

Vectrex™
GRAPHIC COMPUTER SYSTEM

3D
IMAGER

3D **Mine Storm™**

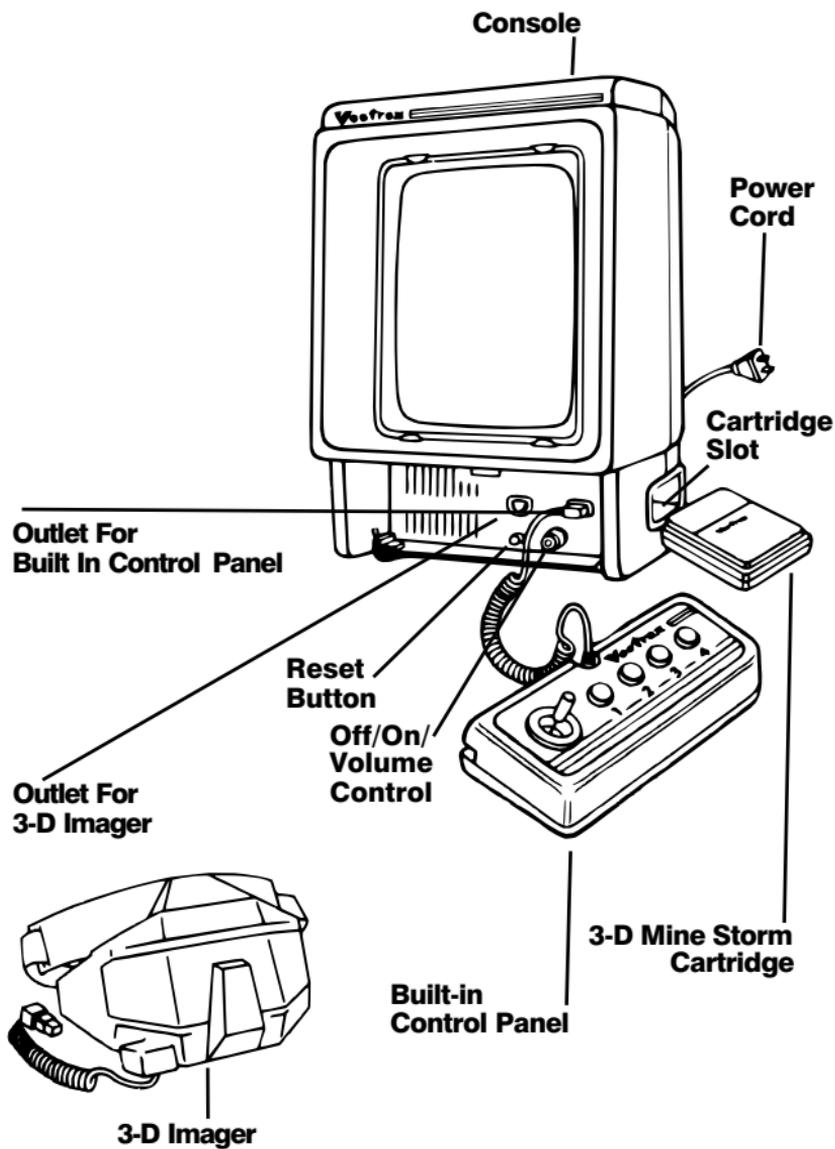
GCE
A Milton Bradley Company





read lightly! The transport lanes of intergalactic space have been seeded with mines from an alien vessel. Use your mine destroying blaster to blow up the mines before they annihilate you! You may survive the floating mines, but beware of the fireball, magnetic, and treacherous fireball-magnetic mines... 16 fields, each one more difficult, await you!

Setting Up

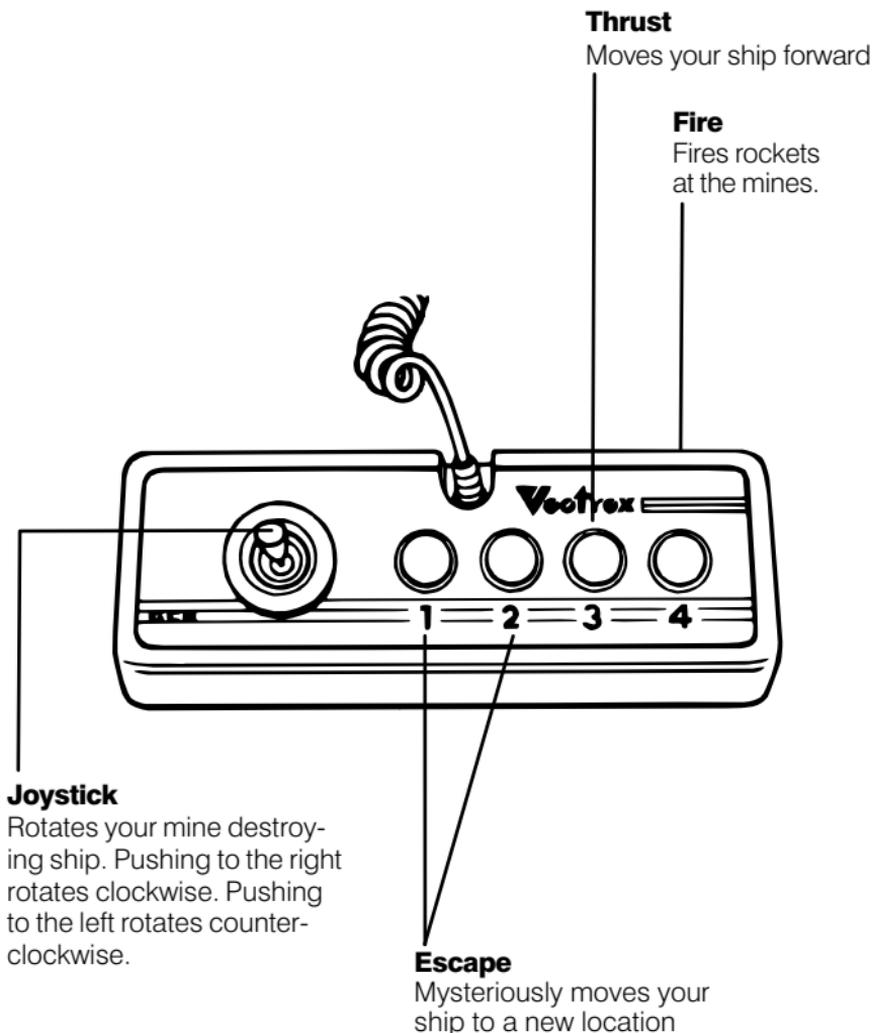


Setting Up

- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Be sure the special color wheel for 3-D Mine Storm™ is already inserted into the 3-D Imager (see 3-D Imager instructions for further details).
- Plug the Vectrex 3-D Imager into the outlet marked “2nd Player” (to the left of where the control panel is plugged in).
- **MAKE SURE THE CONSOLE IS TURNED OFF BEFORE INSERTING THE CARTRIDGE.** Insert the 3-D Mine Storm cartridge into the cartridge slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Place the 3-D Imager over your eyes and head and adjust the strap for best comfort.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the 3-D Mine Storm title.
- Adjust the volume control to the desired listening level.

Mine Storm Controls

Mine Storm is designed to be played with the built-in control panel. The functions of the controls are:



How to Play

Starting Game Play

3-D Mine Storm is a one-player game. After the cartridge is inserted, you will see the Vectrex title for a few seconds followed by the name of the game. The game will then start automatically.

Game Play

The enemy minelayer will move through your galaxy and will seed the first mine field. The mines will be left in 3 different levels or planes. Your ship will come into view after all the mines have been activated and the minelayer leaves the galaxy.

Maneuver your ship within the galaxy in an effort to destroy the mines on the first level. Beware . . . when you hit a large mine it breaks apart into two smaller ones! And once you destroy the mines on the first level, those on the second level move up to greet you. When those are destroyed, the mines that were on the third level will move up.

Use the Joystick to rotate your ship and Button 3 to thrust forward. Buttons 1 and 2 allow you to mysteriously move to a new location on the screen. Use it cautiously . . . it might put you in a more difficult predicament! As you travel through space, use Button 4 to fire at the mines. Be careful . . . the minelayer may reappear to try and personally destroy you, but you can blast him as well.

Once you make that part of the galaxy safe, on all three levels, you immediately travel to the next mine field. There are 16 different mine fields, each one becoming increasingly difficult.

Getting Hit

If you are hit by a mine you will lose one ship. The minelayer will reseed the field you are currently in and you will have another chance to clear out the field if you have any ships remaining.

Types of Mines

There are 4 kinds of mines which will appear at different stages of the game.



Floating Mines —

These are 'dumb' mines which simply drift through space.



Fireball Mines —

These mines hurl a fireball at you as soon as you hit them. You can avoid the fireball or destroy it with a rocket.



Magnetic Mines —

These mines will follow you anywhere you go, until you destroy them.



Magnetic Fireball Mines —

These mines have the traits of both Magnetic and Fireball Mines.

Each type will appear in 2 sizes—large and small.

Field Types

Each of the 16 mine fields gets more difficult, but each starts with 12 large mines across 3 levels. Each large mine breaks into 2 smaller mines when shot. The first field has only floating mines, but each new field has a different combination of mines. Will you discover the types of mines in Field 16?

If you can survive all 16 fields you are certainly an ace pilot, but can you handle what comes next?

Number of Ships

In each game you will start with 3 ships. A bonus ship is awarded if you clear out 4 fields.

Scoring

Points are awarded for destroying the mines, as follows:

Type of Mine	Large	Small
Floating	100	135
Fireball	325	360
Magnetic	500	535
Magnetic Fireball	750	785

Additionally, 110 points are earned for hitting the fireball itself and 1000 for hitting the minelayer.

High Score Memory

As long as Vectrex is on with the 3-D Mine Storm cartridge in place, the high score memory is retained. Once Vectrex is turned off and the cartridge is removed, the high score is lost. To view the high score, press the Reset Button on the console.

Restarting Game

To restart a completed game, press any of the four action buttons after the game is over. If you wish to restart the game before it is completed, press the Reset Button on the console.

90 Day Limited Warranty

This Video Game Cartridge is warranted by General Consumer Electronics, Inc. to the original consumer purchaser in the U.S.A. for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials. ANY IMPLIED WARRANTIES ARE ALSO LIMITED IN DURATION TO THE NINETY (90) DAY PERIOD FROM THE ORIGINAL PURCHASE DATE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS. SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

This warranty is void if the GCE Video Game Cartridge has been damaged by accident, unreasonable use, neglect, misuse, abuse, improper service, modification, subject to commercial use or other causes not arising out of defects in workmanship or materials and is limited to electronic and mechanical parts contained in the cartridge.

GENERAL CONSUMER ELECTRONICS, INC. SHALL NOT BE LIABLE FOR LOSS OF USE OF THE VIDEO GAME CARTRIDGE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS. EXPENSES OR DAMAGES INCURRED BY THE PURCHASER RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THE VIDEO GAME CARTRIDGE. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

During the warranty period, if found to be defective due to workmanship or materials, the GCE Video Game Cartridge will at the option of General Consumer Electronics, Inc. be repaired or replaced with a new or reconditioned GCE Video Game Cartridge without charge for parts or labor when returned by Purchaser with proof of purchase date, shipped prepaid to General Consumer Electronics, Inc. at the following address:

General Consumer Electronics Inc.

233 Wilshire Boulevard

Santa Monica, California 90401

In the event that your GCE Video Game Cartridge is replaced, the warranty on the replacement will be ninety (90) days from the date of its return to you.

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