

90 Day Limited Warranty

This Vectrex Graphic Computer System 3-D Imager™ 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 defective workmanship and materials.

Any implied warranties are also limited in duration to the 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 Vectrex 3-D Imager™ 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 Vectrex 3-D Imager™ or other incidental or consequential costs, expenses or damages incurred by the purchaser resulting from breach of any express or implied warranties on the Vectrex 3-D Imager™. 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 Vectrex 3-D Imager™ will, at the option of General Consumer Electronics, Inc., be repaired or replaced with a new or reconditioned Vectrex 3-D Imager™ 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

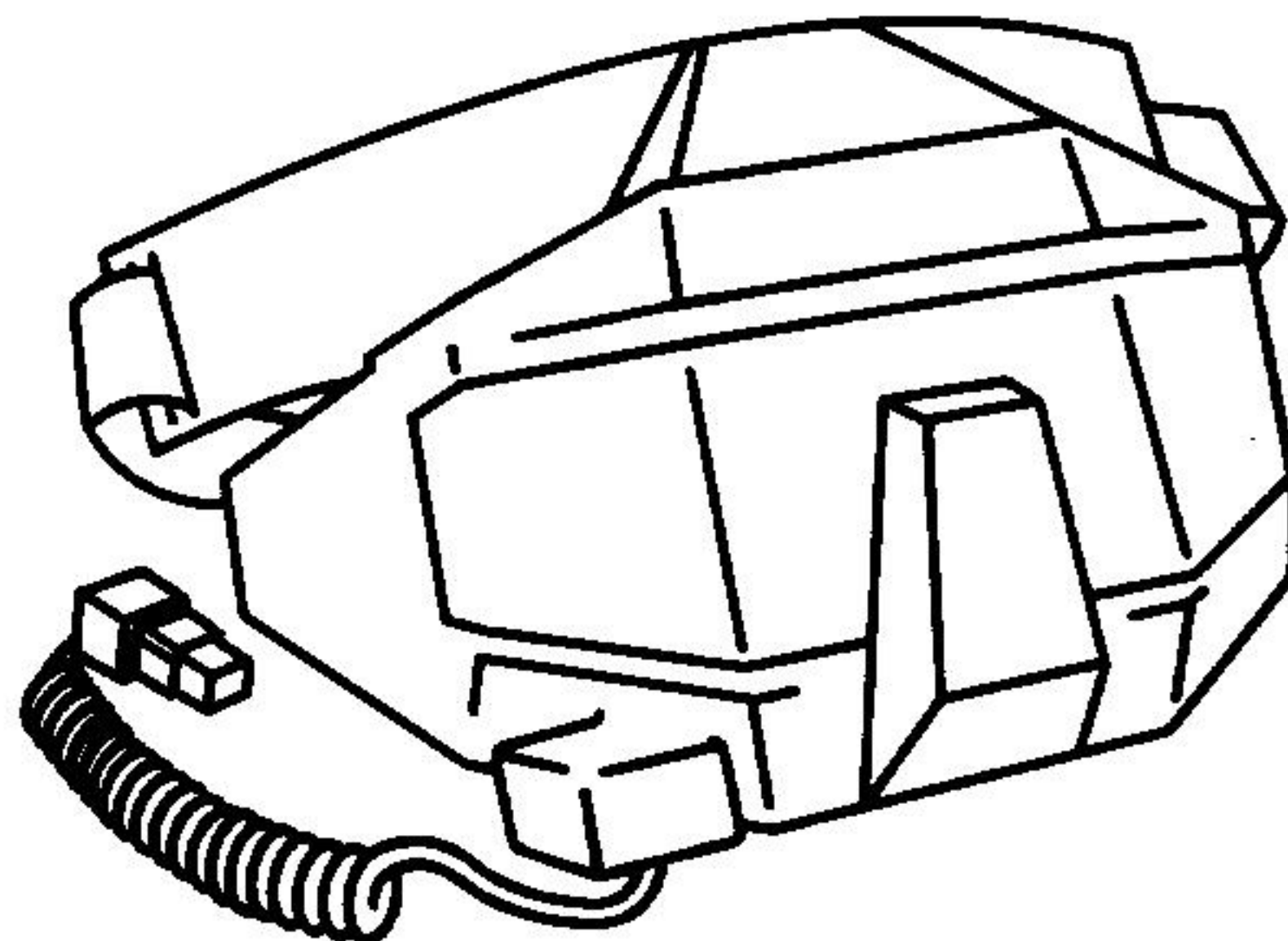
In the event that your Vectrex 3-D Imager™ is replaced, the warranty on the replacement will be 90 days from the date of its return to you.

GCE
A Milton Bradley Company

Vectrex™

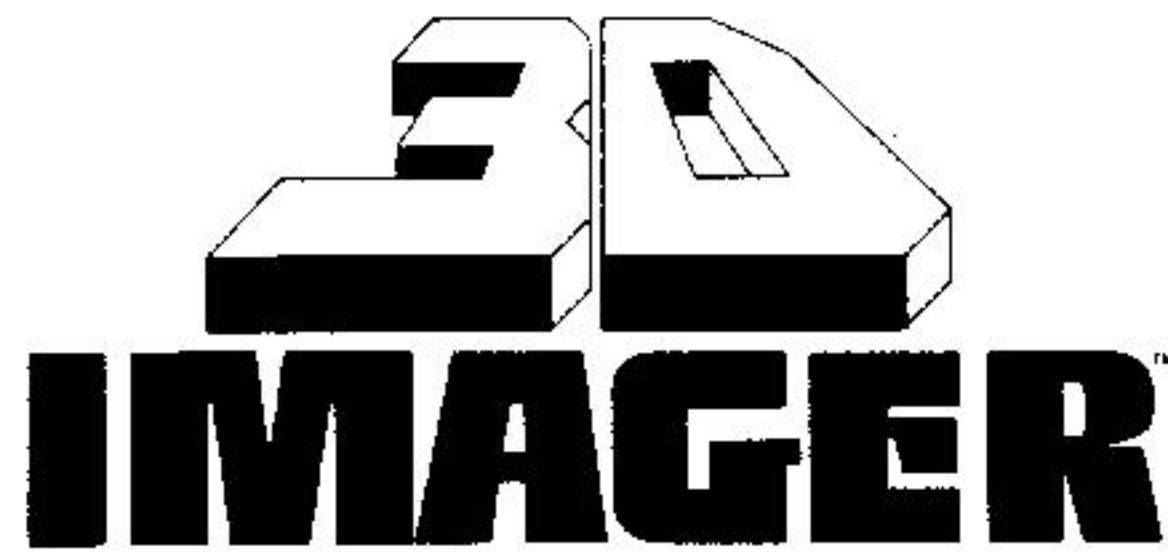
GRAPHIC COMPUTER SYSTEM

**3-D
IMAGER™**



Vectrex™

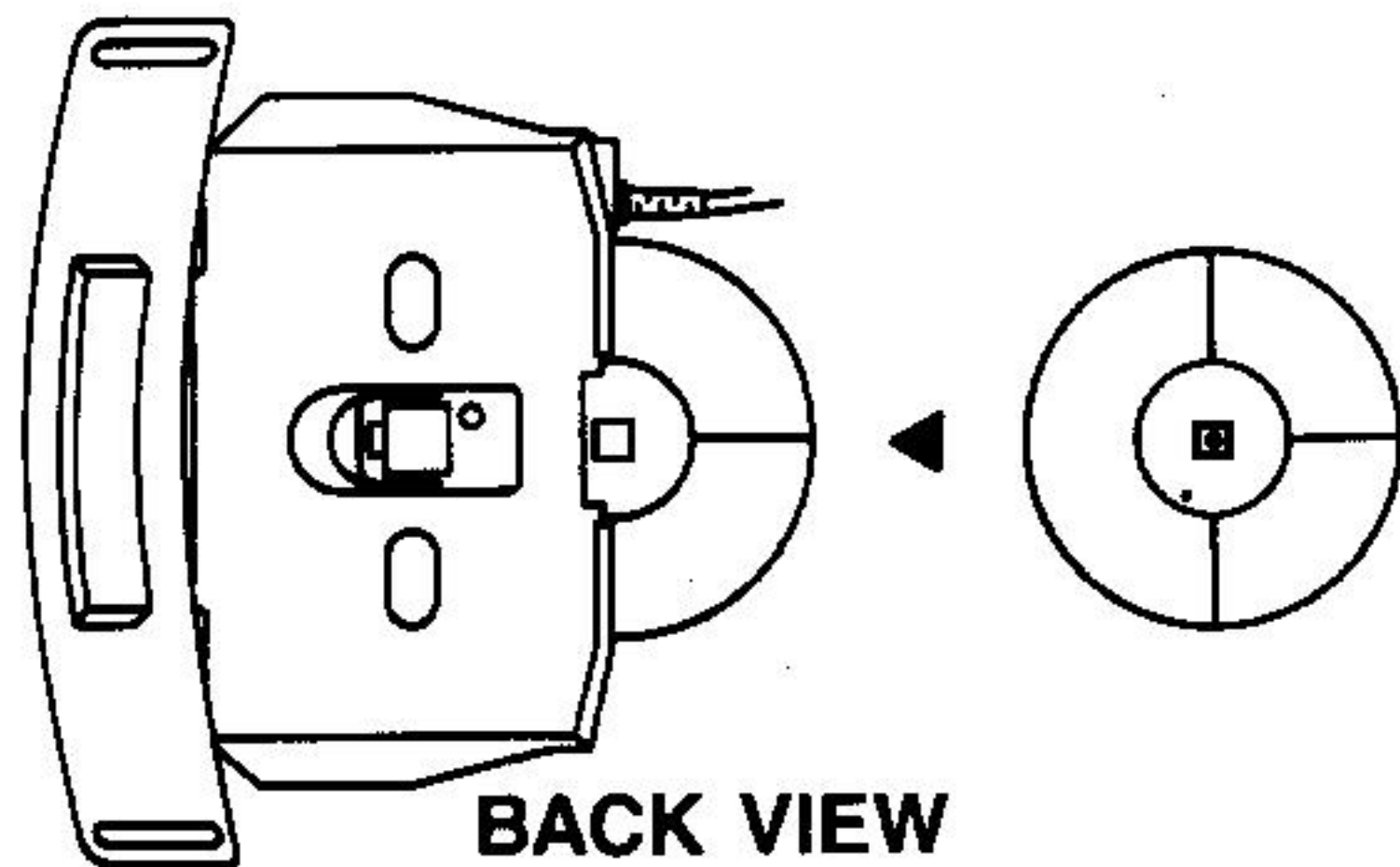
GRAPHIC COMPUTER SYSTEM



Your new Vectrex 3-D Imager™ is an add-on component to your Vectrex Graphic Computer System that allows you to view special 3-D game cartridges in true-to-life 3-D and color! Experience an entirely new sensation and challenge in video game play that will surround you and draw you into the action like no other system can!

Inserting the Color Wheel

Each 3-D Imager™ cartridge comes with a custom-designed color wheel that works only with that cartridge. This color wheel must be inserted into the 3-D Imager™ before attaching the Imager to the Vectrex console.



- Hold the 3-D Imager™ in your left hand with the *front* (clear area) of the goggles facing *up* and the bottom edge of the goggles facing toward your right hand.
- Open the latch on the bottom edge of the Imager and tilt the latch up until it snaps into place.

- Hold the color wheel in your right hand with the *indented* square in the center facing *up*.
- With the index finger of your left hand, push and hold in the button in the center of the Imager on the inside (the side opposite the front of the goggles).
- Insert the color wheel into the console on the bottom of the Imager. Push the color wheel into the console as far as it will go and then release the button with your left index finger. You should hear the color wheel snap into place.
- Close the latch on the bottom of the Imager and press until it snaps shut.

Attaching the 3-D Imager

- For best results, the 3-D Imager should be handled by its sides, not in the middle or in the clear area in front.
- Plug the 3-D Imager into the left outlet on the front of the Vectrex console — the same outlet used for a second control panel.
- Place the 3-D Imager over your eyes and head just as you would a pair of ski or safety goggles. If you wear prescription glasses, they do *not* need to be removed — the 3-D Imager will fit over them.
- Adjust the tightness of your 3-D Imager by adjusting the loose ends of the straps on either side — just as you would with a pair of ski or safety goggles.

Important

- It is normal for the 3-D Imager to have a low humming sound when it is operating — that noise does not indicate a malfunction.
- It normally takes about 15-20 seconds for your eyes to adjust to the 3-D Imager and to get the full 3-D effect.
- Your 3-D Imager will work only with special Vectrex 3-D game cartridges, each sold separately.