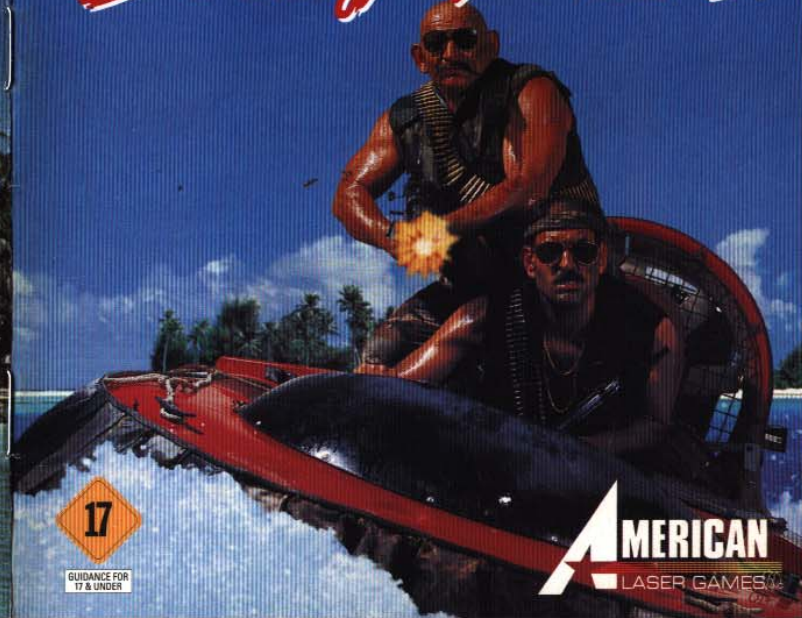# Drug Wars

Targeting the entire illegal drug distribution chain is truly an international war. Drug Wars™ will take you through it all from small town traffickers to big city organized cartels. You will be involved with the border patrol tracking international drug runners. If your shooting skills are good enough, you'll be assigned to South America to destroy the source and capture the drug king.

3DO

Drug Wars

17
GUIDANCE FOR
17 & UNDER

AMERICAN
LASER GAMES

Drug Wars™

AMERICAN
LASER GAMES, INC

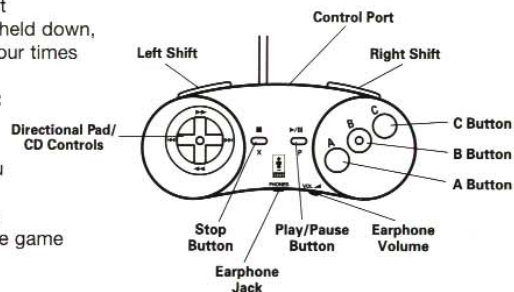4801 Lincoln Rd. NE, Albuquerque, NM 87109

END USER NOTICE

Handling Your American Laser Games Compact Disc:
- Avoid touching the disc's surface by holding the disc by its edges or with your thumb on the edge and one finger on the center.
- Clean the disc by wiping it with a soft, dry cloth in smooth motions from the center out to the edge. Do not use any type of solvents or anti-static spray.
- Do not expose the disc to direct sunlight or sources of intense heat.

RUNNING DRUG WARS:

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press "stop" button (game pad) or the option button (lightgun) to bring up the menu screen. The menu shows various selections the user can make. To select a given item move the cursor over the item and press the "A" button or shoot that item with the lightgun.

PLAY:

The "play" selection starts a new game.

QUIT:

The "quit" selection exits the game.

DIFFICULTY LEVELS:

The difficulty levels are chosen in increasing order of difficulty from easiest (Wimp) to toughest (Rough & Tough). Difficulty level can be adjusted at any time during the game from the menu screen.

USING THE CONTROL PAD:

When the control pad is used, the cursor is a hand holding a gun which is aimed by using the sight on the gun. The buttons are defined as follows:

- **"A" button:** Fires the gun
- **"B" button:** When held down, the cursor moves twice as fast
- **"C" button:** When held down, the cursor moves four times as fast
- **Control Right Shift:** Fires the gun
- **"X" Stop button:** Brings up the menu screen
- **"P" Pause button:** Pauses/resumes the game

Control Port
Left Shift
Right Shift
Directional Pad/ CD Controls
C Button
B Button
A Button
Stop Button
Play/Pause Button
Earphone Volume
Earphone Jack

The gun will fire as long as there are bullets in cylinders shown on the screen. When the cursor is moved to the bottom of the screen, the gun is lowered to point to the ground. By pressing the "A" button or the Control Right Shift button while the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.

CONTINUE:

The "continue" selection continues the game. A game has to be in play to use the continue option. If the player is in the middle of a game, the game continues where it was when the menu screen was selected. If all of the player's lives have been lost, the game can be continued NINE times - three lives per continue. In case of a two player game, switching to a one player game does not cost a continue.

1 PLAYER/2 PLAYER:

Pressing this selection toggles between a one or two player game. If a two player game is selected, then both players play at the same time. Each player has a separate score, bullets and lives. Player one has red bullet holes, a red score and a flesh-colored hand with a gun cursor (when using game pad). Player two has blue bullet holes, a blue score and a blue-colored hand with a gun cursor. Player one's game pad/lightgun/mouse should be first in the daisy chain followed by player two's game pad/lightgun/mouse.

Option/Calibration
Button
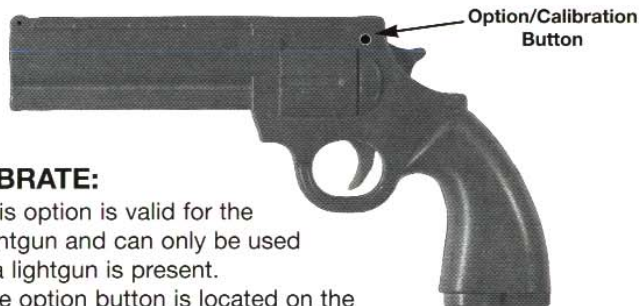
CALIBRATE:

1) This option is valid for the lightgun and can only be used if a lightgun is present.
2) The option button is located on the upper left side of the lightgun. Refer to diagram of lightgun.
3) A distance of four feet is considered the best accuracy range for calibrating and playing.
4) Shoot at "calibration" option on the menu screen or press the option button to make the "Calibration Menu" come up.
5) Take careful aim at the center of bullseye on the calibration screen and shoot once.
6) If not satisfied with the new gun calibration, press the option button to repeat the calibration procedure.
8) Calibration should now be complete. Shoot "Exit" option to return to the main menu.
9) This calibration sequence can be repeated at any time.

Option/Calibration
Button

USING THE LIGHTGUN:

With the lightgun there is no cursor on the screen. The gun is fired by pulling the trigger and a bullet hole will appear briefly on the screen. The gun is loaded by pointing it away from the TV screen and pulling the trigger. The menu screen is brought up by pressing the option button.

3DO MOUSE:

The left button on the 3DO Mouse is used to fire and make selections from the menu screen. The left button is the only button needed for Drug Wars. Move the mouse cursor (hand-and-gun) on the target when aiming and shooting. To reload, move the hand-and-gun to the bottom of the screen. To stop or pause, drag the cursor to bottom left corner and press left mouse button.

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