Thank you for selecting the Nintendo Entertainment System®. Barker Bill’s Trick Shooting™ Game Pak. This game requires the Zapper®, Light Gun Attachment.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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PRECAUTIONS
1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzine, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
6) Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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1. CONNECTING THE ZAPPER TO THE NINTENDO

ENTERTAINMENT SYSTEM CONTROL DECK

Insert the Zapper’s connector into the Controller socket 2.
3. OPERATING THE ZAPPER

Target range: approx. 6 feet
*The target range depends somewhat on the size of your TV.

Adjusting the TV screen
*The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting games will the Zapper.
*Point the Zapper away from the screen with the game menu displayed, and shoot.
This allows you to select the different modes.
*Select so that the frame of the game mode you wish to play flashes yellow, and then shoot directly at the screen. The game you selected will start.

If your TV is not adjusted properly, you may not be able to start the game.
*There are two probable causes of not being able to start a game.
1) The screen is too dark.
   Increase the brightness to lighten the screen.
2) The screen is too bright or is whistish.
   Either adjust the contrast or lower the brightness to slightly darken the screen (so that the black background of the TITLE screen is as black as possible).

The method to adjust the TV screen and the names of its controllers differ according to the TV manufacturer. Read the instruction manual for the TV in your home.

If you are still having difficulties getting the Zapper to work properly, please call Nintendo Consumer Service at 1-800-255-3700 for further assistance.
4. HOW TO PLAY

You score points by aiming the ZAPPER at items and shooting. The items you can shoot at are different depending on which stage you are in (BALLOON SALOON, FLYING SAUCERS, WINDOW PAINTS, FUN FOLLIES.)

*Rounds start at round 1 and go up to 99. (From round 99 onwards, the round will not change until the game is over.) The higher the round, the more difficult the game gets.

*You start out with 10 credits. If you make a mistake, the number goes down by 1. If you run out of credits, that's the end of the game. If you shoot the diamonds that come on screen from time to time, you can add to your credits (up to 99).

*When the game is over, your score, hit ratio and top 5 players are displayed. The screen will then return to the TITLE screen.

*The TOP SCORES will be erased if the RESET Button is pressed or the power switch is turned off.

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BALLOON SALOON

Balloons rise up from the back of the panel. If you let a balloon rise up to the top of the screen and escape, this counts as a mistake. You are given three bullets for each balloon.

In the first two rounds only two balloons rise up at the same time. From round 4, three balloons will rise up at the same time, and from round 7, four balloons.

From round 3, a dog's face will appear on screen from time to time. Shooting the dog will count as a mistake. Also, the total number of balloons that appear in a round increases from 20 to 30, and from 30 to 40.

You get 100 points per balloon. If you shoot all of the balloons, you get an extra 5000 points.

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FLYING SAUCERS

A man and his assistant will throw saucers into the air. You must shoot them before they hit ground. (10 times, total of 20 saucers) There are five possible scores for each saucer ranging from 100 to 5000 points depending on the height when shot. If you hit two saucers at the same time, you get 1000 points. Sometimes a bird will appear on screen. Shooting the bird will count as a mistake.

The higher the round, the faster the saucers will fly. If you shoot all of the saucers, you get an extra 5000 points.
**WINDOW PAINS**

Behind the semi-transparent panels, various items will fall down. You have to shoot them through the open windows. As the rounds progress, the number of windows decreases. Starting in round 9, two items will fall down at the same time. The points that you get differ according to the object's height when you hit it (from 100 to 500). At first, the number of items that fall down is 20. This increases to 30 and then to 40 as you proceed in the game. If you shoot all of the items, you get an extra 5000 points.

**FUN FOLLIES**

In FUN FOLLIES, you cycle through all of the different events including some only available in this mode. In this mode only, you are given chances on the slot machine where you go after increased credits.

If you have:
- 1 diamond: You can have a chance to line up the middle horizontal row only.
- 2 diamonds: You can have a chance to arrange the 3 horizontal rows.
- 3 diamonds: You can have a chance to line up the 3 horizontal rows and 2 diagonal rows.

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**Additional game modes for "FUN FOLLIES"**

*(Note: these modes are only accessible through FUN FOLLIES.)*

**Trixie's Shot (First seen in round 4.)**

Shoot the coins that the woman holds out while she is dancing. *(10 times, total 20 coins)*

From time to time a bird will come to pick up the coins and the woman will throw coins. Don’t shoot the bird- this will count as a mistake. The score changes according to the time you take to shoot the coins after the coin has appeared (from 100 to 500). You get 500 points for coins that the woman has thrown or dropped.

As you proceed in the game, the rounds get more difficult. The number of times that the bird appears and the woman’s throwing increases. Sometimes she poses to hold out the coin with her right hand. If you shoot the coin within 0.2 seconds, you can get a special bonus of 10000 points (this is very difficult!). If you shoot all of the coins, you get an extra 5000 points.
+ BILL'S THRILLS (First seen in round 9.)
The man will throw items at the woman's head. (5 times, 5 items) He throws the
items so high that they will disappear above the screen for a while. You must
shoot the items on their way down. If the item falls on the woman's head or you
shoot the bird that appears from time to time, it counts as a mistake.
The score increase as you progress the further into the game. The game gets
gradually more difficult as the speed at which the items fall increases. If you
shoot all of the items, you get an extra 5000 points.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.