

# Shooting Gallery™



CAT. NO.  
26-3088

**Radio Shack**

**TRS-80**

**COLOR  
COMPUTER**

™

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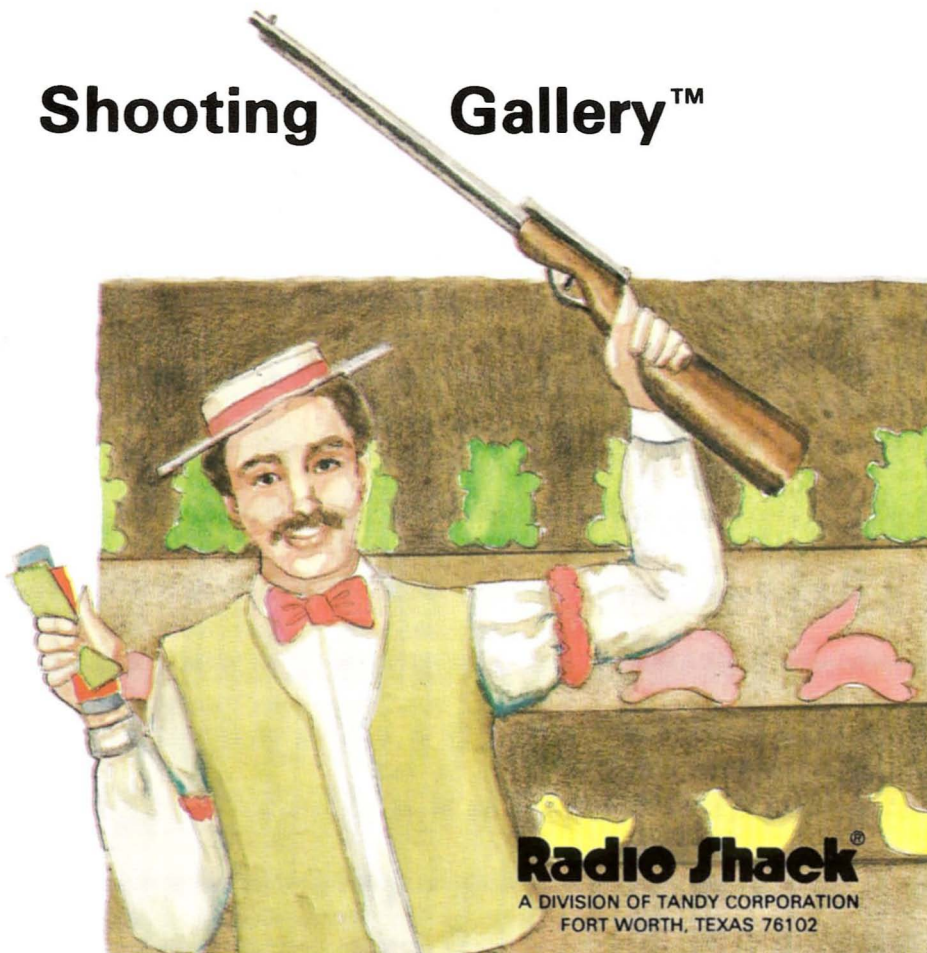
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# Shooting Gallery™



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10 9 8 7 6 5 4 3 2 1

## **Introduction**

Have you ever wondered if you were a sharp enough marksman to win one of those big stuffed animals at the State Fair? All that fun and excitement is yours with the TRS-80 Color Computer Shooting Gallery! You can have endless fun taking aim at ducks, bunnies, and other moving targets as they travel across your screen. With a little practice, you can move up the ranks to the advanced levels and become a "crack shot."

To play this great arcade game, you'll need a TRS-80 16K Color Computer. Joysticks are optional, but they make it easier for you to aim and fire.

## Setting Up

To load Shooting Gallery, follow these simple instructions:



1. Make sure your Color Computer is correctly connected to the television and the set is tuned to channel 3 or 4.
2. Insert the Shooting Gallery Program Pak into the slot on the right side of the computer.
3. Turn on the computer, then the television. Adjust the television volume to a comfortable level.
4. If you want to use Joysticks, make sure that a Joystick is securely inserted into the right Joystick connection at the rear of the computer.
5. The title of the program will appear, and you will hear the opening melody, "My Bonnie Lies Over the Ocean."

## Getting Started

You can listen to the entire song, or jump right into the game by pressing any key on the keyboard or the Joystick button. A message will flash on the screen:

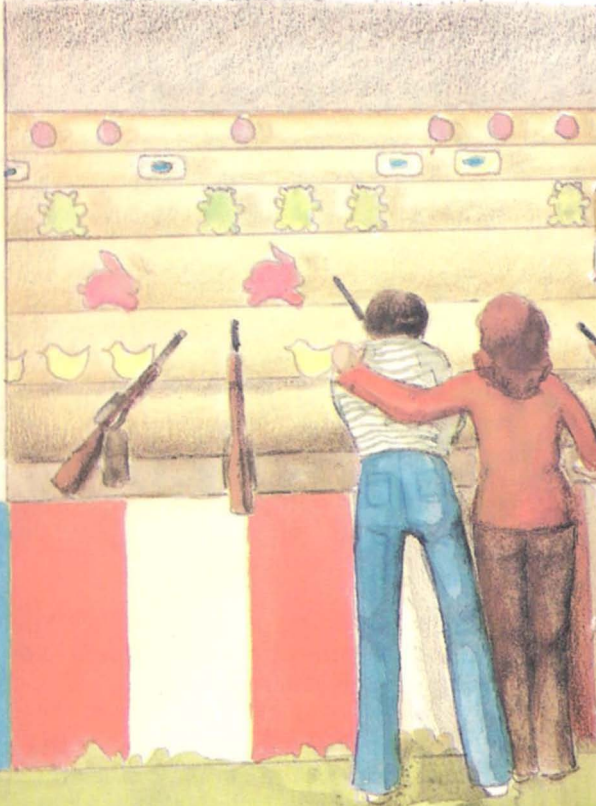
PRESS BUTTON

TO PLAY

To use the keyboard for aiming and firing, press the spacebar. You will move your pistol left with the  key, right with the  key, and fire a shot with the spacebar.

To use the Joystick, press the button. You will aim the pistol by moving the Joystick in the direction you want to aim (left or right). Fire a shot by pressing the Joystick button.

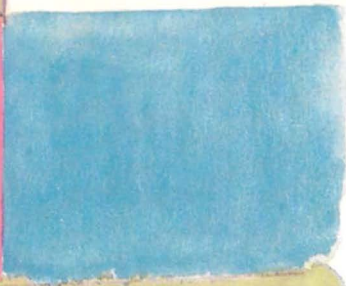
If you don't press the spacebar or the Joystick button, you'll see a demonstration of the game. You can end the demonstration and start playing at any time by pressing the spacebar or Joystick button. You'll see that it is ROUND 1, and you'll receive your ammunition of 50 bullets.







SHOOTING  
GALLERY  
10 SHOTS \$1.00  
WIN A PRIZE!



## **The Targets**

There are several rows of moving targets. Each row has a different point value. The values are:

Owls - 10 points

Ducks - 20 points

Bunnies - 30 points

Smiling Faces - 40 points

Frowning Faces - 0 points

Bull's Eyes - 50 points

Diamonds - 60 points

As you shoot, you'll notice that there are a few special features for destroying different targets. The targets with special features are:

The frowning face - If you hit the frowning face, you earn no points, and an extra bunny appears! Be careful to avoid the faces when they frown, and aim fast when they smile.

The bull's eye - When you hit a bull's eye, the direction in which each row of targets travels changes to the exact opposite.

The diamond - Hitting a diamond gives you four extra bullets. This can come in handy in advanced rounds.

Each time a target is hit, you'll see your score increase at the bottom of the screen. Beneath your score is the high score so far. Claiming the high score can bring glory and honor to you, so do your best!

## **Getting Past the First Round**

If you run out of bullets before you destroy all the targets, the game is over. However, if you manage to shoot all the targets, you get a chance for easy extra points. A bear will run across the screen. Your job is to hit the bear as many times as you can. Each time you hit it, you receive 100 points, and the bear will change directions and run faster. Once it manages to run off the screen, the round is over and the next round begins.

You also get an added bonus at the end of each round for any unused bullets (30 points per bullet). This should give you an incentive to aim carefully and waste as few bullets as possible. You can occasionally hit

two targets with one bullet, if you're fast enough - but don't depend on this method to pull you through a tight spot!

When you start Round 2, you will be given two less bullets. Each time a new round is started, two less bullets will be available, down to 26 bullets (in Round 13). From that point on, you'll have 26 bullets for each round.

## **Advanced Levels**

The significance of hitting the diamonds becomes obvious when you advance to higher levels. By the time you reach Round 5, you will be given less ammunition than it takes to destroy all the targets (43 of them!). Try to hit the diamonds and collect those extra bullets early in each round, so you'll have a better chance at getting to the next round.

Beginning in Round 10, other surprising things happen, so watch for them. By the time you get this far, you should be an expert marksman!







**RADIO SHACK, A DIVISION OF TANDY CORPORATION**

**U.S.A.: FORT WORTH, TEXAS 76102  
CANADA: BARRIE, ONTARIO L4M 4W5**

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**TANDY CORPORATION**

**AUSTRALIA**

**280-316 VICTORIA ROAD  
RYDALMERE, N.S.W. 2116**

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WEST MIDLANDS WS10 7JN**

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