

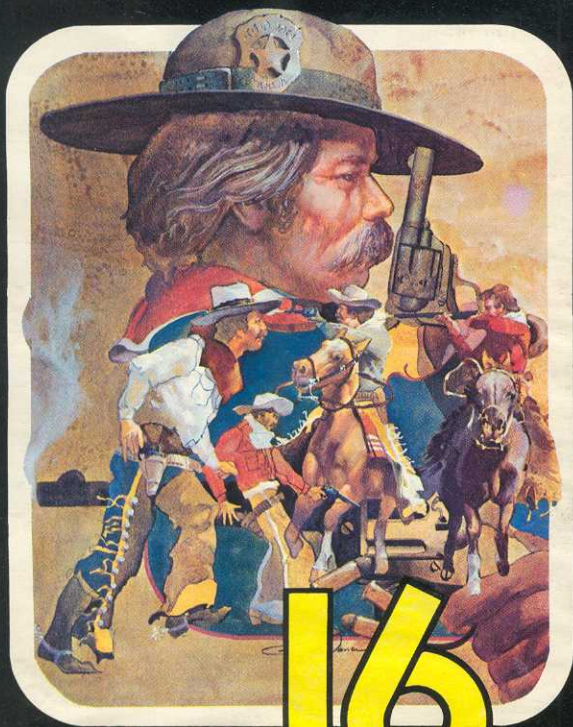
Sears

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TELE-GAMES®

# GUNSLINGER

## GAME INSTRUCTIONS



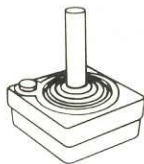
FOR 1 OR 2 PLAYERS

# 16

GAMES

**GUNSLINGER**

Use the Joystick Controllers with this Game Cartridge. Be sure to plug the two Controller cables firmly into the Video Arcade.



**NOTE:** The Console unit should be OFF when inserting or removing a Game Cartridge.

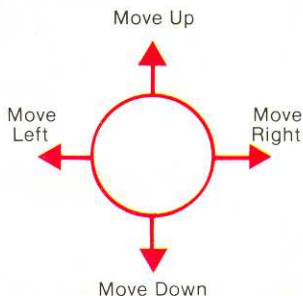
## HOW TO PLAY GUNSLINGER

One or two players can become expert gunslingers during these games:

- In one-player games (Target Shooting), you control the movement of a gunslinger with the left Joystick Controller. Practice target shooting with the moving target that appears on the screen.
- In two-player games (Gunslinger Games), each player controls the movement of a gunslinger with a Joystick Controller. You score points when your gunslinger shoots your opponent's gunslinger.

**NOTE:** In all one and two-player games, bullets will ricochet off the upper and lower playfield boundaries.

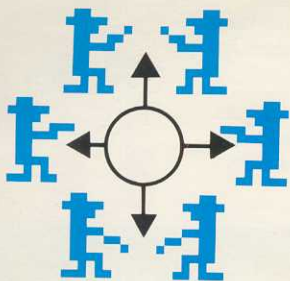
## CONTROLLER ACTION



Use the Joystick Controller to:

- Move the gunslinger on the screen
- Aim and shoot bullets from the gunslinger's gun

Push the Joystick forward to move the gunslinger up the screen. Pull the Joystick towards you to move the gunslinger down the screen.



To move the gunslinger to the left, move the Joystick to the left; move the Joystick to the right to move the gunslinger to the right.

When you want to aim the gunslinger's gun, press the red Controller button. Hold the button down while you control the movement of the gunslinger's arm with your Joystick Controller.

- Push the Joystick forward to move UP the gunslinger's arm holding the gun
- Pull the Joystick towards you to move DOWN the gunslinger's arm that is holding the gun

After you have aimed the gunslinger's arm that holds the gun, release the button to fire bullets.

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**NOTE:** The player using the left Joystick Controller controls the gunslinger on the left side of the screen; the right controller player controls the right gunslinger.

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## SCORING

- In one-player games, you score one point each time a bullet from your gunslinger's gun hits the moving target. You have 99 seconds to score a maximum of ten points. The timing clock appears in the upper right corner of the playfield; the gunslinger's score is in the upper left corner.
- In two-player games you score one point each time a bullet from your gunslinger's gun hits the opposing gunslinger. When a gunslinger is hit, it will sit down and the point appears at the top of the screen. The score of the gunslinger from the left side of the playfield appears in the upper left corner; the right playfield gunslinger's score appears in the upper right corner. The first player to score ten points wins the game.

# SKILL OPTIONS

**Expert position:** Your bullets will disappear in flight if your gunfighter is shot before your bullets hit target.

**Novice position:** Your bullets will continue in flight even if your gunfighter is hit before your bullet hits a target.

## GUNSLINGER'S CODE

There are 16 gunslinger and target shooting games in the Game Cartridge. Each one presents different variations. For a description of each variation, refer to the following code:

**BLOWAWAY:** Your bullets are more powerful during gunfights with Blowaway. You can shoot away pieces of the protective center — a Stage Coach, Wall or Cactus — until it completely disappears.

**CACTUS:** Some gunfights and target shooting games occur with a Cactus in the center of the playfield. Bullets cannot penetrate the Cactus. Use the Cactus as protection from your opponent's shots.

**STAGE COACH:** A Stage Coach stands between the two gunslingers during some games. Bullets cannot penetrate the Stage Coach, making it ideal for protection against opposing bullets. In some games, a series of Stage Coaches will MOVE up the screen between you and your opponent.

**WALL:** In some games, a wall is located between the two gunslingers. These games also feature Blowaway. Use your shots to make a hole in the wall and aim at your opponent.

**GETAWAY:** During a gunfight with Getaway, each gunslinger can move immediately after shooting the gun. Without Getaway, gunslingers must wait until their bullet disappears off the screen or hits a target.

**SIX SHOOTER:** In these gunfights with Six Shooters, each player's gun only has six bullets in it. Receive another round of ammunition when BOTH players have used all six bullets.

**TARGET SHOOT:** The Target Shoot is a feature of one-player games. The Target bounces up and down on the screen while you attempt to make a direct hit.

## GUNSLINGER TWO-PLAYER GAMES

### GAME 1

This gunfight between two players features a Cactus.

### GAME 2

Two players use the Cactus and Getaway to plan their gunfight strategy.

### GAME 3

A Cactus and Blowaway characterize this two-player gunfight.

### GAME 4

The two gunslingers use Six Shooters during this gunfight which features a center Cactus and Blowaway.

### GAME 5

A center Stage Coach stands between the two gunslingers during this game.

### GAME 6

Players must take special aim as a series of Stage Coaches MOVE between the two gunslingers.

### GAME 7

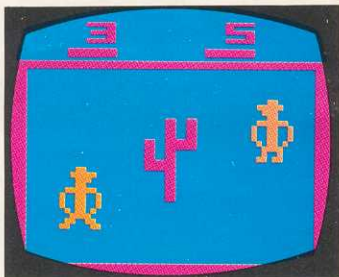
This gunfight features a Stage Coach and Blowaway.

### GAME 8

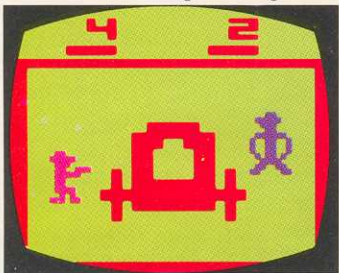
A series of Stage Coaches MOVE between the two gunslingers as they use Blowaway in their playing strategy.

### GAME 9

Two gunfighters play with Six Shooters, Blowaway and a series of MOVING Stage Coaches between them.



Playfield for Games  
1, 2, 3, & 4



Playfield for Games  
5, 6, 7, 8 & 9

## GAME 10

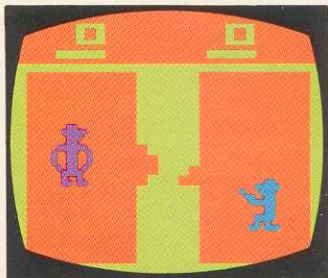
The two gunslingers use Six Shooters during this gunfight which features Blowaway and a center Wall.

## GAME 11

Players use Getaway, Blowaway and a center Wall in their gunfighting strategy.

## GAME 12

The center wall MOVES between the two gunslingers as they play with Getaway and Blowaway.



Playfield for Games  
10, 11 & 12

# TARGET SHOOTING ONE-PLAYER GAMES

## GAME 13

You control one gunslinger on the screen which scores points by hitting the Target Shoot. A center Cactus is between you and the Target Shoot.

## GAME 14

This target shooting game features a Target Shoot, a center Cactus and Blowaway.

## GAME 15

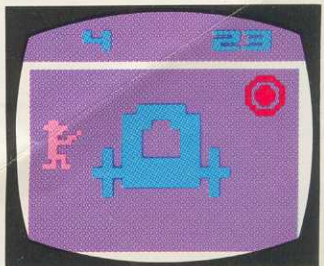
This game features the Target Shoot and a center Stage Coach.

## GAME 16

A series of Stage Coaches MOVE between the gunslinger and the Target Shoot. This game also features Blowaway.

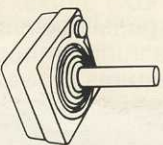


Playfield for Games 13 & 14



Playfield for Games 15 & 16

# GUNSLINGER



Use the Joystick Controllers with this Telegame Cartridge. Hold your Controller with the red button to your upper left towards your television screen.

## GUNSLINGER 2-Player

## TARGET SHOOT 1-Player

Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Blowaway			Blue	Blue			Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue		Blue	
Getaway		Green															
Six Shooter				Orange					Orange	Orange							
Cactus	Yellow	Yellow	Yellow	Yellow									Yellow				
Stage Coach					Red	Red	Red	Red	Red							Red	Red
Wall										Purple	Purple	Purple					
Moving Barrier						Light Green		Light Green	Light Green	Light Green	Light Green	Light Green	Light Green		Light Green	Light Green	Light Green