



- 2-Player Upright Gun Game
- Buy-in & continuation
- Horizonal monitor
- Realistic gun recoil
- Enhanced digitized graphics
- Standard & Street versions (dip switch)
- Optional carnage mode (dip switch)
- 6 special western weapons



Konami has done it again. Our Lethal Enforcers have gone back in time to 1873 to get a stronghold on the wild west. This time however they'll be larger and more lifelike. The villains are badder than the baddest and uglier than the ugliest, but the good deputies out shine an' shoot all John and Clint wanna bes.

So come on down and hop on the wagon as y'all help the deputies diffuse a bank robbery and thwart a stagecoach holdup. If y'all are sharp shootin' enuf y'all rack up points in the bonus stage by breakin' bottles behind the bar. Now y'all have outraged the boozin', bar bellied, poker cheatin', tobacci spittin' roughnecks. They'll all drag ya out in the alley an' set ya up for a showdown with three gunslingers—who said anythin' bout bein' fair. This turns out to be but a mere distraction for robbin' the train. A flippin, crow eatin', gold diggin' geezer has hi-jacked the train and is keepin' 2 horse lengths and a fox's tail between ya. The bundles of dynamite he's loftin' at ya ain't helpin' none either.

By now y'all have definitely dulled ya shootin' abilities. That's ok, we've set up this lovely saloon beauty to toss up a few bottles for ya. Once y'all have honed up on ya targets y'all be faced with the ultimate, bein' lured deep into the dark depths of an abandoned mine. Hallucinations or not the dead will be raised to lob tomahawks and their own heads.

Don't forget and always remember if ya shoot a victim y'all will be demoted to posse. On the other hand if y'all are a perfect shot y'all will be starred U.S. Marshall—Yee Haw!

