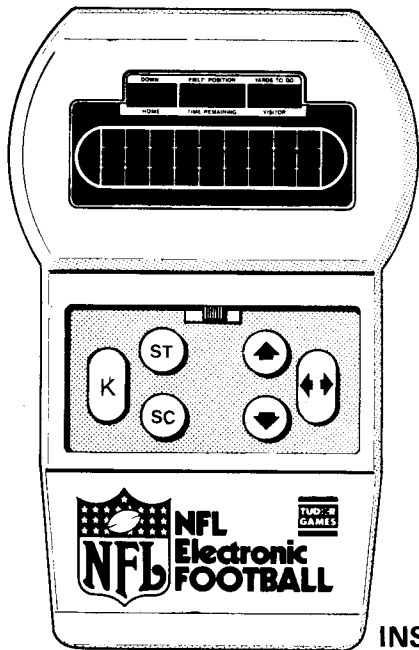


ELECTRONIC GAME FOOTBALL



INSTRUCTIONS

"Electronic Football" is an advanced computer controlled game for two players (acting as offence) playing against the computer (acting as defence) and against each other. The players control the "running back" via the three "arrow" keys to avoid tackling by the defensive team which is controlled by the computer. The player who plays first is the "HOME TEAM" and the other is the "VISITOR TEAM".

1. SKILL LEVEL SELECT SWITCH

- OFF Game is turned off.
 "1" Game is turned on, defense movement is set for normal speed.
 "2" Game is turned on, defense movement is set at fast speed.

2. CONTROL KEYS

2.1 "STATUS" KEY (ST)

Pressing the (ST) key will put "DOWN-FIELD POSITION-YARDS TO GO" for a 1st down on the display. This key is only active after a successful defensive tackle, a field goal or a touch down. It will also reset the playing field and set game ready for next play.

Example 1:

DOWN	FIELD POSITION	YARDS TO GO
3	.45	2

This means 3rd down, ball on the HOME 45 yard line (indicated by a dot to the left of 45) with 2 yards to go for a 1ST down.

Example 2:

DOWN	FIELD POSITION	YARDS TO GO
2	25.	5

This means 2nd down, ball on the VISITOR 25 yard line (indicated by a dot to the right of 25) with 5 yards to go for a 1ST down.

2.2 "SCORE" KEY (SC)

This key is similar to the (ST) key except it shows "HOME team score - TIME REMAINING - VISITOR team score" on the display.

Example 1:

17	9.6	7
HOME	TIME REMAINING	VISITOR

This means the HOME team has scored 2 touch downs and 1 field goal while the VISITOR team has scored 1 touch down. Time remaining in the quarter is 9.6 minutes.

2.3 "KICK" KEY (K)

Used during 4th down. The computer will automatically decide whether the 'KICK' is a PUNT or a FIELD GOAL depending on how close the ball is to the goal. A PUNT will produce 2 "Whistle" sounds and ball will be taken over by the other team setting up for a 1ST down play on the yard line which the computer has randomly selected. A PUNT will go between 1 to 63 yards.

If a field goal is made, the "Scoring Song" will be heard and 3 points added to the score. Ball will be on the opponent's 20 yard line for a 1ST down play.

NOTE: Kick key is also used as the ST key on some models in 1ST, 2ND and 3RD down situations.

2.4 "ARROW" KEYS

Used to control the "running back" to avoid tackling by the defensive team and run towards the opponent's end zone. There are five "defensive tackles" (dimmer red lights) which move one at a time to get to the "running back" (bright red light). Use these keys to guide the "running back" zig zag across the field and win a touch down.

3. HOW TO PLAY

3.1 SKILL LEVEL SELECT

Move the SKILL LEVEL SWITCH to position "1" or "2". Start the play by pressing any "ARROW" key. Do not switch from "1" to "2" or vice versus in the middle of a game or it will reset entire game.

3.2 QUARTER

Like a real football game, there are four quarters each having 15 minutes of actual playing time. The clock counts only during a play and runs faster than a real clock making the entire game approximately 10 minutes long. The clock is set to 15 minutes at the beginning of every quarter, unless game is over.

1st Quarter Home team has the ball on its own 20 yard line.

2nd Quarter Field position and ball possession same as that at the end of 1st quarter.

3rd Quarter This begins the second half. This time Visitor team has the ball on its own 20 yard line.

4th Quarter Field position and ball possession same as that at the end of 3rd quarter.

The playing field will be blanked at the end of a quarter. Press "ST" or "SC" key to set up play again at the end of every quarter except the end of the 4th quarter.

3.3 SCORING

7 points for a TOUCHDOWN.

3 points for a FIELD GOAL.

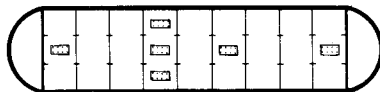
Every time a score is made, the "Scoring Song" will be heard.

3.4 TOUCHDOWN

It is a "TOUCHDOWN" whenever the "running back" has moved across the field and reached the opponent's goal line.

3.5 THE PLAYING FIELD

The playing field is 9 yards long. The computer always sets the same defensive formation at the beginning of every play. Try your skill to zig-zag around the defensive players and run as many yards as possible in every play. When you run to the other end of the playing field, you can continue running and computer will put your runner back to the start.



3.6 FOURTH DOWN

Like in real football game, you can either run or kick on 4th down. If you kick, computer will decide whether it is a PUNT or a FIELD GOAL. If you run and don't make a 1ST down, you will hear 2 "Whistle" sounds and ball will be taken over by the other team and start at where you were tackled.

You get 4 downs to run 10 yards.

3.7 TACKLE

Any defensive player may tackle the runner at any direction. When a tackler hits the runner, the referee's whistle sounds and the play is over. The player who made the tackle will blink on and off.

After each play, press ST (and/or SC) key to check the status (and/or score) and set up for the next play.

4. HOW TO REPLACE BATTERY

Press and slide to remove battery door. Insert 3 'AA' size batteries as illustrated. Replace battery door.

NOTE: Replace batteries when game appears to be malfunctioning or display grows dim. Alkaline batteries recommended.

