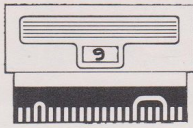


PREHISTORIC SAFARI

. . . 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 (**Illustr. A**) until the HUNTER has made his shot.

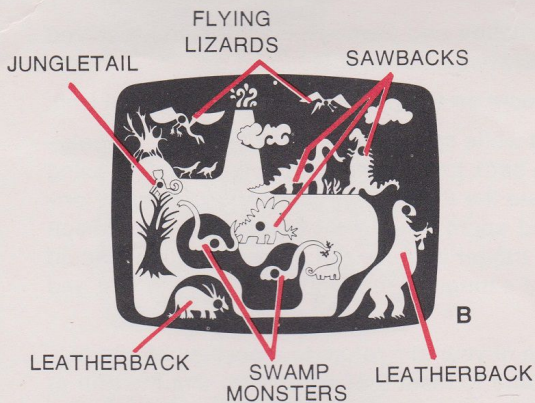
After 15 shots, the Player Control Unit is traded for the rifle and the procedure is repeated.

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.

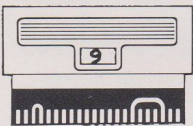


B

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