

You remember Point Blank, the Namco arcade game with a variety of target practice scenarios? You ever wonder how that would work on the ColecoVision? Well, you didn't, because you're not crazy. But I am, and I thought I'd give it a shot.

Anyway! Imagine Point Blank (which is effectively Wario Ware with firearms), on the ColecoVision, with a trackball, and a country-western theme. Your host for the festivities is one Missy Scarlett, or Red for short. She's got a big personality, a big red wig, and big, uh... other things.

Your goal is to make it through a series of target shooting tests. You have four horseshoes to start, but lose one every time you fail to reach a pre-determined quota or blast a target you shouldn't have blasted. Stages being considered for inclusion include:

LIQUOR CABINET

Blast all the alcohol on the ledges! Shooting Gold Star beer (or indeed, any gold stars) ramps up the value of all onscreen targets. TNT ends your run immediately (it's there, but that's not yet implemented).

HENHOUSE HAVOC

Twelve doors open in three second intervals, revealing six chickens and one hungry fox. You don't feel like chicken tonight, so target the fox. Gold stars boost his value.

TELL IT ON THE MOUNTAINS

Red balances a series of apples on her head. Blast 'em all from top to bottom to finish the stage. Blast them in the wrong order and you lose. Blast Red, and you get this...

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DOWN ON THE FARM

Four animals of different species appear in a field. The animal you need to blast is shown at the top of the screen... shoot only that animal! Shooting a chain of correct animals boosts the total of the next target.

MINE, ALL MINE!

A burning wick stretches from the bottom of the screen to the top, leading to a keg of dynamite. Keep wandering goats from eating the wick and ruining your work. If the flame reaches the top of the screen, the TNT explodes, revealing a silver mine!

QUAIL NAILER

You have one shot. There's a quail hiding in the bush... the moment it appears, cap it for big points! Or miss your shot and watch helplessly as the quail flits upward in zigzagging patterns. Also take care not to fire when it flies behind cover.

TARGET PRACTICE

Every couple of seconds, eight large targets appear onscreen. Shoot the green ones, avoid the red ones. Pretty basic stuff.

HIGH CARD

Red holds up a couple of numbered cards. Shoot the highest number for points, and keep the chain going to boost the points for each new target. Shoot the lower number to disappoint Red and lose a horseshoe.

Just to warn you, this is really, REALLY early at the moment. There's just one mini-game, without sound, and without working TNT. It's there to give you a rough idea of what I'd like to accomplish with this. Also! You absolutely must have a

trackball for this... no other input device will do. I caved on Barbarricade, squeezing in joystick control that worked well enough, but good grief, you've seen how NES shoot 'em ups play with a joystick. Just, ugh, no