Sharkey's SHOOTOUT

755-5172-00 (Page 2) was the original Instruction Card on the game. 755-5172-00A (Page 3) is an updated card which was not distributed with the game. Language cards were not updated.

Sharkey's Objective: *Defeat all 6 opponents at either* **8 Ball** *or* **9 Ball**.

8 Ball Shoot **7 Pool Ball Drop Targets *IN ANY ORDER,*** then shoot the **8 Ball** to defeat lit opponent *(defeating an opponent collects Prize Money at the current level.).*

9 Ball Shoot **Pool Ball Drop Targets *IN ORDER;*** shoot the **8 Ball** followed by the **9 Ball** to defeat lit opponent *(defeating an opponent collects Prize Money at the current level.).*

Trick Shot After defeating an opponent, shoot the **Roving Drop Targets** to build the *Trick Shot* value. Shoot f*lashing Arrows collect value*. Collecting the *Trick Shot* value ends the *Trick Shot Feature* and begins a pool game with the next opponent.

Prize Money Complete the **P-A-Y-O-F-F Targets** to collect *Prize Money. Prize Money* value advances to the next level in the ***Right Hole*** *near bumpers*. Completing **P-A-Y-O-F-F** also lights the Left, Center & Right **Post Save** *Feature*.

Extra Ball Collect *Prize Money* to light ***Extra Ball***.

Multiball Shoot **Lock** to start **Multiball**.

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Between Games: *Press & Hold the **RIGHT BUTTON** for detailed instructions On-Screen. Press the **LEFT BUTTON** to page down. The **START BUTTON** exits.*

Note to Beginners: To score better, shoot at the **((FLASHING SHOTS)) !!** Be sure to LOOK UP at the Dot Display for instructions when possible.

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Between Games: *Pressing either* ***FLIPPER BUTTON*** *will allow the player to step through the displays in the Attract Mode.*

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Sharkey's Ziel: *Besiege alle 6 Gegner beim* **8 Ball** *oder* **? Ball**.

8 Ball Treffe die **7 Pool Ball - Drop Targets *IN JEDER REIHENFOLGE,*** danach treffe den **8 Ball**, um den beleuchteten Gegner zu besiegen *(durch Sieg über einen Gegner erzielt man das momentane Preisgeld).*

? Ball Treffe die **Pool Ball - Drop Targets *IN RICHTIGER REIHENFOLGE;*** treffe den **8 Ball** gefolgt vom **? Ball**, um den beleuchteten Gegner zu besiegen *(durch Sieg über einen Gegner erzielt man das momentane Preisgeld).*

Trick Shot Nach Sieg über den Gegner treffe die **bewegten Drop Targets**, um die *Trick Shot* Punktzahl zu erhöhen. Treffe die *blinkenden Pfeile* um die Punkte zu erhalten. Erhalt der *Trick Shot* Punktzahl beendet das *Trick Shot Feature* und startet ein Poolspiel mit dem nächsten Gegner.

Preis Geld Vervollständige die **P-A-Y-O-F-F Targets**, um das *Preisgeld* zu erhalten. Das *Preisgeld* erhöht sich durch Treffen des ***rechten Loches*** nahe der *Bumper* auf den nächsten Wert. Werden alle **P-A-Y-O-F-F** getroffen, werden ebenfalls das linke, mittlere & rechte **Post Save** *Feature* beleuchtet.

Extra Ball Erziele das *Preisgeld*, um ***Extraball*** zu beleuchten.

Multiball Treffe das **Kugelfangloch**, um **Multiball** zu starten.

Translation by www.Brainware-4u.com

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Zwischen den Spielen:

*Drücke & halte die **RECHTE FLIPPERTASTE**, um detaillierte Hinweise anzuzeigen. Drücke die **LINKE FLIPPERTASTE**, um weiter zu blättern. Die **STARTTASTE** beendet die Hinweisanzeige.*

Tips für Anfänger: Für mehr Punkte blinkende Ziele Treffen.
Das Display für Spielanweisungen beachten!

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Obiettivo Sharkey's : *Battere tutti gli avversari sia nel* **8 Ball** *che nel* **2 Ball**.

8 Ball Tirare ai **bersagli cadenti 7 Pool Ball** *in qualsiaisi ordine*, pol lanciare l **8 Ball** per battere l avversario acceso *(battendo un avversario ci si aggiudica il Prize Money al livello corrente).*

2 Ball Tirare ai **bersagli cadenti Pool Ball** *in ordine;* l **8 Ball** seguito dal **2 Ball** per abbattere l avversario acceso *(battendo un avversario ci si aggiudica il Prize Montey al livello corrente).*

Trick Shot Dopo aver abbattuto un avversario, tirare al **bersagli cadenti Roving** per costruire il valore *TRICK SHOT*. Tirare alle *Frecce Lampeggiant*i per guadagnare punti. Vincendo il valore *Trick Shot* la caratteristica finisce ed inizia il gloco al billardo con l avversario successivo.

Prize Money Completare i bersagli **P-A-Y-O-F-F** per vincere il *Prize Money*. Il valore *Prize Money* fa avanzare al livello successivo nella Buca DX vicino ai Bumpers. Completando **P-A-Y-O-F-F** si accende inoitre la caratteristica **Post Save** SX, Centrale & DX.

Extra Ball Vincere il *Prize Money* per accendere l ***Extra Ball***.

Multiball Tirare a **Lock** per iniziare il **Multiball**.

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Translation by Tecnoplay, Italy

Tra Giochi : *Premere e tenere premuto il pulsante DX per istruzioni dettagllate On-Screen. Premere il pulsante SX per procedere con la pagina. Premere START per uscire.*

CONSIGLIO AI PRINCIPIANTI :

Per ottenere un punteggio migliore, lanciare il **(((FLASHING SHOT)))** ***!!***

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SPI Part N°: 755-5172-04 ITALIAN

L'objectif de Sharkey : *battre les 6 adversaires à la* ***bille*** *ou à la* ***bille*** .

Bille : viser les **cibles de la bille 7** dans **N'IMPORTE QUEL ORDRE**, puis tirer la **bille** pour battre l'adversaire allumé (battre un adversaire augmente le total des gains à son niveau actuel).

Bille : viser les **cibles DANS L'ORDRE**; tirer la **bille** suivie de la **bille** pour battre l'adversaire allumé (battre un adversaire augmente le total des gains à son niveau actuel).

Tir Difficile : après avoir battu un adversaire, viser les **cibles mouvantes** pour constituer la valeur Tir Difficile. Viser les flèches clignotantes pour augmenter la valeur. Gagner la valeur Tir Difficile ferme la fonction Tir Difficile et commence une partie de billard avec l'adversaire suivant.

Total des Gains : terminer les **cibles P-A-Y-O-F-F** pour gagner le Total des Gains. La valeur du Total des Gains s'accroît au niveau suivant en allant dans le **Trou de Droite** près des bumpers.
Terminer **P-A-Y-O-F-F** allume également la fonction **Post Save** de Gauche, du Centre & de Droite.

Extra Ball : gagner le Total des Gains pour allumer l'**Extra Ball**.

Multiball : viser **Lock** pour activer **Multiball**.

Translation by www.Brainware-4u.com

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Entre les parties : *maintenir appuyé le* ***Bouton de Droite*** *pour avoir des instructions détaillées à l'écran. Presser sur le* ***Bouton de Gauche*** *pour faire défiler les instructions. Le* ***Bouton Start*** *ferme les instructions.*

Info pour les débutants : Pour un meilleur score, visez ***" CE QUI CLIGNOTE ".***
Quand c'est possible, assurez-vous que vous **REGARDEZ** l'afficheur donnant des instructions.

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TOURNAMENT OBJECTIVE : Complete the 6 Check Marks above & shoot final shot to finish.

Only completing the 6 Check Marks above will award points.
e.g.: While on the 1st Check Mark, only hitting the drops will award points.

Completing all 6 Check Marks lights the final shot.
Shooting this *shot* collects the ***Final Bonus*** and ends the game.

The Final Bonus starts at 10 million and counts down when ever possible.
Most of the Features in the game will add points to the ***Final Bonus***.
It is possible to build the bonus higher than the original 10 million.

The amount of points added back to the bonus is equal to the current Prize Money Level. The current Prize Money Level is indicated in lights in the middle of the playfield. It s best to maintain the Prize Money Level at or near the top.

At the end of the Tournament, the highest qualified scores will win cash.
*See **Large Display** above for current leaders &* **IT** *Tournament Information.*
Be sure to **LOOK UP** *at the **Small Display** for Game Instructions & hints.*



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Note to Beginners: To score better, shoot at the (((FLASHING SHOTS))) ***!!***

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SPI Part №: 755-5172-01

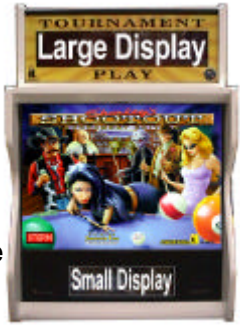
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