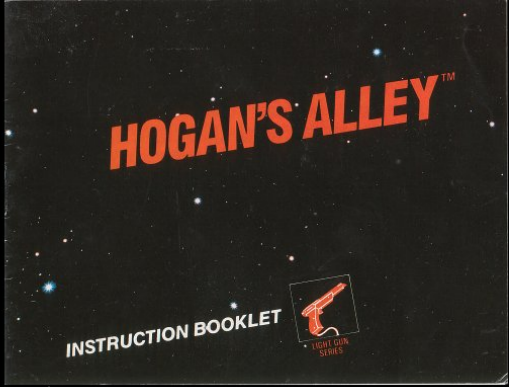
Special thanks
to

Hiryu

for contributing
this manual



Vimm's Lair - www.vimm.net

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Hogan's Alley™ Pak. This game requires the Zapper,™ Light Gun Attachment.

OBJECT OF THE GAME/GAME DESCRIPTION

Do you have what it takes to be an agent?
Test your skills, using the Zapper, in Hogan's Alley. There are three quick-draw games to choose from: First, practice making split second identification of the gangsters in a line-up. Next, move into the streets where enemy targets can pop up from anywhere, then show'em your stuff in the Trick Shoot, a rapid fire round for only the toughest G-men.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

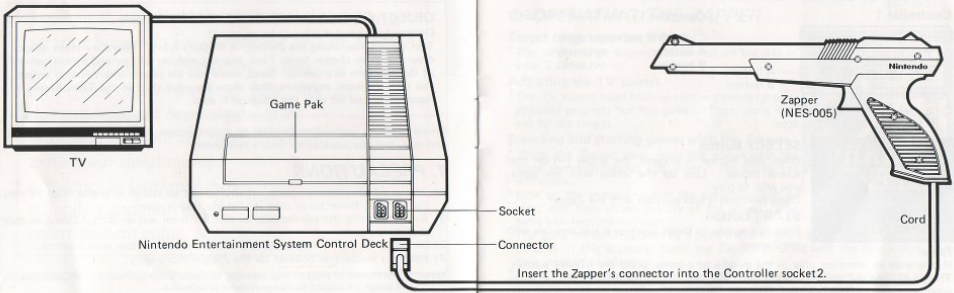
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

©1985 Nintendo

Vimm's Lair - www.vimm.net

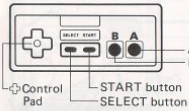
2. CONNECTING THE ZAPPER TO THE NINTENDO ENTERTAINMENT SYSTEM CONTROL DECK



Vimm's Lair - www.vimm.net

3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Controller 1 — For START/SELECT

Control pad — not used.
A button — not used.
B button — not used.

SELECT button

When this button is pressed, the arrow (→) on the screen moves. Line up the arrow with the game you wish to play.
Game selection is also possible with the Zapper.

START button

Press this button to begin. Starting is also possible with the Zapper.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue play. The game will continue from where you left off.

* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

4. OPERATING THE ZAPPER

Target range: approx. 6 feet

* The target range depends somewhat on the size of your TV.

Adjusting the TV screen

* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting games with the Zapper

* Point the Zapper away from the screen with the game menu displayed, and shoot. The arrow (→) will move.
* Line up the arrow (→) with the game you wish to play, and then shoot directly at the screen. The game you selected will start.
  The game menu is replaced by a game demonstration sequence after a set period of time. If this happens, shoot the Zapper to bring back the title screen, and then make your selection.
* Some TVs may not be adjusted properly for the game. Please adjust the picture controls if the game doesn't start when the Zapper is fired at the screen.

Vimm's Lair - www.vimm.net

5. HOW TO PLAY

The people who appear on the panels in Game A and Game B are introduced in the demonstration sequence.
Three of the flashing panels are gangsters – shoot them as quickly as you can. The other panels are of a lady, a professor and a policeman – people you must not shoot.

Gangster A
500 pts.

Gangster B
1,000 pts.

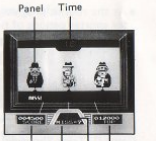
Gangster C
2,000 pts.

Lady

Professor

Policeman

Game A (Hogan's Alley A):
Find the gangster from among the panels, and shoot him.
- Three panels will appear facing sideways.
- All three panels will turn toward the front at the same time. Find the gangster, and shoot him.
- If the panel is hit just right, it will turn around.
- If you shoot anyone other than a gangster, the panel you shoot will flash, and you will be penalized with a MISS.
- You will also be penalized with a MISS if you fail to shoot a gangster that has appeared.
- The display on the top of the screen indicates the number of seconds that the panels face forward.
- The people drawn on the panels (gangsters, the lady, the professor and the policeman) and their positions change continuously, calling for quick judgement.
- As you advance to later rounds the display time (seconds) for the panels shortens, and so the difficulty increases.



Game B (Hogan's Alley B):
Find the gangsters from among the panels that appear in the windows of the buildings or from out of the shadows, and shoot them.
- This game is played in the same way as Game A; shoot only the panels that have gangsters drawn on them.
- Five panels will appear in the windows or out of the shadows in each scene; however, their positions and the order in which they appear vary.
- The scene will change five times. If there are no MISSES, five panels will appear in each scene. Five scenes (composed of 25 panels) make up one round.

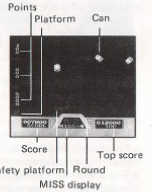
Vimm's Lair - www.vimm.net

- As the rounds progress, the panels will move more quickly and will face forward for shorter periods of time, making play more difficult.

Scene 1 Scene 2 Scene 3 Scene 4 Scene 5

Game C (Trick Shooting):
Shoot the cans as they are thrown, keeping them in the air and guiding them onto the platforms at the left.

- Cans are thrown in from the right side of the screen, so shoot!
- If you hit a can, it will fly up.
- Keep shooting at the cans to keep them in the air, and guide them onto the platforms at the left.
- The points for each platform are displayed at the platform. The points will flash, and be added to your score whenever you get a can onto one of the platforms.
- You are penalized a MISS if a can falls to the bottom of the screen before reaching a platform.



- You can avoid MISSES by placing cans on the safety platform, but you won't get a very high score.
- Five cans will be thrown out for each round. They will be thrown from various directions.
- The cans move faster with each round.

Scoring

Games A and B:
The points you receive depend on which gangster panel you hit.
Game C:
The points shown at the platform where you land the can are added to your score.

Ending the games

Game A:
The game will end when you have been penalized with more than 10 MISSES.
Games B and C:
The game will end when you have been penalized with more than 10 MISSES, even if you are in the middle of a round.

Vimm's Lair - www.vimm.net

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

Vimm's Lair - www.vimm.net

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) 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, Nintendo 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 Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2802, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo 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, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

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

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo 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 to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo 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 $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY 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 NINTENDO 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 not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Vimm's Lair - www.vimm.net

Vimm's Lair - www.vimm.net