GAME NUMBER ELECTROSAURI BLAST DIRECTORS ELECTROSAUR MARSUPODS STRAIGHT N

AME

MENU

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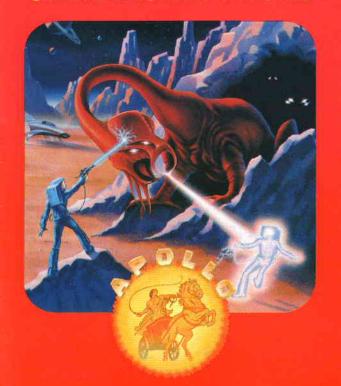


1300 E ARAPAHO ROAD RICHARDSON TEXAS 75081

# SPACE CAVERN"

For One or Two Players
DIRECTIONS INSIDE FOR 48 EXCITING
GAME VARIATIONS

# **GAME INSTRUCTIONS**



GAMES BY APOLLO, INC.

#### SPACE CAVERN™

You are in command of a Mark XIV intergalactic starcruiser in an uncharted quadrant of outer space. You land on a mysterious planet riddled with a subterranean maze of tunnels and caverns inhabited by savage Electrosauri whose horns generate electro-molecular charges capable of disentegrating you and your crew. Your photon ray pistol is activated by the joystick and the fire button. The iridescent eyes of the Electrosauri light the cavern walls with eerie flashes as they stalk you, their horns crackling and sizzling. If even one blast of electro-molecular energy strikes you, your skeleton will glow inside your body as the bio-molecular compounds of your body disentegrate. WARNING: Beware the savage attack of the shaggy marsupods.

#### THE SET-UP

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

# THE DIFFICULTY SWITCH

The difficulty switch controls the speed of the electromolecular charges fired down at you by the Electrosauri. Placing the switch in the "B" position will slow down the fusillade fired at your spaceman, while the frenzied "A" mode will provide the greatest challenge for veteran players.

## THE JOYSTICK CONTROLLER





spaceman to the left and right. Pulling back toward yourself causes him to fire his disrupter ray at the shaggy marsupods who rush

from the right, while pushing foward causes him to pivot and fire to the left. NOTE: You do not have

to depress the red firing button to fire left or right with your disrupter ray.



### **CREW ROSTER**

You land with a crew of four men, and gain a bonus crewman every time you earn 20,000 points. Two-player games are played just like one-player games, with players alternating every time they lose a man.

#### SCORING

Every large Electrosauri you destroy earns you 115 points, while smaller ones are worth 165 points. Shaggy marsupods who rush at your spaceman from caves at his left and right will earn you 200 points if you can get them before they get you.