

MATTEL ELECTRONICS®

LONG BOMBTM Football

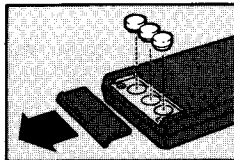
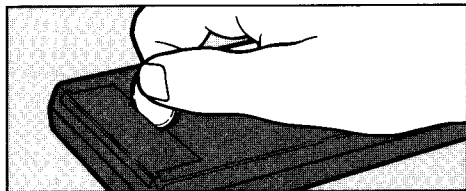
INSTRUCTIONS

OBJECT OF THE GAME: Score against computer-controlled defense! Run, pass or kick! Throw a short pass...or go for the long bomb! Set the length of kicks too. Go for the "coffin corner"! It's football excitement in the palm of your hand!

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BEFORE YOU START

Insert batteries: Game comes with 3 batteries (A76, LR44, or equivalent). Turn the game over and use a coin to remove the battery compartment door..



Insert the batteries as shown. Replace the battery compartment door. Now turn the game ON.

BATTERY LIFE AND REPLACEMENT

The computer and liquid crystal display in this game use very little power.

To replace old batteries, open the battery compartment door (as shown above), pop out the old batteries using your fingernail or a tiny screwdriver. Insert the new batteries and replace battery door. Throw old batteries away.

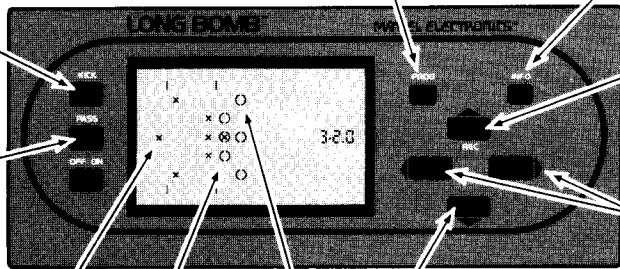
GAME CONTROLS

KICK — Press to:

- See score.
- Kick off.
- Kick field goal.

PASS — Press to:

- See time remaining in quarter.
- Pass the ball.



PROGRAM — Press to:

- Set speed level.
- Program receiver

INFO — Press to:

- See downs & yards to go.

UPPER DIRECTION KEY — Press to:

- Program yards receiver will run.
- Make ball carrier run up.

SIDE DIRECTION KEYS — Press to:

- Hike
- Make ball carrier run left or right.

DEFENSE
"Xs"

OFFENSE
"Os"

RECEIVER

BOTTOM DIRECTION KEY —
Press to:

- Make ball carrier run downfield.

THE GRIDIRON

The playing field is regulation 100 yards long. You see 10 yards of the field at a time. Home Team runs across the display from right to left (←). Visitors run from left to right (→).



SEE 10 YARDS OF THE FIELD AT A TIME.

OFFENSE AND DEFENSE

Offense and defense are shown in "chalk-talk" symbols. There are six men on offense.



They are the Os on the display. The ⊗ is

the ball carrier. You can make the ball carrier run, pass or kick. Once the ball is hiked, the quarterback becomes the ball carrier and you control him.



There are six men on defense. They are designated by Xs on the display. Defense is computer-controlled.

KNOW THE STATS



Downs and yards to go show automatically on the screen during play.

Game Statistics mode: In between plays, press INFO once to get into statistics mode. Now you can press other keys for additional game information.

- **Yard line:** Shows automatically at the start of statistics mode. (The symbol 1 means the ball is on the left side of the 50 yard line. The symbol 2 means the ball is on the right side of the 50 yard line.)
- **Score:** Press KICK
- **Time remaining & quarter:** Press PASS

Press INFO a second time, and the game sets up for the next play. Until you press INFO the second time, you can re-check the stats as much as you want.

CHOOSE SKILL LEVEL

L-1

After you turn the game ON, your choice of skill levels shows in sequence until you choose one. You see L1, L2, L3, L4, then it starts over again. The higher the number, the faster defense tackles, and the more challenging the game.

L-2

L-3

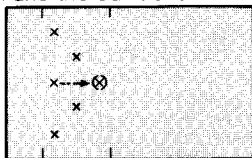
L-4

When the level you want shows on the display, quickly press PROGRAM.

THE KICKOFF

Kick off to begin play, after the skill level is chosen at the start of the game, at the start of the second half, and after touchdowns, field goals or a safety.

To kick off, press KICK and the ball travels downfield. The distance of the kick is determined by how long you hold down the Kick Key, see page 8.

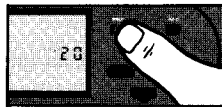


The receiving team automatically catches the ball. Use the DIRECTION KEYS to run the ball back after it's caught. Play ends when the ball carrier is tackled.

PROGRAM THE RECEIVER

On all plays, except on kickoffs, you can program the receiver. He's the top "O" in the formation, see illustration page 2.

You can program the receiver to run out 6, 10, 20, 30, 40 or 50 yards for a pass. The game automatically sets the length at 6 yards. If you want to set another length, you must program it before each play (except the kickoff). To do this, press PROGRAM, then press the Upper Direction Key. When the number of yards you want him to run out appears on the display, press PROGRAM again.



Note: You cannot program a distance beyond the end zone (10 yards past the goal line).

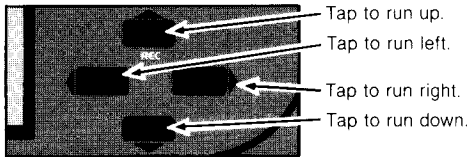
ON THIS PLAY, THE RECEIVER WILL RUN OUT 20 YARDS.

HIKE THE BALL

Once the receiver is programmed, hike the ball by pressing the ◀ or ▶ DIRECTION KEY. (Press the Direction Key that sends the ball toward your own team.) The receiver begins to run downfield. The Os block the Xs from rushing the quarterback. You can now run, pass or kick.

RUNNING

After the hike, you can control the ball carrier by repeatedly tapping the DIRECTION KEYS.

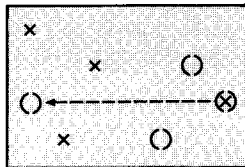


IF THE BALL CARRIER RUNS INTO AN X, HE'S TACKLED. YOU CANNOT RUN THROUGH ANOTHER O!

PASSING

After the hike, you can throw different length passes...from a short pass to the long bomb! How long you hold down the PASS Key determines whether it will be short or a long pass. Be sure you have programmed the receiver to fit your pass!

For a short pass (6 yards or less): Make sure there are no defenders in between the passer and the receiver, then hold down the PASS button.



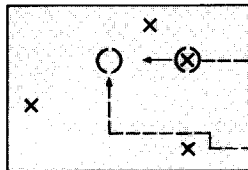
PRESS PASS IN A LANE WITHOUT ANY Xs.

Release once the pass is in motion.

If a defender is in between, the pass will be intercepted. Once the pass is in motion, the Direction Keys control the receiver.

For a long pass (10-50 yards): After the hike, wait until your receiver has time to run downfield, then press PASS. **The quicker you let up on the Pass key, the longer the pass will be.** It takes a little practice to learn how to throw the pass you want!

A long pass lofts above the heads of the defenders, the comes down. When the pass is in progress, the field "scrolls", and the Direction Keys control the receiver. Move him to line up with the ball, or run after the ball.



THE BALL IS PASSED DOWNFIELD. MOVE RECEIVER AROUND Xs AND AHEAD OF THE BALL TO COMPLETE THE PASS.

During a pass, while the field is scrolling, the ball cannot be caught. When the scrolling stops, the ball continues for six more yards. During this time, if an X touches the ball, it's an interception and play stops. If the receiver touches it, the pass is complete.

Continue to move him downfield just as in a running play. If neither touches the ball, it proceeds to the end of the screen and is whistled incomplete. If your pass goes beyond the end zone, play automatically stops.

KICKING

At the start of the halves and after a score, press KICK for the kickoff. During play, you have two kicking options. Press Kick immediately after the hike and it's a field goal attempt. But if you hike, move around at all then press Kick, it's a punt.

The length of time that you hold down the Kick Key determines the length of the kick. **Hold down Kick a short time for a long kick.** **Hold down Kick a long time for a short kick.**

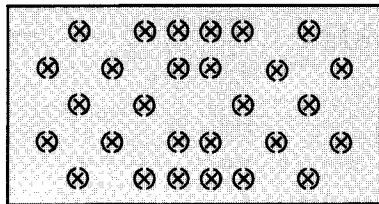
The longer the punt or field goal attempt, the chances are greater the kick will be blocked. When a kick is blocked, play stops and the other team takes possession at the line of scrimmage. To lessen the risk of getting blocked, use the minimum distance kick for the result you want.

OVERTIME

If the score is tied at the end of 4 quarters, the game goes into overtime. There's a maximum 5 overtime quarters. When either team scores...sudden death!

SOUNDS

You will hear various sounds throughout the game. One whistle means you were tackled. Two whistles mean there was an interception or a blocked kick. There are also sounds for first down, end of quarter and touchdown.



TOUCHDOWN!

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 pre-paid and insured, with proof of the date-of-

purchase, to either of the following locations:
In the Eastern United States: Mattel Electronics Service Center (East), 10 Abeel Road, Cranbury, New Jersey 08512. In the Western United States; Mattel Electronics Service Center (West), 13060 East Temple Ave., City of Industry, California 91746.

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 *\$12.00. 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 a MATTEL ELECTRONICS SERVICE 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 SERVICE CENTER

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 a

Mattel Electronics Service 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 one of the following names and addresses:

In the Eastern United States:
MATTEL ELECTRONICS
SERVICE CENTER (EAST)
10 Abeel Road
Cranbury, New Jersey 08512

In the Western United States:
MATTEL ELECTRONICS
SERVICE CENTER (WEST)
13060 East Temple Ave.
City of Industry, California 91746

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 *\$12.00 as payment for the repair service.

www.handheldmuseum.com

*Service charge subject to change without notice.