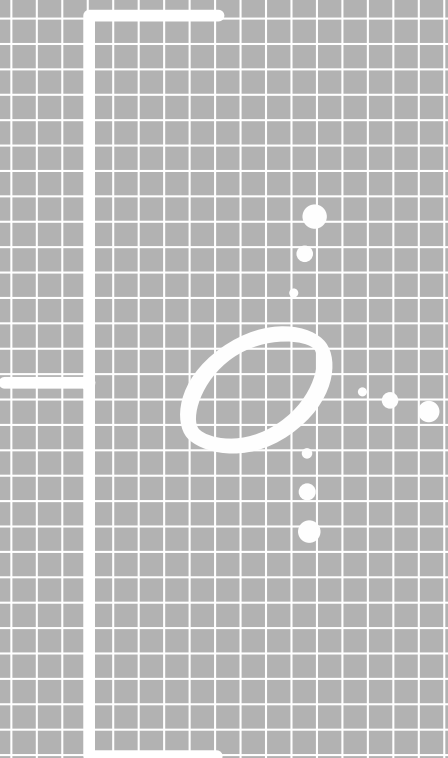


VectrexTM
ARCADE SYSTEM

BULITZ!TM
ACTION FOOTBALL

VectrexTM
ARCADE SYSTEM



GCETM
ENTERTAINING NEW IDEASTM

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GCETM
A MILTON BRADLEY COMPANY

9872M-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.

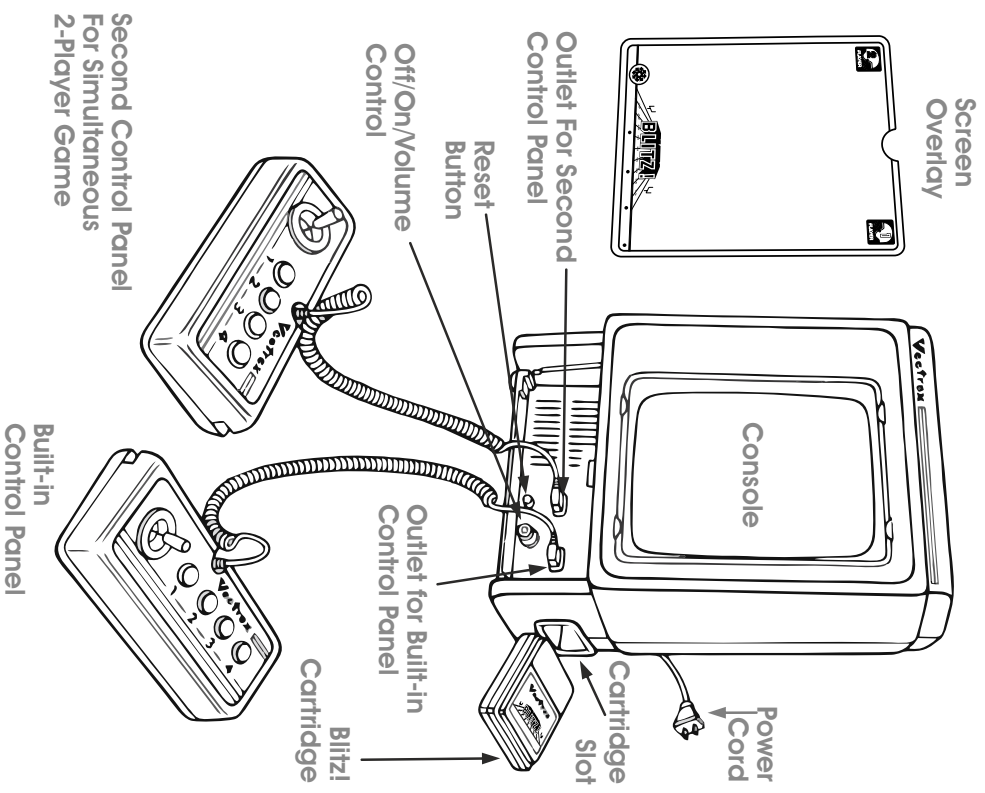
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

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

Will you have a championship season or just be an also-ran? You're in control as head coach of this championship caliber squad. Run, pass, punt, kick field goals -- all the excitement of a real game. Play against the computer's tough defense or invite a visiting coach to join in a real showdown!



Setting Up



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Score Record

Date	Name	Score

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Score Record

Date

Name

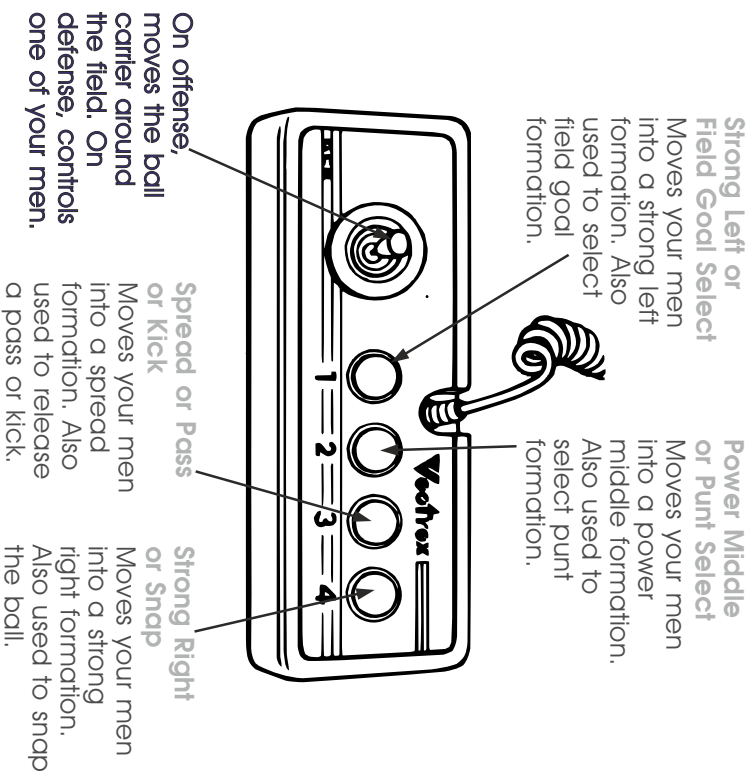
Score

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.
- For simultaneous 2-player game play, plug second control panel (sold separately) into the control panel outlet on the left.
- 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.

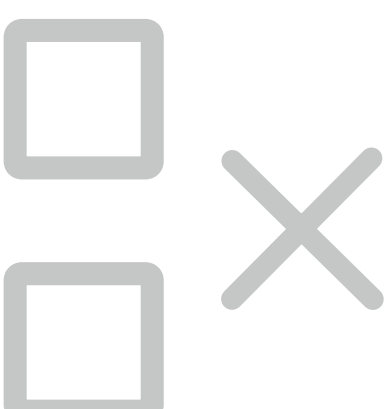
Blitz! Controls

As a one player game, Blitz! is designed to be played with the built-in control panel. For 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:



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.



After each score the ball must be kicked-off to continue the game. In a one player game, the kick-off will happen automatically. In a two player game, the scoring team should press Button 3 to kick-off.

Statistics

At the end of the game, a statistic page will appear, recapping the game. It will show the following statistic for both the Home Team (player 1) and the Visiting Team (player 2 or computer):

Score
1st Downs
Yds Rushing
Yds Passing

Additionally, the longest single run and longest single pass of the game will be listed.

High Score Memory

As long as your machine is on, with the Blitz! 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.

How To Play

Player Selection

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

1
GAME
1

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

2
GAME
1

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 have a choice of 3 game options. Each game operates the same way, but they vary in speed and difficulty. Game 1 is the slowest and easiest while

Game 3 is the fastest and most difficult. When **PLAYER** appears on the screen, press Button 2 to

1
GAME
1

change to the game you wish to play. For example, if you press Button 2 twice, **PLAYER 1** will appear on

GAME 1
GAME 2
GAME 3

the screen. 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 number, press Button 4 for kick-off formation. In a one player game, you control the “X” team and the computer controls the “O” team. In a two player game, the right control panel controls the “X” team and the left control panel controls the “O” team.

Game Play

As the crowd cheers, both sides take the field and prepare for the kick-off of a 5 minute game. The object of the game is the same as the pros – try to get 10 yards in 4 downs on your way to a touchdown. The down number and yards to go are shown at the bottom of the screen and the first down marker is shown on the left side of the field.

In a one player game, the kick-off will happen automatically. In a two player game, the “O” player (the one using the left control panel) will press Button 3 to kick-off. Once the ball lands, the offensive

When playing against the computer, you are always the offensive team. When the computer takes possession of the ball he will either punt or attempt a field goal. However, remember to set up a defensive formation before he can attempt to kick or punt.

Self Play Mode

If you do not choose a formation within 2 minutes, the game will go into a self play mode. Formations and snaps will happen automatically. You will still have control over the movement of the players, but the computer will continue to choose formations and snap the ball until the game is over. You can end the self play mode only by pressing the Reset Button on the console.

Scoring

There are three ways to score:

Action	How Occurs	Points
Touchdown	Carry or pass ball into opponent's end zone.	7
Field Goal	Kick ball through opponent's goal posts.	3
Safety	Tackle opponent in this own end zone.	2

To kick a field goal, first select any formation. Once your opponent sets up his men, press Button 3 to change your men to field goal formation. The goal posts will appear. Snap the ball, line up with the goal posts, aim the direction of your kick with the joystick and press Button 3 to actually kick. To punt or kick, you must be behind the line of scrimmage. From either punt or field goal formation you have the option of running with the ball once the ball is snapped. However, you do not have the option of passing from either formation.

Getting Tackled

Once you are tackled by an opponent or run out of bounds, the official will blow a whistle and the play will be over. Both teams come out again ready for the next play.

Penalties

There are two penalties in Blitz!:

Delay of Game: If you take more than 30 seconds to snap the ball after the formations are set, this penalty will be called. You will lose five yards. The clock will not start again until the ball is snapped.

Offsides: If you are across the line of scrimmage when the ball is snapped, this penalty will be called. You will lose five yards. The clock will start again as soon as your new formation is in place.

Don't forget, Blitz! is just like real football. Therefore, the ball will be turned over to your opponent if you do not make a first down in 4 tries.

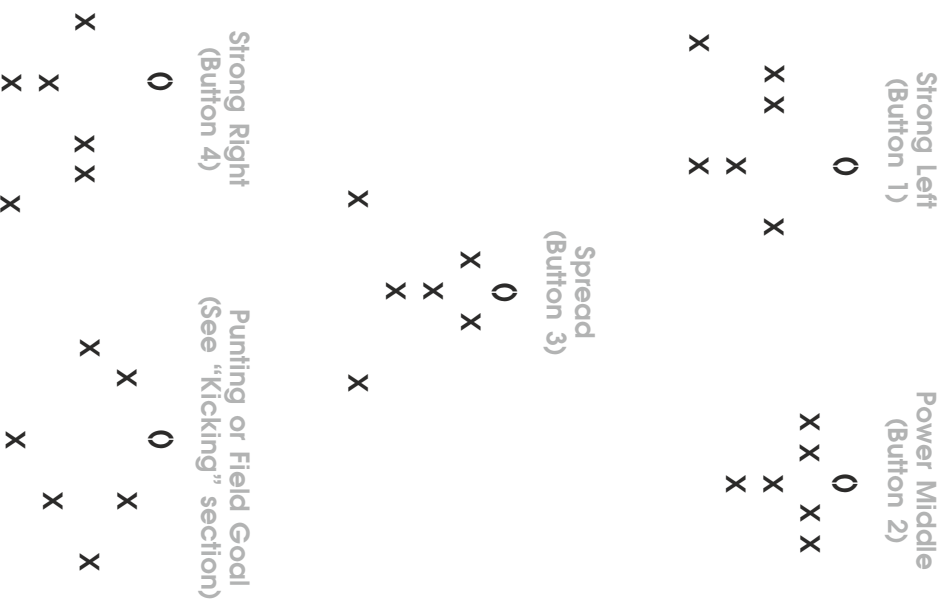
player will have to recover the ball and run back downfield. Once tackled, the field will rotate 180° because the offense will *always* move from the bottom of the screen to the top.

At the start of each down, the offensive player selects his team's formation with one of the four buttons. If two people are playing, the defensive player then chooses a formation. In a one player game, the computer will select a defensive formation. As the offensive player, you control the brightly lit character on the field. You can move him anywhere behind the line of scrimmage prior to the snap of the ball. Once you snap the ball, by pressing Button 4, you control the player with the ball. The ball will always be snapped to the player immediately behind the ball. As a defensive player, you always control the brightly lit defensive character.

Just like the real game, you better watch the clock, too. You only have 30 seconds to snap the ball once the formations are set. Otherwise, a delay of game penalty will be called. Once the ball is snapped you have the options of running, passing, punting or attempting a field goal. You're the coach, so anticipate the action as you lead your team down the field.

Positions

There are 5 basic positions you can line your men up in:



10

Running

You can run on any down. Push the joystick to move your player in any direction.

Passing

You also have the option to pass on any down. To pass the ball, first snap to your quarterback. Be careful to stay behind the line of scrimmage! Wait for one of your men to get clear, aim the joystick toward him, and then press Button 3 to release the pass. You can continue to control the ball slightly by using the joystick until the pass is caught or falls to the ground. Make sure an opponent isn't in range of your pass because you might get intercepted! If the pass is complete, you control the receiver and can continue to run downfield.

Kicking

You also have the option of punting and kicking field goals. To attempt a punt, first set your men up in any formation. Once your opponent sets up his men, press Button 2 to change your men to punt formation. Press Button 4 to snap the ball to your punter. Just like passing, point your joystick in the desired direction of your kick and press Button 3.

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