

HOW TO PLAY

FOOTBALL II

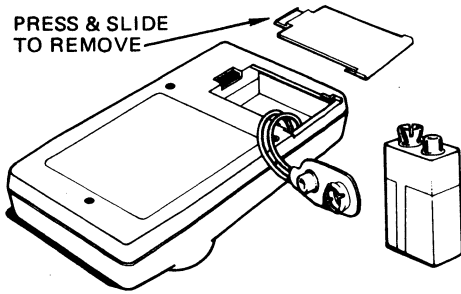
FOR 1 OR 2 PLAYERS!



**RUN, PASS, OR KICK . . .
THIS ONE HAS IT ALL!**

MATTEL ELECTRONICS®

PRESS & SLIDE
TO REMOVE



BATTERY INSTALLATION

Turn the game face down. Slide battery panel off. Attach a 9-volt battery (alkaline type recommended) to connector, and replace panel. You can use the Mattel Electronics AC Adaptor (sold separately).

HOW TO REPLACE THE BATTERY. Place the blade of a small screwdriver between the battery posts, then pry up gently. **Important:** Do not pull the plastic wire connector to loosen it.

THE CONTROLS

SCORE key ● Displays both team scores and time remaining to play in quarter. Also sets the ball for next down.

STATUS key ● Displays Down, Field Position, and Yards-to-Go, and sets ball for next down. **PRESS BEFORE EVERY PLAY!**

KICK key ● Kick-offs, Punts and Field Goal attempts.

PASS key ● Forward pass play action.

RUN key ● Four keys to direct movements of QB or pass receiver.

OFF 1PRO2 ● Switch to turn game OFF/ON, and to select game speed.

THE FOUR SPEED OPTIONS

Select your Speed Level before play begins:

LEVEL I (For beginning players)

LEVEL II (For advanced players)

Speed 1

Move Switch to PRO 1

Press and hold KICK key while switching to PRO 1

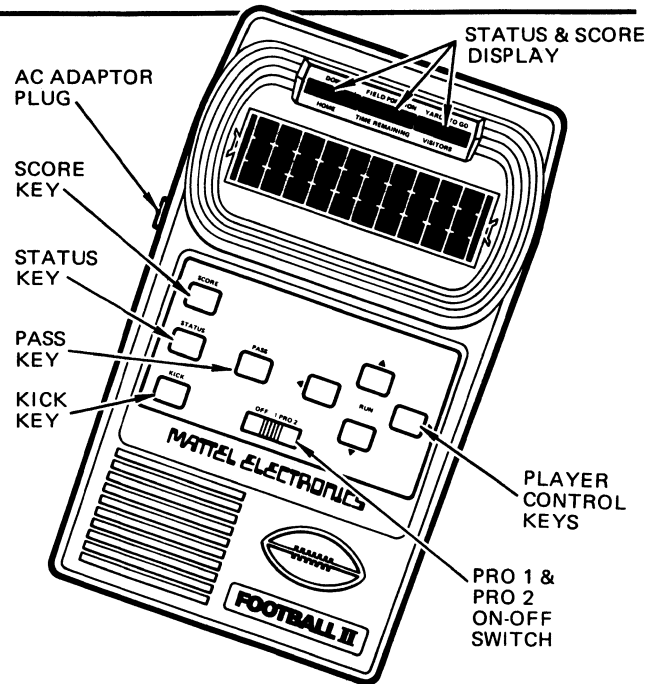
Speed 2 (Faster!)

Move Switch to PRO 2

Press and hold KICK key while switching to PRO 2

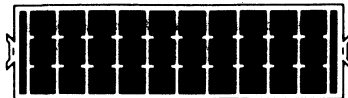
NOTE: You *can* change speed between PRO 1 and PRO 2 on each level during a game;

however, you *can't* change from one speed level to the other without resetting the computer.



THE PLAYING FIELD

The playing field you see is 10 yards long — one tenth of the 100 yards between goal lines. Whenever the play action gets to the end of this 10-yard segment, the computer will immediately “flip” to the next segment. When you’re running past the end of a segment, *don’t wait*, or you’ll give the defense more time to catch you.

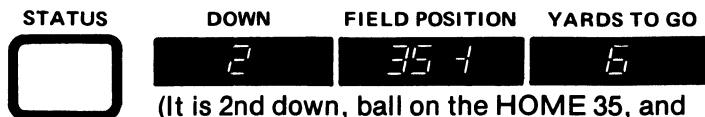


The line of scrimmage is always the 3rd yard line on the offensive team’s side of the field. The ball is always spotted here, except immediately after punts and kickoffs.

STATUS AND SCORE DISPLAY

The scoreboard is a 3-way display of information about the game:

- When STATUS key is pressed, it shows DOWN, FIELD POSITION, and YARDS TO GO. This symbol \perp or this symbol \dashv shows which side of the 50-yard line the ball is on.



(It is 2nd down, ball on the HOME 35, and 6 yards to go for a 1st down)

- When SCORE key is pressed, it shows both TEAM SCORES and TIME REMAINING in the quarter.



- During kicking plays, the display automatically shows yardage location of the moving ball.

HOW SCORES ARE MADE

Touchdown — 7 points
The point-after kick is automatic

Field Goal — 3 points
Safety — 2 points

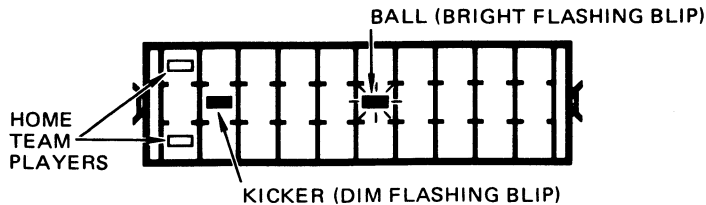
LET'S TRY IT!

1. Check the battery by moving the OFF 1PRO2 Switch one click to the right -



2. Score display reads , meaning that there are 15 simulated minutes to play in the first quarter.

3. You see this kickoff formation —



4. Press KICK.

5. You hear “CHARGE!” tune and the “start game” buzzer. The bright blip sweeps across the field several times, from left to right, representing the football flying through the air. The scoreboard becomes a yardage indicator, showing you how far the kick travels. The Home team players are the dim blips following the ball.

Suddenly, the ball stops. You see—

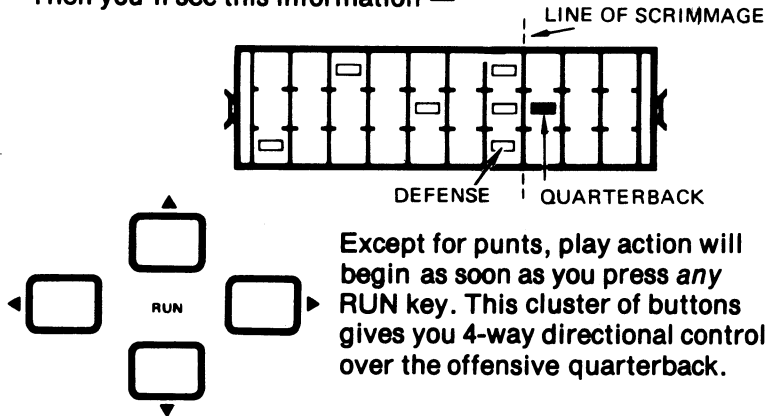
THIS **OR THIS**

... *A bright stationary blip.* You hear a short “BEEP” and the scoreboard again shows 15.0 minutes Time Remaining. To put the ball in play, you *must* press one of the RUN keys. Try to run the kickoff toward the *left* goal. When you hear a whistle and see the bright blip flashing, it means the runner was tackled. Press the STATUS key to see the field position after the runback.

... *A bright flashing blip.* You hear a double whistle and the scoreboard again shows 15.0 minutes Time Remaining. The kickoff distance randomly selected by the computer took the ball into Visitors’ end zone for a *touchback*. Press the STATUS key to spot the ball on the Visitor 20-yard line for the first play from scrimmage.

That’s the way every game of FOOTBALL II begins.

RUNNING (Quarterback can run or pass.) The RUN keys will work only after STATUS or SCORE key has been pressed to set the ball at the line of scrimmage. Then you'll see this information —



Except for punts, play action will begin as soon as you press any RUN key. This cluster of buttons gives you 4-way directional control over the offensive quarterback.

Every time a RUN key is pressed, the ball carrier moves *one yard*.

There are three lanes in which you (and the defense) can move, either lengthwise down the field or sideways. You can be tackled from any direction by a defensive player. Try to keep two yards away from the nearest dim blip.

PASS

 **PASSING**

You can complete a forward pass ONLY when:

1. The QB is behind the line of scrimmage.
2. The QB and pass receiver are in the same lane.
3. All defensive players between QB and receiver have moved over the line of scrimmage.

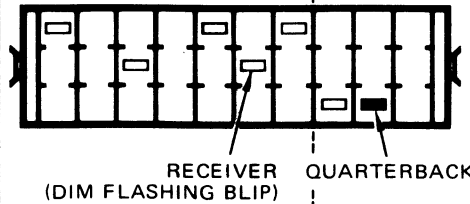
Press the PASS key. The ball separates from the QB and moves toward the pass receiver. When it's caught, the bright blip then represents the ball carrier, whose movements are directed when you press the RUN keys.

If condition #3 is not met, the pass will be intercepted. You'll hear the double "turnover" whistle, and possession will go over to the defensive team as soon as you press STATUS.

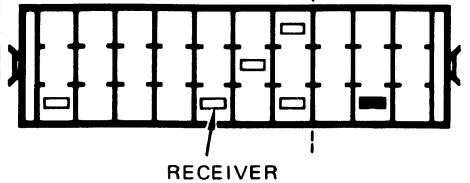
The pass receiver will move around downfield, attempting to evade defensive players. If the receiver moves out of the QB's lane and if no defensive players are in the path of the thrown ball, the pass will be incomplete. A down will be used up.

Examples:

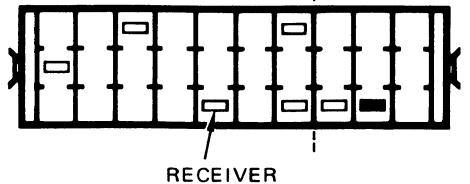
LINE OF SCRIMMAGE



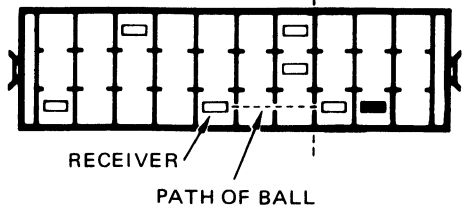
If the PASS key is pressed in this situation, the pass will be incomplete (QB and receiver are not in the same lane).



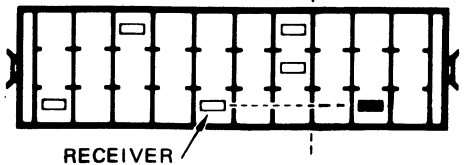
If PASS is pressed now, the throw will be intercepted, (the defensive player in the pass lane has not come over the line of scrimmage).



If PASS is pressed now, the throw will be intercepted, (a second defensive player has moved into the pass lane, and is not yet over the line of scrimmage).



In this situation, the pass *will* be completed, and the receiver can be directed with the RUN keys to run towards the left goal.



Here the pass *will* be completed (there is no defensive player between QB and receiver).

KICK



KICKING

The Home team always kicks off from the left side of the field to start the game (and Visitors kick off from *right* side at the start of the second half). The distance each kickoff travels is determined randomly by the computer.

During the game, you'll use the KICK key two other ways:

For Punts ● After you have pressed STATUS, press KICK. You'll see the ball move as it does after kickoff, and the changing yardage on the score display. If the computer determines that the punt stayed within the playing field, the ball is now in play. The bright blip becomes the ball carrier, and as soon as you press one of the RUN keys the computer-directed defense will appear and try to intercept the runner. If there was a touchback, the blip will flash and you'll hear two whistles, meaning that possession has turned over to the punt receiving team. Press STATUS to spot the ball on the 20-yard line.

For Field Goals ● After you press STATUS, you *must* press a run key *twice* to move back from the line of scrimmage. Then press KICK. Again, the distance will be randomly determined by the computer. If the field goal kick was good, you hear a Victory fanfare and you have 3 points added to your score. If the kick was short, you'll hear the double "turnover" whistle. Press STATUS to spot the ball on the other team's 20-yard line.

TAKING CARE OF YOUR GAME

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

IF THE BLIPS OF LIGHT REPRESENTING PLAYERS OR THE SCORE DISPLAY APPEAR TO MALFUNCTION, THIS IS THE FIRST SIGN OF BATTERY WEAR. A FRESH BATTERY SHOULD SOLVE THE PROBLEM.

SIMULATED SOUNDS

One tone	Ball in play after a kick, and ready for runback
Two tones	A safety — score 2 points!
One whistle	Runner tackled or incomplete pass.
Two whistles	Turnover of possession to the other team.
“CHARGE!”	Kickoff in the air.
Fanfare	A touchdown or field goal score!
Short beep	First down has been made.
Buzzer	Start and end of quarters.

GAME TIME

(All times simulated.)

There are four 15-minute quarters. Clock ticks while the ball is in play. At the end of every quarter a buzzer will sound. If a play has begun, it will be possible to complete that play. At the end of the 4th quarter, the Time Remaining will be 0.0 and both team scores will be shown. None of the keys will operate. To play another game, switch the computer off and then on again at the desired speed.

WINNING HINTS

- *Run your QB back 2 yards* from the line of scrimmage as soon as the ball is in play, to have more time for your receiver to get clear.
- *Keep moving!* Don't just let the defense move in on you. Often you can “scramble” out of a cluster of tacklers, even when you seem to be trapped.
- On passes, *get ready* to evade the defense *while the ball is in the air*, so your receiver can be off and running as soon as the pass is completed.
- *Use the clock!* When you're leading and time is short, you may be able to stall and keep the clock running. If you're behind and won't be able to run much farther, move into a tackler to *stop* the clock & go for the score again!

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 the 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.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

- 1 Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.
- 2 Carefully print on the box or carton the following name and address:
MATTEL ELECTRONICS REPAIR CENTER,
5150 ROSECRANS AVENUE,
HAWTHORNE, CALIFORNIA 90250.

Also don't forget to show your return address.

- 3 Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for \$10.00 as payment for the repair service.