

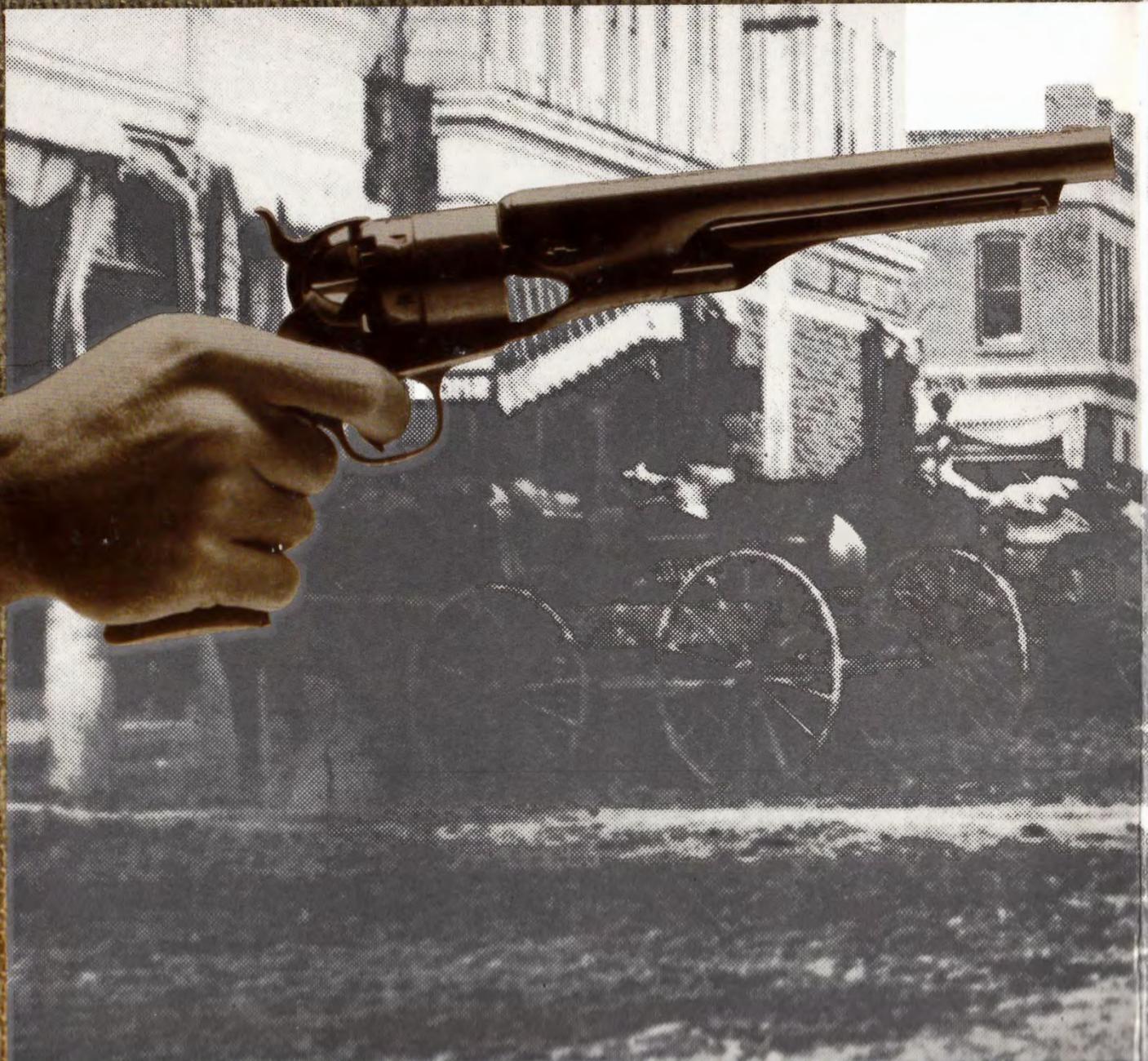
# LAW OF THE WEST™



## BY ACCOLADE™

**Apple II**  
Joystick Controlled

Designed by  
**Alan Miller**



*But don't cross her, whatever you do. Same goes for the doctor, who might try just a little harder to pull that stray slug out of you if he has a hankering to. (The last Sheriff died of lead poisoning because he didn't.)*



*Watch what you say in your showdowns with bad hombres. You know that some of them might just be faster than you are. How do you talk him out of drawing so it doesn't seem like you're backing down?*

*And, as for those times when you have to stand tall, slap leather and let hot lead do the talking for you, your joystick will practically smoke after the shootout, thanks to some of the most realistic graphics—complete with music and sound effects—ever put on a computer screen.*

*Your performance will be judged at each game, regardless of whether you survive or end up getting dragged off the street feet first. And, survival doesn't mean much if the bank gets robbed, the robbers get away and you accidentally shoot the schoolmarm trying to stop them.*



*Indeed, Law of the West draws you into an animated setting so real and lifelike, you'll almost swear you see sagebrush blowing by as you stand in the street, your trigger finger twitching in anticipation.*

As either of these great lawmen would have told you, you can't run a town by just slapping leather, nor can you do it alone.

So, you'll have to converse with nearly a dozen of the town's most notable characters for information or cooperation as you try your darndest to maintain law and order in Gold Gulch. You'll have to think and talk just as fast as you can draw your Colt .45.

You'll meet the wise-cracking saloon owner with a heart of gold and a derringer in her brassiere. Win her over and you've got the most useful eyes and ears in town working for you.





If you've ever wanted to strap on a six-shooter, pin a tin star to your chest and match the exploits of a Bat Masterson or Wyatt Earp, then Law of the West is your chance.

## Hardcase Gunslingers

You're going to need true grit, and then some, to play it.

Because as the Sheriff of Gold Gulch—as tough a Wild West town as there ever was—you'll have all you can do to survive 'til sundown.

Standing in your way will be all manner of hardcase gunslingers, desperadoes and dry gulchers looking to rob the town bank, run roughshod over innocent townspeople and plant you in Boot Hill.

So, like Masterson in Dodge City and Earp in Tombstone, you'll be forced to face one challenge after another, threatening both your authority and your life.



This is one saloonkeeper who'll probably require a great deal of your attention. Be careful how you treat her; she can be a valuable ally or a deadly enemy.



If this stranger is as fast as he looks, this could be your last day as Sheriff.



They told you the Laredo Kid would be tough to stop. Here's where you find out just how tough.

Total joystick control for one player  
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Designed by: **Alan Miller**  
Graphic Artist: Mimi Doggett  
Music: Ed Bogas  
Package Design: Galameau &  
Sinn, Ltd.

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Actual game screens and graphics from Commodore 64 version of game

Parental Guidance Suggested This program contains language and scenes which depict life in the Old West and therefore may be unsuitable for young children

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Apple App  
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Hippie