

Gangster Town™



Now, there are no limits.®

SEGA®

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Loading Instructions: Starting Up

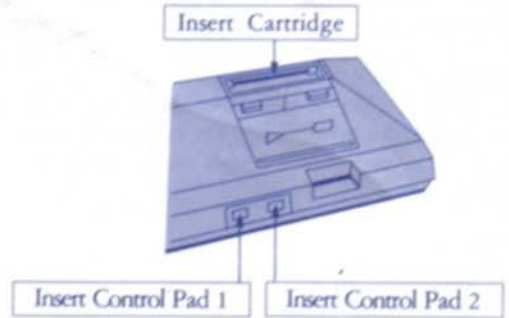
GANGSTER TOWN is designed for use with your Sega Light Phaser™. It's one of many games in this exciting series that takes you beyond the experience of control pad playing. The following are some simple instructions for game setup.

1. Make sure the power switch is OFF.
2. Remove the control pads from the power base and replace them with one or two Sega Light Phasers™ depending on the number of players.
3. Insert the GANGSTER TOWN™ cartridge in the power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
4. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/ Cartridge™.

For 1 Player: Shoot the screen once with Player 1's Light Phaser.

For 2 Players: Shoot the screen once with Player 2's Light Phaser.



The Confrontation

You have your assignment and it's going to take a lot of guts. Clean up a city tormented by gangsters and save your own neck at the same time.

Your objective is to take on Big Boss, but he's at the end of several scenarios designed to keep you away from reaching him.

These scenarios are filled with gun crazy gangsters. But you're armed with the accuracy of the Light Phaser to aggressively attack those thugs with your machine gun. And if you're good enough, you'll meet the Big Boss.

Take Control

There are some preliminary stages to operate within before you begin playing.

Name Entry

This is the first screen to test your accuracy with the Light Phaser.

- The boxed alphabet will spell a character in your name when you hit it. Now, if you shoot the wrong character, aim for DEL., which will delete the mistake so you can proceed. Once you've spelled your entire name, shoot END to begin playing.



- In a two-player game, you both must spell your names separately and shoot END after your individual completion. When player 2 shoots END, you'll begin playing.
- If you decide to omit this stage, shoot END to proceed and the computer will provide you with names.
- Trying to shoot the characters accurately is the benefit to this simple maneuver. Because you can orient yourself to where the Light Phaser actually hits when you shoot. Here, you can decide on a position that best leads to success.

Lifeline:

It's important to understand this critical part of the game before you proceed since it means win or lose in any situation.

- Your lifeline is the bright red hearts lit in the left-hand corner of the screen. You are awarded 5 hearts at the beginning of the game and you will have the opportunity to increase their number during game play. The number of hearts you play with is referred to as your "Game Level."
- These hearts will gauge your stamina by measuring how much you've been hit. Therefore, when you're suffering too much fire, you'll start to lose your hearts when they begin flickering. Finally, if you suffer 4 shots, you will lose an entire heart which will then turn white.
- Now watch this carefully, because when you lose all your hearts, the game is over.
- But if you manage to save some hearts by the end of each round, you'll proceed to the next scene. There are ways to increase your hearts before you play and during play which is described in the following information:

Shooting Record:

This qualifying method is designed to increase your lifeline and help you maintain your hearts during play by increasing them for more power from scene to scene.

- Here's the criteria for determining the shooting record of any player:

SHOTS	HITS	HIT RATIO	POINTS
700	47	6.7	10300

HIT (number of shots fired)

HIT RATIO (number of shots \div number of hits)

POINTS (number of points earned by end of each round)

- If your record is above the standard in more than two criteria, you'll receive a bonus heart which will increase your playing level and all white hearts will now turn red.
- Now if you fail to qualify, you'll play at the same level you started the round at and only one white heart will be restored to red.
- Your shooting record will be measured differently depending on a one or two-player game.
- During a one-player game, you're up against the high standards set by the computer. So, to qualify against the computer, you have to play especially well.
- During a two-player game, it's only as difficult to qualify as your opponent makes it, because you're measured against his score.
- So based on the criteria already mentioned, whoever has the highest score will be awarded the extra heart.

Now Make Your Move

Practice:

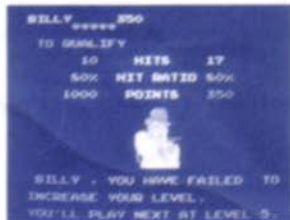
This is a good opportunity to gauge your accuracy with the Light Phaser. This is your first chance to increase your "Game Level" because your shooting record will be judged at the end of this round. So, play well to earn extra hearts at this time.

- The man-shaped targets will glide across the screen and your objective is to hit as many of them in the head and their direct center as possible. The target will disappear from the screen when you hit a bull's-eye.
- If you make a shot within the white frame, the color of the target will change leaving a bullet hole.
- During two-person play, the color will be different so you and your opponent can determine who is hitting accurately.
 Player 1The color will change to blue.
 Player 2The color will change to yellow.
- During a one-player game, the color of the target will turn to blue when you make contact in the frame.

Game Plot--1P vs. 2P:

The two games are not that different. But you should keep the following in mind:

- During a one-player game you are playing alone without any help from the computer. Your qualifying is more difficult and therefore, victory is sometimes elusive. You have to play aggressively, so as not to get aced-out.
- During a two-player game, you are up against your opponent and he fires at the same time you do. So, it's tricky keeping track of who is actually scoring. Watch for the color of your shots which will correspond to those during "Practice."
- During the scenes where gangsters are coming from both sides of the screen, Player 1 will score by hitting targets on the left and Player 2 will score by hitting targets on the right.
- Now, in both games you lose when all your red hearts have been exterminated.



The Whole Picture

During game play, you'll encounter different scenes and meet people you'd probably rather not. Here's an account of who and what you can expect from this mission.

A Cast of Characters

- **The FBI**

This role is filled by you and a friend during two-person play. But you're on your own during one-person play. You're tough Federal Agents, low on profile, high on commitment. Should you decide against your own names, you'll be addressed as Scott (Player 1) and Bird (Player 2).

- **The Gangsters**

These wicked guys are a notorious group of excellent marksmen whose guns are aimed at one target: you.

Look out for the likes of Lucky Linguini, the ace of volleying shots; Doll-Face, whose deadly charm turns innocent citizens into victims. And there's Nick the Nightmare, who's made every local nightclub a crime-lovers delight.

- **Disguised Angels**

These guys can be stopped. And everytime you terminate one gangster's lifeline, he will turn into an angel. But you can earn even more points by shooting the angel.

- **Ferret Face**

This is Big Boss' second in command. His name comes from his looks and his bad looks give him a bad disposition. But his loyalty is never questioned and you'll have to dispose of him again and again to progress from one scene to the next. He'll appear at the end of each scene, volleying for a final confrontation. You can defeat him with 5 shots and the next stage awaits.

- **LuLu**

She's in for one heck of a ride if you can't protect her. She'll pass by on the screen as the gangsters try and take her hostage. You must fire away to clear a safe passage for her and if she reaches the other side, you'll be rewarded with points. However, if you shoot her by mistake, you'll be penalized by losing a heart.

- **Big Boss**

He's so mean, no one even knows his name. And this is his territory you've invaded. So be sure of one thing when you meet him: it won't be easy to win this round.

But you've vowed to put him six feet under and it will take some clever planning. Since he's in your last scene encounter, you'll want to be geared up for this meeting. So watch your hearts, coax him out of his hiding place and unload aggressively. It's the only way to stop him.

Lines of Battle

• Car Chase

Your first confrontation takes place on the open road where you're after a car packed with gangsters who are trying to throw you off course.

- The gangsters will start firing from both sides of the car and it's wise to end their crooked lives the moment they appear through the windows.
- Also, three hits will free a tire from their car and once it's free, another hit will earn you bonus points.
- While you're holding your own against the gangsters, a red Biplane will fall into view and that's not all that's falling. The pilot's dropping bombs and should one make contact, you'll lose a heart. So aim for the bombs, hitting the plane will earn you nothing.

Downtown

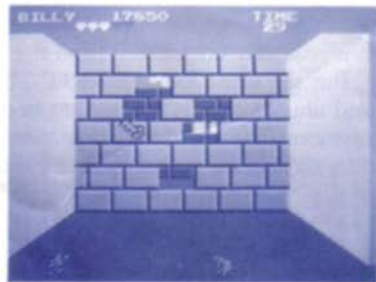
This requires quick shooting and quick eyes. Gangsters will be coming from windows, under manhole covers and from both sides of the street.

- Your objective is to shoot as soon as you see them. And a quick way to down a few is by shooting both hinges of the signboard so it falls to the street below.

- Another point-earning situation is LuLu. If she's captured and you can terminate her captor, it's worth points.
- Finally, there is a hidden medallion on the screen which is worth points should you find it. Once located, the medallion will spring forth and should you hit it again, all white hearts will be restored to red. This accomplishment is rewarded by hearts only.
- **Saloon**
 - This place is dark, dangerous, and could make any man of courage cringe. Gangsters will be hidden behind the bar and are allowed to shoot through the counter. Send rapid fire this way and destroy their fragile cover.
 - The shelved bar bottles are not worth any points when you shoot them one by one. But if you manage to shoot them all (1-Player) or shoot the last one (2-Player), you'll get big points. The measly mice are worth points too, and they're just as crooked, so don't spare'em.
- **Nightclub**
 - The nightclub is relatively unchanged from the "Saloon" challengewise. But the scene looks different. There's an empty stage and unused curtain because no one comes here to entertain anymore. The gangsters are numerous and use crafty techniques to hide away from you. Be on guard.

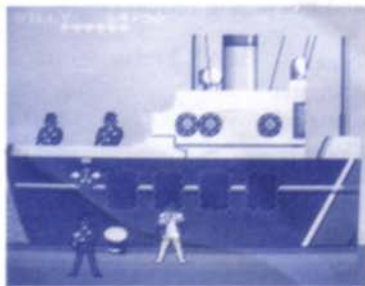
• Bonus Scene

- If you've arrived at the Bonus Scene, consider it the Big Boss' last stand.
- This is the time to gear up for the big meeting. Because hidden in the wall is a key and there are two ways to reap the rewards of finding it. If you are one player, you play against the clock. When you find the key in the shortest period of time your reward will be at its highest. If you're playing in a two-player game, the finder of the key is awarded all the points possible. The appropriate scores can be found in "Know The Score."
- Fire rapidly at the wall and the bricks will explode to expose the key, part of it, or nothing.
- When you find the key or part of the key, you'll be awarded points and one heart for partial uncovering and more for the whole thing.



• The Docks

- Big Boss awaits. He's in the cargo ship and you need to force him out so he'll face you in the open. Rapid gunfire will do the trick since once of your shots should directly hit his hiding place. At which time, he'll appear, ready for the worst.
- But LuLu's found her way to this dangerous setting. That means extra careful firing when she's in the vicinity, so don't hit her or suffer the penalty.
- If your hearts are getting low on color, try quickly for another hidden medallion which is on the screen. If found, it brings the same benefits as before.



Victory

If you terminate Big Boss, a sign will appear congratulating you and the game will end.

Now, if you don't reach this stage, you can continue playing by the following method:

- After every round, if you should fail your assignment, a "GAME OVER" screen will appear. Watch closely, the player's hat will fly off and if you can shoot this flying hat, you'll begin playing at your last scene. If you miss, you have to begin from "Practice."

Know The Score

There are several targets hidden in this game in addition to the gangster, each of which have their own point value. There are also penalties and rewards in the form of hearts for hitting and not hitting certain targets.

In Every Scene:

Shooting a gangster	100 points
Shooting an angel	300 points
Shooting a hat	100 points
Shooting a flying hat	500 points
Shooting Ferret Face (per hit)	100 points
Shooting Ferret Face (last shot)	1,000 points

Practice:

Man target (head and direct center of body) ...	100 points
Other places in the white frame	10 points

Car Chase:

Shooting a bomb	500 points
Taking a tire off car	800 points
Shooting tire as it bounces	500 points

Downtown:

Finding a medallion	1,000 points
Shooting medallion as it bounces	0
(The white hearts will turn red)	
Dropping signboard on gangsters	1,000 points
LuLu passes safely	1,000 points
LuLu is saved from her captors	1,000 points
LuLu is shot by mistake	0
(Lose one red heart)	

Saloon:

Breaking all the bottles/ break last bottle	10,000 points
Shooting a mouse	200 points

Bonus Scene:

One Player:

Find the key in 10 seconds (1-Player)	10,000 points
10 - 20 seconds	5,000 points
21 - 30 seconds	1,000 points

Two Player:

Finder receives	10,000 points
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The Docks:

Shooting Big Boss (per hit)	100 points
Shooting Big Boss (last shot)	10,000 points
LuLu is shot by mistake	0
(Lose one red heart)	

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

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