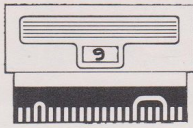


PREHISTORIC SAFARI

. . . Your Time Machine has landed in 1,000,000 B.C. . . . Most of your ammunition has fallen into a volcano and you have only 15 bullets left!

GAME AIDS



GAME CARD #9



GAME OVERLAY



A

TARGET LIGHT MUST MOVE FROM ANIMAL TO ANIMAL.

SET UP

1. Insert GAME CARD #9 into the Master Control Unit.
2. Place PREHISTORIC SAFARI Overlay on the screen.
3. Player 1 is the HUNTER with the rifle. Player 2 controls the Target Light.

PLAY

Player 2 uses his HORIZONTAL and VERTICAL Controls to move the Target Light from one animal to another. He must leave the light motionless on each animal (**Illust. A**) until the HUNTER has made his shot.

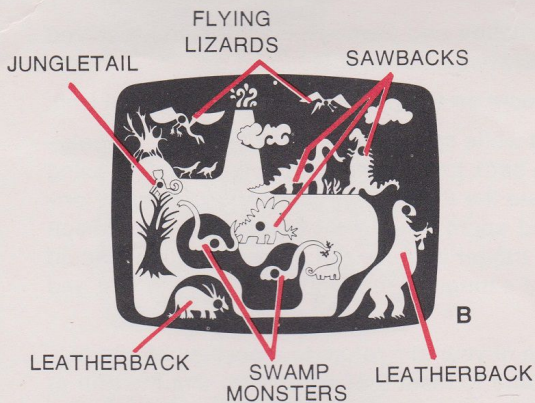
After 15 shots, the Player Control Unit is traded for the rifle and the procedure is repeated.

Whoever extinguishes the most targets in only 15 attempts is the winner.

GAME VARIATION

HUNTER EXPEDITION! (Illustration B) Bag the rare prehistoric species! Play procedure is the same as above, but species have the following value.

- 2 Flying Lizards 10 PTS.
- 3 Sawbacks 5 PTS.
- 2 Leatherbacks 7 PTS.
- 2 Swamp Monsters 5 PTS.
- 1 Jungletail 10 PTS.

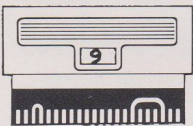


B

DOGFIGHT!

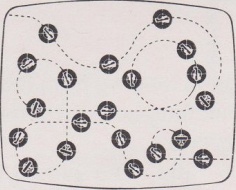
. . . The Red Baron knows all the tricks. You've got to be good to knock him out of the skies!

GAME AIDS

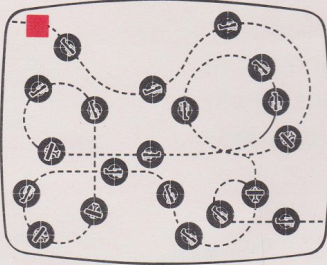


GAME CARD #9

(Dogfight, continued)



GAME OVERLAY



A

SET UP

1. Insert GAME CARD #9 into the Master Control Unit.
2. Place DOGFIGHT Overlay on the screen.

PLAY

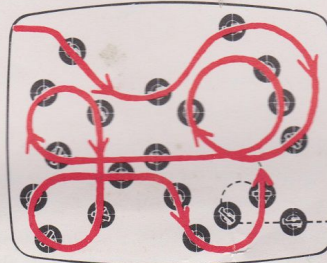
Player 1, the left player, is the World War I Air Ace who blasts planes with his Electronic Rifle. Player 2, the right player, is the wily Red Baron.

(**Illust. A**) The RED BARON positions his Light at the start of his run. He must follow the dotted flight lines (**Illust. B, C**). If he goes off course, it counts as a hit for the World One Air Ace.

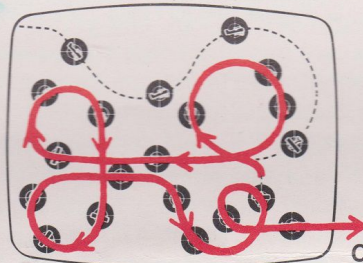
As the RED BARON flies through the dotted line flight course, the World War I Air Ace fires at him. A hit can only be scored when the Target Light is seen through the gun sight circles (**Illust. D**).

When Player 1 has finished his flight, the two players trade roles.

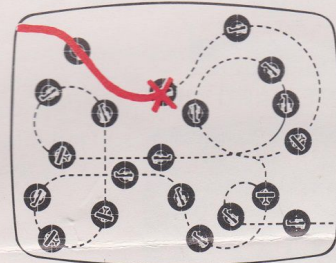
The winner is the player who scores the most hits after three flights.



B



C



D

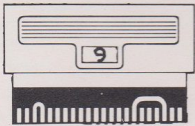
PLAYER 2 FOLLOWS THE COURSE AND ...

REPEATS THE 3 LOOP SECTIONS BEFORE MAKING FINAL 4TH LOOP WHICH CARRIES HIM OFF SCREEN TO END FLIGHT.

PLAYER 2 HAS BEEN EXTINGUISHED BY A DIRECT HIT!

SHOOTOUT! ... It's the good guys against the bad guys!

GAME AIDS



GAME CARD #9



SHOOTOUT OVERLAY

SET UP

1. Insert GAME CARD #9 into the Master Control Unit.
2. Place SHOOTOUT Overlay on the screen.

PLAY

Player 1 is the SHERIFF with the rifle. Player 2 is the DALTON GANG.

Player 2 uses his HORIZONTAL and VERTICAL controls to position his Light in the first floor windows of Charley's Saloon. Player 2 makes his way down the length of the entire top block (**Illust. A, Pg. 4**). He must remain in each window and doorway for the time it takes him to say, "You'll Never Get me, Sheriff!" When Player 2 gets to the end of the block, he runs across the street via the horse and carriage to the house at the top right of the Overlay