NES-ZT-USA ★

BARKER BILL'S

TRICK SHOOTING™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



Thank you for selecting the Nintendo Entertainment System® Barker Bill's Trick Shooting™ Game Pak. This game requires the Zapper® , Light Gun Attachment.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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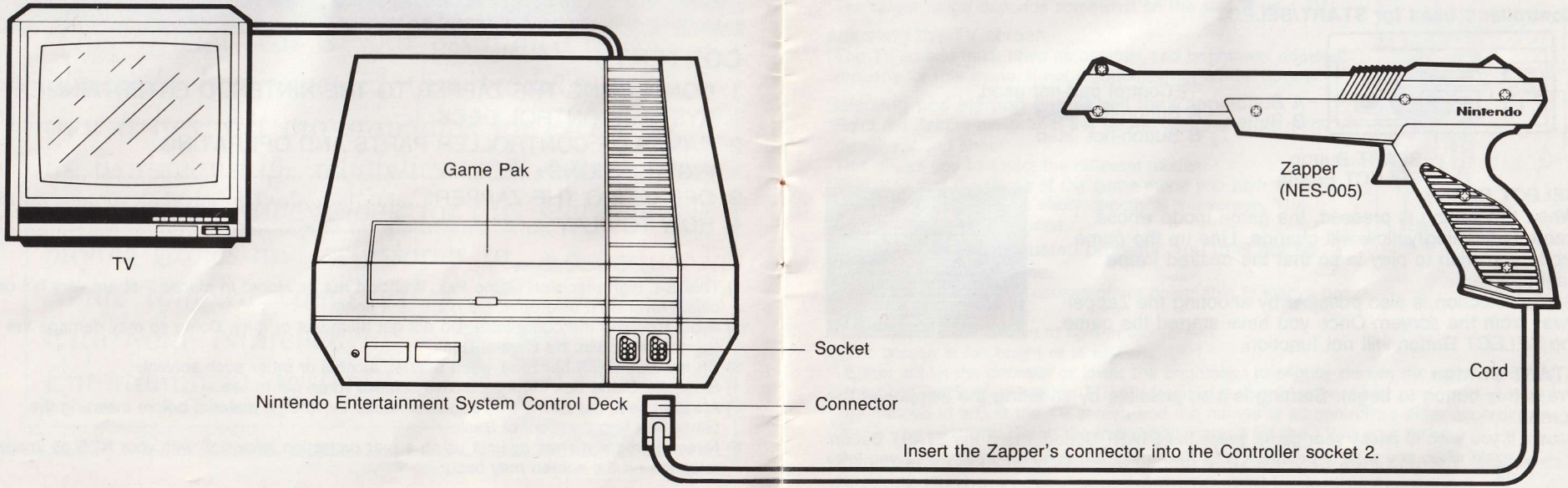
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PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective seleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
6) Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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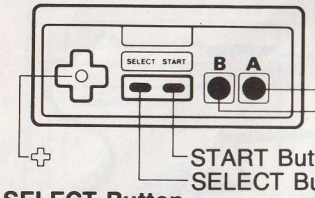
1. CONNECTING THE ZAPPER TO THE NINTENDO ENTERTAINMENT SYSTEM CONTROL DECK



Insert the Zapper's connector into the Controller socket 2.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 used for START/SELECT



Control pad-not used.
A Button-not used.
B Button-not used.

SELECT Button

When this button is pressed, the game mode whose frame is flashing yellow will change. Line up the game mode you wish to play in so that the desired frame flashes.

Game selection is also possible by shooting the Zapper away from the screen. Once you have started the game, the SELECT Button will not function.

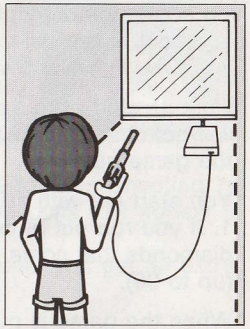


START Buttton

Press this button to begin. Starting is also possible by shooting the Zapper at the screen.

Pause: If you wish to pause your game, press the START Button. Press the START Button again when you wish to continue play. The game will continue from where you left off.

3. OPERATING THE ZAPPER



Target range: approx. 6 feet

*The target range depends somewhat on the size of your TV.

Adjusting the TV screen

*The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting games will the Zapper.

*Point the Zapper away from the screen with the game menu displayed, and shoot.
This allows you to select the different modes.

*Select so that the frame of the game mode you wish to play flashes yellow, and then shoot directly at the screen. The game you selected will start.

■ If your TV is not adjusted properly, you may not be able to start the game.

*There are two probable causes of not being able to start a game.

1) The screen is too dark.
Increase the brightness to lighten the screen.

2) The screen is too bright or is whitish.
Either adjust the contrast or lower the brightness to slightly darken the screen (so that the black background of the TITLE screen is as black as possible).

*The method to adjust the TV screen and the names of its controllers differ according to the TV manufacturer. Read the instruction manual for the TV in your home.

•If you are still having difficulties getting the Zapper to work properly, please call Nintendo Consumer Service at 1-800-255-3700 for further assistance.

4. HOW TO PLAY

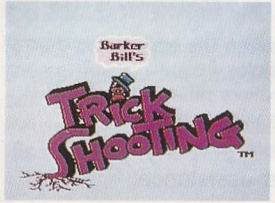
You score points by aiming the ZAPPER at items and shooting. The items you can shoot at are different depending on which stage you are in (BALLOON SALOON, FLYING SAUCERS, WINDOW PAINS, FUN FOLLIES.)

*Rounds start at round 1 and go up to 99. (From round 99 onwards, the round will not change until the game is over.) The higher the round, the more difficult the game gets.

*You start out with 10 credits. If you make a mistake, the number goes down by 1. If you run out of credits, that's the end of the game. If you shoot the diamonds that come on screen from time to time, you can add to your credits (up to 99).

*When the game is over, your score, hit ratio and top 5 players are displayed. The screen will then return to the TITLE screen.

*The TOP SCORES will be erased if the RESET Button is pressed or the power switch is turned off.







■ BALLOON SALOON



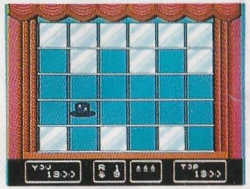
Balloons rise up from the back of the panel. If you let a balloon rise up to the top of the screen and escape, this counts as a mistake. You are given three bullets for each balloon.
In the first two rounds only two balloons rise up at the same time. From round 4, three balloons will rise up at the same time, and from round 7, four balloons.
From round 3, a dog's face will appear on screen from time to time. Shooting the dog will count as a mistake. Also, the total number of balloons that appear in a round increases from 20 to 30, and from 30 to 40.
You get 100 points per balloon. If you shoot all of the balloons, you get an extra 5000 points.

■ FLYING SAUCERS



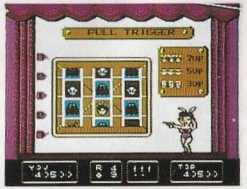
A man and his assistant will throw saucers into the air. You must shoot them before they hit ground. (10 times, total of 20 saucers) There are five possible scores for each saucer ranging from 100 to 500 points depending on the height when shot. If you hit two saucers at the same time, you get 1000 points. Sometimes a bird will appear on screen. Shooting the bird will count as a mistake.
The higher the round, the faster the saucers will fly. If you shoot all of the saucers, you get an extra 5000 points.

■ WINDOW PAINS



Behind the semi-transparent panels, various items will fall down. You have to shoot them through the open windows. As the rounds progress, the number of windows decreases. Starting in round 9, two items will fall down at the same time. The points that you get differ according to the object's height when you hit it (from 100 to 500). At first, the number of items that fall down is 20. This increases to 30 and then to 40 as you proceed in the game. If you shoot all of the items, you get an extra 5000 points.

■ FUN FOLLIES



In FUN FOLLIES, you cycle through all of the different events including some only available in this mode.
In this mode only, you are given chances on the slot machine where you go after increased credits.
If you have;

1 diamond: You can have a chance to line up the middle horizontal row only.
2 diamonds: You can have a chance to arrange the 3 horizontal rows.
3 diamonds: You can have a chance to line up the 3 horizontal rows and 2 diagonal rows.

Additional game modes for "FUN FOLLIES"

(NOTE: these modes are only accessable through FUN FOLLIES.)

★TRIXIE'S SHOT (First seen in round 4.)

Shoot the coins that the woman holds out while she is dancing. (10 times, total 20 coins)
From time to time a bird will come to pick up the coins and the woman will throw coins. Don't shoot the bird- this will count as a mistake.
The score changes according to the time you take to shoot the coins after the coin has appeared (from 100 to 500). You get 500 points for coins that the woman has thrown or dropped.
As you proceed in the game, the rounds get more difficult. The number of times that the bird appears and the woman's throwing increases. Sometimes she poses to hold out the coin with her right hand. If you shoot the coin within 0.2 seconds, you can get a special bonus of 10000 points (this is very difficult!). If you shoot all of the coins, you get an extra 5000 points.



★BILL'S THRILLS (First seen in round 9.)

The man will throw items at the woman's head. (5 times, 5 items) He throws the items so high that they will disappear above the screen for a while. You must shoot the items on their way down. If the item falls on the woman's head or you shoot the bird that appears from time to time, it counts as a mistake.
The score increase as you progress the further into the game. The game gets gradually more difficult as the speed at which the items fall increases. If you shoot all of the items, you get an extra 5000 points.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 — 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Reprseerntative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.

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