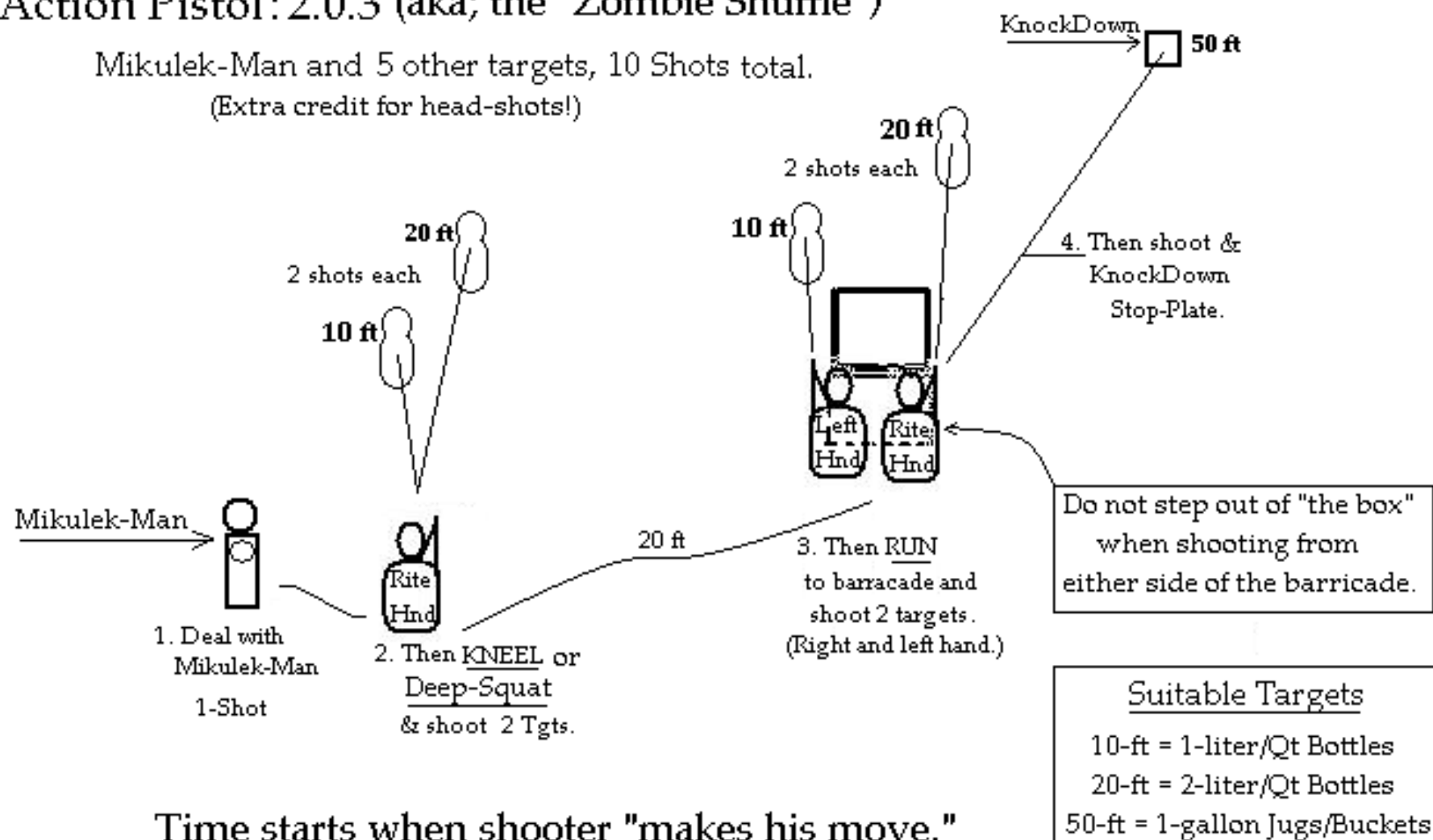


Action Pistol: 2.0.3 (aka; the "Zombie Shuffle")

Mikulek-Man and 5 other targets, 10 Shots total.
(Extra credit for head-shots!)



Time starts when shooter "makes his move."

Time stops when Stop-Plate/Target is knocked down/hit.

Shooter must stay behind barricade during any reloading.

Under 20-seconds is the performance goal... 25 seconds is barely competent.