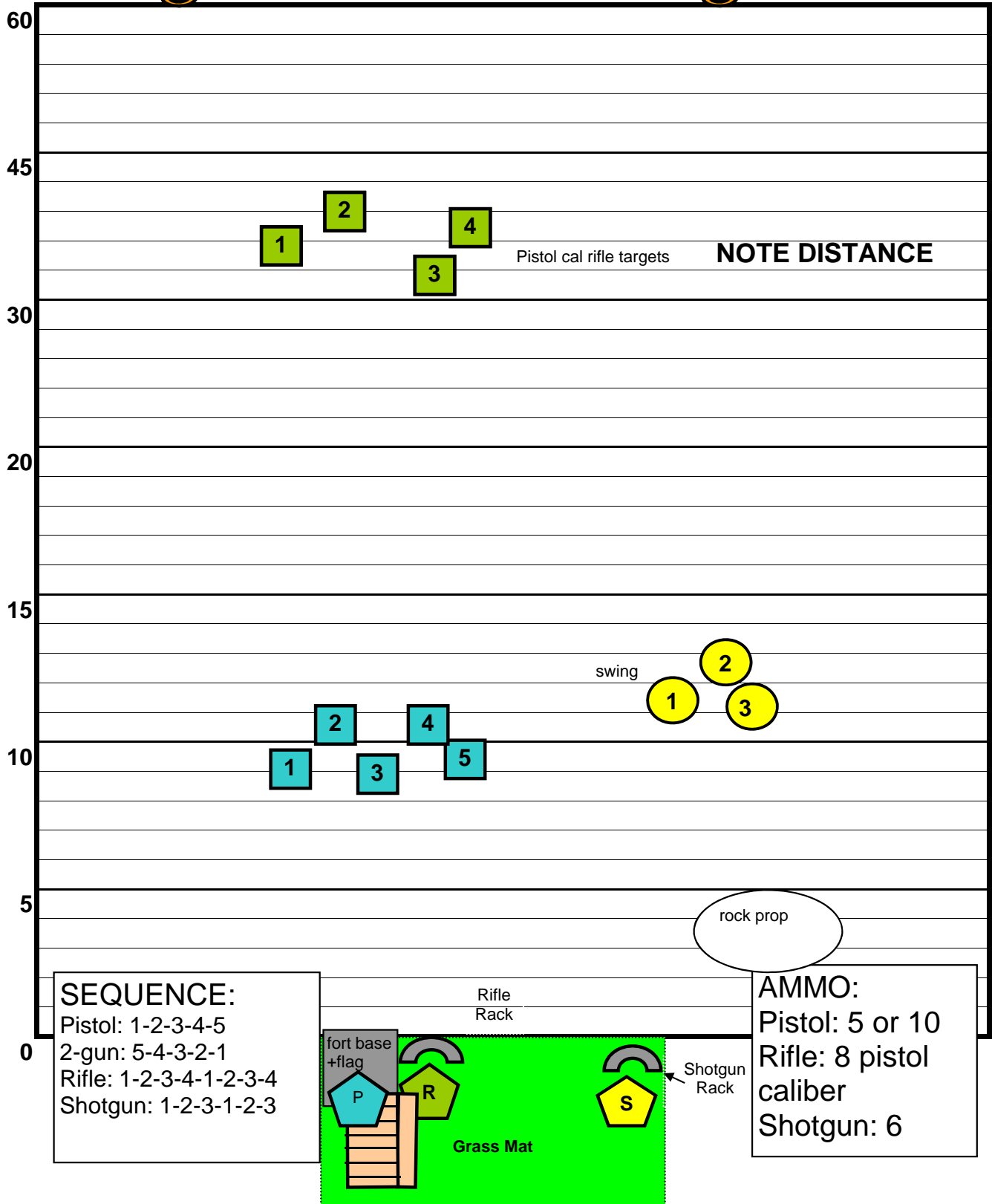
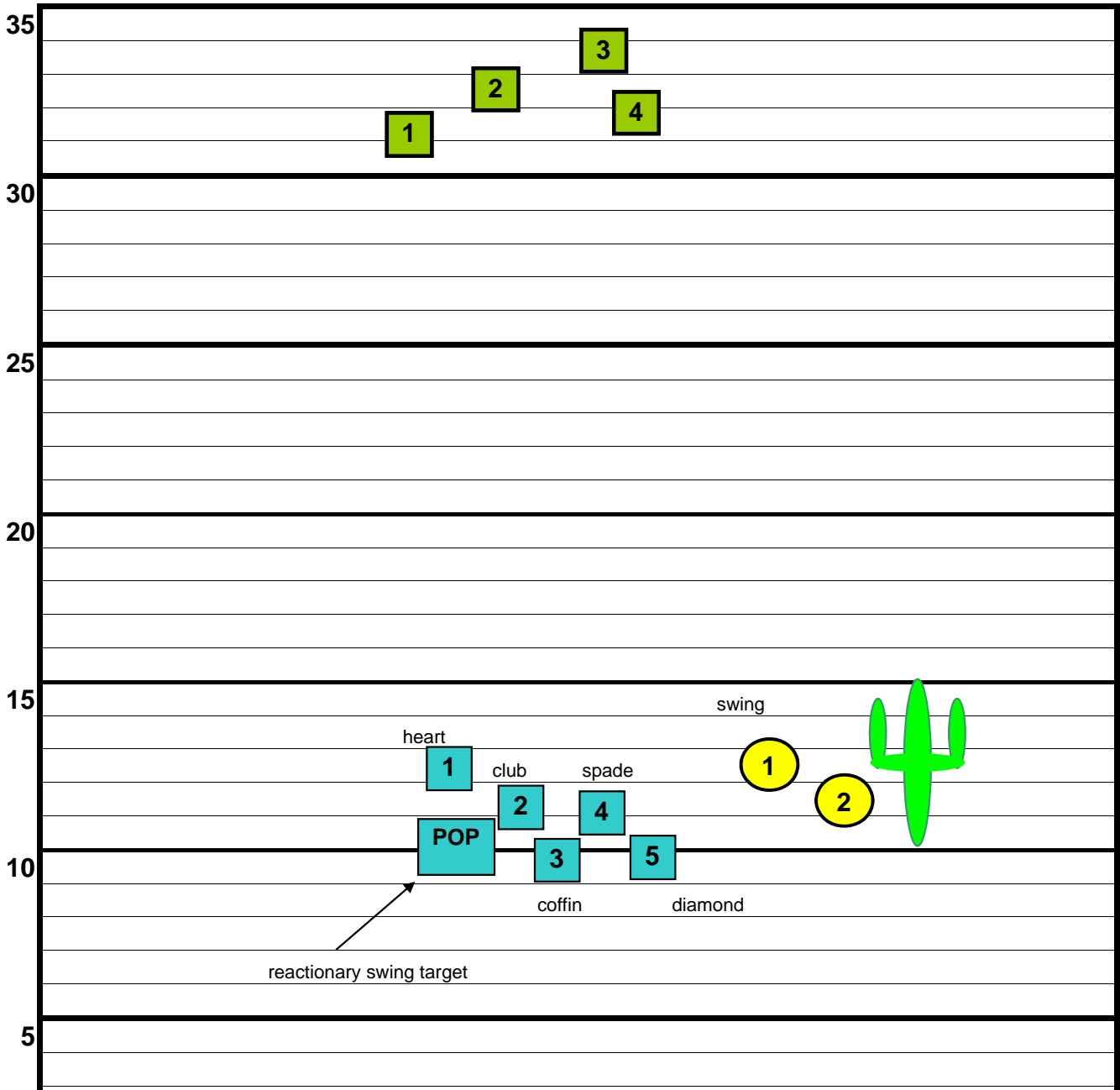


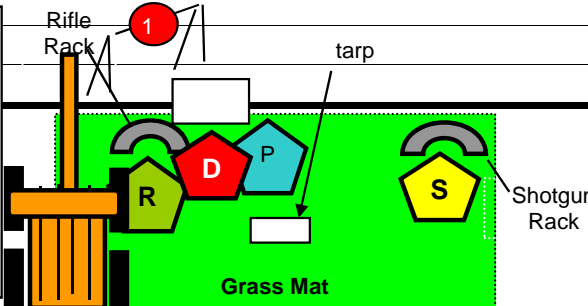
Stage #1 - Standing Guard



Stage #2 - The Sleeper Awakens

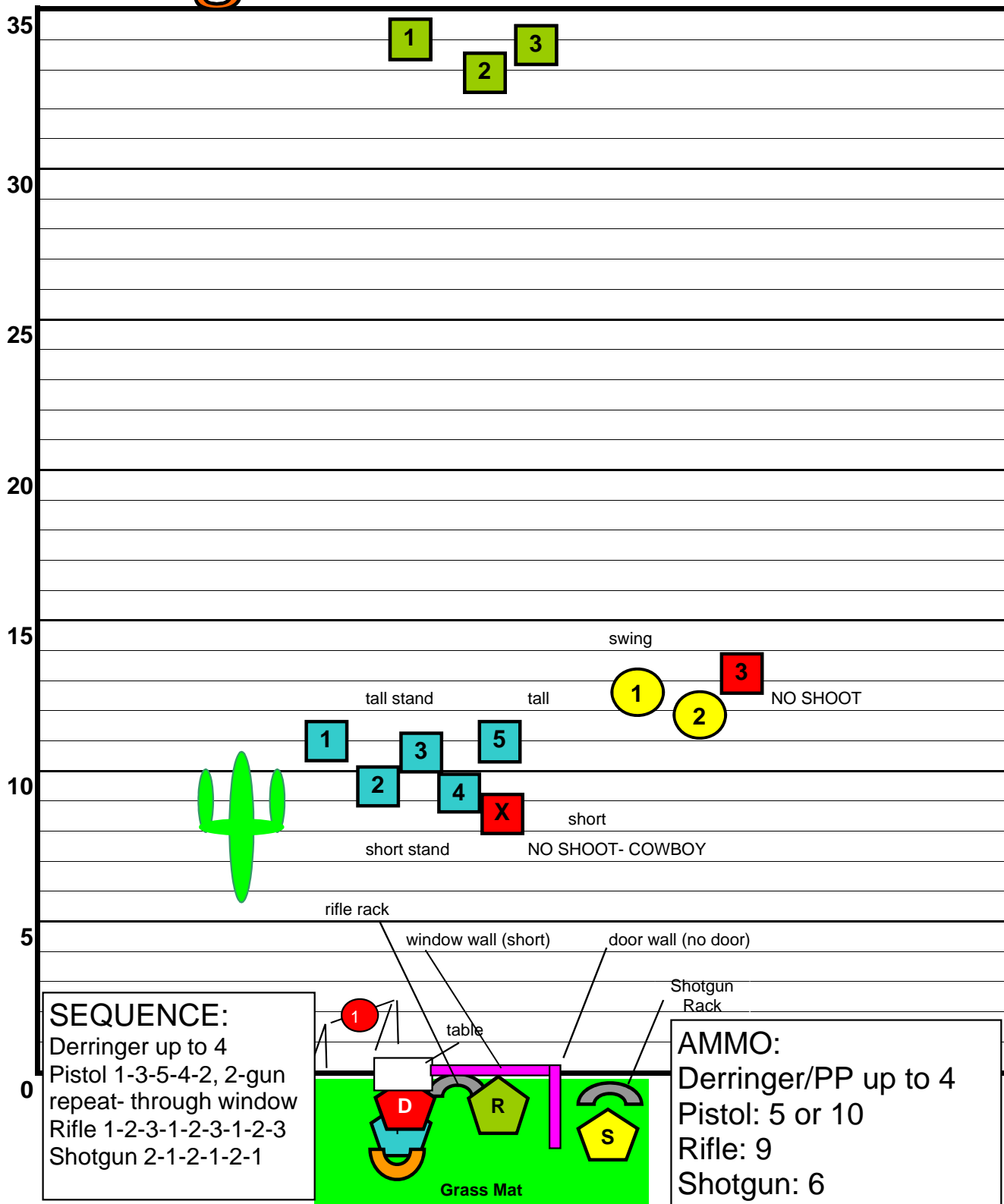


SEQUENCE:
 Derringer: up to 4
 Rifle: 4-3-2-1-4-3-2-1
 Pistol: POP-2-3-4-5
 2-gun 1-2-3-4-5
 Shotgun: 1-2-1-2

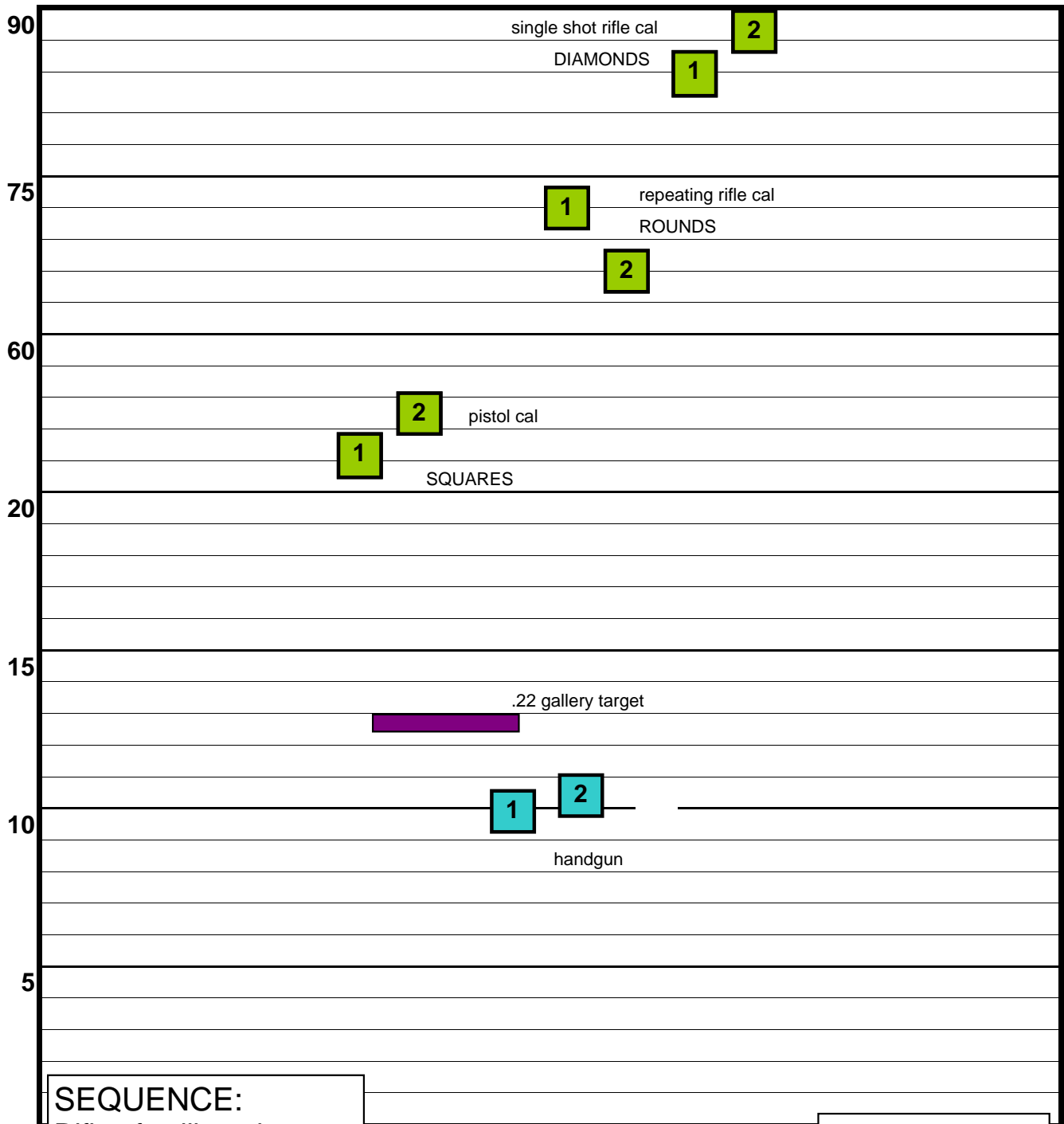


AMMO:
 Derringer: up to 4
 Pistol: 5 or 10
 Rifle: 8
 Shotgun: 4

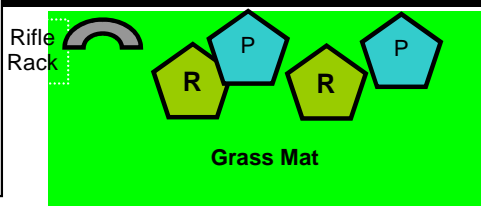
Stage 3: Road House



Long Range: Fleeing Herd



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



AMMO:
Pistol: 5 or
Rifle: 10

Stage #4- Out for a Drink

