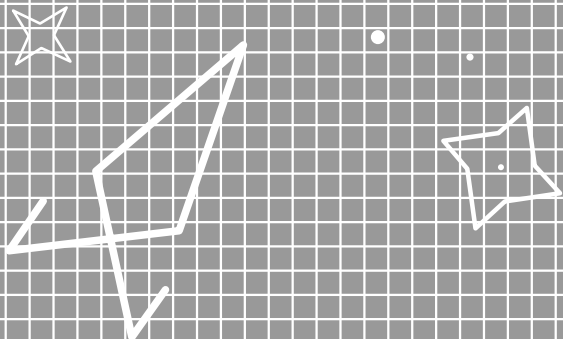


**Vectrex™**  
ARCADE SYSTEM

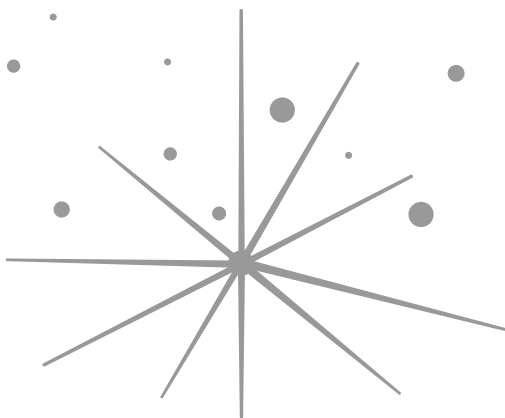


# **Mine Storm™**

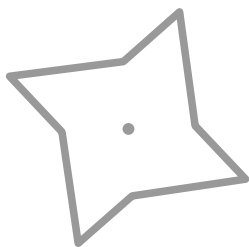
## Instructions



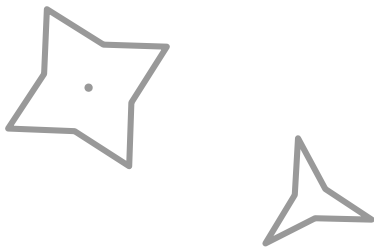
**GCE™**  
ENTERTAINING NEW IDEAS™



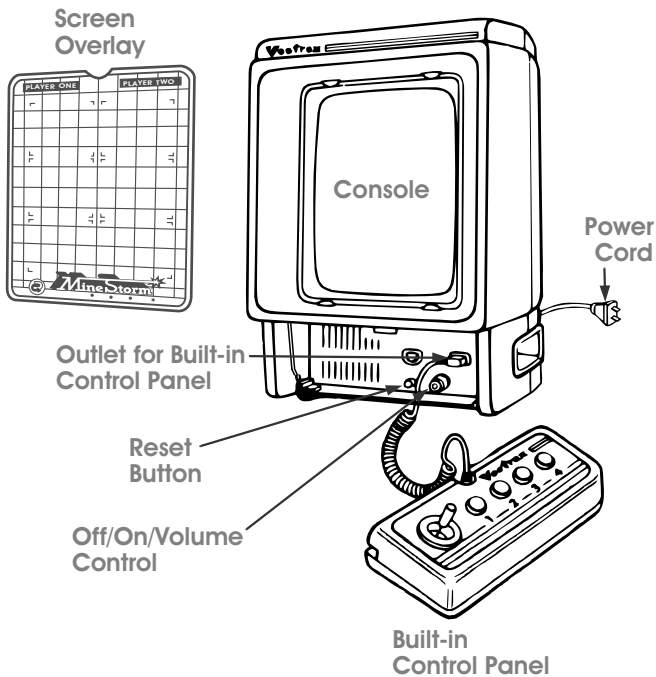
**MineStorm™**



Tread 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. . . 13 fields, each one more difficult, await you!



## 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.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

## Mine Storm Controls

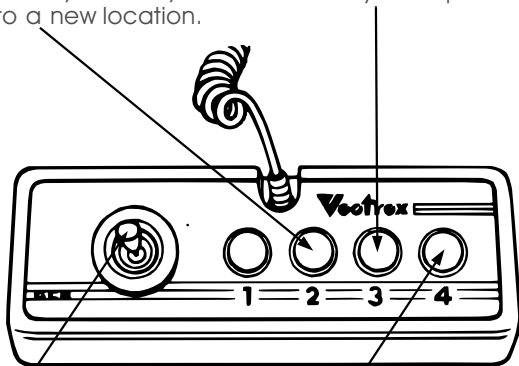
Mine Storm is designed to be played with the built-in control panel only. The functions of the controls are:

### Escape

Mysteriously moves your ship to a new location.

### Thrust

Moves your ship forward.



Rotates your mine destroying ship. Pushing to the right rotates clockwise. Pushing to the left rotates counter-clockwise.

### Fire

Fires rockets at the mines.

## How To Play

### Player Selection

Mine Storm can be played as a one or two player game. When **PLAYER** appears on the screen, press

1

Button 1 once to switch to a two player game.

**PLAYER** will then show on the screen. When played

2

as a two player game, only the built-in control panel is used and the players take turns using this control panel. You can return to a one player game by pressing Button 1 again before starting game play.

### Starting Game Play

Once you select the number of players, press Button 4 to enter the first mine field and start game play.

### Game Play

The enemy minelayer will move through your galaxy and will seed the first mine field. Your ship will come into view once he disappears. Four large mines will suddenly become activated.

Maneuver your ship within the galaxy in an effort to destroy the mines. Use your Joystick to rotate your ship and Button 3 to thrust forward. Button 2 allows 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. As

you destroy them, additional mines will become activated. Be careful . . . the minelayer may reappear to seed the field, but you can blast him as well.

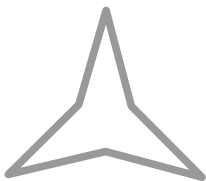
Once you make that part of the galaxy safe, you immediately travel to the next mine field. There are 13 different mine fields, each one becoming increasingly difficult.

## 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 that 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 in the galaxy you go.

### **Magnetic-Fireball Mines**

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



Each type of mine will appear in 3 sizes - large, medium and small.

## **Field Types**

Each of the 13 mine fields gets more difficult, but each starts with 4 large mines. Once a large mine is destroyed, 2 medium-sized mines are activated. When a medium-sized mine is destroyed, 2 small mines are activated. The first field has 4 floating mines. Each new field starts with harder combinations of mines. Will you discover the types of mines in Field 13?

If you can survive the 13 mine fields, you will enter a new type of universe. Space dust and alien forces make this new world a difficult challenge!

## **Number of Ships**

In each game you start with 5 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	Medium	Small
Floating	100	135	200
Fireball	325	360	425
Magnetic	500	535	600
Magnetic-Fireball	750	785	850

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

## Restarting Game

To restart a completed game with the same number of players, press any of the four action buttons once the game is over. If you wish it restart the game before it is completed, or change the number of players, press the Reset Button on the console.







## 90 Day Limited Warranty

This warranty is valid only for service in the country of purchase. General Consumer Electronics Inc. warrants to the original purchaser of this cartridge that the product will be free of defects in material or workmanship for 90 days from the date of purchase. During this warranty period, the product will be repaired or replaced with a new or reconditioned unit, at our option, without charge.

The original purchaser must return the product to the dealer with proof of the date of purchase or mail it, properly packaged, prepaid and insured to: General Consumer Electronics Inc., 233 Wilshire Boulevard, Santa Monica, CA 90401.

If you return the product without proof of the date of purchase, or after the 90-day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a \$15.00 service charge. Please include a check or money order in the full amount along with your name, address, city, state and zip code. This non-warranty service will only be available within one year from the date of purchase.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others is not covered by the warranty. Any implied warranties are limited to the 90 day period from the original date of purchase.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

United Kingdom - This undertaking is in addition to consumer statutory rights and does not affect those rights in any way.

## Order Form For Replacement Screen Overlays

Additional screen overlays may be ordered by completing this form and mailing it with your check or money order for \$2.00 each. Address check or money order to:

**GCE, Vectrex Screen Overlays, P.O. Box 8123,  
San Francisco, CA 94128.**

Please allow 2-3 weeks for delivery. Offer subject to availability. **NOTE: Separate cartridges are needed for the overlays listed below.**

		Quantity (fill in)		Cost (fill in)
Mine Storm	HO-4000	_____	@\$2.00 =	_____
Armor Attack	HO-4010	_____	@\$2.00 =	_____
Berzerk	HO-4020	_____	@\$2.00 =	_____
Clean Sweep	HO-4030	_____	@\$2.00 =	_____
HyperChase	HO-4040	_____	@\$2.00 =	_____
Cosmic Chasm	HO-4050	_____	@\$2.00 =	_____
Rip-Off	HO-4060	_____	@\$2.00 =	_____
Scramble	HO-4070	_____	@\$2.00 =	_____
Solar Quest	HO-4080	_____	@\$2.00 =	_____
Space Wars	HO-4090	_____	@\$2.00 =	_____
Star Hawk	HO-4100	_____	@\$2.00 =	_____
Star Trek	HO-4110	_____	@\$2.00 =	_____
Blitz!	HO-4120	_____	@\$2.00 =	_____
<b>OTHER</b>	_____	_____	@\$2.00 =	_____
	(specify)			

**Total Overlays Ordered** \_\_\_\_\_ **Total Cost \$** \_\_\_\_\_

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