



# GUNCLUB



EVERYONE 10+



CONTENT RATED BY  
ESRB

**CRAVE**  
entertainment

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

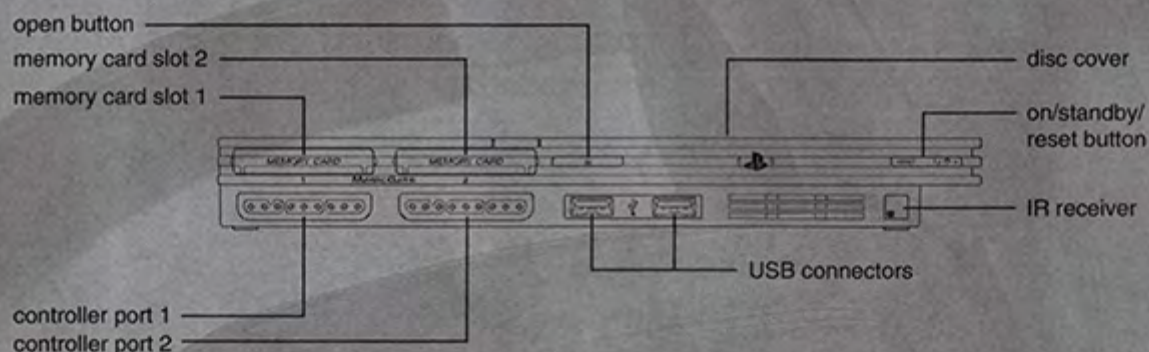
## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the NRA Gun Club PS2 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD

A memory card (8MB)(for PlayStation®2) with at least 253KB of free space is required to save progress in NRA Gun Club.

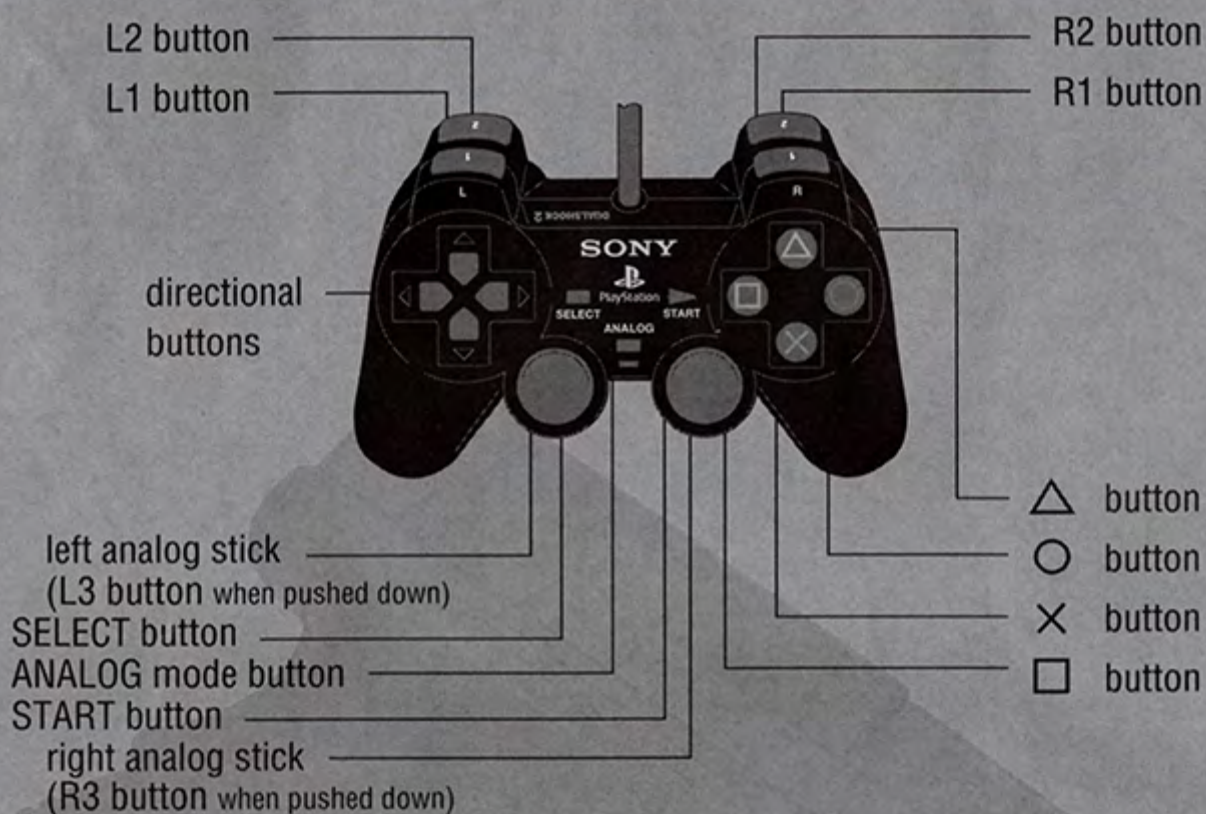
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load NRA Gun Club game data from the same or any memory card (8MB)(for PlayStation®2) containing previously saved data.

## MENU CONTROLS

- Press the directional buttons to browse or cycle through different options.
- Press the  $\times$  button to select an option.
- To return to the previous menu screen, press the  $\triangle$  button.
- Use the right analog stick to scroll informational text, where appropriate.

# STARTING UP

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



## AUTOSAVE

To automatically save game progress and statistics in all modes, ensure that the AUTOSAVE setting in GAME OPTIONS is set to "YES". Each time an event is completed the game will be saved automatically. To disable automatic saving, set the AUTOSAVE option to "NO" in GAME OPTIONS.

With AUTOSAVE set to "NO", game progress and statistics can be manually saved by periodically visiting the GAME OPTIONS screen and selecting the SAVE option.

## GAME OPTIONS

**Volume** Adjusts the volume of sound effects, voice, and music in the game.

Autosave	Turns automatic saving of your game progress ON or OFF.
Save	Saves current game progress.
Load	Loads a previously saved game.
Accept	Accepts all changes made in the Options screen and returns to previous screen.

## PLAYERS

When you play NRA Gun Club for the first time you will need to create a player profile. Game data such as statistics, certification status, and unlockable items will be saved. On the Player List screen, press the  button to create a new player, then use the on-screen keyboard to name your player profile (see also Name Entry below)

Once a player profile has been created, it must be saved to the memory card (8MB)(for PlayStation®2). When you play the game, your player profile will be stored in the Player List, which is accessible from the Main Menu or during the process of starting a game.

To create another new player, press the  button while viewing the Player List.

To remove a player, highlight the player to be deleted and press the  button.

To adjust personal settings or view player statistics, highlight the player to be accessed and press the R1 button.

## NAME ENTRY

You must provide a name for each player profile you create. This name will be used throughout the game as your player name, and all of your stats and personal settings will be stored with that name.

Select letters or numbers from the Name Entry screen to create your player profile name. With the directional buttons, move the highlight to the letter you would like and press the  $\times$  button to select. When finished entering your player name, move highlight to DONE and press X button, or simply press START button.

## MULTIPLAYER

Every mode in the game supports multiplayer gameplay, including Certification mode. Simply start any game, and at the Player List screen, create or add additional players to join the game (see also PLAYERS and NAME ENTRY).

In Certification mode, all players in the game are playing for certification. In Mini Game mode, there are some restrictions on how many players can play.

## GAMEPLAY CONTROLS

Button

Action

R1 button	Fire firearm: <ul style="list-style-type: none"><li>• Press once for single shot.</li><li>• Press &amp; hold for continuous fire (automatic only).</li></ul>
L2 button	Zoom/Aim view: <ul style="list-style-type: none"><li>• Scoped firearm – go to scoped view.</li><li>• Non-scoped firearm – go to zoomed Aim view.</li></ul>
Right analog stick	<ul style="list-style-type: none"><li>• Tilt/aim. In Zoom/Aim view: crosshairs up and down. (Inverted controls are available as a user option).</li></ul>
R3 button	Hold Breath: <ul style="list-style-type: none"><li>• Steadies aim for limited time.</li><li>• Useable only in Aim view.</li></ul>
Left / Right directional button	Gameplay – context sensitive: <ul style="list-style-type: none"><li>• Move to next location (Practical Shooting based games only)</li></ul>
$\triangle$ button	Reload firearm (refill clip) – always available.
START button	Pause

# GAME MODES

## Certification Mode

Certification Mode is a series of shooting courses that tests the shooter across a wide range of disciplines. In order to progress in Certification Mode, you must complete various courses with a minimum score.

Initially, only the Plinking range is available; the rest of the ranges are locked. Achieve Certification in the Plinking range and the Bullseye range will be unlocked along with new guns and mini games. When Certification is achieved in a subsequent range, Trap/Skeet will be unlocked, and when that is completed, Practical Shooting is unlocked.

Guns and Mini Games are unlocked based on score...in some cases better items are unlocked by achieving a higher Certification level. After you become certified in a course, you may go back and play a course as many times as you like to reach the highest Certification level.

## Quick Match Mode

Quick Match mode allows access to the same ranges as Certification Mode, but does not require certification to enter the various ranges. Choose the range, course, and GO!

## Mini Game Mode

Mini Game mode provides endless replay value and competitive gameplay through an extensive collection of shooting games, which are based on other competitive game formats.

Initially, not all Mini Games are available for play. Become certified in additional courses through Certification mode to unlock additional mini games.

## Darts

Players alternate taking turns of up to 3 shots at a dart board, attempting to score specific points or hit specific locations on the board to win the game over as series of turns,



- 301 The first player to reach 301 points without going over wins the game. If a player hits point values that would reduce their score below 0, their turn will end and no adjustments will be made to their score for that round. All players must "double in" to start scoring and "double out" to win game.
- 501 The first player to reach 501 points without going over wins the game. If a player hits point values that would reduce their score below 0, their turn will end and no adjustments will be made to their score for that round. All players must "double in" to start scoring and "double out" to win game.
- 701 The first player to reach 701 points without going over wins the game. If a player hits point values that would reduce their score below 0, their turn will end and no adjustments will be made to their score for that round. All players must "double in" to start scoring and "double out" to win game.
- ATC Starting at 1, the first player to shoot every number on the board, in order, wins the game. The game will not end until a player makes it all the way "around the clock".
- Cricket The first player to "close" all numbers from 20 to 15 and the Bullseye, and end up with more or equal points to opponents, wins the game. Numbers are closed by scoring 3 of any number. Score is awarded in the amount of the number when a player hits a closed number that is not closed by opponents already. A player that is the first to close all numbers but does not have equal or higher points to opponents must shoot open numbers to gain more points to win the game.

## Baseball

The player with the highest score after 9 "innings" wins the game. An "inning" is played by each player taking 3 shots on a specific number on the board. Starting with the number 1, each turn is scored based on hit location in the scoring area of the number, of all shots taken. A Triple scores 3 runs, Double 2 runs, and all other scoring areas of the number score 1 run.

## Golf

The player with the lowest score after 9 or 18 "holes" wins the game. A "hole" is played by each player taking up to 3 shots on a specific number on the board. Starting with the number 1, each hole is scored based on hit location in the scoring area of the number, of the last shot taken. A player may take 1, 2, or 3 shots, pressing the O button when satisfied with a score. A Double scores 1 stroke, Triple 2 strokes, thin wedge 3 strokes, and thick wedge 4 strokes. Missing the number entirely scores 5 strokes, which is the maximum score per hole.

## Tic-Tac-Toe

The player who scores 3 X's or O's in a row vertically, horizontally, or diagonally wins the game. The board is represented by numbers from the dart board, and players score an X or an O by closing out a number listed in the box. In order to place an X or an O in the big game board, a player must shoot the corresponding number. Upon hitting a number, an X or an O is placed in the corresponding box in the game board, and it is the next player's turn. The first player to have 3 marks in a line in the game board is the winner.

## **Bowling**

The player to score the most points at the end of 10 "frames" wins the game. A "frame" is shot by players taking turns of up to 2 shots at a stack of 10 cans, representing bowling pins. If all cans are knocked down on first shot, a strike is scored and it is the next player's turn. If fewer than 10 cans are knocked down on first shot, a second shot is taken attempting to knock all remaining cans down. Scoring is exactly like normal bowling.

## **Clay Pigeon Toss**

The first player to successfully shoot the player-set maximum number of pigeons wins the game. Players set the maximum number of pigeons to be thrown into the air simultaneously, and starting with 1, work their way up to the maximum, advancing each time all pigeons thrown are shot.

## **Shooting Gallery**

The player to score the most points in within the time limit wins the game. Players shoot the various targets whizzing by on the conveyor belt, scoring different points and affecting the pace of the board as well as causing bonus targets to appear.

# **RANGES**

## **Plinking**

The Plinking range tests your accuracy and speed on a variety of pistol, rifle, and shotgun courses. Players must score as many points as possible within the time limit.

To unlock the Multi-Course, become certified in all available courses. Players become certified in the individual courses of Plinking by achieving a minimum score within the time limit. Upon completion of the Multi-Course in Certification mode, the player is Certified in Plinking.

## **Bullseye**

Bullseye shooting tests your skills with both rifles and pistols, with all shots being fired on a circular ringed target at varying distances, and with different time limits per round. Players must score as many points as possible within the time limit.

To unlock the Long Course, become certified in all available courses. Players become certified in the individual courses of Bullseye by achieving a minimum score across the various stages. Upon completion of the Long Course of both Pistol and Rifle in Certification mode, the player is Certified in Bullseye.

## **Trap / Skeet**

The Trap & Skeet area features traditional shotgun games in which 1 or 2 clay pigeons are shot from various locations. Players must hit as many targets as possible across the round or series of rounds.

To unlock the Championship Course, become certified in all available courses. Players become certified in the individual courses of Trap or Skeet by achieving a minimum score for the course. Upon completion of the Championship Course of both Trap and Skeet in Certification mode, the player is Certified in Trap/Skeet.

## **Practical Shooting**

The PS courses will test your accuracy, power, and speed on a variety of courses utilizing pistols, rifles, shotguns, and tactical firearms. Players must move through the courses, shooting all targets as quickly as possible.

To unlock the Long Course, become certified in all available courses. Players become certified in the individual courses of PS Conventional or Tactical by achieving a minimum hit factor for the course. Upon completion of the Long Course of both Conventional and Tactical in Certification mode, the player is Certified in Practical Shooting.

# CREDITS

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NRA Gun Club is a Highway 1 Production. Original Concept, Design, Creative Direction, Production, Project Management and Gun Licensing performed by Highway 1 Productions, Inc.

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In the U.S. send to:  
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