MATTEL ELECTRONICS ®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

FOOTBALL

(FOR TWO PLAYERS)



You're on your own 48-yard line. 4th down, 3 yards to go! You call it! Run wide or off tackle, pass or punt? With INTELLIVISION™ NFL FOOTBALL by *Mattel Electronics*®, you have your own playbook with over 160 offensive plays, plus 10 defensive sets! On offense you control the ball carrier, your opponent controls his free safety. Computer controls the other linemen. Excitement, strategy, fingertip electronic control! Your TV set becomes a gridiron!

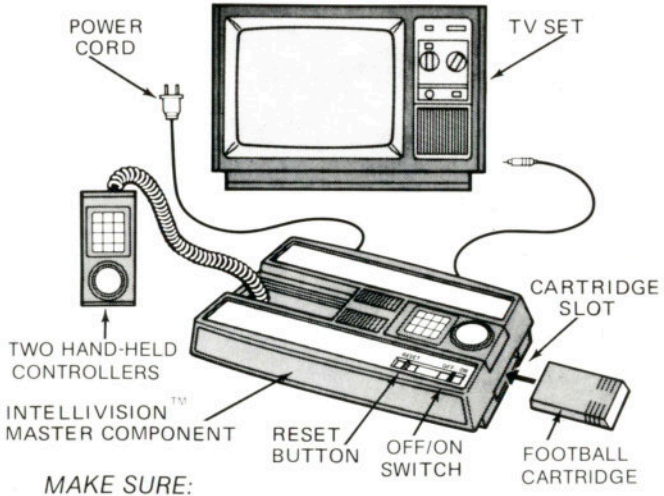
HOW TO WIN! If you want to play *winning* INTELLIVISION football, read this booklet.

FOR COLOR TV VIEWING ONLY.

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OBJECT OF THE GAME is to outscore your opponent by running or passing the ball into your opponent's End Zone, by kicking a field goal or forcing a Safety. Touchdowns score seven points (extra point is automatic). Field goals score three points. Two points for a Safety.

CHECK YOUR EQUIPMENT



MAKE SURE:

MASTER COMPONENT is connected to the TV set and power cord is plugged in.

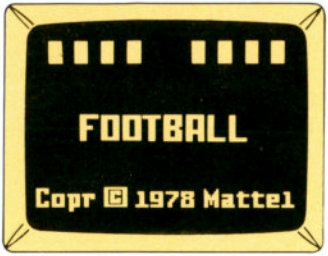
TV set is plugged in and properly adjusted.

FOOTBALL Cartridge is placed in slot, firmly engaged.

OFF/ON Switch is turned on.

Note: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component. (See instructions with Keyboard Component.)

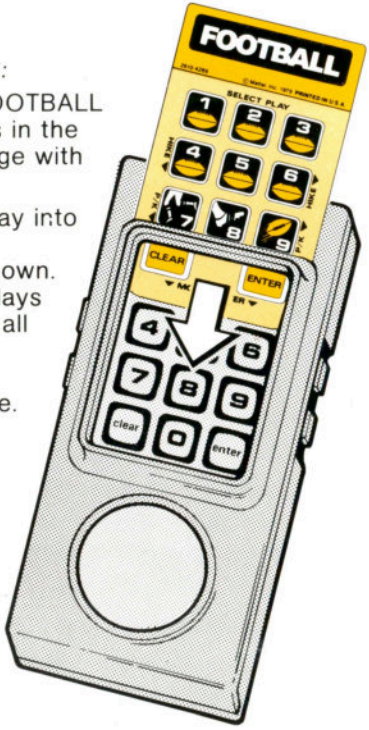
PRESS RESET BUTTON:
Title will appear on TV screen: "FOOTBALL"



ADD OVERLAYS:

Find the two FOOTBALL keypad overlays in the cartridge package with this booklet.

Insert one overlay into each Hand-held Controller as shown. Make sure overlays fit tight and are all the way in. The overlays will be your visual guide.

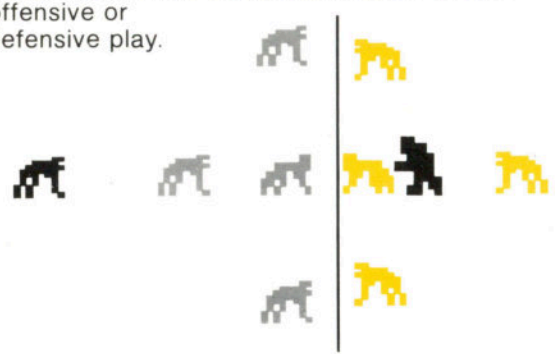


SELECT GAME SPEED:

You can play INTELLIVISION™ Football at 4 different speeds. Press the Disc and you will play at Pro Ball SPEED which is fastest of all. For slower speeds (a good idea for practice) press key number 1, 2 or 3 in the top row. Remember: faster playing speed means *everything* is faster – running, passing, tackling, etc. At Pro Ball SPEED, your reactions will have to be *very fast.*



THE PLAYERS There are 5 players on a side. Opposing centers do not take active part in offensive or defensive play.



The *Home Team* has 4 *orange* players (*computer*-controlled), and 1 *red* player (*you* control).

The *Visitors' Team* has 4 *light blue* players (*computer*-controlled), and 1 *black* player (*you* control).

Computer-Controlled Players

A defensive player makes a tackle by engaging at least *half* of the body of the ball-carrier. Let's look at a couple of examples of tackling:



GOOD TACKLE



MISSED TACKLE

Players You Control

You and your opponent each control offensive and defensive "captains". The Home Team's offensive and defensive captain is always the *red* player. The Visitors' captain is always the *black* player. The *offensive* captain is the *quarterback*. He receives the hike from center. He can *run*, *pass*, or *kick*. The only time you lose control of his movements is after he releases the ball on a pass play, when "control" switches to the *intended pass-receiver* (details in How-to-Use-Playbook section).

The *defensive* captain can pursue the ball-carrier to make a tackle, or he can try to intercept a pass. (The computer-controlled defensive linemen can *block* a pass, but not intercept.)

You control the movements of the offensive and defensive captains with the MOVE PLAYER Disc on the bottom of your Hand Controller. Skillful use of this Disc is important to your enjoyment of the game (details in *Controls* section).

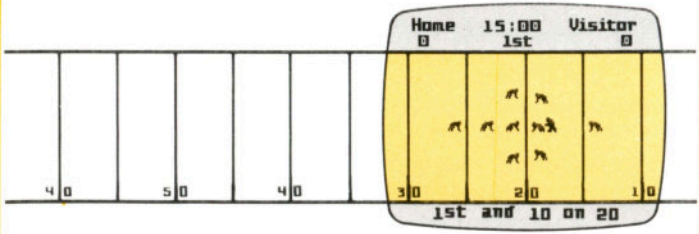
The computer will automatically adjust the running speed of defensive players in the event that the ball-carrier breaks into the open field. As in Pro Ball, good broken-field running is vital!



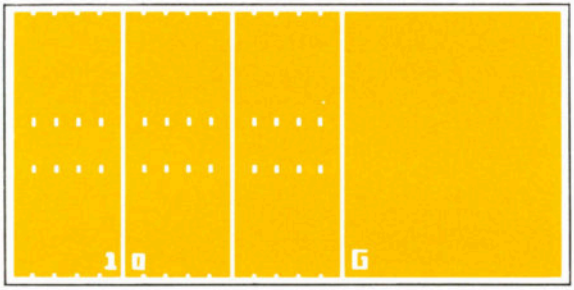
(The computer-controlled linemen.)

THE FIELD

The playing field on your TV screen is regulation length (100 yards plus two end zones). However, just like a real televised game you see only a portion of the field at any one time – 20 yards in INTELLIVISION™ Football. When play goes beyond the 20-yard span the field will "scroll" to simulate the effect of a TV camera "panning" the field. In this way you'll never miss a second of the action. Also, whenever possession of the ball changes, the field will pan so that the team on offense always has two-thirds of the field in front of them. This insures plenty of viewing room for both offense and defense.



Each of the end zones is marked by a "G" (for "Goal") in the bottom front corner. No goalposts in this game. (Field goals are scored by kicking ball over goal line center. See kick section.)



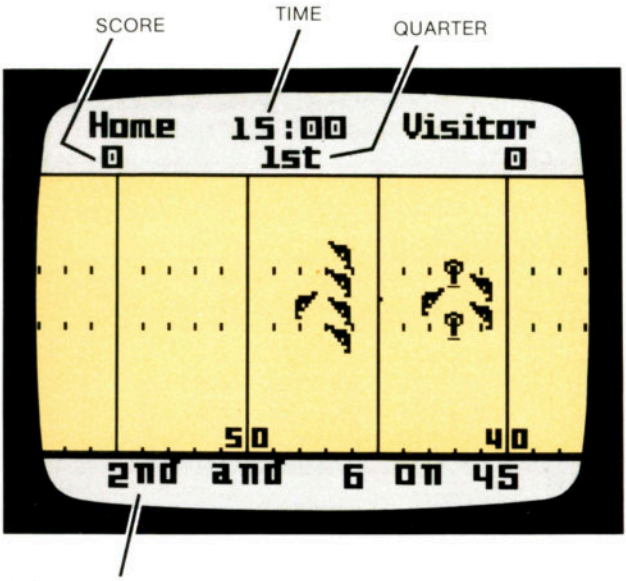
If a ball-carrier steps over either sideline, he is out-of-bounds. Simulated "whistle" blows and the clock will stop.

Above the far sideline (at the top of your TV screen) is the game time, which is divided into four 15-minute quarters (simulated time). The clock will stop at all normal times, including time-outs, out-of-bounds, incomplete passes, after scores, etc.

At the end of each quarter, the teams will automatically change sides of the field.

Below the near sideline (at the bottom of your screen) is information about the down, yards-to-go for a first down, and the yard-line the ball is on.

THE SCOREBOARD



SCOREBOARD is displayed always during a huddle and at the end of the game.

The Scoreboard will tell you the time left in each quarter, the score, the quarter, the down, yards-to-go for a first down, and the yard-line the ball is on.

For Time-outs, press either P/K KEY. Each team gets THREE time-outs only, each half. (Time-outs remaining *not* displayed.) Time-out may only be called during a huddle or at the line of scrimmage.

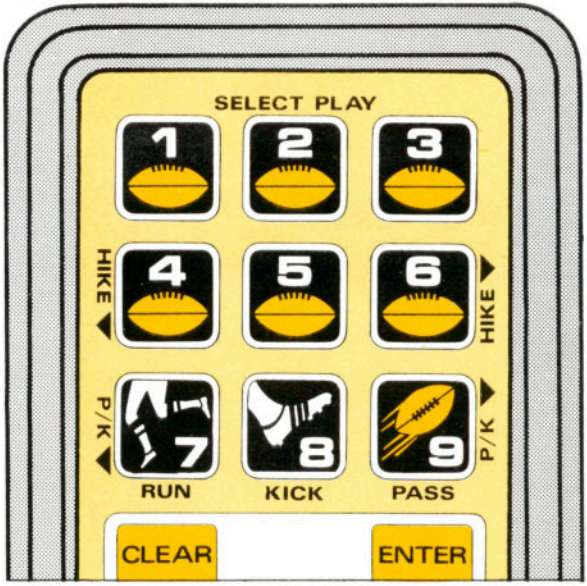
THE CONTROLS

(with FOOTBALL overlay in your Hand-held Controller)

Select Play

Use the Select Play keys #1 thru #9 to call your plays on offense and defense.

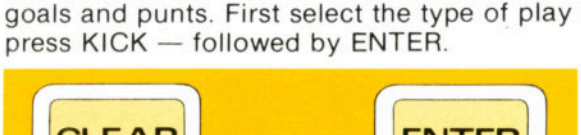
All the Select Play keys are used in conjunction with your Playbook. First choose the play you want as described in your Playbook, then press the key for that play.



Keys #7, #8, and #9 have a double function as they are also used to select the *type* (RUN, KICK or PASS) of play you want.

For instance, suppose your team has the ball. You consult your playbook and decide to try RUN play #4. You would press the RUN key (same as #7 key), followed by the #4 key. Or if you wanted to try PASS play #6, you would press the PASS key (same as #9 key), followed by the #6 key. (For more details, see How-To-Use-Playbook.)

The KICK key (same as #8 key), is used for field goals and punts. First select the type of play — press KICK — followed by ENTER.



ENTER KEY indicates that both teams have called their plays, offense and defense. Both teams will then move to the line. The defense *may* adjust its alignment at this point.

CLEAR—If you change your mind about the play you've selected, press the CLEAR key, then choose another play. You must press CLEAR *before* pressing ENTER.

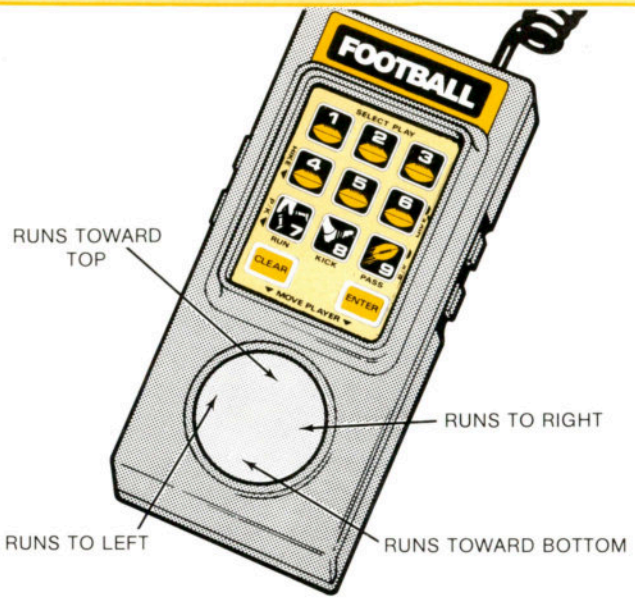
The Side Buttons



HIKE—When on offense, press either of the top side HIKE buttons to snap the ball from the center to the quarterback. This starts the action!

P/K (Pass/Kick)—Press either of the bottom side P/K buttons to:

1. Make your quarterback *release the ball* on a *pass* play.
2. Make your quarterback punt or kick a field goal.



MOVE PLAYER Disc—Press this Disc at the bottom of your Hand Controller to maneuver your team "captains" (red for Home Team, black for Visitors). Use the Disc as follows:

—Press at the *top*, player runs toward the far sideline at the *top* of your TV screen.

—Press at the *bottom*, player runs toward the near sideline at the *bottom* of your TV screen.

—Press on the *right* side, player runs toward the end zone at the *right* of your screen.

—Press on the *left* side, player runs toward the end zone at the *left* of your screen.

—Press anywhere around the edge of the Disc for movement in any of 16 directions!

With your skillful use of the Move Player Disc, the ball-carrier can scramble, make spectacular cuts and broken-field runs. THE DEFENSIVE captain can "red-dog" (come up fast to penetrate into the opponent's backfield), drop back for pass coverage, swoop in for an interception, etc. After a little practice you should learn how to use the Move Player Disc effectively.

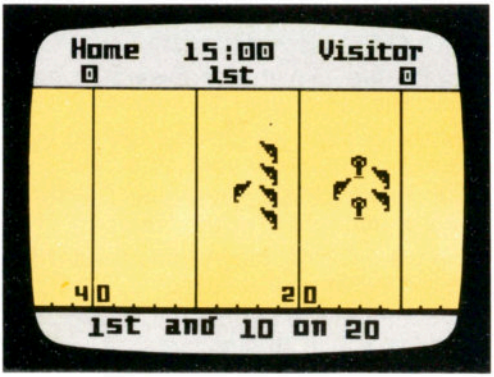
LET'S START THE GAME!

(Steps 1 & 2 review from page one.)

1. Turn Master Control Switch ON, insert cartridge, put FOOTBALL overlays in Hand Controllers. Now either player presses RESET.

2. Title "FOOTBALL" will appear on your screen. Now select game speed by pressing the Disc for normal Pro speed, or key #1, #2, or #3 for slower paced action. *Selecting the speed will also bring the teams out onto the field* (crowd cheers).

At the start of the game the Home Team (Orange) always defends the goal to the left.



Opposing teams change ends after each quarter, automatically. As in Pro Ball, defensive team at the start of the game gets the ball at the second half.

3. Visitors are on offense as game starts. Teams huddle on Visitor's 20 yard line. Visitors select offensive play. Home Team selects the defensive formation.

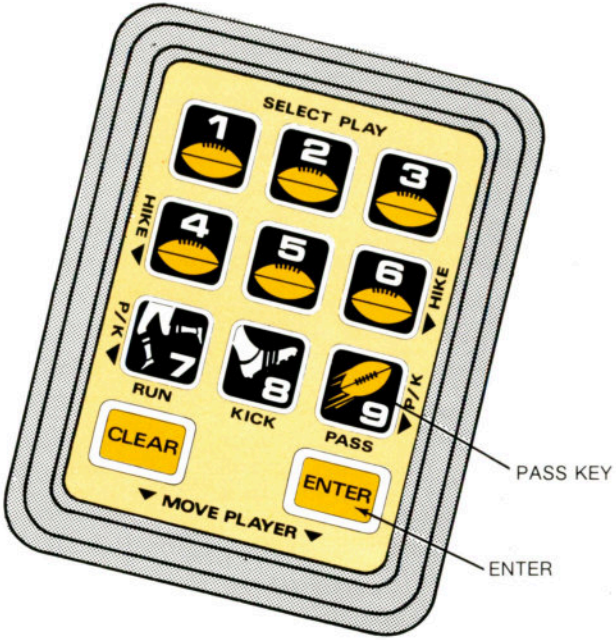
When both sides have pressed ENTER key to complete play selections, teams line up on Visitor's 20 yard line. Offense presses HIKE and the action begins!

The game's underway! Use your Playbook to call all plays on Offense and Defense. Remember, it takes *3 steps* to program a *RUN* play, *5 steps* for a *PASS* play, *2 steps* for a *Defensive Formation* (see How-To-Use-Playbook and Playbook itself).

THE ART OF PASSING!



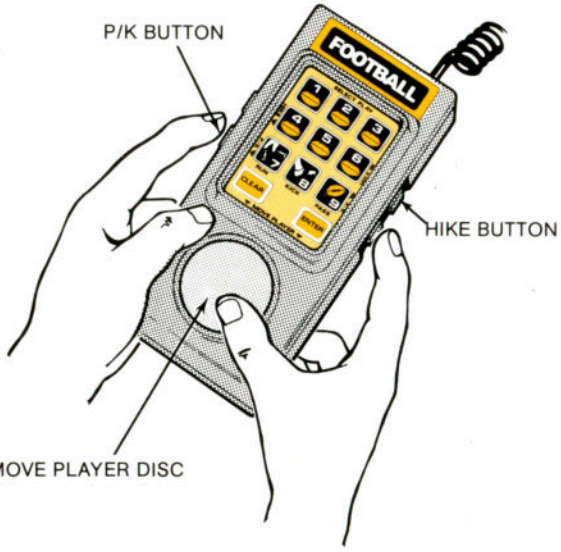
Master the art of passing and you will have a big edge! The passing game is the key to victory. Like the great passers in Pro Ball, you will need to practice. Practice passing alone. Practice at slower game speeds. And of course, you'll want to bone up on the *Play Book!*



HOW TO PASS:

1. Press PASS key (#9 overlay)
2. Pick ALIGNMENT (Press overlay key 1–9)
3. Pick RECEIVER (Press overlay key 1 OR 2)
4. Select ZONE where pass will GO. (Press overlay key 1–9)
5. PRESS ENTER (overlay)

This is the way to ENTER *ANY* pass play. Now we're ready for action! The next things you must do require coordination. Again, the kind of Pro Ball smoothness that comes with practice.



A. The HIKE and FADE back sequence must almost *blend* together. Coordinate the HIKE button with the Move Player Disc.

B. The PASS and movement of the RECEIVER must be *timed* to meet each other downfield. Coordinate (time) the PASS, (side P/K) button with the Move Player Disc.

INTELLIVISION™ is very like the real thing! Notice the way a Pro quarterback *FADES* back almost with the HIKE. How he *knows* where he wants the pass to go. How he *TIMES* his pass to reach his receiver and get the completion.

FIELD GOALS & PUNTS

Field goals and punts use the same formation.

Defensive player automatically receives a punt, Computer-controlled men automatically line up for the runback.

TO PUNT, press KICK Key, #8 on the overlay, then ENTER. After you have pressed HIKE key and your quarterback (who is in deep punt formation) receives the ball, press P/K button on either side to make QB kick. (Quarterback *can* choose to run from punt formation!)

FIELD GOALS are attempted by pressing #8, KICK key followed by ENTER. After pressing HIKE, use the side P/K buttons to kick away. There are no goalposts in this game. To score three points, field goal attempt must be long enough!

TWO POINT SAFETY:

Essentially, a defensive play. Either the defense tackles the ball carrier in his End Zone, or the ball carrier does *not* make it to the field of play. Ball carrier runs out of bounds from his End Zone trying to elude tacklers. Score *two points* for the Defense! After a Safety, ball goes over to the Defense at the opposite end of the field on the 20 yard line.

A TOUCHBACK takes place if defensive team receives a punt or intercepts a pass in its own End Zone and the offense tackles the ball carrier there. No points are earned. Play begins on the 20 yard line.

HOW TO USE THE PLAYBOOK

Each playbook contains offensive and defensive plays. Consult your playbook to choose the play you want, then use your Hand Controller to program in the play.

OFFENSE

There are 3 different types of offensive plays, RUN, PASS, and KICK. You first select the type of play by pressing the RUN, PASS, or KICK key on your Hand Controller.



There are 9 plays (formations) that can be used for either RUN or PASS plays. These are numbered 1-9 in your playbook and correspond to the number keys 1-9 on your Hand Controller.

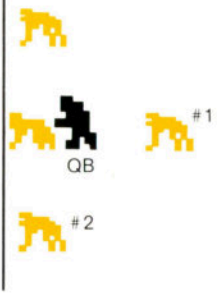
Select Punt Formation or a field goal attempt by pressing key #8 on the overlay, KICK key. (Remember, you must press ENTER, then HIKE and the P/K button.)

On each PASS play there are 2 eligible pass receivers. Only *one* of the two can be used on each play. You select player #1 or player #2 by pressing key #1 or #2 on your Hand Controller. That receiver will then run out on his pass pattern.

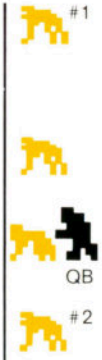
Let's take a look at the first offensive play in the playbook:

Offensive Play #1

Here we see the players are lined up in an "I" formation (backs in a straight line behind the center). The eligible pass receivers are the I-back (#1), and the left end (#2).



Another example:



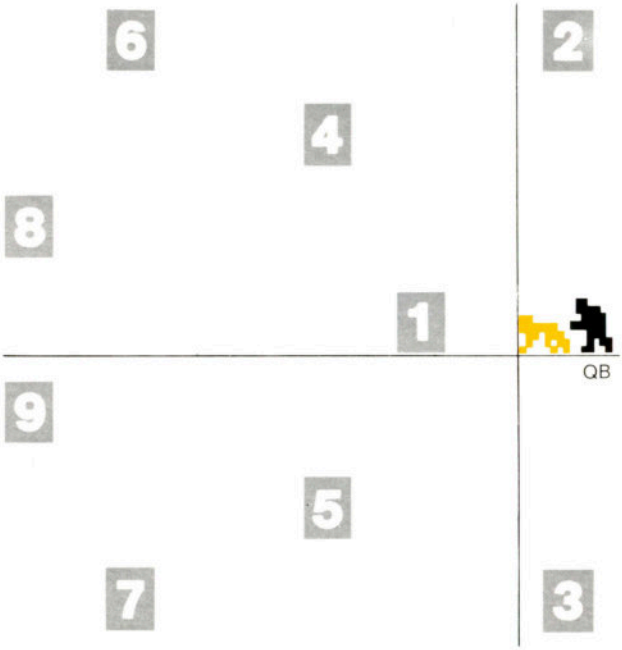
Offensive Play #3

The formation here is "split-end right" and the two eligible pass receivers are player #1 (split end), or player #2 (left end).

Passing Zones

There are *9* passing zones. (Used on PASS plays only.) After choosing your eligible pass receiver (by pressing key #1 or #2) you next choose the zone you want him to run to. Choosing the zone also programs the ball to be thrown to that area when you press the P/K button.

Let's look at the zone chart:



(Note that the even-numbered zones are at the top of your TV screen and the odd-numbered at the bottom. This applies going either direction.) As soon as your quarterback releases the ball, "control" switches to the pass receiver (his color changes to control color).

Let's review the procedures for *selecting an offensive play:*

1. For *type* of play, press RUN, PASS, or KICK key.



2. To select *formation,* press number key corresponding to number of play in playbook, i.e., press key #3 for "Split-end right" formation.



3. For *eligible receiver* (if PASS play), press key #1 or key #2.

4. For *passing zone* (if PASS play), press *one* of keys #1 through #9.

5. Press ENTER. (If running play, eliminate Steps #3 & #4. If kick, eliminate Steps #2, 3, 4.)



On all RUN plays, the quarterback is the ball-carrier. Be ready to maneuver him with the Move Player Disc as soon as you have pressed HIKE.

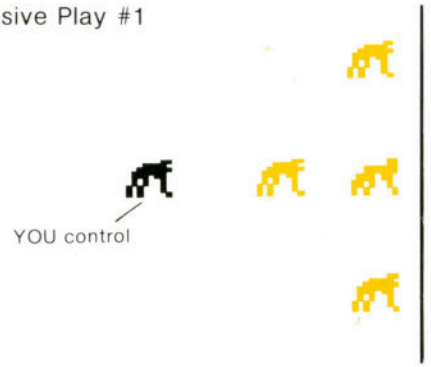
On all PASS plays, you have the option of *running* by not pressing the P/K side button and instead using the Move Player Disc to make your quarterback scramble for a gain.

DEFENSE

In each formation, one of the players is the "control" player, the man you control with the MOVE PLAYER Disc. (Opposing centers do not take active part.)

Let's take a look at the first defensive formation in your playbook.

Defensive Play #1



This is the basic 3-1-1 defense (3 linemen, 1 linebacker, 1 safety). The "control" man is the safety (deep back). "Control" man is always marked in your playbook.

The passing zones, of course, are not used on defense.

Let's review the procedure for *selecting* a *defensive play:*

1. Choose *formation,* press key corresponding to number of play in playbook.
2. Press ENTER.

Remember, you can move your "control" defender in any direction! Use him effectively!

SIMULATED GAME SOUNDS

Crowd cheers! – after a score, at the end of each quarter.

"Hike" – when either HIKE button is pressed. Ball is snapped back to QB.

Whistle – whenever a tackle is made.

Gun – at the end of each quarter.

"Charge!" – at the start of each half.

Sound of Ball Through the Air – on passes and kicks.

Short "Beep" — each player has correctly entered play.

Buzzer — player has pressed a key incorrectly. (Press **clear** and do it again.)

Ready to play? Get set for INTELLIVISION ™ FOOTBALL!!

FOOTBALL GLOSSARY

Back – any player in the offensive backfield – quarterback, halfback, or fullback – that can carry the ball.

Block – an offensive player tries to "block" a defensive player out of the play.

Down – a "chance." Four chances (downs) to make 10 yards. To succeed is a "first down" (continued possession of the ball).

End Zone – a goal at either end of the field. The ball must be run or passed into the end zone to score.

Field Goal – three-point play when ball is kicked through the center of the goal line. (No goal-posts in this game.)

Linemen – The players right at the line-of-scrimmage. They block (on offense) and tackle (on defense) rather than carry the ball.

Line-of-Scrimmage – the starting point for each play. Opposing linemen face each other over the line-of-scrimmage.

Punt – The ball is kicked (punted) deep downfield to the opposite team. (Usually on a 4th down and long yardage to go.)

Receiver – an offensive player eligible to receive a pass.

Safety – Defenders tackle ball carrier in his own End Zone, or force him out of bounds. Defense scores *two points!*

Tackle – a defensive player "tackles" the ball-carrier to stop his progress.

Touchdown – the basic score in football – running or passing the ball into the opponent's end zone. Worth seven points in this game. (Extra point is automatically added.)

90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. 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, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics,® Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

SOCCER	1683-4289 ____ sets	SKIING	1817-4289 ____ sets
LAS VEGAS ROULETTE	1118-4289 ____ sets	TENNIS	1814-4289 ____ sets
ELECTRIC CO. MATH FUN	2613-4289 ____ sets	GOLF	1816-4289 ____ sets
ELECTRIC CO. WORD FUN	1122-4289 ____ sets	BASKETBALL	2615-4289 ____ sets
FOOTBALL	2610-4289 ____ sets	HOCKEY	1114-4289 ____ sets
HORSE RACING	1123-4289 ____ sets	BACKGAMMON	1119-4289 ____ sets
CHECKERS	1120-4289 ____ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ____ sets
AUTO RACING	1113-4289 ____ sets	ARMOR BATTLE	1121-4289 ____ sets
SEA BATTLE	1818-4289 ____ sets	BASEBALL	2614-4289 ____ sets
		SPACE BATTLE	2612-4289 ____ sets
		BOXING	1819-4289 ____ sets

Amount enclosed _____ Total sets ordered _____

Your name _____

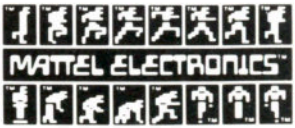
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