

MATTEL ELECTRONICS

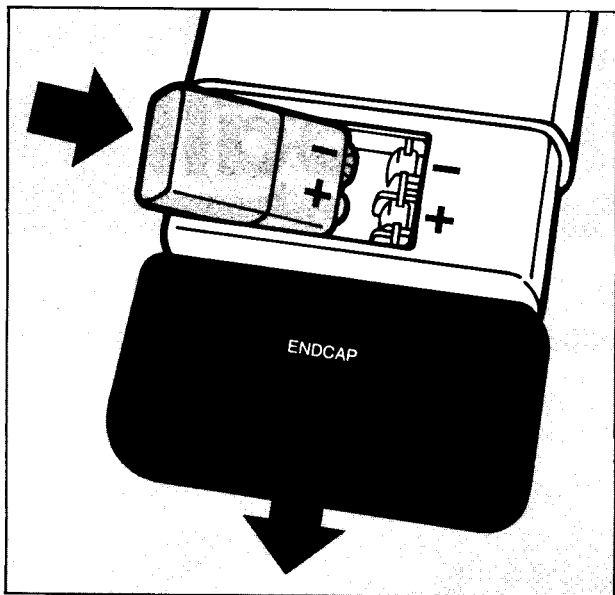
Look Alive! Football

INSTRUCTIONS For 1 or 2 players.
Electronic football with on-the-field action!



BATTERY INSTALLATION

Pull the end cap off of the game as shown.



Fit battery securely into battery compartment, making sure that the large (-) terminal on the battery is snug against the wide (-) contact strip inside compartment. The small (+) terminal on the battery should fit against the narrow (+) contact strip.

TWO WAYS TO PLAY

PLAY ALONE against the computer.

OR PLAY AGAINST SOMEONE ELSE. Computer *always* plays defense. When two people compete, one is the Home Team, the other the Visitors. Both teams take turns trying to score against the computer-controlled defense!

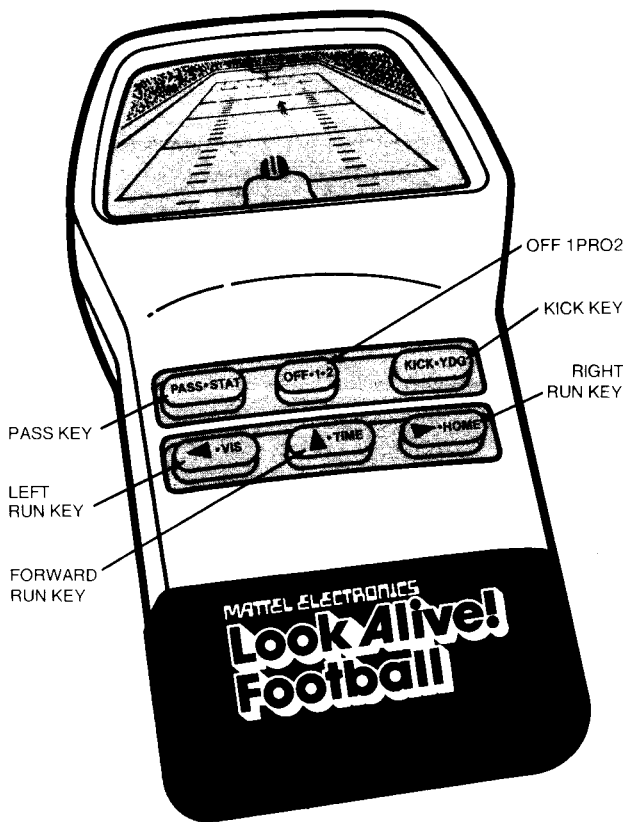
THE CONTROLS

OFF 1PRO2 — Turns the game ON or OFF & selects speed.

RUN Keys — Controls the direction the running back moves.

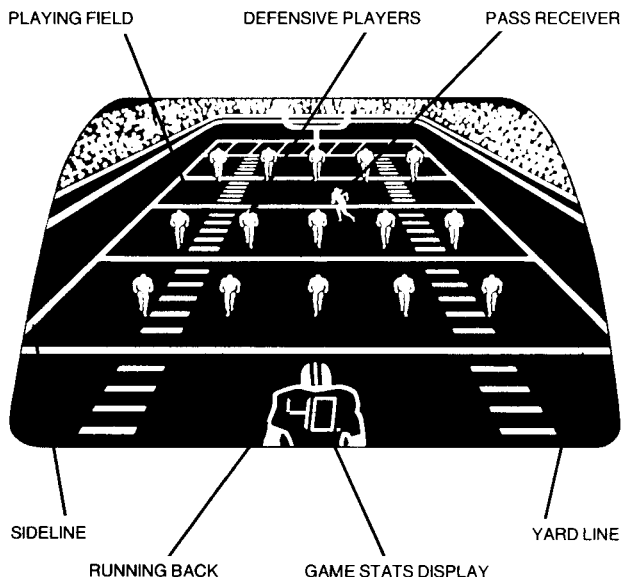
PASS Key — Starts a pass from the running back to the receiver.

KICK Key — Starts a kick toward the goal line.



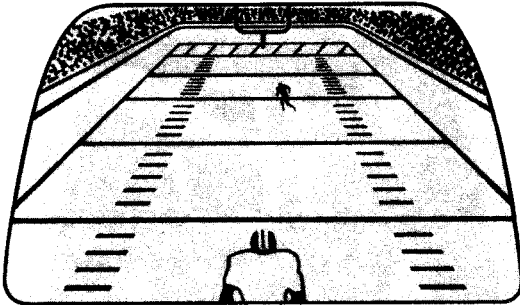
THE GRIDIRON

The game views the action from field level. You're the running back seeing the action all around! The yard lines are marked to give on-field perspective. You see 5 yards of the field at a time. The yard line shows on the stats display at all times. (4 downs to move 10 yards. Regulation 100 yards to a full field.)



YOU PLAY OFFENSE

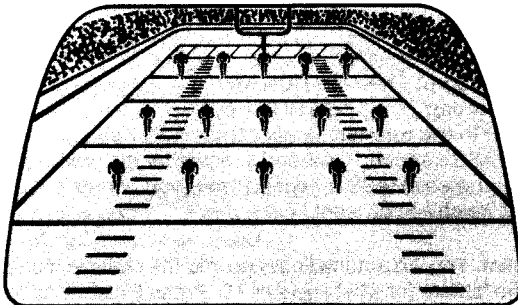
You are on the field — playing offense — in the running back position. The action on the field is seen through your “eyes.” You are always at the same spot on the field. You run, kick, and pass to the receiver. The defense and field move around you. (The pass receiver catches passes and then becomes the running back.)



RUNNING BACK'S VIEW OF THE FIELD.

COMPUTER ALWAYS PLAYS DEFENSE

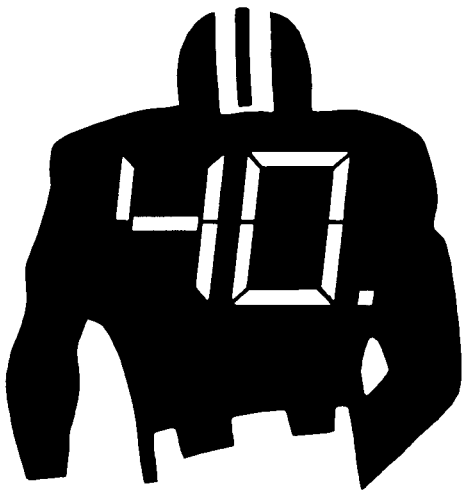
The computer controlled defenders are lighted shaped players on the field. They block kicks, intercept passes and tackle you. They are dimmer when further from the running back and get brighter as they get closer. Defender blinks after tackling the running back, intercepting a pass, or blocking a kick.



DEFENSIVE PLAYERS

GAME STATS DISPLAY

During play the yard line shows automatically. NOTE: A decimal point after the number means that you still have to get to the 50 yard line.



YOUR ARE ON YOUR 40...60 YARDS TO GO FOR A TD.

STATISTICS MODE: Before the game and between plays, press PASS once to get into statistics mode. Now you can press other keys for additional game information:

Teams & downs: show at the start of the statistic mode automatically.

Yards to go: Press KICK.

Visitor's score: Press left RUN Key.

Home's score: Press right RUN Key.

Time left in the quarter: Press center RUN Key.


Press PASS a second time, and it resets for the next play.


(Until you press PASS a second time, you can re-check the stats as much as you want.)

Important: You will automatically go into the statistic mode after the fanfare for a field goal or TD. Press PASS once to get up for the next play.

SELECTING GAME SPEED

After you have installed the battery, turn the game ON. This sets the game and playing speed. Here's how:

 <p>ROOKIE FOOTBALL</p>	<p>Speed 1 (slow) Turn to 1.</p>	<p>Speed 2 (fast) Turn to 2.</p>
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 <p>PRO FOOTBALL</p>	<p>Hold down left RUN Key, turn to 1, release.</p>	<p>Hold down left RUN Key, turn to 2, release.</p>
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As the speed increases, everything goes faster. It's best to start at the slowest speed and play your way up. (For example, Pro 1 is faster than Rookie 2.)

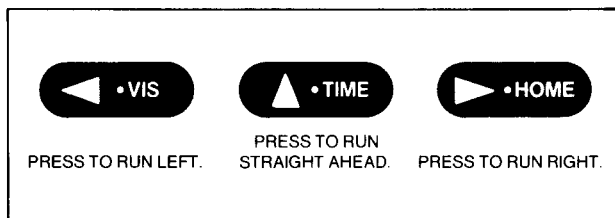
If two people play and one is more experienced, make a more equal contest by having the better player go at a faster speed.

You can change between speed 1 and 2 *at any time* during play. But in order to change from Rookie to Pro (& vice versa), you must first be in statistics mode. (See page 4.) Then hold down the left RUN Key and press PASS. Hear a long high tone, now you're in Pro; hear a long low tone, you're in Rookie.

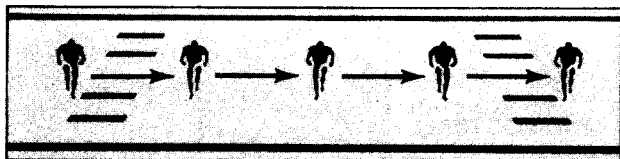
USING THE KEYS

RUNNING

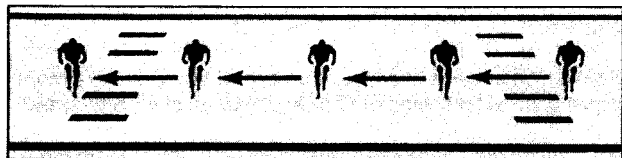
Each play can be started by pressing a RUN Key. This moves the Running Back in one of three directions: left, forward or right.



Remember that the view of the playfield is through the running back's "eyes." So when you press the right RUN Key, you run right, but what you see are the defensive players moving to the left. Press the left RUN Key, you run left, but you see the defense moving to the right.

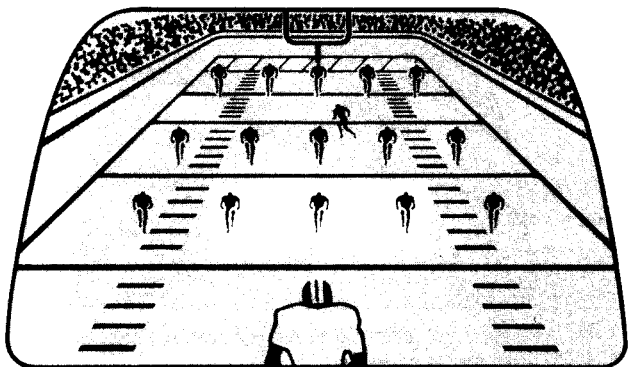


RUN LEFT, SEE DEFENSE MOVE RIGHT.



RUN RIGHT, SEE DEFENSE MOVE LEFT.

You'll get tackled if the defense moves next to you, and you don't move quickly enough. Or you'll be tackled if you run straight into the defender. Defender blinks after tackling you.



COMPUTER-CONTROLLED DEFENSE CAN TACKLE RUNNING BACK FROM THESE POSITIONS.

When you run to the left or right and the display no longer moves & you hear a buzz...you have run into the sideline. You must run forward or toward the other side to continue. You never run out of bounds.

TIPS:

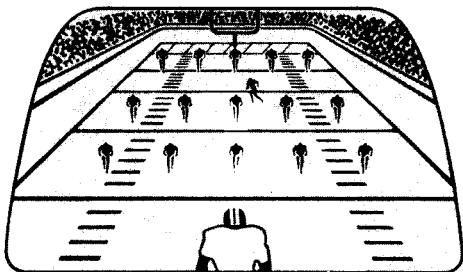
Once you press any RUN Key, defense starts to move forward toward you! Watch how defense moves — run around them, or dive through a hole. Quickness counts.

PASSING

To pick up yardage, you can press PASS and throw the ball to the receiver.

You can complete a pass when:

- 1) There are no defensive players between the running back & the pass receiver. Computer defense can intercept passes. You must press a RUN Key to start play!



DEFENSE WILL INTERCEPT PASS WHEN ANY OF THESE POSITIONS IS COVERED.

AND WHEN

- 2) The running back stays behind the line of scrimmage. You can move left or right, waiting for a hole to open up! But if you run forward, you cannot pass!

Press PASS and you see the ball zooming over the heads of the defenders. View of the field follows the "ball." The yards change quickly on the stats display. The length of each pass will vary, so check the yard line. When you hear a high tone, the pass is completed. NOTE: A high tone followed by a low tone means the pass completed *and* you made a first down!

Once the reception is made, you can run with the ball from where it was caught. Press the RUN Keys and keep going toward the goal line.

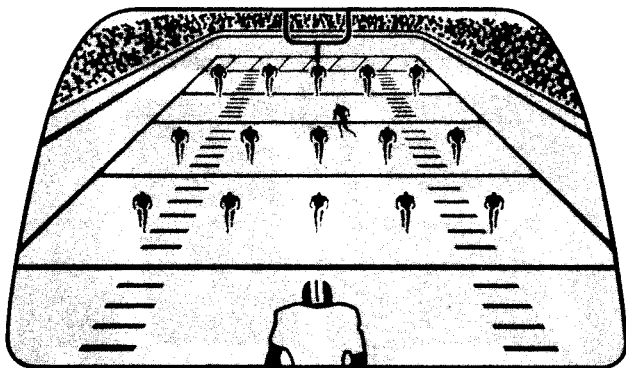
TIPS: Remember, once you run forward, you cannot pass. Complete a pass in the end zone and you score a TD! 7 points.

KICKING

To punt or try for a field goal, press KICK on any down, and send the ball downfield.

You can kick when:

- 1) There is no defensive player right in front of the running back. You can start a play with a kick.



DEFENSE WILL BLOCK KICK IF IN THIS POSITION.

AND WHEN

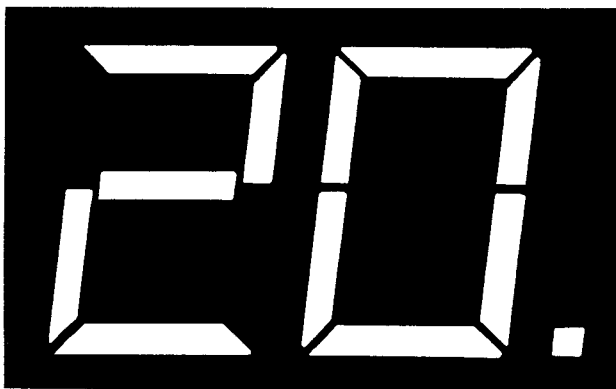
- 2) The running back stays behind the line of scrimmage. You can move him left or right, waiting for a hole to open up. But he cannot run forward.

Press KICK and you see the ball flying over the heads of the defense. View of the field follows the "ball." The yards change quickly on the stats display. The length of each kick varies. Check the yard line. After any kick, the other team takes possession — after punts, at the yard it was punted to (no run backs!) — after field goals, at the 20.

TIPS: Try for a field goal if you're past the 40 yard line. The closer to the end zone, the better your chances. Or, it's 4th down and long yardage...punt!

LET'S PLAY BALL

1. Move the OFF switch to 1. (Change to position 2 after you've had some practice at the slower speed.)
2. The game begins with Visitors in possession of the ball on their 20 yard line. Defense faces you! (Home team starts on their 20 the second half.)



FIRST HALF BEGINS WITH VISITORS ON THEIR 20.

3. Press one of the RUN Keys, and the computer defense moves forward to tackle you. Run laterally...wait for a hole and pass to your receiver. Then run forward...go for a TD.

IMPORTANT:

Start each play by pressing a RUN or KICK Key.
Press PASS twice between plays to set up for the next play.
Hear the end of quarter buzz. The clock stops ticking but you can complete a play in progress.

SIMULATED SOUNDS

CLOCK TICKING . . . means Game in play

WHISTLE means Defense tackled runner

2 WHISTLES means Possession changes

LOW TONE means First down

HIGH TONE means Pass Completed

SHORT BUZZ means . . . Running Back hit the sideline

LONG BUZZ means . . . End of quarter (ticking stops)

3 NOTE FANFARE . . means Score field goal!

6 NOTE FANFARE . . means Score a TD!

LONG HIGH TONE . . means Now in Pro Football

LONG LOW TONE . . means Now in Rookie Football

SCORING

Regulation 4 downs to advance 10 yards

4 quarters in a game

Touchdown scores 7 points (extra point included)

Field goal scores 3 points

TAKING CARE OF YOUR GAME

Treat your FOOTBALL game as you would treat a fine calculator: Don't drop it...don't leave it in a hot place, like a car glove compartment...don't let it become wet or dirty... remove the battery if the game will be stored away for more than a few weeks.

IF THE LIGHTS REPRESENTING PLAYERS OR THE SCORE DISPLAY APPEAR TO MALFUNCTION, 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 electronic games (including 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 this 90-Day Warranty Period, the game will either be repaired or it will be replaced (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 without proof of date-of-purchase, or units returned after the 90-Day Warranty Period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to **MATTEL ELECTRONICS REPAIR CENTER.**

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

**IF YOU NEED SERVICE FROM
MATTEL ELECTRONICS REPAIR CENTER...**

it's available during **and** after the 90-day warranty period.

1. **Pack** the product carefully in its original box. If the box is not available, use a strong carton with plenty of newspaper or other padding. Enclose a brief note telling us the specific problem you are having with the unit, and your name and home address. Remove the battery.

2. **Print** this address on the box:

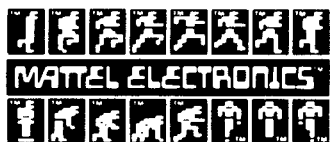
MATTEL ELECTRONICS REPAIR CENTER
5150 ROSECRANS AVENUE
HAWTHORNE, CA 90250

...and your return address.

3. **Send** the package by insured parcel post.

During the warranty period, enclose proof of purchase date. After warranty period has expired, enclose check or money order for \$10.00.

www.handheldmuseum.com



Other pocket electronic games
available from Mattel Electronics.
Look for them!