POWER PIGSKIN®

ELECTRONIC FOOTBALL GAME



GENERAL GAME INFORMATION

Power Pigskin is an action-packed electronic football game one or two people can play.

Just like in real football, in Power Pigskin the "playing field" is 100 yards long. The field on the display is eight yards. Each line across the display is equal to one yard.

Power Pigskin is divided into four quarters, each quarter lasting "15 minutes." The time is actually faster than real time. At the start of each quarter, play begins on the "two yard line." So you gain six yards by travelling the entire length of the field. Eight more yards are gained each time you travel down the entire length of the field during the same down. For example, if you have 30 yards to go for a touchdown, you must travel the entire length of the field four times.

Each team has four downs to move forward at least ten yards. If successful, the play becomes "first and ten" and you have four more downs to move ten yards. This continues until you either score a Touchdown or a Field Goal. If you fail to make a "First Down," the ball goes over to the other team. You can also lose the ball on an interception or a punt.

After each score and at the beginning of each quarter, the ball is "placed" at the 20 yard line. At the start of the first and third quarters, the Visiting Team has possession of the ball. At the start of the second and fourth quarters, the Home Team has possession.

ONE PLAYER GAME

When you play the one-player version of Power Pigskin, you control the offense, and the computer controls the defense. One or two players can participate (with two players, you take turns being the offense.)

SELECT THE "ONE PLAYER GAME" BY SLIDING THE PLAYER SELECTOR SWITCH TO "1".



- TURN THE GAME "ON" BY SLIDING THE SKILL SELECTOR SWITCH TO "1" OR "2". LEVEL "2" IS FASTER AND REQUIRES GREATER SKILL. THE LIT RED LIGHT ON THE VISITOR TEAM SIDE OF THE SCOREBOARD INDICATES THAT THE VISITOR IS THE OFFENSE TEAM. WHEN A TURNOVER OCCURS, THE RED LIGHT ON THE HOME TEAM SIDE WILL BE LIT INDICATING THAT THE HOME TEAM IS THE OFFENSE TEAM.
- 3 DECIDE IF YOU WANT THE NEXT PLAY TO BE A "RUNNING PLAY" OR "PASSING PLAY" AND SLIDE THE PLAY ACTION SELECTOR TO "RUN" OR "PASS".
- PRESS THE DISPLAY KEY "D", IT WILL SHOW YOU THE "DOWN", "FIELD POSITION", AND "YARDS-TO-GO" FOR A FIRST DOWN. THE DISPLAY KEY ALSO PREPARES THE COMPUTER FOR THE NEXT DOWN (TO ACTIVATE PLAY, THE DISPLAY KEY MUST FIRST BE PRESSED DOWN.)

BY HOLDING DOWN THE DISPLAY KEY THE "SCORE" AND "TIME-REMAINING IN THE QUARTER" WILL ALSO BE DISPLAYED.

FOR EXAMPLE, AFTER DEPRESSING THE DISPLAY KEY, THE FIRST NUMBERS TO APPEAR ARE:

THIS MEANS IT'S THIRD DOWN, THE BALL IS ON THE VISITOR'S 17 YARD LINE (INDICATED BY THE LIT RED LIGHT ON THE VISITOR'S SIDE OF THE SCOREBOARD) AND THERE ARE FIVE YARDS TO GO.

NOTE: When the ball is on the visitor team side of the field, yards gained are counted down.

IF THE DISPLAY SHOWED THESE NUMBERS:
IT WOULD MEAN FIRST DOWN, BALL ON THE
HOME TEAM'S 35 YARD LINE (INDICATED BY
THE LIT RED LIGHT ON THE HOME TEAM SIDE
OF THE SCOREBOARD) AND 10 YARDS TO GO.
NOTE: When the ball is on the Home Team side of

the field, yards gained are counted up.
THE NEXT SET OF NUMBERS DISPLAYED WOULD

BE LIKE THIS: THIS MEANS THE HOME TEAM HAS SEVEN POINTS, THERE ARE FOURTEEN MINUTES LEFT

IN THE QUARTER AND THE VISITOR'S "O".

SKILL

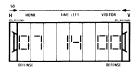
OFF 1 2











RUNNING PLAYS

After pressing the display key you are ready to begin play. If you've moved the Play-Action selector to "Run", then the next play will be a running play.

The sole Offensive Player on the field is the Running Back. He is represented by the brighter player light and always lines up on the Home side two yard line. The other five players on the field are Defensive tacklers and are controlled by the computer.

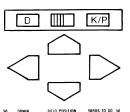
RUNNING DEFENSIVE TACKLERS

DOWN FIELD POSITION VISITOR V

THOSE LEFT VISITOR V

THE LEFT VISITOR V

To start the action, and the game clock, press any of the four Offense Direction Keys.



The Running Back will move one yard in the direction you choose, every time a Direction Key is pressed.

As the action starts the five Defensive Tacklers rush the Running Back. When a Defensive Tackler hits the Running Back a single referee's whistle sounds, the play is over, and the clock automatically stops.

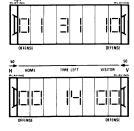
H NOME TIME LETT VISITOR V

Decide whether you want the next play to be a running play, passing play or kicking play, and adjust the Play Action Selector.



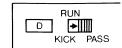
FIELD POSITION

Press the Display Key to check the Down, Field Position, Yards-To-Go, Score and Time Remaining. Pressing the Display Key also activates the computer for the next play.



PASSING PLAYS

After sliding the Play-Action selector to the right for Pass, and pressing the Display Key, you're ready for a passing play.



Now there will be two Offensive Players on the field, in addition to the same five Defensive Tacklers that appeared in the Running Play.

The first Offensive Player is the Quarterback, He always lines up on the Home Team one yard line and is represented by a bright flashing player light. The Receiver always lines up directly in front of the Quarterback on the two yard line, and he's represented by a bright, non-blinking player light.

To start the action and game clock, press any of the four offense Direction Keys.

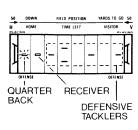
The Receiver can move forward, sideways, and backward. The Quarterback automatically moves in the same lateral direction as the Receiver \pm in other words, the Quarterback and Receiver are always lined up.

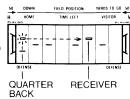
As soon as the Receiver is moved downfield and there's a clear path between him and the Quarterback, press the Pass Key to throw the pass. A flashing light representing the pass will appear and move from the Quarterback to the Receiver. If there is no Defensive Tackler in the path of the ball, the pass will be complete. As soon as the pass is complete, the Receiver becomes a Running Back and may be advanced using the same techniques of a Running Play.

If a Defensive Tackler appears in the path of the ball during a pass, an interception will happen. This will be indicated by a double whistle. After an interception the other team takes possession of the ball.

Decide whether you want the next play to be a passing play, running play or kicking play, and adjust the Play Action Selector.

Press the Display Key to check Down, Field Position, Yards to Go, Score and Time Remaining.



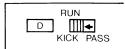


KICKING PLAYS

Kicking plays are usually executed on the fourth down.

After sliding the Play Action Selector to the left for Kick, and pressing the Display Key, you're ready for a Kick.

The computer automatically determines whether the Kick is a successful Field Goal (This is based on Field position). If a Field Goal is unsuccessful the kick is automatically a Punt, and the ball is turned over to the other team. As in other turnover, a double whistle is heard.



TWO PLAYER GAME

When you play the Two Player version of Power Pigskin, two players can play the game simultaneously. One controls the Offense, one controls the Defense. When the ball control changes sides, the Players switch their role of Offense and Defense.

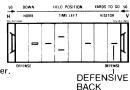
- 1 SELECT THE "TWO PLAYER GAME" BY SLIDING THE PLAYER SELECTOR SWITCH TO "2".
- PLAYER

 1 2
- TURN THE GAME "ON" BY SLIDING THE SKILL SELECTOR SWITCH TO "1" OR "2".
- 3 CHOOSE RUNNING OR PASSING PLAYS
 IN THE SAME WAY YOU DID FOR ONE
 PLAYER GAMES.

The only difference between One and Two Player Games is as follows:

As soon as the Offensive player presses his Direction
Keys to move the offense, the Defensive Player can
press his Direction Keys to move the Defensive Back
at the farthest end of the field. This defense back
can be manually controlled to move in any direction
to tackle the Offensive team. The other four defensive
tacklers are still automatically controlled by the computer.





REFEREE'S WHISTLES

Six whistles indicate the beginning of the game and the beginning of new quarters.

Eight whistles indicate the end of the game.

One whistle indicates the Offensive player is tackled.

Two whistles indicate Turnover (which can happen by interception, missed Field Goal, unsuccessful fourth down).

INSTALLING BATTERIES

Power Pigskin uses four AA penlight batteries (not included).

To install:

Open the battery compartment under the game by gently bending back the snap in the direction of the arrow.

Insert the batteries matching the polarities printed on the bottom of the compartment.

Replace the cover.

IMPORTANT NOTE

If the player lights or display seem to be malfunctioning, this is the first sign of battery wear. Replace batteries for best results.

Heavy-duty or Alkaline batteries are recommended.

90 DAY LIMITED WARRANTY

Regency Electronics (HK) Ltd. warrants to the original purchaser of this product that Power Pigskin Electronic Football will be free of defects in material and workmanship for a full 90 days from the date of original purchase.

During this warranty period, the Power Pigskin will be either repaired or replaced at our option, and without charge.

The original consumer must return Power Pigskin, with proof of the date of original purchase, to the dealer or mail it, properly packed, prepaid, and insured, to:

Regency Service Center 350 Fifth Avenue Room 3112 New York, New York 10118

If you return Power Pigskin after the 90 day warranty period, it will be repaired or replaced at our option for a \$10.00 service charge. Please enclose check or money order, when you carefully pack the Power Pigskin to return it to us. Please also include your name, address, city, state and zip code.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others are not covered by this Warranty.

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

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