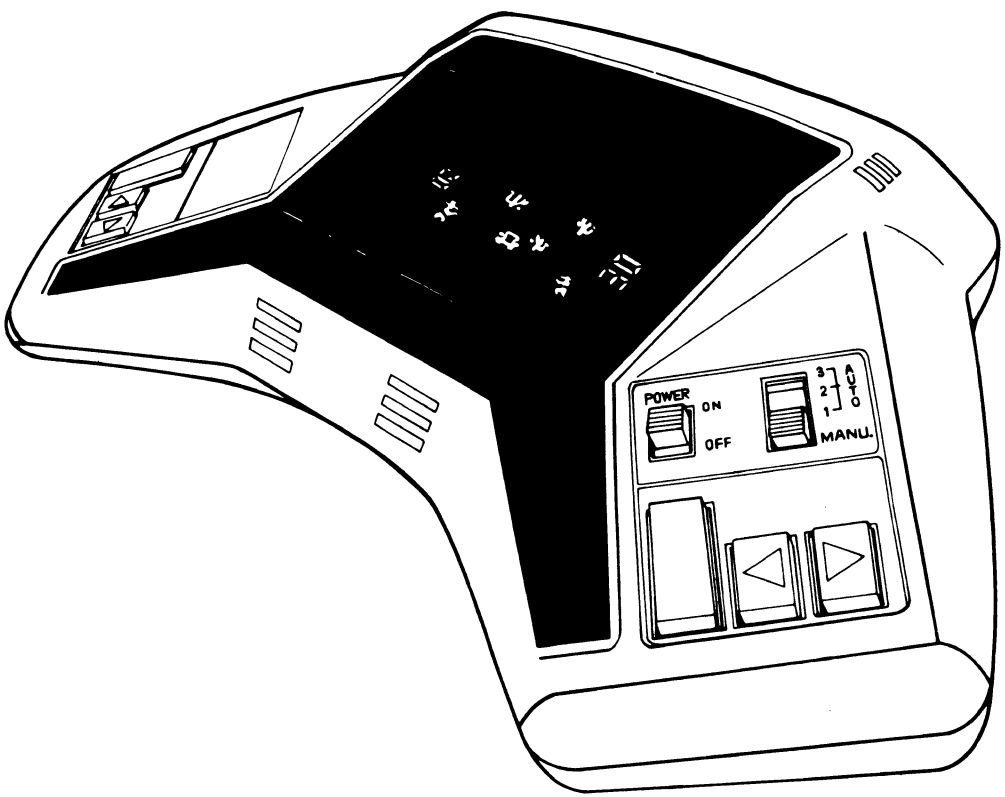
BANDAI ELECTRONICS

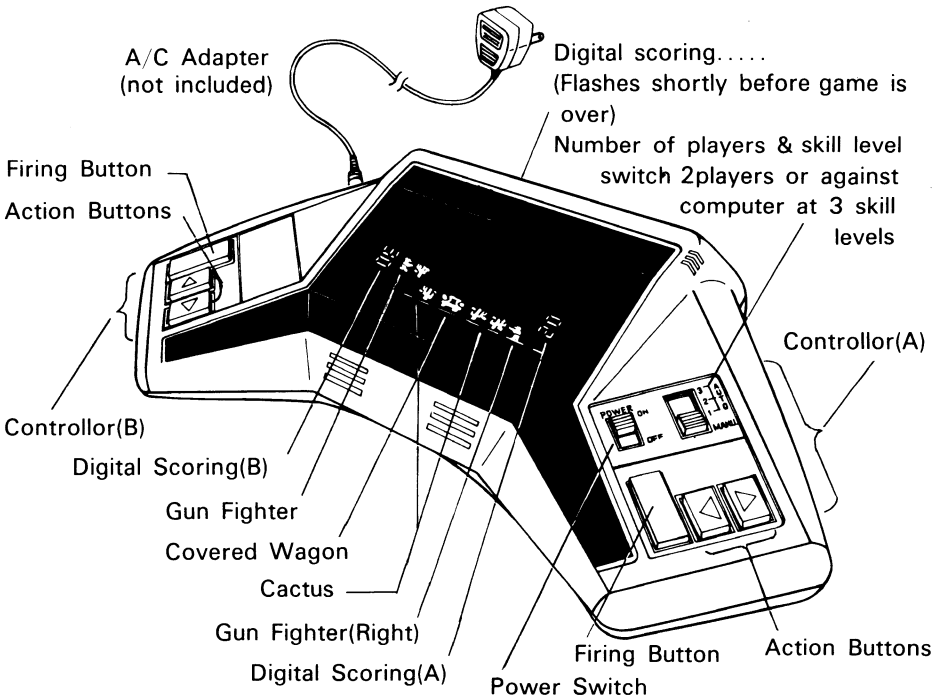
LSI Portable Game

GUNFIGHTER

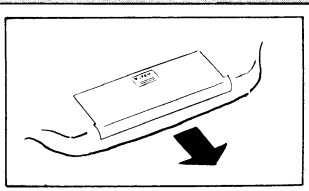
INSTRUCTIONS



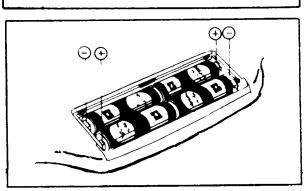
1 PART NAMES



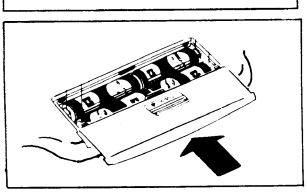
2 TO INSERT BATTERIES



①Slide and open battery cover as per arrow indicator.



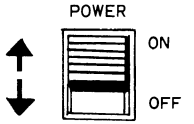
②Place 4 "AA" batteries as shown in diagram. Do not reverse the direction.



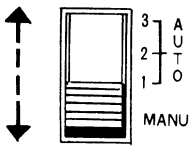
③Slide and close battery cover.

Note: After playing, it is recommended that batteries be taken out.

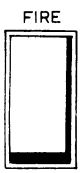
3 PLAY BUTTONS AND FUNCTIONS



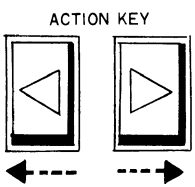
●Power switch - Generates current from battery source. Remember to switch off after play.



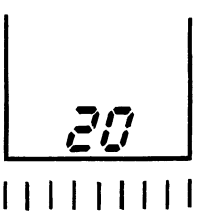
●Manual Auto
This switch determines whether you'll compete against an opponent (manual) or against the computer (auto) which has three different skill levels - 1 for beginners, 2 for intermediate, and 3 for advanced skill levels.



●Fire Button
One bullet will be shot on each press.



●Action Key
operates Gunman up or down by one step on each press.



●Digital Score
Score will be increased at each successful shot to the opposite Gunman more than 99 point will be indicated as follows.

100 ~ 109 A0 ~ A9	130 ~ 139 d0 ~ d9
110 ~ 119 b0 ~ b9	140 ~ 149 E0 ~ E9
120 ~ 129 C0 ~ C9	150 ~ 159 F0 ~ F9
	160 ~ Come back to 0



●Covered Wagon
moves up and down the center of the screen at random. If you shoot this wagon, one point will be deducted from your score.

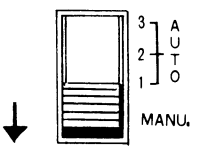


●Cactus
Obstacles which are pre-programmed on each game.
If you shoot a cactus three times, cactus will disappear.

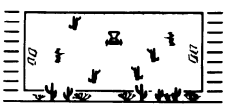
HOW TO PLAY

This "Electronic Gunfighter" game is designed to provide either one or two players with hours of arcade-type fun. Compete against computer or opponent.... trying to pick-off the other's Gunfighter and score as many points as possible during a two minute period.

★Two Player Game



1. Set the button in "Manual" position.



2. Switch power on. Then you'll hear "Game Start" music. You'll see two Gunfighters, four cacti, one covered wagon, and digital score.



3. Move your gunfighter up and down by pressing Action Buttons and try to pick-off your opponent with minimum number of shots.

4. Once either Gunfighter is picked off, the screen will clear and funeral music will sound. A new layout of cacti, covered wagon, and Gunfighters will appear on the screen.

   Scoring

   Pick off with first or second shot - score 10 points
   " " " third " fourth " - " 6 "
   " " " fifth " sixth " - " 4 "
   " " " seventh or more " - " 2 "

   If you shoot covered wagon, you will lose 1 point. If your score is zero, point will not be deducted from later score.

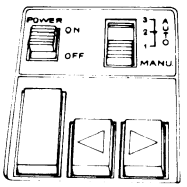


5. Game speed will be accelerated gradually during the game.

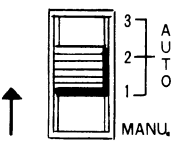
6. Digital score will start flashing 10 seconds before game is over.
7. Game is over with "Game Over" music.

8. To Play again, switch "OFF" and then switch "ON" again after 5 second interval.

★One Player Game



Use the buttons on Side "A".



1. Set in "Auto" position and select skill level, 1, 2, or 3.

2. Play in the same manner as two player game instructions 2 thru 8.

5 SOUNDS

- ●Start-up Sound ·····Switch power on, and you will hear "Game Start" tune.
- ●Timer Sound ·····During the course of the game, timer sound is emitted.
- ●Shooting Sound·····After pressing "Fire Button," shooting sound will be heard.
- ●Pick-off sound·····If you pick-off the opponent, you'll hear funeral music.
- ●Game Over Sound···Game is over after approximately two minutes of play. then you'll hear "Game Over" tune.

6 CARE OF YOUR GAME

- ●Weak batteries may cause some irregular performance of the game. Use alkaline batteries for best performance.
- ●This electronic game contains delicate components. Please be aware of the following points:
- ★Do not drop onto or hit game against a hard surface.
- ★Do not put onto hot or wet surfaces.
- ★Do not disassemble.

●To use A/C adapter
(not included)



This game can be played with house current by using A/C adapter.
The adapters which can be used are:
1.Plug in A/C adapter's plug as indicated.

Note: After playing, remove the A/C adapter from outlet.

Please use only an exclusive adapter available by written request with a check or money order in the amount of dlr 5·00 to: BANDAI AMERICA, INC.
6 Pearl Court
Allendale, NJ 07401

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Bandai Electronics Arcade Games are manufactured under stringent quality control conditions. We warrant (to the original consumer purchaser) for a period of 90 days from the date of the purchase that our Electronics Arcade Games will be free of defects in materials and workmanship under normal use.

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1. Pack the game carefully (in original box if possible) with adequate padding material.
2. Carefully print the following address on your outer carton:

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With normal use and care your Bandai Electronics Arcade Game should provide you with many hours of enjoyment.

www.handheldmuseum.com

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