

Vectrex™
ARCADE SYSTEM

STAR CASTLE*

GCE

A Milton Bradley Company

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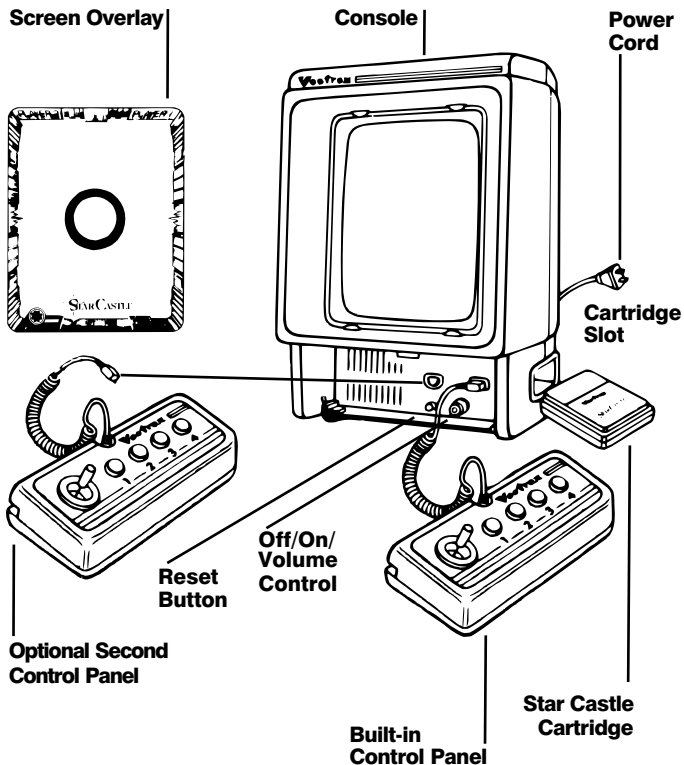
STAR CASTLE*



You and other experienced intergalactic voyagers have heard and shared the legend of the Star Castle — a mysterious fortress in a far away galaxy filled with incredible riches and surrounded by revolving walls of shimmering solid gold. Yet no one, until now, has ever actually seen the Castle — or lived to tell about it!

As you approach, you are overwhelmed with the beauty of the Castle but you suddenly realize that the golden walls hide a deadly arsenal. To survive you must destroy the walls and the powerful Energy Cannon they shield. Perhaps you will be the first to survive the Star Castle's arsenal and prove the legend true. Perhaps not!

Setting Up



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.
- For simultaneous two-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 cartridge 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.

Star Castle Controls

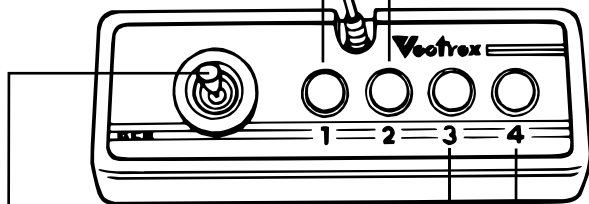
Star Castle can be played as either a one or two-player game using the built-in control panel. In a two-player game, a second, optional control panel can also be used. The functions of the controls remain the same for all play options.

Rotate Left

Rotates your star cruiser to the left (counter-clockwise). Also selects one or two-player game.

Rotate Right

Rotates your star cruiser to the right (clockwise). Also used to select skill level 1 or 2.



Joystick

Controls the rotation of your star cruiser.

Fire

Activates your star cruiser's missiles. Also, press to start game.

Thrust

Controls the forward movement of your cruiser. Also used to select skill level 1 or 2.

How to Play

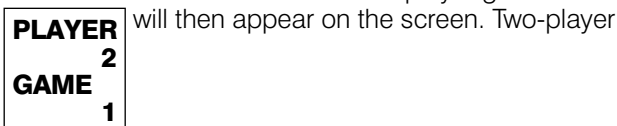
Player Selection

Star Castle can be played as either a one or two-player game. When



appears on the screen, press

Button 1 once to switch to a two-player game.



will then appear on the screen. Two-player

games can be played either with or without a second optional panel. If only the built-in control panel is used, simply alternate turns. With a second control panel you have the option of simultaneous play or alternating turns. You may return to a single player game by pressing the Reset Button on the console—then pressing Button 1 on the built-in control panel.

Skill Level Selection

You may begin Star Castle at either of two skill levels. Level 1 is the most difficult, Level 2 the least difficult. To select the skill level, press Buttons 2 or 3.

Starting Game Play

Once you have selected the number of players and the skill level, press Button 4 to begin your mission.

Game Play

As the commander of a highly maneuverable star cruiser, your mission in Star Castle is to destroy the powerful and deadly Energy Cannon that is shielded by three revolving octagonal walls.

Your skill and reflexes will be tested like never before as you attempt to destroy sections of the Castle's walls in order to give you a direct line of fire at the deadly Cannon. At the same time you must avoid or destroy the outer wall's energy bombs and the Cannon's awesome fireballs.

Your mission will increase in difficulty as the game progresses. The longer it takes you to destroy the protective walls of the Castle, the more aggressive the energy bombs will become. And as you blast your way through more sections of the walls, you will allow the Energy Cannon to fire directly upon your cruiser with greater and greater accuracy.

Your best chance for survival is to conduct your mission from the far corners of the screen—using your thrust to avoid the Castle's weapons. After striking the Castle, you can avoid retaliation by thrusting quickly around the screen. Use your reflexes and knowledge well—you are provided with only five star cruisers. Perhaps you will be the first to destroy the arsenal protecting the mysterious Star Castle. Or perhaps you will be one of the many never to escape its deadly beauty.

Star Cruiser



In Star Castle, you are provided with five highly maneuverable star cruisers that shoot powerful missiles in bursts of four at a time. (No more than four missiles may appear on the screen at one time.)

A cruiser will be destroyed when it is hit by either a fireball or energy bomb. If you should happen to actually bump one of the Castle walls, your cruiser will bounce

off in the opposite direction. Thrust your cruisers forward by pressing button 3. Change course either by pushing Buttons 1 & 2 or by using your joystick.

Castle Walls

The three revolving walls of the Star Castle are octagonal in shape, with eight sections each. Each section must be hit twice by your missiles in order to be destroyed. After the first hit, a wall section will glow—indicating it requires one more hit to be destroyed. The inner and outer walls revolve in the same direction; the middle wall revolves in the opposite direction. When outer Castle walls are completely destroyed, the inner walls quickly expand and a new wall forms around the Energy Cannon.

Energy bombs are released at random from the outer walls. These bombs will track your cruiser until it is destroyed. However, they can not follow you if you thrust off the screen and they can be disarmed by your missiles. There is no limit to the number of energy bombs the Castle will release and there are no points scored for disarming a bomb.

Energy Cannon



The Energy Cannon, located at the center of the Castle and protected by the three revolving Castle walls, is a deadly adversary. It will always track your cruiser as you move around the screen and as the game progresses it will move so quickly that it appears to blink into position.

Each time there are gaps in all three walls that are lined up together, the Energy Cannon will release a fireball directly at your star cruiser. Fireballs can not be destroyed with your missiles, they can only be avoided by thrusting your cruiser off the screen. These same gaps that allow the Cannon to release fireballs at your star cruiser also enable you to take direct aim at the Cannon to destroy it. Use extreme caution and aim well!

Scoring

Points are awarded as follows:

Target	Points
Outer Wall Section	10
Middle Wall Section	20
Inner Wall Section	30
Energy Cannon	A Bonus Star Cruiser

Player one's score is displayed in the upper right corner and the second player's score is shown in the upper left corner. The number of star cruisers remaining for your use is centered at the top of the playing area below the scores. Only nine star cruisers will be displayed at the top of the screen at one time. Those that are earned and are not displayed will still be available for your use.

High Score Memory

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

Restarting the Game

To restart after a completed game with the same number of players, simply push button 4 on the built-in control panel.

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.

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	

Total Overlays Ordered Total Costs \$

Calif. Residents Add 6% Sales Tax \$

Total Amount Enclosed \$

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