Vectrex™
GRAPHIC COMPUTER SYSTEM

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GCE
A Milton Bradley Company

GRAPHICS ART REV A

3D IMAGER

3D NARROW ESCAPE

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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.

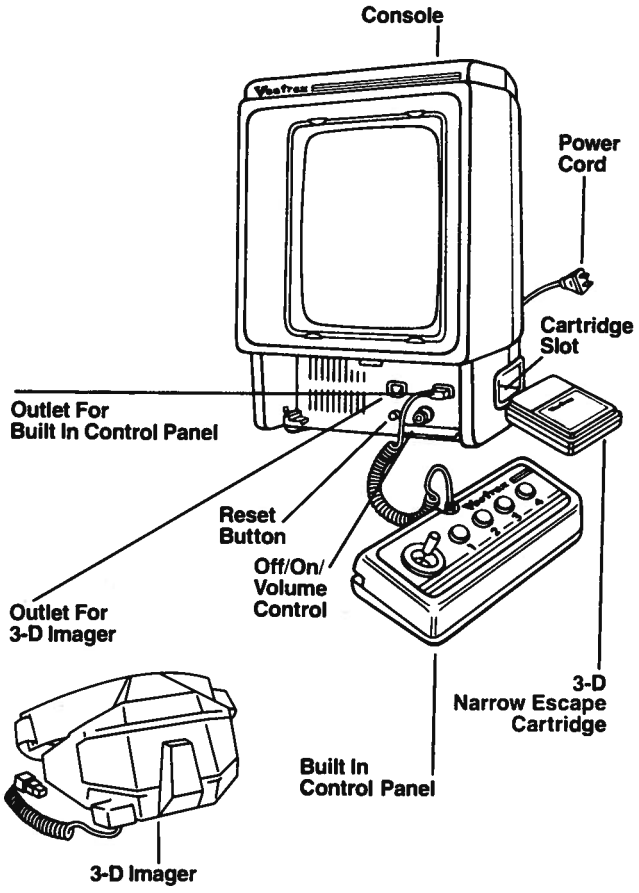
Score Record

Date	Name	Score

Enter the stellar fortress of a 23rd century warlord whose evil intent is to dominate your home star system and enslave all its inhabitants.

Your mission is to navigate through the narrow and fast-moving passages of the fortress and destroy the warlord's defense forces and his powerful arsenal. Beware…the passages of the fortress will encircle you in 3-D terror while the warlord's defense systems will become increasingly more menacing. Will you succumb to the evil of the warlord or destroy him and make a Narrow Escape?!

Setting Up



Score Record

Date	Name	Score

Score Record

Date	Name	Score

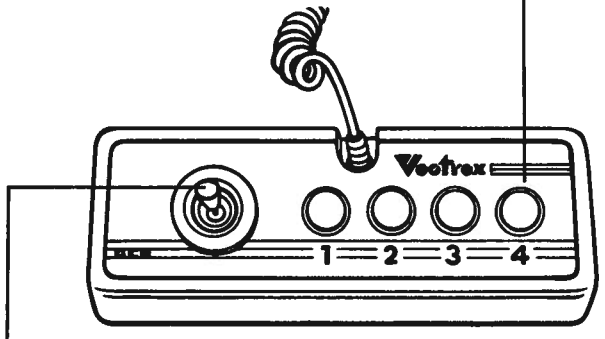
Setting up

- 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.
- Insert the special color wheel for 3-D Narrow Escape™ into the 3-D Imager (see 3-D Imager instructions for further details).
- Plug the Vectrex 3-D Imager into the outlet marked "2nd Player" (to the left of where the control panel is plugged in).
- MAKE SURE THE CONSOLE IS TURNED OFF BEFORE INSERTING THE CARTRIDGE. Insert the 3-D Narrow Escape cartridge into the cartridge slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Place the 3-D Imager over your eyes and head and adjust the strap for best comfort.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the 3-D Narrow Escape title.
- Adjust the volume control to the desired listening level.

3-D Narrow Escape Controls

3-D Narrow Escape is played with the built-in control panel only. The functions of the controls are:

Fire
Shoots lasers at enemy ships and target ships.



Joystick
Push forward to move your ship down, backward to move it up. Push left and right to move ship sideways.

Score Record

Date	Name	Score

Scoring

Points are awarded as follows:

Destroying Each Enemy Ship In The Defense Force	50 x Level Number
Capturing Fuel Cells	100 points
Hitting Warlord's Escape Ship	50 points
Destroying Warlord's Escape Ship	500 points

High Score Memory

As long as your machine is on, with the 3-D Narrow Escape 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 check the high score, press the Reset Buton on the console.

Restarting the Game

To restart after a completed game, simply press any of the buttons on the control panel.

How to Play

Starting Game Play

3-D Narrow Escape is a one-player game. After the cartridge is inserted, you will see the Vectrex title for a few seconds followed by the name of the game. The game will then start automatically.

Game Play

Your goal in 3-D Narrow Escape is to successfully navigate your ship through the narrow, fast-moving passages of the warlord's fortress, destroy his defense forces and powerful arsenal, and avoid space debris. You'll also have to maneuver your ship through small holes in a series of walls where you'll pick up precious fuel cells that allow you to continue on your mission. If you pilot your ship successfully, you'll be faced with the warlord's own escape ship which you must hit several times to destroy it and liberate the star system from the warlord's tyranny.

Each level gets more difficult as everything will move faster, your fuel will be consumed more quickly, the holes in the walls will get smaller, and you'll face more menacing defense forces.

Levels

The game progresses through increasingly difficult levels of play. Each level of game play consists of two phases:

Passages: During the first phase of each level, you must maneuver your ship through the narrow, moving passages with the joystick while shooting six of the warlord's defense forces with Button 4. If you miss any of the six, they will go off the screen and be re-cycled to give you another chance, but you'll use more fuel.

In addition to various defense forces, which you *must* destroy, there are extra targets that you can try to shoot for additional points. Unlike the regular defense forces, the extra targets are non-threatening—they will not shoot at you or crash into you.

During this phase, you must also deal with space debris, which will suddenly shoot up through the play field. You cannot shoot space debris but can only try to avoid it by dodging from side to side. If space debris crashes into your ship, it will destroy you.

As you navigate your ship through the narrow passages, be careful not to crash into the walls or you will destroy your ship. You can maneuver your ship into a gap between moving walls, but only for a brief moment or you will crash into the approaching wall. This 'side-stepping' into gaps is helpful when trying to avoid an approaching enemy or space debris.

Walls: If you successfully navigate the passages and destroy the required six defense forces, you will enter the second phase—a series of walls with holes. In the first level of the game, there will be five successive walls, each with one hole through which you must maneuver your ship. In the second level of play, there will be six successive walls, in the third level, seven walls, etc. Also, the size of the holes will get smaller in each new level. The hole will be in a different location on each wall.

After passing through the hole in each wall (but before entering the hole in the next wall) there will be a fuel cell which you must pass through in order to capture it. If you miss a fuel cell, you can still continue playing by entering the hole in the next wall. But keep an eye on your fuel gauge and try to capture fuel cells if your fuel is running low. (Note: In early levels of the game, you will not need to capture all of the fuel cells to get to the next level. However, as the game progresses, your fuel will be consumed faster, so you *will* need to capture all of the fuel cells in order to make it through the next level).

Warlord's Escape Ship

After successfully completing three levels of play, you will come face-to-face with the warlord's escape ship in open space. You must shoot the warlord's ship *five* times to destroy it during the first encounter, seven times on the next encounter, etc. But be careful...the warlord's ship will also shoot at you and will try to avoid your shots! You can also intercept the warlord's torpedoes with your own shots. If you destroy the warlord's escape ship, you will enter the next (fourth) level of play and the game will continue. You will face the warlord's escape ship after successfully completing every three levels of game play, but each time you face it, you will have to hit the escape ship more frequently to destroy it.

Number of Ships

In each game, you start with four ships, 3 reserve ships plus your ship.