

M. Lindsell

Fight it out on the printers of Texas with this pistol packin' program

You are a famous gunslinger, in the Wild West, and you're currently pursuing a band of infamous outlaws. So far, you have chased them many miles across Wyoming, and have come at last to a final showdown in a deserted town. However, you do not know how many of them have survived the ordeal. You know that there were originally 10 of them. But how many remain alive holed up in the town is anybody's guess, although there is at least one left, as several shots have been heard coming from the town. Of course, all ten might very well be still alive and able waiting to pack you full of lead.

That's a chance you have to take! Both sides have come prepared with an effectively limitless supply of ammunition.

You start off by entering the main street. The only buildings in fit state to offer any cover to the outlaws, are, the Railroad station, the Bank, and of course, the Saloon. The street itself provides some cover in places, as well.



So, there's nothing for it, but to search each of these three buildings, and the street, in the hope of spotting the outlaws before they see you. Of course if you do spot an outlaw first, then you can get a shot in before he knows you're there. However, the other side might become aware of your presence first, in which case you will hear a pistol shot resound before you have the chance to do anything about it. Obviously, the greater the number of outlaws in a particular location, the greater your chances are of spotting one of them first, although, by the same token, the greater their chances of getting in the beginning shot. Gunfights proceed with shots coming alternatively from you and the enemy; each time you hear a bullet whistle safely by, you have the opportunity to return fire, or duck aside unseen into another building, to have a look around there. A similar choice is open to you when you first spy out a hidden gunman. On average, being a crack marksman, your slugs find their targets, three out of every four shots, compared with one out of four, for the bandits.

Sometimes, though, a disquieting silence may hang over the place you are searching, and you can see no sign of any bandits. This may well mean that the place is deserted, or that you have finished off the last outlaw hiding out there. It may, however, mean that the bandits are just lying low, and haven't noticed you yet. Remaining in that location, or subsequently returning to it, may have a quite different result.

Meanwhile, the sun climbs higher in the sky, moving towards its zenith. Will high noon see the whole gang dead, or will they get you first?

Machine

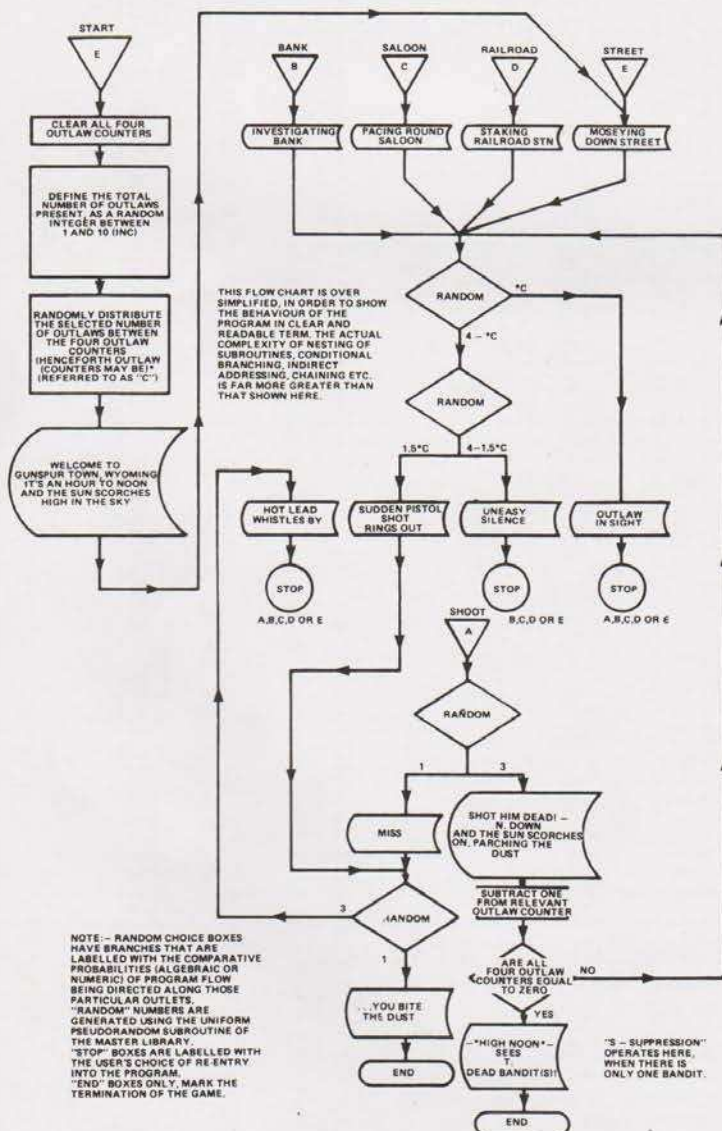
Texas instruments TI-59 Calculator, attached to PC/100A, B or C print cradle, with Master Library Module installed (supplied with calculator).

The program is best recorded on two magnetic cards, (both program memory, and some data registers, have to be entered at the start of play).

The complete program listing.

```

000 76 LBL
001 16 R*
002 42 STD
003 07 07
004 69 DP
005 37 37
006 73 RC*
    
```



The simplified program flowchart.

007	07	07	060	10	10	113	95	=	167	69	DP
008	69	DP	061	69	DP	114	32	X:T	168	03	03
009	04	04	062	04	04	115	01	1	169	43	RCL
010	69	DP	063	05	5	116	77	GE	170	27	27
011	37	37	064	03	3	117	68	NOP	171	69	DP
012	43	RCL	065	98	ADV	118	76	LBL	172	04	04
013	07	07	066	17	B'	119	37	P/R	173	18	C'
014	76	LBL	067	69	DP	120	02	2	174	98	ADV
015	17	B'	068	00	00	121	04	4	175	01	1
016	42	STO	069	06	6	122	16	A'	176	22	INV
017	07	07	070	09	9	123	98	ADV	177	74	SM*
018	73	RC*	071	42	STO	124	25	CLR	178	48	48
019	07	07	072	07	07	125	91	R/S	179	43	RCL
020	69	DP	073	18	C'	126	76	LBL	180	32	32
021	03	03	074	98	ADV	127	69	DP	181	50	IXI
022	69	DP	075	19	D'	128	69	DP	182	85	+
023	37	37	076	65	x	129	00	00	183	43	RCL
024	76	LBL	077	04	4	130	69	DP	184	37	37
025	18	C'	078	95	=	131	20	20	185	50	IXI
026	73	RC*	079	32	X:T	132	01	1	186	85	+
027	07	07	080	01	1	133	02	2	187	43	RCL
028	69	DP	081	77	GE	134	17	B'	188	42	42
029	02	02	082	68	NOP	135	01	1	189	50	IXI
030	69	DP	083	61	GTO	136	06	6	190	85	+
031	37	37	084	37	P/R	137	03	3	191	43	RCL
032	73	RC*	085	76	LBL	138	02	2	192	47	47
033	07	07	086	11	A	139	04	4	193	50	IXI
034	69	DP	087	19	D'	140	03	3	194	95	=
035	01	01	088	65	x	141	03	3	195	32	X:T
036	69	DP	089	04	4	142	01	1	196	01	1
037	05	05	090	95	=	143	69	DP	197	77	GE
038	92	RTN	091	32	X:T	144	04	04	198	88	DMS
039	76	LBL	092	03	3	145	43	RCL	199	61	GTO
040	19	D'	093	77	GE	146	00	00	200	24	CE
041	36	PGM	094	69	DP	147	69	DP	201	76	LBL
042	15	15	095	69	DP	148	06	06	202	68	NOP
043	71	SBR	096	00	00	149	98	ADV	203	02	2
044	88	DMS	097	03	3	150	06	6	204	08	8
045	92	RTN	098	00	0	151	08	8	205	16	A'
046	76	LBL	099	02	2	152	16	A'	206	76	LBL
047	86	STF	100	04	4	153	05	5	207	98	ADV
048	05	5	101	03	3	154	00	0	208	25	CLR
049	06	6	102	06	6	155	42	STO	209	98	ADV
050	69	DP	103	03	3	156	07	07	210	98	ADV
051	00	00	104	06	6	157	02	2	211	98	ADV
052	98	ADV	105	69	DP	158	02	2	212	98	ADV
053	17	B'	106	02	02	159	00	0	213	91	R/S
054	98	ADV	107	69	DP	160	00	0	214	76	LBL
055	25	CLR	108	05	05	161	03	3	215	88	DMS
056	91	R/S	109	98	ADV	162	07	7	216	02	2
057	76	LBL	110	19	D'	163	02	2	217	52	EE
058	22	INV	111	65	x	164	03	3	218	09	9
059	43	RCL	112	04	4	165	01	1	219	22	INV
						166	07	7			

HIGH NOON

220	52	EE	273	37	37	326	14	14
221	69	DP	274	42	STD	327	69	DP
222	04	04	275	42	42	328	01	01
223	01	1	276	42	STD	329	43	RCL
224	05	5	277	47	47	330	16	16
225	98	ADV	278	19	D*	331	69	DP
226	17	B*	279	65	*	332	02	02
227	98	ADV	280	01	1	333	43	RCL
228	69	DP	281	00	0	334	08	08
229	00	00	282	85	+	335	69	DP
230	03	3	283	01	1	336	03	03
231	06	6	284	95	=	337	69	DP
232	01	1	285	59	INT	338	05	05
233	07	7	286	42	STD	339	98	ADV
234	01	1	287	00	00	340	76	LBL
235	07	7	288	76	LBL	341	15	E
236	03	3	289	81	RST	342	05	5
237	06	6	290	19	D*	343	85	+
238	69	DP	291	65	*	344	76	LBL
239	02	02	292	04	4	345	14	D
240	69	DP	293	95	=	346	05	5
241	05	05	294	59	INT	347	85	+
242	01	1	295	65	*	348	76	LBL
243	08	8	296	05	5	349	13	C
244	42	STD	297	85	+	350	05	5
245	07	07	298	03	3	351	85	+
246	43	RCL	299	02	2	352	76	LBL
247	00	00	300	95	=	353	12	B
248	99	PRT	301	42	STD	354	03	3
249	32	X:T	302	07	07	355	02	2
250	01	1	303	01	1	356	95	=
251	67	EQ	304	74	SM*	357	42	STD
252	95	=	305	07	07	358	48	48
253	06	6	306	97	DSZ	359	98	ADV
254	00	0	307	00	00	360	16	A*
255	33	X*	308	81	RST	361	98	ADV
256	85	+	309	69	DP	362	76	LBL
257	76	LBL	310	00	00	363	24	CE
258	95	=	311	02	2	364	69	DP
259	43	RCL	312	98	ADV	365	00	00
260	19	19	313	17	B*	366	19	D*
261	95	=	314	07	7	367	65	*
262	69	DP	315	16	A*	368	04	4
263	03	03	316	98	ADV	369	95	=
264	18	C*	317	06	6	370	32	X:T
265	61	GTO	318	04	4	371	73	RC*
266	98	ADV	319	16	A*	372	48	48
267	76	LBL	320	06	6	373	77	GE
268	10	E*	321	08	8	374	86	STF
269	25	CLR	322	16	A*	375	19	D*
270	42	STD	323	69	DP	376	65	*
271	32	32	324	00	00	377	04	4
272	42	STD	325	43	RCL	378	95	=

379	32	XIT	3230243122.	06	3637132624.	38
380	73	RC*	0.	07	3122003513.	39
381	48	48	1700362645.	08	2427353213.	40
382	65	*	0.	09	1600363731.	41
383	01	1	3623323700.	10	0.	42
384	93	.	2324300016.	11	3032361745.	43
385	05	5	1713167320.	12	2431220016.	44
386	95	=	2051.	13	3243310036.	45
387	77	GE	2324222300.	14	3735171737.	46
388	22	INV	3132323151.	15	0.	47
389	76	LBL	2431003723.	16	0.	48
390	89	π	161713.	17	3231573313.	49
391	69	OP	1600141331.	18	3515232431.	50
392	00	00	1624370073.	19	36411616.	51
393	05	5	2332370027.	20	1731003324.	52
394	09	9	1713160043.	21	3637322700.	53
395	98	ADV	2324363727.	22	3241372713.	54
396	17	B'	1736001445.	23	4300243100.	55
397	98	ADV	4040404532.	24	3624222337.	56
398	25	CLR	4100142437.	25	41311713.	57
399	92	RTN	1700372317.	26	3645003624.	58
			16413637.	27	2717311517.	59
			24314217.	28	2437653600.	60
			3637242213.	29	1331002332.	61
			3724312200.	30	4135003732.	62
			1413312600.	31	31323231.	63
	0.	00	0.	32	1331160037.	64
4317271532.		01	3313152431.	33	2317003641.	65
3017003732.		02	2200353241.	34	3100361532.	66
2241313633.		03	3116003613.	35	3515231736.	67
4135003732.		04	2732323100.	36	35243122.	68
4331574345.		05	0.	37	3600324137.	69

DATA MEMORIES;
ALSO TO BE ENTERED
AT THE START OF THE
GAME.

User Instructions

1. To start the game, press 2nd E, and go to 2
2. (a) If "UNEASY SILENCE" is printed (after introductory messages) then, if it is desired to try bank, press B, Saloon, press C and go to 2. Railroad Station, press D, or remain in street, press E.
- (b) If an outlaw is in sight, the above options are open, in addition to that of shooting at him - press A and go

WELCOME TO
GUNSPUR TOWN, WYOMING

IT'S AN HOUR TO NOON
AND THE SUN SCORCHES
HIGH IN THE SKY

MOSEYING DOWN STREET

OUTLAW IN SIGHT

A

SHOT HIM DEAD? -

1. DOWN

to 3.

3. If a sudden pistol shot rings out, or if you miss on shooting, then if you bite the dust, the game has obviously ended, but if hot lead whistles by, then you have another chance, and so, go to 2(b).
4. If "-*HIGH NOON*" etc, is printed, the game is terminated, all the bandits are dead, and you have won!

AND THE SUN SCORCHES
ON, PARCHING THE DUST

UNEASY SILENCE

C

PACING ROUND SALOON

SUDDEN PISTOL SHOT
RINGS OUT

... YOU BITE THE DUST

HIGH NOON

WELCOME TO
GUNSPUR TOWN, WYOMING

IT'S AN HOUR TO NOON
AND THE SUN SCORCHES
HIGH IN THE SKY

MOSEYING DOWN STREET

UNEASY SILENCE

C
PACING ROUND SALOON

OUTLAW IN SIGHT

A
MISS

HOT LEAD WHISTLES BY

A
SHOT HIM DEAD? -
1. DOWN

AND THE SUN SCORCHES
ON, PARCHING THE DUST

OUTLAW IN SIGHT

A
SHOT HIM DEAD? -
2. DOWN

AND THE SUN SCORCHES
ON, PARCHING THE DUST

UNEASY SILENCE

B
INVESTIGATING BANK

OUTLAW IN SIGHT

A
SHOT HIM DEAD? -
3. DOWN

AND THE SUN SCORCHES
ON, PARCHING THE DUST

UNEASY SILENCE

D
STAKING RAILROAD STN

UNEASY SILENCE

C
PACING ROUND SALOON

UNEASY SILENCE

D
STAKING RAILROAD STN

OUTLAW IN SIGHT

A
SHOT HIM DEAD? -
4. DOWN

AND THE SUN SCORCHES
ON, PARCHING THE DUST

--*HIGH NOON*--

SEES
4.
DEAD BANDITS?