Thank you for selecting Bandai's **SHOOTING RANGE**™. This game requires the Zapper™ Light Gun Attachment.

**OBJECT OF THE GAME / GAME DESCRIPTION**

**SHOOTING RANGE™** is a two game quick-draw shooting event. The normal game requires sharpshooter accuracy and quickness as you pick off pinwheel targets attached to various characters through the following four stages of play:

1. Western/Desert
2. Monster Town
3. Outer Space
4. Bonus Stage

The Party game takes you to a competitive level of play as you and your friends try to figure out who is the ultimate dead-eye. Take aim and shoot at the horizontally moving targets and try to get the best score.

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

**PRECAUTIONS**

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit 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.

3) Do not clean with benzene, paint thinner, alcohol, or other such solvents.

4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications are subject to change without prior notice.
CONNECTING THE ZAPPER TO THE NES CONTROL DECK

Insert the Zapper's connector into Controller socket 2.
NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

CONTROL PAD: Push left or right to scroll screen. Push up/down to move target indicator when selecting game, number of players, and game level.
A button: Push to select game, number of players, and game level. Push to view Point Total screen and to continue game after finishing a stage.
START button: Push to start, pause, and continue game.
SELECT and A-B buttons are not used while the game is in progress.
CONTROL PAD is not used in the BONUS STAGE and PARTY GAME.

OPERATING THE ZAPPER

Target Range: 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 game levels with the Zapper
- Point the Zapper at the Stage Select screen and shoot at the "color illuminated portion." The stage selected will start.
STARTING THE GAME

Press the START button.
Select:
A. Number of players (1-4),
B. Type of game (Normal or Party),
C. Level
by pushing up or down on the Control Pad, and entering your decisions by pushing the A button.

HOW TO PLAY

NORMAL GAME (1-4 player game)
In this game there are 3 stages and a Bonus stage.
You must aim and shoot the Zapper at the "pinwheel" targets that are attached to the various characters within the time limit, and before you run out of energy.
Push the A button to view the score screen. Push the A button again to return to the stage select screen. Shoot the Zapper at the screen to continue the game.

Make your shots count! Too many misses will deplete your energy, causing the game to be over.

Remember time is of the essence! This game not only requires accuracy, but speed, also. If you are too slow, you will run out of time. The faster you finish, the more points you will get.

Game Over
The Normal game has a continue mode. Press the A button when the game is over. Use the control pad to move the cursor to yes, then push the A button again. The game will continue from your last stage.
PARTY GAME (1-4 players)
The Party game is a contest between you and your friends where accumulating the most points is the main goal. Each player takes one turn shooting at moving pinwheels within the allotted time.

When you finish **SHOOTING RANGE**, push the A button to find out your total score.

Push the A button again for the Hi-score screen. Input your initials by pushing up and down on the Control Pad and entering your decision.

To find out how well you did, push SELECT, and then START. (Normal game only.)
90-DAY LIMITED WARRANTY

Banda America, Inc. ("Banda"), warrants to the original consumer purchaser that the Game Pak ("PK") and all Game Pak Accessories or "Banda Accessories" shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day period, Banda will repair or replace the PK, at its option, free of charge.

To exercise this warranty service:
1. DO NOT return your defective Game Pak to the store.
2. Refer the Banda Consumer Service Department to the problem requiring warranty service by calling 1-209-333-1001. The Consumer Service Department is available from 8:00 A.M. to 6:00 P.M. Pacific Standard Time, Monday through Friday.
3. Send the Game Pak or accessory in question to Banda, enclosing a check or money order for $3.00 payable to Banda America, Inc. for postage and handling. The original purchase receipt must accompany the Pak or accessory to be repaired or replaced. In the event the package has been damaged in transit, the purchaser will be required to pay for the repair or replacement.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Pak develops a problem after the 90-day warranty period, you may contact the Banda Consumer Service Department at the phone number listed. Banda Accessories are not available to solve the problem by phone. You may purchase a warranty service kit for $30.00, payable to Banda America, Inc. Banda will, at its option, subject to the conditions above, repair the Pak or replace it with a new or repaired Pak. If replacement PKs are not available, the defective PK will be returned and the $30.00 payment refunded.

WARRANTY LIMITATIONS

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ITEMS

(E) Normal game only
Energy capsule: When this item is obtained, the player's energy increases 2 bars.
Big energy capsule: Restores the maximum level of energy.
Bogus energy capsule: Decreases energy level 2 bars.
Super C: When this item is hit, the player gets a 100 point bonus.
Super W: When this item is hit, the player gets a 1000 point bonus.
Hour Glass: Increases the remaining time by 50 seconds.
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 computer 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.