

ELECTRONIC

MODEL: 7-743

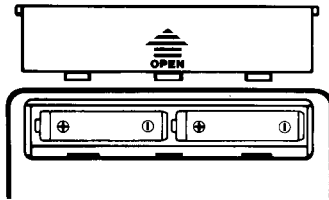
SKEET SHOOT LCD GAME

1 OR 2 PLAYERS



INSERTING THE BATTERY

- 1) When the battery needs replacing, remove the battery compartment cover on the back of the game.
(To remove cover push in the direction of the arrow.)



- 2) Insert two AA, UM-3 or equivalent making sure to align "+" and "-" as shown.
- 3) After battery insertion, the ACL switch must be pushed. (Use a ball-point pen.) The display should appear as in the diagram below.

CAUTION

- 1) High temperature will destroy the unit. Do not leave the unit in direct sunlight.
- 2) Do not press the liquid crystal display and avoid heavy shock or the display may fail.
- 3) Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.
- 4) Replace batteries at the first sign of erratic operation.
- 5) Clean only with a soft dry cloth.

HOW TO SELECT A GAME



SHOOT/
PLAYER

Turning Knob
(Turning Range 90 °)

- 1) Press "ON/START" button to turn on the game. The digits will appear on the screen as follows:

GAME - PLAYER

1 - 1

Indicates game 1/1 player mode.

- 2) Press the "GAME" button to select game:

GAME - PLAYER

1 - 1

GAME - PLAYER

2 - 1

- 3) Press the "PLAYER/SHOOT" button to select player number:

GAME - PLAYER

1 - 1

GAME - PLAYER

1 - 2

HOW TO PLAY THE GAME

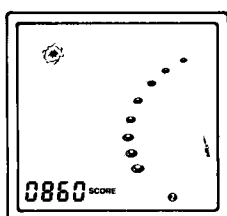
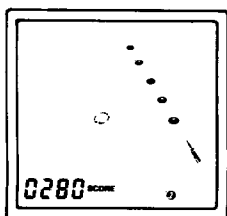
- 1) The game and the highest score will be displayed for a moment before the game starts.
- 2) Use the turning knob to align the shot gun in the desired direction and then press the "SHOOT" button to fire the weapon.
- 3) Press the "START" button to start next game when the game is over.
- 4) If the "OFF" key is pressed, it will be switched off immediately.
- 5) During the game you can turn off the sound by pressing the "MUSIC" key.

THE GAME

For these 2 games, level 1 is the lowest level while level 6 is the highest. The game speed will be increased with respect to the level, that is, the higher the level, the harder the game.

GAME 1

- 1) Targets are thrown up and flying away. You have to be fast to shoot it in order to score. In each level, there are 10 rounds, each round allows you to fire 2 shots.
- 2) **LEVEL 1:**
For each round, one target is generated and flying away at normal speed. Hitting the target using the first bullet scores 40 points, while using the second bullet only scores 20 points. Maximum score in this level is 400 points. If you can score 200 points or above, you will be allowed to play "LEVEL 2", or else the game is over.
- 3) **LEVEL 2:**
Similar to level 1, except two targets will fly away.



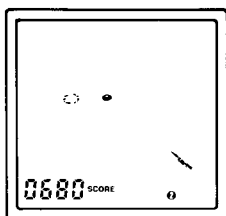
- 4) **LEVEL 3:**
Similar to level 2 except sometimes the targets fly in a curved path.
- 5) **LEVEL 4:**
Similar to level 1 but at higher speed.
- 6) **LEVEL 5:**
Similar to level 2, but at higher speed.
- 7) **LEVEL 6:**
Similar to level 3, but at higher speed. The game will remain at level 6 onwards.

GAME 2

- 1) Targets are generated and appear at fixed positions for a short time. You have to be fast to shoot them in order to score.

In each level, There are 10 rounds, each round allows you to fire 2 shots.

- 2) **LEVEL 1:**
For each round, one target is generated and appears at a random position for about 1 second. Hitting the target using the first bullet scores 40 points, while using the second bullet can only score 20 points. Maximum score in this level is 400 points. If you can score 200 points or above, you will be allowed to play "LEVEL 2", or else the game is over.
- 3) **LEVEL 2:**
Similar to level 1, except 2 targets are generated each round.
- 4) **LEVEL 3:**
Similar to level 1 but at higher speed.
- 5) **LEVEL 4:**
Similar to level 2 but at higher speed.
- 6) **LEVEL 5:**
Similar to level 3 but speed is further increased.
- 7) **LEVEL 6:**
Similar to level 4 but speed is further increased. The game will remain at level 6 onwards.



GAME OVER

The game ends and "GAME OVER" is displayed whenever you fail to score a

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- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

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Also, don't forget to show your return address.

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After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US \$12.00 payment for the repair service.

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