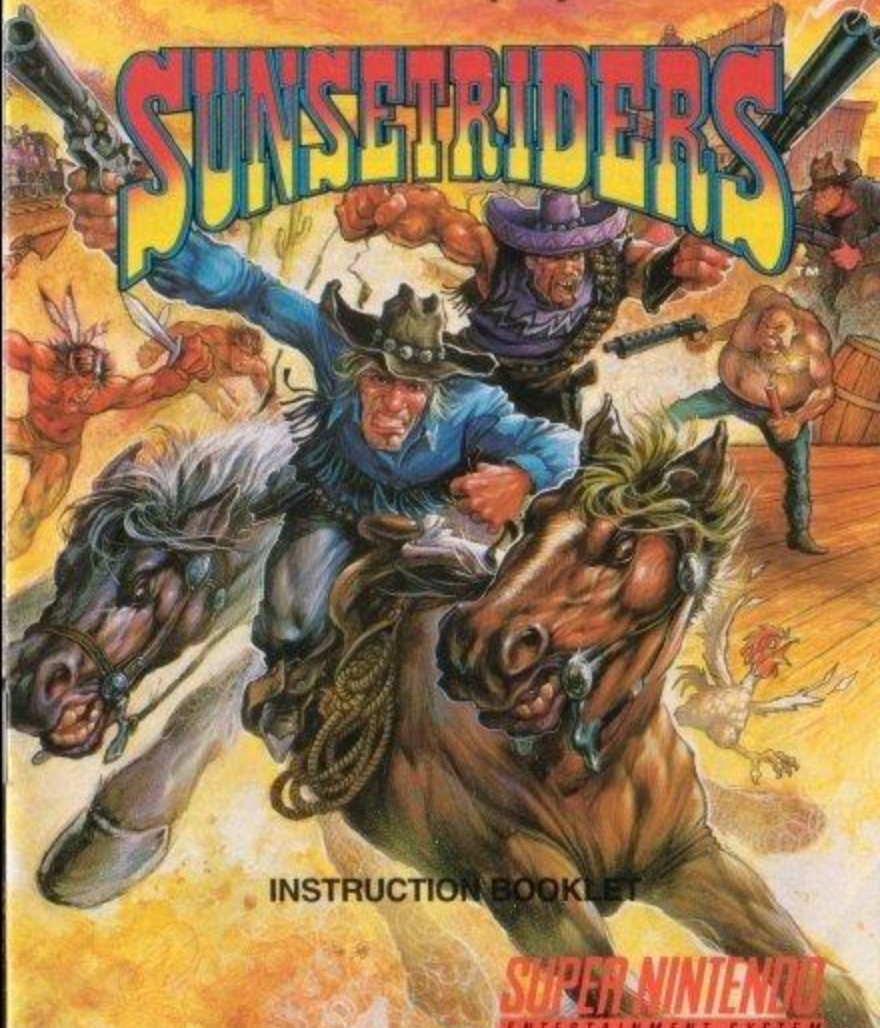


KONAMI®

SNS-6 S-USA

How to play

SUNSETRIDERS

The cover art for the Super Nintendo game Sunset Riders depicts a high-action Western scene. In the foreground, a cowboy in a blue shirt and brown hat is riding a brown horse, brandishing a large revolver. Behind him, another cowboy in a purple shirt and hat is also on horseback, holding a gun. To the left, a Native American figure in traditional dress is visible. In the background, a large, muscular man in a green shirt and blue pants is standing, and a small, winged creature is on the ground. The scene is set against a backdrop of a sunset with orange and yellow hues. The title 'SUNSETRIDERS' is prominently displayed in the center, with the word 'SUNSET' in red and 'RIDERS' in yellow, both with a blue outline. The horses are galloping towards the viewer, and the overall atmosphere is one of intense action and adventure.

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Howdy pardner!

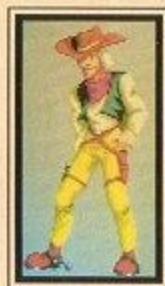
Thanks for pickin' up this here video game. We at Konami have rustled up a wild, rowdy version of our hit arcade game **Sunset Riders™**. Before you strap on your shootin' irons, we reckon you oughta read this instruction booklet completely to get the most doggone enjoyment you can from this Super NES™ game pak.

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Saddle up, Hombre!

The dusty badlands of the Wild West are crawling with more than just snakes, scorpions and prairie dogs. There are lowdown cheatin' vermin like the bandito Poco Loco, the bankrupt banker Simon Greedwell, and the dapper English diablo Sir Richard Rose. Each of these no account lowlifes has a hefty price on his head. It will take a brave bounty hunter to ride out and bring peace to the valley. Fortunately, Steve, Billy, Bob and Cormanano are just the men to form a posse and corral these corrupt cowardly crooks.



Steve



Billy



Bob



Cormanano

How to hunt varmints

In the game, you control one of the bounty hunters. You'll have to avoid enemy attacks and traps. Eating a bullet from an enemy's gun will bring a quick end to your attempt to save the West.

Insert the game pak into the Super NES, then switch on the power. Press START when the title screen appears. Use the control pad to highlight 1 PLAYER, 2 PLAYER or OPTIONS, then press the START button again to select that choice.

The Option screen

You can use the Options to change the control settings and some game settings. Press the control pad up/down to highlight an option. Press the B button to switch an option.

LEVEL ... The difficulty level can be adjusted for EASY, NORMAL or HARD play.

CONTROL ... Change the controller setting for (Player 1 or 2) by pressing the button you want for that option. For example, if you are Player 1 and you want the X button to control your character's jumping, then highlight **Jump** below and press your controller's X button.

SHOTChanges the setting of the shot button.

JUMPChanges the setting of the jump button.

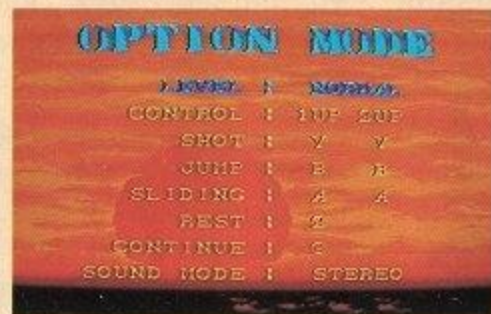
SLIDINGChanges the setting of the sliding button.

RESTChange the number of "lives" you get.

CONTINUEChange the maximum number of times Continue can be used.

SOUND MODE ...Select the sound mode: Monaural or Stereo.

EXITSelect to leave the Option screen.



Option Screen

Form a posse

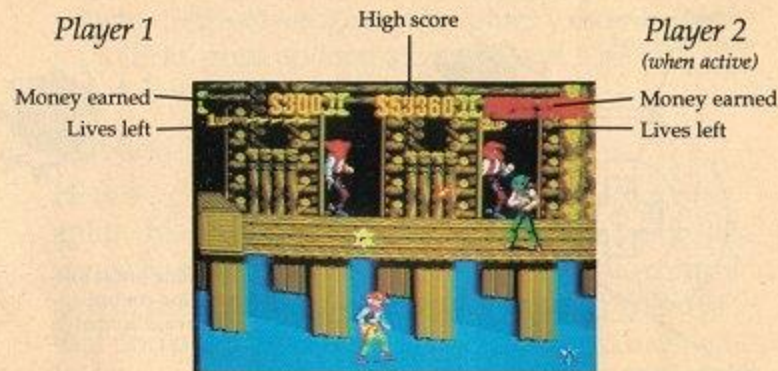
Choose the character you want to control with the control pad. Press any button to select your choice.

- Steve
- Billy
- Bob
- Cormanio

Note: If you start on 1 player mode, a second player can still join in at any time by pressing the START button on the second controller.

The game screen

This here's where you play. Ya got yer points, life bars and number of lives remainin' all on this screen, as well as yer good guys an bad guys.

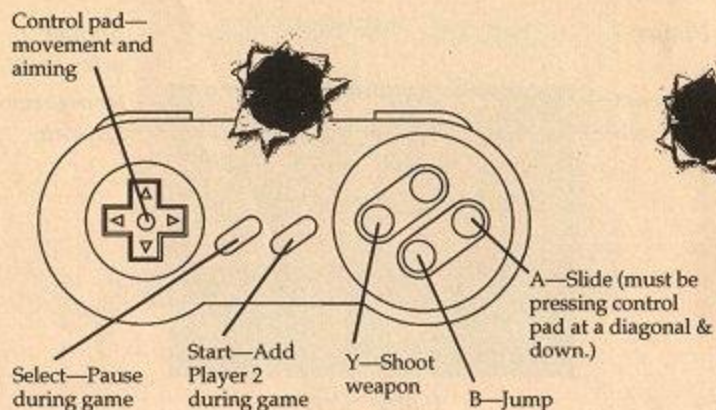


Game Screen

How the West can be won

The control pad is used to move and to aim your weapons. Press it in the direction you want to move or shoot. The default settings are:

- Press the B button to jump.
- Press diagonal-down and left or diagonal-down and right on the control pad while you press the A button to slide.
- Press the Y button to shoot your weapon.
- Press the SELECT button to pause the game during play.
- Press START to add a second player during the game. Also used in character selection and option screens.



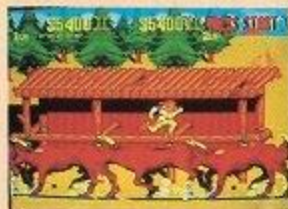
PSSST! Here's some hints 'n' tips, amigo!

- Y'all can pick up them there sticks of dynamite and pitch 'em back—but hurry before they blow up in your hands! Here's how ya do it:
 - Walk over the stick of dynamite to pick it up.
 - Press the control pad in the direction ya wanna toss the dynamite, then press the *shoot* button. A big exclamation point appears right before the dynamite is gonna blow up.
- You can jump onto rooftops by holding the control pad up and pressing the *jump* button.
- Try going into buildings for extra bonuses. Simply press up on the control pad when you are standing in front of a door.
- There are a couple of Sheriff's badges which can boost yer guns: One gives ya some wild rapid firin' guns and the other gives ya a second gun so's you can shoot in two directions.

The bonus level

Here's a good way to make a few quick pieces of gold. This level appears a few times in the game. It's yer basic shootin gallery-type thing. Use the control pad to point the aimin doohickey at the bad guys that pop up, then press the shoot button to blast 'em. You'll see yer score after the stage ends. In 2 player mode, the fastest gun wins the bucks.

Sample screen shots



Level 1



Level 2



Level 3



Level 4



Level 5



Level 6

Consumer support

If you feel lost, or just need a boost, don't worry!
There is help available. You can try our Game Hint
and Tip Line.

Konami Game Hint and Tip Line:

1-900-896-HINT (4468)

- ☎ 70¢ per minute charge
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Warranty information

If you experience technical problems with your
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Services number:

(708) 215-5111

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