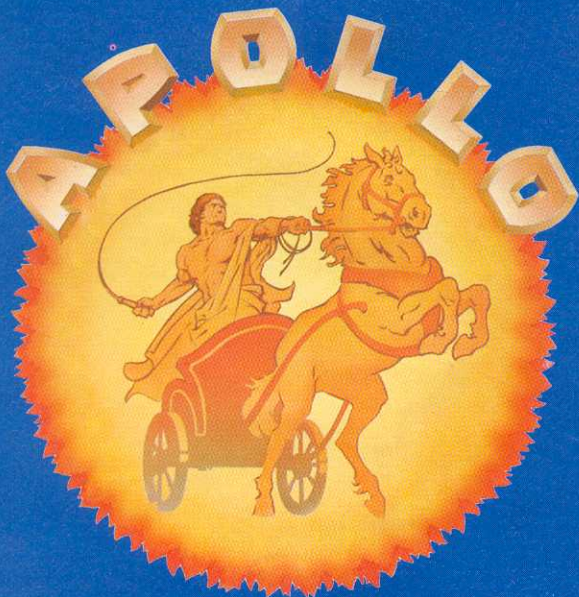
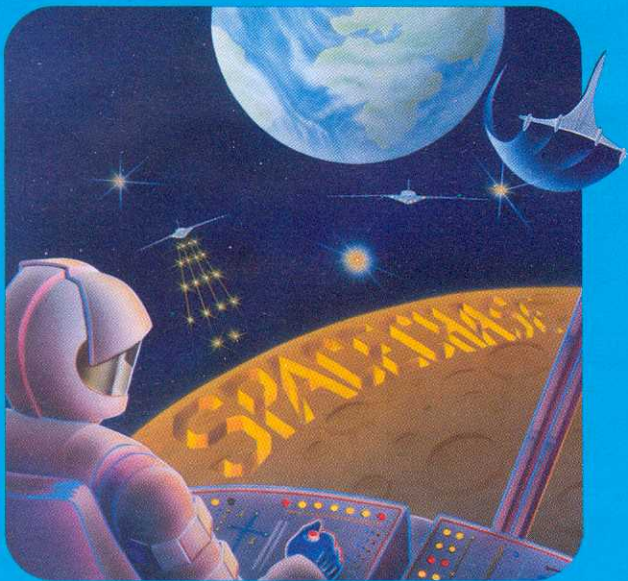


# VIDEO GAMES BY



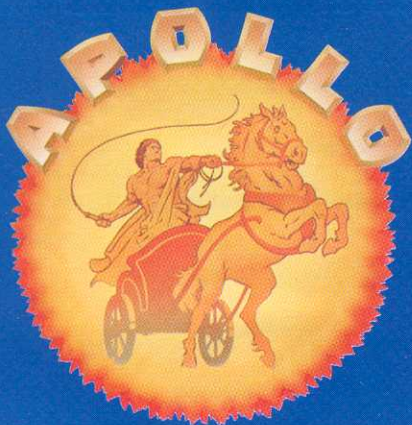
# SPACECHASE™



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.

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# SKEET SHOOT™



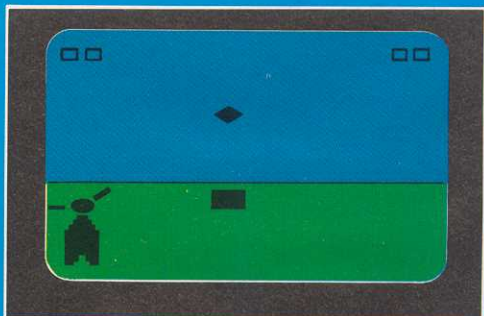
Pull! The trap springs, and the clay pigeon—alive with flight—soars away from you at an unexpected angle. With a fluid motion, you raise your gun to your shoulder as you pivot toward your target. You lead your pigeon, finger on the trigger...your mind racing...challenged by the speeding target before you. Will your reactions be too slow? Too fast? Or right on course? Suddenly you squeeze the trigger!

# SPACECHASE™



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.

# SKEET SHOOT™



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.

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