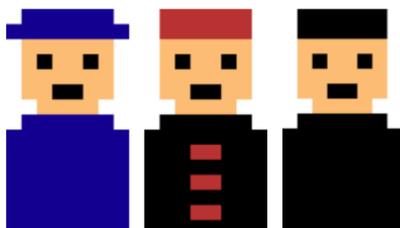


# SILHOUETTE

for the Atari VCS by Curtis F Kaylor

Silhouette puts you in the Police Academy. As you walk through a mock town, targets appear in windows. You must shoot the Bad Guys, but hold you fire when the Good Guys appear.

## The Bad Guys

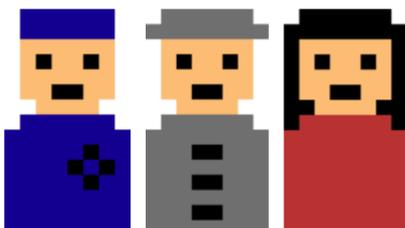


Louie

Red

Slim

## The Good Guys



Policeman

Professor

Young Lady

Silhouette uses the Left Joystick. When the game is started, the title screen is displayed. After the music has finished playing, press the Fire Button. The first set of buildings will scroll into view.

A Target will slide into one of the windows, and flip forward. To aim, move the Joystick to one in one of the orthogonal directions (Up-Left, Up-Right, Down-Left, or Down-Right). A square will appear in the center of the area at which you are aiming. To fire, press the Joystick Button.

If you aim and fire at a Bad Guy, the Target will flip forward, and the Score will increase by an amount based on how quickly you fired. If you fire and miss the target, fire and hit a Good Guy, or don't fire within the allotted time, a buzzer will sound and you will lose a life. When you lose your last life, the game is over.

After every five Targets, a song plays, and you move on to the next set of buildings. As the game progresses the amount of time the Targets are flipped forward decreases.

**Options** Select - Restarts the game, displaying the title screen  
Reset - Restarts the game, skipping the title screen and music  
Color - B/W pauses the game, Color resumes  
Difficulty - Increases the time Targets are flipped forward