

SPACE CAVERN™

VIDEO GAME



APOLLO™

GAME INSTRUCTIONS

48 GAME VARIATIONS
For One or Two Players

SPACE CAVERN™

You are in command of a Mark XIV intergalactic star-cruiser 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 disintegrating 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 disintegrate. **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 electro-molecular 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



Hold your Joystick Controller so that the red "FIRE" button is in the upper left-hand corner. Use this button to fire your laser up at the Electrosauri above. Use your joystick to move your spaceman to the left and right. Pulling back toward yourself causes him to fire his disrupter ray at the shaggy marsupods who rush forward 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 can replace lost men every time you earn 20,000 points. But four men at any one time is your maximum force. Two-player games are played just like one-player games, with players alternating every time they lose a man.

SCORING

Every large Electrosaurus 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.

GAME MENU

GAME NUMBER		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
# PLAYERS	1																																																
	2																																																
ELECTROSAURI	2																																																
	4																																																
ELECTROSAURI BLAST DIRECTORS	STRAIGHT																																																
	RANDOM																																																
MARSUPODS	YES																																																
	NO																																																
LEVEL	1																																																
	2																																																
	3																																																

There are 48 exciting variations of Space Cavern™. 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 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!



1300 E. ARAPAH0 ROAD RICHARDSON, TEXAS 75081

© 1982 Apollo, Inc.