U/SNS-4W-USA

WILD GUNS™

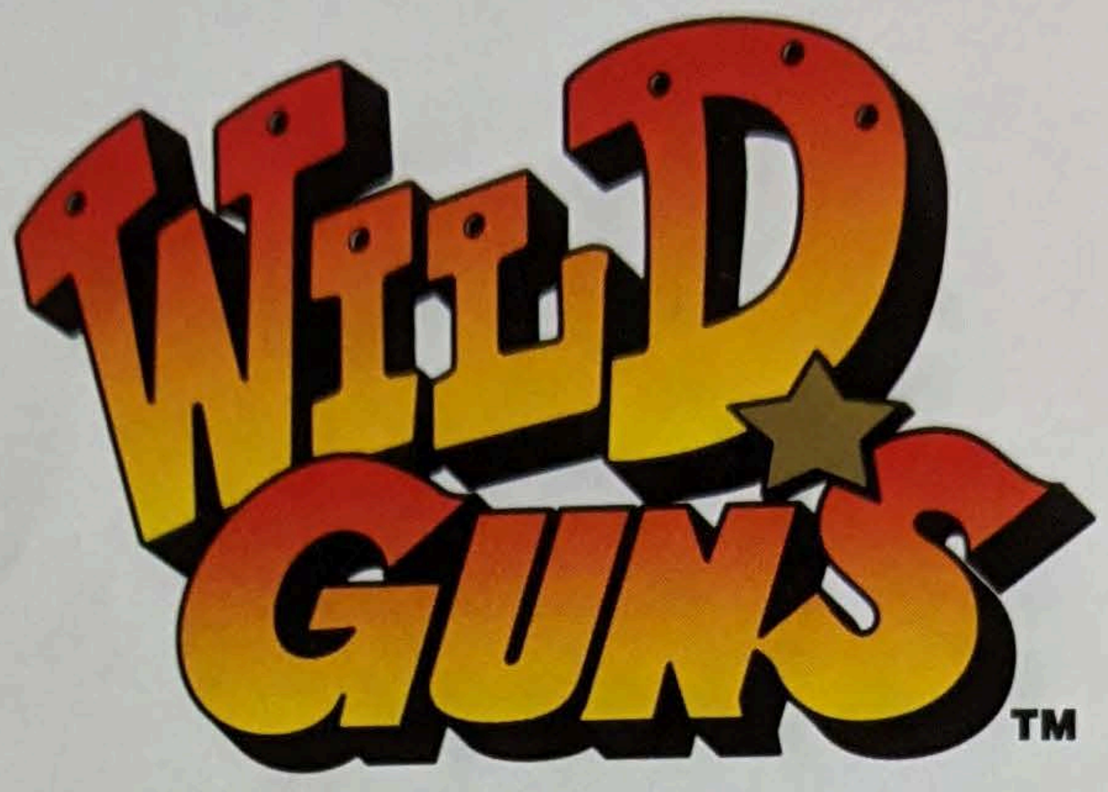
Instruction Manual

NATSUME®

Serious Fun™

SUPER NINTENDO ENTERTAINMENT SYSTEM

Notes From Natsume



Welcome to the Wild West, where things are not quite what they seem to be.

Thank you for purchasing Wild Guns. The original Sci/Fi Western shoot 'em-up game for the Super Nintendo Entertainment System. We are proud and delighted that you chose to add our title to your video game library. Please read this manual to assure your complete enjoyment of our product. We hope you have many hours of entertainment with this great shooting game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

NATSUME®

Serious Fun™

NATSUME INC.
1243A Howard Avenue
Burlingame, CA 94010

LICENSED BY

Nintendo®

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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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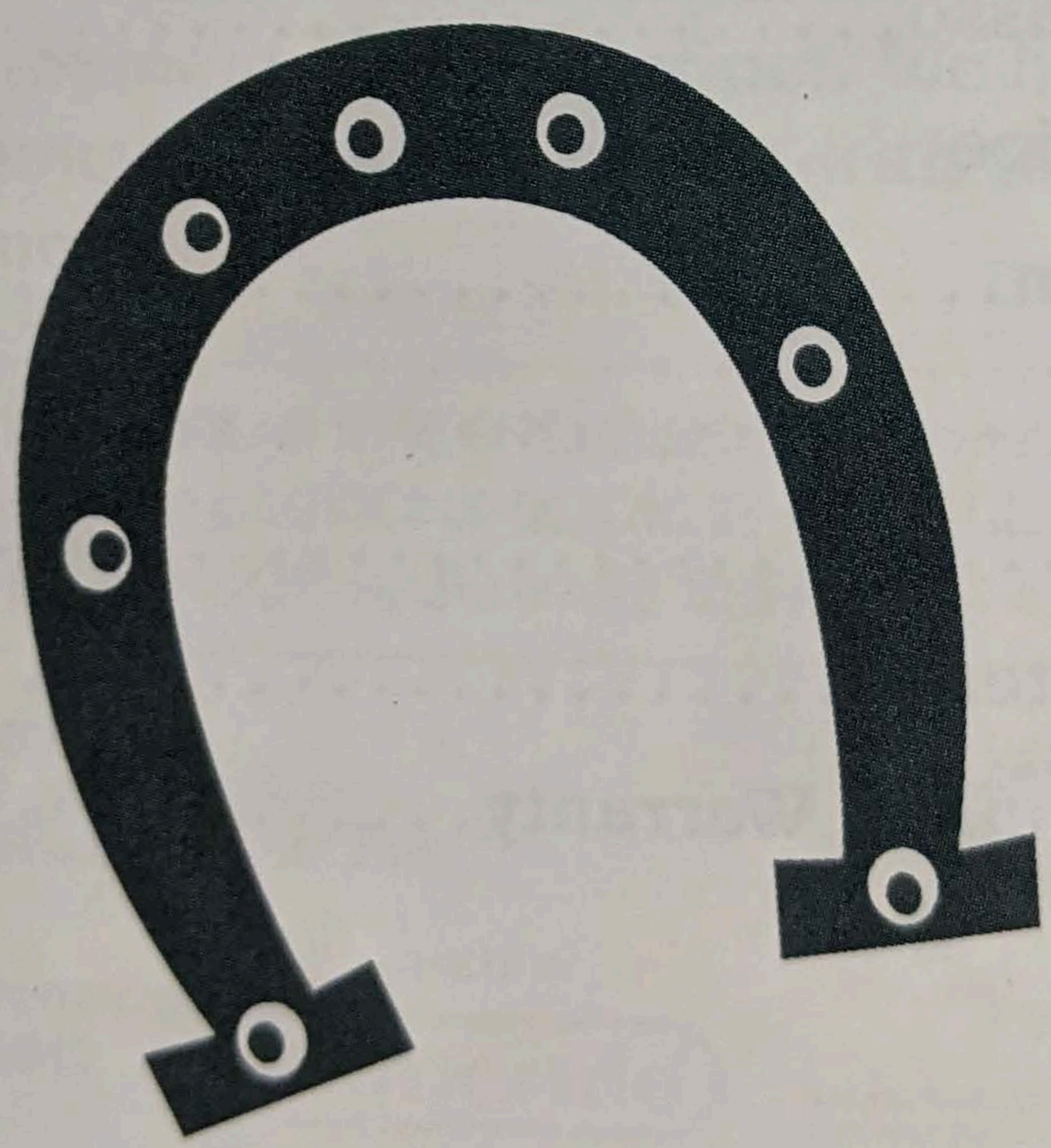
Safety Precautions

For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game.

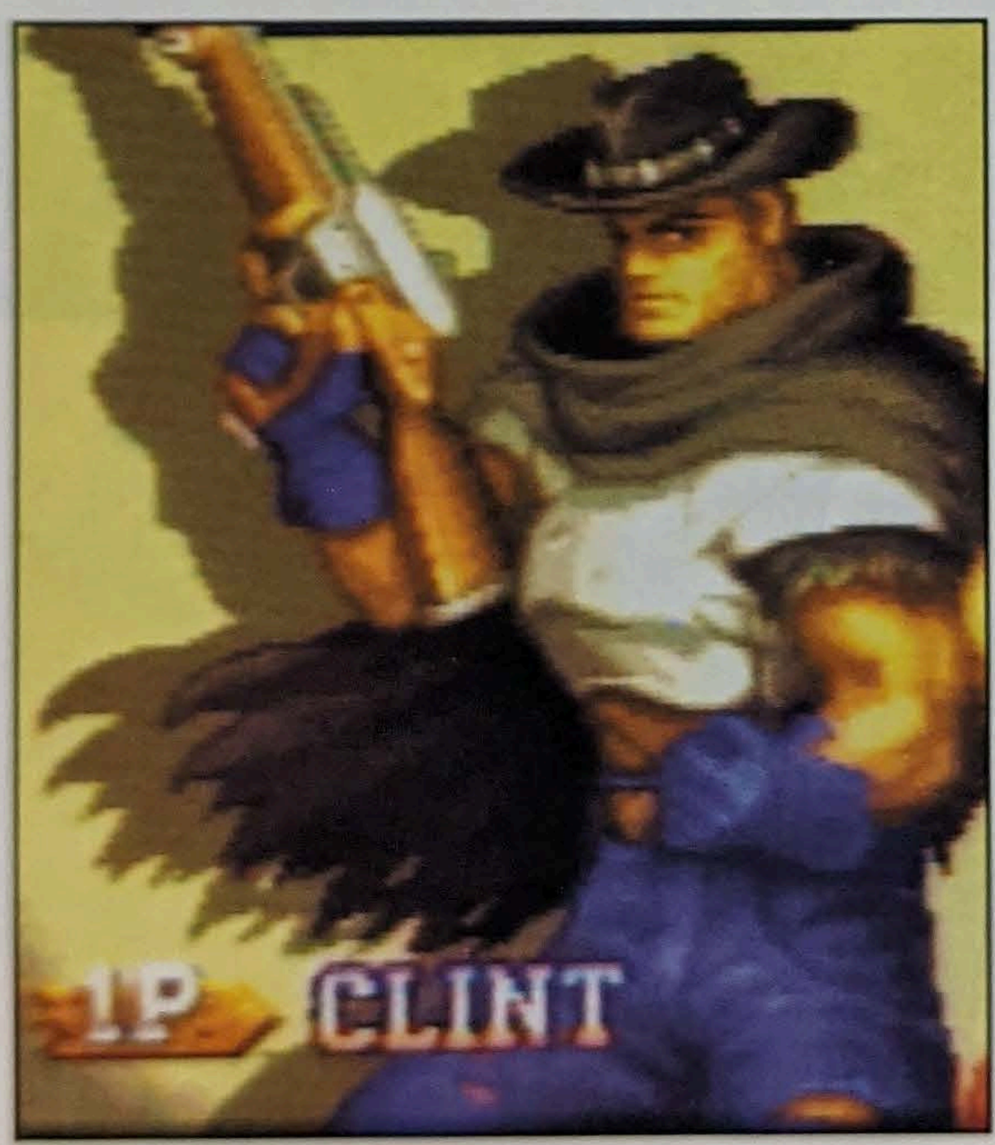
1. Avoid subjecting the Game Pak to extreme temperature changes and shocks.
2. Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.
3. The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.
4. Do not dismantle the Game Pak.



The Story of Clint and Annie

The young and beautiful Annie went to see Clint, the renown space bounty hunter. "My entire family was abducted and killed by the Kid family. I will pay you whatever you want to help me get rid of those villains." "I don't need any help," said Clint in a haughty voice. "I insist on helping you," replied Annie. "I have a personal vendetta against the Kid family, and besides, I bet I am as good a shot as you are." "We'll see about that. Let's go!"

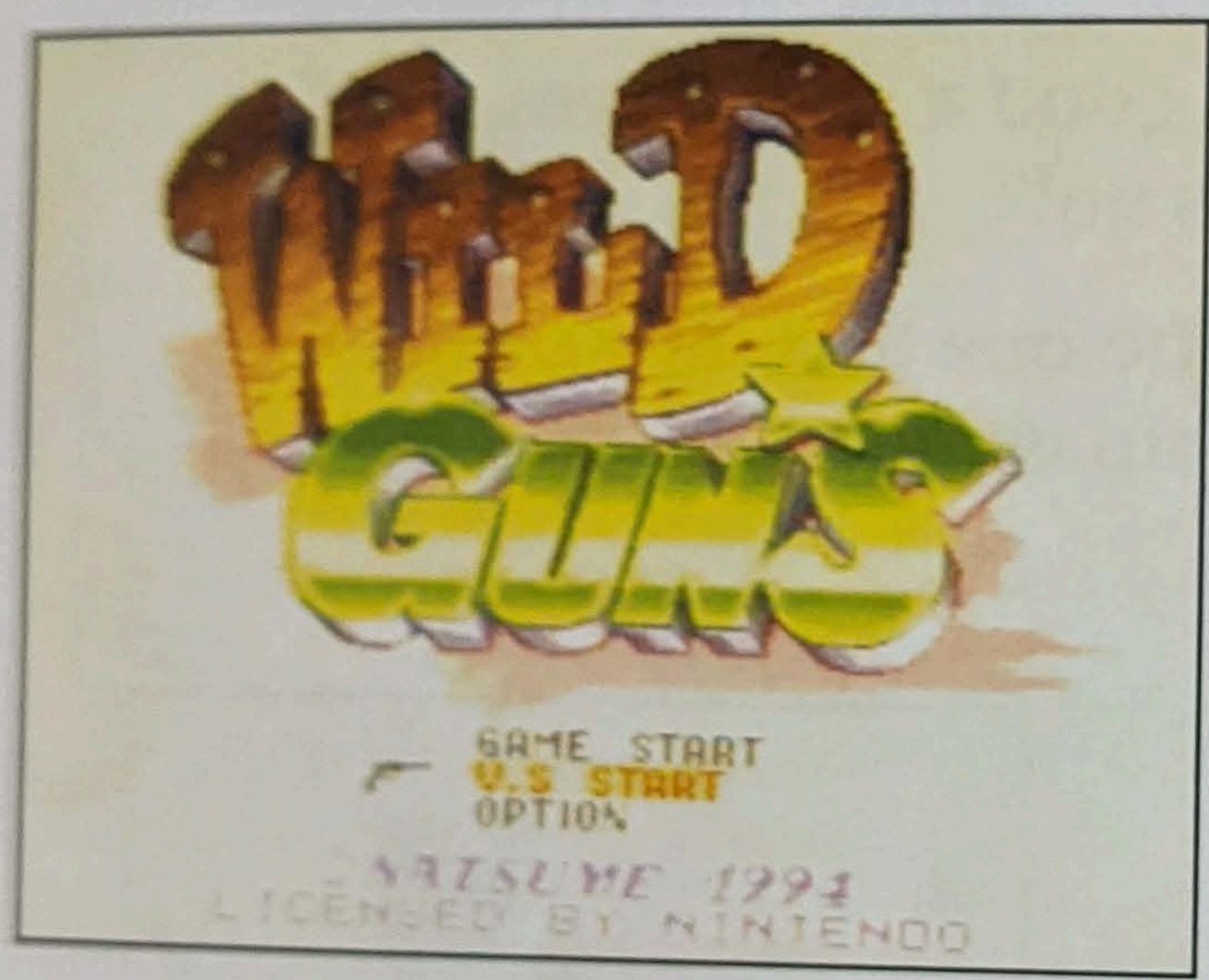
Welcome to Wild Guns: The one and only original Sci/Fi Western shoot 'em-up game.



Starting The Game

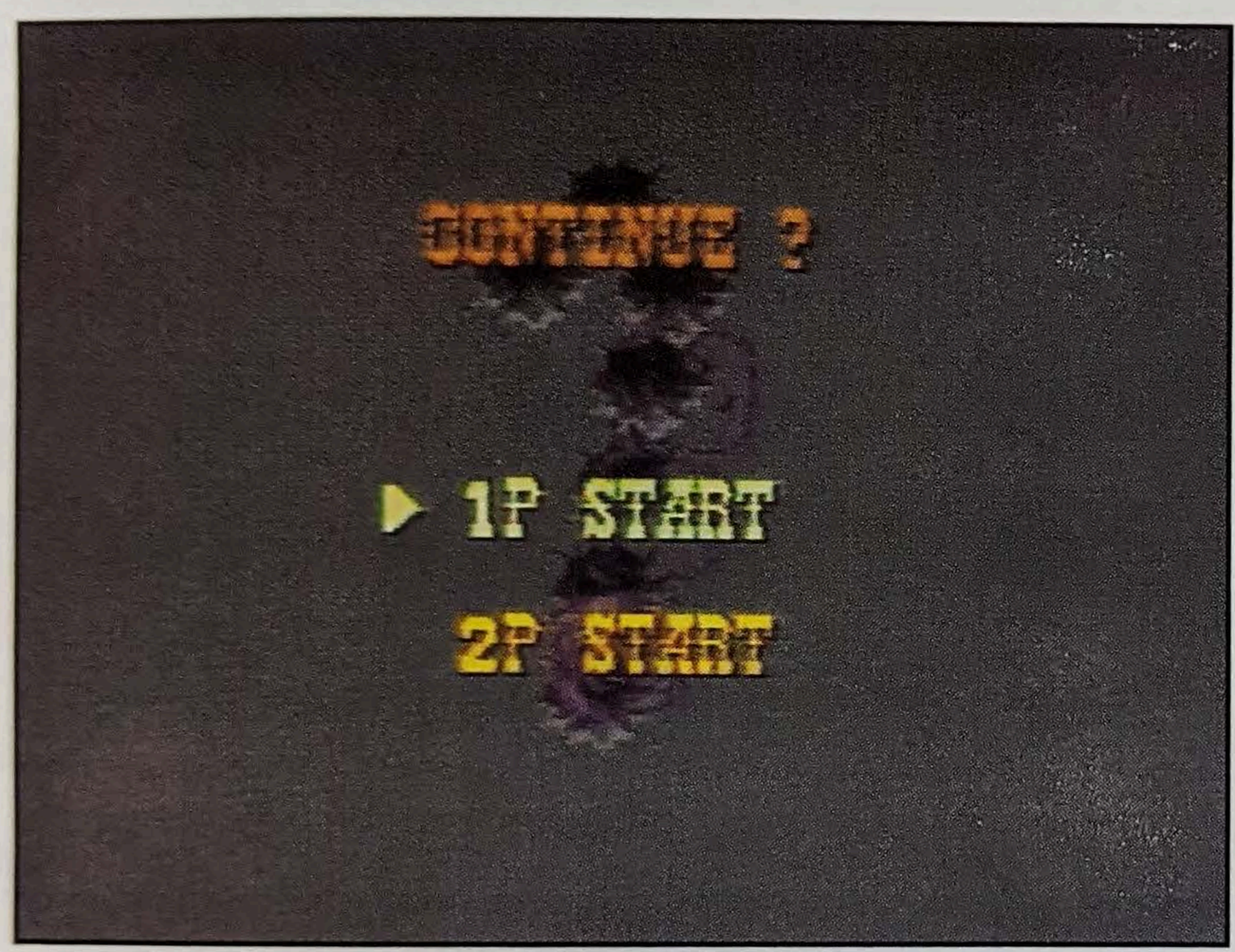
Press start to begin the game. Select either: Game start/Vs. Start Options and press start.

Game start will take you into the main game. Vs. start is a target shooting practice round. Recommended for beginners.



Continue

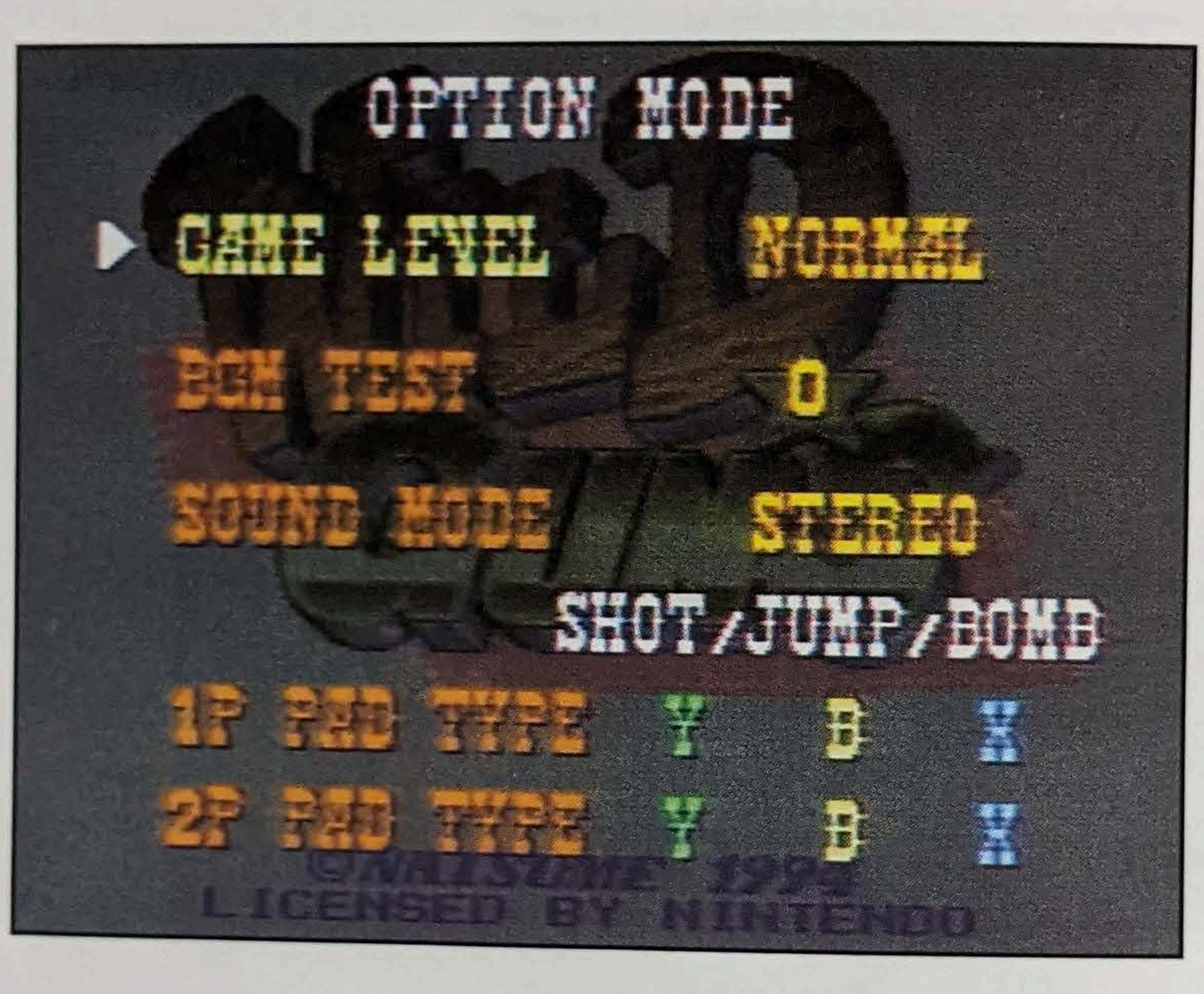
You can continue your game from the beginning of the stage you left off by pressing start before the timer counts down to 0.



Options

Options let you:

Choose the difficulty between easy, normal and hard. Listen to the background music. Choose between stereo and monaural sound. Select which button controls what function.



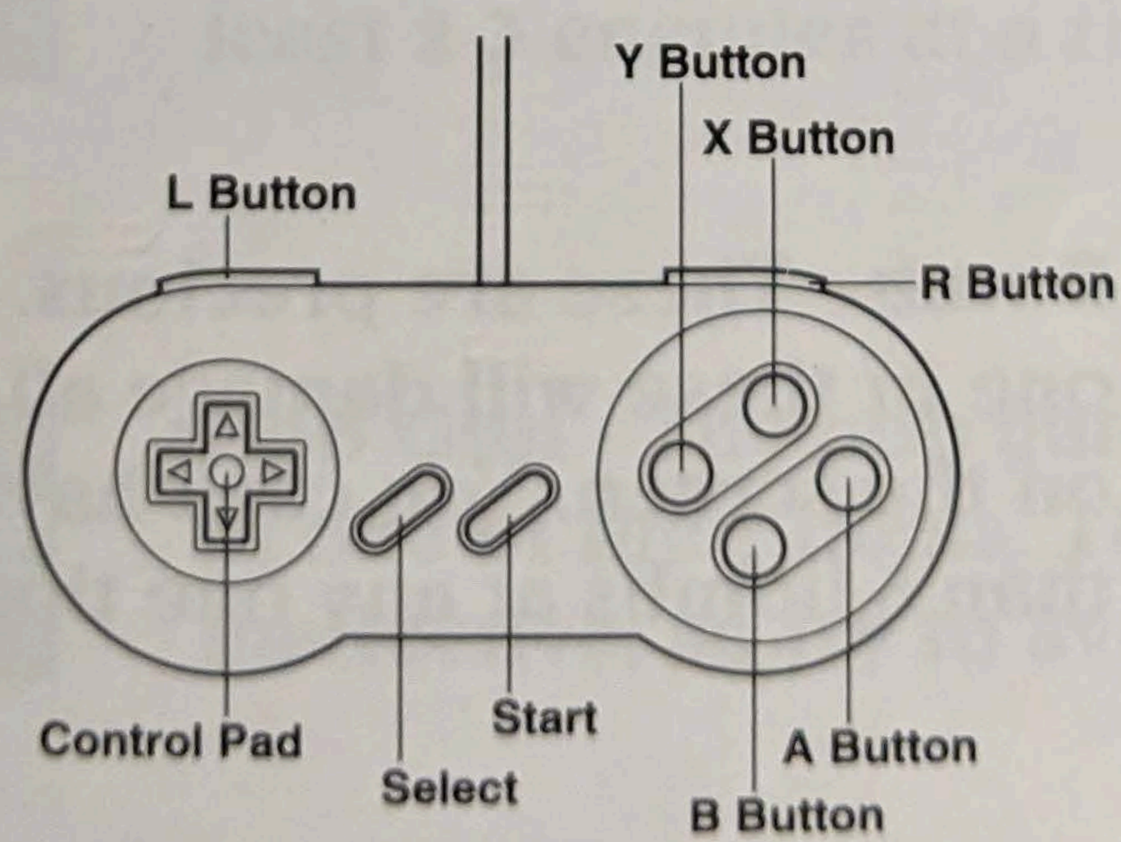
Select either Clint or Annie with the cursor and make a fashion statement by pressing the A, B, X or Y button to change the color of Clint and Annie's clothes.

Shooting The Bad Guys

The object of the game is simple. Shoot at all the bad guys on the screen by aiming your sight with the control pad and pressing the Y button to shoot. As you shoot your opponents, you will get different guns, and you will be able to pick up bombs, gold etc...

Summary of moves

Button	Y-Continuous Y-Consecutive Y-once Y-once	Shoot Lasso Hit Picking/throwing dynamite
Button	X	Bomb
Button	B B + Control pad B + B	Jump Sideways Jump Double Jump
Button	Y and then B	Sideways slide



Items

Item boxes will appear after defeating certain enemies. Get these items by shooting at them. Some boxes will appear out of nowhere as well.

Gold - 500 points

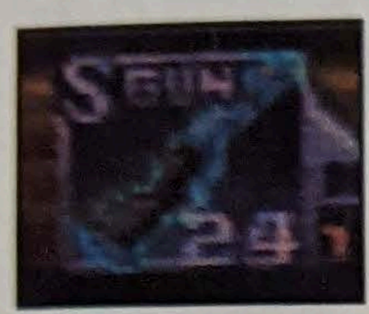
Silver Rock - 1000 points

Blue Rock - 1500 points

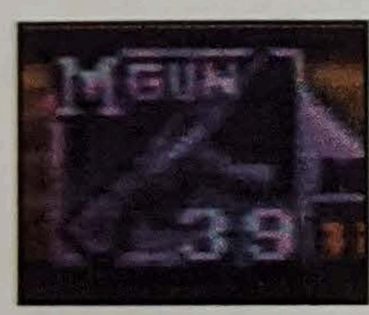
Bomb - These are precious. Blowing off one of these will damage all the enemies on the screen. You can't have more than 5 bombs at any one time.

Weapons

You begin the game with a normal gun. Weapon boxes will appear after defeating certain enemies. Shoot at them to change your gun.

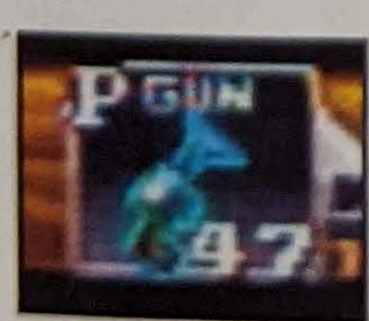


Shot Gun - Successive shots are not as fast as with other guns, but the diffusion of the bullets can do damage to many enemies at once.



Machine Gun - can fire shots in rapid succession, but it's destructive power is about the same as the normal gun.

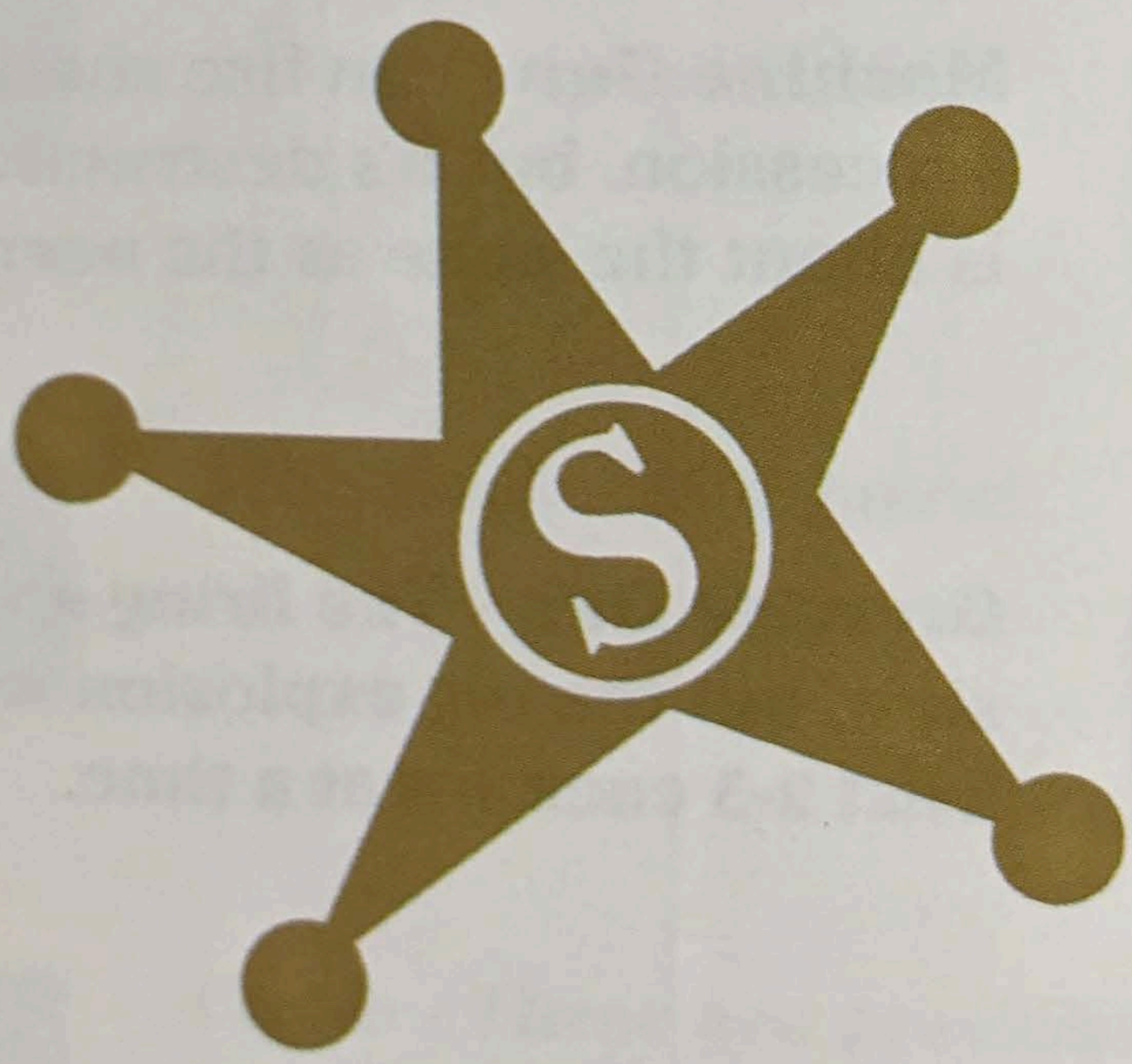
Grenade Gun - The firing speed is slow, but the big explosion will damage at least 2-3 enemies at a time.



Pop Gun - The pop gun is contained in one of the ? items. This weapon is ineffective, so try to avoid getting it.

Weapons cont.

Vulcan Gun - Definitely the most awesome weapon, and it will be yours when the green gauge is full. As you use your vulcan gun, your green gauge will gradually go back down to nothing. At this point, you will get your old weapon back. While you are using the vulcan gun, you are invincible.

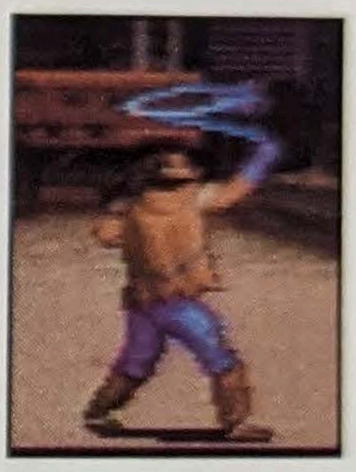


Dynamite, Lasso, Target Practice

DYNAMITE

Some enemies will throw sticks of dynamite at you. By pressing the B button you can pick up and throw the dynamite right back at them.

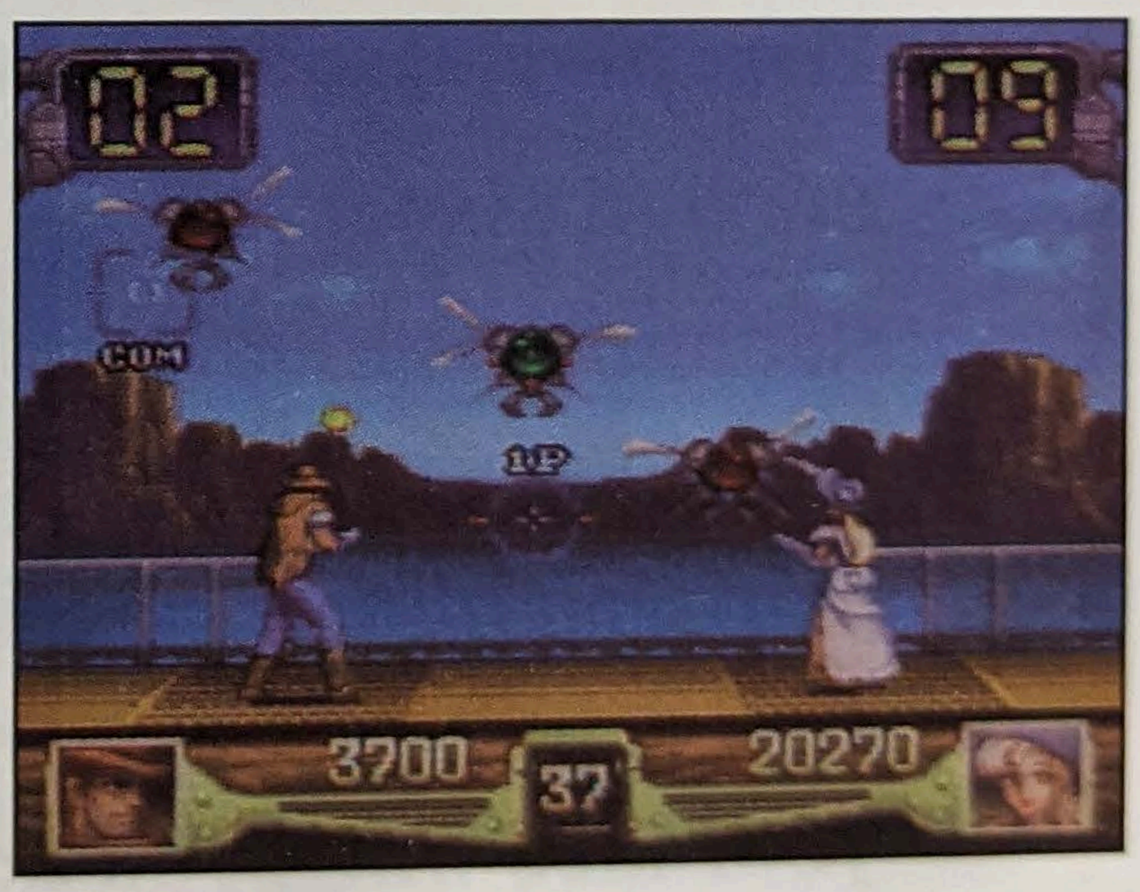
LASSO



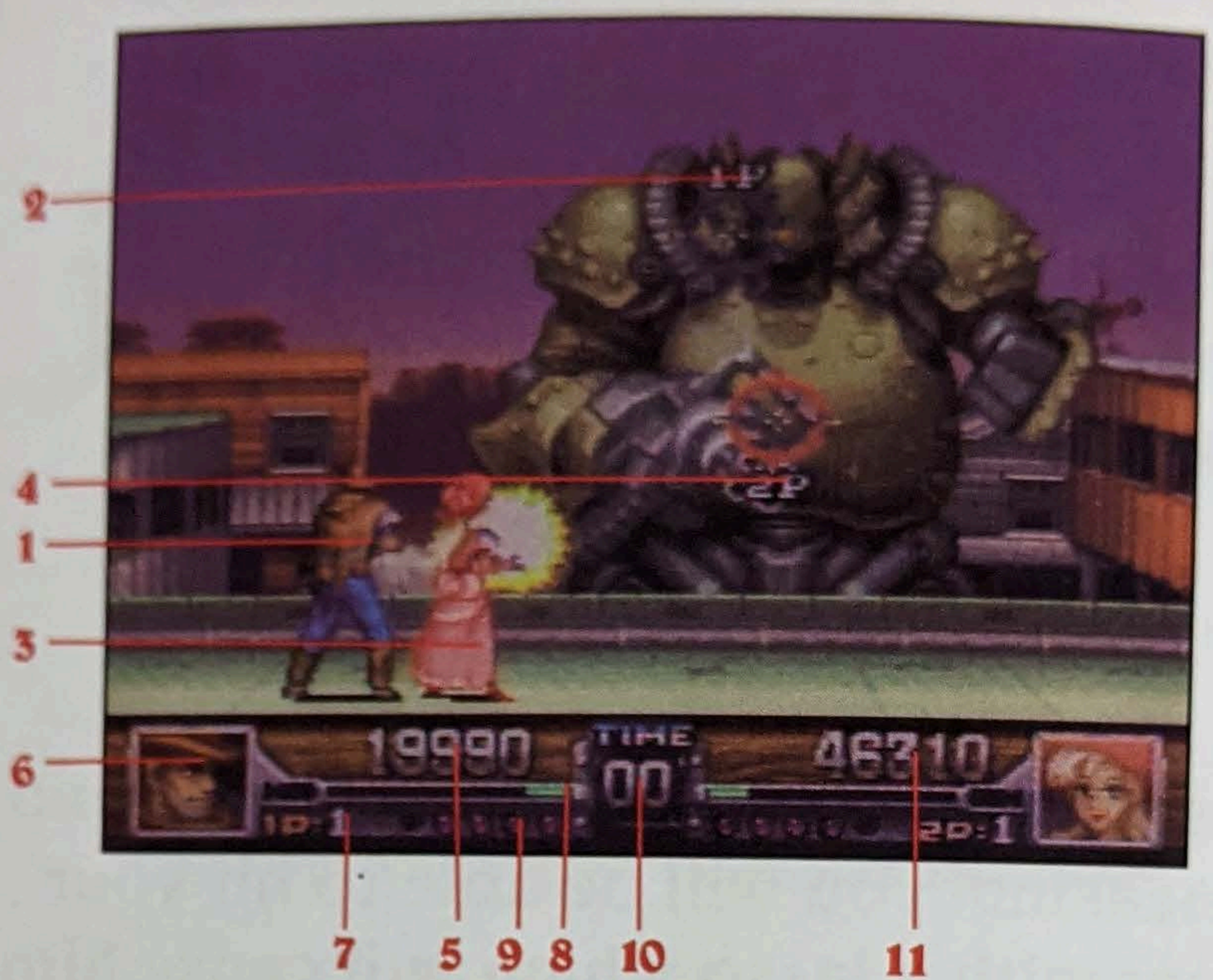
By consecutively pressing the B button and then releasing, you will be able to hit your opponent with a lasso which will cause him to freeze for a little while.

TARGET PRACTICE

Match your skill against a friend or the computer in this unique round of target practice. Just choose the VS. option in the start menu.



Game Screen



1) First player

2) First player's gun sight

3) Second player

4) Second player's gun sight

5) First player's score. You get rewarded with an extra life after a certain number of points.

6) This is the first player's status window. It shows your face when you don't have a special weapon, otherwise displays the current special weapon.

Game Screen cont.

7) Number of lives remaining.

8) Gauge - every time you hit one of your enemy's bullets with your weapon, the gauge will begin to turn green. Once the gauge has turned completely green, you will be awarded a Vulcan gun. You get to use the Vulcan gun until your gauge is back to zero.

9) Number of bombs left in your arsenal.

10) Timer - indicates the remaining time left until the stage changes.

11) Second player's score

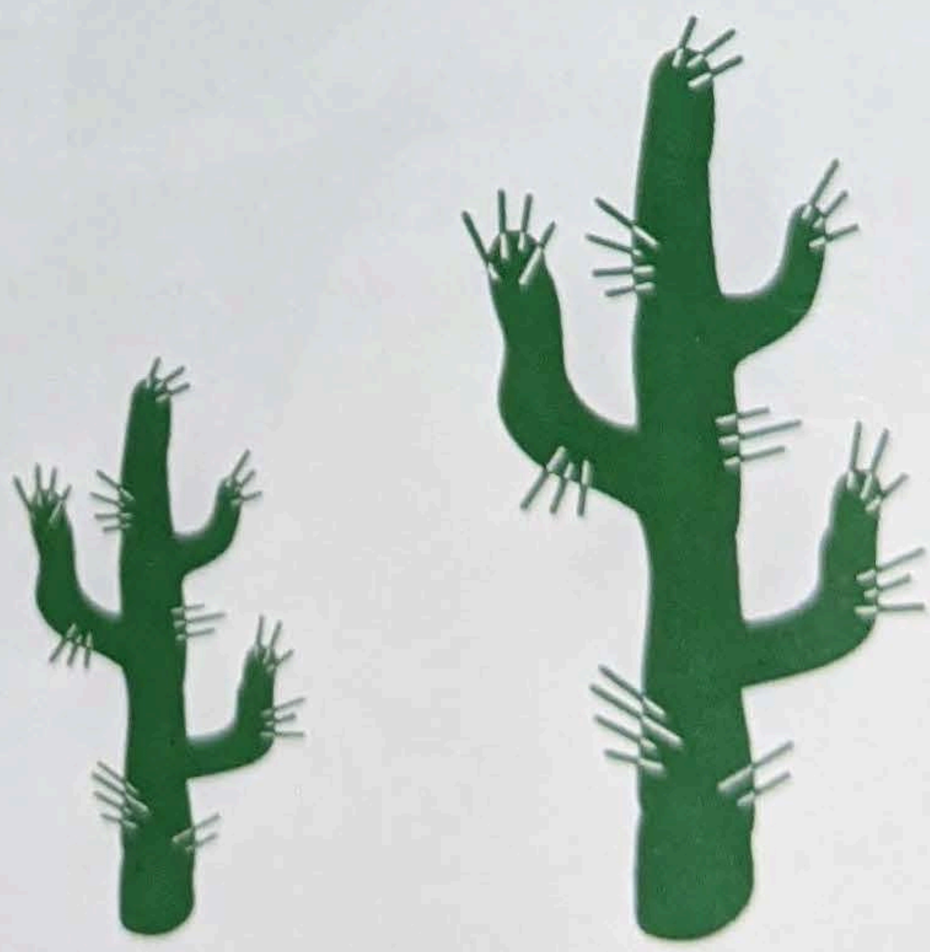
The Stages

Carson City:

This quaint village is reminiscent of the old west. This is where your adventure begins.

Desolation Canyon:

In this sagebrush desert, some of your opponents will be cleverly camouflaged. Be wary of the cowboy on his helium life raft.

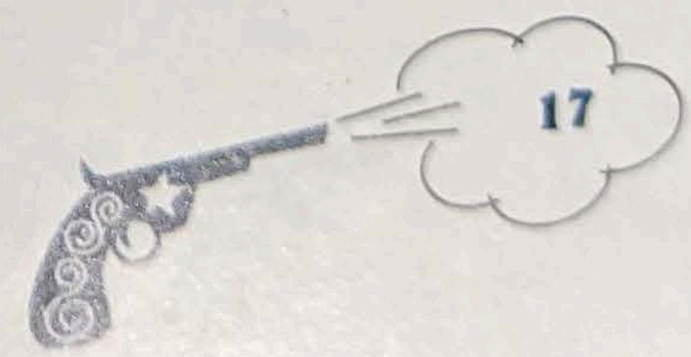


Ammunition Depot:

All the ammunition stockpiled by the Kid family lies here in the ammunition depot. Meet scary flying creatures and come face to face with the crystalien.

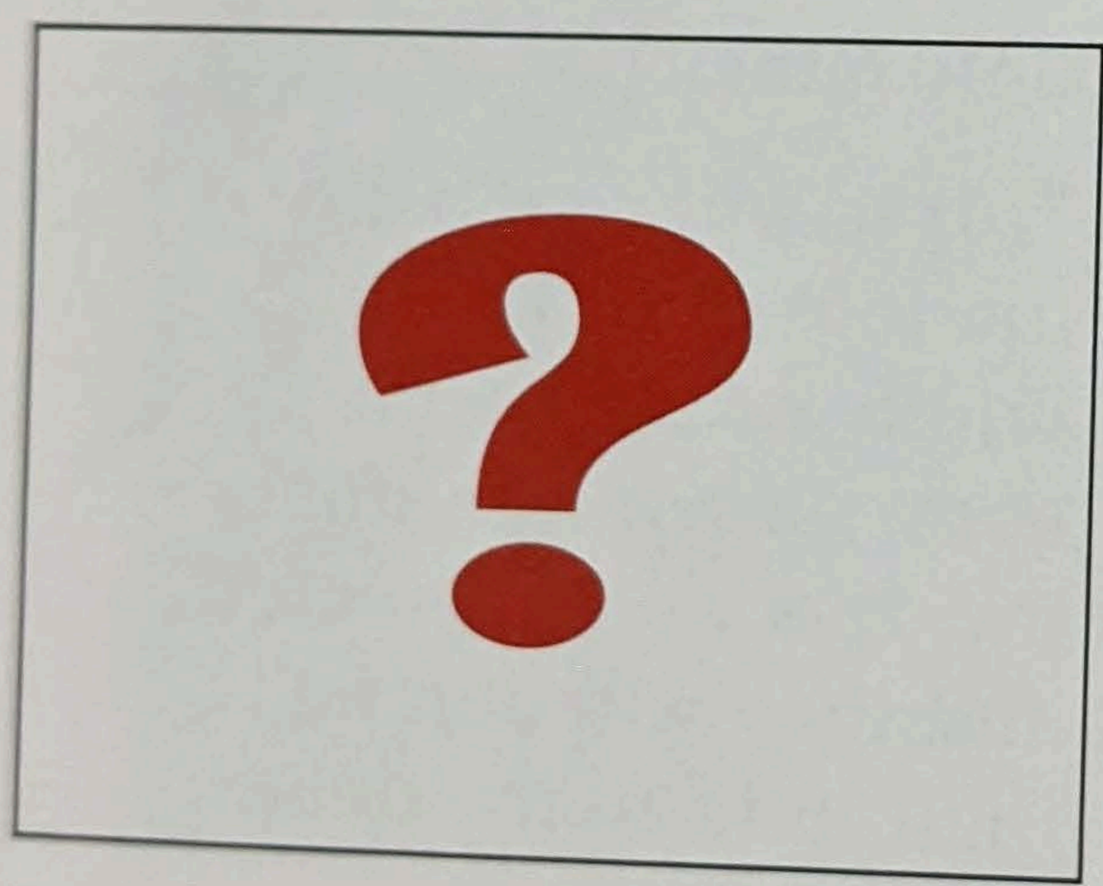
Gold Mine:

This is where most of the loot that the Kid family ransacked is kept. As you can imagine, it is well protected, and they will defend their gold to the death.



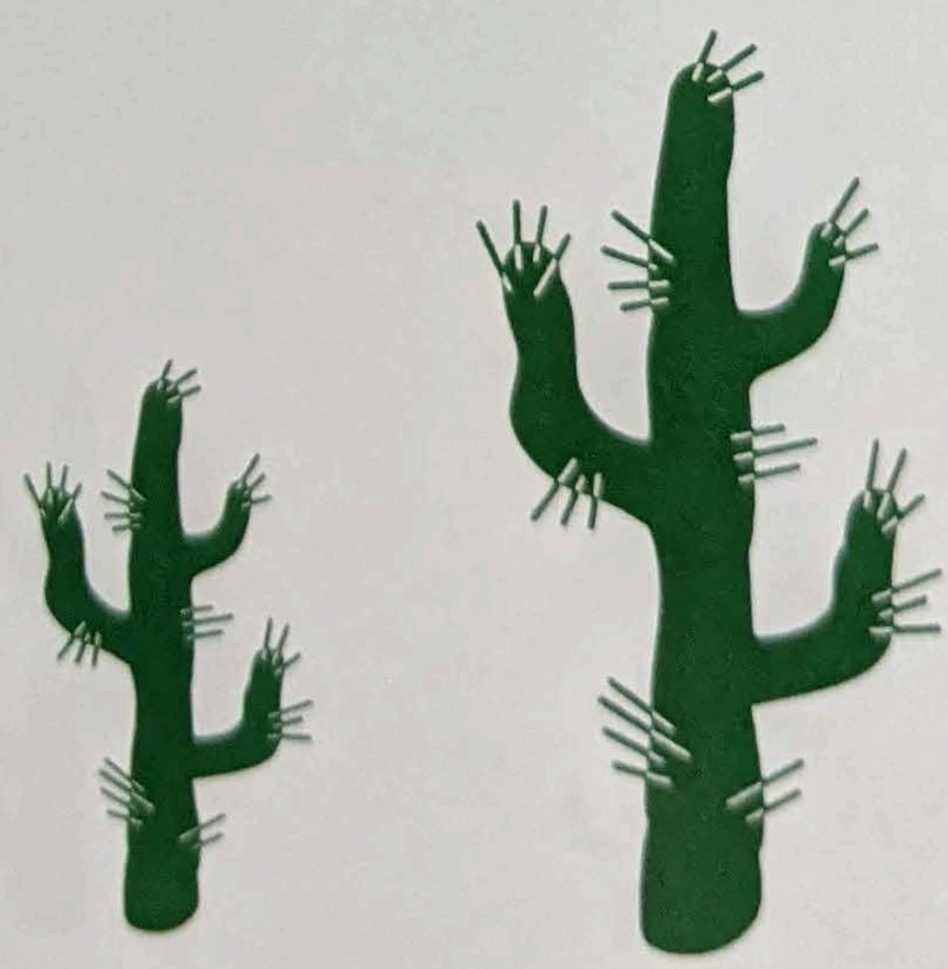
Armored Train:

Take a ride on an old train across the desert landscape. Meet old fashioned cowboys on horses as well as futuristic go-carts and a deadly locomotive.



Final Fight:

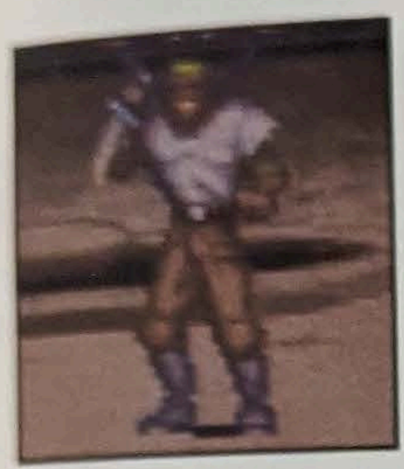
This is the hideout of King Kid, patriarch of the infamous Kid family. Watch out, he fights real dirty.



Characters

Mechaman

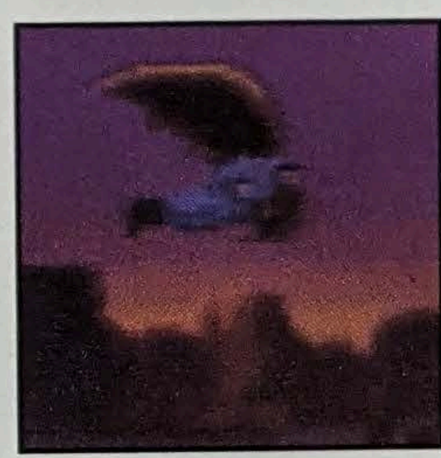
Duncan



**Jack-
The Knife**

Skyder

Aktron



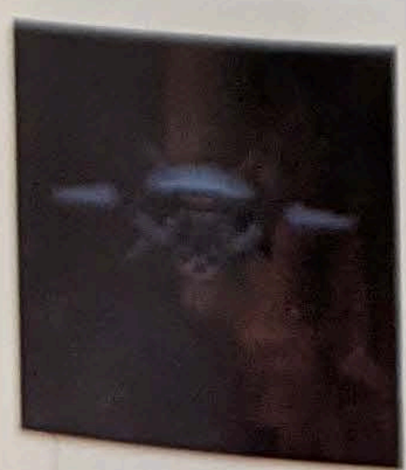
Bantana

Missilo

**Pony
Express**

Sky Rider

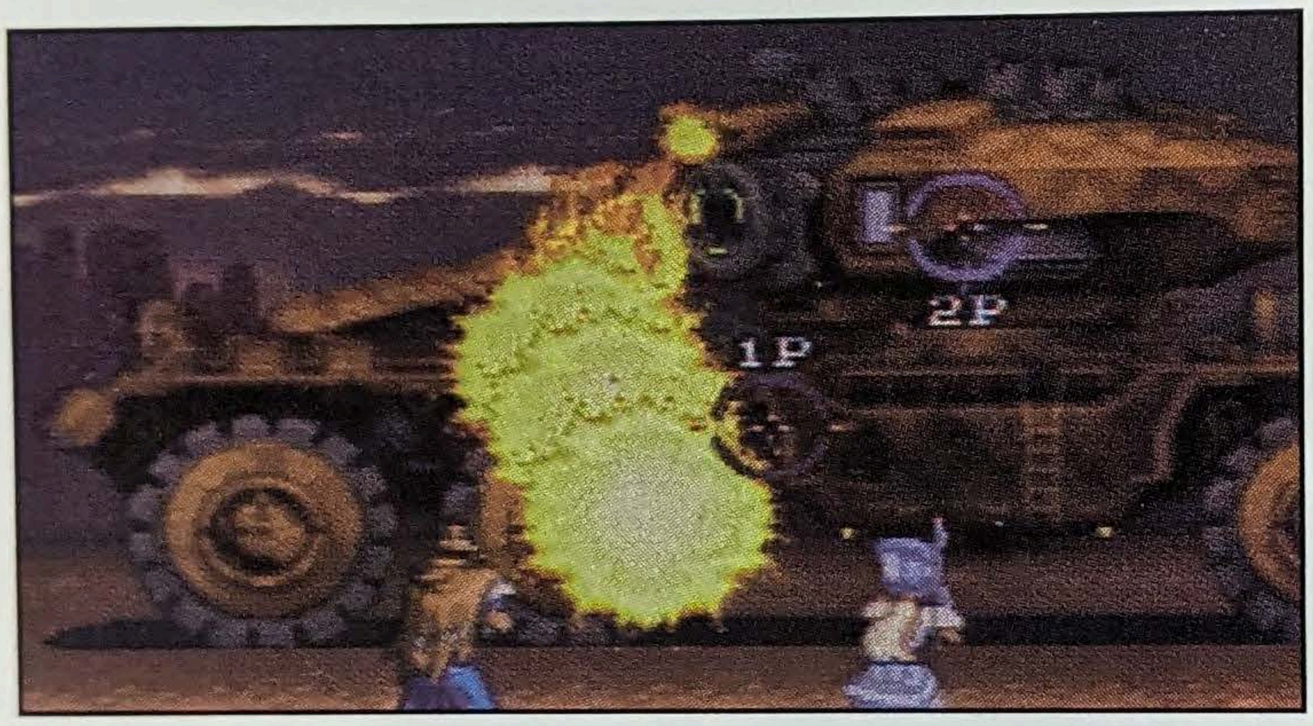
**Power
Brothers**



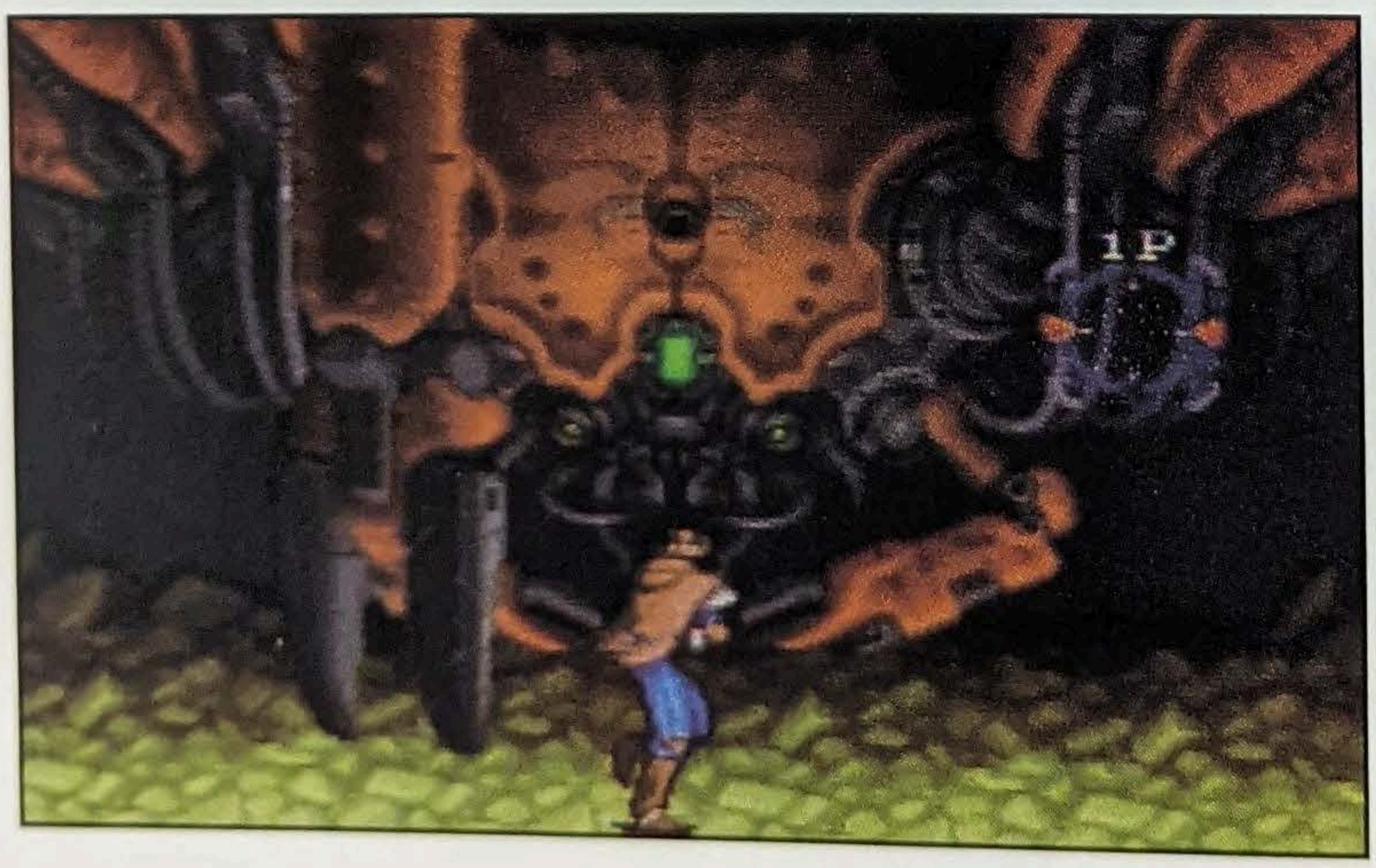
Galaxian

Boss Characters

Big Bertha



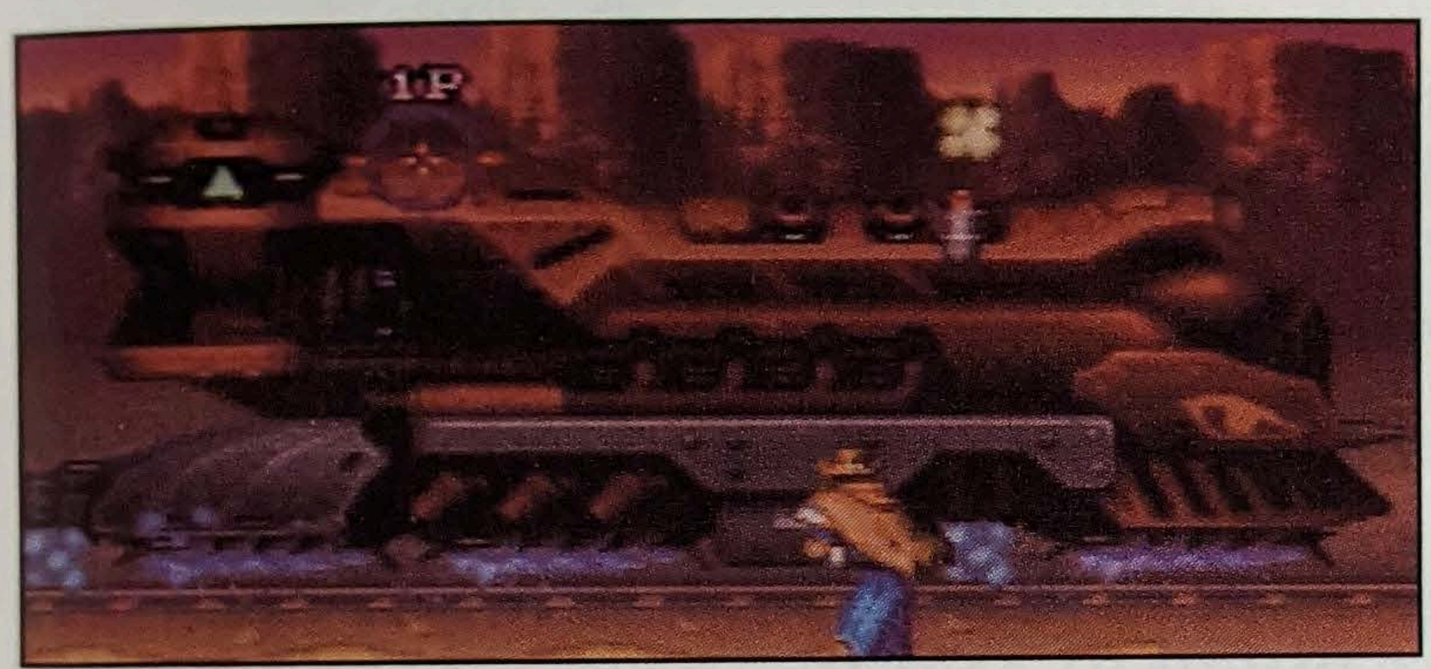
Desert Storm



Dungeness

Boss Characters

Crystalien



Armored Express

Limited Warranty

90-Day Limited Warranty

NATSUME INC. warrants to the original consumer that this NATSUME Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, NATSUME will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the NATSUME Consumer Service Department if the problem is requiring warranty service by calling: (415) 342-1712. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

NATSUME, INC.
Consumer Service Department
1243A Howard Avenue
Burlingame, CA 94010

(415) 342-1712

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

Limited Warranty

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the NATSUME Consumer Service Department at the phone number noted previously. If the NATSUME service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to NATSUME, enclosing a check or money order for $20.00 payable to NATSUME, Inc. NATSUME will at its option, subject to the conditions above, repair the Pak or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NATSUME BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do no allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Information Hotline
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