SEGA®...FOREMOST MAKER OF QUALITY AMUSEMENT MACHINES
PRESENTS ITS LATEST ACHIEVEMENT

BULLET MARK

Where Computer Technology Combines With Basic Game Appeal
To Provide Top Earning Performance

SEGA® BULLET MARK

DESCRIPTION:

Four series of targets appear sequentially on an oversized TV screen.... balloons, tanks, pirates and jet aircraft. The easiest of the targets to hit are the balloons which are assigned a 7 point rating, followed by the tanks at 15 points, the pirates at 30 points and the jet aircraft at 45 points. For each hit, these points are recorded on a highly visible digital read out; for each miss however, 1 to 3 points (depending upon the target series) is subtracted from the player's score. Perfect score is 979. When played as a two player game, a score of 800 (can be adjusted to 600) by either player automatically extends game into an additional balloon series.

Realistic looking Thompson machine guns can be fired in single shot or rapier-like, complete with the recoil effect of the actual gun. Bursts project onto the screen with their placement coordinated accurately to the gun sighting.

Six distinct sound effects are heard with each target series different. Each player has his own set of bullet marks and sound effects in order to distinguish his bursts from the other player and each player is able to determine easily a hit from a miss.

DIMENSION:

Height: Front 124 cm (48") Width: Front 100 cm (39")
Rear 148 cm (58.5") Rear 83 cm (32.5")
Depth: 325 cm (127") max. extension

GAME TIME:

Adjustable from 60 seconds to 140 seconds.

★SPECIAL FEATURE:

Two target patterns can be changed through purchase and installation of optional integrated circuit chip.

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