

# WABBIT™

## VIDEO GAME



# APOLO™

## GAME INSTRUCTIONS

---

**8** GAME VARIATIONS  
For One or Two Players

---

## THE SITUATION

You are a farmer, named Billie Sue, trying to protect your crops. One patch in particular is giving you trouble. It's surrounded by ten holes from which wabbits dart into your field. Scare off the pesky creatures by throwing wotten eggs at them (they're in abundance this year and worth much less than good country fresh carrots). The score on the left depicts the number of carrots the wabbits have snatched and deposited in their wabbit holes. The current carrot count increases every time a wabbit gets back to his hole with one of your carrots. Your score increases every time you wallop a wabbit with a wotten egg. It's an egg-citing experience.

## THE SET-UP

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

## THE DIFFICULTY SWITCH

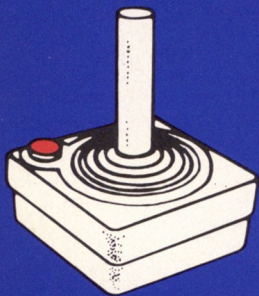
The difficulty switch controls how fast Billie Sue moves. In the easier "B" mode, she dashes about nearly as fast as the bunnies. But in the more challenging "A" mode, Billie Sue is getting tired, and you'll need greater skill in throwing wotten eggs to make up for her slowed pace.

## THE GAME SELECT SWITCH

Each time you depress this switch, you will select a new game variation. The numbers of different variations described in the game menu in this manual will appear on your game screen, with the number of players who may participate in that game variation shown at the right. In the two player game, players alternate every time the wabbit gets 25 carrots. Games seven and eight are children's games, designed for easy play for the very young.

## THE RESET SWITCH

When this switch is depressed, the game will begin. The variation select number on the left of the screen and the number of players number on the right will both change to "0," and will become scoreboards. The right hand figure will now be Billie Sue's score, and the left hand figure the wabbits' current carrot count. When the game is over, you may press the fire button or the reset switch to re-start the game.

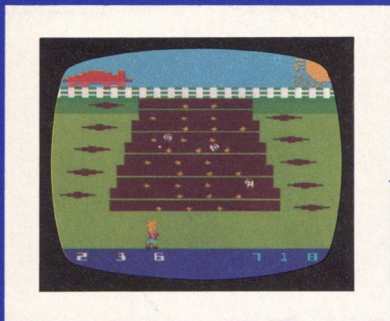


## THE JOYSTICK CONTROLLER

Hold your Joystick Controller so that the "FIRE" button is in the upper left corner. Moving the joystick to the left or right will cause Billie Sue to run in that direction. Pressing the red "FIRE" button will cause her to throw a wotten egg at a wabbit.

## GENERAL PLAY

Wabbits will exit from their burrows in a wandom manner, trying to steal your carrots and race back to their holes. They will forget about carrots and run back home when hit by a wotten egg thrown by Billie Sue.



## SCORING

When wabbits carrying carrots successfully return to their burrows without being hit by wotten eggs, the current carrot count indicator on the left of the screen will increase by one point. Every time Billie Sue is able to hit a wabbit with a wotten egg before the wabbit reaches a carrot, you will receive five points. When the wabbit is hit by a wotten egg on the way back to his burrow with a carrot, you will receive ten points on your score indicator on the right of the screen. And you get a bonus: every 100 points you get will cause the wabbits to lose 25 carrots from their current carrot count. The game will end when the wabbits' score reaches 100 points.

## VARIATIONS

For one or two players, the number of Wabbits you have to chase off will vary as follows:

---

GAME 1 — 2 WABBITS FOR 1 PLAYER

---

GAME 2 — 2 WABBITS FOR 2 PLAYERS

---

GAME 3 — 1 WABBIT FOR 1 PLAYER

---

GAME 4 — 1 WABBIT FOR 2 PLAYERS

---

GAME 5 — 3 WABBITS FOR 1 PLAYER

---

GAME 6 — 3 WABBITS FOR 2 PLAYERS

---

GAME 7 — 1 WABBIT FOR 1 PLAYER (CHILD)

---

GAME 8 — 1 WABBIT FOR 2 PLAYERS (CHILD)

---

## GAME MENU

GAME NUMBER		1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	1	Red	White	Red	White	Red	White	Red	White
	2	White	Yellow	White	Yellow	White	Yellow	White	Yellow
NUMBER OF WABBITS	1	White	White	Orange	Orange	White	White	Orange	Orange
	2	Light Green	Light Green	White	White	White	White	White	White
	3	White	White	White	White	Purple	Purple	White	White

## 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!



APOLLO™

1300 E. ARAPAHO ROAD RICHARDSON, TEXAS 75081

© 1982 Apollo, Inc.