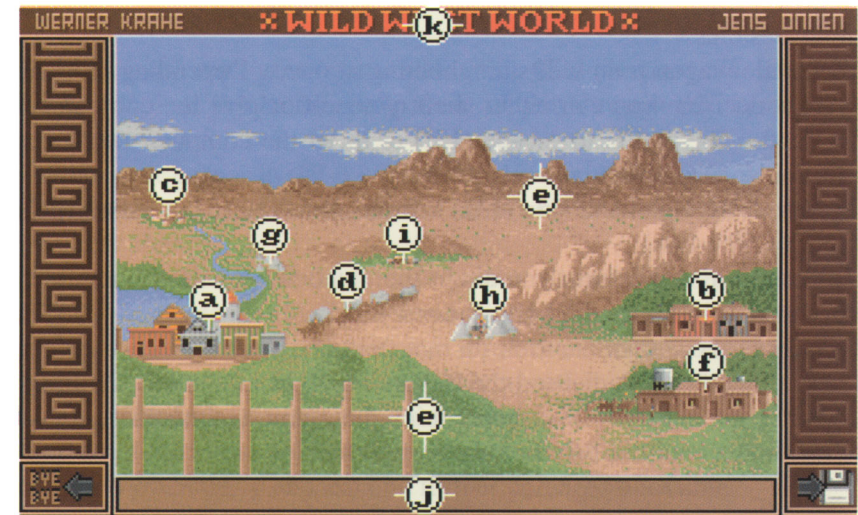
Picture 13: Trek Fright

Hostilities may arise if two treks meet in the same field. If you spot the other trek first, which depends upon the number of employees, their

experience and knowledge, and the speed of the trek, you will receive a small message about how strong the other trek is. This message is usually not very accurate because your trek leader has to estimate the number of enemies and wagons from the a distance.

Choose between ignoring the trek, attacking or merely observing it. If you decide to ignore the trek your people continue their journey. If, however, you decide to observe it you will find out whose trek it is and how many people and wagons it consists of. You may, however, be caught observing the other wagon train.

If your lookouts are caught the other trek will normally escape. Be careful, you may attacked as well. If it comes to a confrontation you will have to select the shooting mode (6.3 Hold-up) and both treks will appear on the screen.

They will be placed automatically two by two behind your wagons. On the lefthand side you can see the number of scouts (13b), other employees (13c) and wagons (green fields) you have as well as the number of your opponent's fields (red fields).

If you have more than 18 people the rest will be displayed in the reserve window (13d). These people will be recruited once one of your employees dies.

The hostile wagon train will start shooting at once. Depending on your previous decision you can either shoot yourself or give the computer a free hand. The option to escape (13f) or to let the computer take over (13e) is also available.

The bar on the righthand side (13a) informs you about your losses.(half way up = 50% loss).

The computer will inform you about the outcome and what both sides either won or lost once the fight is over.

If you have more than one trek on that field and your losses were very high you may have to disband the trek owing to lack of staff. Captured goods are automatically distributed throughout your wagon train so that the maximum load can be efficintly transported.

6.5 RANCH ATTACK
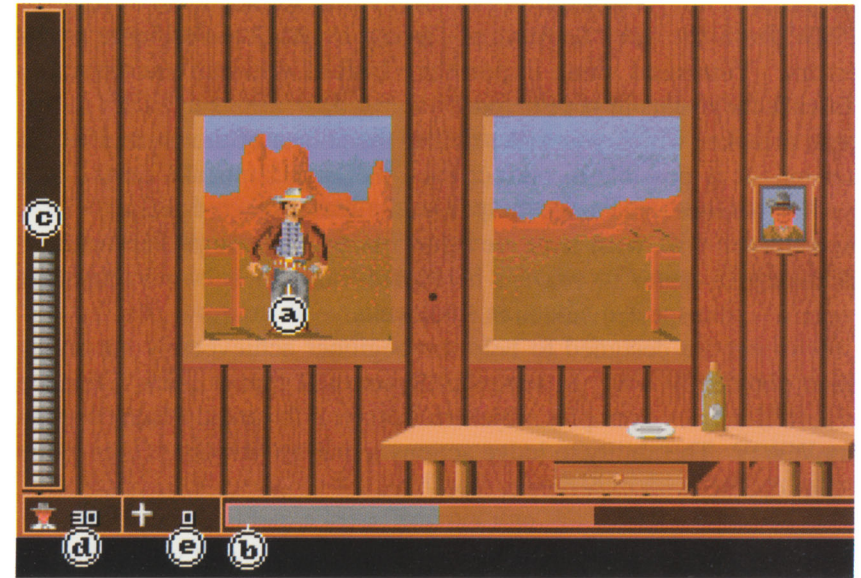
Picture 14: Ranch Attack

If one of your employees is attacked on his field (or you on your ranch) you will look at the landscape in front of you through the windows of your hose.

Enemies will appear in these windows (14a) again and again which will be killed by a shot in the chest area. Don't shoot unarmed people who appear by chance.

If you are hit, the bar at the bottom (14b) will increase telling you that one of your employees has been wounded.

If the bar reaches the righthand edge it indicates that this employee has died as a result of his injuries. The number of employees (14d) decreases while the number of victims (14e) increases.

Your ammunition supply is represented on the lefthand edge of the screen, so when this disappears no further defence is possible.

7. HINTS AND TRICKS

The game is very complex so it's impossible to use every feature of WWW from the very beginning. Every event depends upon many factors. You need some experience before you can successfully influence the events in your favour.

Some mistakes which you make during the course of the game affect it later on. It is possible to correct even the largest mistake on the first level (sometimes you can get help from the least expected person).
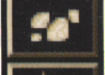
Each player will with time develop his own strategie, a strategie necessary in order to realize his/her dream: to become the most powerful and respected citizen in Rockwells.

A few hints are designed to help the beginner achieveearly successes whilst playing WWW. In appendix B you will find a quick reference guide which uses examples which enables you to quickly learn how to play WWW. The ability to judge actions will grow throughout the game and, of course, with experience.

- Don't let a few employees travel with a lot of money. It is only human to succumb to temptation.

- Remember to deliver grain, guns and tools to your farm in time. By the time you get the warning it is probably too late to avoid the consequences.

- Important treks should always be escorted by several scouts. The trek leader should alwyas be an experienced scout. In order to select the one with the most experience it is useful to transfer all employees to the trek and then transfer the employee with the most experience back to the field. Transfer him then back to the trek and as the last person he will automatically become the trek leader.

- Wagons cannot travel through the mountains.

- Don't attack treks in the vicinity of a town or before you do so, make sure the local sheriff has no more financial problems.

- Don't recruit too many employees of the same kind. If you produce too much of the same product the price will fall.

- Not every proposal offered by a merchant is profitable. You will only be given an order if you have at least one employee and one wagon in that town.

- Don't have a run-in with the Indians or the other players right away. The loss of money and goods could ruin you.

- Make sure your farmers don't sow too early. Cold weather could set them back for weeks.

- Employees learn from catastrophes. Their experience also increases when they work on different types of ground.

- Keep a small reserve of money at all times for small expenses such as buying grain.

- Don't send a cowboy to a field without giving him cattle or horses. Nobody can build up a herd from nothing.

- Use the opportunity to bargain whenever you can. You save alot of money in the long run and your reputation as a businessman improves.

- The number of scouts you employ is very important. Too many unproductive employees cost money and too few employees are not enough to protect treks and fields.

- You may be able to recover a part of the goods you lose as the result of an accident or a hold-up, if you search for them.

- If after a few years you are offered a job (not an order from a merchant) which basically amounts to an attack, make sure you take enough people and wagons with you.

- Indians prefer to bury their sacred relics in the mountains.
- Satisfied Indians may become talkative.

- In situations where you are not sure what you should do, just put yourself in Jack Putter's or Arthur Dent's position and evaluate the situation from their point of view (WWW is quite realistic).

8. WEIGHTS AND PRICES

The tabel below shows the prices (average prices, they vary from town to town) and weights of all goods so you have a general idea.

Symbol	Goods	Weight per Unit	Average Price ($)
	Waggon	--	300
	Horse	--	45
	Cattle	--	35
	Gold	1	12
	Silver	1	9
	Diamond	1	18
	Grain	50	40
	Furs	9	20
	Whiskey	40	45
	Tools	10	35
	Gun	8	90

9. THE MAP

The enclosed map is a large plan of the game. Use the map to assist you. All the territory names used in the programm are marked.

10. THE REGISTRATION CARD

This product comes with a registration card with inclusive individual serial number. Write down the serial number and send the card back to us. Important! You will only get help with any problems or questions if the card has been send back .

If you encounter any difficulty loading this game, please call U.S. Gold on 021-625-3366 and ask for our helpline staff who will be happy to assist you with any queries you may have.

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APPENDIX: Introductory examples

The following examples demonstrate one possible way to start WWW. This sequence is not mandatory but the beginner should adhere to it. After a few attempts you will have developed your own strategy.

1) Start with Level 0, one player.

2) Let's recruit employees. Click on the menu 5.2.4 'Recruiting Employees' in Gold City. At the beginning Gold City is the only place where you have an employee.

Recruit one farmer, cowboy, worker and hunter and six scouts. You should take into consideration the experience, character and the fellow workers of these possible employees. A hunter with experience - 6 and character - stupid should not be your first choice. Click on 'continue ' to receive a new offer.

In our example it really doesn't matter. Just take the first one.

3) The four productive employees (farmer, cowboy, hunter and worker) require a piece of land. Click on the menu 5.2.1 'Buying Land'. Buy four fields with the following characteristics : very fertile land for your farmer and cowboy, highlands for the cowboy or hunter, mountains for the worker.

Use the option of haggling over the price. After you have bought some fields, click on the mountainous field meant for your worker. Build a high quality silver mine (5.2.5 Building a Mine). The advanced player would first check the fields check the fields he wants to buy by sending a trek across it. You then receive precise information about the ground and water availability. (5.1 Map).

4) Visit the merchant (5.2.3 Merchant) and buy fifteen head of cattle as a basis for yourcowboy's herd and five wagons. To ensure you get the goods don't bargain this time.

5) In the trek menu (5.3 Treks) you can send your employees to the fields
- enter the trek menu, double click on Gold City
- click on "OK' (that means start the trek at the city)
- transfer one producitve person to the trek
  (if it is the cowboy, also transfer ten head of cattle)
- click on 'OK' and plan the route and destination of the trek

Send out two scouts to both Krahtown and Onneville. Equip both treks with two wagons and $1,500 cash. This way your employees can settle in the other towns and work there.

6) Click on the continue bar in the main menu to advance to the next day (lefthand side) or to the next event (righthand side).

After a few days (depending on the duration of your treks) you will get a message that they have reached their destinations. In our case the employees will be placed automatically on the field and the trek will be disbanded. You can now start your work producing grain, cattle, silver and furs. The production display appears every seven days. Using the map you can check all your employees at any time. Remember to set your expenses in time (5.44 Expenses). As a beginner activate both the scales.

7) Continue as described above and try out all the functions to see how they work, and don't forget the hints and tricks!

8) Have fun!