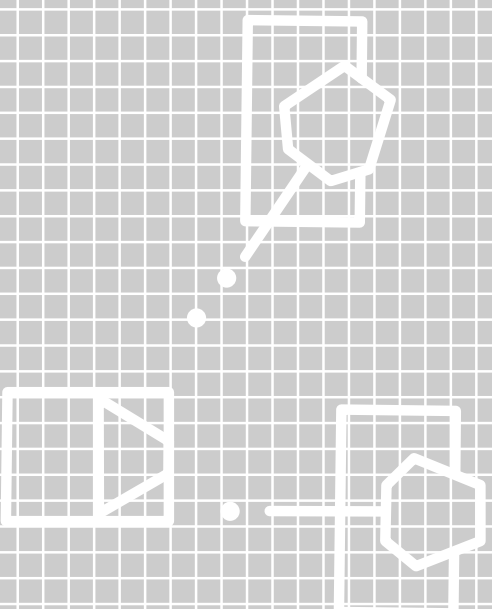


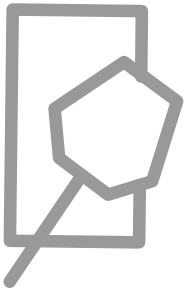


ARMOR... ATTACK

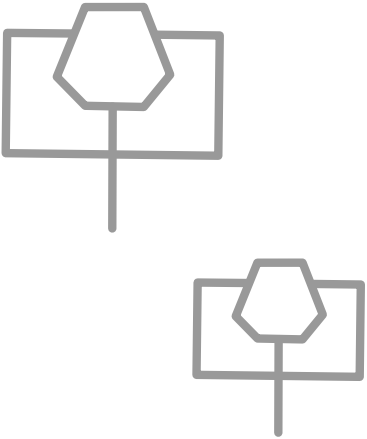


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9872H-062



ARMOR.. ATTACK*



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, PO. 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 Corp. 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 Corp., 233 Wilshire Boulevard, Santa Monica, CA 90401.

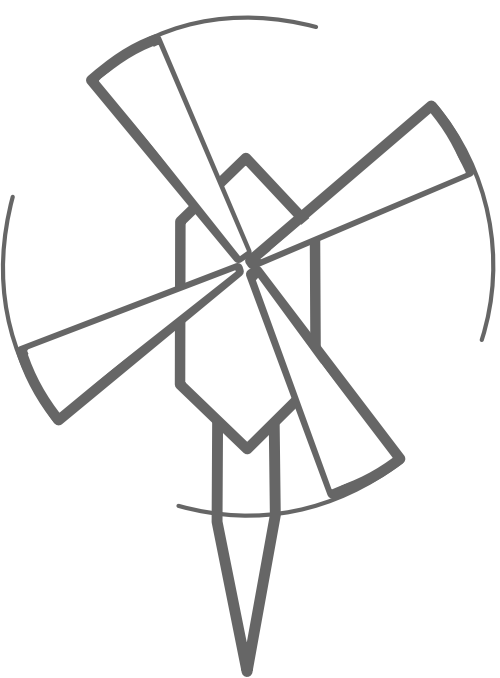
If you return the product without proof of the date of purchase, or after the 90-day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a \$15.00 service charge. Please include a check or money order in the full amount along with your name,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

Maneuver your jeep through the streets and alleys of an occupied town. Hide from the enemy tanks behind buildings and launch your own surprise attack! Improve your chance of survival by playing with an ally. But beware of the deadly helicopter flying overhead . . . no place is safe from this treacherous enemy.

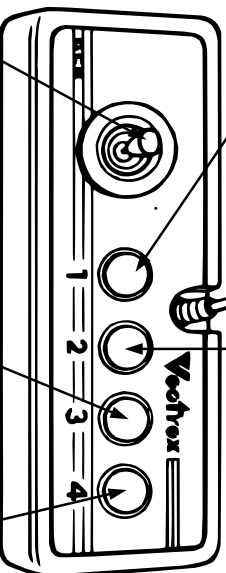


Armor Attack Controls

As a one player game, Armor Attack is played with the built-in control panel. For simultaneous two player game play, a second control panel is needed (sold separately). The functions of the controls are the same on both panels, as follows:

Left Rotation
Rotates your jeep to the left. See "Game Selection" for specific information.

Right Rotation
Puts up your jeep to the right. See "Game Selection" for specific information.



Rotates your jeep. Pushing to the right rotates clockwise. Pushing to the left rotates counter clockwise.

Thrust
Moves your jeep forward through the city.

Fire
Fires missiles at enemy tanks and helicopters.

Scoring

Points are earned for destroying tanks and helicopters, as follows:

Action	Points
First hit on tank	200
Second hit on tank	300 + Bonus
Helicopter Destroyed	1000

The bonus is equal to 100 points for each helicopter previously hit. After each 5 helicopters, the bonus starts again at 100 for the next helicopter.

High Score Memory

As long as your machine is on, with the Armor Attack 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.

Game Play

Your jeep will appear in the middle of a bombed out city still inhabited by your enemies. If two players are defending the city, two jeeps will appear. An enemy tank will roll in from the outskirts of the city and you must destroy him before he destroys you. Use the Joystick or Buttons 1 and 2 to aim your jeep and Button 3 to move forward. Once in striking range, use Button 4 to fire your missiles. Hitting the tank once will dismantle him . . . you must hit him a second time to destroy him. As you destroy tanks, additional tanks will be dispatched from the enemy battalion and an enemy helicopter will also enter, prepared to do battle. Your missiles can destroy the helicopter too, but there is no place to hide from this treacherous enemy.

Getting Hit

If you are hit by a tank or helicopter missile you will lose one jeep. If you have additional jeeps left, you will return to the city and face your enemies again.

Number of Jeeps

At the beginning of each game, you will have 5 jeeps. A bonus jeep is awarded each time 5 helicopters are hit.

How To Play

Player Selection

Armor Attack can be played as a one or two player game. When **PLAYER 1** appears on the screen, press

GAME 1

Button 1 once on the built-in control panel to switch to a two player game. **PLAYER 2** will then

GAME 2

show on the screen. When played as a two player game, a second control panel is necessary. You can return to a one player game by pressing Button 1 again before starting game play.

Game selection

You can select any of three game play options. They are:

Game 1: The buildings are drawn in on the screen giving you a clear picture of the obstacles. The Joystick is used to rotate your jeep, but Buttons 1 and 2 can also be used to “fine tune” your movements. Every time you press Button 1 or 2 you rotate only *slightly* to the left or right.

Game 2: The buildings are drawn in on the screen, as in Game 1. The Joystick can be used to rotate your jeep, but Buttons 1 and 2 can also be used to rotate your jeep freely to the left or right. There is no “fine tuning” feature in this option.

Game 3: The buildings are not drawn in on the screen, creating a blind maze. The Joystick or Buttons 1 and 2 can be used to rotate your jeep, as in Game 2.

When **PLAYER** appears on the screen, press Button 2



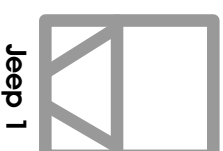
to change to the game you wish to play. For example, if you press Button 2 twice, **PLAYER** will appear on the screen. This will give you game play option 3. If you do not choose a particular game, Game 1 will be chosen for you.



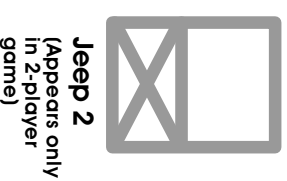
Starting Game Play

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

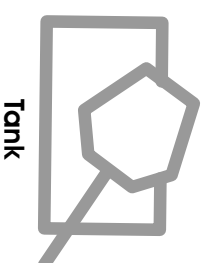
Objects Found in the City



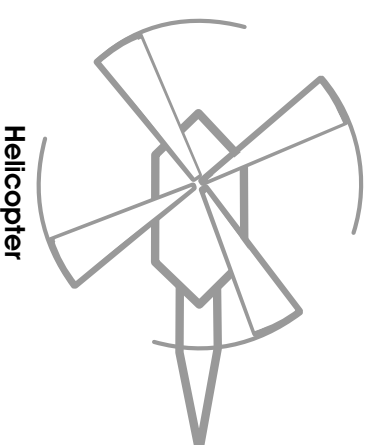
Jeep 1



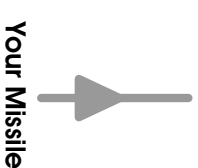
Jeep 2
(Appears only
in 2-player
game)



Tank



Helicopter



Your Missile