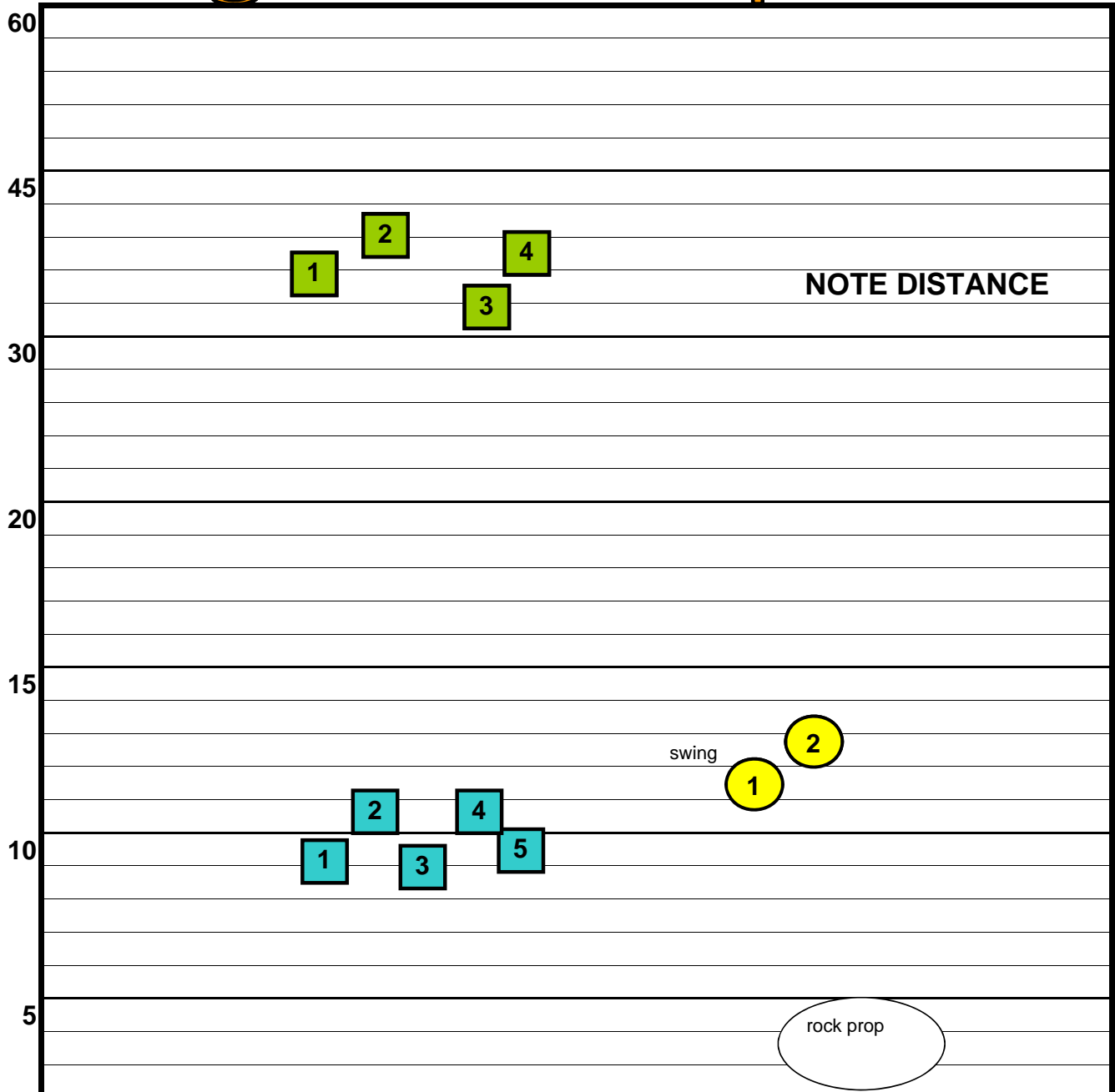
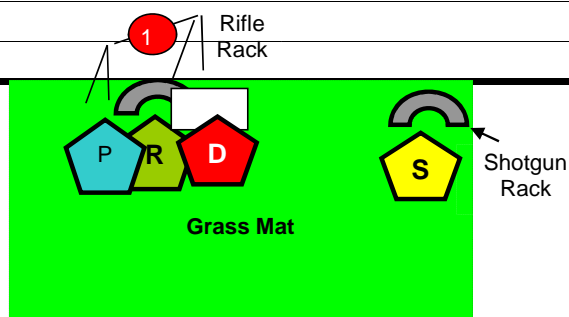


Stage #1 - Stop Thief!

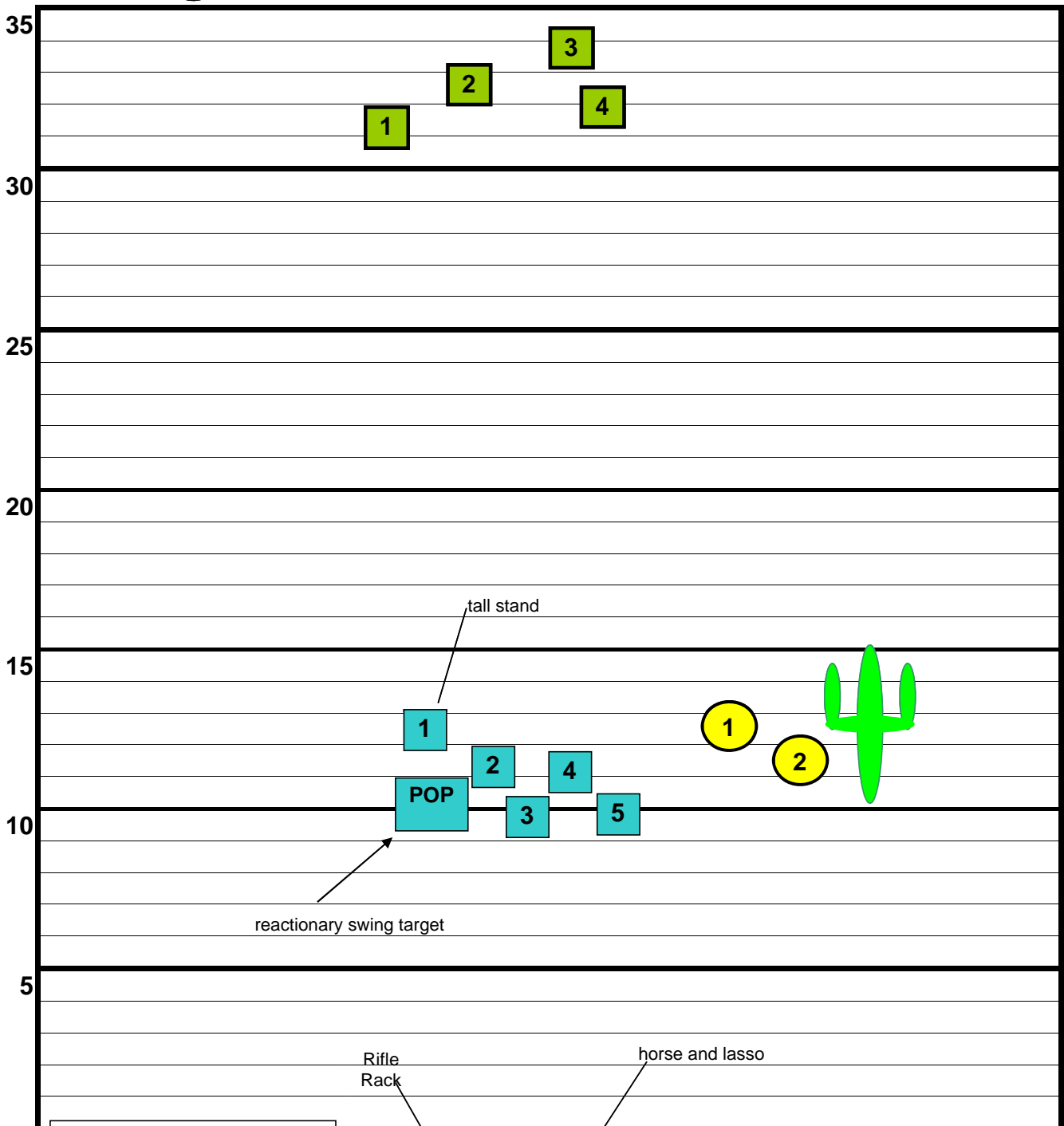


SEQUENCE:
 Derringer up to 4
 Pistol: 1-2-3-4-5
 2-gun: 5-4-3-2-1
 Rifle: 1-1-2-2-3-3-4-4
 Shotgun: 1-2-1-2

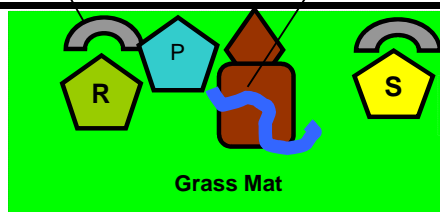


AMMO:
 Pistol: 5 or 10
 Rifle: 8
 Shotgun: 4
 Derringer/PP up to 4

Stage #2 - Horse Rustlers



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



AMMO:
 Pistol: 5 or 10
 Rifle: 8
 Shotgun: 4

Stage 3: Train Robbers!

35

30

25

20

15

10

5

0

cluster targets close together

coffin

tall stand

spade

short stand

3=heart

4=club

swing

window wall (short)

door wall (no door)

Shotgun Rack

table

R

D

P

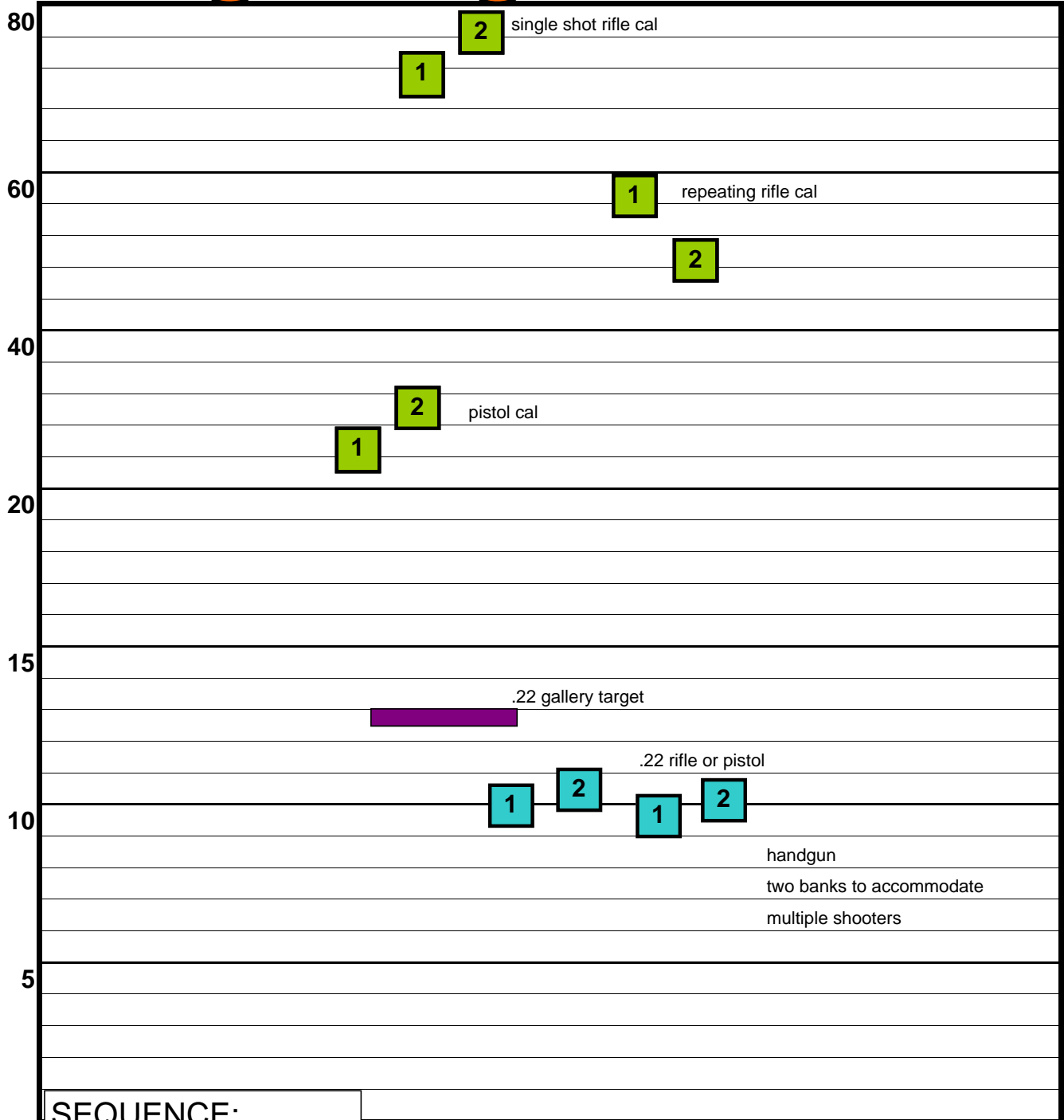
S

Grass Mat

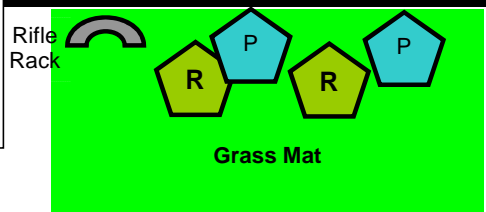
SEQUENCE:
 Derringer up to 4
 Pistol 1-3-5-4-2, 2-gun repeat- through window
 Rifle 1-2-3-1-2-3-1-2-3
 Shotgun 2-1-2-1

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

Long Range: Take Aim



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



AMMO:
Pistol: 5 or
Rifle: 10