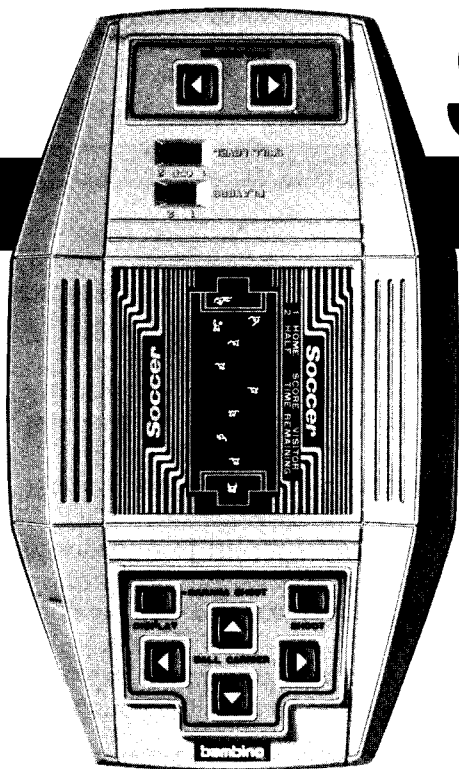


ELECTRONIC GAME

Soccer



KICK THE GOAL™



GAME INSTRUCTIONS

FIRST AND ONLY SOCCER GAME WITH:

- ★ Lifelike action – you see the ball move, defense tackle and players move their shoulders and legs.
- ★ You control the strategical and directional movements of the offense and defense.
- ★ Independent 4-way directional controls for the ball-carrier and 2-way directional controls for the goalkeeper.
- ★ All the action of real-life soccer.

REVOLUTIONARY FEATURES

- ★ First and Only Soccer Game Where You Can See the Ball and Players.
- ★ First and Only Soccer Game That You Control All Strategic and Directional Movements of the Offense.
- ★ World's Smallest Graphic Display.
- ★ Revolutionary Computer-Game Functions.
- ★ First Computer-Game With a Micro-processor Unit.
- ★ Unlimited Variety of Computerized Plays Every Game.
- ★ Electronic Sound Effects Expressing All Computer Functions.
- ★ Highest Quality Electronic Components and Impact-Resistant Case.
- ★ 120-Day Limited Warranty.
- ★ Every Game Your Score Varies Depending Upon the Various Computerized Plays.
- ★ No TV Set Needed.

POWER SUPPLY

BATTERIES

4 "AA" (1.5 volts x 4)

AC Adapter

Special ADP-E0630 suc

Both sold separately.

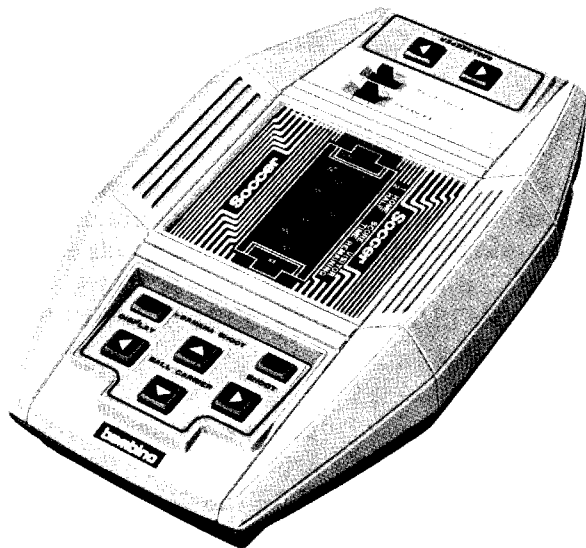
BATTERY INSTALLATION

To insert the batteries, slide out the battery door on the back of the game and insert four "AA" batteries correctly, by following the directions inside the battery box. Replace the battery door and your game is ready for play.

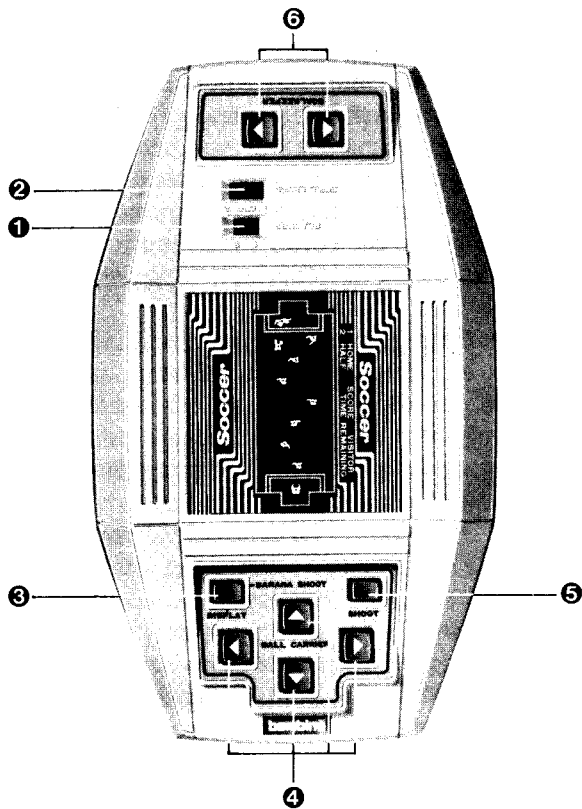
INTRODUCTION

Bambino's Kick The Goal™ Soccer has the world's smallest graphic color display with revolutionary computer-game functions. This is the first hand-held color video game with a microprocessor unit. Every time, every game, the offense and defense attack from a variety of over 100 million computerized plays! You control the movements and action of the ball-carrier and goalkeeper through ball-carrier directional keys, goalkeeper directional keys and banana shoot and straight shoot buttons. The computer controls the action of the defense.

Bambino's Kick The Goal™ Soccer is hours of continuous fun! Control your ball-carrier and dribble that ball down the pitch to get that goal. The defense will constantly be trying to stop you. All the action of a real soccer game. Your strategy and score will be different each and every time you play. Match your skill against the computer brain. Challenge your friends and see who's the Soccer Super Kicker.



QUICK OPERATING INSTRUCTIONS



❶ PLAYER SELECTION BUTTON

Decide whether to play against the computer or to challenge a friend.

❷ ADJUSTABLE SKILL LEVEL/POWER SWITCH

The speed and the depth of the defense can be increased to add more challenge to the game. By selecting a speed, the game automatically turns "ON."

❸ DISPLAY/BANANA SHOOT BUTTON

To start any game or play, press the Display Button 2 times. The display will light up giving the game statistics: a) Home Score Visitor; b) Half Time Remaining. Remember you must see the Time Remaining before a play will begin. When 2 people are playing, press this button to execute a banana shot and feint the goalkeeper to score a goal!

④ BALL-CARRIER DIRECTIONAL KEYS

Control the movement of the ball-carrier across the pitch. The ball-carrier will move 1 yard for each push of the key. Move your ball-carrier forward, left, right or backward!

⑤ SHOOT BUTTON

If you want to attempt a goal, simply press the Shoot Button. You control the goal kick. Watch the ball propelling across the goal line. Remember the goalie will be waiting to stop your goal from being successful.

⑥ GOALKEEPER DIRECTIONAL KEYS

When 2 people are playing, one player controls the movements of the goalkeeper in the goal. Block the center or dive left or right to save the game!

NOTE:

You can recall the game statistics any time prior to play beginning, by pressing the Display Button ③. Remember you must see Half, Time Remaining before play will begin.

OPERATING INSTRUCTIONS

OBJECT

To maneuver the ball-carrier successfully past the defense and score as many goals as possible within game time.

- 1) Decide whether 1 or 2 people will play.
- 2) Select the speed for competition.
(1 or 2)
- 3) Press Display Button 2 times for the game to start. The display will light up showing:
a) Home Score Visitor
b) Half Time Remaining
You must see Time Remaining before play will begin.
- 4) Decide your strategy and maneuver your ball-carrier down the pitch.
- 5) When the timing is right shoot for a goal.

- 6) When 2 people are playing, one should control the goalkeeper and block all attempts for goals if possible.
- 7) When 2 people are playing, shoot a banana shot for a goal and feint the goalkeeper to score!
- 8) Score!
- 9) At the end of each play, press the display button to get the game statistics. You may recall this information as often as you like, prior to play beginning.
- 10) Game play continues for two(2) halves. The halves are simulated 45 minutes. The winner is the team with the highest score at the end of the game.

DESCRIPTION OF PARTS

PLAYER SELECTION BUTTON (1, 2)

Decide whether to play against the computer or to challenge a friend. In either case, the computer always controls the defensive men except for the goalkeeper to add more

- a) Home Score Visitor
- b) Half Time Remaining

Play resumes only after the Display Button has been pressed 2 times. You must see the Time Remaining before you can attempt to

excitement to the game.

ADJUSTABLE SKILL LEVEL/POWER SWITCH (1, 2)

The speed and the depth of the defense can be increased to add more challenge to the game. On game level 2, the defense moves much faster and adeptly towards the offense. Compete with the computer brain and then challenge a friend to see who's the Super Kicker.

Speed Control and Category:

- 1) Beginner
- 2) Super Kicker

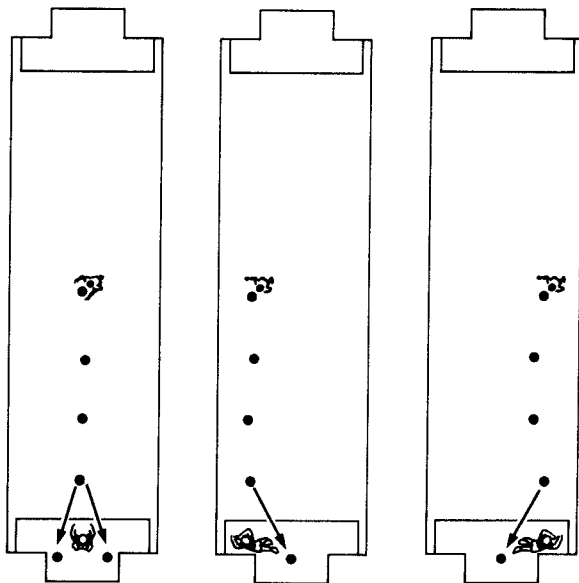
Turn the game "ON" by selecting the skill level desired. Do not move this button during play otherwise action will stop and you'll have to begin the game over again. At the end of the game, turn the button to the "OFF" position.

DISPLAY/BANANA SHOOT BUTTON

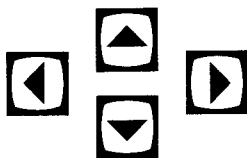
Each game begins only after you have pressed the Display Button 2 times. You will see the following game statistics:

move your ball-carrier.

When 2 people are playing use this button to attempt a curve shot goal. The Banana Shoot Button only operates when you have selected the 2 player game. You may try the Banana Shoot Button from any pitch position. Feint the goalkeeper and score by randomly using this Button.



BALL-CARRIER DIRECTIONAL KEYS

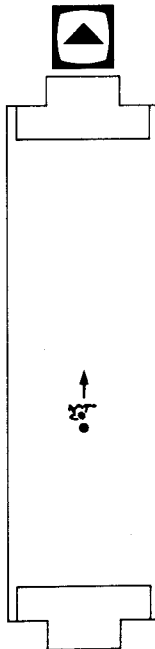


These directional keys control the movement of the ball-carrier only. The ball-carrier will move 1 yard for each push of the directional key. If you move successfully to the end of the pitch without being tackled or losing the ball, then attempt to score a goal.

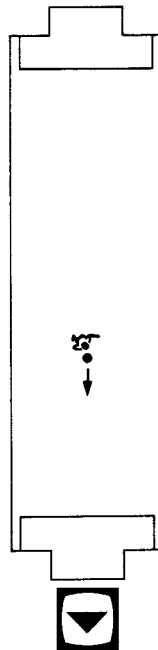
Ball-carrier moves across the pitch in a right direction.



Ball-carrier moves across the pitch in a backward direction.



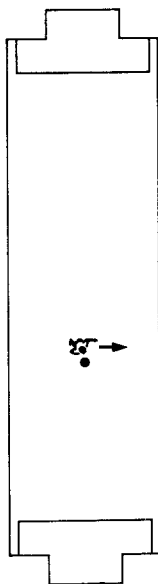
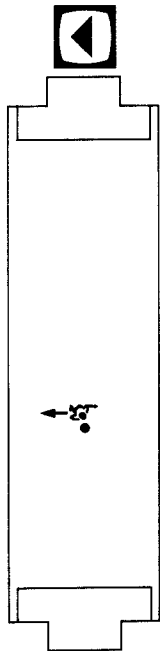
Ball-carrier moves across the pitch in a forward direction.



SHOOT BUTTON

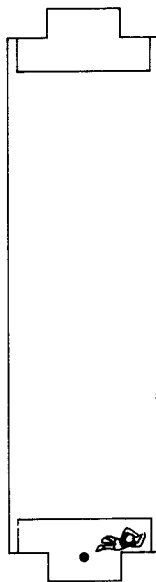
If you are ready to try for a goal then press the Shoot Button and the ball will propel

Ball-carrier moves across the pitch in a left direction.

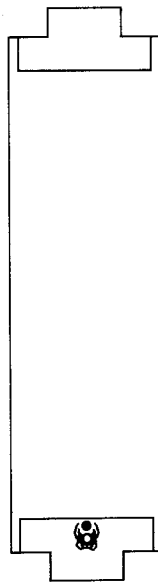


towards the goal. You can attempt a goal from any pitch position. When you successfully get the ball past the goalie, you will receive 1 point and the ball will be seen in the goal area. Every time you score, you will hear 4 loud whistles.

Successful Goal



Unsuccessful Goal




GOALKEEPER DIRECTIONAL KEYS




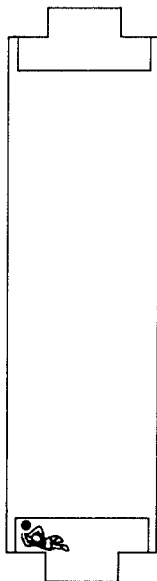
When 2 people are playing you will alternately control the defensive goalkeeper. Move the goalkeeper either to the left or to



the right to keep the ball from moving across the goal. Be careful, your opponent could try to fake you and shoot a Banana shot.

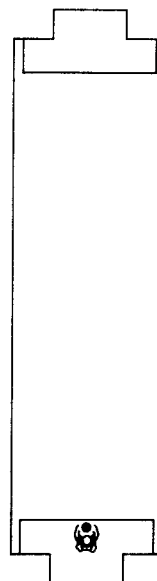
 Goalkeeper moves to the right of the goal.



 Goalkeeper moves to the left of the goal.



  Goalkeeper in the center of the goal.



HALF/TIME REMAINING

A complete game consists of two(2) halves. Each half is simulated 45 minutes. The clock begins running from the start of the game and runs continuously thereafter.

Each half's time is simulated 45 minutes.

Actual half time is 9 minutes, the entire game is actually 18 minutes long. At the end of the first half, the display will light up with the last play and a special tune will be heard. To begin the next half, simply press the Display Button 2 times. The game clock will automatically re-set to 45 minutes. At the end of the second half, the display will light

up with the last play and a "game over" tune will be heard. If you press the Display Button, only the score will be seen. To start a new game, turn the game "off" and then to 1 or 2 again.

SCORE

Prior to beginning each play, press the Display Button and you will see the score of the game. On the display, both the Home and Visitor Team's Score will appear. For each successful goal, you will receive 1 point. The team with the highest amount of points at the end of the game is the winner.

OFFENSE

The offense is composed of two(2) players, the ball-carrier or forward and a goalkeeper. The offensive goalkeeper is computer-controlled. You control the ball-carrier and must maneuver him through the defense to score. There is only one ball in play at one time. The game play begins after the ball-carrier is in motion. Remember that the

ball-carrier can move in either of four(4) directions. So when you get into a tight situation, move the ball-carrier backwards to get a better perspective of the pitch. You can attempt a goal from any pitch position, at any time. But remember that the closer you are to the goal, the better your chances of a successful goal.

DEFENSE

The defense is composed of five(5) players plus a goalkeeper. The five defensive players are always controlled by the computer to add more challenge and excitement to the game. The computer-controlled defense moves randomly down the pitch each play. The ball-carrier can move through the defense in a variety of ways (see strategy). Sometimes the ball-carrier will move through a maximum of 3 defensive players, sometimes 2, other

times 1 and sometimes the ball-carrier will be tackled before he even has a chance to move at all. The computer randomly decides each play how many defensive men the ball-carrier will be able to successfully pass. The goalkeeper in a 2 player game is controlled by a player. The control of the defensive goalkeeper will alternate between the home and visitor team.

ONE (1) PLAYER GAME

You control the flow of the offense. Move the Ball-Carrier in either of four(4) directions down the pitch to score a goal. You must select the strategy and move through the defense to score. The defense is computer-controlled and will try to stop you from moving down the pitch and then try to stop your attempts for a goal. You can only kick a straight goal. Therefore you must move quickly to outsmart the computer

brain. The game is set up so that you control the offense of the home team. If you would prefer to control the offense of the visitor team, simply switch the players button to 2 for the first play and then back to 1 for the next play and then you will be playing the offense of the visitor team. Only one team controls the ball during a one player game. Possession of the ball does not alternate between teams.


TWO (2) PLAYER GAME

You can control either the flow of the offense or the flow of the defense. Select which you would like to start and then alternate with your friend. One person controls the ball-carrier and the other person controls the goalkeeper. The computer controls the other five(5) defensive players. Now you have the opportunity to move down the pitch and choose the type of goal to attempt. Shoot either a straight or banana goal.


Randomly select the type of goal in order to feint the goalkeeper and score. When you execute a banana shoot, the ball will travel down the pitch in a straight line until it gets to the goal and then will curve. Remember your friend is controlling the goalie and will attempt to foil all your attempts to score.

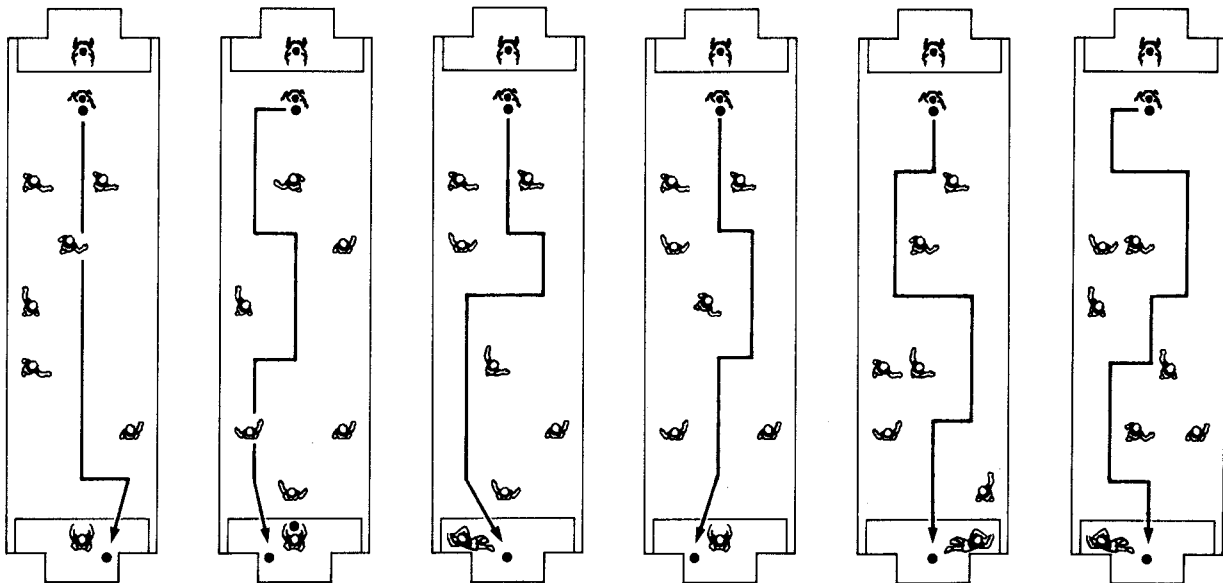
STRATEGY

The computer has over 100 million computerized plays in its memory. Below are a few examples of how to successfully maneuver the ball-carrier past the defense.

Ball-Carrier 

Goalkeeper 

Defense 



SPECIAL PLAY INFORMATION

- ★ Remember that every game begins by pressing the Display Button 2 times.
- ★ No movement of the ball-carrier or ball can begin until the Time Remaining has been seen on the display.
- ★ There are 9 players on the pitch at one time.
- ★ Bambino's Kick The Goal™ follows the basic rules of real soccer.
- ★ One or two people can play. Players choose home or visitor team. Home team (green heads) offense moves from the goalkeeper directional keys towards the ball-carrier directional keys. Visitor team (black heads) offense moves from the ball-carrier directional keys towards the goalkeeper directional keys.
- ★ The computer always controls the 5 defensive men.
- ★ When you are playing the 2 player game, attempt a banana shot and the ball will move down the pitch in a straight line until it reaches the goal and then will curve.
- ★ You can attempt a goal from anywhere on the playing pitch, at any time.
- ★ When you are playing the one player game, you can choose whether you want to be the home or visitor team by following the instructions under One (1) Player Game.

HOW TO CARE FOR YOUR KICK THE GOAL™ SOCCER GAME

- 1) Do not leave the batteries in the unit for prolonged periods of time.
- 2) Do not open or disassemble the unit for any reason; it contains no serviceable parts. See the 120-Day Limited Warranty.
- 3) Do not leave the game in wet, dirty or excessively hot places.
- 4) Play with it often!

IMPORTANT NOTICE

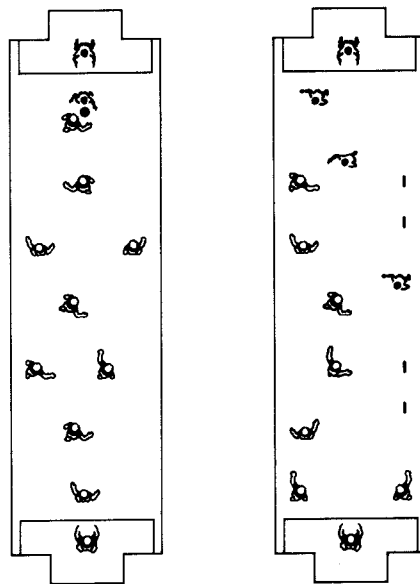
If the game appears to be malfunctioning, this is the first sign of battery wear. Replace the batteries and your game should function perfectly once again. If you still cannot get

your game to work properly, please reread the instructions carefully to make sure you understand how it operates.

BATTERY DRAIN

When your batteries begin to wear out, many offensive and defensive players will appear on your display screen. The same patterns will not appear every time. Sometimes more offensive players and defensive players will appear than at other times, depending on the computer. As the batteries wear out, the game will become difficult to reset. You will hear a goal sound before the battery drain patterns appear. It will become exceedingly difficult to play the game, just replace the batteries and your Kick The Goal™ Soccer Game will function perfectly once again.

*FOR LONGER BATTERY LIFE,
WE RECOMMEND USING ALKALINE BATTERIES.*



120-DAY LIMITED WARRANTY

Bambino, Inc. warrants each KICK THE GOAL™ SOCCER game against factory defects in material and workmanship for 120 days from the date of purchase. This LIMITED WARRANTY extends to the original consumer purchaser only.

If the product fails to operate properly during this 120-day warranty period, it will either be repaired or replaced (at our option) without charge to the purchaser, if, within 10 days after such failure, either returned to the dealer or mailed, postage prepaid and insured, to Bambino, Inc. at P.O. Box 67B40, Los Angeles, California 90067, with a brief description of the problem, the date that the problem was experienced, and proof of the date of purchase.

Units not qualifying for repair or replacement free of charge may be repaired for a service charge of \$10.00 if mailed postage prepaid and insured and postmarked within one year of the date of purchase to Bambino, Inc. Payment must be made by check or money order.

Neither this LIMITED WARRANTY nor the post-warranty service is available if the damage or defect is caused by accident, act of God, consumer abuse, misuse, alteration, repair or from any other cause other than factory defects in material or workmanship.

THIS LIMITED WARRANTY IS THE SOLE AND EXCLUSIVE REMEDY AND IS MADE IN LIEU OF ANY OTHER EXPRESS WARRANTY. BAMBINO, INC. WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER.

This LIMITED WARRANTY gives you specific legal rights and you may also have other rights which may vary from state to state.

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