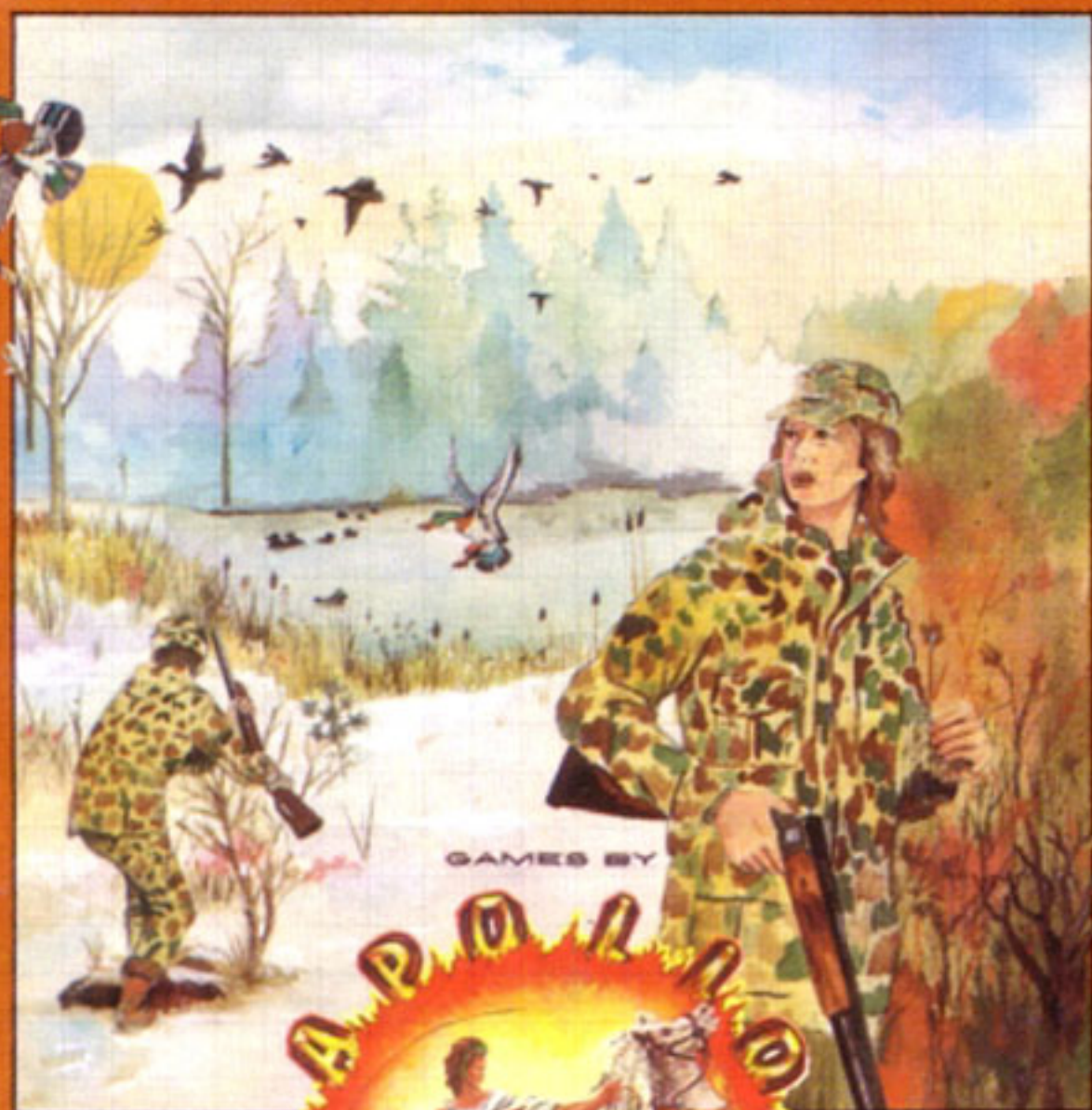


**For 1 or 2 Players**

**DIRECTIONS INSIDE FOR 17 EXCITING  
GAME VARIATIONS!**

# ***SKEET SHOOT***™

## **GAME INSTRUCTIONS**



# SKEET SHOOT™

**Pull!** The trap springs, and the clay pigeon — alive with flight — soars away from you at an unexpected angle. With a fluid motion, you raise your gun to your shoulder as you pivot toward your target. You lead your pigeon, finger on the trigger . . . your mind racing . . . challenged by the speeding target before you. Will your reactions be too slow? Too fast? Or right on course? Suddenly you squeeze the trigger!

## THE SET-UP

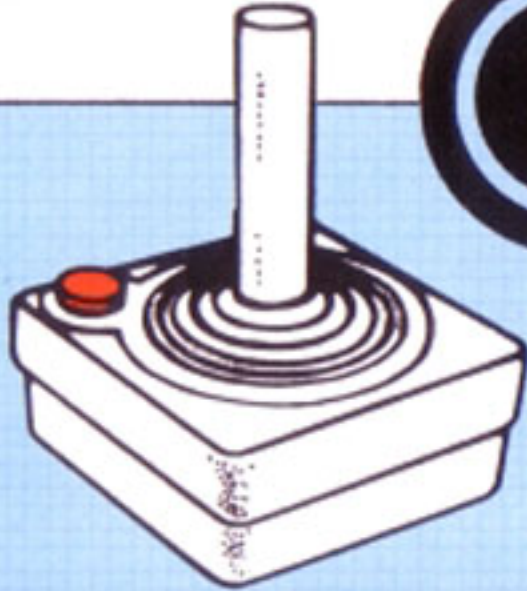
Skeet Shoot™ is played with one or two players using the Joystick Controllers. Be sure the power is off whenever you insert or remove Skeet Shoot from your video game system.

## THE DIFFICULTY SWITCH

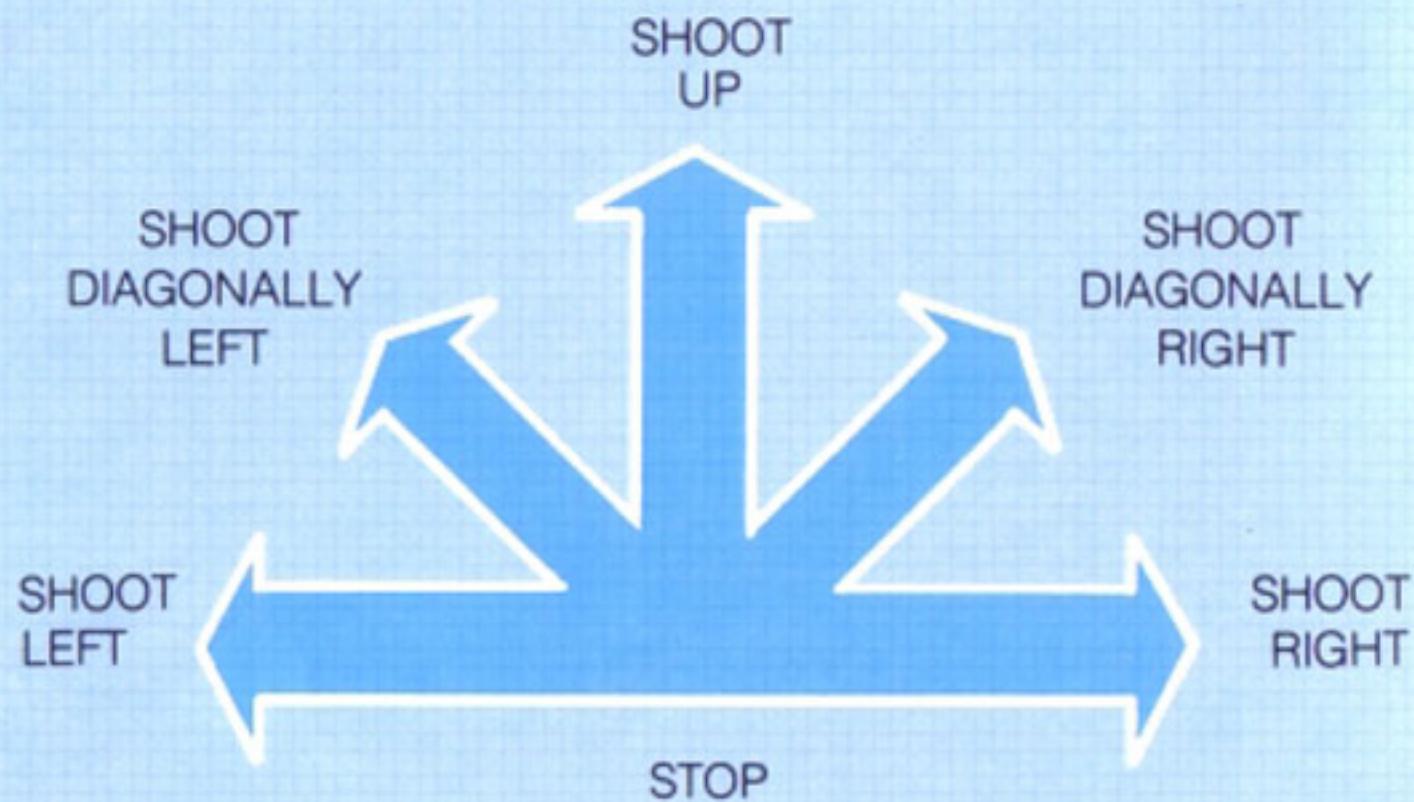
Set the Difficulty Switch on the A (up) position to start. With the switch in this position, the clay pigeons travel slower than in the B (down) position.

To provide a handicap advantage for a less experienced player in a two-player game, you may vary the positions of the Difficulty Switch. Simply leave the switch in position A for the inexperienced player, and in position B for player number two.

## THE JOYSTICK CONTROLLER

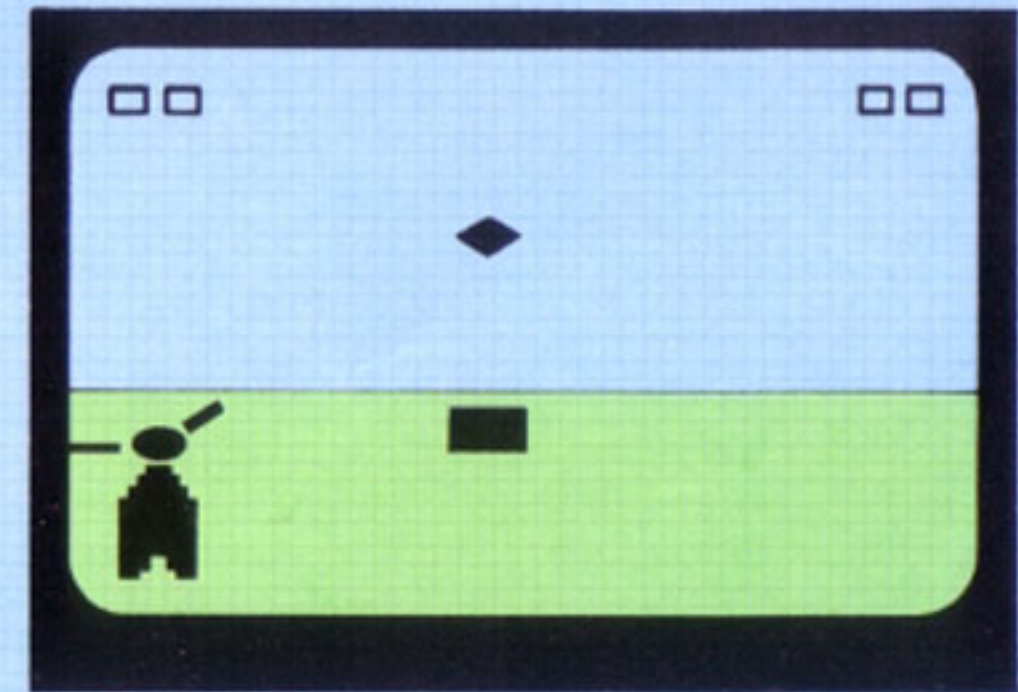


**ONE-PLAYER GAME** Hold your Joystick Controller so that the red "FIRE" button is in the upper lefthand corner. Use this button to release the clay pigeon (press once and release) and to fire your gun (press again and release). Use your Joystick to aim your gun.



*Hold your Joystick to the left, and you will shoot to the left. Hold it diagonally left, and you will shoot diagonally left, etc., as illustrated in the diagram above.*

**TWO-PLAYER GAME** Except for Game No. 2 all play is the same as that described for the One-Player Game. The only difference is that players take turns in shooting.



**GAME NO. 2** (See Game Menu) In this game, there are two variations from the other Two-Player Games:

- 1 . In this variation, the player determines the shooter's position on the screen by holding the Joystick in the position in which he wishes the shooter to appear (left, center or right). In all other Two-Player games, the computer determines the shooter's position.
- 2 . In the second variation, the opponent determines the target direction by holding the Joystick in the position in which he wishes the target to appear (left, center or right). In all other Two-Player Games, the computer determines the target direction.

There are seventeen variations of Skeet Shoot.<sup>TM</sup> Select your favorite with the Game Select switch on your console, choosing from any of the variations shown below on our game matrix.

# GAME MENU

GAME NO.	ONE PLAYER				TWO PLAYERS			
	TARGET	SHOOTER			TARGET	SHOOTER		
	L	C	R	V	L	C	R	V
1				■				■
2*								■
3			■					■
4		■						■
5	■							■
6				■			■	
7							■	■
8				■		■		
9							■	
10				■	■			
11							■	■
12	■				■			
13	■					■		
14		■			■			
15		■					■	
16			■			■		
17			■				■	

## 25 TARGETS PER GAME

L = Left                      C = Center                      R = Right  
 V = Variable (Computer varies target direction or shooter's position.)

\* In Game No. 2, the player determines shooter's position and opponent determines target direction.

## LIMITED 90-DAY WARRANTY

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