

SUPER

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BAGMAN

A COMPLETE UPRIGHT GAME YOU CAN AFFORD TO OPERATE IN STREET LOCATIONS AND ARCADES!

ATTENTION ALL OPERATORS!!

THE FOLLOWING IS A STERN A-GRAM

ALCATRAZ PRISON TO INTERPOL -STOP-
BAGMAN HAS ESCAPED -STOP-
POLICE ARE ON HIS HEELS -STOP-
HE WILL PROBABLY TRY TO RECOVER THE
GOLD BAGS -STOP-
WHEN HE HAS THEM AND THE KEY FOUND
IN THE MINE, HE WILL TRY TO RELEASE HIS
FRIEND LOCKED IN THE DUNGEON -STOP-
HE WILL HAVE SIX SHOTS IN EACH
REVOLVER COLLECTED FROM THE GUNSMITH'S
ROOM, POLICE HAVE BEEN INSTRUCTED NOT
TO SHOOT FIRST -STOP-
EXTREMELY DANGEROUS -COIN BOX
OVERLOADED WITH MONEY -STOP-
YOUR REWARD* PRICE NOT TO BE BELIEVED
-STOP-

SUPER BAGMAN

Is moved horizontally and vertically by the 8-way joystick. The joystick is also used to jump out of the ore cart.

The action button is used to make Super Bagmen do the following tasks:

1. Pick up and drop the money bags.
2. Pick up and drop the pickax.
3. Pick up and drop bombs (Bombs ignite when released).
4. Grab and release the ceiling beam to avoid the ore cart. (This can be done while carrying a money bag.)
5. Placing a money bag in the wheelbarrow.
6. Pick up and drop the wheelbarrow.
7. Jump across the mine shafts.

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FIVE SCREENS PER RACK



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