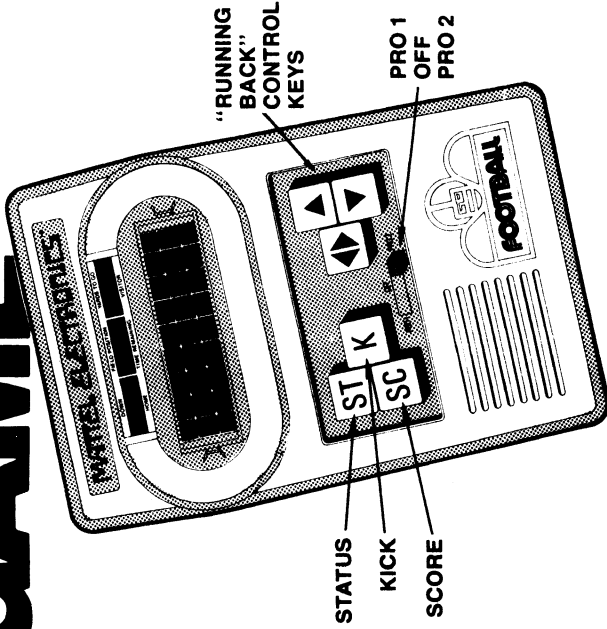
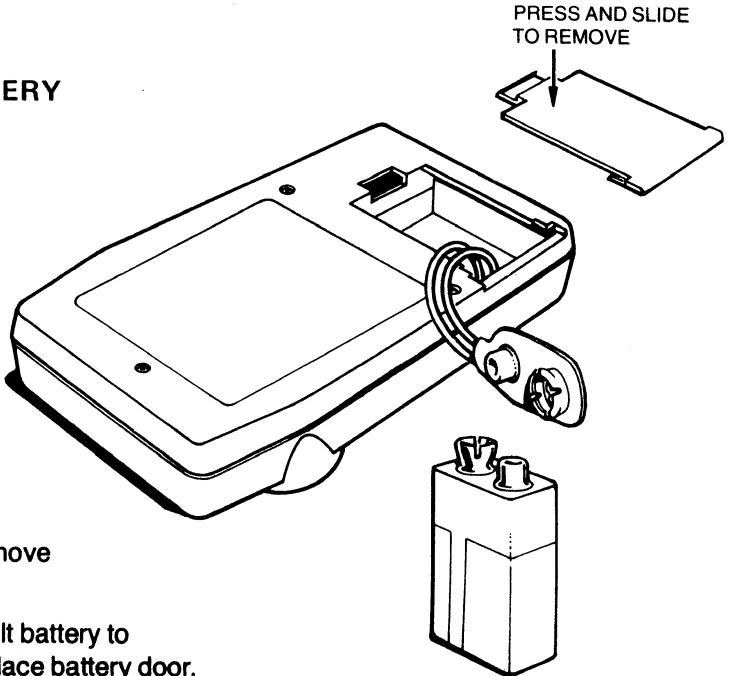


MATTEL ELECTRONICS™ FOOTBALL GAME INSTRUCTIONS



- *The competition of real football*
- *The skill of real play*
- *The latest micro-electronics*
- *The most challenging football game yet*

HOW TO PUT IN THE BATTERY



Turn Electronic Football over, face down. Remove battery door.

Attach one 9-volt battery to connector. Replace battery door.

1

Two players play against each other and against a computer. Players control the "running back" on offense... the computer controls the defense.

PLAYER #1 – HOME TEAM

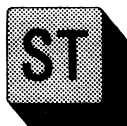
PLAYER #2 – VISITOR TEAM

CONTROL KEYS

OFF Game is turned OFF

PRO 1 For fast paced action... Game is ON, defense at normal speed



PRO 2 For real adventurers... Game is ON, defense is programmed to react 50% faster than PRO 1.




Means **STATUS**

Press the ST key. It will show –DOWN–FIELD POSITION–YARDS TO GO for a 1st down. It also makes the playing field ready for the next play.

HOW TO READ THE FIELD POSITION DISPLAY


This symbol  or this symbol  shows which side of the 50 yard line the ball is on.

EXAMPLE 1:

DOWN	FIELD POSITION	YARDS TO GO
2	35 	6

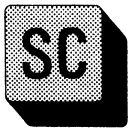
This means it is second down, ball on the HOME 35 (left of the 50 yard line) with 6 yards to go for a 1st down.

EXAMPLE 2:

DOWN	FIELD POSITION	YARDS TO GO
2	 35	6

This means it is second down, ball on the VISITOR 35 (right of the 50 yard line) with 6 yards to go for a 1st down.

IMPORTANT: There will be no display of numbers in the yards to go box when you have less than ten yards to go to a TOUCHDOWN.



Means **SCORE**.

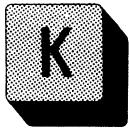
Pressing this key will show – The HOME team score – TIME REMAINING in quarter – The VISITOR score. Like the ST key, it will also make the playing field ready for the next play.

HOW TO READ THE TIME REMAINING DISPLAY



It shows time left in the quarter (there are four 15-minute quarters in a game). The clock ticks only during a play and is faster than a real clock. So a 15-minute quarter actually lasts only 2½ minutes, making the entire game 10 minutes long. The clock counts in decimals, so 7½ minutes will read 7.5.

At the end of each quarter the clock stops and automatically shows 0:0. When play is started again, the game clock will automatically re-set to 15 minutes, unless the game is over.



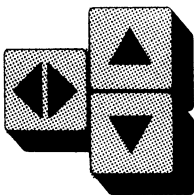
Means **KICK**.

It may be used only on 4th down. A kick will go between 1 and 65 yards...

When you kick, the computer will automatically decide whether to PUNT or to make a FIELD GOAL. The closer you are to the goal, the better your chances are to make a field goal.

If the computer decides to punt, two “whistle” sounds will be heard after the kick. Press the ST button to find out on what yard line your opponent will take over the ball.

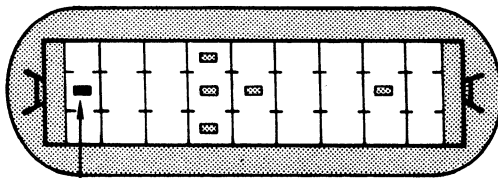
If the computer kicks a field goal, you will hear a “charge” sound. Press the SC button to see your score. After a field goal, the other team takes possession of the ball on its own 20 yard line.



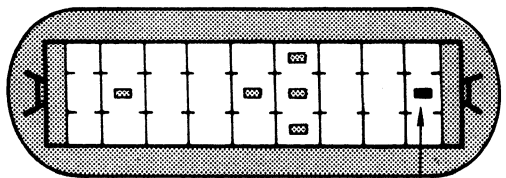
ARROW KEYS

These control the “running back” (Bright Blip). The five dimmer blips are the defensive tacklers.

○ DEFENSE ■ RUNNING BACK



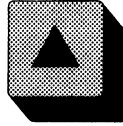
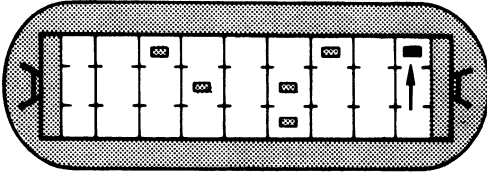
The **HOME** Team running back always starts each play on the left.



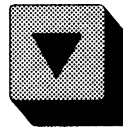
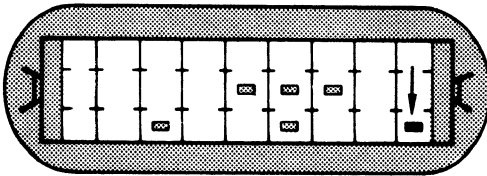
The **VISITOR** Team running back always starts each play on the right.

HOW TO MOVE THE “RUNNING BACK”

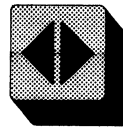
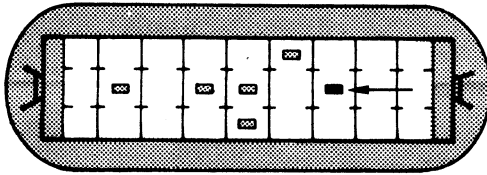
The “running back” will move 1 yard for each push of the key. So, if you push any arrow key two times, the “running back” will move 2 yards.



Running back moves across playing field in direction shown.



Running back moves across playing field in direction shown.



Running back runs toward opponent's goal.

TO START THE QUARTERS



1ST QUARTER

Turn game on... game is ready to go. Home team has the ball... “1st and 10” on its own 20 yard line.



2ND QUARTER

Press the ST key... you're ready to go. Field position and ball possession same as at end of 1st quarter.



3RD QUARTER

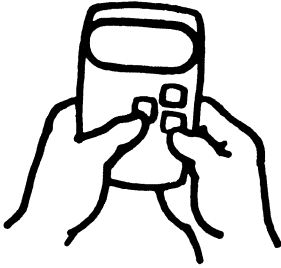
This begins the second half. Press the ST key and game is ready. This time Visitor Team has the ball “1st and 10” on its own 20 yard line.



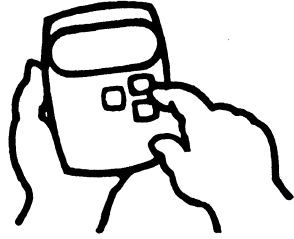
4TH QUARTER

Press the ST key... game is ready. Field position and ball possession same as at end of 3rd quarter.

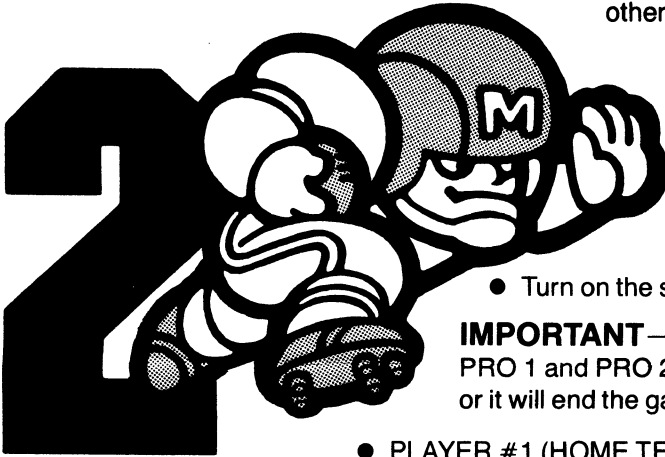
HOW TO OPERATE CONTROLS



Two handed method—
thumbs pressing keys.



Hold in one hand—press
keys with finger(s) of
other hand



HOW TO PLAY THE GAME

- Turn on the switch... PRO 1 or PRO 2

IMPORTANT— Don't switch between
PRO 1 and PRO 2 while playing
or it will end the game.

- PLAYER #1 (HOME TEAM) starts "1st and 10"
on his own 20 yard line

- Press one of the ARROW KEYS... that starts the action
 - *the running back moves*
 - *the clock starts ticking*
 - *tacklers begin to rush the runner*
- When a tackler hits the runner... the referee's whistle sounds... the play is over
- Any defensive player may tackle the runner... from the front... from the side... from behind
- The player who made the tackle will blink on and off, which shows his position
- Like in real football, you get 4 downs to go 10 yards.
- After each play press the ST key to check field situation... or the SC key to check the score...

IMPORTANT: You must press the ST or SC key to set up the playing field for the next play!

- The running back always starts each play at the end of the field in front of his goal posts.
- The playing field is 9 yards long... so if you have 45 yards to go for a touchdown... you must run the whole length of the field 5 times.
- If you're good enough to make it to the end of the field in a single run the computer will automatically return your runner to the start and you continue running.
- Like in real football, you can either run or kick on 4th down... if you run and don't make it... the referee will whistle twice... you have lost the ball and the other team starts where you were tackled.
- To start a new game... push the switch to OFF... then back to PRO 1 or PRO 2

SCORING

7 points for a TOUCHDOWN

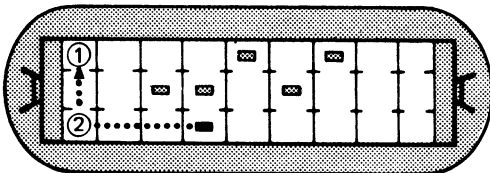
3 points for a FIELD GOAL

Every time a score is made... the "CHARGE" sound will be heard.

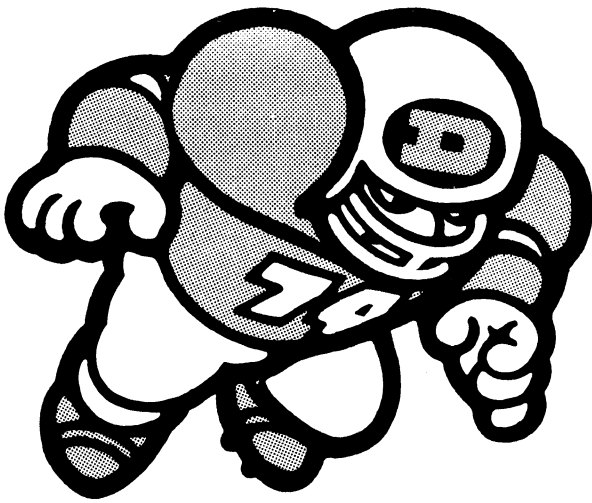
3

STRATEGY

Out-Fox the Defense:



The game computer is programmed to move the tacklers toward the running back... you never know when or where a tackler will move. Try starting a play by moving the runner across field ① to draw the defense to that side, then run back to the other side ② and scoot down the sidelines... but watch out for the "safety man"... be ready to zig-zag around him.



TAKING CARE OF YOUR GAME:

- Treat your ELECTRONIC FOOTBALL GAME like a calculator
- Don't drop it
- Don't leave it in a hot car's glove compartment
- Avoid getting it wet or dirty

IMPORTANT NOTICE

If the blips of light representing players or the Scoreboard appear to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem:

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day warranty period the game will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250.

Units returned after the 90-day warranty period has expired, will be repaired or replaced with a reconditioned model of equivalent quality (at our option) for a service charge of \$10. Payment must be made by check or money order. This out-of-warranty service will only be available for one year from the date of purchase. All out-of-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

- 1** Pack the game carefully in the original game 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.
 - 2** Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Also don't forget to show your return address.
 - 3** Put parcel post stamps on the package; insure the package; then mail.
- After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for \$10.00 as payment for the repair service.
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