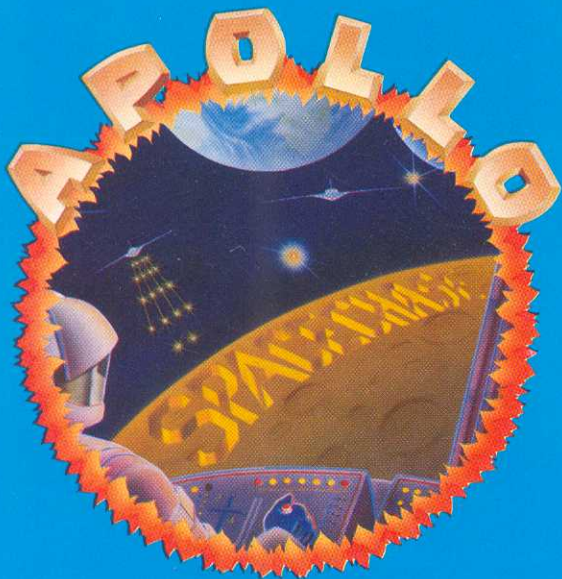


# SPACECHASE™

For One or Two Players

*DIRECTIONS INSIDE FOR 24 EXCITING  
GAME VARIATIONS*

## GAME INSTRUCTIONS



**GAMES BY APOLLO, INC.**

# SPACECHASE

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.

**WARNING:** As the battle progresses, the enemy grows desperate and fires the Lazer-Directed Heat-Seeking Proton Missiles more frequently.

## THE SET-UP

Spacechase™ is played with one or two players using the Joystick Controller. Be sure the power is off whenever you insert or remove Spacechase™ from your video game system.

## THE DIFFICULTY SWITCH

Set the Difficulty Switch on the "B" (down) position to start. Your missiles have a greater velocity in this position, making it easier to hit the enemy.

To provide a handicap advantage for a less experienced player in a two player game, you may vary the positions of the Difficulty Switch. Simply leave the switch in position B for the inexperienced player, and position A for the more experienced player.

# THE JOYSTICK



**ONE PLAYER GAMES.** Hold your Joystick Controller so that the red "FIRE" button is in the upper lefthand corner. Use this button to launch your missiles.

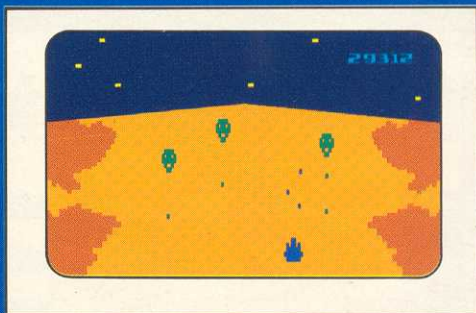
Using your Joystick Controller, move your Starcruiser over the mountain ranges and craters on the face of the moon. You can move in any of eight different directions as illustrated above.

**NOTE:** Vertical movement (up and down) is limited to the bottom one-third of the screen.

**TWO PLAYER GAMES:** The play for Two Player games is the same as that described for One Player games. The only difference is that players take turns in commanding the Starcruisers. Each player's turn will continue until he loses one Starcruiser from alien fire.



# CONTROLLER



## SCORING

### **Minimum Heat-Seeking Missiles:**

Each time you destroy a Level One alien ship, you score 125 points. A Level Two alien ship scores 200 points. A Level Three alien ship scores 275 points. Each time you hit an alien missile you score an additional 50 points.

When your score reaches 10,000 points, the game automatically switches to Level Two. At 40,000 points, the game automatically switches to Level Three. However, by utilizing the Game Select Switch as described in the Game Menu, you can begin to score directly on Level Two or Level Three.

Although you can score more points at Levels Two and Three, it is more difficult to do because the alien ships are smaller and their missiles are faster.

### **Maximum Heat-Seeking Missiles:**

If you are playing a game that includes Maximum Heat-Seeking Missiles, the scoring is as follows: Level One: for each alien ship destroyed—175 points. Level Two: for each alien ship destroyed—250 points. Level Three: for each alien ship destroyed—325 points. In addition, for each Heat Seeking Missile you destroy, you receive an additional 100 points.

# GAME MENU

GAME NO.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
ONE PLAYER	Green	White	Green	White	Green	White	Green	White	Green	White	Green	White	Green	White	Green	White	Green	White	Green	White	Green	White	Green	White
TWO PLAYERS	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White	Blue	White
LIMITED HEAT-SEEKING MISSILES	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White	Yellow	White
MAXIMUM HEAT-SEEKING MISSILES	White	White	White	White	White	White	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	
LEVEL ONE DIFFICULTY	White	White	White	White	White	White	Pink	White	White	White	White	White	Pink	White	White	White	White	White	White	White	Pink	White	White	
LEVEL TWO DIFFICULTY	White	White	Yellow	White	White	White	White	White	White	Yellow	White	White	White	White	Yellow	White	White	White	White	White	Yellow	White	White	
LEVEL THREE DIFFICULTY	White	White	White	White	Orange	Orange	White	White	White	White	Orange	Orange	White	White	White	Orange	Orange	White	White	White	Orange	Orange	White	
DAYTIME BATTLE	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	
NIGHTTIME BATTLE	White	White	White	White	White	White	White	White	White	White	White	White	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	

There are 24 variations of Spacechase.™ Select your favorite with the game select switch on your console choosing from any of the variations shown above on our game matrix.

## 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.



# SPACECHASE™

VIDEO GAME



# APOLLO™

GAME INSTRUCTIONS

---

**24** GAME VARIATIONS  
For One or Two Players

---



# SPACECHASE

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.

**WARNING:** As the battle progresses, the enemy grows desperate and fires the Lazer-Directed Heat-Seeking Proton Missiles more frequently.

## THE SET-UP

Spacechase™ is played with one or two players using the Joystick Controller. Be sure the power is off whenever you insert or remove Spacechase™ from your video game system.

## THE DIFFICULTY SWITCH

Set the Difficulty Switch on the "B" (down) position to start. Your missiles have a greater velocity in this position, making it easier to hit the enemy.

To provide a handicap advantage for a less experienced player in a two player game, you may vary the positions of the Difficulty Switch. Simply leave the switch in position B for the inexperienced player, and position A for the more experienced player.



# THE JOYSTICK CONTROLLER

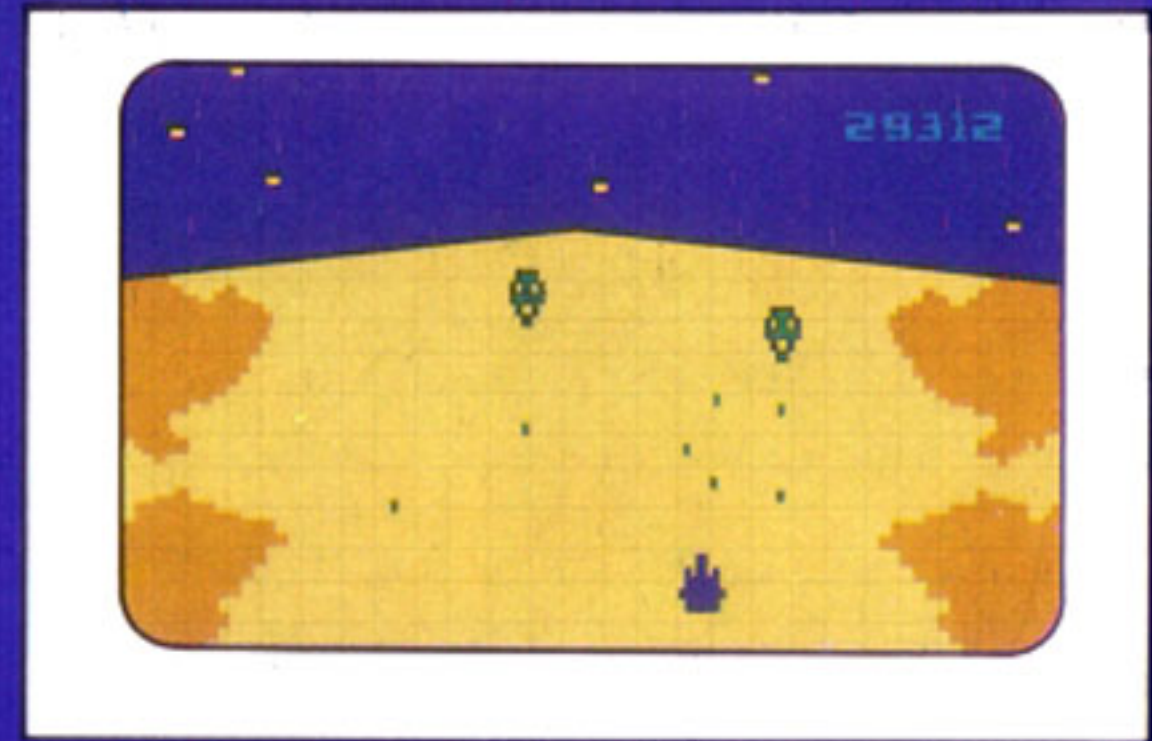


**ONE PLAYER GAMES.** Hold your Joystick Controller so that the red "FIRE" button is in the upper lefthand corner. Use this button to launch your missiles.

Using your Joystick Controller, move your Starcruiser over the mountain ranges and craters on the face of the moon. You can move in any of eight different directions as illustrated above.

**NOTE:** Vertical movement (up and down) is limited to the bottom one-third of the screen.

**TWO PLAYER GAMES:** The play for Two Player games is the same as that described for One Player games. The only difference is that players take turns in commanding the Starcruisers. Each player's turn will continue until he loses one Starcruiser from alien fire.



## SCORING

### Minimum Heat-Seeking Missiles:

Each time you destroy a Level One alien ship, you score 125 points. A Level Two alien ship scores 200 points. A Level Three alien ship scores 275 points. Each time you hit an alien missile you score an additional 50 points.

When your score reaches 10,000 points, the game automatically switches to Level Two. At 40,000 points, the game automatically switches to Level Three. However, by utilizing the Game Select Switch as described in the Game Menu, you can begin to score directly on Level Two or Level Three.

Although you can score more points at Levels Two and Three, it is more difficult to do because the alien ships are smaller and their missiles are faster.

### Maximum Heat-Seeking Missiles:

In the maximum heat-seeking missile games, the probability of any one missile being heat-seeking is four times greater than in the minimum heat-seeking missile games, making these games more difficult.

The scoring for Maximum Heat-Seeking Missiles is the same as that used for Minimum Heat-Seeking Missiles.



## 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 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!

# APOLLO™

1300 E. ARAPAHO ROAD RICHARDSON, TEXAS 75081

© 1982 Apollo, Inc.

## GAME MENU

GAME NO.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
ONE PLAYER	Green		Green		Green		Green		Green		Green		Green		Green		Green		Green		Green		Green	
TWO PLAYERS		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue
LIMITED HEAT-SEEKING MISSILES		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow
MAXIMUM HEAT-SEEKING MISSILES						Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue
LEVEL ONE DIFFICULTY							Pink						Pink						Pink					
LEVEL TWO DIFFICULTY			Yellow						Yellow				Yellow						Yellow					Yellow
LEVEL THREE DIFFICULTY				Orange					Orange				Orange						Orange					Orange
DAYTIME BATTLE		Purple		Purple		Purple		Purple		Purple		Purple		Purple		Purple		Purple		Purple		Purple		Purple
NIGHTTIME BATTLE	Green		Green		Green		Green		Green		Green		Green		Green		Green		Green		Green		Green	

There are 24 variations of Spacechase™. Select your favorite with the game select switch on your console choosing from any of the variations shown below on our game matrix.