YOUR CONTROLS

Slide SHARP SHOT overlays into hand controller frames so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).

These are the game controls...

- SELECT GAME 1 FOOTBALL PASSING
- SELECT GAME 2 SPACE GUNNER
- SELECT GAME 3 SUBMARINE
- FIRE
- DISC
- SELECT GAME 4
- START ACTION & CLOCK
- CHANGE PLAYERS (GAMES 1 & 3)

PRESS SAME GAME KEY OR DISC TO RESET
PRESS ANOTHER KEY TO CHANGE GAMES
TO PLAY GAME 1

- Press **FOOTBALL PASSING**
- Touch [DISC] to start clock and action.
- When your downfield receivers are in the clear, press any [ACTION BUTTON] to pass.
- Keep passing as fast as you can to get a high score before time runs out. Each completed pass scores 7. Incomplete and intercepted passes don't count against you, but cost you time!
- ONE PLAYER: Touch [DISC] to play again, or press another key to change game.
- TWO PLAYERS: Take turns: touch [DISC] to change player. Press another key to change game.
TO PLAY GAME 2

- Press **SPACE GUNNER**
- Touch **DISC** to start clock and action.
- When target flies into your gunsight, press any **ACTION BUTTON** to fire gun.
- Keep shooting to get a high score before time runs out. Watch for bunches of targets: it’s possible to get 6 at once!
- **ONE PLAYER:** Touch **DISC** to play again; press another key to change game.
- **TWO PLAYER GAMES:** Both players shoot at the same time. Touch **DISC** to play again. Press another key to change game.
TO PLAY GAME 3

- Press [SUBMARINE]
- Touch [DISC] to start clock and action.
- When a ship approaches, press any ACTION BUTTON to fire torpedo. Up to 3 torpedoes can go at the same time.
- Keep firing to get a high score before time runs out. Each ship you sink scores 1 point.
- ONE PLAYER: Touch [DISC] to play again, or press another key to change game.
- TWO PLAYERS: Take turns: touch [DISC] to change player. Press another key to change game.
TO PLAY GAME 4

- Press **MAZE SHOOT**
- Touch **DISC** to start clock and action.
- When monsters appear, press any **ACTION BUTTON** to shoot arrow.
- Keep shooting to get a high score before time runs out. Each hit scores 1 point.
- If a monster reaches your treasure it turns black and heads for the Pyramid. If you let him get away with it, you lose a point!
- Arrow resets to starting position when you shoot.
- Use carom shots to cover more than one lane of the maze.

**ONE PLAYER:** Touch **DISC** to play again: press another key to change game.

**TWO PLAYER GAMES:** Both players shoot at the same time. Touch **DISC** to play again. Press another key to change game.

**HAVE A 4-WAY GAME**
It’s fun to play all 4 games one after the other, then add up your scores. If you get 200 points, you’re an Ace Sharpshooter for sure!
# SHARP SHOT

**One player**

- **PRESS TO PLAY**
  - Football Passing
  - Space Gunner
  - Submarine
  - Maze Shoot

1. Touch **DISC** to start
2. Press any **Action Button** to throw or shoot for best score in 60 seconds
3. Touch **DISC** to replay, or another key to change game

**Two players**

- **(TAKE TURNS)**
- **(PLAY AT SAME TIME)**

1. Touch **DISC** to start
2. Press any **Action Button** to throw or shoot for best score in 60 seconds
3. Touch **DISC** to switch player or restart; another key to change game

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# OBJECT OF THE GAMES

**GAME 1: TOUCHDOWN PASSING**

- Throw ball to either blue receiver until clock reads 0.
- If 2 play, take turns.

**GAME 2: SPACE GUNNER**

- Fire at spaceships in gunsight until clock reads 0.
- 2 can play at the same time.

**GAME 3: SUBMARINE**

- Sink as many ships as you can until clock reads 0.
- If 2 play, take turns.

**GAME 4: MAZE SHOOT**

- Hit as many monsters as you can until clock reads 0.
- Try to get them **before** they steal points from your score!
- 2 can play at the same time.
Other electronic games available from Mattel Electronics. Look for them!