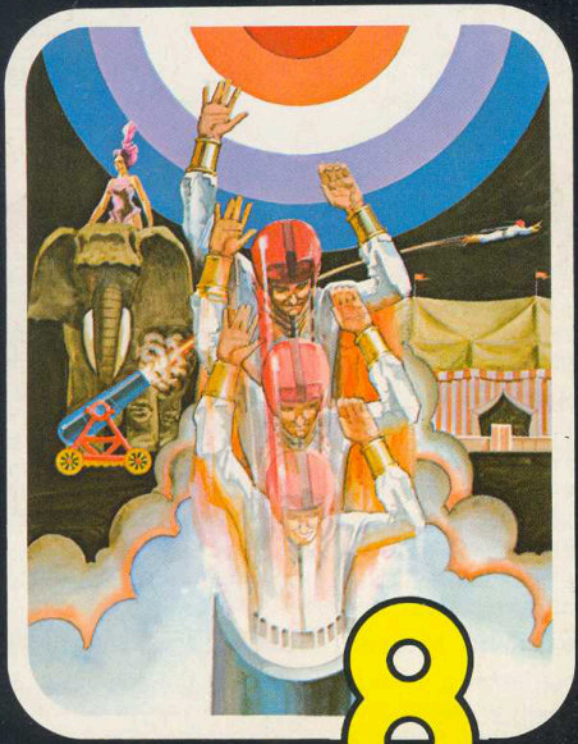
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Sears

TELE-GAMES®

CANNON MAN

GAME INSTRUCTIONS



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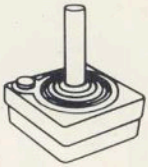
FOR 1 OR 2 PLAYERS

GAMES

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Use your Joystick Controllers with this Tele-Games® Cartridge. Be sure to plug the controller cables firmly into the Video Arcade™ jacks. Hold the controller with the red button to your upper left toward the television screen. For one-player games use the left controller. See page 4 of your owners manual for further details.



Note: The console unit should be **OFF** when inserting or removing a game cartridge. This will protect the electronic components and prolong the life of your Video Arcade™.

HOW TO PLAY

Careful now, the Cannon Man is counting on you to make your calculations accurately. Otherwise he'll end up flat as a pancake and you'll end up with **0** points or a miss to show for it!

The objective of this game is to shoot the man out of the cannon and into the water tower. To accomplish this, you must consider the following variables:

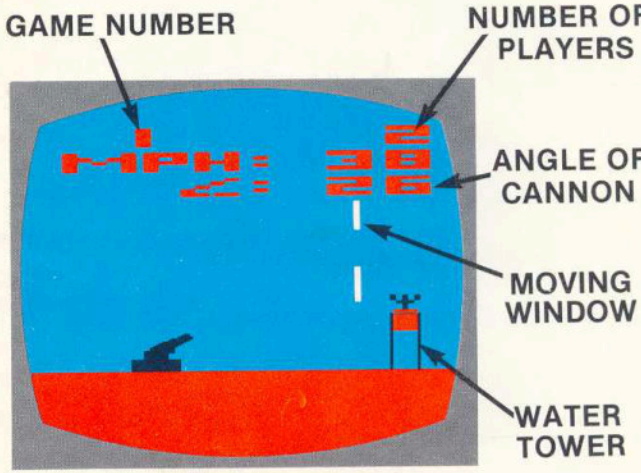
- The angle of the cannon (establishes the line or arc of trajectory the man follows after being shot from the cannon)
- The speed (MPH) in which the man travels after being shot from the cannon.
- The distance between the cannon and the water tower.

These variables are set by you and/or the computer, depending on the game you're playing. In some games, the cannon position remains fixed throughout the game. There are 8 game variations in all. Each game variation contains a one- and a two-player version. (See Game Matrix on back cover.)

CONSOLE CONTROLS

To select a game depress the **GAME SELECT** switch. The game number appears in the upper left corner of the screen. A **1** is displayed in the upper right corner of the screen for a one-player game. A **2** is displayed (upper right corner) for a two-player game.

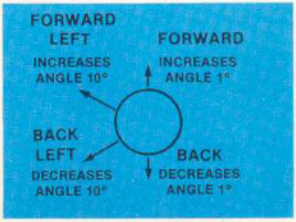
To begin a game depress the game **RESET** switch.



USING THE CONTROLLERS

1. Use your Joystick Controller to adjust and set the game variables.
2. Press the red button on your controller to shoot the man out of the cannon.

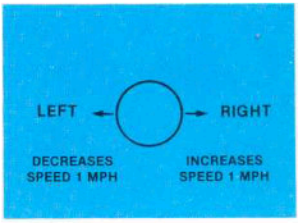
In games where the cannon angle can be adjusted, the Joystick works as follows:



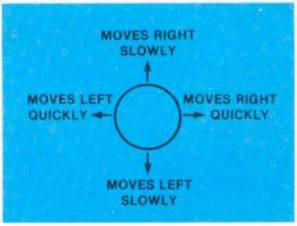
The minimum cannon angle for all games is **20** degrees. The maximum angle is **80** degrees. The cannon angle is shown near the top, middle of the screen.(Example: = 26.) The cannon itself only approximately shows the angle.

In games where the speed (MPH) can be adjusted, the Joystick works as follows:

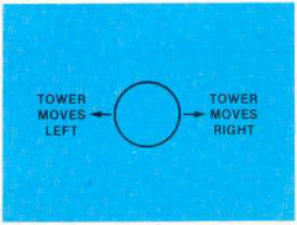
The maximum speed for all games is **45** MPH. It is possible, (but not practical for scoring), to adjust the speed down to **0** MPH. The speed is displayed near the top of the screen, just above the cannon angle. (Example: MPH = 38)



In games where the cannon's position can be adjusted, the Joystick works as follows:



In Games 1, 2, 3, and 4 the water tower can be moved back and forth **after** the man is shot from the cannon. In these games, the Joystick works as follows:

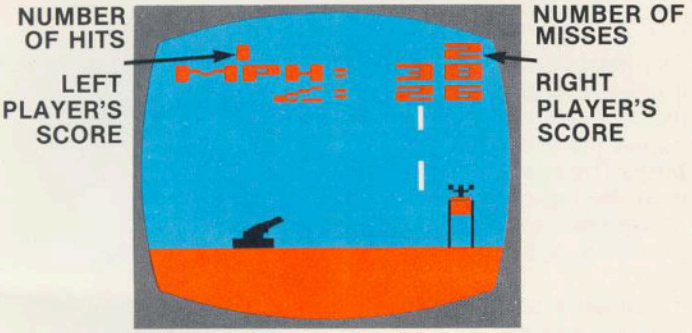


Games 5, 6, 7, and 8 have a moving "window" which is positioned in front of the water tower on the screen. Time your shot so that the man travels through the window en route to the water tower.

The water tower cannot be moved in Games 5, 6, 7, and 8.

SCORING

In one-player games, you score 1 point for each successful shot. The computer records one point against you for each miss. Your score is shown at the top, left side of the screen. The number of misses is displayed at the top, right side of the screen.



The game ends after seven successful "shots" or seven misses.

In two-player games, each player scores one point for a successful "shot". Misses have no effect on scoring. The first player to score seven points is the winner.

Note: After a player scores **7** points, the second player gets one more turn before the game ends.

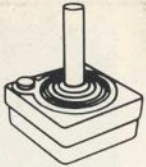
The left player's score is shown at the top, left side of the screen; the right player's score is shown at the top right side of the screen.

HANDICAP (Skill Switch)

It is easier for the beginning player to start with the **SKILL** switch in the **NOVICE** position. In the **NOVICE** position, the water tower is twice as wide as it is when the switch is in the **EXPERT** position.

Use the left **SKILL** switch for one-player games.

CANNON MAN



Use your Joystick Controllers with this Tele-Games® Cartridge. Hold the controller with the red button to your upper left, towards the television screen. Be sure the controllers are firmly connected to your Video Arcade™.

Note: Each game variation contains a one-player and two-player version.

Game Number	1	2	3	4	5	6	7	8
Cannon Position								
Speed (MPH)								
Cannon Angle								
Movable Tower								
Moving Window								

Chosen at Random by Computer

Fixed

Chosen by Player

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