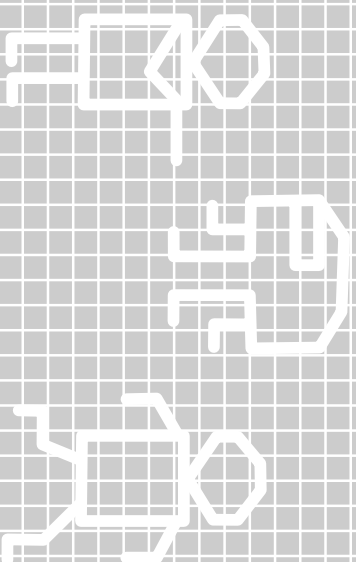


Vectrex[™]
ARCADE SYSTEM

BERZERK^{*}

Vectrex[™]
ARCADE SYSTEM



GCE[™]
ENTERTAINING NEW IDEAS[™]

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GCE[™]
A MILTON BRADLEY COMPANY

9872C-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, 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 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, prepayed 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.

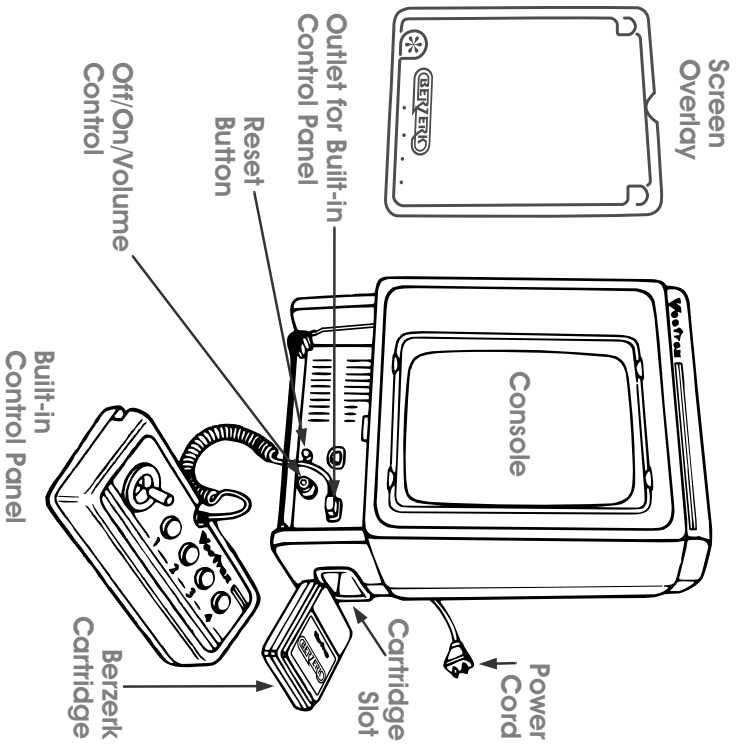
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

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

Maneuver your humanoid through the electrified mazes of robot filled rooms. You may kill off the first group of robots but initial success does not mean survival . . . future groups begin firing at you! Added danger lurks when Evil Ot- to enters. He can jump the maze walls and squash you if you linger too long!



Setting Up



Score Record

Date	Name	Score

Score Record

Date	Name	Score
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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- 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.

High Score Memory

As long as your machine is on, with the Berzerk 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, 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, press the Reset Button on the console.

How To Play

Player Selection

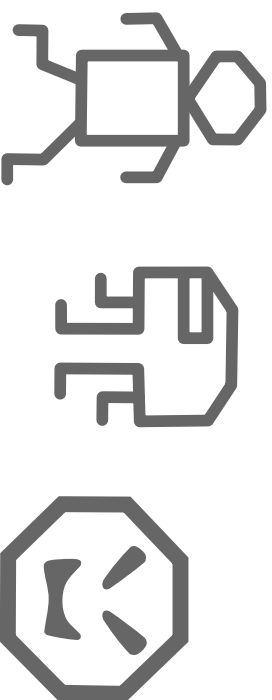
Berzerk can be played as a one or two player game. When **PLAYER 1** appears on the screen, press Button 1 once to switch to a two player game. **PLAYER 2** will then show on the screen. When played as a two player game, only the built-in control panel is used and the players take turns using this control panel. You can return to a one player game by pressing Button 1 again before starting game play.

Starting Game Play

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

Characters

There are 3 types of characters who will appear in the mazes:



Evil Otto

Game Play

As your Humanoid enters the electrified maze, he will blink on and off. Use the joystick to run through the maze in any of 8 directions. As you run, you will be attempting to destroy the Robots who inhabit the maze. As you run, press Button 4 to shoot bullets in the direction you are moving. Be careful not to walk into the walls or into a Robot - they are electrified and can destroy you. You can escape the maze at any time by running through any of the indicated exits. Every time you exit a maze, you will automatically be transported to another maze filled with Robots.

Number of Robots

There may be from 1 to 11 Robots in each maze.

Evil Otto

In addition to the Robots, Evil Otto will appear later and will try to destroy you by crushing you. He can jump over walls and cannot be destroyed by your bullets, so your only hope is to run to the next maze.

Getting Hit

If you are hit by a Robot or Evil Otto, you will lose a man and be automatically transported to another maze.

Types of Robots

At first, it will be easy to shoot the Robots because they do not fire bullets at you. However, as your score gets higher, the Robots get meaner. They will shoot more bullets and move more quickly.

Number of Humanoids

At the beginning of the game, you will have 3 Humanoids. A bonus Humanoid is awarded for each 5000 points scored.

Scoring

Each Robot you destroy is worth 50 points. If the whole maze is cleared, you receive a bonus of 10 points for each Robot that was in the maze.

