

COLECO

Guide No. 76800

headTM to head **BOXING** ELECTRONIC INSTRUCTIONS

FOR 1 or 2 PLAYERS

**You control full
ring action!**



Model
No. 2190

- Full Ring Action
- Working Referee
- Joy stick Control
- Punch and Block
- 10 Round Scoring
- Realistic Boxing Sounds

For Ages 8 to Adult

Requires one 9-VOLT ALKALINE BATTERY. Ray-O-Vac # A1604-1 recommended. Also available: Coleco Battery Eliminator/AC Adapter. (Neither included.)

COLECO

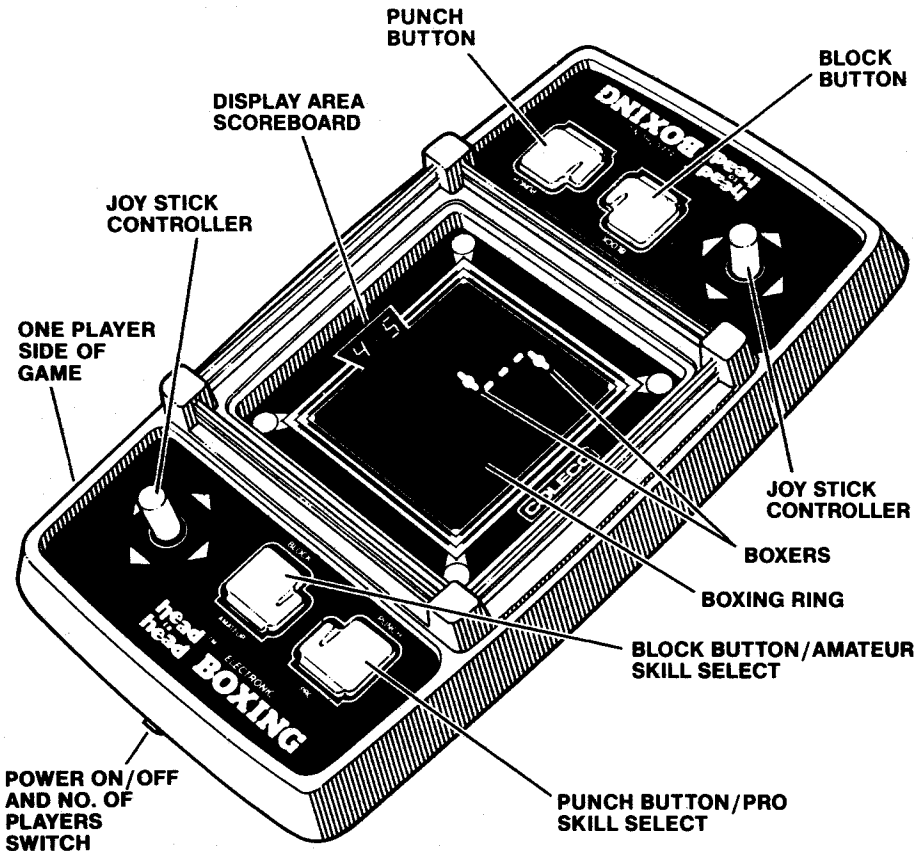
Manufactured for Coleco Industries, Inc.,
Amsterdam, New York 12010

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GAME DESCRIPTION

HEAD TO HEAD™ ELECTRONIC BOXING has all the action of real boxing! And because it's HEAD TO HEAD™, you can compete against the computer, or simultaneously against an opponent! Turn the game on and the Gillette "Look Sharp" march welcomes you to the match! You move your boxers to the center of the ring and touch gloves. The bell rings — you come out fighting! Your opponent dances right — left — backwards. You punch — he blocks! The action is fast and furious! You hit him with two hard rights — it's a knockdown! The referee sends you to your corner and starts the count . . . 2, 3, 4 — he's up and ready! You move in — he dodges left. You get him against the ropes and connect with two quick punches — he's down . . . 8, 9, 10 — it's a knockout! The ref holds up your arms — you're the champ!

DESCRIPTION OF GAME CONTROLS AND FEATURES

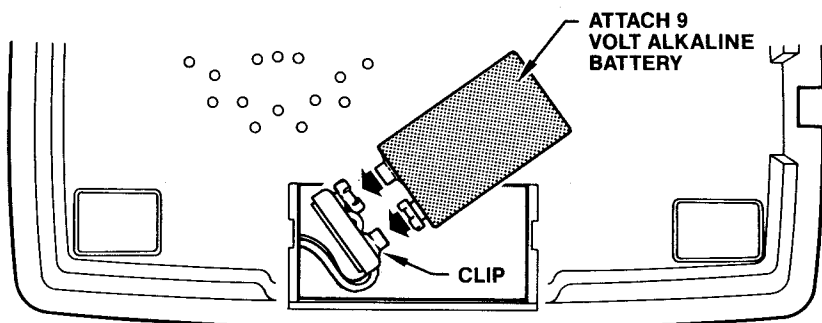


GETTING READY TO PLAY

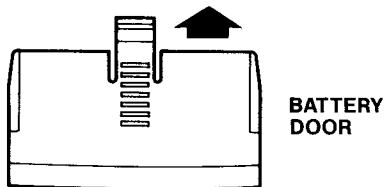
INSERT THE GAME BATTERY

IMPORTANT

**ONE 9 VOLT ALKALINE BATTERY REQUIRED.
(BATTERY NOT INCLUDED.)**



BOTTOM VIEW OF UNIT



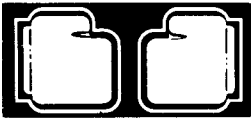
To insert battery, remove battery door on bottom of unit. Snap one 9-volt **alkaline** battery to the clip inside the compartment. (See illustration). Replace battery door.

NOTE: Game **will not** operate properly if the **BATTERY is weak**. Any erratic display or play action may be a symptom of weak battery. **Replace with a fresh 9 Volt Alkaline Battery.**

NOTE: For extended operation, you can eliminate the need for a battery with the purchase of a Coleco Battery Eliminator/AC Adapter. **CAUTION:** USE OF ANY 9-VOLT ADAPTER OTHER THAN A COLECO BATTERY ELIMINATOR/AC ADAPTER MAY PERMANENTLY DAMAGE THIS UNIT.

See **Accessories Order Form.**

HERE'S HOW TO PLAY




PLAY AGAINST OPPONENT — 2 PLAYER



1. Slide the **Game Select switch** to **2 Player**. The **Gillette "Look Sharp" march** plays.

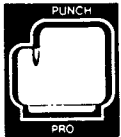


2. To **start the game play**, press either **"Amateur"** or **"Pro"** button. (This simply **starts** the game — it does not determine a skill level). The boxers will automatically move to center ring, touch gloves, then move back to their corners. Round 1  is displayed on the scoreboard.

A tune plays, signaling the start of the first round.



3. Use your **Joy stick** control to **move boxer forward, back, right or left**. Advance toward your opponent.

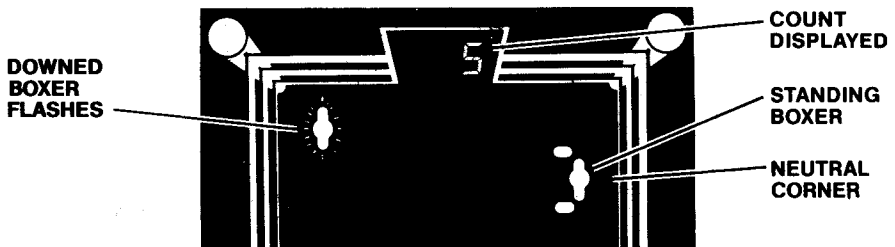


4. Use your **Punch button** to control your **boxer's right arm**. When you're within striking distance, keep pressing the Punch button until your opponent goes down.



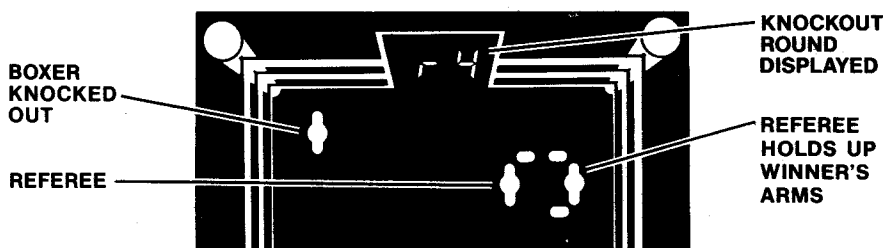
5. Use your **Block button** to control your **boxer's left arm**. Press your Block button to block your opponent's punches when he is on the attack.

6. If **either boxer goes down**, the "referee" will automatically appear and move the "standing" boxer to a neutral corner and start the count. The **"downed" boxer flashes** and the **count is displayed** on the scoreboard.



7. If a **10 count** is reached, a **knockout** occurs and the **Gillette “Look Sharp”** march plays.

The referee holds up the winner's arms. The number of the round that the knockout occurred in is displayed on the scoreboard. The game is over.



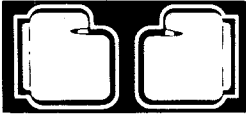
8. If the boxer recovers before the 10 count, the fight continues.
9. At the end of the round, a tune plays and the referee separates the boxers.
10. The **scoreboard displays** the **end of the round (rd)**, **rd**, the **points scored** by each boxer for that round (your score is displayed closest to your end of the ring) **5 4** and the **total rounds won** **3 2** by each player. If one (or both boxers) are scoreless for a round, a **5 -** appears for that player's point score for the round.
11. The **scoreboard** will then **show the number** of the **upcoming round**, **rd 6**

A tune plays and the next round begins.

12. At the end of the 10th round, the display will show **the end of the round (rd)**, the **points scored** by each boxer for that round, and the **game score** (total number of rounds won by each boxer). The referee will hold up the winning boxer's arms and the **Gillette “Look Sharp”** march will play.

Note: If there has been a “**draw**”, both boxers **return to their corners**. **The game is over.**

Turn the **Game Select** switch to **OFF**.



PLAY AGAINST THE COMPUTER — 1 PLAYER



1. Slide the **Game Select switch** to **1 Player**. The Gillette “Look Sharp” march plays.



2. To **start the game play**, press either “**Amateur**” or “**Pro**” button to indicate desired skill level.

In **amateur level**, computer will box at **skill levels 1-4**. In **pro mode**, computer will box at **skill levels 5-8**. In both modes, the computer gets tougher as you do.

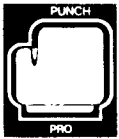
Tune plays again as both boxers automatically move to center ring, shake hands and move back to their corners. Round 1 (r1) and the skill level your opponent is boxing at (“L1”) are displayed on the scoreboard.

A tune signals the start of the first round.

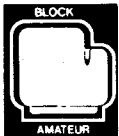


3. Use your **Joy stick** control to **move boxer forward, back, right or left**.

Advance toward your opponent.

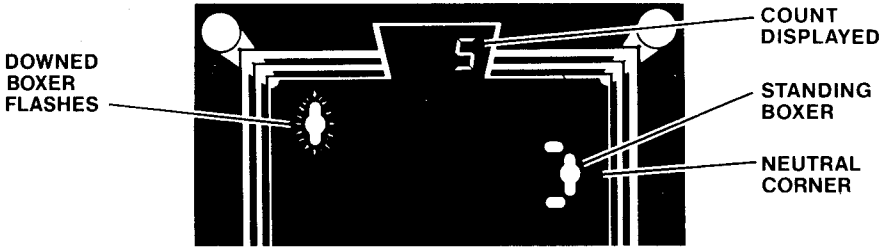


4. Use your **Punch button** to control your **boxer’s right arm**. When you’re within striking distance, keep pressing the Punch button until your opponent goes down.



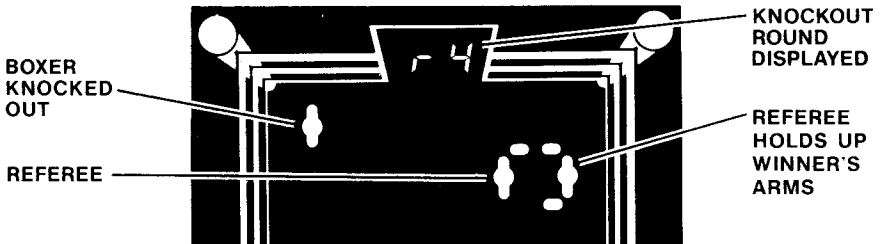
5. Use your **Block button** to control your **boxer’s left arm**. Press your Block button to block your opponent’s punches — when he is on the attack.

6. If **either boxer goes down**, the “referee” will automatically appear and move the “standing” boxer to a neutral corner and start the count. The “**downed**” boxer **flashes** and the **count is displayed** on the scoreboard.



7. If a **10 count** is reached, a **knockout** occurs and the **Gillette “Look Sharp”** march plays.

The referee holds up the winner’s arms. The number of the round that the knockout occurred in is displayed on the scoreboard. The game is over.



8. If the boxer recovers before the 10 count, the fight continues.

9. At the end of the round, a tune plays and the referee separates the boxers.

10. The **scoreboard displays the end of the round (rd)**, the **points scored** by each boxer for that round (your score is displayed closest to your end of the ring) and the **total rounds won** by each player.

11. The **scoreboard** will then **show the number** of the **upcoming round**, and the **skill level** at which you and your opponent are boxing.

A tune plays and the next round begins.

12. At the end of the 10th round, the display will show **the end of the round (rd)**, the **points scored** by each boxer for that round, and the **game score** (total number of rounds won by each boxer). The referee will hold up the winning boxer’s arms and the **Gillette “Look Sharp”** march will play.

Note: If there has been a **“draw”**, both boxers **return to their corners**. **The game is over.**

Turn the **Game Select** switch to **OFF**.

———— SPECIAL INFORMATION ————

1. **TO AVOID BATTERY DRAIN**, always be sure game is **turned off when not in use**.
2. **IF GAME FAILS TO OPERATE** after prolonged play, your battery is probably worn out or dead. Replace the battery with a **fresh 9-volt alkaline battery**.
3. If using a Coleco Battery Eliminator/AC Adapter, **BE SURE TO UNPLUG THE BATTERY ELIMINATOR/AC ADAPTER UNIT** from wall outlet **when game is not in use**.
4. **DO NOT ATTEMPT TO OPEN GAME**. This game does not contain any serviceable parts.

———— CARE OF YOUR GAME ————

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR FORCE CONTROL BUTTONS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

“How to Identify and Resolve Radio TV Interference Problems”.

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

**PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE**

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. # 5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (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). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

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

NO. 2190 BOXING ACCESSORIES AVAILABLE

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 460, Amsterdam, N.Y. 12010.

CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL



	AMT.
BATTERY ELIMINATOR/AC ADAPTER: To eliminate the need for batteries. Please ship () ea. AC Adapters @ \$7.90 ea.	
Appropriate State Tax (N.Y. Residents)	
Shipping and Handling	\$1.90
TOTAL	

SEND COMPLETE FORM WITH CHECK OR
MONEY ORDER ONLY. (DO NOT MAIL
CASH OR COINS.)

NO C.O.D. ORDERS WILL BE ACCEPTED.

NOTE: Prices and parts subject to
change without prior notice

— SHIPPING LABEL — PRINT CLEARLY IN INK — DO NOT REMOVE —

COLECO	COLECO IND. INC., P.O. BOX 460 AMSTERDAM, N.Y. 12010
<p>TO</p> <p>NAME</p> <p>ADDRESS</p> <p>CITY STATE</p> <p>ZIP CODE</p>	
<p>POSTMASTER:</p> <p>CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED. MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.</p>	



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