

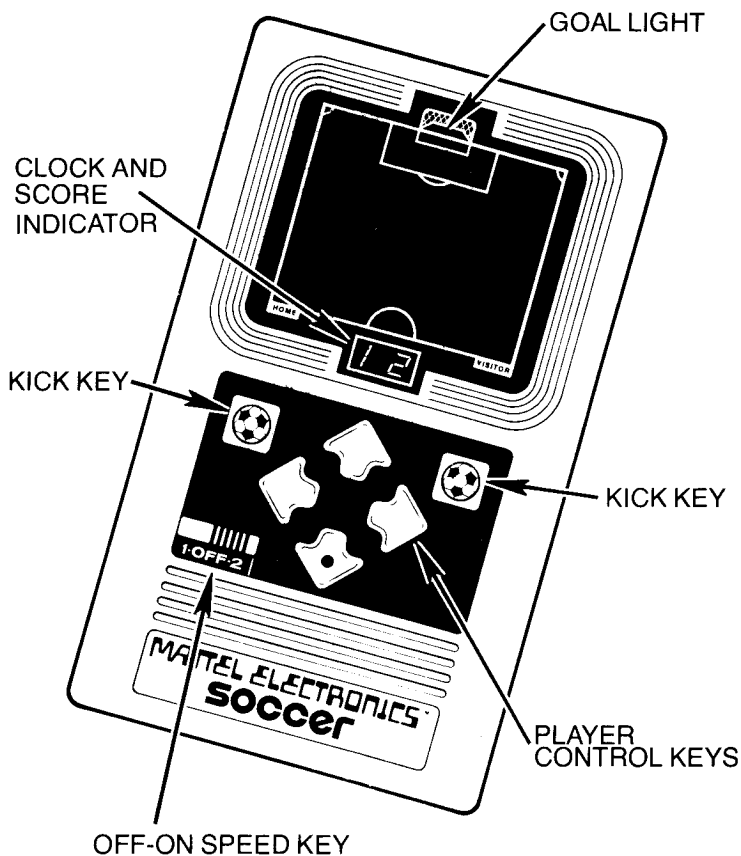
MATTEL ELECTRONICS™

SOCCER

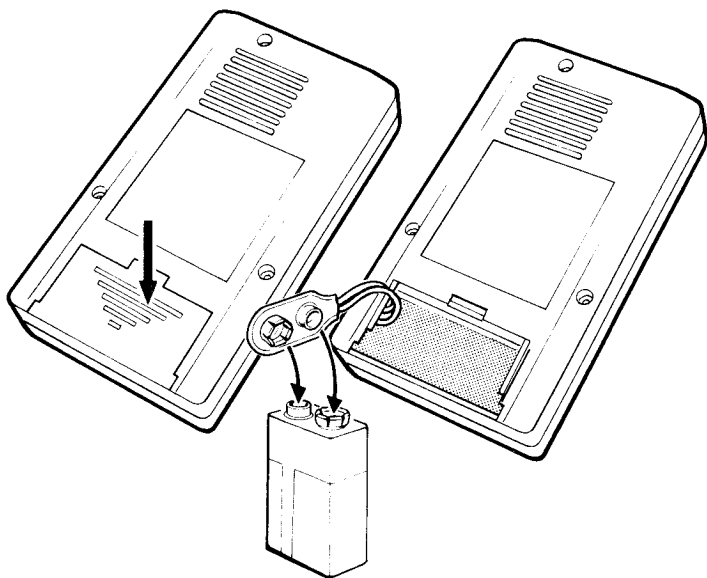
INSTRUCTIONS



- The thrills and competition of real soccer.
- Match your skill against the built-in computer-controlled defense.
- Lightning action for soccer buffs.



HOW TO ATTACH THE BATTERY



1.

Press down on center of cover. Slide cover out to remove.

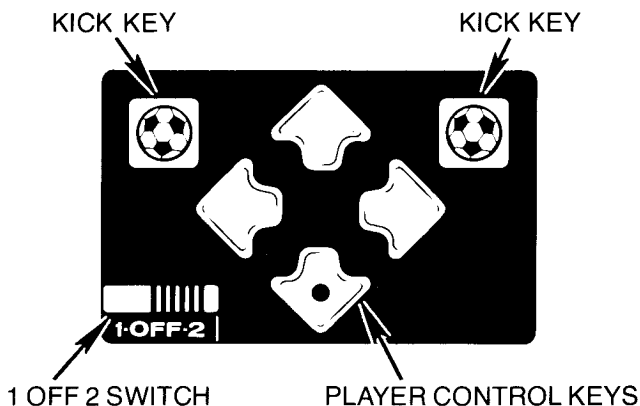
2.

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

IMPORTANT INFORMATION

If the blips of light representing the players or Scoreboard appear to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem. Use alkaline batteries for longer life.

CONTROL KEYS



1 OFF 2 SWITCH:

OFF – Game is turned off.

- 1 The game is ON. The defense moves at normal speed. The goalkeeper moves at twice normal speed. And normal speed is plenty fast! You'll have to be swift to win.
- 2 Game is ON. The defense will react twice as fast as in 1. The goalkeeper will react twice as fast as that!

ARROWS: Control the movements of the offensive man in the direction the ARROWS point. If a position you want is already occupied by the defense, or if you attempt to move out of bounds, the computer cancels your move. You will have to find an alternate path that is clear.

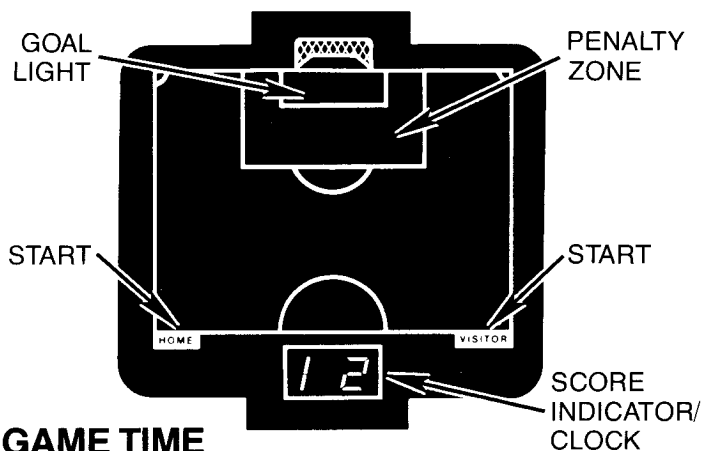
KICK KEY: Kicks the ball toward the goal. Either KICK key may be used, regardless of the position of the offensive man.

THE STARTING LINE-UP

Either one or two players against the computer controlled defense. Players control the offensive man (bright blip). Built-in computer controls the defensive men (5 dimmer blips) and the defensive goalkeeper (1 bright blip). The offense maneuvers the ball until there is a clear path to the goal for a kick. The defense reacts to block the offense. Goalie can capture the ball.

**PLAYER #1 – VISITOR TEAM – STARTS 1ST HALF.
PLAYER #2 – HOME TEAM – STARTS 2ND HALF.**

The Visitors start each play from the right (Visitor) rear corner of the field. The Home team opens its play from the left (Home) rear corner of the field. See diagram below.



GAME TIME

There are two 45 minute halves in the game. The clock ticks when the ball is in play. It is faster than a real clock which means that a 45 minute half lasts 4 minutes. This makes a complete game 8 minutes long in real time.

When the game is switched on, the clock shows the number 45, meaning there are 45 minutes remaining in the 1st half. This number will move down to 00 and a double whistle will sound, signalling the end of the 1st half. When the play is resumed, the clock will automatically reset to 45 minutes for the 2nd half. At the end of the 2nd half, when the game is over, a triple whistle will sound and the clock will not reset.

SCORING TIME

Each player has a maximum of 10 game minutes, or 54 seconds in real time, to attempt a goal by pressing the KICK button. For each goal achieved 1 point is awarded. If the player attempting a goal does not score and is successful in regaining the ball, the 10 minute period is renewed. If the player with the ball does not score a goal, and loses possession of the ball, the ball goes to the other team.

READING THE SCORE

After a successful goal, or whenever the ball changes hands, the scores are flashed.

First, the Visitor score.

2

Then, the Home score.

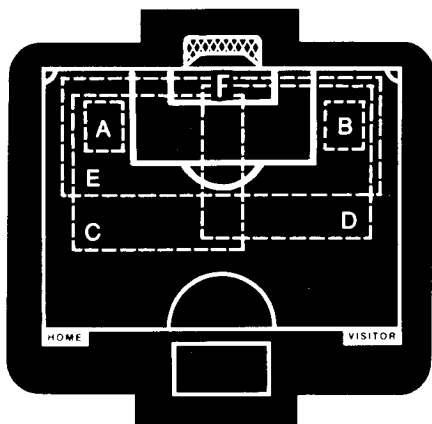
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Followed by the number of minutes left to play in the Half.

14

To repeat this information, press the ARROW with the dot on it. This may be done as often as desired before resuming play.

THE DEFENSE



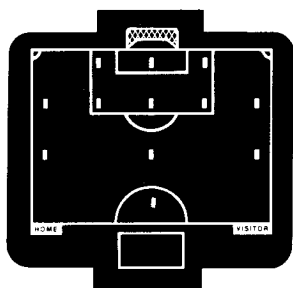
The built-in computer controls all the defensive players and will cause the defense to react to the moves you make.

- Defensive men A and B move at random within their zones.
- Defensive men C, D and E move to a point midway between the offensive man with the ball and the goal, each within his zone.
- These 5 defensive men (A, B, C, D and E) are blockers. They do not attack the offensive man or the ball. They can, however, intercept the ball by moving into the path of the ball after it is kicked by the offensive player. If intercepted, the defense will pass the ball up the field to his teammates.

- The goalkeeper is F. The goalkeeper moves twice as fast as the other 5 defensive men.
- The goalkeeper positions himself between the offensive man with the ball and the goal and attacks whenever the offensive man or the ball come within his reach.
- The goalkeeper will attack the offensive man with the ball and also the ball when it is kicked.
- If the goalkeeper makes contact with either the offensive man or the ball, the ball changes hands.

HOW TO PLAY THE GAME

1. Slide the switch to either 1 or 2.
IMPORTANT: Don't switch between 1 and 2 after starting play or the game will end and restart again.
2. Visitor team opens 1st Half from the rear right corner of the field. Five defensive blocking men and goalkeeper are in position guarding the goal.
3. Press the ARROW keys to move the offensive man away from the corner. The action is on.
 - The clock begins keeping time.
 - The defense moves into position.
4. Continue to maneuver the offensive man around the field with the directional ARROWS until you find a position with no defensive man between the offensive man and the goal. Quickly press either KICK key to kick the ball. The ball will be presented by a bright, blinking blip of light when kicked and will separate itself from the offensive man, who will remain in position as a bright blip of light.
When you are in one of these positions and press the KICK key, the computer automatically guides the ball toward the goal. A defensive man may, however, move into position to block the ball. He will then pass the ball off to his teammates. If you are quick enough, you can maneuver the offensive man to intercept the ball and thereby regain possession. If you are not quick enough, the defense will pass the ball out of bounds, a whistle will sound and your opponent will get possession of the ball. If the goalkeeper makes contact with either the offensive man or the ball, a whistle will sound and you lose possession of the ball.
If you kick the ball from any position on the field other than those indicated on the diagram, the ball will either



bounce out of bounds or bounce to a defensive man. The defensive man will then pass it to his teammates and out of bounds or bounce back to your offensive man, in which case you have regained possession.

5. You score by making a clear kick to the goal. When this happens you will hear a victory tune, see a light in the goal and be awarded 1 point. The ball will automatically return to your starting position. You may score as many times as possible in 45 game minutes or until the ball is intercepted and passed out of bounds by the defensive team or until you kick it out of bounds.
6. At the end of the 1st Half you will hear a double whistle and the game will automatically reset the playfield for the 2nd Half and the Home team gets the ball first.
7. At the end of the 2nd Half a triple whistle will sound, the final score will flash and the control keys will cease to function. The game is over.
8. To start a new game, slide switch to OFF first and then back to either 1 or 2.

TIPS ON SCORING A GOAL

1. The closer you are to the goal, the greater your chances for kicking a goal. If you are too far away, the defense has time to move to block the ball. However, don't get too close or the goalkeeper will attack.
2. To set up a play, move around and away from the goal to throw the defense off guard.
3. Be quick. As soon as you get an opening, kick before the defense recovers and has a chance to block your kick.
4. Keep the offensive man moving rapidly to get more openings.

WHAT TO DO IF YOUR KICK DOESN'T SCORE

1. You weren't lined up properly. The ball went out of bounds. Check the diagram to the left for correct positions to use for successful kicking.
2. Defense may have moved into blocking position after you kicked. The ball was deflected. Move offense to recover the ball before it goes out of bounds. Then maneuver for another kick.
3. If you did not recover the ball. A whistle will sound and the ball automatically goes over to the other team. The score will flash automatically.

WHAT THE SOUNDS MEAN

Ticking sound — a play is in progress. Faster ticking for the more difficult game selection.

Single whistle — loss of ball possession.

Victory tune — Congratulations! You've scored a goal.

Short beep — ball rebounding from the defense.

Double whistle — end of half.

Triple whistle — end of game.

TAKING CARE OF YOUR GAME

- Treat your Soccer Game with care.
- Don't drop it.
- Don't expose it to heat; for instance, leaving it in the glove compartment of a car on a hot, sunny day could be harmful.
- Avoid getting it wet or dirty.

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

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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.