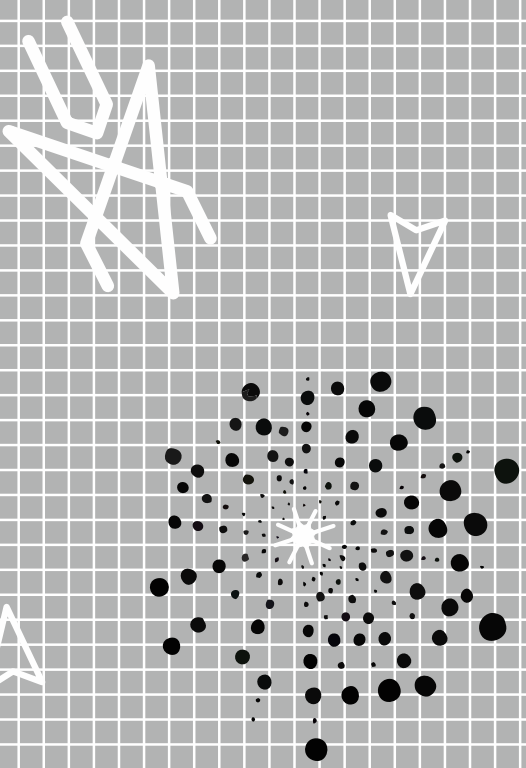


Vectrex[™]
ARCADE SYSTEM

SOLAR QUEST*

Vectrex[™]
ARCADE SYSTEM



GCE[™]
ENTERTAINING NEW IDEAS[™]

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GCE[™]
A MILTON BRADLEY COMPANY

987ZE-062



SOLAR QUEST*



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, prepayed packaged, prepaid and insured to: General Consumer Electronics, Inc., 233 Wilshire Boulevard, Santa Monica, CA 90401.

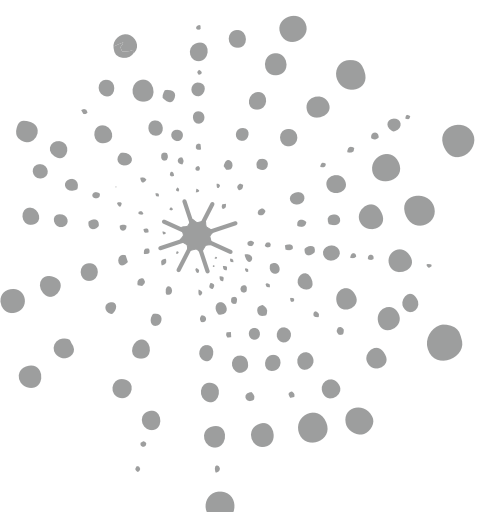
If you return the product without proof of the date of purchase, or after the 90-day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a \$15.00 service charge. Please include a check or money order in the full amount along with your name,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

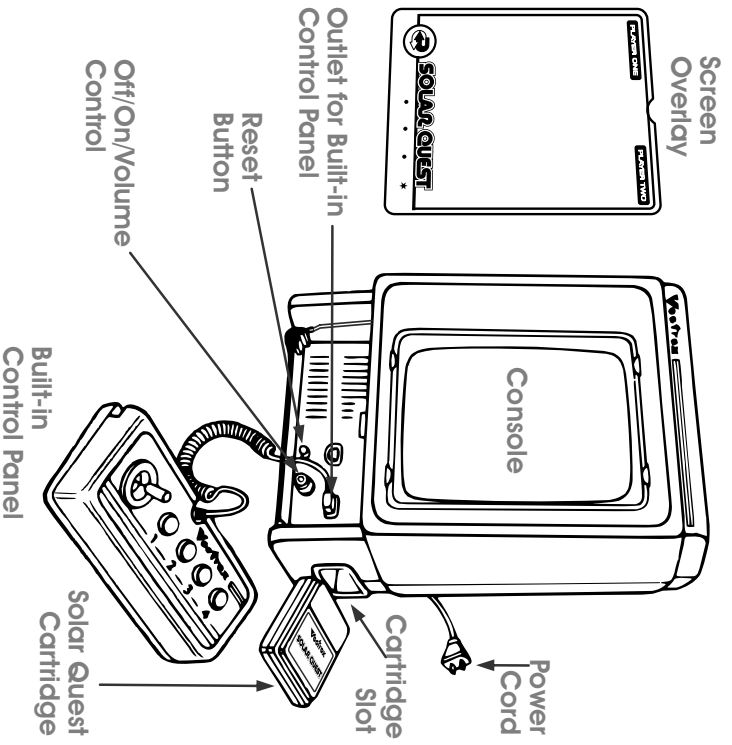
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

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

How many types of alien vessels will you be able to destroy? Seven different types are after you. You must first destroy them and then attempt to rescue the survivors before they float into the sun. Don't get your ship too close to the sun. . . its high temperatures can destroy you.



Setting Up



Score Record

Date	Name	Score

Score Record

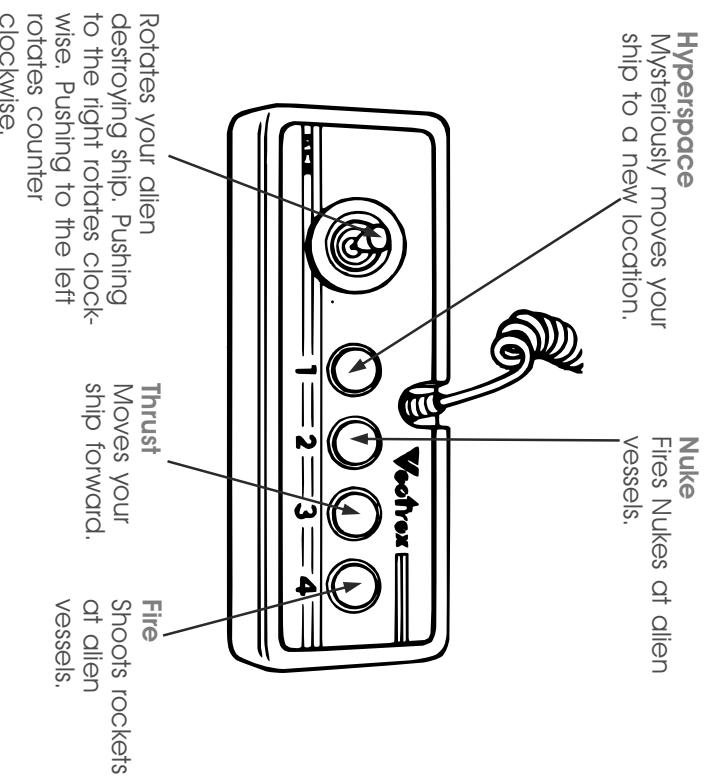
Date	Name	Score
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- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Make sure the console 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.

Solar Quest Controls

Score Record

Solar Quest is designed to be played with the built-in control panel only. The functions of the controls are:



Date

Name

Score

High Score Memory

As long as your machine is on, with the Solar Quest 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

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

1

Button 1 once to switch to a two player game.

PLAYER 2 will then show on the screen. When played

2

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 phase and start game play.

Game Play

The first group of aliens will fly on to the screen.

Use the Joystick to rotate your ship and Button 3 to move forward. You must try to destroy the ships before they collide with you. To destroy alien vessels one at a time, press Button 4 to fire rockets. You can destroy many alien vessels at the same time by using Button 2, the Nuke. Press this button once to fire the Nuke and a second time to release its force. The number of remaining Nukes are shown at the bottom of the screen.

Button 1 allows you to move mysteriously on the screen to avoid being hit. Use it cautiously . . . it might put you in an even more difficult predicament.

Once an alien vessel is destroyed, its survivor will remain and float toward the sun in the center of the screen. You can earn extra points by either destroying the survivors or picking them up in your craft before the sun destroys them.

As the game progresses, new types of aliens, who are even faster and more deadly, will enter the field.

Getting Hit

If an alien collides with you or you get too close to the sun, you will lose one ship. If you have additional ships left, you will return to the field with the same type of alien that destroyed you.

Number of Ships

In each game you start with 3 ships. An extra ship is awarded for each 25 survivors rescued.

Scoring

Points are awarded for destroying the alien ships, as follows:

Alien	Points
Alien 1	250
Alien 2	300
Alien 3	350
Alien 4	400
Alien 5	450
Alien 6	500
Alien 7	750

After careful piloting, a ghost ship will appear. You will earn 3500 points for destroying it. If a survivor is destroyed, 250 points are earned. If a survivor is picked up, 1000 points are earned. An extra Nuke is awarded for each 10,000 points earned.