



SPACE CHASE

by Fernando Herrera

BE A GALACTIC DEFENDER

GALACTIC PURSUIT at its best as you battle
CLONE ROBOT SHIPS

- FROM ONE TO 125 NUCLEAR DEFENSE CHARGES
- INTELLIGENT PURSUIT CLONES
 - AVAILABLE DEFENSE SHIELD OPTION
 - REAL-TIME GRAPHICS ANIMATED ACTION
 - AUTOMATED GENERATING GALACTIC PLANET CLUSTERS
 - CUSTOM ACTION SOUNDS
 - STRATEGY/SKILL BASED SCORING

16K Cassette

Joystick Required

24K Disk

Swiftly Software
Inc.

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FERNANDO HERRERA

BE A GALACTIC DEFENDER

GALACTIC PURSUIT at its BEST is in store for you as you battle CLONE ROBOT SHIPS which are trying to destroy member planets of the GALACTIC FEDERATION. Travel endlessly from galaxy to galaxy saving as many Federation Planets as you can. Cloak them with an **Invisibility Shield**. If you can, cloak all surviving planets in one galaxy and go on to braver missions. **HURRY!** Get ready for a thrilling adventure as CLAXON INVADERS destroy planets and pursue you to the death. But beware: **MANY A JOYSTICK HAS BROKEN UNDER THE STRESS OF GALACTIC BATTLE.**

PROGRAM FEATURES

- FROM ONE TO 125 NUCLEAR DEFENSE CHARGES
- INTELLIGENT PURSUIT CLONES
- AVAILABLE DEFENSE SHIELD OPTION
- REAL-TIME GRAPHICS ANIMATED ACTION
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THE RULES

If you reach a planet before an enemy, the planet is cloaked — it disappears! By cloaking a planet you save it from destruction and you gain GALACTIC MERIT POINTS. If an enemy reaches a planet first, both the enemy and the planet are destroyed. But don't relax: each enemy is replaced by an **ENEMY CLONE** which emerges instantly from its original mother ship.

STRATEGY

Although you are always tracked, there are some defenses you can use. You can venture past the galactic fringe and re-enter the galaxy from the other side. You may place nuclear charges in the path of the enemy. You can arm your ship against being destroyed by a planted charge by having **SHIELDS ON**. The safest way to play is to carry 125 nuclear charges and to have your **SHIELDS ON**. The bravest way to play is to carry one **NUK** and to have **SHIELDS OFF**. Bravery earns more GALACTIC MERIT POINTS. (Planting **NUKS** costs points.)

SCORING

In the First Galaxy you get 100 points for each planet saved.

In the Second Galaxy (which is reached only if you survive the First Galaxy), two Enemy Star Bases are active and you get 200 points for each planet cloaked.

In Galaxy Three and beyond, three enemies pursue you as you gain 300 points for each planet saved.

In any galaxy you get only half the points if you have **SHIELDS ON**.

TO PLAY

CLOAD and RUN from tape or RUN"D:CHASE" from disk. (Note: When this program first starts to run, there will be about a fifteen second pause.)

Press OPTION for SHIELDS. Press SELECT for NUKS.

Press START to travel into Galaxy One, then use Joystick Trigger to begin the chase. More trigger presses plant the NUKS.

GOOD LUCK!!!

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