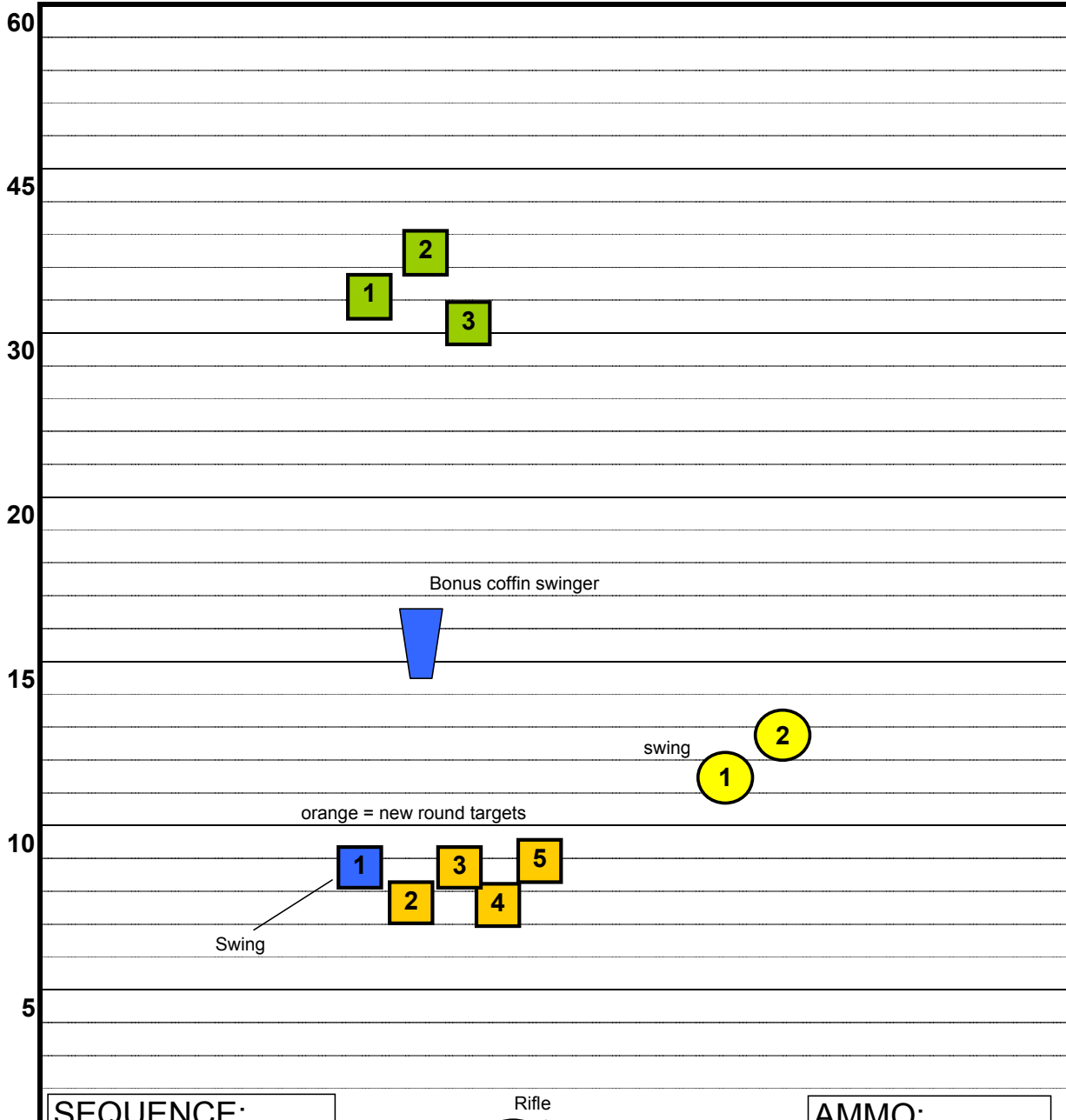
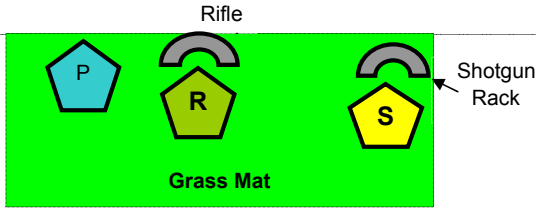


Stage #1 - Ghost Town

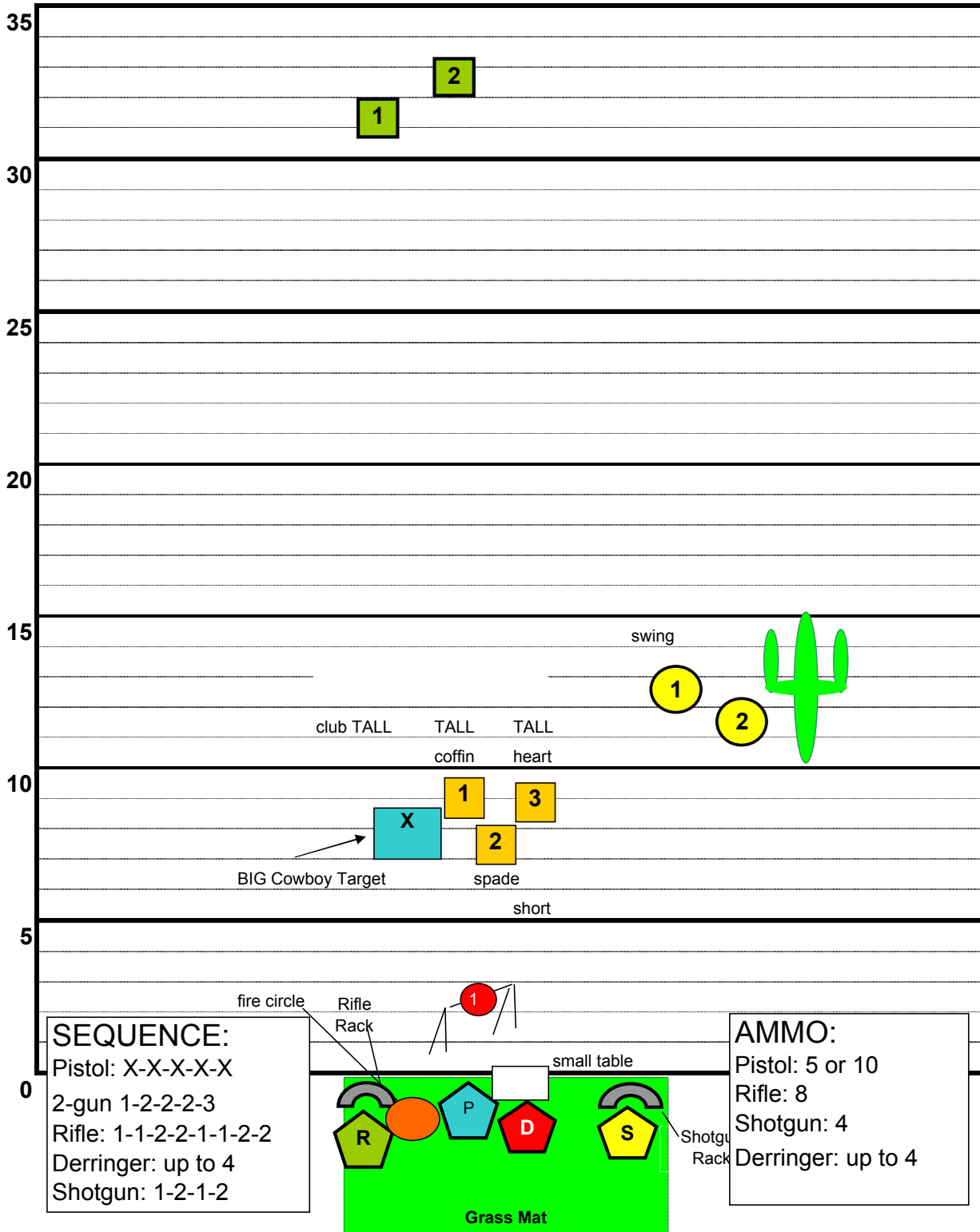


SEQUENCE:
 Pistol: 1-3-5-4-2 or Bonus
 2-gun: 1-3-5-4-2
 Rifle: 1-1-1-3-3-3-2-2-2
 Shotgun: 1-2-1-2-1-2

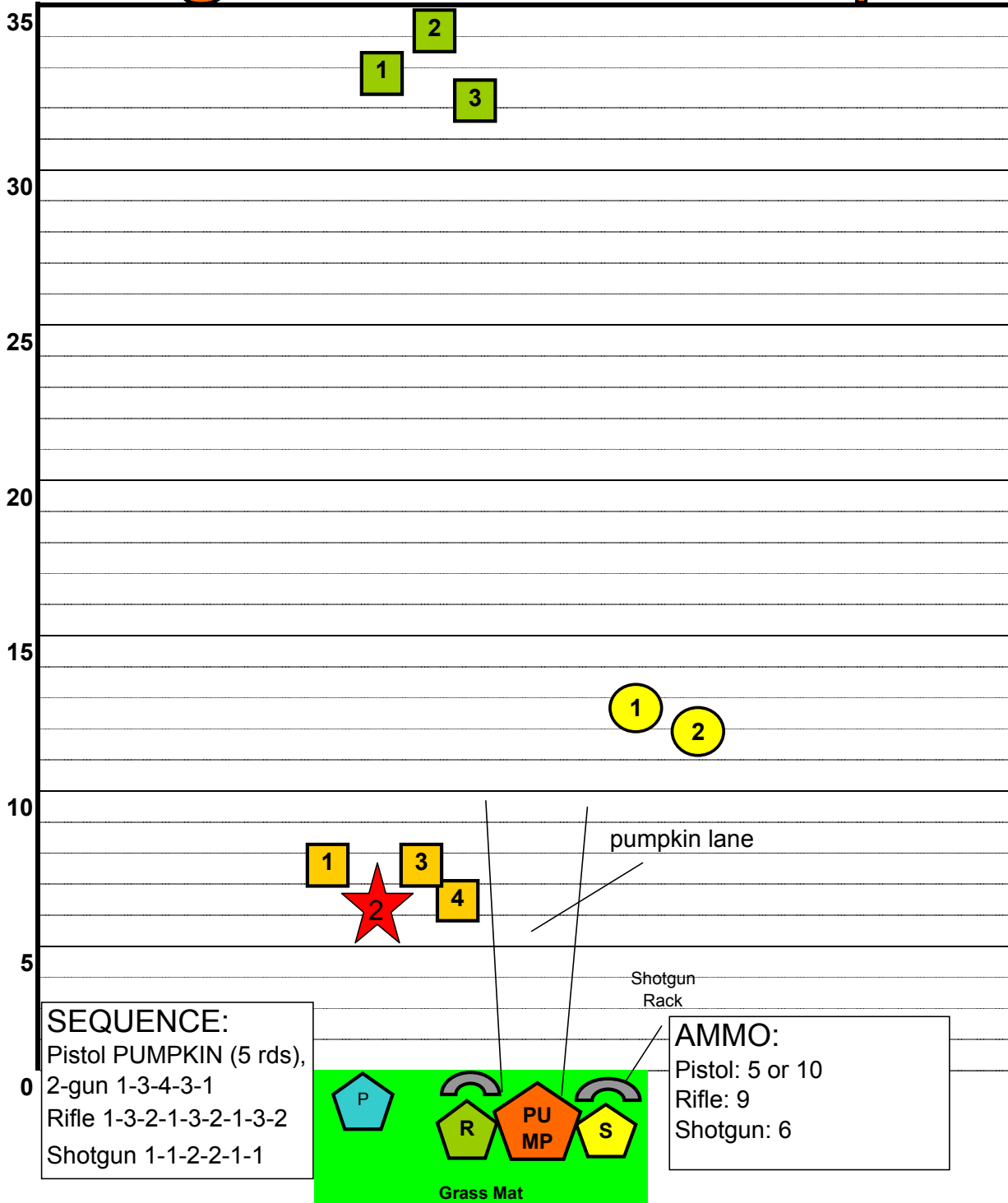


AMMO:
 Pistol: 5 or 10
 Rifle: 9
 Shotgun: 6

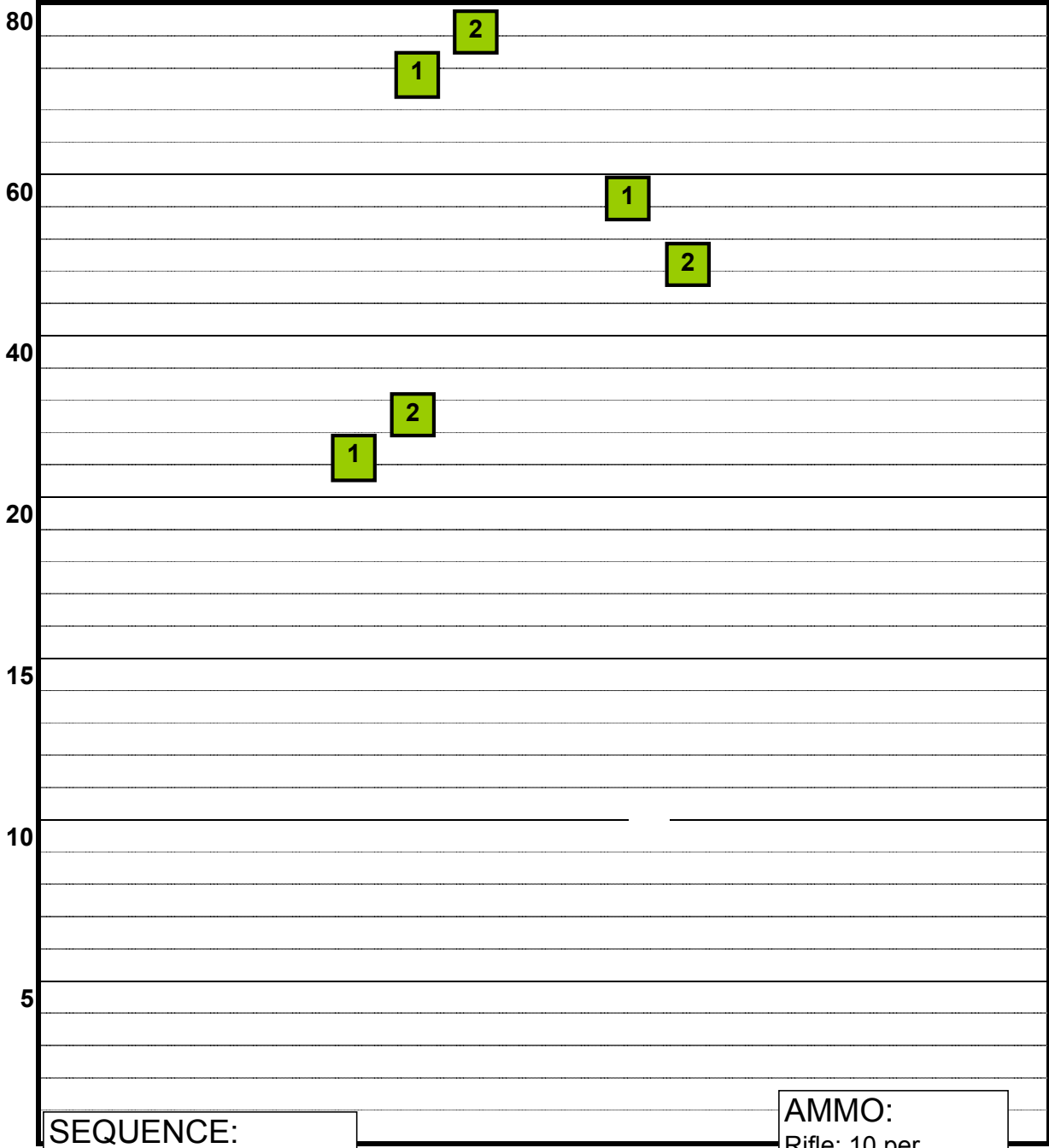
Stage #2 - Jackson's Demise



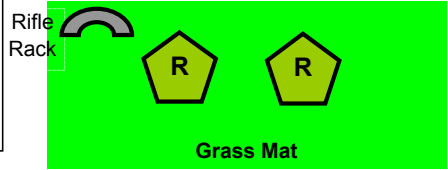
Stage 3: Cat-tastrophe



Turkey Shoot



SEQUENCE:
See Gazette for
specific instructions



AMMO:
Rifle: 10 per
shooting stage
Pistol Cal Rifle