

WILD WEST

As one movie escapade ends*, another begins, and this time Seymour is up against the detestable El Bandito. Andy Roberts gets off his horse and brings you the first part of this mighty solution... Giddyup, Rawhide!

PART 1

LEVEL 1

FROM THE START: Jump LEFT/RIGHT to leave the start screen • talk to Rich • get the threatening note and read it • drop note • RIGHT • enter Codies' HQ • get remote control • talk to Clare • RIGHT • RIGHT • drop remote control • examine plane • get batteries • examine safe • get scrap of paper • get microphone • LEFT • LEFT • LEFT to leave HQ • LEFT • LEFT • drop scrap of paper • enter bus (stand in front of radiator) • drop microphone on a seat • talk to Pete • put batteries in the

camera • leave bus by top-left window. (By

the way, this next bit takes a little practice): jump RIGHT on to tree • jump RIGHT off-screen on to next tree • jump RIGHT on to cloud • jump RIGHT off screen on to roof • RIGHT • jump RIGHT on to shed roof • get clapperboard • drop down • enter shed • get plunger • leave shed • LEFT • drop clapperboard • enter Codies' HQ • RIGHT • go up in lift • LEFT • enter darkroom • hit switch • drop plunger in sink • get film to load camera (you may have to jiggle your inventory, oooer) • get spotlight • get ignition key • leave darkroom • go RIGHT • go down in lift • LEFT • LEFT to leave HQ • LEFT • LEFT • enter bus • give camera to Pete • drop spotlight on a seat • stand on driver's seat and use ignition key • leave bus • get scrap of paper • give paper to GAME GENIE • get stunning

FAVE WESTERNS

Clint's Unforgiven has made westerns trendy again, but the members of the CF crew have always been suckers for cowboys and injuns-type entertainment.

- Trent's fave is the classic *Red River*.
- Clur prefers the epic *Once Upon A Time In The West* - great music.
- Ollie loves *The Wild Bunch*. "Because it's one of the most violent!"
- Lisa likes anything with John Wayne in, but especially *The Shootist*.
- Blazing Saddles is more Dave's cup of tea, or should that be plate of beans?

begonia • RIGHT • RIGHT • enter HQ • give begonia to Clare • RIGHT • LEFT • talk to Clare • get script • LEFT to leave the Codies' HQ • get clapperboard • LEFT • LEFT • enter bus • finally drop the script and the clapperboard on the seats to complete the level.



SEYMOUR

LEVEL 2

FROM THE START: Jump LEFT/RIGHT to leave the start screen • LEFT • LEFT • LEFT • get broom • RIGHT • RIGHT • enter store • talk to DAN (stand in front of door) • use broom on pile of rubbish • get rail ticket • talk to Dan • get rail card • get dollar • LEFT to leave store • LEFT • LEFT • enter office • drop ticket • drop rail card • use dol-

lar in photo booth • wait for the flash • LEFT to leave the office • enter office again and talk to SAM - he'll tell you that the photo booth is temperamental • go LEFT to leave the office • RIGHT •

RIGHT • enter store • get broom • use broom on pile of rubbish • talk to Dan • get dollar • LEFT to leave store • LEFT • LEFT • enter office • use dollar in photo booth • wait for the flash • LEFT to leave office • enter office again and talk to Sam to get passport photograph (don't pick it up yet) • leave office • RIGHT • RIGHT • enter store

• get on top ledge and go LEFT - you should now be on the roof • Jump LEFT on to next roof • LEFT • LEFT • jump LEFT on to office roof • jump on to pole and get the silver key • RIGHT • jump on to top-left platform • jump UP RIGHT into screen above • RIGHT • jump on to store roof • RIGHT • jump RIGHT on to tree • jump LEFT onto cloud • LEFT • jump LEFT on to next cloud • jump LEFT

on to clock tower • LEFT

• use silver key on

clock twice (it will

snap off) • LEFT

• drop down and

enter office •

get ticket • get

rail card

• get

pass-

port

photograph

• leave office • LEFT

• talk to guard • jump on to back of train and press fire to complete the level. Phew!

NEXT MONTH

Can Seymour catch El Bandito and bring him to justice? Will he ever get to Catamoooga? Well it's up to you, but if you join us next month you'll find out how to make the task so much simpler.

