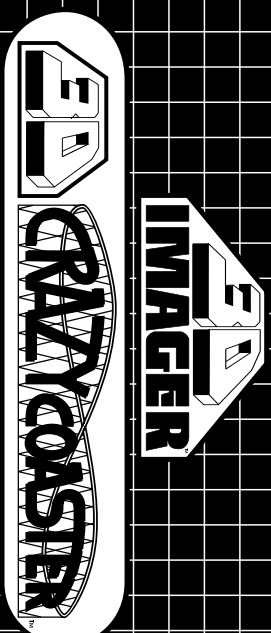


Vectrex[™]
GRAPHIC COMPUTER SYSTEM

Vectrex[™]
GRAPHIC COMPUTER SYSTEM

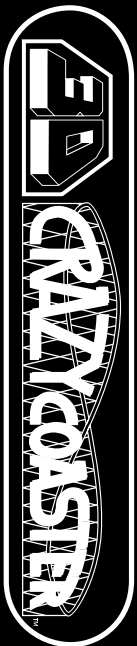
GCE[™]
A Milton Bradley Company

140016-0104 ART REV A



GCE
A Milton Bradley Company

© General Consumer Electronics, Inc. 1983. Santa Monica, CA 90401. All Rights Reserved.
A copyright protection is claimed on the program stored within the cartridge.



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:

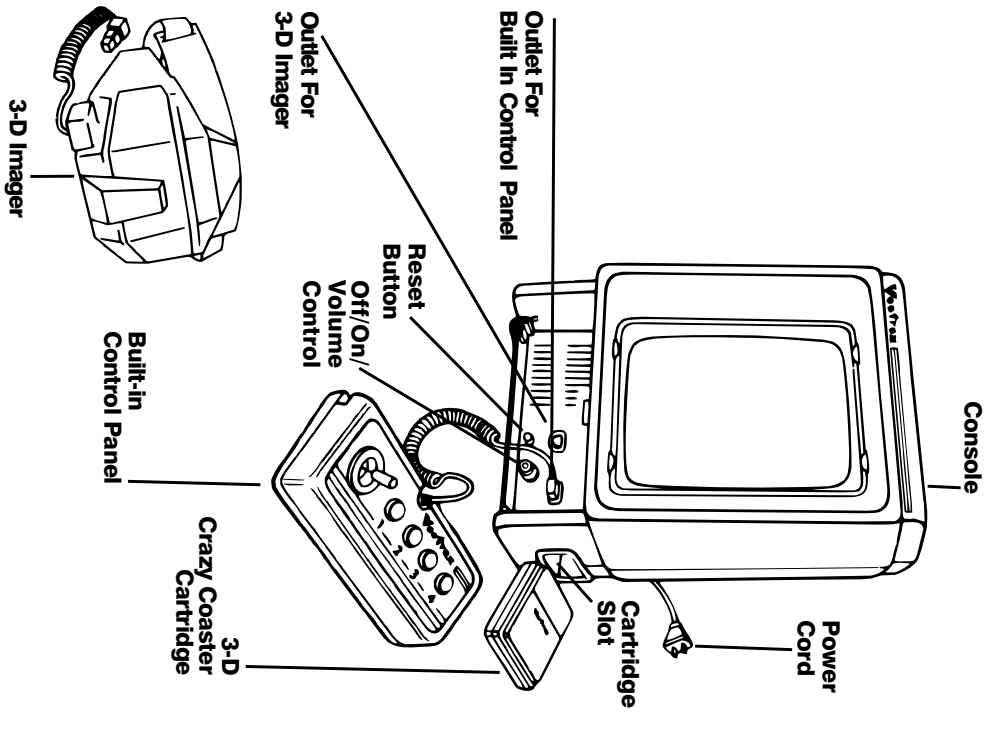
General Consumer Electronics Inc.

233 Wiltshire 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.

Setting Up



Score Record

Date	Name	Score

Score Record

Date	Name	Score
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Setting up

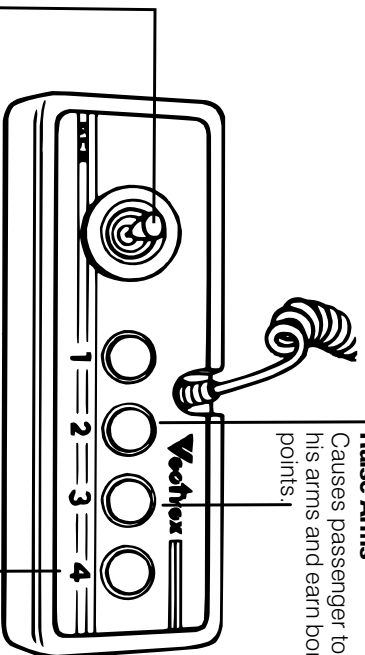
- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Insert the special color wheel for 3-D Crazy Coaster™ into the 3-D Imager (see 3-D Imager 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 Crazy Coaster 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 Crazy Coaster title.
- Adjust the volume control to the desired listening level.

3-D Crazy Coaster Controls

3-D Crazy Coaster is played with the built-in control panel only. The functions of the controls are:

Duck
Causes passenger to duck his head (and lower arms if raised) to avoid low-flying birds and other objects.

Raise Arms
Causes passenger to raise his arms and earn bonus points.



Joystick
Push forward to make the coaster go faster; backward to make it go slower. Push to left or right to lean passenger in left or right direction.

Grab
Causes passenger to grab restraint bar.

Score Record

Date	Name	Score
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Score Record

Date **Name** **Score**

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

How to Play

Starting Game Play

3-D Crazy Coaster 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

Your goal in 3-D Crazy Coaster is to ride a wild roller coaster as fast and as far as possible. There are steep hills, right turns, left turns, and even low-flying birds! The faster you go, the more dangerous it will be... but you'll score more points too.

When speeding around curves, push the joystick left and right to make your passenger lean in the correct direction. If he leans too much, the coaster will slow down and lose precious time. If he doesn't lean at all, he could fly right out of the coaster! For added danger and excitement, use Button 3 to raise your passenger's arms and score bonus points! But be careful... with arms raised your passenger will be twice as likely to fly out of the coaster. Use Button 4 to grab the restrainer bar just in time before the coaster makes a sharp turn or reaches a hilltop. Whenever birds fly at you, press Button 2 to duck. Otherwise, you will be knocked out of the car. Also duck when ice cream cones and other objects come at you; if they hit you, you will lose your vision for awhile.
(Note: If your arms are already raised, they will automatically be lowered when you 'duck'.)

Number of Passengers

In each game you have four passengers. If a passenger flies out of the coaster or gets knocked out by the birds, you will lose the time it takes for another passenger to appear, and the game will continue at the point where the previous passenger was lost. The game will end when all four passengers have been lost.

Scoring

Your score is based on how fast your coaster travels as well as the total distance it travels with the four passengers. The faster the average speed and the further the coaster goes, the higher your score. Your speed points will be doubled while your arms are raised.

High Score Memory

As long as your machine is on, with the 3-D Crazy Coaster cartridge in place, the high score is retained. Once the machine is turned off and the cartridge removed, the high score is lost. To check the high score, press the Reset Button on the console.

Restarting the Game

To restart after a completed game, simply press any of the buttons on the control panel.

Score Record

Date	Name	Score
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____