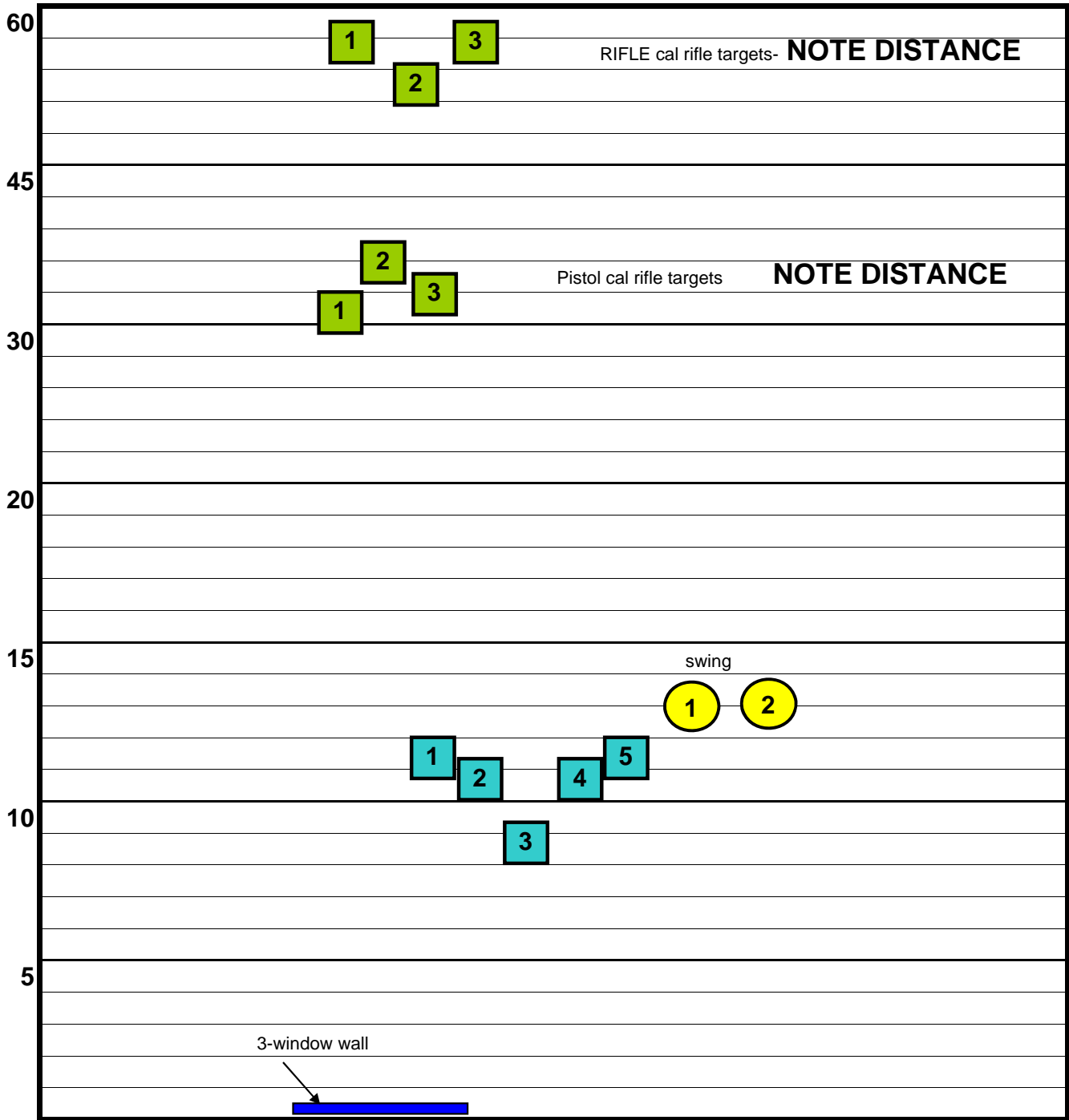
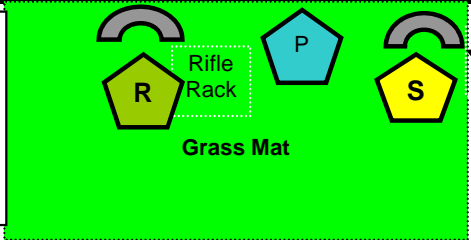


Stage #1 - Prophet's House

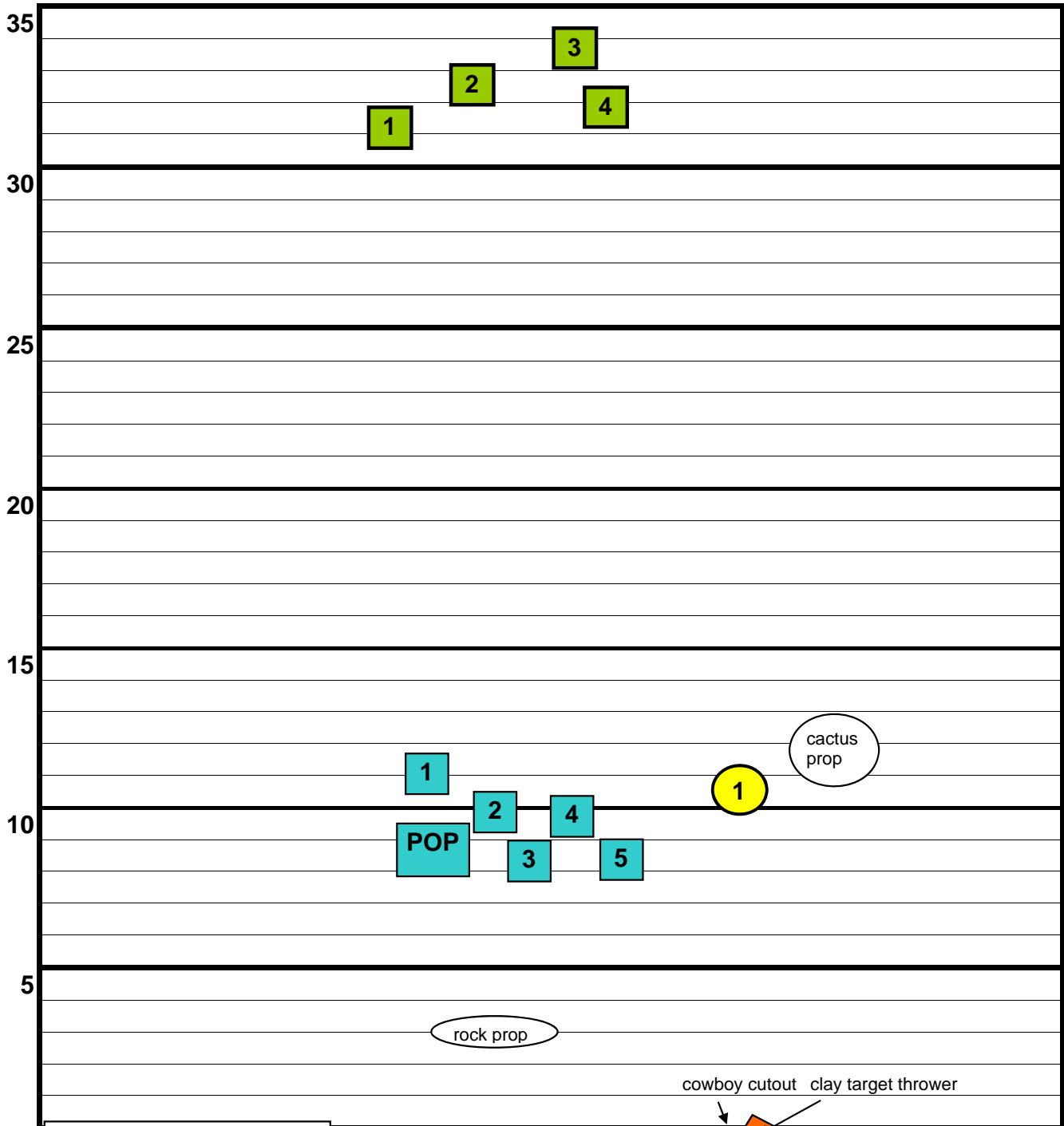


SEQUENCE:
 Pistol: 1-2-3-4-5
 2-gun: 5-4-3-2-1
 Rifle: 1-3-2-1-3-2-1-3-2
 Shotgun: 1-2-1-2

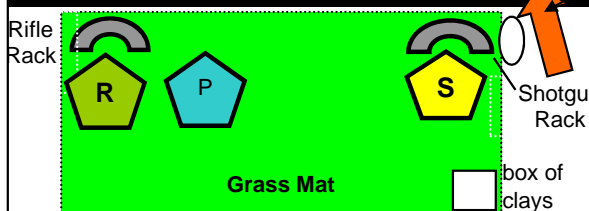


AMMO:
 Pistol: 5 or 10
 Rifle: 9 rifle **or**
 pistol caliber
 Shotgun: 4

Stage #2 - Thunderbird



SEQUENCE:
 Rifle: 1-2-3-4-1-2-3-4
 Pistol: POP-2-3-4-5
 2-gun 1-2-3-4-5
 Shotgun: 1-clay



AMMO:
 Pistol: 5 or 10
 Rifle: 8
 Shotgun: 2

Stage 3: The Jig Is Up

The diagram shows a vertical grid with horizontal lines and numerical labels on the left: 0, 5, 10, 15, 20, 25, 30, 35. The grid contains several blocks and circles:

- At the top, between 35 and 30, are three green squares labeled 1, 2, and 3.
- Between 10 and 5, there are several blocks: a cyan square 1, an orange square X, a cyan square 2, a cyan square 3, an orange square X, a cyan square 4, and a cyan square 5.
- Between 10 and 5, there are two yellow circles labeled 1 and 2, with the word "swing" next to circle 2.

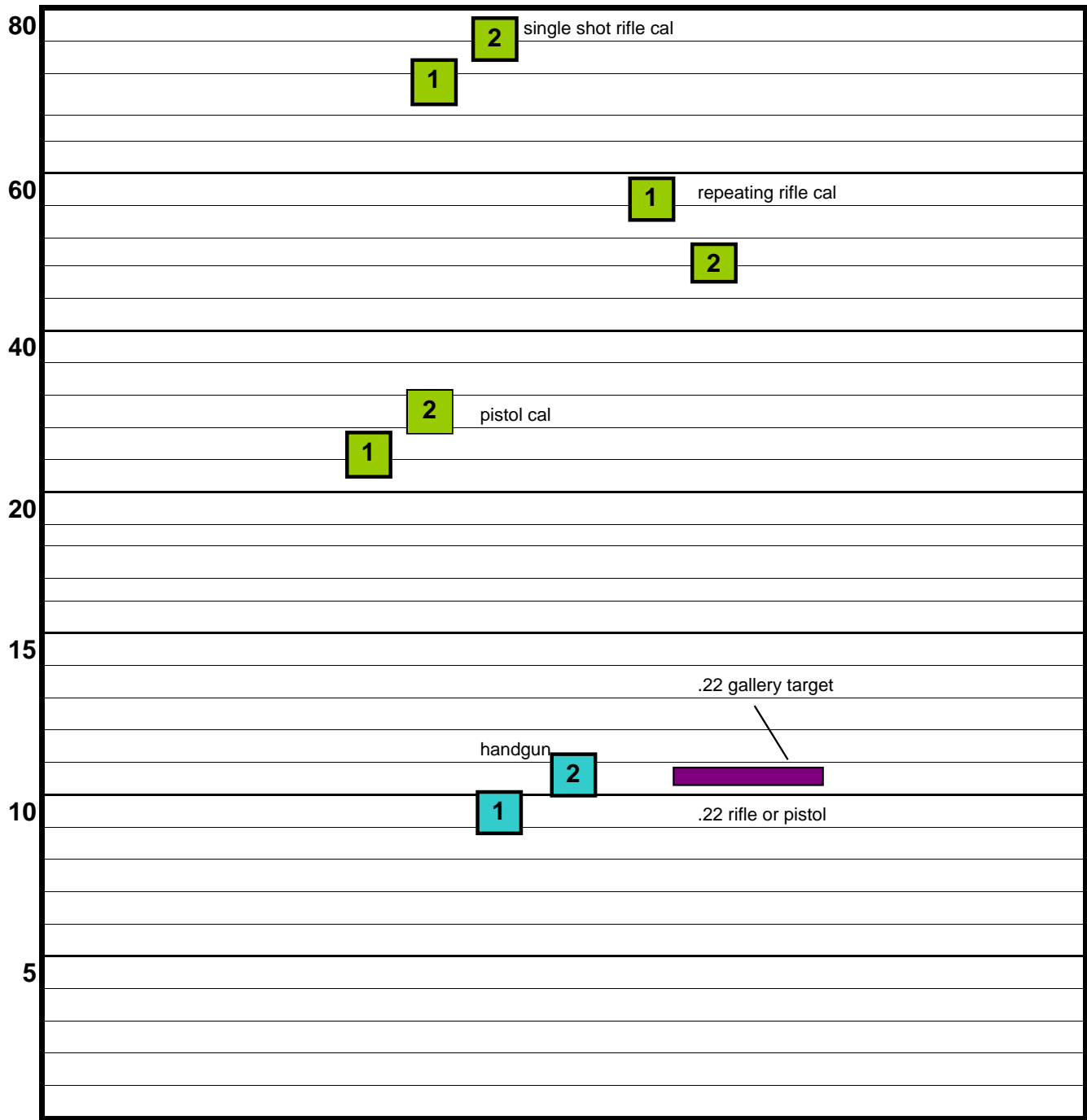
Below the grid is a floor plan area with a green background labeled "Grass Mat". It includes:

- A "Pachinko machine" with a red circle 1 above it.
- A "short table" with an orange square on it.
- A "Shotgun Rack" with a yellow pentagon labeled S.
- Other items on the mat: a green pentagon labeled R, a blue pentagon labeled P, and a red pentagon labeled D.

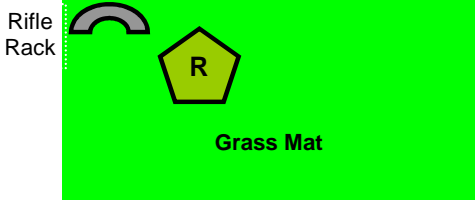
SEQUENCE:
 Derringer up to 4
 Pistol 1-3-5-4-2, 2-gun repeat
 Rifle 1-2-3-1-2-3-1-2-3
 Shotgun 1-2-1-2

AMMO:
 Derringer/PP up to 4
 Pistol: 5 or 10
 Rifle: 9
 Shotgun: 4

Long Range: Cornucopia

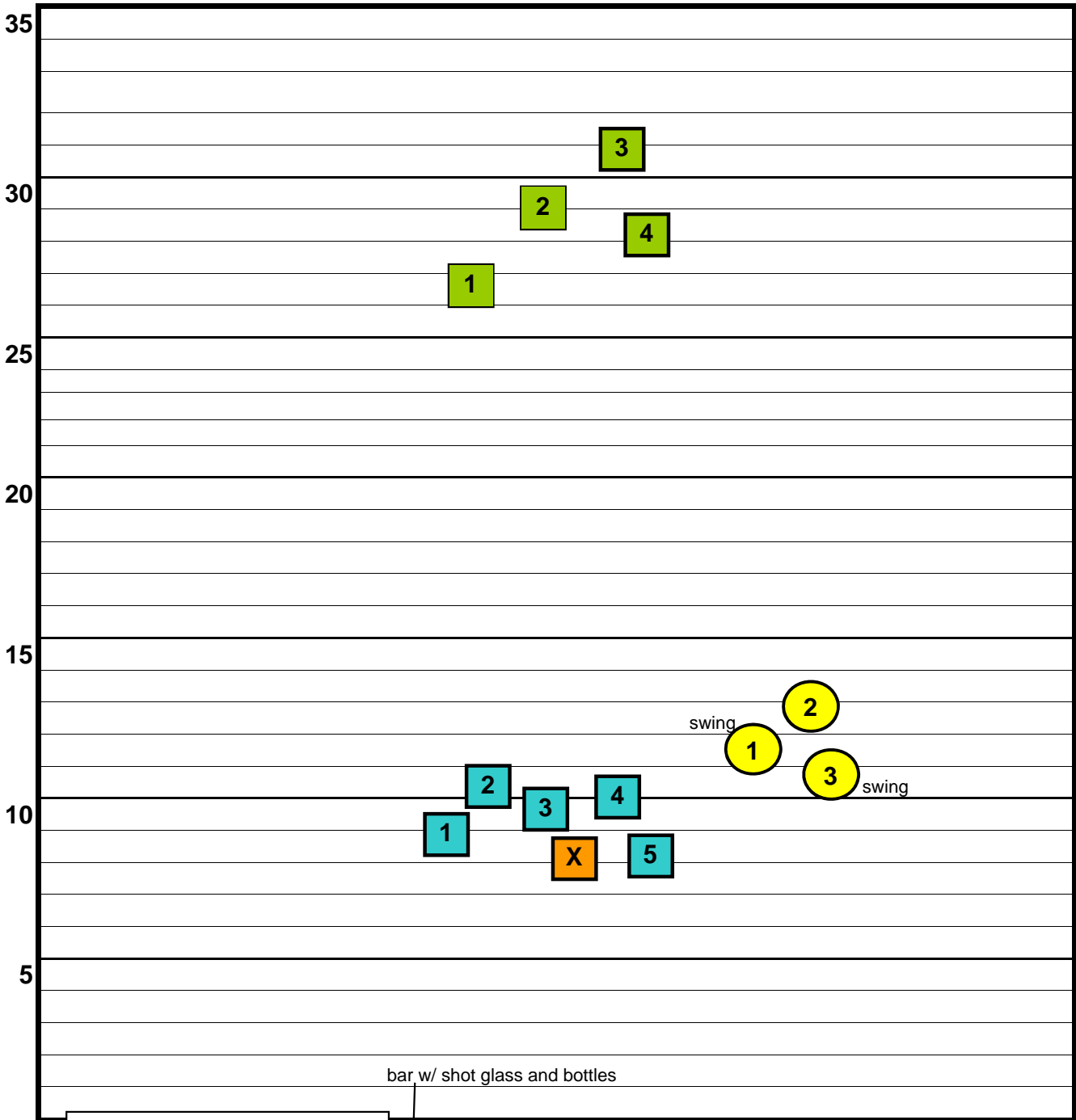


SEQUENCE:
Rifle of caliber chosen,
any shot combination
without double-tapping

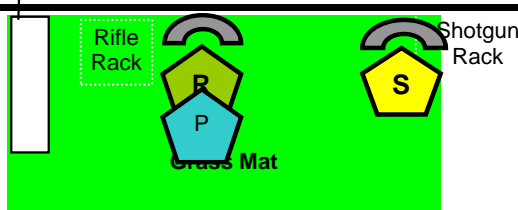


AMMO:
Pistol: 5 or
Rifle: 10

Stage #4- Save Horace!



SEQUENCE:
 Pistol: 1-2-3-4-5
 2-gun 5-4-3-2-1
 Rifle: 4-3-2-1-4-3-2-1
 Shotgun: 1-2-3-1-2-3



AMMO:
 Pistol: 5 or 10
 Rifle: 8
 Shotgun: 6