You left Planet Earth just moments ago for routine moon-based primary-satellite scout duty. You are commanding a squadron consisting of three heavily armed Mark 16 Starcruisers. Suddenly you are attacked by alien enemy raiders energizing from the ether... obviously molecularly energized from a distant galaxy. They fire neutron missiles which will destroy your Starcruiser upon impact.

Your mission is to destroy the alien enemy ships until reinforcements can arrive from Planet Earth. These arrive at the approximate rate of one Starcruiser every 10,000 points. The enemy's arsenal also consists of Lazer-Directed Heat-Seeking Proton Missiles which are fired sparingly.
WATCH FOR NEW VIDEO GAMES AVAILABLE SOON BY APOLLO
Pull! The trap springs, and the clay pigeon—alive with flight—soars away from you at an unexpected angle. With a fluid motion, you raise your gun to your shoulder as you pivot toward your target. You lead your pigeon, finger on the trigger...your mind racing...challenged by the speeding target before you. Will your reactions be too slow? Too fast? Or right on course? Suddenly you squeeze the trigger!
There are 24 variations of Spacechase™. You can select one or two players, minimum or maximum heat-seeking missiles, three levels of difficulty and daytime or nighttime battle. A total of 24 games where you command a squadron of three heavily armed Mark 16 Starcruisers.

There are 17 variations of Skeet Shoot™. You can select one or two players, position of player (left, center, right), direction of target (left, center, right) or variable (computer varies target direction and shooter position). Select from a total of 17 games, 25 targets per game.
LIMITED 90-DAY WARRANTY

Games by Apollo™ warrants to the original consumer purchaser that your Games by Apollo™ unit is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Games by Apollo™ will repair or replace the unit free of charge on receipt of the unit, with proof of purchase.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to ninety days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on how long implied warranties last and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NOTE: All returns must be sent to Games by Apollo,™ 1300 E. Arapaho Road, Richardson, Texas 75081, and NOT the retail store where the unit was purchased. This warranty does not apply to defects resulting from abuse, alteration, or unreasonable use of the unit.

Write Games by Apollo™ today, and ask us to put your name on our mailing list. Then, as each new Apollo video game becomes available, you'll be among the first to know!

GAMES BY

1300 E. ARAPAHO ROAD  RICHARDSON, TEXAS 75081
©1981 Games by Apollo, Inc.