



STWT Game Manual

HOW TO PLAY:

- Insert coin/s. (The exact amount of coins per play is dependant on settings).
- Press the Start button to start the game.
- Use the gun to position the sight on the screen.

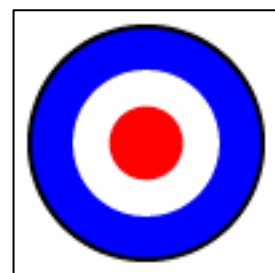


Sight

- Select one of the six games to play by pressing the trigger on the gun.

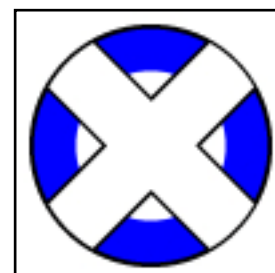


- Shoot the moving targets.
- Each hit/shot on target will light a bulb on the edge of the screen.



Target

- Do not shoot the decoy targets. This will not count as a hit.



Decoy target

- Light up the bulbs to reach either the *Small* or *Big* Prize.
- Players win a prize when either the *Small* or *Big* level is reached.

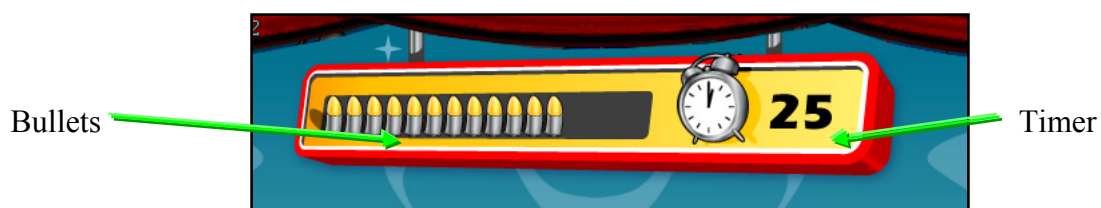


- On a *Small* Prize win, players can elect to choose a *Small* Prize or continue and try for the *Big* Prize level.



(The player will not win any prizes if they choose to continue and fail to reach the Big Prize)

- Game ends if the player runs out of time, or they choose a Small prize.
- When the bullets are used up they will reload which will use up valuable time.



PRIZE SELECTION:

- Once you have won a prize, use the gun to select a prize arm which is represented on screen.



- If you won a Big prize, you can only select from the Big prize arms. If you won a Small prize, you can only select from the Small prize arms.



- You will be asked to shoot again to confirm your prize



- Your prize will vend from the *prize out* door on the front of the cabinet.

INDIVIDUAL GAME SCREENS:

- Rockin Rapids



- Wreckin Reef



- Creepy Cabin



- Loony Moon



- Wacky Track



- Crazy Canyon

