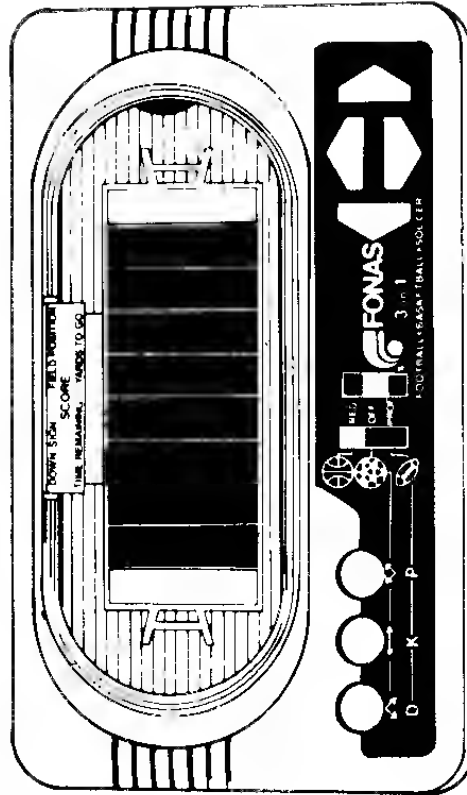


# FOOTBALL BASKETBALL SOCCER

## 3-Games In One.

The three most popular computer games all in one. Keep these instructions for future reference.

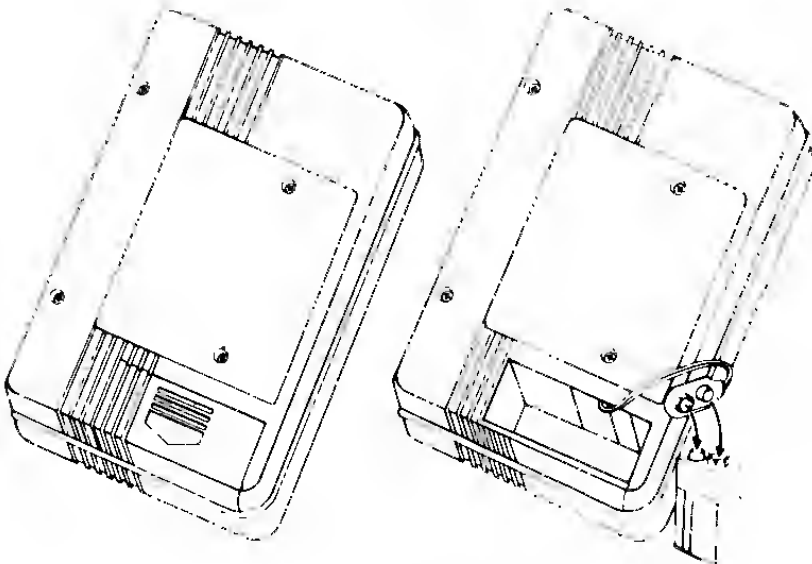


One or two players can play against each other and against the computer. Players control the offense "running back". The computer controls the defense.

Two-player football simulates all the football action, with running plays, passes, interceptions, punts, field goals, and touchdowns.

The display lights up to indicate scoring, downs, field position, time remaining in the quarter and yards to go for a first down.

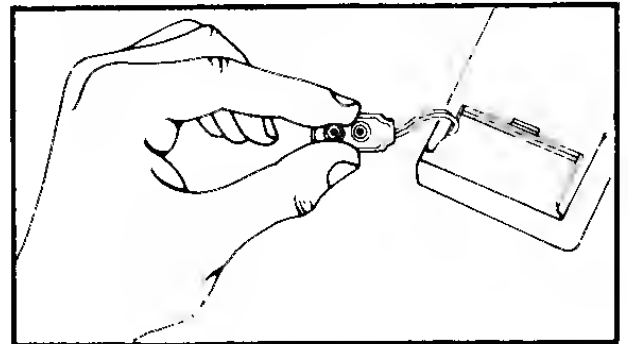
## HOW TO ATTACH BATTERY



1. Press down on center of cover. Slide cover out to remove.
2. Attach one 9-volt battery to connector. Replace cover.

There may be slight variations, between manufacturers, in the size of the terminals on 9 volt batteries. If you find that you have a loose connection, remove the battery and compress the female unit terminal as shown. Reconnect unit terminals to battery.

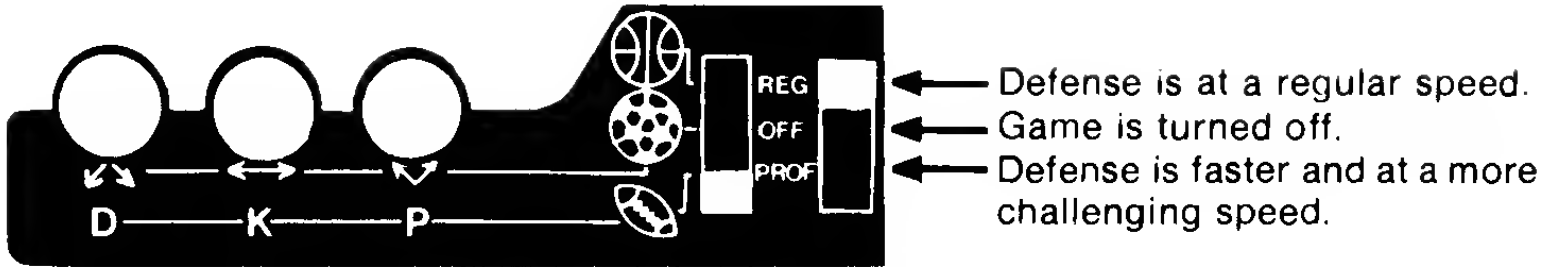
Fonas Corp. Latrobe, PA 15650 Printed in Hong Kong



IF THE GAME MALFUNCTIONS IT MAY MEAN BATTERY WEAR. IT IS RECOMMENDED THAT A NEW ALKALINE BATTERY BE USED.

# FOOTBALL

## Control Keys:



To begin playing football, place the football field insert **only** over the display screen area. Slide the switch on the left to football "⚽" and the right switch to "REG" or to "PROF" depending on speed of play desired.

## HOW TO READ THE SCORE BOARD DISPLAY.

Before play, press and hold the D-Button. The downs and field position will be shown.

### EXAMPLE:



This means First Down on the twenty yard line.

During the game when the "D" button is depressed, a "I-" sign may appear. This indicates the ball is beyond the visitors 50 yard line.

### EXAMPLE:



This means First Down on the visitors 45 yard line.

If this sign "I-" doesn't appear, the ball is on the Home team side.

## THE GAME

The game is divided into four quarters each consisting of 15 minutes. The clock ticks only during play and is faster than a real clock. A 15 minute quarter is actually 3 minutes.

1st. quarter: Home team has the ball, 1st. down on its own 20 yard line and 10 yards to go for a first down.

2nd. quarter: Visitor team has the ball . . . . . 1st. and 10 on its own 20 yd. line.

3rd. quarter: Home team has the ball . . . . . 1st. and 10 on its own 20 yd. line.

4th. quarter: Visitor team has the ball . . . . . 1st. and 10 on its own 20 yd. line.

At the end of the 1st., 2nd., and 3rd. quarters, a double whistle will be heard. When the game ends, the score board will blink with both teams' final score.

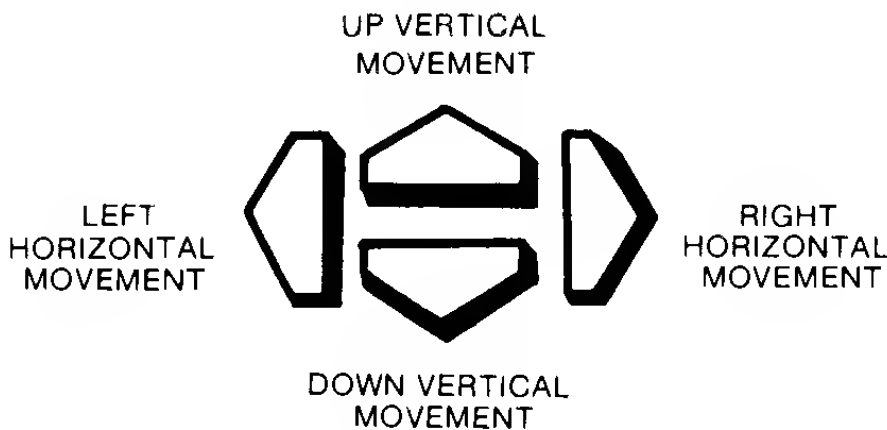
## TO READ THE TIME REMAINING DISPLAY.

**While the game is in play**, the score board will show the time remaining in the quarter and yards to go for a first down.

### EXAMPLE:

DOWN SIGN	FIELD POSITION
1 5	SCORE 1 0
TIME REMAINING	YARDS TO GO
<b>FOOTBALL</b>	

## ARROW BUTTONS



These buttons control the ball carrier (bright light). The defensive tacklers are indicated as seven dimmer lights.

The ball carrier will move one yard for each push of the arrow buttons. So, if you push any arrow button two times, the ball carrier will move two yards.

The field is marked off into eight equal spaces from goal line to goal line. Each space between the line markings is equal to one yard.

The HOME team ball carrier will start the first quarter play from left to right. The VISITOR team ball carrier starts each play on the right.

## ROUND BUTTON CONTROLS

"D" depress to show downs and field position.

"K" means kick. Players can kick on the 4th down. A kick will usually go between 10 and 46 yards. When the kick button is depressed, the computer will decide automatically

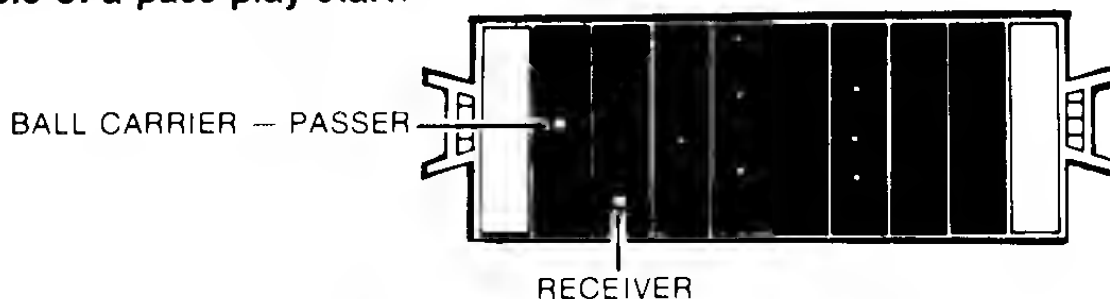
whether to punt or to try a field goal. Should you choose this option, the "K" button should be depressed before any other button is pressed.

"P" Players may select a pass play by pressing the "P" button, before using any arrowed keys. You are now in the pass formation. In front of the ball carrier a bright light (the same as the ball carrier) will appear.

By pressing the arrowed key for the desired direction of movement, only the receiver can be moved and he must be in line with the ball carrier in order to attempt a complete pass.

Press the "P" button the second time, when you have the ball carrier and receiver aligned. A blinking light will track toward the receiver. The pass receiver and pass defender are the only players capable of catching a pass. If the receiver is knocked down by the defense before the ball carrier is tackled, the game will automatically become a running play.

**Example of a pass play start:**



## GAME PLAY:

Push the left switch to football and the right switch to "REG" or "PROF".

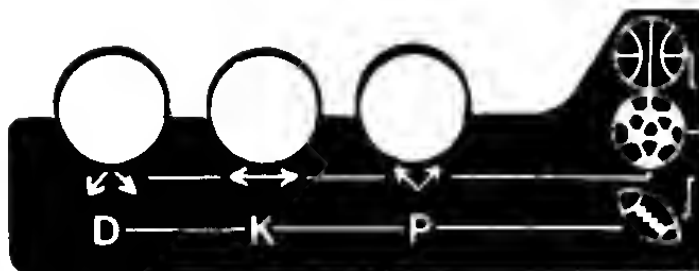
**IMPORTANT:** Do not switch between "REG" and "PROF" while playing or it will end the game.

Player No. One (Home team) starts "1st. and 10" on his own 20 yd. line.

Press the desired arrow buttons to start the action.

When a defender hits the runner . . . the whistle sounds . . . the play is over.

You get 4 downs to go 10 yards.



After each play to check your field situation, press the "D" button for the down and field position.

The ball carrier always starts each play at the end of the field in front of his goal post. The field is 8 yards long . . . so if you have 40 yards to go for a touchdown you must run the length of the field 5 times.

The computer will return the ball carrier automatically to the start of the field if you can run the field in a single run.

You can run, pass, or kick on 4th down. If you don't make it, the whistle sounds and you lose the ball. The other team starts play on the yard line on which you were tackled.

A new game is started by sliding the right switch to "OFF" and then back to "REG" or "PROF".

## SCORE:

7 Points for a touchdown.

3 Points for a field goal.

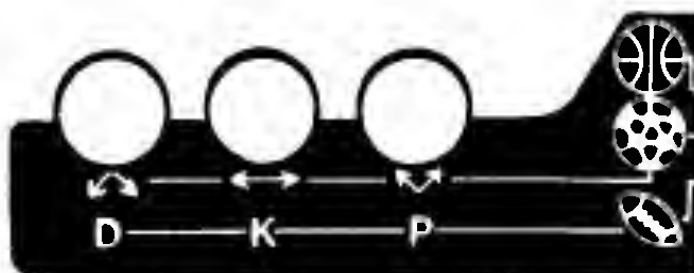
Scores are indicated by a flashing on the score board and a sound.

## BASKETBALL

To begin playing basketball, place the basketball court insert **only** over the display screen area. Slide the switch on the left up to the basketball and the right switch up to "REG" or "PROF" depending on speed of play desired.

The game allows you to move the ball forward, backward, right and left by depressing the arrow buttons.

Your shoots are made by pushing the round buttons with the three different directions shown. When a shot is taken, a tracking light indicates the ball's path.



## BEFORE STARTING PLAY.

The score of both teams will be displayed.



## GAME TIME

There are four 15 minute quarters in the game, the clock ticks only during play and is faster than a real clock. A 15 minute quarter is actually 3 minutes. The home team (on the left) will have the ball at the beginning of the 1st. and 3rd. quarters. The visitor team will start play with the ball at the right side of the court in the 2nd. and final quarters.

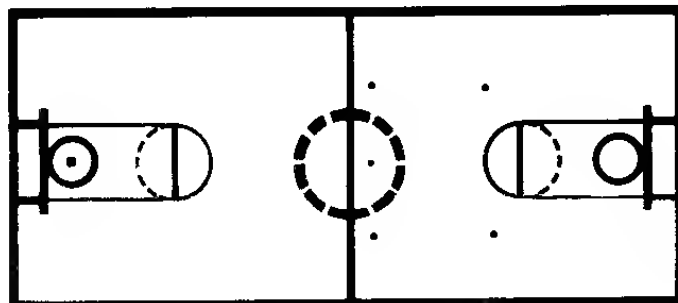
During game play the score board will show time remaining in the quarter and possession time of the ball. The computer gives the offense 24 counts for "time hold." This is to simulate the 30 second rule for time of possession. A goal must be attempted within this time limit.

## HOW TO PLAY THE GAME.

With the game selector switch to "🏀" basketball slide the skill switch to "REG" or "PROF." The Home team will start the first quarter and will have the court on the left working to the right.

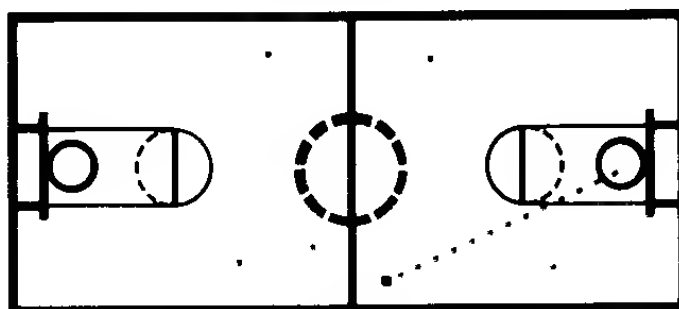
The ball is represented by the bright light. Five defense players as indicated by the dimmer lights.

**EXAMPLE:**



The ball can be maneuvered in four different directions with the arrowed buttons. You must avoid the defenders to keep position of the ball.

Move the ball around the court until you are in a position that is clear between the ball and the basket. Press the appropriate shot button and you will see the ball light track.



If you make the basket a score of two points will appear on the score board. Indicated by a flashing light and a sound.

The computer is programmed to move the defense toward the ball.

For every press of the arrowed buttons, the computer randomly selects what defensive players move.

# SOCCER

To play soccer, place the soccer field insert only over the display screen area. Slide the switch on the left to soccer "⚽" and the right switch to "REG" or "PROF" depending on speed of play desired.



**EXAMPLE: OF SCORE SHOWN.**



**EXAMPLE: TIME TOTAL AND TIME PLAY SHOWN.**

Before play the scores of the home and visitors teams will be displayed on the score board.

While the game is in play, the score board will show time remaining in the quarter and time of ball possession

The game is played by two teams. You control the offense with the arrow buttons that move the ball forward, back, right, and left. Shots are made by pushing the round buttons with the three different directions shown. When a shot is taken a tracking light indicates the ball's path.



## GAME TIME.

There are two halves of 45 minutes in the game. The clock ticks only during play and faster than a real clock. A 45 minute half is actually 6 minutes.

The home team will have the ball at the left of the field to begin the game. Visitors team will start the second half to the right.

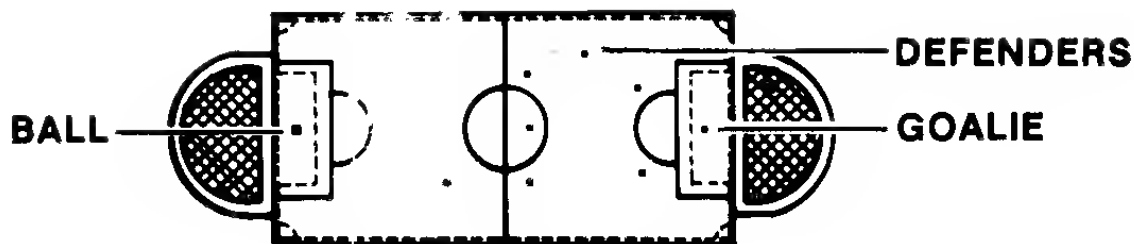
Offensive "Time Play" is 99 counts that are controlled by the computer.

## PLAY THE GAME.

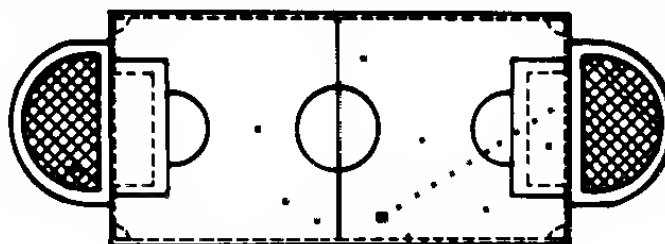
With the game selector switch to "⚽" soccer slide the skill switch to "REG" or "PROF". The home team will start the first half working from left to right.

The ball is represented by the bright light. There are 6 defenders and a goalie indicated by the dimmer lights.

## EXAMPLE:



You can maneuver the ball forward, back, right and left by pressing the arrow buttons. Continue to move to avoid the defenders, which are randomly moved by the computer, until you find a clear opening between the ball and the goal. Quickly, press the appropriate shot button (round button) and the ball will track with a light to the goal. Every goal will be shown as one point on the score board.



[www.handheldmuseum.com](http://www.handheldmuseum.com)

## FONAS LIMITED WARRANTY

Fonas promises to repair or replace this product for 90 days from the date you buy it from the store, should it fail to operate properly because of defects in material or workmanship. For repair or replacement, send the product, postage prepaid, with proof of purchase, (Cash Register Receipt) to:

Fonas Corporation  
P. O. Box 759  
Latrobe Industrial Park  
Latrobe, PA 15650

Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.

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