

OFFICIAL RULES

# ODYSSEY<sup>2</sup>

The background of the cover features a large, multi-colored robotic hand on the left, holding a glowing handgun. The hand is composed of various metallic parts in shades of purple, blue, and yellow. In the distance, a small figure of a person stands in a desert landscape under a large, glowing red and orange sun. The ground is marked with a grid of lines that converge towards the horizon.

---

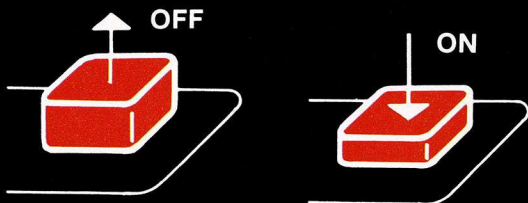
**SHOWDOWN IN 2100 A.D.**

Shoot it out with other players—  
or computer controlled androids!

---

## IMPORTANT!

Always be sure that the power to your Odyssey<sup>2</sup> console is turned off before inserting a game cartridge. This protects the electronic components and extends the life of the unit.



## TO BEGIN:

---

- 1 Insert the cartridge into the slot of the Odyssey<sup>2</sup> console with the label side of the cartridge facing the alpha-numeric keyboard.
- 2 Turn on the power by pressing the power button of the console. SELECT GAME will appear on your TV screen. If it does not, press the RESET key on the alpha-numeric keyboard.

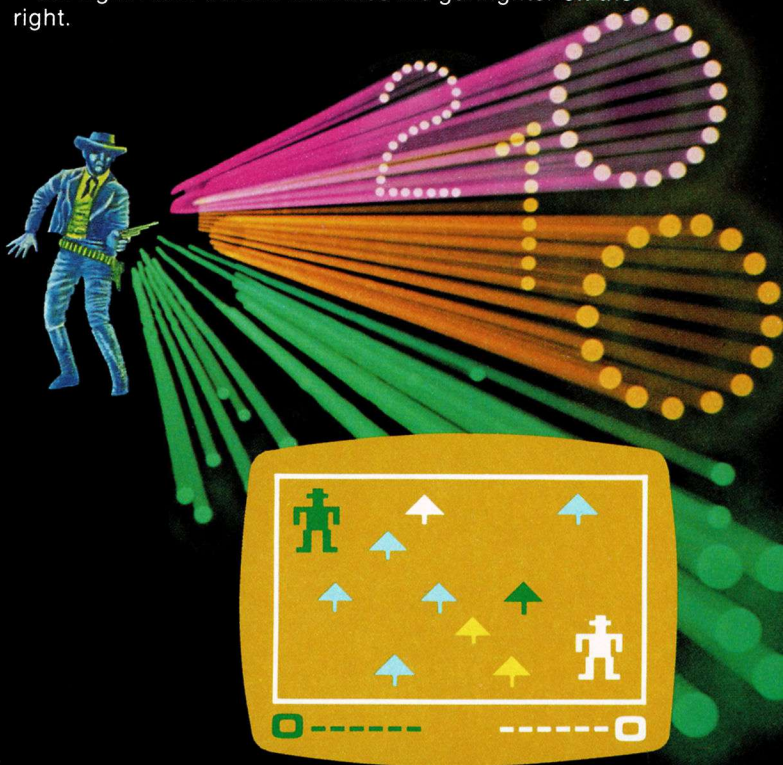


**On-screen colors may vary according to individual TV's color adjustments.**

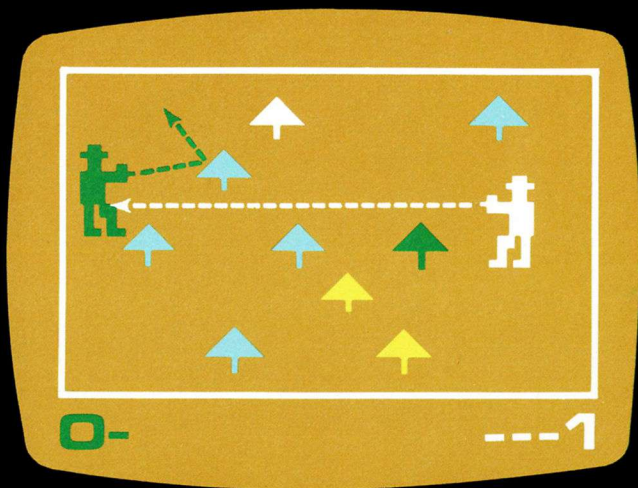
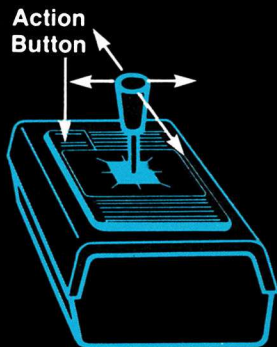
# SHOWDOWN IN 2100 A.D.!

(One or two players)

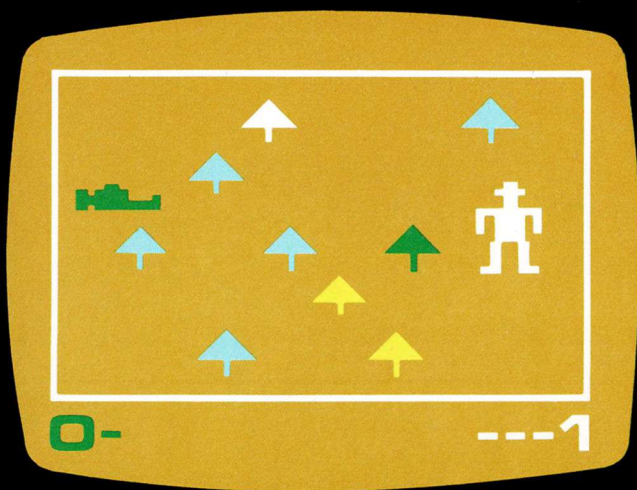
- 1 Press 1 on the alpha-numeric keyboard.
- 2 An authentic acre of the old west will appear on your screen—along with two android gunfighters.
- 3 The left hand control activates the gunfighter on the left—the right hand control activates the gunfighter on the right.



- 4 Push the joy stick forward. Your gunfighter will swagger to the top of the screen. Pull the joy stick toward you to walk him to the bottom. Push right to go right. Push left to go left.
- 5 Press the action button to activate your gunfighter to draw and fire.



- Each gunfighter has six bullets in his revolver. The number of bullets remaining in each six shooter is indicated by the ammunition counter at the base of the screen.
- The left hand gunfighter's score appears at the bottom left of the screen. The score of the right hand gunfighter appears at the bottom right corner of the screen.
- The first player to score ten hits wins the round. Ricochets off trees and the top and bottom edges of the screen count as hits.
- A gunfighter may shoot through the branches if he is positioned right up against the tree. But if he is even slightly away from the tree, the bullet will hit the tree trunk and ricochet back to him.



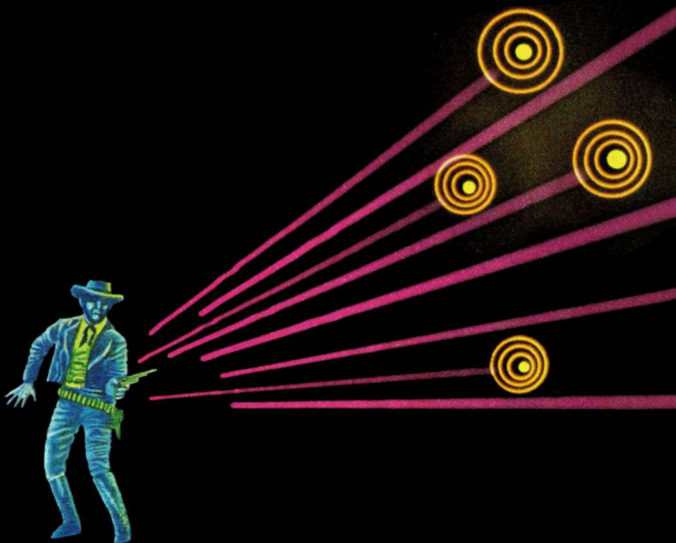
**10** Reloading. Each gunfighter has more ammunition hidden in the tree which matches the color of his outfit. Each gunfighter can reload at any time by touching the tree where his bullets are hidden.

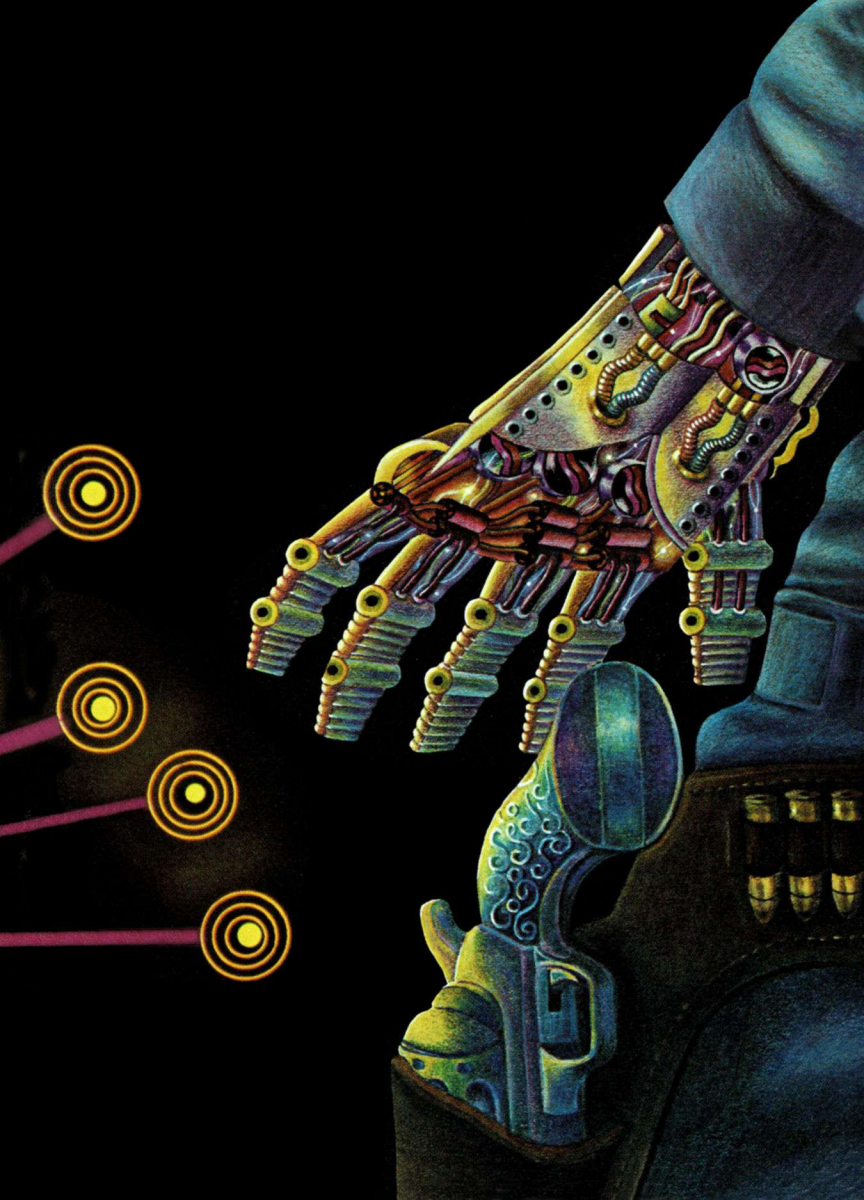


**11** You can play SHOWDOWN alone and shoot it out with the computer. Use either hand control. The computer will automatically take control of the other gunfighter.

**12** If you activate the game without touching either of the hand controls—the computer will automatically assume control of both gunfighters and play itself.

**13** The computer will automatically reset itself for a new ten point SHOWDOWN at the end of each ten point series.





MAGNAVOX  
MAGNAVOX  
MAGNAVOX  
MAGNAVOX  
MAGNAVOX  
**MAGNAVOX**

QUALITY IN EVERY DETAIL