MATTEL ELECTRONICS®
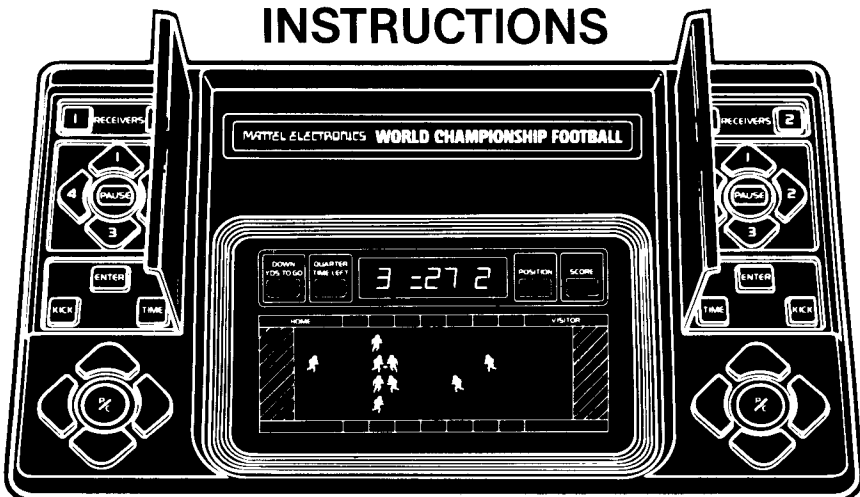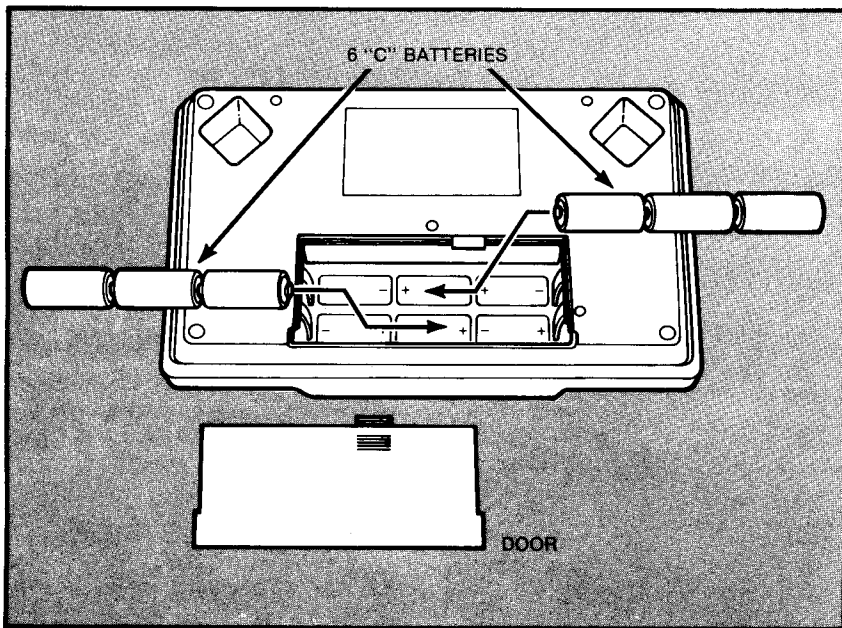# WORLD CHAMPIONSHIP™
FOOTBALL

INSTRUCTIONS

LINE UP WITH ELECTRONIC SUPERSTARS...FACE AN OPPONENT! OR FACE THE COMPUTER!

BATTERY INSTALLATION

Turn game over. Open and remove Battery Compartment door. Follow the battery instructions inside. Insert SIX C-CELL batteries as shown. Batteries go end-to-end in two rows.

This game has been designed to meet all applicable FCC rules. Because of this, there is very little chance that this game will cause interference to television or radio reception. However, the FCC has asked all electronic game manufacturers to give you the following information:

If you notice interference with radio or television reception while this game is on, move the game away from the television or radio. If the game is the cause of the interference, then moving the game away from the radio or television should eliminate the problem. If you are having problems with your radio or television reception you may find the following booklet (Stock #004-000-00345-4) helpful: "How To Identify and Resolve Radio and TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.

• CHECK OUT THE CONTROLS
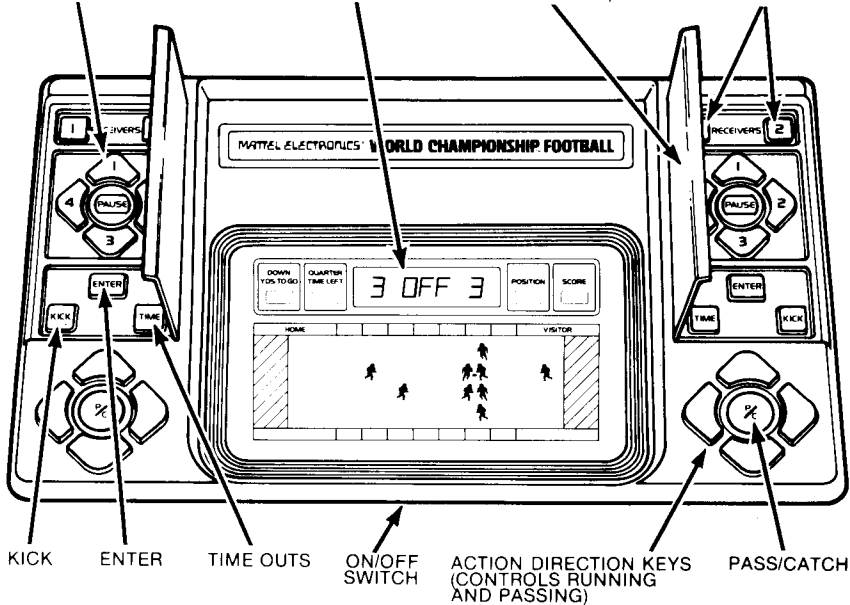
HOME TEAM KEYPAD   (SAME CONTROLS BOTH SIDES)   VISITOR KEYPAD

PLAY CALLING   STATISTICS   DOOR (CONCEALS
DIRECTION KEYS   DISPLAY   PLAY CALLING)   RECEIVERS 1 & 2

MATTEL ELECTRONICS WORLD CHAMPIONSHIP FOOTBALL

| DOWN YDS TO GO | QUARTER TIME LEFT | 3 OFF 3 | POSITION | SCORE |

HOME   VISITOR

KICK   ENTER   TIME OUTS   ON/OFF   ACTION DIRECTION KEYS   PASS/CATCH
                              SWITCH   (CONTROLS RUNNING
                                         AND PASSING)

DOWNS/YARDS   TIME LEFT   FIELD
TO GO   IN QUARTER   SCOREBOARD   POSITION   SCORE

| DOWN YDS TO GO | QUARTER TIME LEFT | 3 OFF 3 | POSITION | SCORE |

HOME   VISITOR

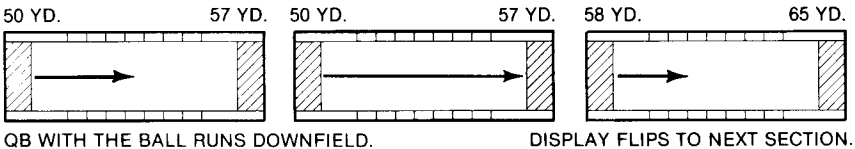PLAYFIELD

1

• 2 WAYS TO PLAY

Mattel Electronics® WORLD CHAMPIONSHIP™ Football is fast-paced gridiron action! Call your own plays and set your own defense! Throw the bomb or run it in for a touchdown! Blitz your safety & sack the quarterback! Punts, field goals and onside kicks are part of the action. Play the game in two ways...

LINE UP AGAINST SOMEONE ELSE! Players sit side by side and each has his own set of controls. One player controls Home Team offense and defense (blue teammates). The other player controls Visitors offense and defense (green teammates). Open the doors to conceal your strategy from your opponent!
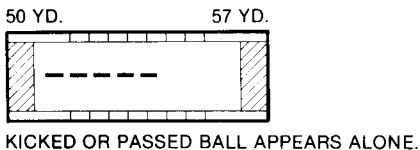
PLAY ALONE! You control offense for both Home Team and Visitors. You alternate using the left and right keypads, depending whether Home or Visitors has the ball! Computer always plays defense!

• THE GRIDIRON

The playing field is regulation length, 100 yards plus two end zones. However you only see 8 yards of the field at a time. Whenever the ball gets to the end of this 8-yard section, the computer immediately flips to the next section. Keep on moving!

QB WITH THE BALL RUNS DOWNFIELD.   DISPLAY FLIPS TO NEXT SECTION.

The ball is in the quarterback's hands during rushing plays. When the ball is kicked, passed forward or pitched back, the ball is shown separately.
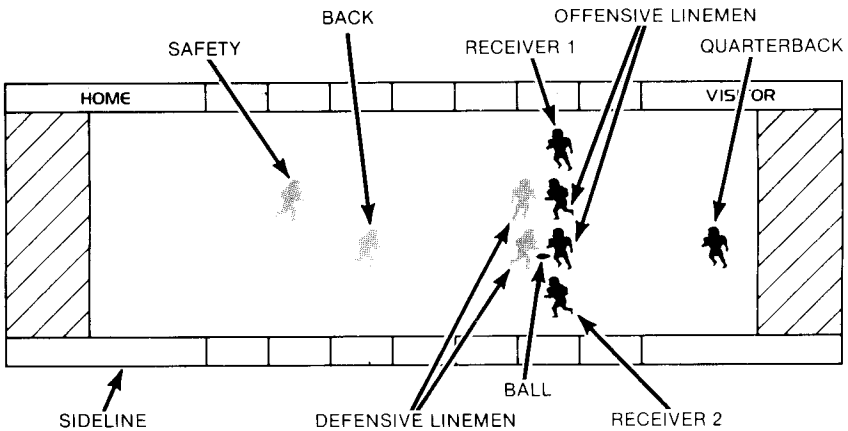

KICKED OR PASSED BALL APPEARS ALONE.

2

• TEAMS ON THE FIELD

All team members are shaped figures. Offense has 5 teammates: the quarterback, 2 receivers and 2 linemen. When you play on offense, you choose formations, call plays for the primary & secondary receivers, and control the quarterback's scrambling, passing and kicking. The 2 linemen are computer controlled.

Defense has 4 teammates: the safety, 1 back and 2 linemen. When you play defense, you cover one of the receivers (or blitz the quarterback), assign the back to cover the other receiver, make pass interceptions and control the safety's running. The 2 linemen and the back are computer controlled.

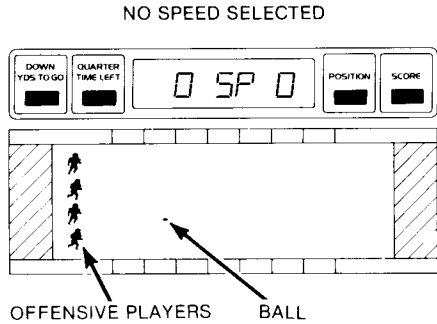Home & Visitors face off in Formation 5. Home has the ball.

BACK   OFFENSIVE LINEMEN
SAFETY   RECEIVER 1   QUARTERBACK
HOME   VISITOR
SIDELINE   DEFENSIVE LINEMEN   BALL   RECEIVER 2

IMPORTANT: The following instructions are written for a 2-player game. The only exceptions for a 1-player game are listed under speed selection, page 5; defensive play calling, page 13; and defensive catching, page 17.
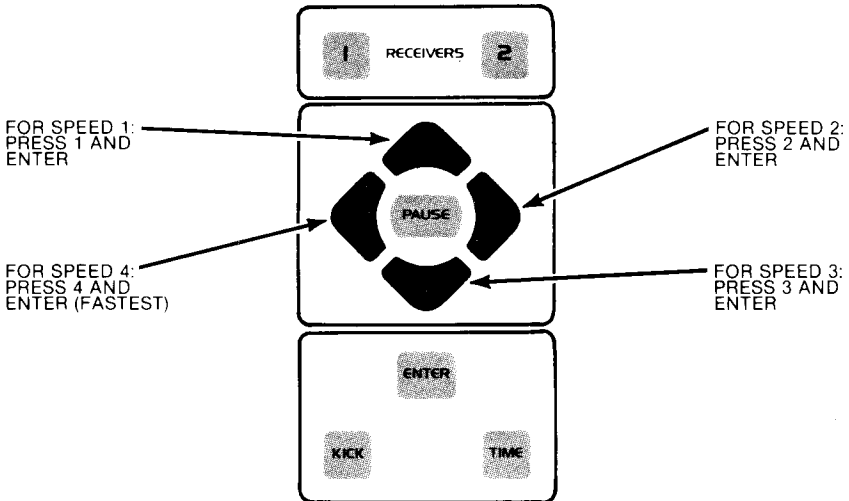
• TURN THE GAME ON

After you have installed the batteries , turn the game ON .

At the start of the game, the field and scoreboard look like this:
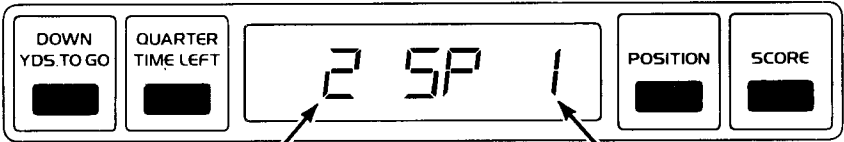
NO SPEED SELECTED

0 SP 0

OFFENSIVE PLAYERS   BALL

• SELECT A SPEED

After the game has been turned ON, both players must enter a speed. The speed does not have to be the same for both players. Use the play calling DIRECTION KEYS on either side to select a speed. Then press ENTER . Hear a beep after both teams have entered a speed.

RECEIVERS

FOR SPEED 1:
PRESS 1 AND
ENTER

FOR SPEED 2:
PRESS 2 AND
ENTER

PAUSE

FOR SPEED 4:
PRESS 4 AND
ENTER (FASTEST)

FOR SPEED 3:
PRESS 3 AND
ENTER

ENTER

KICK   TIME

Before pressing Enter, the scoreboard shows:

| DOWN YDS.TO GO | QUARTER TIME LEFT | | POSITION | SCORE |

Display shows: 2 5P 1
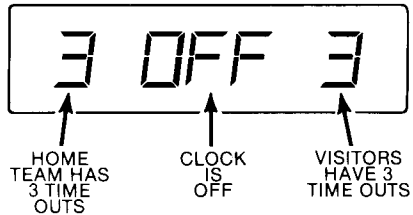
HOME TEAM PRESSED SPEED 2.   VISITORS PRESSED SPEED 1.

As the speed increases from 1 to 4, play action is faster. It's best to start at the slowest speed and play your way up. If two people play and one is much better, make it a more equal contest. Have the better player use a faster speed.

IF YOU ARE PLAYING ALONE, you **only** select and enter a speed for the Home Team. If you only press Enter on the Home side, the speed is automatically set at 1. Then press ⎡ENTER⎤ on the Visitor's side. Note: Do not press a number on the Visitor's side, or the computer will think there are 2 players!

• SCOREBOARD

After the speeds are entered for both sides the scoreboard shows the number of time outs per player, and if the 30-second clock is on or off.
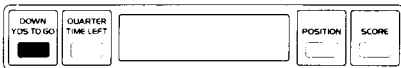

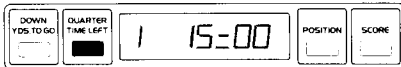Display shows: 3 OFF 3

HOME TEAM HAS 3 TIME OUTS   CLOCK IS OFF   VISITORS HAVE 3 TIME OUTS
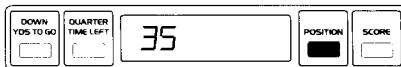
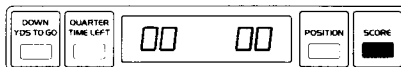**To check the stats,** before the game and between plays, press:

(BLANK AT KICK-OFF & POINT AFTER)

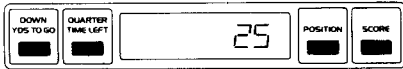1 15=00   (15:00 AT START OF GAME)

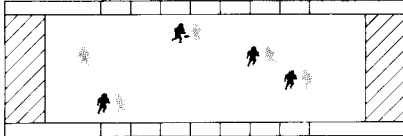35   (BALL AT 35 FOR KICK OFF)

00   00   (00 TO 00 AT START OF GAME)

During play and at the end of each play, before resetting for next play, the yard line position of the ball shows on the scoreboard.

BALL IS ON THE 25 YARD LINE.

• CLOCK

The game clock starts when the ball is put into play. The clock continues running except when:

> A score occurs.
> Ball is run out of bounds.
> Pass is incomplete.
> Ball turns over.
> Time out is called.
> Play is over after a kick-off return.
> Penalty occurs.

The 30-"second" clock starts only when the play clock is running **and** after you reset for the next play. On offense, you must finish play calling and put the ball in play before 30 "seconds" is up!

> **Penalty:** If the 30-second clock runs out while you're play calling (whistle), it's an automatic 5 yard penalty. The clock stops. Now you have all the time you want to again choose a formation and call your plays. Note: If you get a penalty inside the 10 yard line, the penalty is half the distance to the goal.
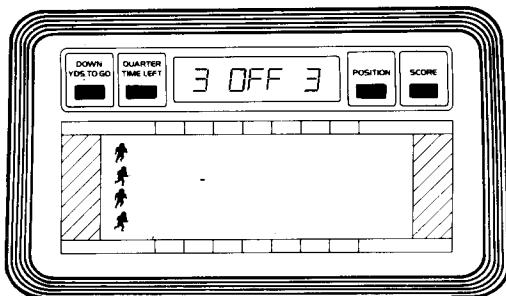

PENALTY CALLED.   BOTH TEAMS HAVE 3 TIME OUTS.

Time out: You can call a time out **only** when the 30-second clock is running. To do this, press ⎡TIME⎤. There's no penalty for a time out. Now you must re-enter a formation and call your plays. There are 3 time-outs per half, per player. No matter how many you've taken during the first half, you can't carry them over.

LET'S GET STARTED

• KICK-OFF

The Home Team kicks off to Visitors at the beginning of the game or after Home scores. To do this, the player on the left presses ⎡KICK⎤ and the ball goes downfield. The scoreboard changes quickly and the field "scrolls" as the ball is in motion. (Visitors kick-off on the right side at the start of the second half.)

HOME TEAM KICKS OFF FIRST HALF!

• RETURN THE KICK-OFF

The receiving team automatically catches the ball and tries to run it back. Press the action ⎡DIRECTION KEYS⎤ to maneuver the kick-off returner downfield (see Running page 14.) If the ball goes into the end zone (whistle), it's a touchback and the ball goes to the 20 yard line for the next play. Reset for the next play.

• PLAY IS OVER

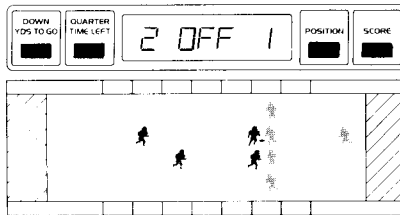Play ends: When the quarterback is tackled (whistle). Quarterback & tackler flash.

When the quarterback runs out of bounds (whistle). Quarterback disappears.

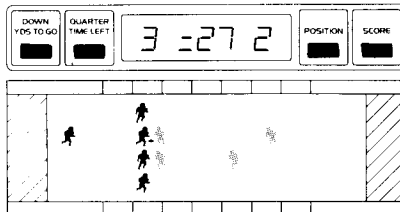If the quarterback scores (change tune). Field sets up for the point after.

Or if there's an incomplete pass (whistle). Just the quarterback flashes.

• RESET FORMATION

At the end of a play, press any of the 4 |STAT KEYS| to reset the field for the next play. The offense and defense automatically reset to Formation 5. After you reset, the scoreboard shows the number of time outs left, and if the 30-second clock is on or off. If the 30-second clock is on, you'd better hustle through play calling! Important: After a score and at the end of the half, the field automatically resets to the kick-off formation, see page 7.

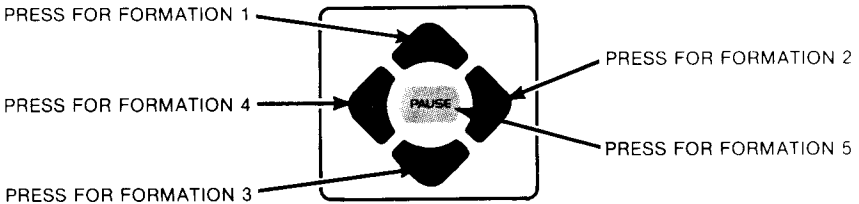FIELD RESETS TO FORMATION 5. VISITORS HAVE THE BALL.

FIELD RESETS TO FORMATION 5. HOME TEAM HAS THE BALL.

SET-UP THE NEXT PLAY
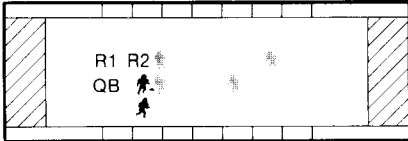
• OFFENSIVE PLAY CALLING

Before each play begins (except a kick-off or point after), the player on offense must enter a formation and program pass or running patterns for both receivers.

Choosing formations: First study the five formations below. Remember, the field automatically sets up formation 5 after resetting the game. If you want to start with another formation, use the play calling DIRECTION KEYS and press the corresponding key for the formation you want. Then press ENTER . If you change your mind, before pressing Enter, just press another Direction Key and offense changes to another formation.
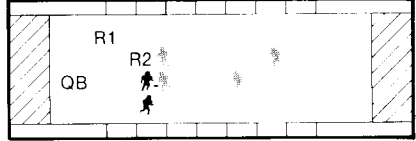

PRESS FOR FORMATION 1
PRESS FOR FORMATION 4
PRESS FOR FORMATION 3
PRESS FOR FORMATION 2
PRESS FOR FORMATION 5

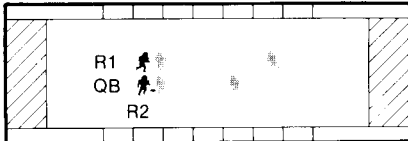## HOME TEAM OFFENSIVE FORMATIONS
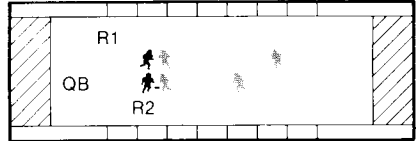

FORMATION 1 — SLOT T LEFT
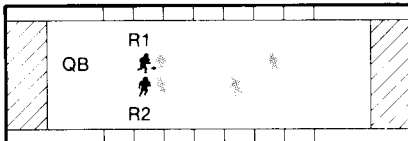

FORMATION 2 — DOUBLE WING T LEFT

FORMATION 3 — SLOT T RIGHT

FORMATION 4 — WING T LEFT

FORMATION 5 — SHOTGUN

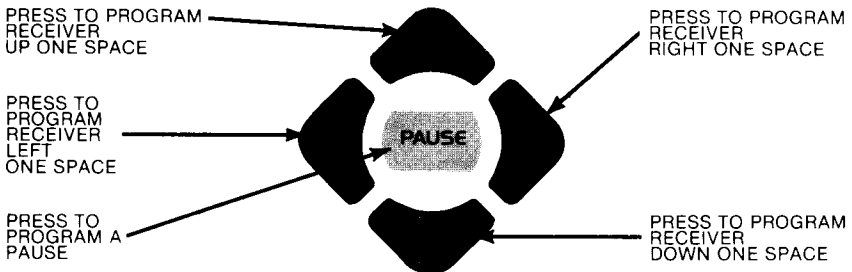(Field is reversed for Visitors offensive formations)

9

NOTE: Formations 1 & 3 and 2 & 4 look alike on the display, but the receivers are in different positions. Defense doesn't know which you've programmed.

Programming receivers: Check out the field position and downs, then program your receivers for the next play. Choose your own pattern or one shown on page 11. Either receiver can be programmed first. Begin by pressing RECEIVER⬚1or⬚2. Then press the play calling DIRECTION KEYS for the pattern you'd like him to run.
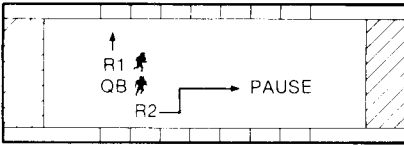
Pressing any outside Direction Key once will program the receiver to move one space. Pressing the center Key will cause the player to pause. Press the center once for a short pause, and press several times for a longer pause. If you want to change the pattern, before pressing Enter, merely press the receiver number and start again.

You can program 4 directional changes per play. And pressing Pause from 1 to maximum 16 times in succession, counts as one directional change. You can only program the receivers to run a pattern within one 8-yard section. And the number of times you press the key is the number of "steps" the receiver attempts to move once play begins.

When you finish programming both receivers, press ENTER. Don't forget, if the 30-second clock is running, you have to be fast!

PRESS TO PROGRAM RECEIVER UP ONE SPACE

PRESS TO PROGRAM RECEIVER RIGHT ONE SPACE

PRESS TO PROGRAM RECEIVER LEFT ONE SPACE

PAUSE

PRESS TO PROGRAM A PAUSE

PRESS TO PROGRAM RECEIVER DOWN ONE SPACE

As soon as the ball is in play, the two receivers begin running their assigned routes. Once either receiver runs the entire pattern, he then moves randomly. If a receiver meets an obstacle — sideline, offensive or defensive man — he waits until he can get past it to complete the pattern. **Receivers cannot run out of bounds!** They flash when running a play, and stop flashing when the play ends.

Important: If you intentionally want a receiver to stop somewhere in a play, just program him to run out of bounds. Because he cannot do this, when he gets to this portion of the program, he will be stationary at the sideline for the rest of the play. For example, see receiver 2 under Formation 1 below.

• OFFENSIVE PATTERNS

(These are examples of patterns to program for each formation. Arrows indicate the number of times to press the corresponding Direction Keys. P indicates a pause.)

FORMATION 1

HAND OFF TO 1* THEN MAKE A QUICK PASS DOWNFIELD TO RECEIVER 2.

FORMATION 2

USE RECEIVER 2 AS A BLOCKER FOR RECEIVER 1. ONE RUNS DIRECTLY BEHIND THE OTHER.
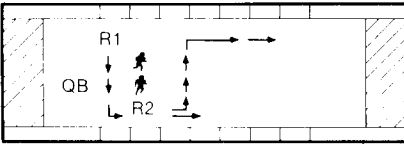
*FOR HAND-OFF, SEE LATERAL PASS, PAGE 15.
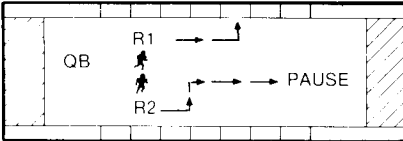
FORMATION 3

HAND-OFF* TO 1 OR MAKE A QUICK PASS
OVER THE MIDDLE TO RECEIVER 2.
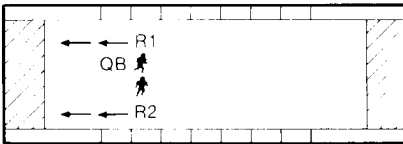
FORMATION 4

AN OPTION PLAY. RECEIVER 1 IS
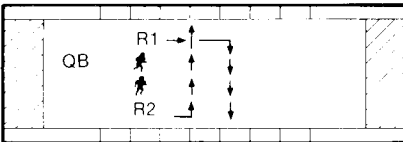DELAYED, BACKFIELD IN MOTION.
RECEIVER 2 HAS A CROSS FIELD PATTERN.

FORMATION 5

SHORT SIDELINE PATTERN
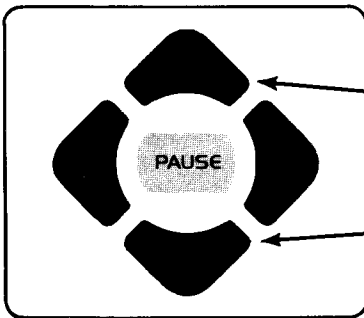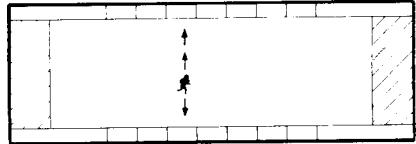

DOUBLE HAND OFF

CRISS-CROSS PATTERNS

*FOR HAND-OFF. SEE LATERAL PASS, PAGE 15.

• DEFENSIVE PLAY CALLING

Before each play begins (except a kick-off or point after), the player on defense must position the defensive back and cover a receiver.

Positioning defensive back: During play calling, the defensive back is the only teammate that can be moved to one of four vertical positions. Use the play calling DIRECTION KEYS to position the back, based on your defensive strategy.

DEFENSIVE BACK CAN START IN ANY
OF THESE POSITIONS

PRESS TO MOVE DEFENSIVE BACK UP.

PRESS TO MOVE DEFENSIVE BACK DOWN.

Covering receivers: The defensive back can cover receiver 1 or receiver 2. Press ⬛1 or ⬛2 . You can switch back and forth until the hike. If you don't press either, he will cover the receiver he covered on the last play.

RECEIVERS

PRESS TO ASSIGN.BACK TO RECEIVER 1.   PRESS TO ASSIGN BACK TO RECEIVER 2.

***IF YOU ARE PLAYING ALONE,** the safety automatically covers receiver 1, the defensive back covers receiver 2. All defense is computer controlled.
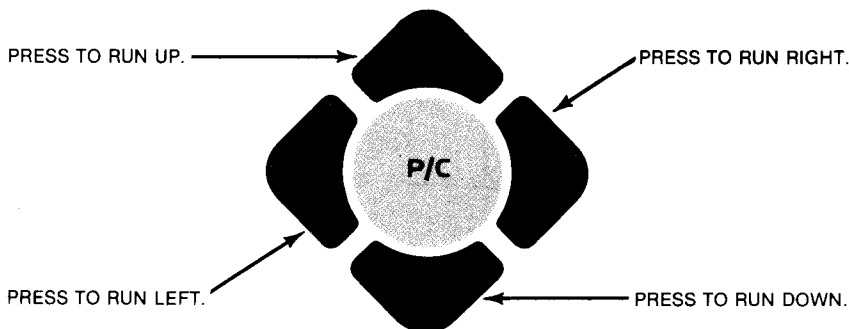
THE BALL IS IN PLAY

• HIKING

After offense and defense have finished play calling, the game can begin. To hike the ball, offense first presses $\boxed{\text{PASS}}$, then the backward action $\boxed{\text{DIRECTION KEY}}$. The ball goes to the quarterback.

• RUNNING

Control offensive rushing by pressing the action $\boxed{\text{DIRECTION KEYS}}$ to maneuver the quarterback downfield. Avoid tacklers. The quarterback can run through a receiver to gain yardage, but the receiver disappears. However the quarterback can't run through linemen.

PRESS TO RUN UP.   PRESS TO RUN RIGHT.

P/C

PRESS TO RUN LEFT.   PRESS TO RUN DOWN.

Control defensive movement by pressing the action $\boxed{\text{DIRECTION}}$ $\boxed{\text{KEYS}}$ to move the safety. If you run the safety out of bounds, he disappears and is out of play. He reappears at the next play.

If any defensive man runs into any offensive man, or visa versa, 3 things can happen: Neither moves, one pushes the other back, or one goes through the other.
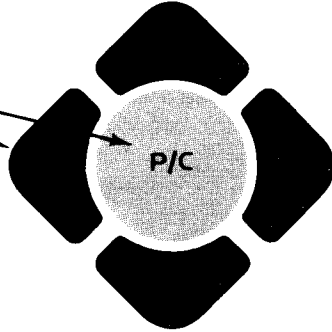
If any defensive man runs into the quarterback, or visa versa, the quarterback gets tackled. The safety can sometimes make the quarterback fumble by rushing him (double whistle). Note: In the case of a fumble, the safety gets possession of the ball.

Important: When you first begin, you might step out of bounds alot. Don't worry! You'll soon get used to the controls.

• PASSING

There are two steps necessary to throw a pass. After the hike, press
PASS . The ball becomes invisible. The action Direction Keys now
control the direction the ball will be thrown: forward, backward, and
laterally. To throw the ball, make sure that the quarterback lines up
with a receiver, then press the action DIRECTION KEY in the direc-
tion desired.

FOR A FORWARD PASS,
PRESS PASS THEN THE
FORWARD DIRECTION KEY

P/C

After the hike, if you go back for a pass, then decide to run, just
press Pass a second time...instead of pressing a Direction Key to
throw the ball. The action Direction Keys again control the quarter-
back. In this instance, the ball remains invisible until the quarter-
back crosses the line of scrimmage. Remember: Press Pass an odd
number of times and the Direction Keys control passing. Press Pass
an even number of times and the Direction Keys control the quarter-
back.

You can throw a maximum two lateral passes or one lateral and
one forward pass per play. Unload the ball fast or you'll get sacked!

Forward Pass or Pitch Back: Press PASS and a horizontal action
DIRECTION KEY to throw the ball. The ball becomes visible as
soon as it is thrown. The quarterback can be tackled behind the line
of scrimmage even though the ball is invisible. If the ball is past the
line of scrimmage it can only be passed backwards.

Lateral Pass: Press PASS and a vertical action DIRECTION KEY
and the ball is thrown. If there is a receiver in the backfield, in the
direction of the pass, and behind the line of scrimmage, the receiver
automatically catches it. But the ball remains invisible. This can
also be used as a hand-off! The ball becomes visible when the ball
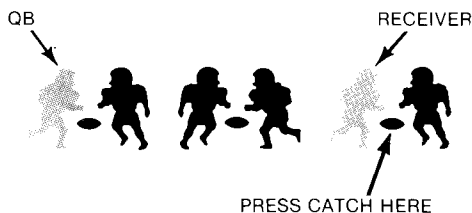crosses the line of scrimmage. No interceptions on vertical passes.

• PASS RECEPTIONS

Offense: During a play, when a passed ball is directly in front of the receiver, press the ⸢PASS/CATCH⸥ key. Time it right and the pass is complete. The quarterback disappears and the receiver becomes the new ball carrier. Play continues with 4 offensive men on the field: 1 receiver, 2 linemen and the receiver.
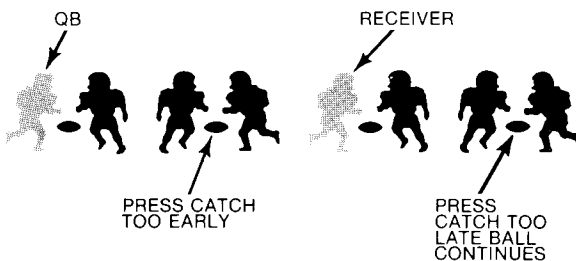
But if you press Catch too early, the receiver will drop the pass...incomplete. The quarterback flashes. Press Catch too late and the ball continues moving, and can be intercepted or go out of bounds. **Note:** You can allow the ball to go past the first receiver in order to go downfield to the other receiver.
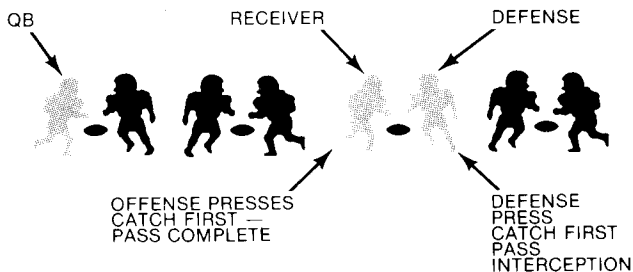
PASS COMPLETE

QB   RECEIVER

PRESS CATCH HERE

PASS INCOMPLETE

QB   RECEIVER

PRESS CATCH
TOO EARLY

PRESS
CATCH TOO
LATE BALL
CONTINUES

Defense: During a pass play, when the ball is directly in front of any defensive man, hit the ⸢PASS/CATCH⸥ key. Time it right and you'll intercept the ball. The defensive man catching the ball becomes the new ball carrier. Now you control his running. When there's an interception, play continues with 3 guys on the new offense: 2 linemen and the ball carrier. Note: After an interception, the new offense can't pass.

Important: If offense and defense are directly in front of one another, and both hit Pass/Catch, the first one to press the key gets the ball.

QB   RECEIVER   DEFENSE

OFFENSE PRESSES
CATCH FIRST —
PASS COMPLETE

DEFENSE
PRESS
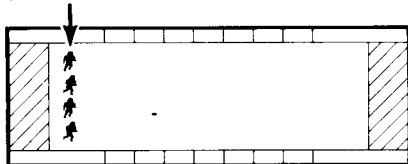CATCH FIRST
PASS
INTERCEPTION

*** IF YOU ARE PLAYING ALONE, the computer always plays defense! Defensive linemen cannot catch the ball, so passes are always over their heads. Defensive back and the safety always intercept the pass if the ball gets to them. Remember: You're always on offense! So you will use the left and right keypads, depending on who has the ball.

THE KICKING GAME

Normal Kick-Off: At the beginning of the half, and after any score, except a safety. Game automatically sets up with the ball on the 35 yard line. Offense lines up in kick-off formation. Press KICK .

OFFENSIVE LINE

KICK-OFF FORMATION

What happens:

Ball goes downfield. If it goes into the end zone, it's a touchback...Play ends and the ball is set on the 20. If the ball falls short of the end zone the kick returner immediately runs it back. At this point, 4 special team defenders will appear, one at a time.

Play ends if the quarterback:
    runs out of bounds
    scores
    is tackled

THE KICKING GAME

What happens:

Punt: During any down, at the field position of the ball. Reset formation. Offense and defense line up in Formation 5. Program a play. Then hike and press KICK . The 30-second clock could be running!

Same as normal kick-off.

Free Kick: After a safety (tackled in opponent's end zone). Game automatically sets up with the ball on the 20. Offense lines up in kick-off formation. Press KICK .

Same as normal kick-off.

Onside Kick: At the beginning of the half, after a TD or a safety. Game automatically sets up with the ball on the 35 yard line. Offense lines up in kick-off formation. Press PASS then KICK .

Ball goes near mid-field. The ball stops and the team in possession flashes.

Field Goal: During any down, at the field position of the ball. Reset formation. Offense and defense line up in Formation 5. Program a play. First hike then press PASS & KICK . The 30-second clock could be on!

Ball goes downfield. If it goes into the end zone, it's a field goal. If it falls short of the end zone, the other side takes possession at the line of scrimmage. For example, attempt a field goal on the 19 and miss, the other team takes possession on the 19. Only the ball shows. Reset for the next play.

Point After: After a touchdown, there's no running. Game automatically sets up on the 2 yard line. Offense and defense line up in Formation 5. First hike then press KICK .

Important: You can't kick or punt if the quarterback moves first.

• GAME RULES

4 quarters
15 "minutes" per quarter
6 points per touchdown
1 point for point after
3 points for field goal
2 points for a safety (tackled in opponent's end zone)
Ball turns over after 4th down, if not advanced 10 yards.
No overtime. No 2-minute warning.

• SOUNDS

Beep	1st receiver's pattern entered
	Both players picked speeds
	Interception
	Ball kicked
Charge	Kick off
	Onside kick
	Touch down
2 whistles	Touchback
	Turnover
	Unsuccessful field goal attempt
1 whistle	Tackle
	Incomplete pass
	Out of bounds
	30-second clock timed-out = penalty!
2 tone	Formation entered
	2nd receiver's pattern entered
	Safety
5 tone	Point after td
	Field goal

• WINNING TIPS

Offense: Mix your plays! Shift formations!
    Short passes are easier than long ones.
    Use hand offs to fake out defense.
    Avoid getting tackled by the safety! He can cause the quarter-
    back to fumble!
    Stepping out of bounds can stop the clock. Good for play call-
    ing.
    Call the plays quickly when the 30-second clock is running!
    Develop your own playbook...and practice!

Defense: Don't run the safety out of bounds!
    Only blitz occasionally or the offense will be able to pass
    around you.
    When the safety is guarding a receiver, he might be able to
    push receiver back by hitting the forward button when right in
    front of him.

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