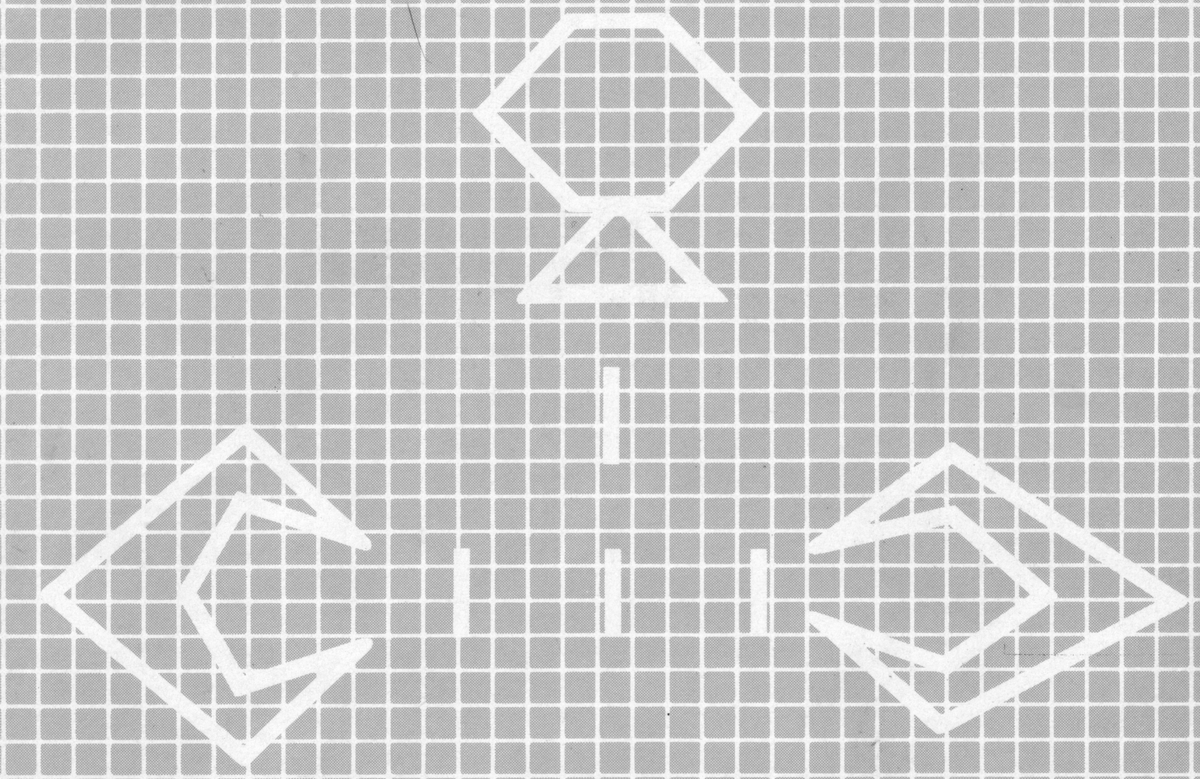
Vectrex™
ARCADE SYSTEM

CLEAN SWEEP™



GCE™
ENTERTAINING NEW IDEAS™

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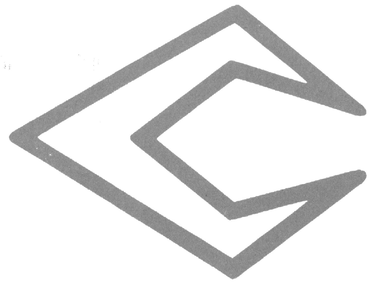
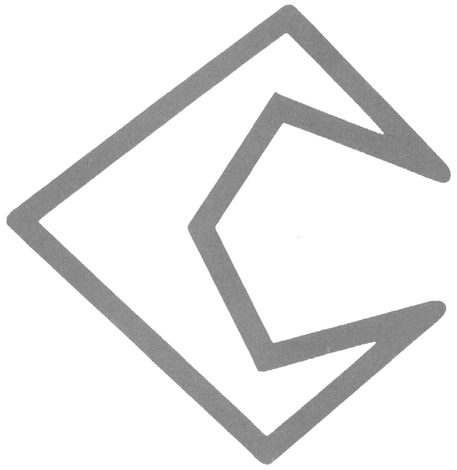
Vectrex™
ARCADE SYSTEM

GCE™
A MILTON BRADLEY COMPANY

9872G-062





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 =	_____
OTHER	_____ (specify)	_____	@$2.00 =	_____

Total Overlays Ordered _____ **Total Cost $**_____

CA Residents Add 6% Sales Tax $_____

Total Amount Enclosed $_____

Name _____ Phone (____) _____

Address _____

City _____ State _____ Zip _____

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.

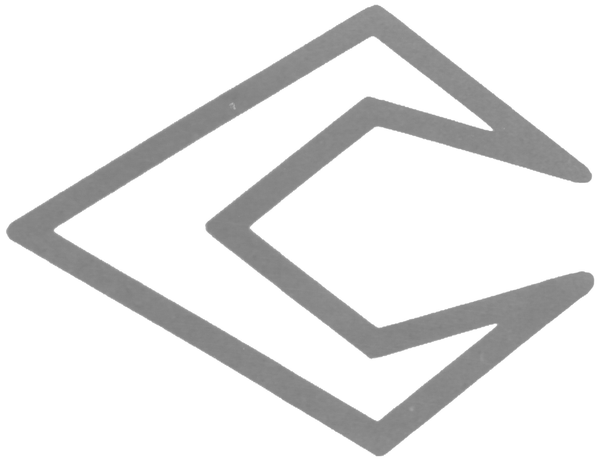
If you return the product without proof of the date of purchase, or after the 90-day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a $15.00 service charge. Please include a check or money order in the full amount along with your name, 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.

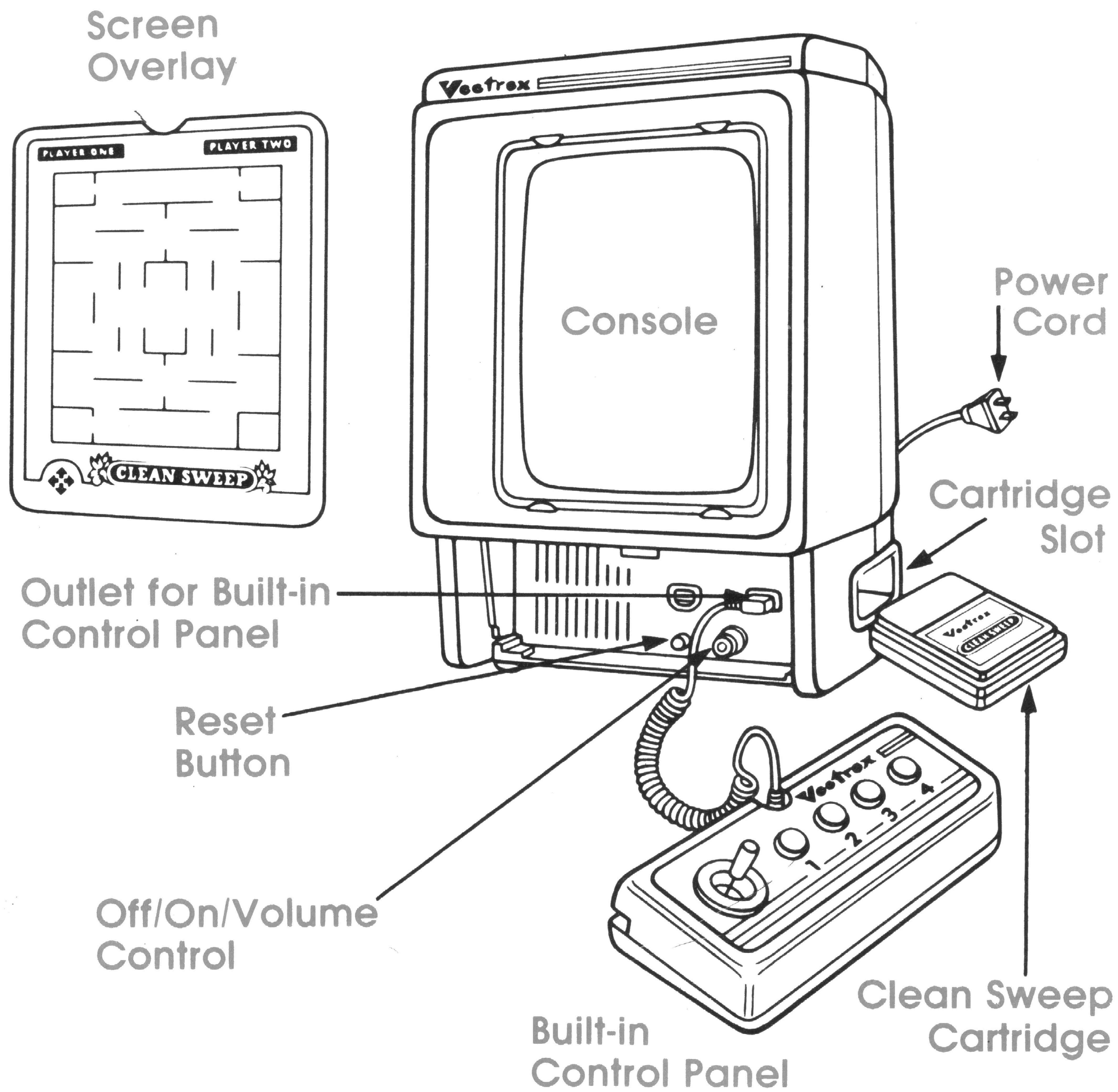
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

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

Evil bank robbers have just blown your bank to smithereens. As bank president, you only have a vacuum available to recover the money strewn among the rubble, before the thieves destroy you! The thieves get increasingly anxious, but for added challenge, turn off the lights of the bank's corridors and gather the money through a blind maze.



Setting Up



Score Record

Date	Name	Score

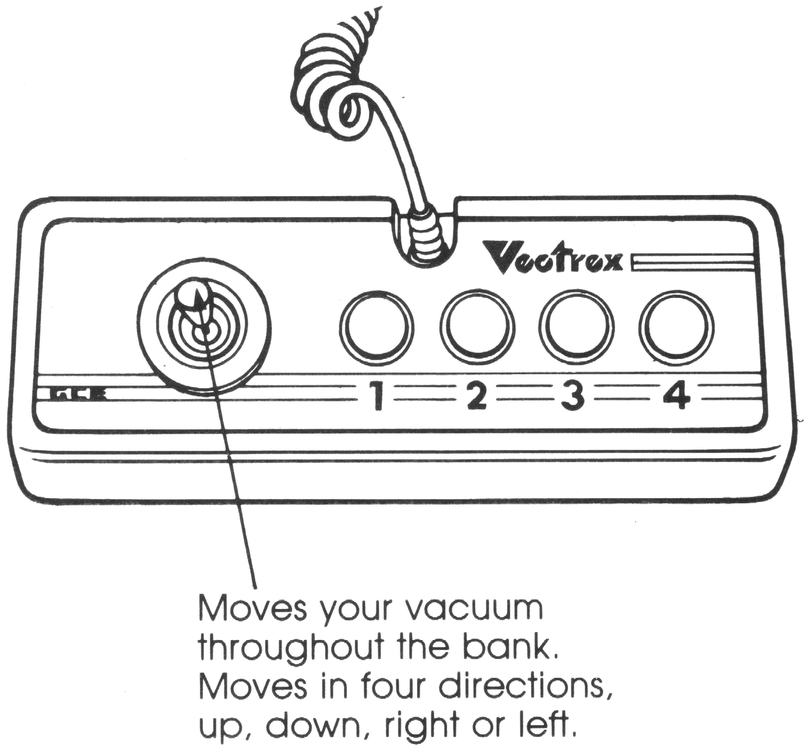
Score Record

Date	Name	Score

- 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.
- Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- 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.

Clean Sweep Controls

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



Scoring

Points are earned as follows:

Action	Points
Each dollar collected	10
Each dollar re-deposited in vault	20
Supercharging in corner	50
While supercharged:	
Eating 1 robber	100
Eating 2 robbers	200
Eating 3 robbers	400
Eating 4 robbers	800

High Score Memory

As long as your machine is on, with the Clean Sweep cartridge in place, the high score is retained. Once the machine is turned off and the cartridge 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 with the same number of players and game play option, press any of the 4 buttons once the game is over. If you wish to restart the game before it is completed, or change the number of players or game play option, press the Reset Button on the console.

Getting Destroyed

Once you are destroyed by a robber, you will disappear. If you have any additional vacuums left, you will return in the center and be given another chance to complete the level you were in.

The Maze

The maze is a series of hallways, with the vault in the center. You are always safe from the robbers when you are in the vault.

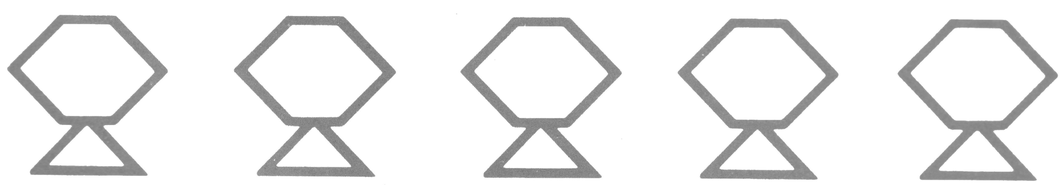
There are four doorways, one on each side. The robbers will enter from them. You can leave the maze through any of the doorways and return through the doorway on the opposite side.

Levels

Each time you collect all the money in a maze, you will be transported to the next level that has a new, tougher maze. Your vacuum will fill up faster and the robbers will enter sooner and will move more quickly.

Number of Vacuums

At the beginning of each game, you will have 5 vacuums. A bonus vacuum is awarded after earning 10,000 points.



How To Play

Player Selection

Clean Sweep can be played as a one or two player game. When PLAYER 1 GAME 1 appears on the screen, press Button 1 once to switch to a two player game. PLAYER 2 GAME 1 will then show on the screen. When played 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.

Game Selection

You have a choice of two game play options. They are:

Game 1: The bank's corridors are shown, creating a maze. You will have a clear picture of the passageways.

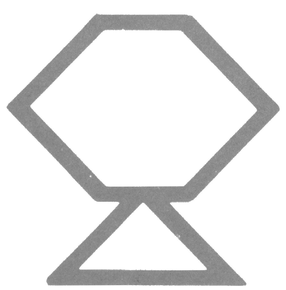
Game 2: The bank's corridors are not shown, creating a blind maze. In effect, you are fighting the robbers without any lights on in the bank.

When PLAYER 1 GAME 1 appears on the screen, press Button 2 once to select Game 2. PLAYER 1 GAME 2 will then appear on the screen. To return to Game 1, press Button 2 again. If you do not choose a particular game, Game 1 will be chosen for you.

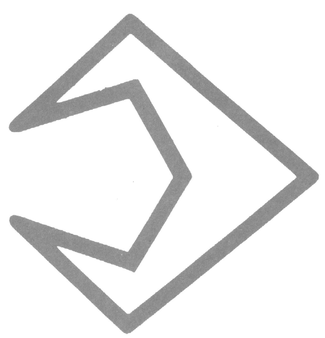
Starting Game Play

Once you select the number of players and the game play option, press Button 4 to start game play.

Objects Found in the Bank



Your Vacuum



Robbers

Game Play

Evil bank robbers have just tried to burglarize your bank. The dynamite they planted caused an explosion, leaving the bank in a terrible mess. The corridors create a maze, with money strewn everywhere. Use the Joystick to maneuver your vacuum throughout the bank and sweep up the money. The Joystick can move your vacuum up, down, right or left.

Your vacuum bag is limited in what it can hold. You will start to see it grow larger. Eventually, it will not hold any more money, and you will have to re-deposit the money by entering the vault in the center of the screen. Your vacuum does not have to be full to enter the vault and re-deposit the money.

Picking up the money with your vacuum is not easy because the bank robbers return, one by one, to try and destroy you. You must avoid them or get "supercharged" and try to destroy them.

Supercharging

Your vacuum can become temporarily supercharged by entering one of the four special rooms in the corners of the bank. As long as you are supercharged, you will have the power to destroy the robbers. When you begin to blink, beware. . . your supercharged powers are about to end. Once you use a special room, the door closes and you cannot use it again until you have swept up all the money in that level of the bank and enter the next level.