TARGET
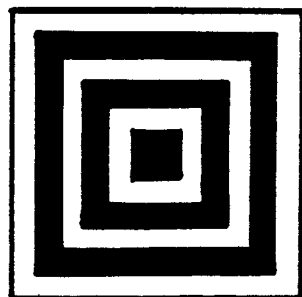
"Target" is a unique game in many ways. In this 1.8K program, one to four players can choose which of the three levels (level 1 being easiest) they would like to try. An experienced "Bally" user can play an inexperienced person and by choosing a harder level for himself, the game will be competitive. Target has three sections. Enter the number of players and each players level via keypad. Each should have his own hand control. The computer will display a running total of points for each player and also display who's turn it is and which level that player is using. Section #1: POP-UP In this section a target will appear at a random location, squeeze your trigger and you will see rapid fire from your gun. The no of times your weapon will fire at each target depends on which level you have selected. Using the knob try and direct the beam to hit the center of the target before it moves to a different location. Section #2: DECK THE DUCK Using the trigger to fire your gun and the knob to aim, try and hit the spot on the duck's body before he reaches the left side of the screen. Each time you score a hit a bell will ring and the duck will start from the right side of the screen again. You will be allowed to shoot at the duck as long as you can keep him from reaching the left side of the screen. Section #3: SKEET In this section each player will get a chance to shoot at fifteen skeet, one at a time. When the skeet comes from left to right or right to left the knob controls the aim from side to side, but when the skeet come from the bottom of the screen and go straight up, the knob controls the elevation of your gun. When you are ready to shoot pull the trigger, if you hit a skeet on the center spot it will explode. Score:Section #1 = 25 pts./hit; Section #2 = 50 pts./hit; and Section #3 = 100 pts./hit.

STATEMENTS

LINES

STATEMENTS

LINES