

RANCH OPTIONS

MOVE

Use this option to move any object on the building screen. To activate, guide the cursor to MOVE and press the action key. Guide the cursor to the object you want to move and press the action key. A tone lets you know you've picked up the object. Move the cursor where you want the object to be. Press the action key and the object will be dropped off at that spot. When you're in MOVE mode, you can move as many objects as you want, one at a time.

COPY

Use this option to copy any object on the building screen as often as you like. To activate, move the cursor to COPY and press the action key. Move to the object on the screen you want to copy and press the action key. Move the cursor where you want the copy to be. Press the action key and a copy appears. Every time you press the key you make another copy of the object. To make copies of another object, go back to the COPY option and press the action key. Now go to the new object and do the same thing as before.

ERASE

Use this option to remove any object on the building screen. To activate, guide the cursor to ERASE and press the action key. Move to the object you want to erase. Press the action key and the object disappears. When you're in ERASE mode, you can erase as many objects as you want by moving to each object and pressing the action key.

COLOUR

Use this option to colour anything on the building screen, even the background. To activate, move the cursor to COLOUR and press the action key. Move to an object you want to colour. Every time you press the action key the colour changes. Stop pressing the action key when you've reached the colour you want. When you're in COLOUR mode, you can change the colour of any object the same way. To change the colour of the background, move the cursor to an empty space and press the action key.

ANIMATE



Use this option to animate options. Not everything animates. To find out which objects animate, activate ANIMATE by moving to the symbol and pressing the action key. Now move the cursor to the character screens. You'll see all the objects that can animate moving. You can be in ANIMATE mode and activate another option at the same time. But you have to activate ANIMATE first. To stop, go back to ANIMATE and press the action key. Turning on ERASE also turns off ANIMATE.

TRAVEL

Use this option to make any object travel across the screen. To activate, move to TRAVEL and press the action key. Move to the object you want to make travel. Press the action key and the object will travel across the screen. To stop the travelling, press the action key. While in this mode, just move to any object and press the action key to make it travel. Only one object can travel at a time. NOTE: When you turn on TRAVEL, ANIMATE turns on too. When you turn off ANIMATE, you turn off TRAVEL. TRAVEL and FREEZE AND CYCLE cannot be on at the same time.

FREEZE & CYCLE

Use this option to freeze and animate objects. First, turn off ANIMATE. To activate, move to the FREEZE AND CYCLE symbol and press the action key. Then move to an object that can animate and press the action key. As you press the key, the object will cycle through all its positions. Keep pressing until you find the position you want. If you have FREEZE AND CYCLE and ANIMATE on at the same time and turn off ANIMATE, FREEZE AND CYCLE turns off too.

MUSIC

Use this option either to choose three western tunes as music for your ranch scene or to turn it off. To activate, move the cursor to the MUSIC symbol. Every time you press the action key a new tune plays. You can change the music at any time during the game. The MUSIC option can be on while you are using other options.

To activate the following options:

Commodore: Move to MENU and press the action key.

Spectrum: Move the cursor off the top of the building screen.

SAVE

Use this option to save your scene on tape so you can play with it later. To activate, move to SAVE and press the action key.

COMMODORE: Type: "FILE NAME", 1 and press return on the computer and RECORD & PLAY on the cassette player. Your screen will be saved under this name for future use.

SPECTRUM: Press RECORD & PLAY on the cassette player.

ZAP

This option erases everything on the building screen at one time.

To activate, move to ZAP and press the action key.

LOAD

Once you've saved a picture, you can load it to use again. To activate, move to LOAD and press the action key.

COMMODORE: The following words will appear:

TYPE: "FILENAME", 1

Then press return on the computer and PLAY on the cassette player.

SPECTRUM: Press PLAY on the cassette player. When the scene desired is on the screen, press the BREAK KEY to stop loading.