

HOW TO USE SHARPSHOOTER

Hold *Sharpshooter - gun* at arm's length with the infra-red LEDs pointing towards *Sharpshooter - target*. Look through the large hole in the board and sight on the target. Wait for the target to flash or beep, this is your signal. Press the pushbutton (S1) to fire. If you hit the target one or more of its lights will come on and a double beep will sound.

You need to be roughly square on to the target, with the gun at approximately the same height as the target, and at a distance of 3 to 4 metres from it. *Sharpshooter* works best in daylight rather than artificial light.

The four lights on the target indicate how wide your shot is. For example, if just the top light comes on then your shot is too high, or if just the left light is on then you are shooting too much to the left. Correct by angling your gun more towards the target. A perfect bull's-eye is all four lights on.

Initially you only need to get 2 lights on to count as a bull's-eye. This gets harder as the game progresses. Next you need 3 lights, then finally all 4 to count as a bull's-eye.

You have a few seconds to hit the target after it beeps or flashes. If you run out of time a single long beep sounds and the game starts again. The further you progress the shorter this time limit becomes and the faster your reactions must be.

After you hit 10 bull's-eyes in a row the game gets harder. Sometimes just one light will come on. You must then try to shoot just that particular light, angling your gun to the right, left, up or down as appropriate. If you hit the opposite light then you immediately lose. If all the lights come on or the target beeps then aim for a normal bull's-eye.

See how far you can get in the game - 20 bull's-eyes in a row is very sharp shooting indeed.

If you have more than one target then, for an even more difficult game, place them around the room in different directions from you. Try to keep the game going as long as possible.

Note that *Sharpshooter - gun* needs a good quality battery to achieve the required range on the target.