

GAME VARIATIONS

When you are playing in the two-player mode, each time you lose an agent, it will be your opponent's turn . . . until he loses an agent. At the end of the game, the score of the first player will flash first, alternating with the score of the second player. There are 12 variations of INFILTRATE™ as shown in the game matrix below. Also, each player may individually select either novice (limited assassin shot range) or expert (unlimited assassin shot range) by setting the difficulty switch in the proper position. As play progresses, the robots will become smarter, quicker and more tenacious . . . so beware! For those who really want a challenge, the Invisible Assassins feature may be selected in which the enemy figures are visible only while they are riding elevators!

GAME MENU

GAME NUMBER	11	12	13	14	15	16	21	22	23	24	25	26
ONE PLAYER												
TWO PLAYERS												
ASSASSIN SPEED AND INTELLIGENCE	LEVEL 1											
	LEVEL 2											
	LEVEL 3											
INVISIBLE ASSASSINS												

There are 12 variations of INFILTRATE™. 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



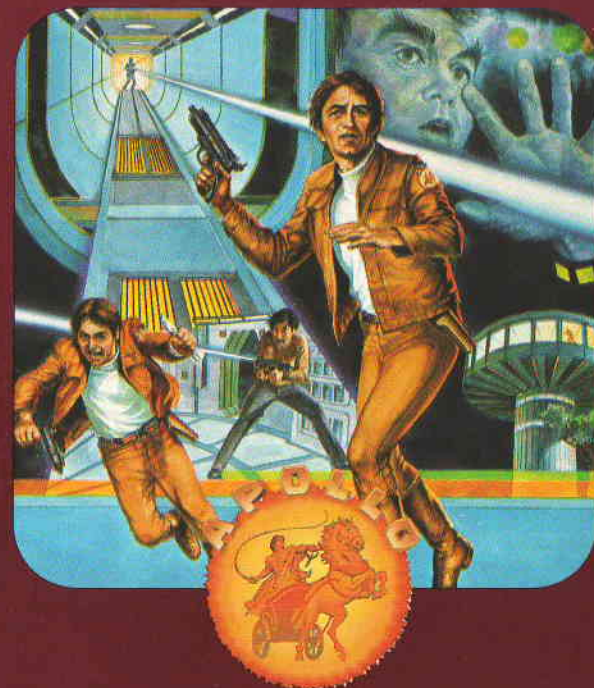
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INFILTRATE™

For One or Two Players

DIRECTIONS INSIDE FOR 12 EXCITING
GAME VARIATIONS

GAME INSTRUCTIONS



GAMES BY APOLLO, INC.

THE SITUATION

You are a secret agent on a mission of crucial importance. Your mission is to infiltrate a top secret fortress. You must capture enemy documents and get out alive. Your challenge: the diabolical maze of corridors and elevators designed to confuse you and keep you from the documents. Your danger: enemy assassins programmed to shoot on sight. Your weapon: a high-power laser gun as powerful as that of the enemy. Your advantage: you're sharp enough to duck when they shoot. It's a hectic chase. Hop an elevator. Survive enemy fire. Fire back. Duck. Infiltrate . . . if you dare!

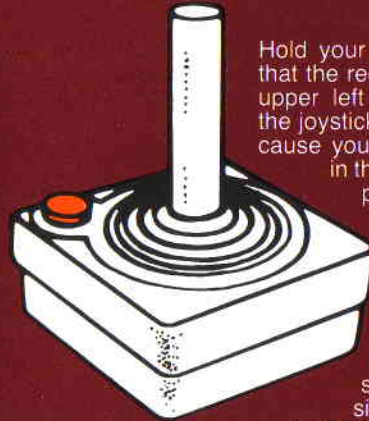
THE SET-UP

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

THE DIFFICULTY SWITCH

Placing the difficulty switch in the "B" position will provide the easiest play. When playing in the "B" mode, the range of the shots fired by assassins trying to destroy you are limited to about half the game area. In the more difficult "A" mode, your enemies' lasers will travel across the entire game area.

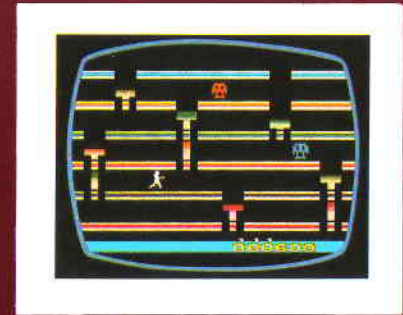
THE JOYSTICK CONTROLLER



Hold your Joystick controller so that the red "fire" button is in the upper left hand corner. Moving the joystick to the left or right will cause your agent's figure to run in that direction. When you press the red "fire" button, your agent will fire in the direction of his last movement. Your agent ducks when you move the joystick down (that is, back toward yourself), allowing assassins' laser rays to pass harmlessly over his head. Ducking is a defensive position from which your agent is unable to shoot.

Upon approaching an elevator, your agent will automatically stop at the proper loading point, and will step on the elevator when it reaches his floor. The agent will walk across the elevator if you continue to press the joystick in the direction you want him to move. Once on an elevator, your agent will remain there until you cause him to exit either left or right by pressing your joystick in that direction as the elevator reaches any floor.

Body contact with any of the assassins will destroy your agent as effectively as their laser fire, so remember . . . do not allow them to touch him.



SCORING

Your agent must reach both top and bottom floors in order to get the secret documents he seeks, and he receives 3,000 points each time he traverses all levels from either bottom to top, or top to bottom. On the way, shooting assassins will not only keep him alive, but also earn you 250 points for each assassin destroyed, plus 75 bonus points if the assassin is riding an elevator when destroyed. You have three agents to accomplish your mission. The hats displayed above your score show how many agents you have in reserve. With each 10,000 points you earn, you will gain one additional agent, up to a maximum of six.