

GUNS & AMMO®

THE ULTIMATE TARGET CHALLENGE

FEATURING OVER 100 GUNS

- ✓ High-Tech
- ✓ Military
- ✓ Collectibles

MULTIPLE SHOOTING ENVIRONMENTS

- ✓ Handgun and Rifle Range
- ✓ Skeet Shooting Range
- ✓ Pop-Up Target Range

MULTIMEDIA LIBRARY OF GUNS AND AMMO

- ✓ Specs
- ✓ History
- ✓ Pictures and Movies



THE ULTIMATE TARGET CHALLENGE!

Whether you're into hunting, marksmanship competition, or target shooting for fun, you've experienced the precision accuracy and sheer power that only guns and ammo deliver.

Guns & Ammo®: The Ultimate Target Challenge is an easy-to-play game that reproduces the excitement of competitive shooting and places a collection of the world's finest handguns and rifles at your trigger fingertip.

Features:

- 🔫 **HANDGUN SHOOTING**—Choose from dozens of handguns and test 'em out on the range.
- 🔫 **RIFLE SHOOTING**—Keep your weapon steady to keep your name on the leader board.
- 🔫 **SKEET SHOOTING**—Practice your duck hunting technique in this quick-paced event.
- 🔫 **TARGET RANGE**—Revisit the raucous fun of the ol' shootin' galleries.
- 🔫 **ELECTRONIC MAGAZINE**—Read a library of articles by Guns & Ammo writers and editors.

Note: Neither the developer, producer, or distributor of this product advocates or endorses any of the products or uses described herein.

BASIC GAMEPLAY CONTROLS

ACTION	COMMAND
Aim	Move mouse
Fire	Left-click
Reload	Right-click
Exit	[ESC]

TABLE OF CONTENTS

THE ULTIMATE TARGET CHALLENGE!	1
BASIC GAMEPLAY CONTROLS	1
SYSTEM REQUIREMENTS	3
STARTING THE GAME	3
INSTALLING	3
LOADING	4
MAIN MENU	5
MAGAZINE MENU	5
SHOOTING RANGE	6
HANDGUN SHOOTING	7
RIFLE SHOOTING	8
SKEET SHOOTING	9
TARGET RANGE	10
FIREARMS	11
ARTICLES ARCHIVE	13
EXTRAS	13
TECHNICAL SUPPORT	14

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- ❖ Windows® 95 or Windows® 98 with DirectX 5.0 installed (included on *Guns & Ammo: The Ultimate Target Challenge* disc)
- ❖ 60 MHz or faster Intel® Pentium®, Cyrix® 6x86®, or AMD® K6™ processor
- ❖ 16 MB RAM
- ❖ 30 MB free, uncompressed hard disk space
- ❖ CD-ROM drive using a 32-bit Windows 95/98 CD-ROM driver
- ❖ DirectX 5.0 compatible sound card
- ❖ 100% Microsoft® compatible mouse

STARTING THE GAME

INSTALLING

To install *Guns & Ammo: The Ultimate Target Challenge*:

1. Start the Windows 95/98 operating system.
2. Insert the *Guns & Ammo: The Ultimate Target Challenge* CD into your CD drive. The Install menu appears.
 - ❖ If the Setup menu does not appear, click **Start/Run...**, then type **d:\install** in the text box, and click **OK**. (Substitute the correct letter of your CD drive if other than 'D:'). The Install menu appears.

3. Click **INSTALL GUNS AND AMMO**. The Setup program begins.
4. Click **Next>** at each prompt to accept the default installation. *The Guns & Ammo: The Ultimate Target Challenge* files are copied to your computer's hard drive.

⊗ If you wish to customize the Setup program, follow the on-screen instructions.

5. When installation is complete, a prompt appears indicating that *Guns & Ammo: The Ultimate Target Challenge* requires DirectX™ 5.0 or higher. Click **OK**, and you're ready to load the game.

If your computer does not currently have DirectX 5.0 or higher:

1. At the Install menu, click **INSTALL DIRECTX**. The DirectX Setup program begins.
2. Click **OK** at the prompts. Your computer restarts, and you're ready to load the game.

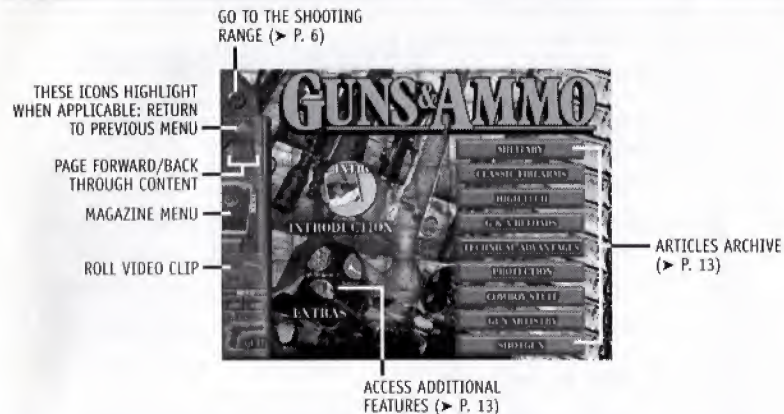
LOADING

To load *Guns & Ammo: The Ultimate Target Challenge*:

1. Start the Windows 95/98 operating system.
 2. Insert the *Guns & Ammo: The Ultimate Target Challenge* CD into your CD drive.
 3. Click **Start\Programs\Guns & Ammo\Guns & Ammo**.
- ⊙ *Guns & Ammo: The Ultimate Target Challenge* loads. In a few moments the title screen appears.
4. Click **ENTER**. The Main menu appears.

Note: The Setup program places two shortcut icons on your Windows Desktop. To quickly load *Guns & Ammo: The Ultimate Target Challenge*, double-click the GUNS & AMMO icon. To go directly to the Shooting Range, double-click the ULTIMATE TARGET CHALLENGE icon.

MAIN MENU



- ⊙ To select an item from any menu screen, move the crosshair cursor over the item, then left-click. The appropriate screen appears.

MAGAZINE MENU

Move the cursor over the butt of the gun to open the Magazine menu and gain quick access to any feature.

- ⊙ To access a feature or article subject, open the Magazine menu, then click it. The appropriate screen appears.

SHOOTING RANGE

The Shooting Range gives you access to four different shooting challenges: Handgun Shooting, Rifle Shooting, Skeet Shooting, and Target Range.

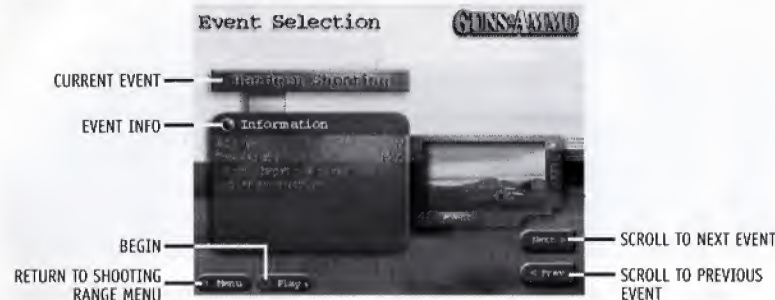
There are four methods you can use to access the Shooting Range. When the game loads, the Shooting Range title screen appears.

- ✦ From your Windows 95/98 desktop, click **Start>Programs>Guns & Ammo>Ultimate Target Challenge**.
- ✦ Double-click the **ULTIMATE TARGET CHALLENGE** shortcut icon on your Windows Desktop.
- ✦ From the *Guns & Ammo: The Ultimate Target Challenge* Main menu, click the red button in the upper-left corner.
- ✦ From the *Guns & Ammo: The Ultimate Target Challenge* Extras screen, click **GAME SECTION**.
- ⊙ At the Shooting Range title screen, click **PLAY**. The Shooting Range menu appears.

SHOOTING RANGE MENU

PLAY EVENT	Go to the Event Selection menu where you can choose the type of shooting challenge you want to play.
HIGH SCORES	Take a look at the top-10 scores to beat. After a round, return to see if you made it on the list. ⊙ To scroll through events, click NEXT/PREV .
INSTRUCTIONS	Get a quick summary of the commands you'll need to play the game.
QUIT GAME	Abort the current game and return to the Windows desktop.
CREDITS	Roll the credits to find out who developed this game.

EVENT SELECTION MENU



To begin an event:

1. From the Event Selection menu, choose the event you want, then click **PLAY**. The Play Event screen appears.
2. At the Play Event screen, press **[BACKSPACE]** to delete the existing name, then type your name and press **[ENTER]**. The Weapon Selection screen appears.
3. At the Weapon Selection screen, choose a weapon just like you chose an event, then click **PLAY**. The event begins.

HANDGUN SHOOTING

Handgun Shooting is a timed event in which you fire handguns at stationary targets in an open field. You have 15 minutes to complete 20 courses.

As you hit targets, you earn points. You must hit every target on a course to advance. Upon completion of a course, you earn bonus points.



G&A TIP: TO POSITION THE TARGET IN THE MIDDLE OF THE SCREEN, AIM YOUR GUN'S SIGHT BELOW THE TARGET. THE FURTHER THE TARGET, THE LOWER YOUR AIM.

The Event Statistics screen appears between courses. The left side of the screen displays stats for the last course, the right side displays cumulative stats for the entire event.

⊙ To begin the next course, select CONTINUE. At the Weapon Select screen, choose a new weapon if you wish, then select PLAY.

⊙ After the final course, CONTINUE takes you to the Shooting Range menu.

RIFLE SHOOTING

In the Rifle Shooting event, you have a total of 15 minutes to complete five courses. Each course features several stationary targets. As you progress, the distance to the targets becomes greater.

You earn points for each target you hit (generally, the further the target, the more points). You must complete a course in order to advance, and as you advance, you earn bonus points.



G&A TIP: IT IS NOT POSSIBLE TO STEADY THE RIFLE, SO TRY TO TIME ITS MOVEMENT AND FIRE JUST AS THE TARGET APPROACHES THE CROSSHAIR.

Following a course, the Event Statistics screen appears. The left side of the screen displays stats for your last course, the right side displays cumulative stats for the entire event.

⊙ To begin the next course, select CONTINUE. At the Weapon Select screen, choose a new weapon if you wish, then select PLAY.

⊙ After the final course, CONTINUE takes you to the Shooting Range menu.

SKEET SHOOTING

In Skeet Shooting the targets are launched across the screen automatically. This is not a timed event, but a quick trigger finger is still key. You must hit the minimum number of targets in order to advance.

In this 10-course event, points are determined by target speed (the faster the target, the more points you can earn). You have three chances to complete a course.



G&A TIP: FIRE YOUR FIRST SHOT QUICKLY AND FOLLOW THE PATH OF THE TARGET. IF YOU MISS, YOU'LL HAVE TIME TO GET OFF ANOTHER ROUND.

Following a course, the Event Statistics screen appears. The left side of the screen displays stats for your last course, the right side displays cumulative stats for the entire event.

⊙ To begin the next course, select **CONTINUE**.

⊕ After the final course, **CONTINUE** takes you to the Shooting Range menu.

TARGET RANGE

Target Range is a fast-paced, 20-course shooting gallery event. As targets pop up, shoot them before they disappear.

The minimum number of hits required to advance is displayed before each course. Sometimes multiple targets pop up at the same time. For maximum points, shoot the furthest target.



G&A TIP: KEEP TRACK OF YOUR ROUNDS AND RELOAD AS SOON AS YOU FIRE YOUR LAST ROUND. YOU DON'T WANT TO GET CAUGHT SHOOTING BLANKS.

Following a course, the Event Statistics screen appears. The left side of the screen displays stats for your last course, the right side displays cumulative stats for the entire event.

⊙ To begin the next course, select **CONTINUE**.

⊕ After the final course, **CONTINUE** takes you to the Shooting Range menu.

FIREARMS

Handguns, Rifles, and Shotguns are the three main groups of firearms in the game. Within each group are different types and trigger styles that affect the function of the guns.

HANDGUNS

Handguns are available only in the Handgun Shooting and Target Range events.

⊙ To shoot a **Single-Action** handgun, left-click to cock the weapon, then left-click again to fire.

⊙ To shoot a **Double-Action** or **Semi-Automatic** handgun, left-click.

RIFLES

Rifles are available only in the Rifle Shooting and Target Range events.

- ⊙ To shoot a **Bolt-Action** or **Lever-Action** rifle, left-click to cock the weapon, then left-click again to fire.
- ⊙ To shoot a **Semi-Automatic** rifle, left-click.

SHOTGUNS

Shotguns are available only in the Skeet Shooting and Target Range events.

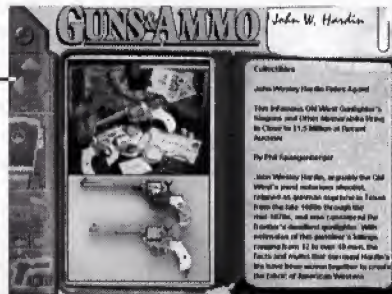
- ⊙ To shoot an **Over & Under** shotgun with a **Single Selective** or **Single Non-Selective** trigger, left-click to fire the bottom barrel, then left-click to fire the top barrel.
- ⊙ To shoot an **Over & Under** shotgun with a **Double** trigger, left-click to fire the bottom barrel, then right-click to fire the top barrel.
- ⊙ To shoot a **Side-by-Side** shotgun with a **Single Selective** or **Single Non-Selective** trigger, left-click to fire the left barrel, then left-click to fire the right barrel.
- ⊙ To shoot a **Side-by-Side** shotgun with a **Double** trigger, left-click to fire the left barrel, then right-click to fire the right barrel.
- ⊙ To fire a **Slide-Action** shotgun, left-click to cock the weapon, then left-click again to fire.
- ⊙ To fire a **Semi-Automatic** shotgun, left-click.

ARTICLES ARCHIVE

Guns & Ammo: The Ultimate Target Challenge features a wealth of articles taken straight from the Guns & Ammo archive. Subject matter includes filling your own reloads, collecting and restoring antique firearms, the evolution of many of today's most popular guns and rifles, and lots more!

- ⊙ To access articles, click a subject in the Article Archive on the Main menu. A video intro appears, followed by the Electronic Magazine.

CLICK THE ARROWS
TO PAGE THROUGH
ARTICLES;



USE THE SCROLL
BAR TO VIEW THE
ENTIRE ARTICLE.

EXTRAS

MEET THE GUYS

Read bios of the Guns & Ammo editors and writers who provided the content for the Articles Archive.

MARKET PLACE

Market Place is a national directory of arms importers, retailers, and manufacturers.

INTERNET LINKS

Access some game-related internet links that feature information on hunting, shooting events, guns, and ammo.

CREDITS

Roll the credits to find out who developed this game.

TECHNICAL SUPPORT

If you have questions about this program, the Xicat™ Technical Support Department can help. Our web site contains up-to-date information on the most-common difficulties with our products. Please check here first for no-wait solutions:

<http://www.xicat.com>

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, or letter.

If you need to talk to someone immediately, call us at (954) 522-3900 Monday through Friday between 9:30 AM and 5:00 PM, Eastern Standard Time. At the greeting, press 4 to connect to the Technical Support Department.

Xicat Technical Support
800 E. Broward Blvd.
Suite 700
Ft. Lauderdale, FL 33301

LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the media and the user documentation are free from defects in materials and workmanship.

WARRANTY CLAIMS

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase (i.e., purchase receipt), your name, your return address, and a statement of the defect. **OR** send the compact disc(s) to us at the address below within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media **after** the 90-day warranty period has expired, send the original disc(s) to the address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50 per replacement compact disc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94065-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94065-9025, Attn: Customer Support.

GUNS & AMMO Magazine ® and © 1998 is distributed under license from Petersen Publishing Co. L.L.C. All Rights Reserved.

Xicat is a trademark of Xicat. All rights reserved.

Windows is a trademark or registered trademark of Microsoft Corporation in the U.S. and/or other countries. All other trademarks are the property of their respective owners.

Software and documentation © 1998 Electronic Arts. All rights reserved.

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

Made in the U.S.A.

PROOF OF PURCHASE

GUNS & AMMO

0-14633-11309-9



11309