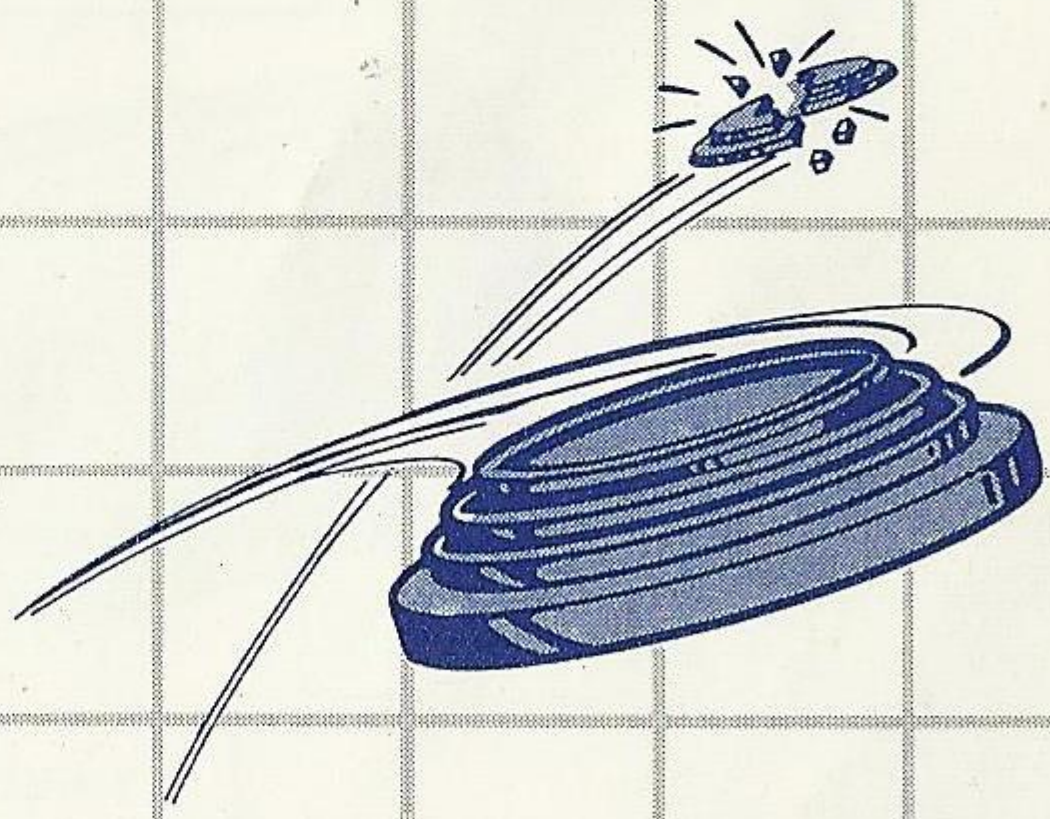
Marksman Shooting™ & Trap Shooting™

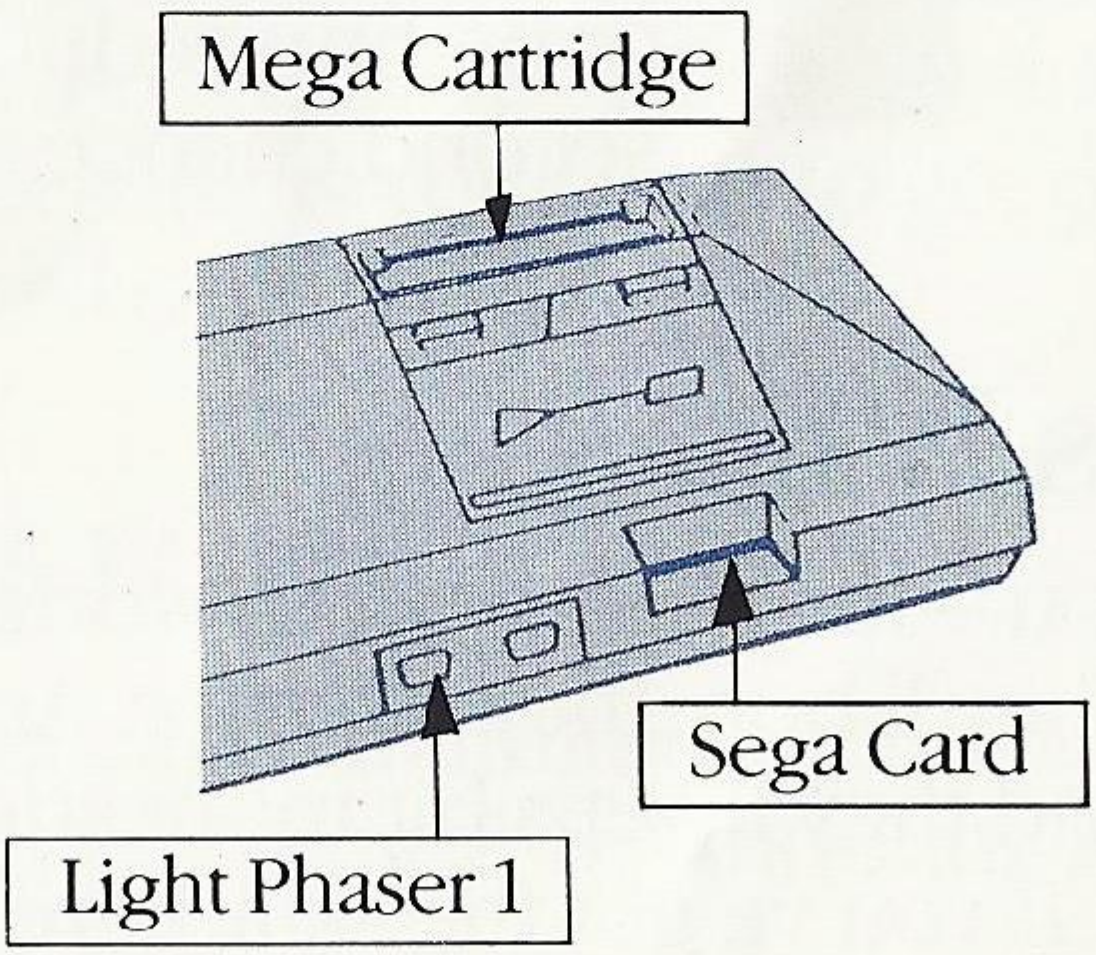


SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Marksman Shooting/Trap Shooting Cartridge in power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Plug the Light Phaser into Control 1.
4. Turn the power switch ON. If nothing appears on screen, recheck insertion.

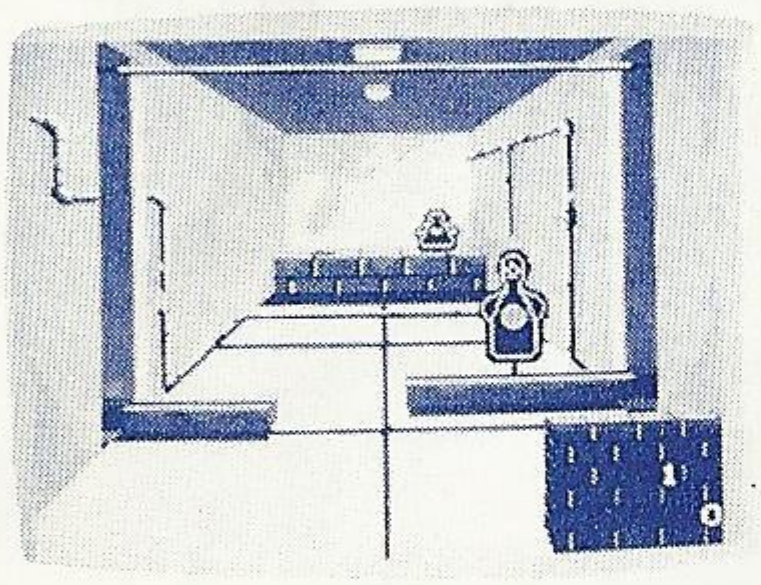
IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.



Marksman Shooting
What's Happening

You're a member of the elite force DRANNON. Terrorists are threatening to overtake the world. To stop them, you must shoot fast and aim true.

You're on the firing line and every shot counts. Training like this means that when you confront the terrorists you're sure to win. After you've finished one tough round, you've earned the right to another.



With each round of targets, shooting time gets shorter and targets get harder to hit. You've either got to be good or be finished. There's no second chance.

Who's Who

It's just you — and some of the world's trickiest targets. They'll bob, they'll weave. And with each round they'll get a bit more sneaky. And a lot faster. If you've got the skill, here's where to show it.

What's What

Aim for the bullseye. Score a hit and the target will drop. Points scored will be displayed. Aim and fire as many times and as fast as you can. Remember, the clock is ticking.

Know The Score

You've got to make your mark, or you're out. Shoot straight and get another round. Miss, and it's good-bye.

Taking Control

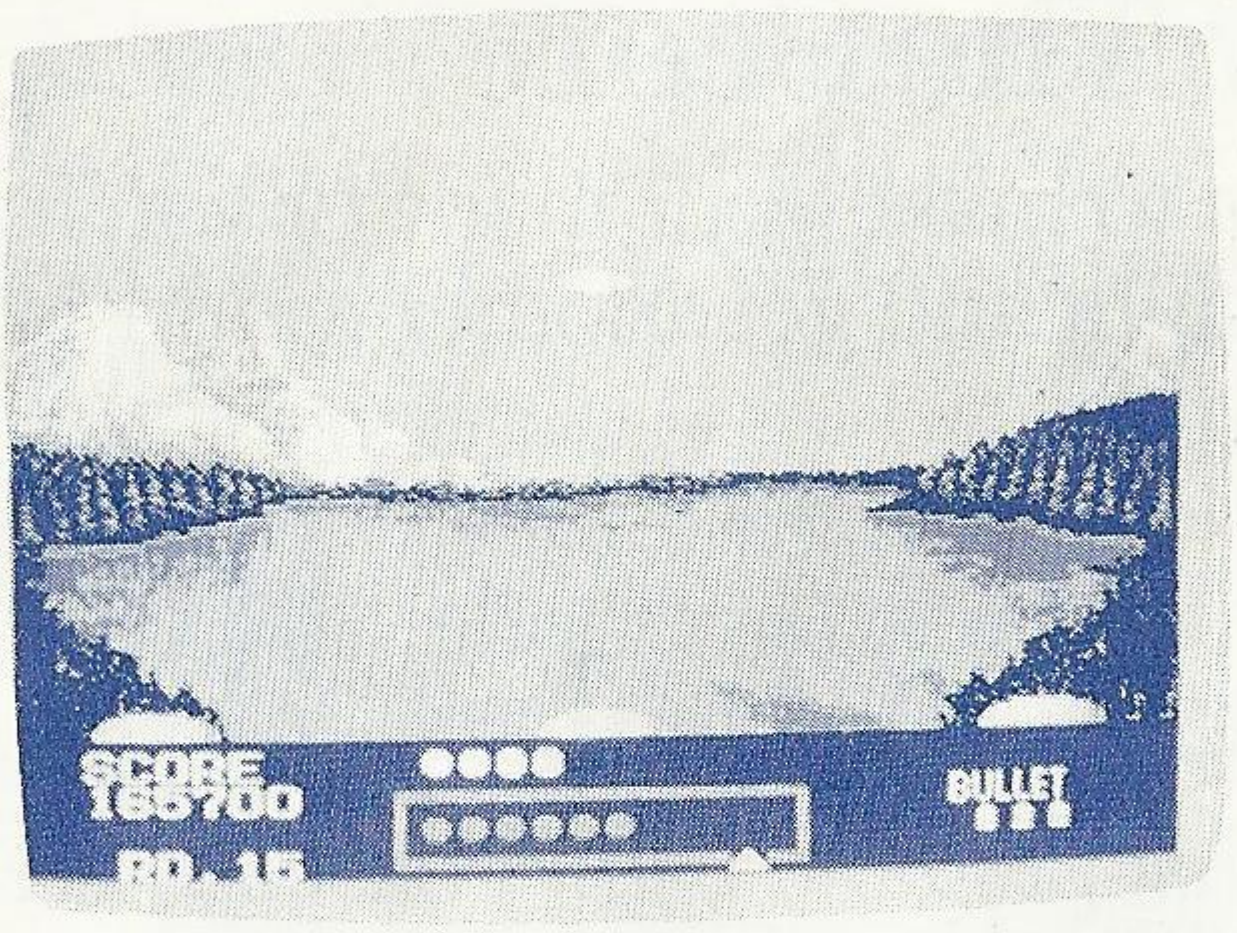
It's easy. Just plug the Light Phaser into Port 1, aim, and pull the trigger. Stand about 4-6 feet from the screen. Now you're set to go. Blink once and it's all over.

Helpful Hints

Your ammunition is unlimited. So fire away. Need a bigger challenge? Try shooting left-handed.

Trap Shooting
What's Happening

Here's a fast moving game to test your reflexes. You're a champion trap shooter out for a little practice. Two targets pop up. BAM BAM. You demolish them. Two more, BAM BAM. You're hot!



You move from grassland to seaside, and from seaside to desert and then to a lakeside. Always relaxed. Always alert. You've only got three shots each time. Make them count!

Who's Who

You're alone. On the prowl. In dense forest and marshy grassland. TARGET—SHOOT. It's that quick! A rapid shot earns you big points. Spot them fast, and take them quick. That's the name of this game.

What's What

For each round there are ten targets. Two at a time. You've got three shots. Hits are shown in red, misses in white.

Know The Score

Shoot quick, and shoot straight. The faster your shot or the greater the distance the higher your score.

Hit immediately after release . . . . . 5,000 points
Hit a short distance away . . . . . 500, 700, 1,000 points
Hit at medium distance . . . . . 700, 1,000, 1,200 points
Hit at long distance . . . . . 1,000, 1,200, 1,500 points

Oops. Try Again

If you don't get the required number of hits, it's GAME OVER. Reload and try again.

Helpful Hints

You've only got three shots each time, so don't waste them. Rapid shooting gets you the big points. So shoot quick. Having a good round? Then go for the 5,000 point bonus shot.

Scorebook

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Handling The Sega Card™ And The Mega Cartridge™

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

— For Proper Usage —

Don't bend, get wet, disfigure or subject to thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature source.

Be especially careful not to stick anything on the SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth dipped in soapy water.

After use, put it in its CASE.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

Limitations On Warranty

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 Sega of America, Inc. 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 of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Now, there are no limits.[SM]

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