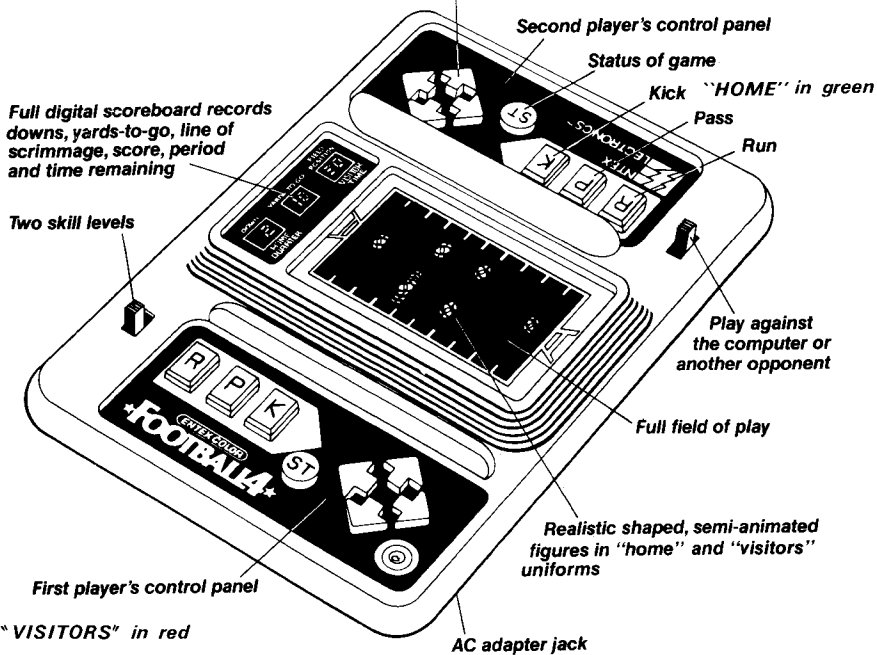


COLOR
ELECTRONIC
★ FOOTBALL ★
HAND-HELD STRATEGY GAME

Buttons to set formations, direct ball movement and determine length of pass on pass plays



- Computer plays offense and defense
- Realistically shaped, semi-animated players in red and green jerseys
- Electronic sounds
- Complete digital scoreboard
- A true strategy and skill game for 2 players or 1

CONGRATULATIONS

You are the owner, coach and player of the new ENTEX ELECTRONIC COLOR FOOTBALL 4, the most advanced and sophisticated new solid state handheld strategy game in the world. So you can easily understand this amazing strategy game, and so you can learn its multiple play options, we have prepared detailed instructions describing all the features of FOOTBALL 4.

Take time to read this so you can fully realize the many features of this game.

ENTEX ELECTRONIC FOOTBALL 4 can be played by two people; "Visitors" in red, "Home" team in green, or you can play against the computer (AUTO). When playing AUTO, you are the "Visitor" in red. Select Amateur (AM) or Professional (PRO) level. THE COMPUTER IS AN EXCELLENT PLAYER AND CAN WIN HANDILY IN THE BEGINNING, so heads up!

There is a time clock showing four periods of 15 simulated minutes each which are displayed on the scoreboard when you press the Status (ST) button. There is a kick off starting each half.

You can call three types of plays on any down; Run, Pass or Kick. Whether you play MAN or AUTO, the computer is ever present helping each player against the opposition. You always control one player with the Directional Buttons, and the computer controls the other player (s) on the team. The game is played on a moving 10-yard section of the 100 yard playing field. One push of the maneuvering arrows moves the player 2 yards. It is important to note that if the player runs out of the 10-yard display and continues his action at the beginning of the next 10-yard display TWO YARDS HAVE BEEN GAINED DURING THE SCREEN CHANGE. If the player runs across two 10-yard field changes, then four yards have been added to his total gain.

The playing surface is divided into 5 lanes for realistic maneuvering. Just as in real football, successful passing is difficult — the longer the pass the less likely its success. Interceptions are possible, although the ball is dead at the point of interception. (Note: When playing on AUTO look out for the computer — he's an expert at pass interception.) Probability of success has been programmed into pass completion as well as field goal attempt. The longer the attempt, the less the probability of success.

As you can see, ENTEX ELECTRONIC COLOR FOOTBALL 4 has all the excitement of real football, and then some! We urge you to read and study the instructions carefully, acquaint yourself with all the varied options programmed into the game.



1

Insert Batteries

Turn game upside down. Press down on cover and slide off. Insert 4 "AA" batteries. (Alkaline type batteries will last longer.) Battery positions are indicated inside the battery box.

2

Basic Features

- A. **Players** – Football 4 is a two color football game. The Home Team is green and the Visitors are red. The players are shaped and semi-animated to give the appearance of an overhead view of the game.
- B. **Field** – The Field is a 10-yard segment of the 100 yard field. Each movement forwards or backwards represents a two yard gain/loss. After the ball carrier or receiver crosses the end of this field he reappears at the opposite end. Whenever the ball is moved across a field and reappears at the opposite end, an additional two yards are gained.
- C. **Scoring** – Touchdown = 6 points; Point after touchdown (PAT) = 1 point; Field Goal = 3 points; Safety = 2 points.
- D. **Timing** – 4 quarters of 15 simulated minutes each. The computer keeps track of time and signals the end of each quarter. At half time, play stops and the team that received the initial kick off (Visitors) then kicks off to the opposing team (Home).
- E. **Field Position, Down and Yards-To-Go Indicators:** The fluorescent display gives complete statistics on Field positions, Down and Yards To-Go. The yard line location of the ball is shown under Yard Line. The rectangular bracket displayed under POS. indicates which half of the field the ball is located  for Home and  for Visitors. See Figs. A and B.

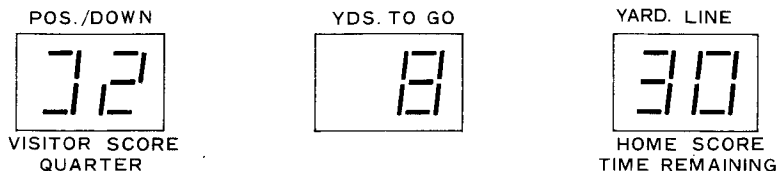
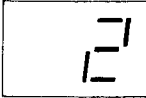


Fig. A. This display under POS. would indicate the ball is on the home team's half of the field. It's 2nd down 8 yards-to-go and the ball is on the Home team's 30 yard Line.

POS./DOWN

VISITOR SCORE
QUARTER

YDS. TO GO


YARD. LINE

HOME SCORE
TIME REMAINING

Fig. B. This display under **POS.** would indicate the ball is on the VISITORS half of the field. So it's 3rd down 2 yards-to-go and the ball is on the Visitor's 24 yard line

3

Control Buttons

A. AUTO/OFF/MAN:

Play against the computer (AUTO) on offense and defense or play against an opponent (MAN).

B. PRO/AM :

This is used for the AUTO mode only, and allows you to select your skill level when playing against the computer. The PRO mode (Professional) increases the speed of the computer on offense and defense.

C. ST:

The ST (STATUS) button displays the Score followed by the Quarter and Time Remaining on the fluorescent display when it is depressed before the start of each play.

D. DIRECTIONAL BUTTONS:

The directional buttons are used to maneuver the Quarterback, Receiver or defensive player on the field. Pressing a particular button will move the player two yards in the direction indicated by the arrow. The defense uses these buttons to maneuver his player to: tackle the Quarterback on running plays; block punts and field goal attempts; tackle the quarterback or receiver, force incompletions or attempt to intercept the ball on passing plays. The offense uses the directional buttons to maneuver the Quarterback to avoid the defense; to gain yardage; maneuver the receiver into position to complete a pass; and also to determine the yardage and position of the pass. The use of the Directional Buttons during a pass play are described in detail in section E.

E. PASS BUTTON

The Pass Button (P) is used to initiate a passing play by the offense and set up a passing defense by the defensive team. When an offensive passing play is run, there are two initial player formations depending on selection of the defensive play. (See Fig. C and D.)

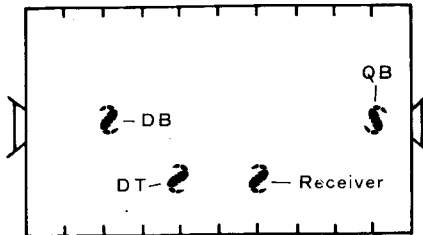


Fig. C Offensive Play – Passing – P
Defensive Play – Passing – P

The Defensive Back (DB) is controlled manually by the defense and the Defensive Tackle (DT) is computer controlled. The Receiver is manually controlled by the offense using Directional Buttons while the QB is computer controlled up until the point the pass is made.

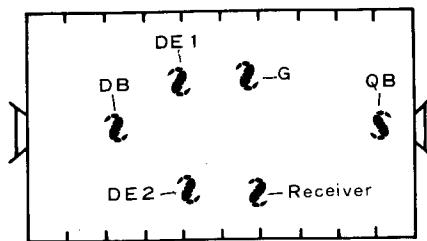


Fig. D Offensive Play – Passing P
Defensive Play – Running R

The defensive end #1 (DE1) is manually controlled while the DE2 and the DB are computer controlled.

For the offense a Guard (G) is added and is computer controlled.

1. Pass steps

To attempt a pass there are several steps involved –

- Press P
- Decide distance of pass.
- Decide row of reception on field.
- Maneuver Receiver to correct position.
- Press P to release Pass.

2. Pass distance

Press P to start pass play.

After, and not before, the defense has pressed R or P the distance of the pass to be thrown is selected. The distance is selected by pressing one of the four Directional Buttons 1 (10 yds), 2 (20 yds), 3 (30 yds) or 4 (40 yds). These are the distances from the Quarterback in the bucket and not from the Line of Scrimmage.

3. Pass row

To determine what row the pass will be thrown down, one of the 4 Directional Buttons or the P Button is depressed. See Fig. E.

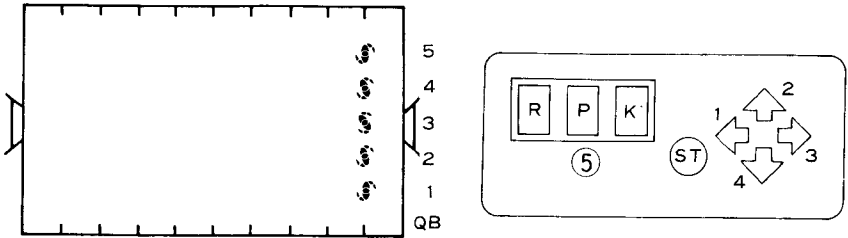


Fig. E The playing field is 5 rows wide. A pass can be thrown along any one of these rows. For rows 1—4 simply press Directional Buttons 1, 2, 3 or 4. For row 5 press the P. Button.

4. Pass play

Once the distance and row have been selected, the play begins and the Quarterback drops back into the bucket 4 yards from the line of Scrimmage. The Receiver (see Figs. C and D) can then be maneuvered into position to complete the pass. The Receiver must move the exact distance down field that was selected at the beginning of the play. See Fig. F.

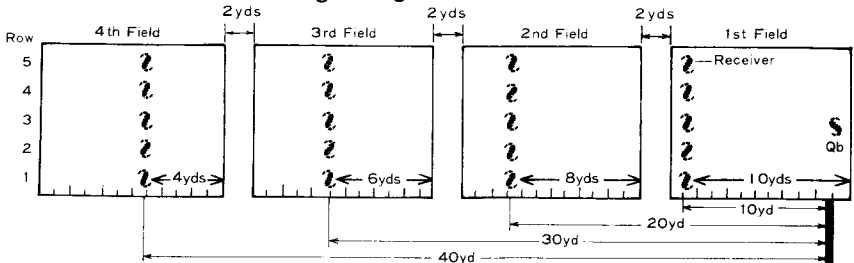


Fig. F For a 10-yard pass, the reception line is on the end line of the first field. For a greater than 10-yard pass the Receiver must be maneuvered over the end line and onto the 2nd, 3rd or 4th field to the position indicated.

For a pass over 10 yards, once the Receiver has crossed the end line, the players disappear and the formation in Fig. G appears.

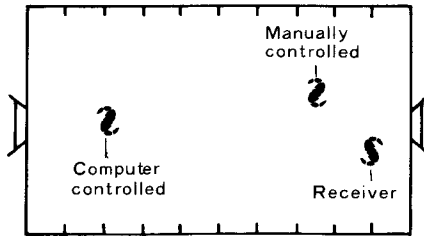


Fig. G Once over the end line, a manually controlled defensive player appears at a point on the second line but in any row, and a computer controlled defensive player appears at the position indicated.

- Once the Receiver has been maneuvered the correct distance down field and is in the correct row, the Pass Button should be pushed. As soon as the button is pushed the Receiver can no longer be moved. The Quarterback will automatically move to the preselected row and throw the ball. The ball will pass over any players in the way and will travel down field to the selected point of reception. Depending on the position of the players there are three possible outcomes:-

INTERCEPTION – An interception will occur when the Receiver is in the correct position and the defense has his controlled player or a computer controlled player occupying the position directly in front of the Receiver. (See Fig. H.)

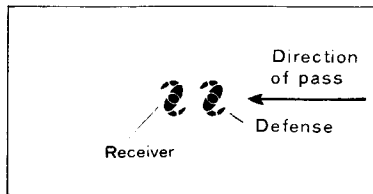


Fig. H If, at the time of the pass, the Receiver is correctly positioned and there is a defensive player directly in front of Receiver in line with the pass, an interception will occur.

When an interception happens, the computer will signal with a special sound and the point of interception will flash the color of the intercepting team to show possession of the ball has changed.

INCOMPLETE — The pass will be incomplete if the Receiver was in the wrong position or the defense occupied that position at the time of the pass. Also, approximately 20 percent of the time, even if the Receiver is in the correct position the ball will be fumbled and thus incomplete. When the pass is incomplete, the computer will signal this with a low tone melody and all the players, except the Receiver disappear. The Receiver will flash until the start of the next play. However, if it is a fourth down play, the color of the player will change to the opponents color to show possession of the ball has changed.

COMPLETE — If the Receiver is in the correct position and the pass is completed the field will go blank for a second and the computer will signal a complete pass with a middle-high tone beep sequence. The player will then reappear and the Receiver, now the ball carrier, can continue to run with the ball.

Additional Passing Features

- A) During a pass greater than 10 yards, once the Receiver has left the first field a 5 second clock starts within the computer. If the pass is not attempted within this time the defense will automatically tackle the Quarterback for a 4 – yard loss. As soon as this time has expired, the Directional Buttons and Pass Button will become inoperative. The computer signals the Quarterback being tackled by 3 low-tone beeps. This features increases the difficulty of longer passes as the Receiver has a limited amount of time to reach the reception point.
- B) If the Receiver runs past the field in which the pass is to be made, the pass is automatically incomplete when he leaves the correct field. For example, if the offense decided on a 10 yard pass but maneuvered the Receiver over the end yard line the pass would be incomplete. The computer signals this with a low tone melody.
- C) Whenever a pass is selected that will be past the end zone, the pass will be automatically incomplete when the Receiver runs past the end zone. This is signaled by a low tone melody.
- D) If a pass is intercepted in the end zone, it is automatically a touchback and the ball is moved to the 20 yard line.

F. RUN BUTTON

The Run Button is used by the offense to set up a running play and by the defense to defend against a running play. When the offense decides to run there are two possible initial player formations depending on the defenses selection. (See Figs. I and J.)

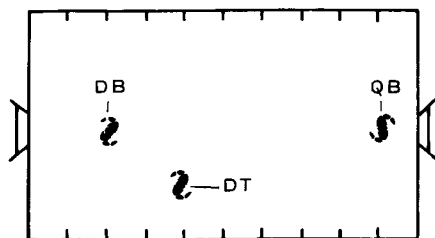


Fig. I OFFENSIVE PLAY – RUNNING (R)
DEFENSIVE PLAY – RUNNING (R)

The defensive back (DB) is computer controlled and automatically tracks the QB. The Defensive Tackle (DT) is manually controlled by the defense using the Directional Buttons. The ball carrier is controlled by the offense Directional Buttons.

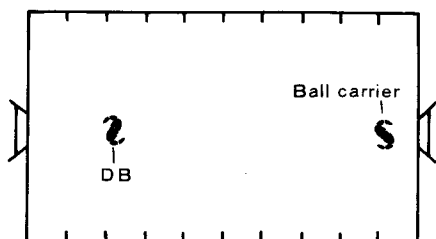


Fig. J OFFENSIVE PLAY – RUNNING (R)
DEFENSIVE PLAY – PASSING (P)

One Defensive Back (DB) appears and is controlled manually by the Directional Buttons.

For a run play the offense pushes the Run Button (R), and the defense presses R or P. When the play begins the QB (ball carrier), drops back 4 yards, and the appropriate formation appears (See Figs. I and J). The offense then controls the ball carrier with the Directional Buttons. When the ball carrier moves over the end yard line then the formation appears as in Fig.K.

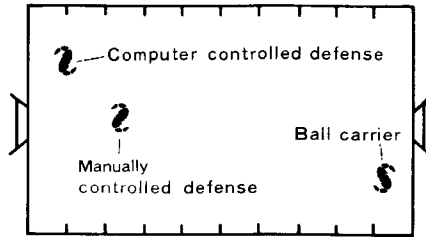


Fig. K When the ball carrier goes over the end yard line, he reappears in the same row, but at the other end of the field. Two defensive players appear, a manually controlled player controlled by the Directional Button and a computer controlled player who will appear at any one of the five rows. This formation will also appear on passing plays after reception has been made and on runbacks during kickoffs and punts.

G. KICK BUTTON

The Kick Button (K) is used for 4 different situations: Kickoffs, Field Goal Attempts, Punts, and Point After Touchdown attempts.

Kickoff — At the start of the game or after a touchdown, field goal, or safety, a kickoff is made. The kicker will be flashing and the display will indicate the ball is on the 40-yard line. When the Kick Button is pressed the ball will travel down field. When the ball is caught the color of the player will change. At this point there is only one player on the field, the ball carrier, and no defensive players. The offense is given 6 yds to run, over the end line, before the defense will appear. See Fig. L.

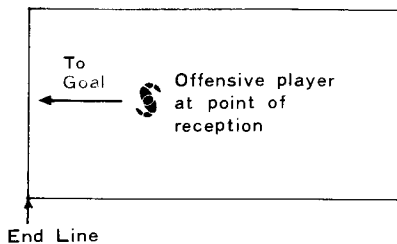


Fig. L When reception is made the offense must run over the end line to gain yardage.
Note: The # 1 Directional Button always points toward the opponent's goal.

Field Goal Attempt :- A field goal can be attempted during any down when the ball is 40 yards or closer to the goal. Press K at the beginning of the play. After the defense has selected a running or passing defense, the initial formation will appear (See Fig. M). When the play starts, press K again to kick the ball. If the field goal is successful the score will flash three times with sound. The ball will go to the 40 yard line for kickoff to the opposing team. If it's unsuccessful, the ball goes to the opposing team on their 20 yard line.

PUNT — A kick made from more than 40 yards from the goal is considered a punt to the opposing team. Press K and, when your opponent has selected a defense, the initial formation will be the same as for a field goal attempt (See Fig. M). Push K to kick the ball. The ball will travel down field. When a reception is made, the color will change. The runback is exactly the same as for a kickoff (See fig. L). During a field goal attempt or punt, the defense can try to block the kick by rushing the kicker and effect a 4 yard loss if successful. If the kick is blocked on a fourth down, a turnover occurs.

POINT AFTER TOUCHDOWN (PAT) — After a touchdown, the ball is moved to the 10 yard line for the PAT attempt. To kick the ball, press (K). If successful the score will flash 3 times with sound. The ball then goes to the 40-yard line for kickoff to the opposing team.

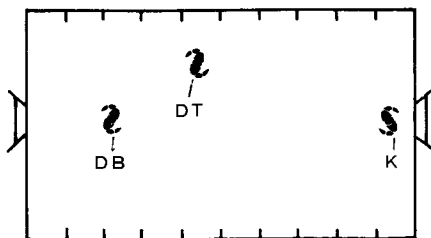


Fig. M. Offensive Play — Kicking — K
 Defensive Play — Running — R
 or — Passing — P

When the offense pushes this formation will appear regardless of whether the defense pushes R or P. K is the kicker, DB is the computer controlled defense. DT, defensive tackle is manually controlled by the defense with the Directional Buttons.



How to Play

- A. Turn game on, selecting MAN(manual playing against an opponent) or AUTO (play against the computer).
- 1) Manual – Each player controls one side and utilizes buttons for Offense (Run, Pass, Kick and Directional Buttons) or Defense. (Run, Pass, and Directional Buttons). The Visitor's team is the red team and is controlled by the side with the word FOOTBALL 4 on it. The Home team is green and is controlled by the side with ENTEX ELECTRONICS on it. The Home team kicks off first.
 - 2) Automatic – Player is the Visitor's team (red) and controls the end with the word FOOTBALL 4 on it. The computer controls the other end and plays just like a second player on both offense and defense. The computer kicks off.
- B. Select PRO or AM. This feature is available in Auto mode only. PRO increases the speed of the computer on offense and defense.
- C. Press Kick (K) for initial kickoff (Manual). The ball travels down field: when reception is made the color changes. Red team uses the Directional Buttons (Button # 1 is forward) to maneuver ball carrier toward the goal. When reception is made, no defensive players will appear on the field until the offense has run past the end yard line. When the player is tackled it is time for the offense and defense to decide on their strategy for the next play.
- D. When a play is over, the field position, Down and Yards to Go will be displayed. A player will be flashing on the field. The color of the player indicates which team has possession of the ball. The offense then decides what type of play to run and the defense decides as to what defensive tactics to employ.

OFFENSE: Run – Press R. When play begins (See Fig. I and J) maneuver ball carrier down field, avoiding defensive players to gain yardage.

Pass – Press P.

Select distance by pressing 1 of 4 Directional Buttons 1 (10 yds), 2 (20 yds), 3 (30 yds) or 4 (40 yds). (See Fig. F), then select row of pass 1 – 5 by pressing 1 of 4 Directional Buttons or P Button (See Fig. E). When play begins maneuver, receiver (See Figs. C and D) down field to correct distance from Quarterback and selected row. When Receiver is properly positioned press P to release pass. Pass will be complete, incomplete or intercepted. If pass is complete the Receiver can continue running until tackled.

Kick – Press K. When play begins, press K again to punt or attempt a field goal. For a punt, reception is made in the same manner as a kickoff. For a field goal attempt (40 yards or less from the goal), the distance from the goal determines the chance of success. The closer to the goal the greater the probability of success. If successful, a kickoff is made to the opposing team. If unsuccessful, the ball goes to the opposing team on their 20-yard line.

DEFENSE: At the start of each play press R or P. The initial lineup will vary according to Figs C, D, I, J, M.

Run – Use Directional Buttons to maneuver defensive player into position to tackle the ball carrier.

Pass – Use Directional Buttons to tackle the Quarterback, force incompletions, intercept the ball, or tackle the Receiver after the pass is completed.

Kick – Use Directional Buttons to try to block the kick (rush into kicker), to block field goals and force turnovers.

- E. When a touchdown is made, the score flashes three times with sound and the ball is moved to the 10 yard line for the Point-After-Touchdown attempt. If successful the score flashes three times. The ball then goes to the 40 yd line for kickoff. When the offense is tackled in their own end zone a safety occurs and two points are awarded to the defense. The team scored upon kicks off to the

scoring team. At half-time, play will stop and the Visitors team will kick off to the Home team from the 40 yard line.

- F. The end of the game is signaled by three high-tone beep sequences and the final score is displayed flashing.
- G. To re-set, turn to **OFF** then back to **AUTO** or **MAN**, or turn game **OFF**.

6

Care Of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

7

Note On Batteries

BATTERY LIFE : Be sure to turn your game off whenever it is not in use. We have done all we can to make your game economical, but micro-computers get hungry.

If L.E.D. lights or scoring device become erratic, replace the batteries with fresh ones.

www.handheldmuseum.com

IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd, Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$20.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
**Entex Industries Repair Center
303 West Artesia Blvd
Compton, CA 90220**
3. Apply correct postage stamps and insure the unit; then mail.