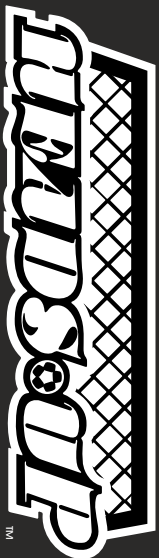




PART NO. 140016-0019 ART REV A

9872S-053

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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.

SCREEN OVERLAY		
Mine Storm	Solar Quest	Spike
Armor Attack	Space Wars	SpinBall
Berzerk	Star Hawk	Web Wars
Clean Sweep	Star Trek	Pole Position
Hyperchase	Blitz!	Dark Tower
Cosmic Chasm	Heads-Up	Star Castle
Rip-Off	Fortress of Narzod	Others_____
Scramble	Bedlam	(specify)

SCREEN OVERLAY (fill in)	QUANTITY (fill in)	COST (fill in)
_____	_____	@ \$2.00 \$
_____	_____	@ \$2.00
_____	_____	@ \$2.00
_____	_____	@ \$2.00
_____	_____	@ \$2.00
_____	_____	@ \$2.00
_____	_____	@ \$2.00
Total Overlays Ordered _____		Total Costs \$ _____
Callf. Residents Add 6% Sales Tax _____		\$ _____
Total Amount Enclosed _____		\$ _____

Name _____ Phone () _____

Address _____

City _____ State _____ Zip _____

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.

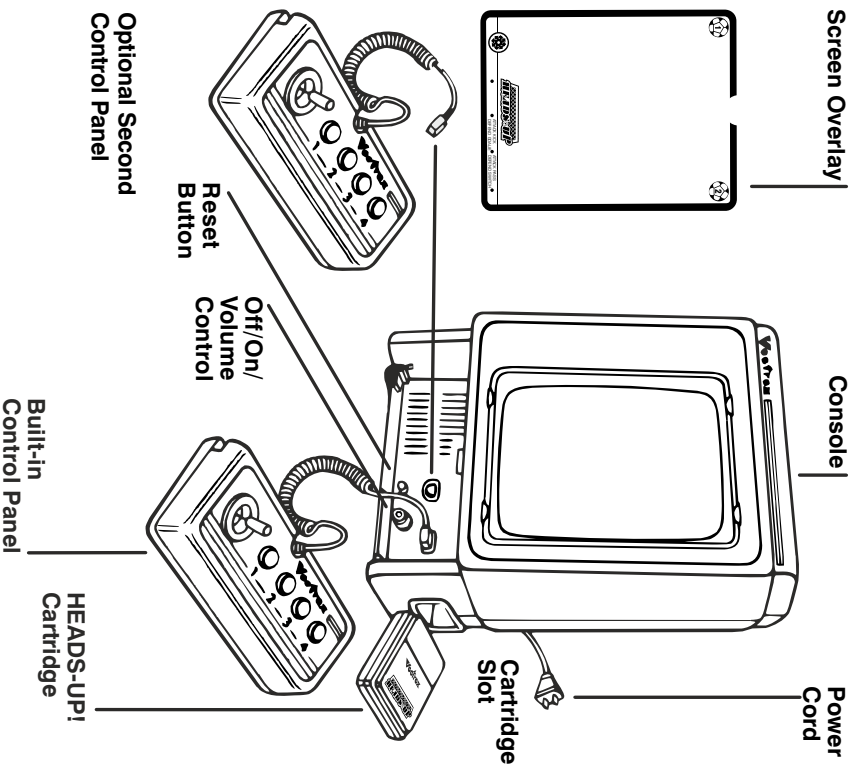
233 Wilshire Boulevard,
Santa Monica, California 90401.

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.

Take the ultimate soccer challenge... without ever leaving your seat! Play with a friend or tackle the computer itself in an action-packed soccer game that takes all the concentration, strategy and split-second reactions of the real thing! You're in control as the realistic, dimensional players get the ball down the field by passing, bouncing and kicking it back and forth to one another — just like a real soccer game!

HEADS-UP! And get ready for an exciting and demanding soccer tournament... complete with the roar of the crowd!

Setting Up

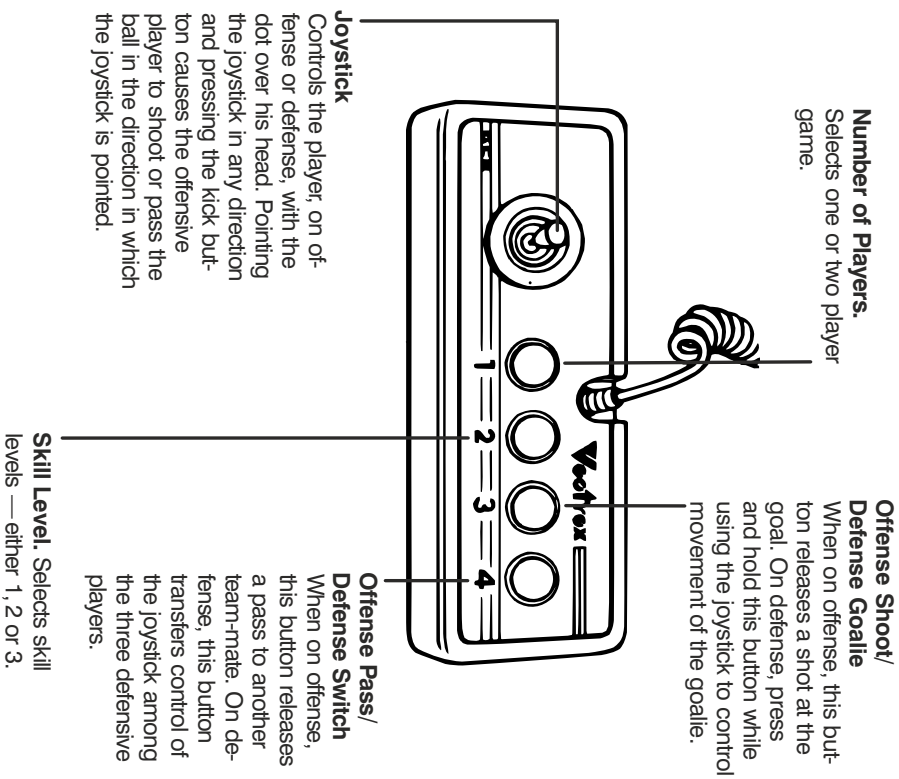


Score Record

Date	Name	Score

Heads-Up Controls

As a one player game, Heads-Up is designed to be played with the built-in control panel. For two-player simultaneous game play, a second control panel is needed (sold separately). The functions of the controls are the same on both:



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Scoring

Just like in real soccer, a team earns one point each time it kicks a ball into the goal. When the game ends, the final score is tallied and shown.

High Score Memory

As long as your machine is on with the Heads-Up cartridge in place, the high score is retained. Once the machine is turned off, and the cartridge is removed, the high score is lost. To view the high score, press the Reset Button on the console.

Restarting Game

To restart after a completed game with the same number of players and with the same skill level, simply press any of the buttons on the control panel. If you wish to restart the game before it is completed, or change the number of players or difficulty level, press the Reset Button on the console.

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The Defensive Player & Defensive Goalie

The defensive player that is controlled by the joystick is the player with the dot over his head. Control can be switched from one defensive player to another by pressing Button 4. The defensive player can charge and steal the ball from the offensive player by coming in contact with the ball. The defensive steal is not always automatic!

The defensive goalie can be controlled with the joystick when Button 3 is pressed. He'll move up and down in front of the goal in the same direction the joystick is pushed.

The Throw-In & Out-of-Bounds Shots

When the ball travels out-of-bounds on the sideline, the team touching the ball last loses possession of the ball and the other team will throw the ball in. When the ball travels out along the end line and the defense touched it last, the offense will have a corner kick. If the offense touched the ball last, the goalie will kick the ball in.

For the throw-in, a player automatically runs to the boundary line and throws the ball into the field to a selected team-mate by pressing Button 4.

Watch the Clock!


The game consists of two consecutive three-minute halves. (Halves are indicated at the bottom center of the screen.) The clock, located at the top center of the screen, *only* stops when a team scores. If the score happens to be tied at the end of the two halves, be prepared for a Sudden Death overtime! Once in Sudden Death, the game will continue at three minutes per period until a team scores and wins the game.

How To Play

Player Selection

Heads-Up can be played as either a one or two-player game. The two-player game requires a second, optional control panel (sold separately). When



on the screen, press Button 1 once to switch to a two-player game.  will then be displayed on the screen.



You can return to a single player game pressing Button 1 again before starting game play.

Skill Level Selection

You can begin Heads-Up at any of three different skill levels. Level 1 is the least difficult and Level 3 is the most difficult. To select a skill level, press Button 2.

Starting Game Play

Once you have selected the number of players and the skill level, press Button 4 for kick-off. In a one player game, you always control the brightly lit players and the computer controls the dimly lit players. In a two-player game, the built-in control panel controls the brightly lit players and the second control panel controls the dimly lit players.

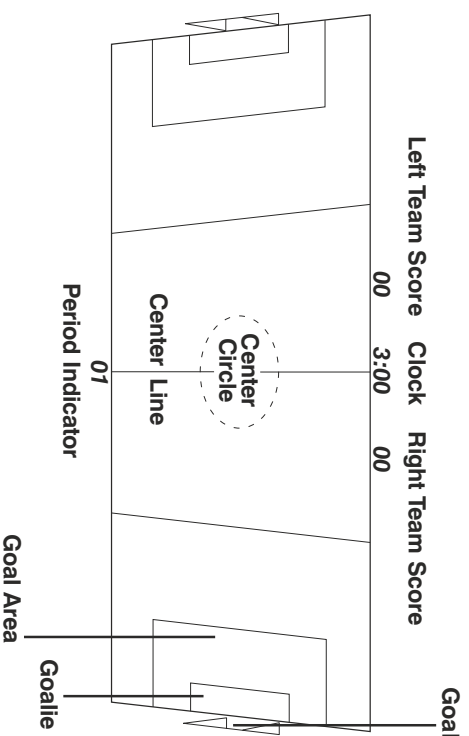
Game Play

Listen to the roar of the crowd. Heads-Up is about to begin! The objective is to kick the ball into the opposing team's net and score as often as possible when on offense — and prevent opposing players from kicking the ball into your goal when on defense. Just like the real pros!

Each team has three players on the field and one goalie who remains in his goalie box. The joystick controls the player, on offense or defense, who has a dot over his head. The offensive man who has the ball will be the controllable player and will have the dot over his head. The defensive player who is controllable has a dot over his head and is switchable among the three players by pressing Button 4.

The Game Field

The “scrolling” effect of the Heads-Up playing field is specially designed to create a feeling of real soccer play. You’ll never see the entire field at once, but if you could it would look like this.



The Kick-Off

When the teams are lined up for kick-off, the team with the center man furthest from the center line is the offensive team. On start-up, the team on the right side of the screen

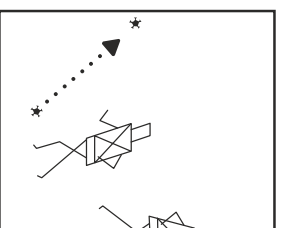
is always on offense. The kick-off, started by pressing Button 4, brings the center player to the ball. He kicks it either to the top or bottom team-mate. When the ball is caught, the two remaining offensive players begin moving in a pattern and will travel down the field as long as the goal line is not in view.

Passing & Shooting

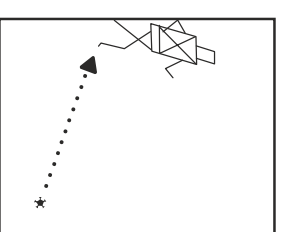
Get ready! Here comes a pass right at you! The offensive team may dribble, pass or shoot the ball in any direction by pointing the joystick in that direction. A pass will travel in the direction the joystick is pointing when Button 4 is pressed. A pass slows in speed as it travels and will eventually come to a stop if it is not caught.

To kick or shoot the ball, press Button 3 in the same way as for a pass. Any player, offense or defense, coming in contact with the ball can take possession when the ball is passed or kicked. (A kick travels faster than a pass.)

Use the scrolling effect of the game field to your advantage when you pass or shoot. Remember, there will always be three players on your team. When a player disappears off the screen, he will reappear on the opposite side — directly across from the point where he left the screen — as the field scrolls. When passing, aim for that position.



As the controllable player moves to the left, his team-mates will disappear off-screen to the right.



The team-mate will reappear directly across from the point at which he disappeared.