

INSTRUCTIONS FOR  
**SHOOT OUT**  
CARTRIDGE

Cartridge compatible with Acetronic, Radofin &  
Prinztronic Microprocessor Systems.

Find out who is the faster gunfighter. Face your opponent or practise on your own in 24 exciting Shoot Out games.

Check to make sure your game console is connected to your TV correctly. Then insert the Shoot Out cartridge and switch on the TV and the game console.

Press the Load programme (or on some models "Reset") key twice and game 1 will be displayed on the TV screen.

Game 1 is a two player game with each player controlling 1 cowboy.

By moving your joystick left or right, up or down you can move your gunslinger in the corresponding direction on your TV screen.

If you decide it is time to shoot down your opponent, you press either one of the red fire buttons. However, be careful! Once you press a red fire button your gunman will drop into his firing position. As long as you hold the red fire button in he will stay in that position without firing. You can aim at your opponent by moving the joystick up or down (which will move the gunman's arm up or down) or you can move the joystick from left to right, causing your gunman to face either the left or right hand side of the screen.

As soon as you release the fire button your gunman will fire his gun.

Until his bullet either strikes an object (be it your opponent, a cactus or a coach) or disappears off the screen, he cannot move out of his kneeling position.

So aim carefully! If you are kneeling down waiting for your bullet to strike and you are facing an unscrupulous opponent, he may decide to gun you down like a sitting duck.

In all even numbered games there is a coach moving up the centre of the screen.

In all uneven numbered games there is a cactus stationary in the centre.

In game 1 and 2 your bullets will not penetrate either the cactus or the coach. So be sure to get your opponent while he is not hiding behind either one. If he is hiding and you cannot chase him out of hiding, try and hit him with a ricochet bullet of the top or bottom border of the game field.

In games 3 and 4, you can actually shoot away pieces of cactus and coach.

Games 5 to 8 are the same as 1 to 4 except immediately after firing your bullet you can get up and run to another position.

Games 9 to 16 are the same as 1 to 8, but be careful! You only have six shots. Your gun will not be reloaded until your opponent has also spent all his six bullets, at which point both guns are reloaded.

Games 17 to 24 are target games which allow you to practise your skills as a gunslinger before facing an opponent.

They are basically the same as games 1 to 8. However, you only have a maximum of 99 shots and of course there is no opponent to contend with.

### Scoring

In games 1 to 16 you score one point for every time you gun down your opponent. The first gunslinger to get 10 points wins.

In games 16 to 24 you get one point every time you hit the target. Your objective is to get the maximum points(99).

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