

**COLECO**

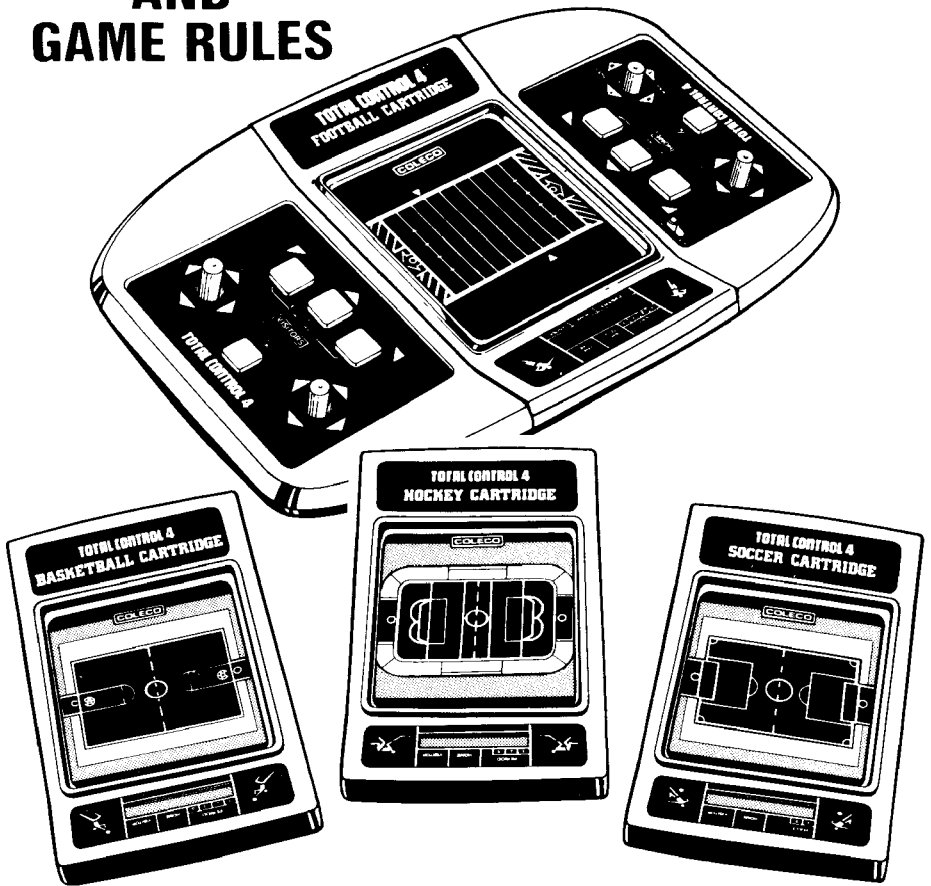
Guide No. 76814C

# TOTAL CONTROL 4™

ELECTRONIC SPORTS CARTRIDGE SYSTEM

## INSTRUCTIONS AND GAME RULES

For Ages 8 to Adult



**TOTAL CONTROL 4™ is an ADVANCED-LEVEL sports game that is designed to give you hours of exciting and challenging play. Like the real sports themselves, TOTAL CONTROL 4™ requires practice and skill to master. To become a "pro", read the instructions and Play Book carefully, then start with skill level 1 and the easier plays and work your way up to skill level 2 and the more complex plays. Be patient, and take the time to master TOTAL CONTROL 4™ — you'll find it's worth it!**

**COLECO**

MANUFACTURED FOR COLECO INDUSTRIES, INC.,  
AMSTERDAM, N.Y. 12010

© 1981, Coleco Industries, Inc.

Patent Pending

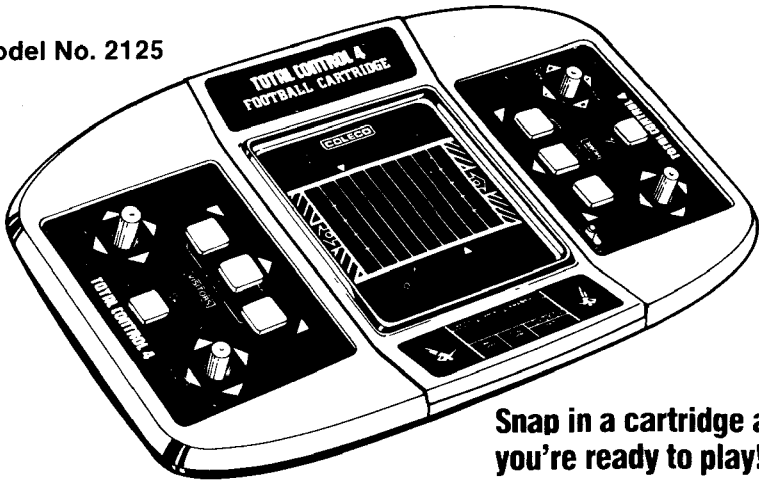
# INSTRUCTIONS AND GAME RULES FOR

# TOTAL CONTROL 4™

ELECTRONIC SPORTS CARTRIDGE SYSTEM

WITH **4 PLAYER FOOTBALL** cartridge

Model No. 2125



**Snap in a cartridge and you're ready to play!**

- Up to 4 can play
- More total control & realism
- Control 4 separate players:
  - Quarterback, & Receiver on offense,
  - Short & Deep Safety on defense
- Set the offensive & defensive line formations
- Run plays right out of football play book
- Trap, draw & misdirection plays
- Throw square in, roll-out & screen passes



Play alone against the computer!



Play against an opponent!



Play against two opponents!



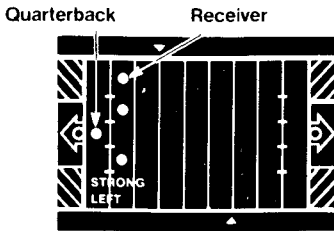
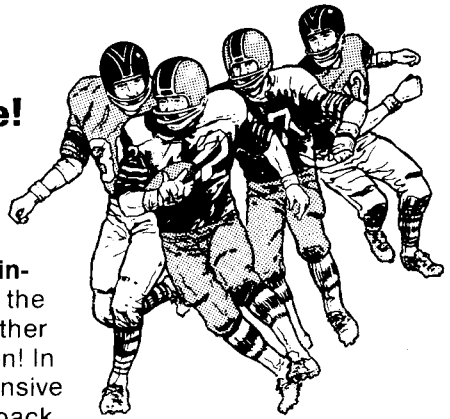
Play team against team!

REQUIRES TWO 9-VOLT ALKALINE BATTERIES. RAY-O-VAC # A1604-1 RECOMMENDED. ALSO AVAILABLE: COLECO BATTERY ELIMINATOR/AC ADAPTER (NEITHER INCLUDED).

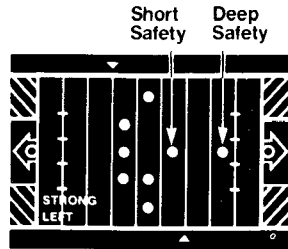
# GAME DESCRIPTION

## More total control and realism than ever before!

Coleco's Total Control 4™ Electronic Sports Cartridge System is the most advanced electronic sports game for **team, head-to-head and individual play**. Play alone against the computer, or with up to 4 players! Either way, you control all the full field action! In football, you control 2 separate offensive and defensive players: the quarterback, receiver, short safety & deep safety. Set the formation before the play.

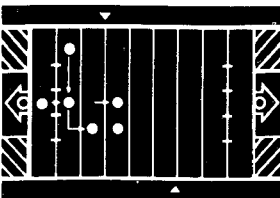


Control quarterback and receiver . . . set strong right, strong left or split left line formation.

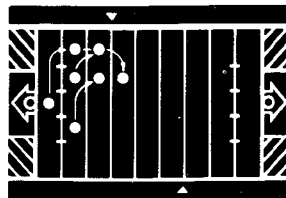


Control short and deep safety . . . set strong center, strong right or strong left defensive formation.

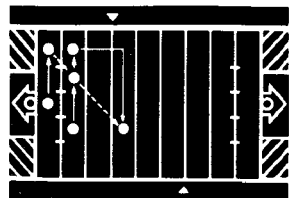
Run trap, draw and misdirection plays . . . throw square in, roll-out and screen passes . . . even move your backfield during the play! You can run plays right out of a football play book, because Total Control 4™ Football gives you more total control and realism than ever before! Electronic clock, interception, turnover and score sounds add to the fun!



Hand off . . .



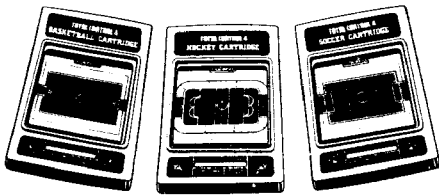
. . . end sweep . . .



. . . roll out, square in pass.

# BASKETBALL, HOCKEY and SOCCER cartridges

available in separate  
gift pack

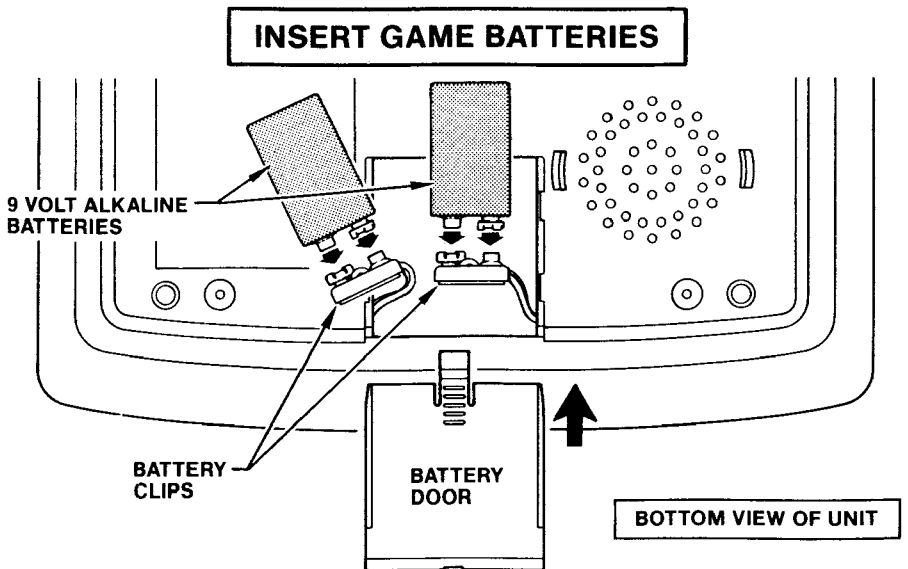


**BASKETBALL  
HOCKEY & SOCCER  
CARTRIDGES** COLECO

• Up to 4 people can play  
• Control 4 separate players in each sport  
• Full field action  
• More realism in each sport

FOR THE  
**TOTAL CONTROL 4**  
ELECTRONIC SPORTS CARTRIDGE SYSTEM

## GETTING READY TO PLAY



**Two 9 volt alkaline batteries required.** Ray-O-Vac # A1604-1 recommended. To insert batteries, slide out battery compartment door from the bottom of the game. Snap the 9 volt alkaline batteries to the clips inside the battery compartment (see illustration). Replace battery compartment door.

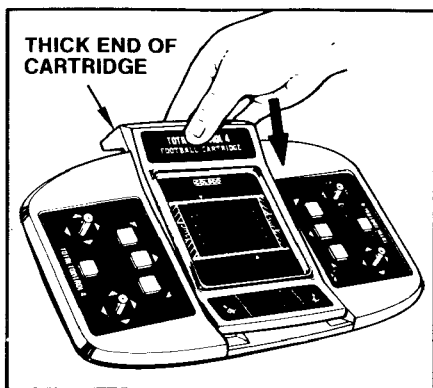
**NOTE:** Game will not operate properly if **BATTERIES are weak**. Any erratic display or play action may be a symptom of weak batteries. **Replace with fresh 9 Volt alkaline batteries.**

**NOTE:** For extended operation, you can eliminate the need for batteries 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**.

**WARNING:** ALWAYS REMOVE BOTH BATTERIES FROM THE GAME BEFORE USING THE BATTERY ELIMINATOR/AC ADAPTER.

### SNAP IN GAME CARTRIDGE

Snap cartridge into unit by holding thick end of cartridge, sliding it over playfield (as shown) and snapping it into place. To remove cartridge, pull down and out on thick end and cartridge will unlock.

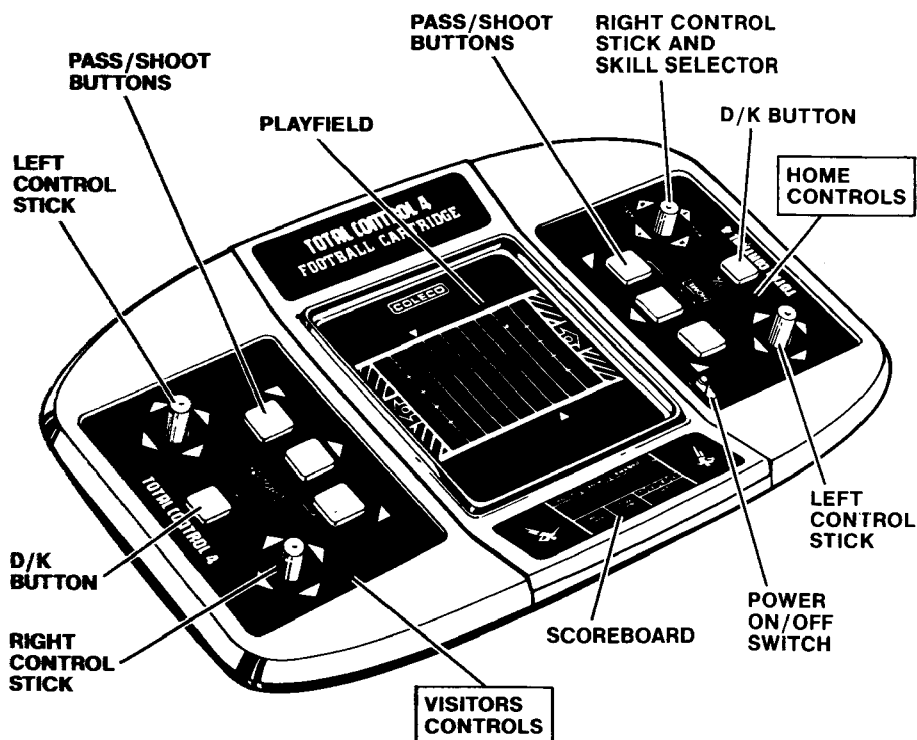


## GAME CONTROLS AND FEATURES

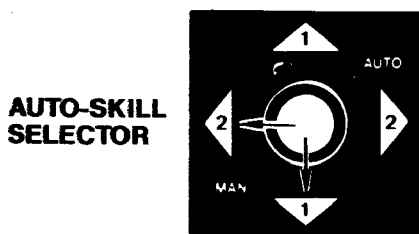
### SWITCHES AND CONTROLS

1. **POWER ON/OFF:** turns game on and off.
2. **CONTROL STICKS:** There are **two control sticks** on each side of the console that control the 4-direction movement of the Quarterback, Receiver, Short and Deep Safety.

The **right control stick** on the **HOME** side of the console is also the **AUTO-SKILL SELECTOR** and is used at the start of a game to **select skill level** and **type of play** (**MANUAL** — against opponent(s) or **AUTO** — against computer).

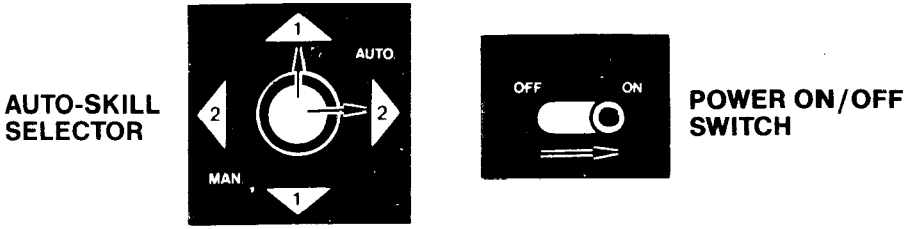



**MANUAL DEFENSE** is selected when players wish to control and direct the **Short Safety, Deep Safety, Quarterback** and **Receiver**. The **right control stick** directs the **Quarterback on Offense** and the **Deep Safety on Defense**. The **left control stick** directs the **Receiver on Offense** and the **Short Safety on Defense**. All other defensive players operate automatically at both skill levels.




To select the **MANUAL DEFENSE MODE**, push and hold the **AUTO-SKILL SELECTOR** at the **1** or **2** skill level while turning the **ON/OFF switch** to **ON**.

**AUTO DEFENSE** is selected when 1 or 2 players wish to compete against a **defense** that is entirely **computer controlled**. You can select one of two skill levels.



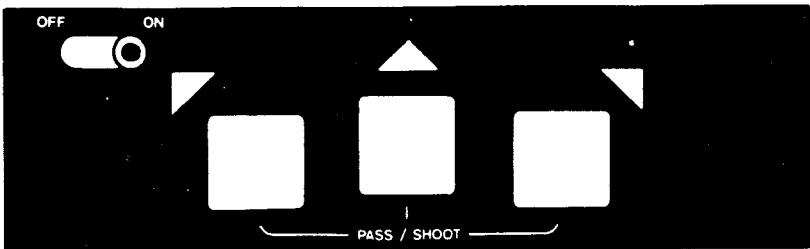
To select AUTO-DEFENSE skill level 1, **push and hold** the AUTO-SKILL SELECTOR to the  while turning the ON/OFF switch to ON.

To select AUTO-DEFENSE skill level 2, **push and hold** the AUTO-SKILL SELECTOR to the  while turning the ON/OFF switch to ON.

If a player wishes to compete against the computer-controlled Defense, he must alternate between **HOME** and **VISITORS** controls. When no skill or mode is selected by the player(s), the computer chooses AUTO-SKILL 2.

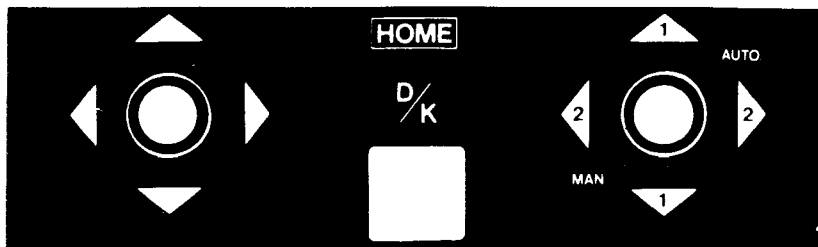
Once the level of play has been selected the **control sticks** are used to control player movement in 4 directions. **PLAYERS ARE MOVED ONE POSITION PER PUSH.**

**PASS/SHOOT BUTTONS**



- PASS/SHOOT BUTTONS:** Before each play, the PASS/SHOOT buttons on each side of the console are used to select offensive and defensive formations. During play, these buttons allow the Offense to pass or hand off in one of three directions. A “hand off” is defined as a one yard forward pass.

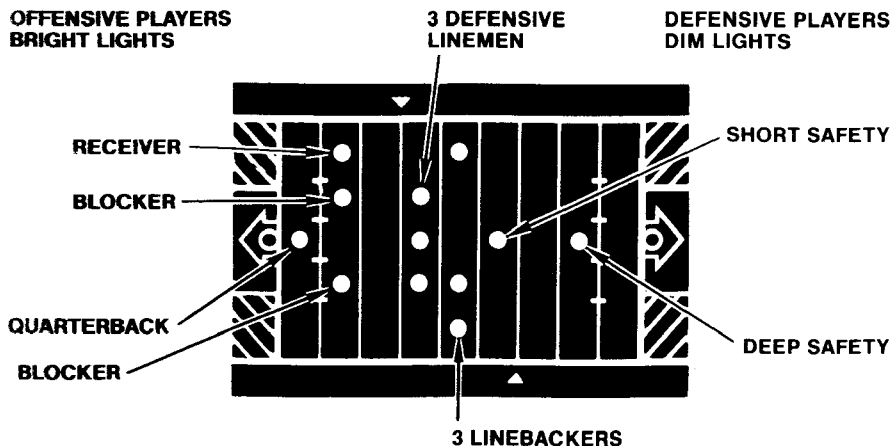
## D/K BUTTON



4. **D/K BUTTON:** Used by offensive team. **Prior to running a play;** push button once to display quarter and score on scoreboard. Push again to light up field. **During play,** use to kick ball (you can score a Field Goal).

## PLAYFIELD

The Playfield shows both Offensive and Defensive players. The Offense has two Blockers, a Quarterback and a Receiver. The Defense has 3 Linemen, 3 Linebackers, a SS (Short Safety) and a DS (Deep Safety). Offensive players are represented by bright electronic lights; Defensive players by dim electronic lights.



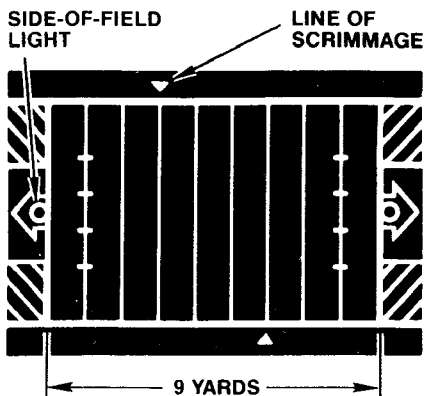
The players controlled by control sticks **blink when at rest** (Quarterback and Receiver, Short and Deep Safety). The Quarterback lines up 2 yards behind the Line of Scrimmage making both gains and losses possible.



The playfield display represents **9 yards** of a **100 yard** field. The Line of Scrimmage is identified by an arrow on the left side of the field (viewed from offensive side).

When the Ball Carrier traverses a full length of the field without being tackled, he reappears on the display right in front of your controls and continues moving downfield until he scores or is tackled.

A Side-Of-Field Light in each End Zone indicates on which side of the 50 yardline the ball is positioned.



## OFFENSIVE AND DEFENSIVE MOVEMENT

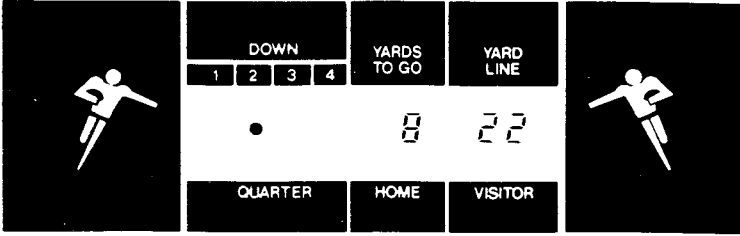
The 2 computer-controlled Blockers (bright and steady lights) move in a fixed pattern with the Quarterback. There are ways, however, that the Offense can change this pattern. **See Play Book under "Squeeze", "Slide" and "Spread"**. When a Blocker collides with a Defenseman both players are eliminated. Also, all Blockers are eliminated when the Ball Carrier has successfully gained 9 yards and continues moving.

Before the Receiver has caught a pass he cannot be eliminated. He can **block** as he goes out for a pass but **will not eliminate the Defender**. When he receives a pass the Receiver becomes the Ball Carrier and can be tackled if he collides with a Defenseman. The Receiver can also be moved while a pass is in flight. **The Deep Safety and Short Safety, however, may only be moved one space when the pass is "in the air."**

Defense cannot move through their own players.

## PLAY FEATURES AND SOUNDS

1. After a tackle or turnover the scoreboard displays the down, yards to go and yardline. Then, when you press the D/K button the scoreboard shows the quarter and the score.

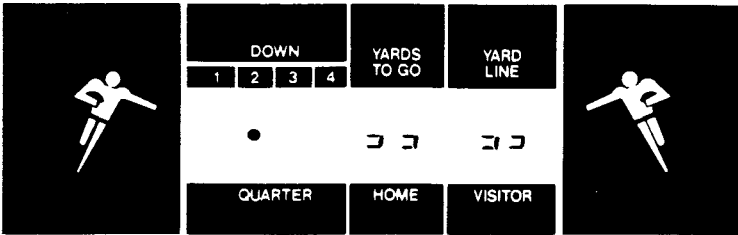


**SCOREBOARD DISPLAYING THE DOWN, YARDS TO GO AND YARDLINE**

2. A **turnover occurs** when there is an **interception**, a **score**, or the **Offense fails to gain 10 yards or more in 4 downs**. A turnover is marked by 3 electronic whistles.
3. A **tackle** is signaled by a **single electronic whistle**.
4. A **touchdown, field goal or safety** is signaled by the playing of the **“Notre Dame Fight Song”**.

**LENGTH OF GAME**

1. The game is divided into **4 equal quarters** shown on the **“Quarter” display**. When time runs out at the end of a quarter, play stops and the new period is displayed. If a play is in progress when the quarter ends, the play is allowed to be completed.
2. When a quarter ends the following display routine occurs:



**SCOREBOARD DISPLAYING THE NEW QUARTER**



3. Possession of the ball at the start of each half (2 quarters) alternates with the Home Team having first possession.

# HERE'S HOW TO PLAY: HEAD-TO-HEAD, OR WITH THREE OR FOUR PLAYERS

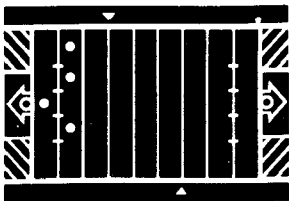


At the start of each game the Offensive Team is on the **HOME** side of the console.

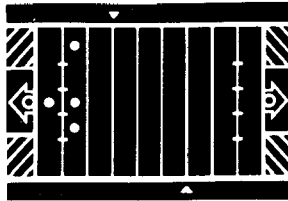
Players choose and then remain at the **same controls throughout the game.**

1. Offense **pushes and holds** the AUTO-SKILL SELECTOR to "Man"  or "Man"  skill levels while at the **same time** turning the **ON/OFF switch to ON.**

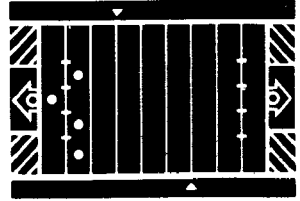
2. Playfield lights up with controlable players blinking.
3. Offense "huddles" to determine what play to run (See Play Book).
4. Offense selects Strong Left, Strong Right or Split Left formation by pushing one of the "PASS/SHOOT" buttons.



**STRONG LEFT**

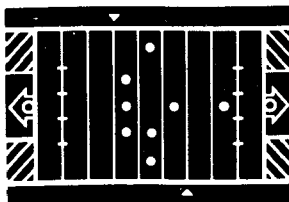


**SPLIT LEFT**

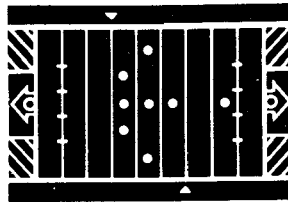


**STRONG RIGHT**

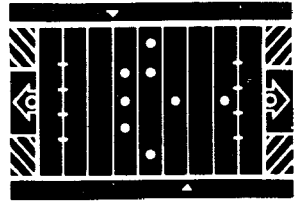
Defense selects Defensive Line formation by pressing one of the "PASS/SHOOT" buttons.



**STRONG LEFT**



**STRONG CENTER**



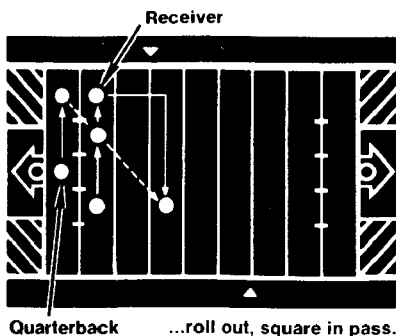
**STRONG RIGHT**

See Play Book for the different uses of these formations.

- Offense starts a play by moving the **Quarterback and Blockers** with the **right control stick** and/or the **Receiver** with the **left control stick**.
- To throw a pass or hand off move the **Quarterback or Receiver** at least **one space** in any direction to **start the play**.

Move the Receiver in a straight or diagonal line with Quarterback. Then push the appropriate "PASS/SHOOT" button-left diagonal, straight or right diagonal — to throw pass or hand off. Pass flight is marked by blips of light. Upon completion the Receiver becomes the Ball Carrier and **continues to be directed by the left control stick**.

Note that a pass cannot be thrown once the Quarterback has crossed the Line of Scrimmage. Only the Receiver can catch a pass for the Offense and a pass can only be completed if there are no Defensive Safeties in the path of the ball.



- Defense attempts to tackle Ball Carrier by controlling the Short Safety (**left control stick**) and the Deep Safety (**right control stick**). Safeties and the computer-controlled Defense men will not move until the Offense starts a play. Only a Safety can intercept a Pass. Pass interception occurs when a Safety occupies the same position as the ball before the ball reaches the Receiver. After an interception the ball is blown dead. No runback is possible.

ONCE A PASS IS IN FLIGHT, THE RECEIVER MAY MOVE FREELY, BUT THE SAFETIES MAY ONLY MOVE 1 POSITION.

ONCE A PASS IS CAUGHT, THE RECEIVER BECOMES THE BALL CARRIER, AND THE SAFETIES RESUME NORMAL MOTION.

- When a tackle occurs play stops. The scoreboard lights up to indicate the down, yards to go and yardline.
- Offense** must **push D/K button one time** to display the Quarter and score.
- Offense** must **push D/K button a second time** to light up playfield and then calls next play.
- To **kick**, Offense moves Quarterback or Receiver at least **one space**. Then **pushes D/K button**. Ball travels down field, is blown dead and display tells you where ball has landed. **IF THE KICK GOES OVER THE GOAL LINE A FIELD GOAL IS SCORED.**

12. On turnovers. Defensive Team becomes the Offensive Team. The new Offense must push the D/K button (**twice**) to display teams and get ready to play. **PLAYERS REMAIN AT THE SAME CONTROLS THROUGHOUT THE GAME.**

## HERE'S HOW TO PLAY: ONE PLAYER OR TEAM AGAINST THE COMPUTER

With the exception of the steps listed below follow game play on Page 11, Steps 2-12.

1. **Offense pushes and holds** the AUTO-SKILL SELECTOR TO "Auto"



or "Auto"



skill levels while at the **same time** turning the

**ON/OFF switch to ON.**

2. Computer **automatically** controls the Deep and Short Safeties as well as the other defensive players.
3. At the start of each game the Offensive Team is on the **HOME** side of the console. **After a turnover or score, turn console around and press the D/K button to reset players and continue action.**

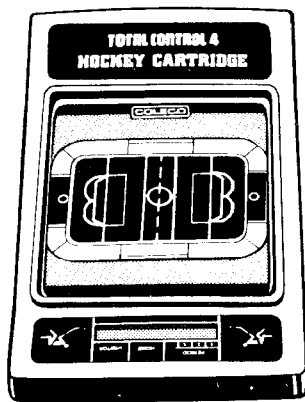
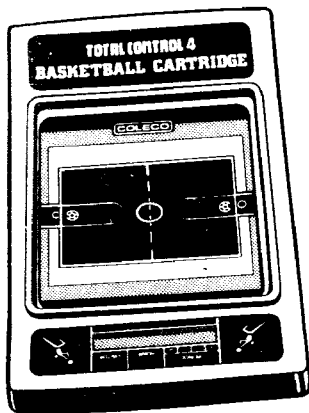
**NOTE: To help you learn and master the offensive plays, practice running the plays in the Manual Mode, Skill Level 1 without an opponent.**

**Start by trying the OFF TACKLE RIGHT and SWEEP RIGHT WITH SLIDE plays in your Play Book. Try the following passing plays — POCKET PASS and SCREEN RIGHT and SCREEN LEFT.**

## INSTRUCTIONS AND GAME RULES FOR

# TOTAL CONTROL 4™ BASKETBALL, HOCKEY and SOCCER cartridges

- Up to 4 people can play
- Control 4 separate players in each sport
- Full field action
- More realism in each sport



## BASKETBALL

- Offense controls guard and forward
- Defense controls forward and center
- Set picks
- Jump shots & lay-ups
- Steal the ball
- Fast breaks

## HOCKEY

- Offense controls right & left wings
- Defense controls goalie and forward
- Behind the goal action
- Loose puck
- Lead & rebound passing

## SOCCER

- Offense controls 2 forwards
- Defense controls goalie & forward
- Lead passing
- Loose ball
- Give & go

# GAME CONTROLS AND FEATURES

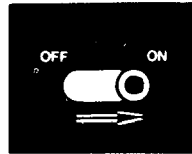
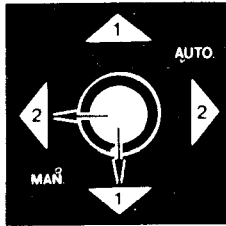
## SWITCHES AND CONTROLS

1. **POWER ON/OFF:** turns game on and off.
2. **CONTROL STICKS:** There are **two control sticks** on each side of the console.



The **right control stick** on the **HOME** side of the console is also the **AUTO-SKILL SELECTOR** and is used at the start of a game to **select skill level** and **MANUAL** or **AUTO DEFENSE**.

**MANUAL DEFENSE** is selected when players wish to **direct** the **Defensive Forward** and the **goalie** (Defensive Center in Basketball).

AUTO-SKILL  
SELECTOR

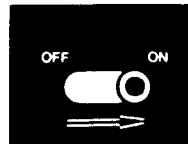
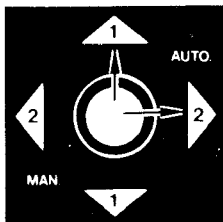


POWER ON/OFF  
SWITCH


To select the **MANUAL DEFENSE MODE**, push and hold the AUTO-SKILL SELECTOR at the  or  skill level while turning the ON/OFF switch to ON.


**AUTO DEFENSE** is selected when 1 or 2 players wish to compete against a **defense** that is **entirely computer controlled**. You can select one of two skill levels.

AUTO-SKILL  
SELECTOR



POWER ON/OFF  
SWITCH

To select **AUTO-DEFENSE** skill level 1, **push and hold** the AUTO-SKILL SELECTOR to the  while turning the ON/OFF switch to ON.

To select **AUTO-DEFENSE** skill level 2, **push and hold** the AUTO-SKILL SELECTOR to the  while turning the ON/OFF switch to ON.

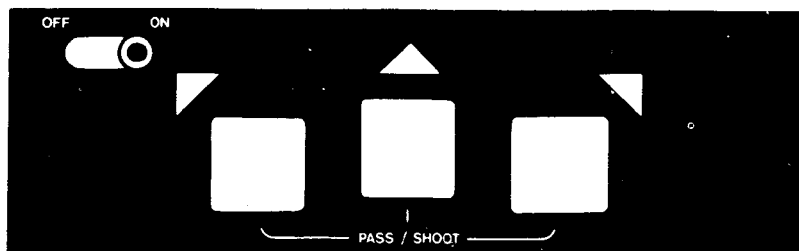
If a player wishes to compete against the computer-controlled Defense, he must alternate between **HOME** and **VISITORS** controls. When no skill or mode is selected by the player(s), the computer chooses AUTO-SKILL 2.

Once the level of play has been selected the **control sticks** are used to control 4-directional player movement. **PLAYERS ARE MOVED ONE POSITION PER PUSH.**

For the **Offense** the **right control stick** directs the **Right offensive player** and the **left control stick** directs the **Left**.

For the **Defense** the **right control stick** directs the **Defensive Forward** and the **left control stick** directs the **Goalie** (Defensive Center in Basketball).

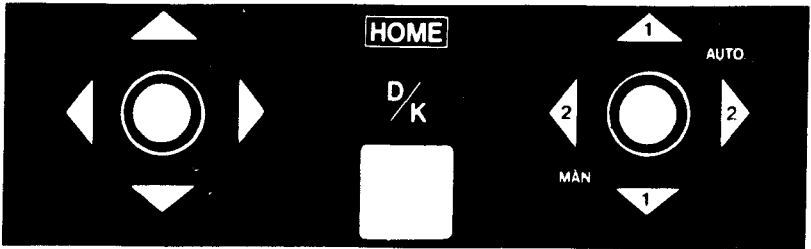
### PASS/SHOOT BUTTONS



3. **PASS/SHOOT BUTTONS:** The 3 buttons marked with arrows are used to **pass** or **shoot** in **one of three directions**.



## D/K BUTTON



4. D/K BUTTON: This button is used after a turnover or goal (or basket) to reset players.

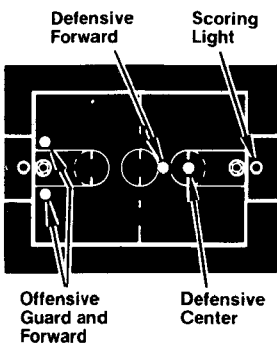
## PLAYFIELD

### BASKETBALL COURT – HOCKEY RINK – SOCCER FIELD

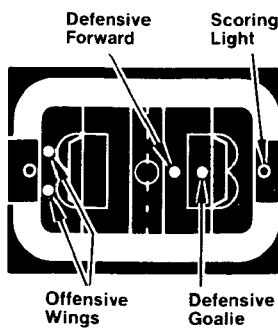
In Basketball, Hockey and Soccer the display shows two offensive players lined up horizontally and two defensive players lined up vertically one in front of the other.

## STARTING FORMATIONS

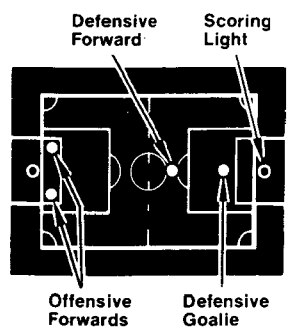
### BASKETBALL COURT



### HOCKEY RINK



### SOCCER FIELD



The Puck or Ball is represented by a blinking light. When an offensive player controls the puck or ball they are represented as one blinking light.

A scoring light is found behind each goal (basket) and lights up when a goal (basket) is scored.

## OFFENSIVE AND DEFENSIVE MOVEMENT

The Defensive and Offensive players, other than Goalies can move up, down, right and left by means of the **control sticks**. They move **one position per push**. In the MANUAL Defense the Goalie or Defensive Center can only move laterally in front of his goal or basket.

All players can be moved one at a time or together.

## PLAY FEATURES AND SOUNDS

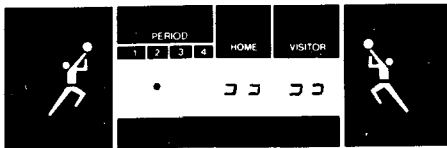
1. After a turnover, a goal or at the end of a period, the Scoreboard shows the period and the **HOME** and **VISITORS** score.
2. Whenever there is a turnover, three electronic "whistles" are played.
3. When a goal (or basket) is scored the "Notre Dame Fight Song" is played, the scoring light behind the goal (or basket) is turned on and the scoreboard routine is activated.

## LENGTH OF GAME

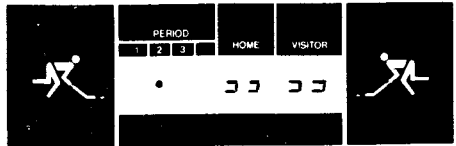
Each game is divided into equal periods shown on the period display of the scoreboard after each goal. There are three periods in Hockey, two halves in Soccer and four quarters in Basketball.

The end of a period is shown by the following scoreboard display:

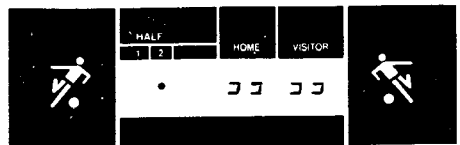
### BASKETBALL



### HOCKEY



### SOCCER



When time runs out at the end of a period, play stops and the end-of-period display is shown. Possession of the Puck or Ball at the start of each period alternates with the Home Team having initial possession.

## HERE'S HOW TO PLAY: HEAD-TO-HEAD, OR WITH THREE OR FOUR PLAYERS

At the start of each game the **Offensive Team** is on the **HOME** side of the console. Players **choose** and then **remain** at the **same controls throughout the game**.

1. Snap the cartridge into the main console.
2. **Offense pushes** and **holds** the AUTO-SKILL SELECTOR to "Man"



or "Man"



while at the **same time turning the ON/OFF**

**switch to ON.**

3. On the **Defensive** side of the console ( **VISITORS** side at the start of a game), the **right control stick** directs the **defensive forward**. The **left control stick** directs the **goalie** (defensive center in Basketball).
4. The **goalie (defensive center)** can only be moved **side to side in front of the goal** or basket.
5. Move one of the offensive forwards to start play. A forward **moves one space** each time you push the **control stick**. The defense tries to check offensive Ball Carrier or intercept passes and shots. The offense tries to dodge the defenseman and to maneuver his forward(s) into shooting position.
6. You have approximately 20 seconds to score. The Ball or Puck can be **passed, carried** or **shot** down the field. (See TURNOVER below.)
7. To pass or shoot press one of the "PASS/SHOOT" buttons. To complete a pass, position the other forward in the passing lane so that he intersects the path of the Ball or Puck.

To score a goal shoot the Ball or Puck into the basket or goal.

8. On turnovers the Defensive Team becomes the Offensive Team. New offense must push the D/K button to light up display and get ready to play. Players remain at same controls throughout game. (See Section on SPECIAL PLAY FEATURES. Pages 21, 22 & 23).

# HERE'S HOW TO PLAY: ONE PLAYER OR TEAM AGAINST THE COMPUTER

Game play is identical to the MANUAL DEFENSE with the exception of the following:

1. At the start of each game the **Offensive Team** is on the **HOME** side of the console. After a turnover or score, **turn console around** and **press the D/K button** to reset players and continue action.

2. Snap the cartridge into the main console.

3. **Offense pushes and holds** the AUTO-SKILL SELECTOR to "Auto"



or "Auto"



while at the **same time turning the ON/OFF**

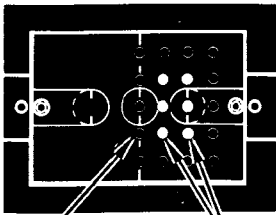
**switch to ON.**

4. Move one of your forwards to start play. When your forward is moved the computer-directed players start reacting.

NOTE: The Computer-controlled Goalie (or Defensive Center) is able to move forward and backward as well as side to side within a zone around the goal. When the Puck or Ball is next to the Goalie but outside the zone, the Goalie or Defensive Center will "**Step Out**" after the Puck or Ball.

## STEP OUT ZONE

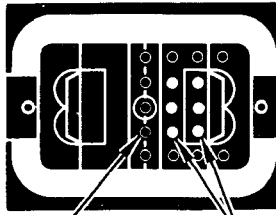
### BASKETBALL



STEP  
OUT  
ZONE

DEFENSIVE  
CENTER

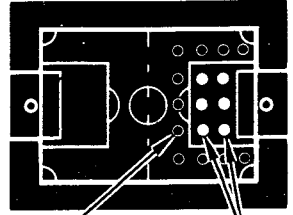
### HOCKEY



STEP  
OUT  
ZONE

GOALIE

### SOCCER



STEP  
OUT  
ZONE

GOALIE

# SPECIAL BASKETBALL FEATURES

## KNOCKING THE BALL LOOSE

1. A defenseman can knock the ball loose by trying to move into the same spot as a ball-carrying forward. The ball is knocked back one space towards the offensive baseline.

When this occurs from behind a Turnover results.

2. When the ball is knocked out of bounds a Turnover also occurs.

## TURNOVERS

A Turnover occurs whenever:

1. A defensive player intercepts a pass or shot;
2. A ball is knocked or passed out of bounds;
3. A Defenseman reaches a loose ball;
4. A basket is not scored within "24" seconds.

## SCORING A BASKET

There are two ways to score a Basket:

- a) by means of a "Lay-up" where you dribble the ball into the basket (no need to press "Pass/Shoot" button), and
- b) your forward can stop and shoot the ball into the basket.

# SPECIAL HOCKEY FEATURES

## PASSING

1. A Pass travels a maximum of 4 positions except for passes that "Wrap-around" the goal (see below).
2. A Pass hitting the side of the rink slides along the edge of the rink.
3. A Pass from anywhere behind the red defensive goal line (using the *diagonal* buttons) wraps the Puck around to the far side of the rink.
4. Any pass which reaches the center position behind the defensive goal will wraparound to the "blue line".
5. From behind the offensive goal passes are allowed from corners only; these passes travel in a straight line.

## PLAYER MOVEMENT

1. Offense must carry the Puck out from behind the offensive goal.
2. Only the Goalie is permitted in the defensive crease. All players are permitted, however, in the offensive crease.

## TURNOVERS

A Turnover occurs whenever:

1. You fail to score within a 20 second play limit;
2. A defenseman reaches a loose puck;
3. A defenseman or goalie intercepts a pass or shot;
4. A defenseman or goalie "checks" your puck carrier.

# SPECIAL SOCCER FEATURES

## PLAYER MOVEMENT

1. The offensive and defensive forwards can move anywhere on the field except the defensive goal or crease.

## TURNOVERS

A Turnover occurs whenever:

1. A defenseman intercepts a pass or shot;
2. A defenseman "tackles", (occupies the same spot) as your Ball Carrier;
3. A defenseman reaches a loose ball;
4. A ball is "kicked" out of bounds;
5. You fail to score within the 20 second play limit.

## **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 batteries are probably worn out or dead. Replace with two fresh 9-volt alkaline batteries.
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.

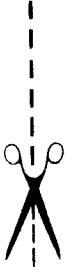
**This warranty gives you specific legal rights, and you may have other rights which vary from state to state.**

**TOTAL CONTROL 4™**  
ELECTRONIC SPORTS CARTRIDGE SYSTEM

**NO. 2125**

**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 —

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