

MineStorm

Tread lightly! The transport lanes of intergalactic space have been seeded with mines from an alien vessel. Use your mine destroying blaster to blow up the mines before they annihilate you! You may survive the floating mines, but beware of the fireball, magnetic, and treacherous fireball-magnetic mines . . . 13 fields, each one more difficult, await you!

Setting up

- Make sure the console power cord is plugged into an electrical outlet that is appropriate for your Vectrex unit.
- 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 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.

Mine Storm Controls

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

Joystick

Rotates your mine destroying ship. Pushing to the right rotates clockwise. Pushing to the left rotates counterclockwise.

Escape (button 2)

Mysteriously moves your ship to a new location.

Thrust (button 3)

Moves your ship forward.

Fire (button 4)

Fires rockets at the mines.

How to Play

Player Selection

Mine Storm can be played as a one or two player game. When 'PLAYER 1' appears on the screen, press Button 1 once to switch to a two player game. 'PLAYER 2' will then show on the screen. When played 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 mine field and start game play.

Game Play

The enemy minelayer will move through your galaxy and will seed the first mine field. Your ship will come into view once he disappears. Four large mines will suddenly become activated.

Maneuver your ship within the galaxy in an effort to destroy the mines. Use your joystick to rotate your ship and button 3 to thrust forward. Button 2 allows you to mysteriously move to a new location on the screen. Use it cautiously... it might put you in a more difficult predicament! As you travel through space, use button 4 for fire at the mines. As you destroy them, additional mines will become activated. Be careful... the minelayer may reappear to seed the field, but you can blast him as well.

Once you make that part of the galaxy safe, you immediately travel to the next mine field. There are 13 different mine fields, each one becoming increasingly difficult.

Getting Hit

If you are hit by a mine you will lose one ship. The minelayer will reseed the field you are currently in and you will have another chance to clear out the field if you have any ships remaining.

Types of Mines

There are 4 kinds of mines which appear at different stages of the game.



Floating Mines:

These are "dumb" mines which simply drift through space.

**Fireball Mines:**

These mines hurl a fireball at you as soon as you hit them. You can avoid the fireball or destroy it with a rocket.

**Magnetic Mines:**

These mines will follow you anywhere in the galaxy you go.

**Magnetic-Fireball Mines:**

These mines have the traits of both Magnetic and Fireball Mines.

Each type of mine will appear in 3 sizes - large, medium and small.

Field Types

Each of the 13 mine fields gets more difficult, but each starts with 4 large mines. Once a large mine is destroyed, 2 medium-sized mines are activated. When a medium-sized mine is destroyed, 2 small mines are activated. The first field has 4 floating mines. Each new field starts with harder combinations of mines. Will you discover the types of mines in Field 13?

If you can survive 13 mine fields, you will enter a new type of universe. Space dust and alien forces make this new world a difficult challenge!

Number of Ships

In each game you will start with 5 ships. A bonus ship is awarded if you clear out 4 fields

Scoring

Points are awarded for destroying the mines, as follows:

Types of Mine	Large	Medium	Small
Floating	100	135	200
Fireball	325	360	425
Magnetic	500	535	600
Magnetic-Fireball	750	785	850

Additionally, 110 points are earned for hitting the fireball itself and 1000 points for hitting the minelayer.

Restarting the Game

To restart a completed game with the same number of players, press any of the four action 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.