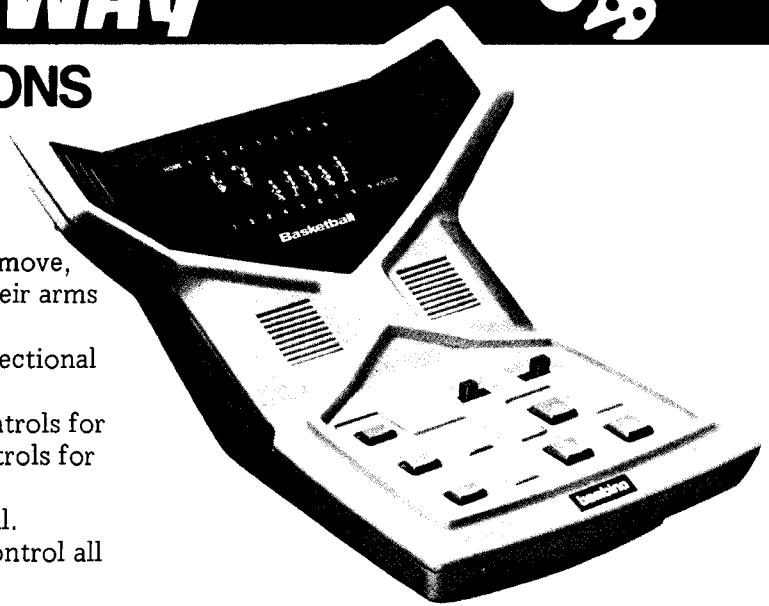
ELECTRONIC GAME

Basketball

DRIBBLE AWAY™

GAME INSTRUCTIONS



FIRST AND ONLY BASKETBALL GAME WITH:

- ★ Lifelike action – you see the ball move, defense block and players move their arms and legs.
- ★ You control the strategical and directional movements of the offense.
- ★ Independent 3-way directional controls for the ball and 2-way directional controls for the ball-carrier.
- ★ All the action of real-life basketball.
- ★ The only game that you see and control all the lifelike action.

REVOLUTIONARY FEATURES

- ★ First And Only Basketball Game Where You Can See The Ball Move, Defense Block And The Players Move Their Arms And Legs.
- ★ First And Only Basketball Game That You Control All The Strategical And Directional Movements Of The Offense.
- ★ World's Smallest Graphic Color Display.
- ★ Revolutionary Computer-Game Functions.
- ★ First Computer-Game With A Microprocessor Unit.
- ★ Unlimited Variety Of Computerized Plays Every Game.
- ★ Musical 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-E 0630 suc

Both sold separately.

BATTERY INSTALLATION

To insert the batteries, slide out the battery door on the back of the game and insert four (4) "AA" batteries correctly, by following the directions inside the battery box. Replace the battery door and your game is ready for play.

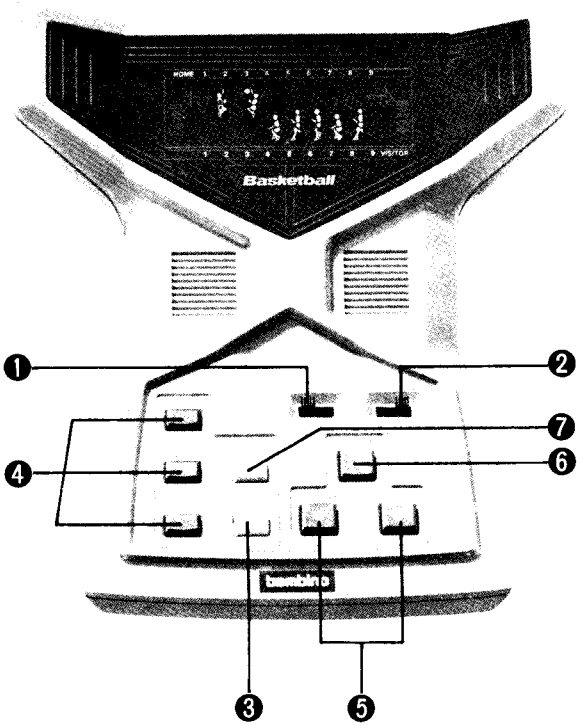
INTRODUCTION

Bambino's Basketball Dribble Away™ Game 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 through the ball-carrier directional keys and the shoot button. The computer always controls the action of the defense.

Bambino's Basketball Dribble Away™ is hours of continuous fun! Control your ball-carrier and dribble that ball down the court to get that basket. The defense will constantly be trying to stop you. All the action of a real basketball 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 Basketball Superstar.



QUICK OPERATING INSTRUCTIONS



❶ ADJUSTABLE SKILL LEVEL
The speed and the depth of the defense can be increased to add more challenge to the game.

❷ TEAM SELECTION BUTTON/POWER SWITCH
Decide whether to play against the computer or to challenge a friend. By making this selection, the game automatically turns "ON".

❸ 24-SECOND CLOCK
Press the Start Button to activate the 24-second clock. No action begins until the 24-second clock is ticking.

❹ BALL CONTROL KEYS
Decide how you want to dribble the ball down the court. Select one of three positions – High, Medium or Low. Change your dribble any time you are in possession of the ball.

❺ BALL-CARRIER DIRECTIONAL KEYS
Move your ball-carrier either forward or backward. You decide the ball-carrier's movements. Determine the best course of action.

NOTE:
You can recall the game statistics any time prior to play beginning, by pressing the Display Button ❼.
Remember that you must press the Start Button before a play will begin.

❻ SHOOT BUTTON
Whatever strategy you decide, you're in total control of the offense. Maneuver through the defense and press the Shoot Button to score. You can shoot from any court position.

❼ DISPLAY BUTTON
Press this button any time prior to play beginning to see the score and then the quarter, time remaining.

OPERATING INSTRUCTIONS

OBJECT

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

1) Decide whether 1 or 2 teams will play.
2) Select the skill level for competition (1, 2 or 3)
3) Press the Start Button to activate the 24-second clock.
4) Decide your strategy and select the type of dribble.
5) Maneuver your ball-carrier down the court.
6) When the timing is right, shoot for a basket.
7) Score!
8) 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.
9) Game play continues for four (4) quarters. The quarters are simulated nine (9) minutes. The winner is the team with the highest score at the end of the game.

DESCRIPTION OF PARTS

TEAM SELECTION BUTTON/POWER SWITCH (1, 2)

Decide whether to play against the computer (practice) or to challenge a friend (full court, 2 team game). In either case, the computer always controls the defensive men, adding more excitement and depth to the game.

Turn the game "ON" by selecting the number of teams 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.

ADJUSTABLE SKILL LEVEL

The speed and the depth of the defense can be increased to add more challenge to the game. On Skill Level 1, three (3) defensive men try to block your shots; on Skill Level 2, four (4) defensive men try to stop you and on Skill Level 3, five (5) defensive men team up against you. As you increase the number of defensive men, their skill and adeptness also increases. Compete with the computer brain or challenge a friend to see who's the Basketball Superstar.

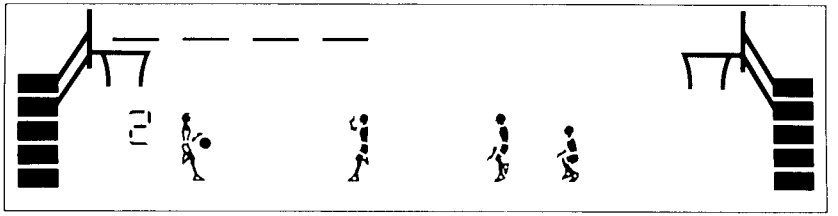
Skill Level and Category:

1) Beginner
2) Professional
3) Superstar

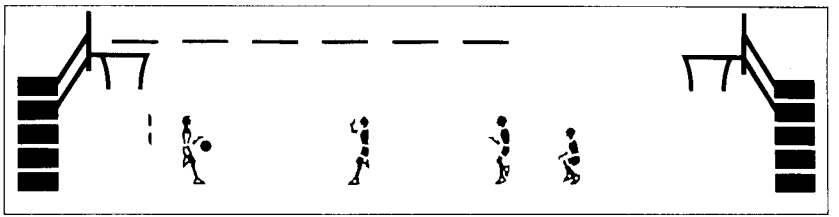
START BUTTON/24-SECOND CLOCK

Each play only begins after you have pressed the Start Button which activates the 24-second clock. To the left of the display the number 2 will appear. This represents 20 seconds. On the top of the display under the numbers 1, 2, 3, 4 lines will appear. This represents 4 seconds. As soon as the Start Button is pressed, the clock begins ticking. You must shoot the ball before the 24-seconds finishes.

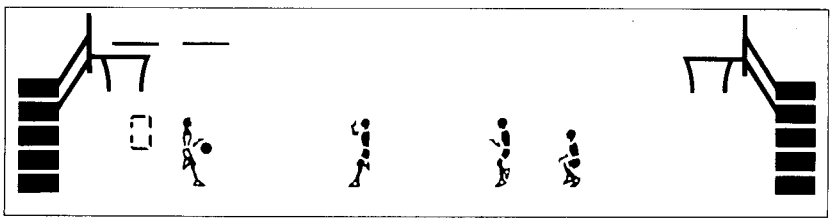
24-seconds



16-seconds



2-seconds

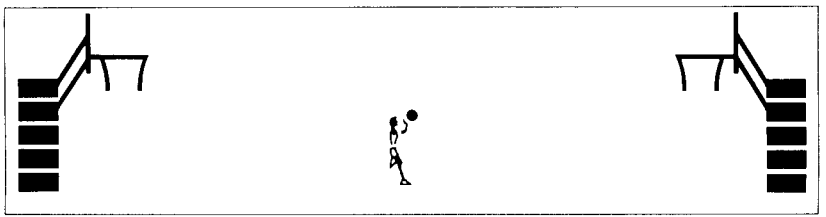


BALL CONTROL KEYS

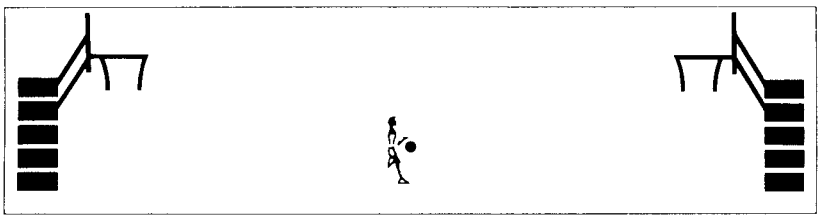
These keys control the movement of the ball only. Depending on the position you choose, the ball will bounce either High, Medium or Low. You can change your dribble any time while you are in possession of the ball. Try and confuse the defense by changing the type of your dribble while you are moving down the court. The type of dribble is controlled by the position of the ball-carrier's hand.

High – The hands are in a high position.
Medium – The hands are in a medium position.
Low – The hands are in a low position.

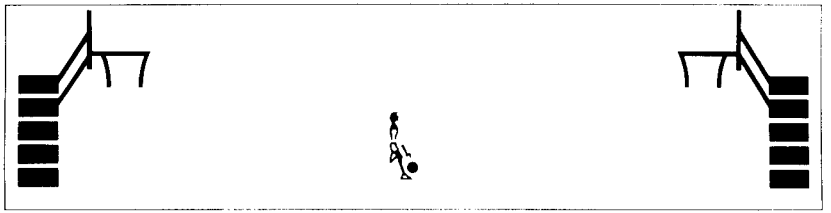
High Dribble



Medium Dribble



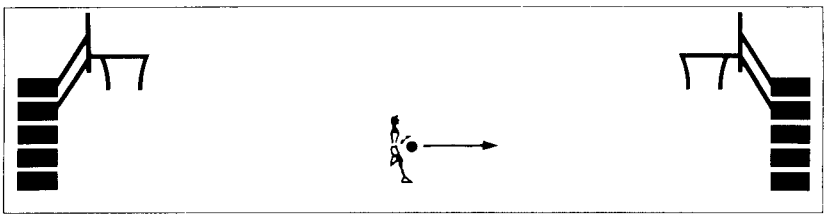
Low Dribble



BALL-CARRIER DIRECTIONAL KEYS

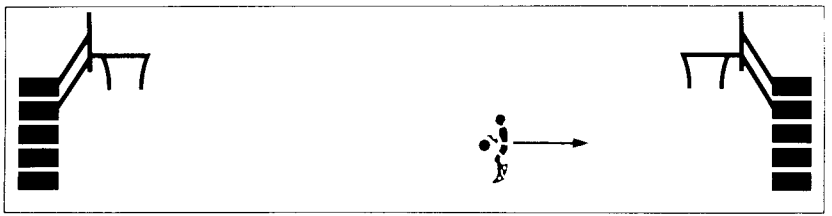
These directional keys control the movement of the ball-carrier only. The ball-carrier will move 1 space, either forward or backward, depending on which key you press. If you move successfully to the end of the court without losing the ball, then attempt a basket for 2 points. Remember you can shoot from any position at any time but the closer you are to the basket the better your chances are.

Ball-carrier moves across the court in a forward position.



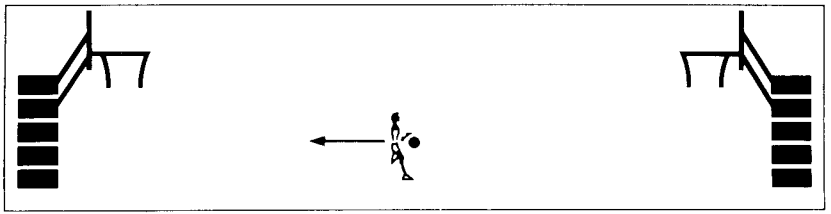
Home Team

Ball-carrier moves across the court in a backward position.



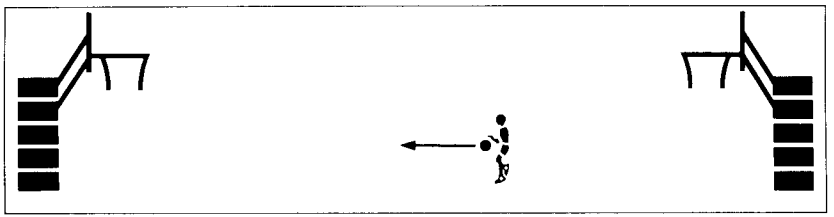
Visitor Team

Ball-carrier moves across the court in a backward position.



Home Team

Ball-carrier moves across the court in a forward position.

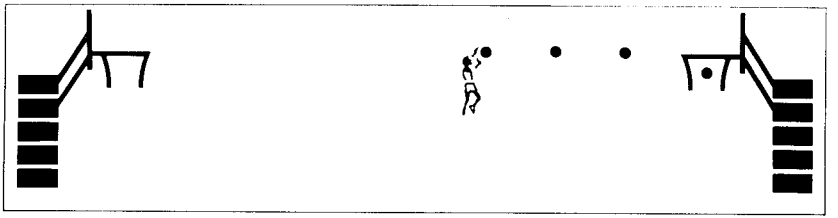


Visitor Team

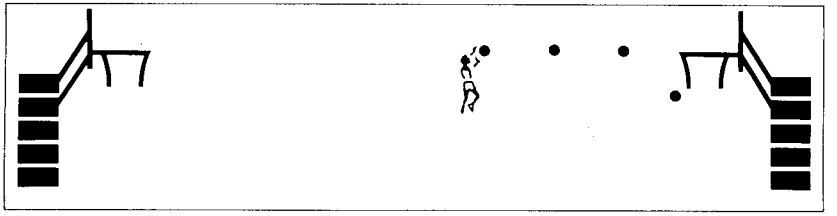
SHOOT BUTTON

If you are ready to try for a basket, then press the Shoot Button and the ball and ball-carrier will jump to try for the basket. You can attempt a basket from any court position. You can also attempt a basket from any dribbling position. When you successfully get the ball past the defense and into the basket you will receive 2 points. Every time you score you will hear a La-Laaa Tune – you scored a basket and get 2 points.

Successful Basket



Unsuccessful Basket



DISPLAY BUTTON

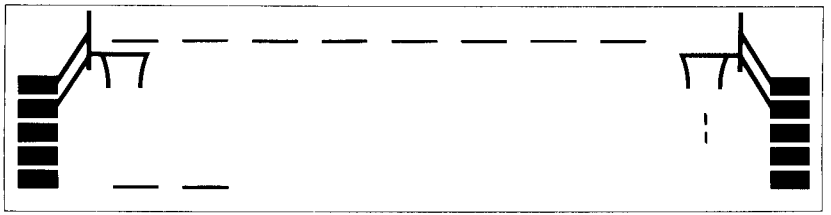
At the end of each play, you can recall the game statistics as follows:

1) Home Score Visitor
2) Quarter Time Remaining

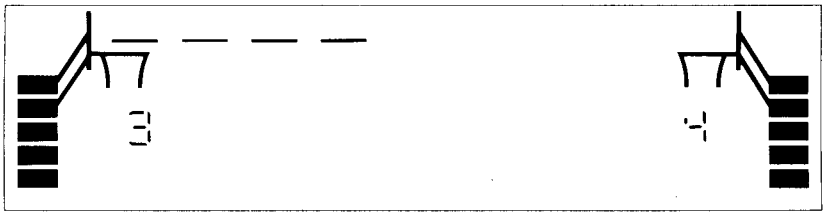
The first time you press the Display Button, the score for each team will appear. The score for the home team is shown on the left and top of the display. The score for the visitor team is shown on the right and bottom of the display. The highest score possible for each team is 198 points. The second time you press the Display Button, the Quarter, Time Remaining will appear. To the left of the screen will be the quarter and to the right of the screen will be the time remaining.

You can recall the game statistics any time prior to play beginning by pressing the Display Button. At the end of the game, only the final score will appear when the Display Button is pressed.

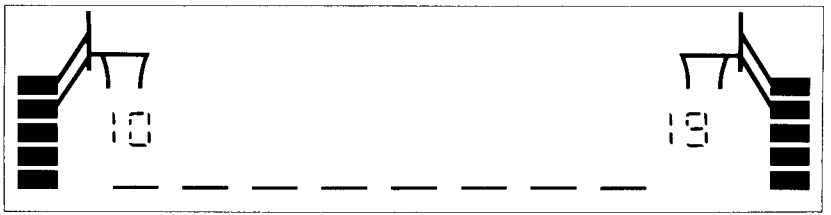
Home 8 Visitor 12



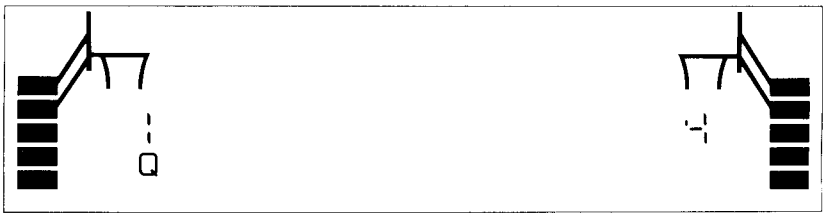
Home 34 Visitor 40



Home 100 Visitor 198

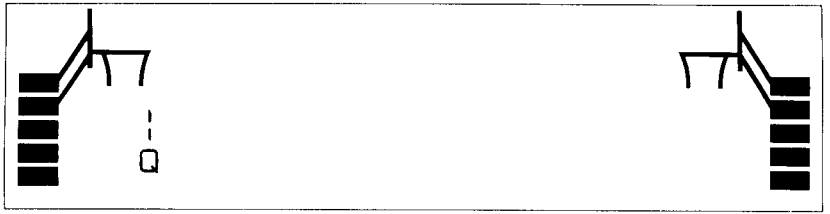


1st Quarter
4 Minutes Remaining



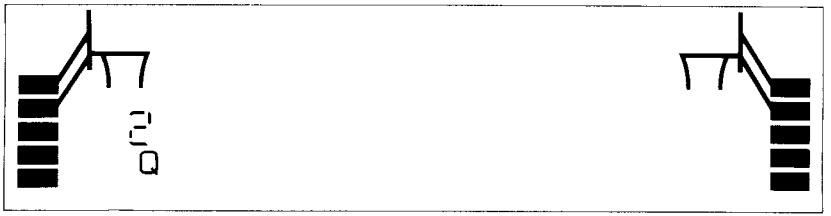
1st Quarter

When the Game has Just Been Turned On



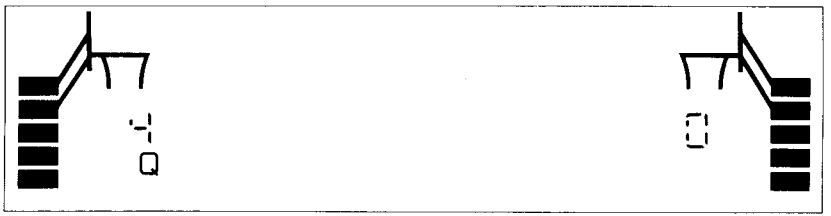
2nd Quarter

Before the Start of the Quarter



4th Quarter

1 ~ 59 Seconds Remaining



QUARTER/TIME REMAINING

A complete game consists of four (4) quarters. Each quarter is simulated 9 minutes. The game clock only runs after the 24-second clock has begun ticking. The game clock does not run continuously. Each quarter's time is simulated 9 minutes. Actual time is 2 minutes; the entire game is actually 8 minutes long. At the end of the first quarter, play will stop and the ball will be turned over to the opposite team. You will hear a special tune and play will resume upon pressing the Start Button. The game clock will automatically reset to 9 minutes. At the end of the 4th quarter, the basic patterns of the players will appear (just like when you turned the game on) and you can only recall the score by pressing the Display Button. 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 Teams' Score will appear. For each successful basket, you will receive 2 points. The team with the highest amount of points at the end of the game is the winner.

OFFENSE

The offense is composed of one (1) player, the ball-carrier. 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 begins after the Start Button has been pressed. Remember that the ball-carrier can move in either of two (2) directions. So when you get into a tight situation, move the ball-carrier backwards to get a better perspective of the court. You can attempt a basket from any court position, at any time. But remember that the closer you are to the basket, the better your chances of a successful basket.

MUSICAL ELECTRONIC SOUND EFFECTS

LA-LAAA	You get 2 points, the basket's good!
Boooo	You missed the shot.
Times Up	The 24-second clock expired before you shot or the defense blocked your shot.
Two Short Whistles . .	The defensive player has taken possession of the ball.
It's Almost Over.	The quarter has finished.
The End is Here	The game is over.

SPECIAL PLAY INFORMATION

- ★ Remember that every game begins by pressing the Start Button that activates the 24-second clock.
- ★ Between 4 to 6 players are on the court at one time, depending on the skill level you have chosen.
- ★ Bambino's Basketball Dribble Away™ follows the basic rules of real basketball.
- ★ You can attempt a basket from any position, any time and from any dribbling position.
- ★ When you have selected two teams to play, the home team always has possession of the ball at beginning of the game.
- ★ The computer always controls the defense.
- ★ Playing on Team 1 is easier than on Team 2 since the computer is programmed to let you practice so that you can learn how to play the game.
- ★ The closer you are to the basket when you take a shot, the better the chances of a successful basket, just like in real basketball.
- ★ The game clock runs only after you have pressed the Start Button.
- ★ Do not move your ball-carrier backwards past the center of the court (number 5 on the scoreboard) once you have past this line, otherwise you will lose possession of the ball.
- ★ Try shooting from various court positions and from various dribbling positions to find out which is your "hot spot".
- ★ Even though you may come in contact with the defensive player don't stop, perhaps you will be able to pass through him.
- ★ When you are playing with 2 teams, possession of the ball will alternate from team to team.

HOW TO CARE FOR YOUR BASKETBALL DRIBBLE AWAY™ GAME

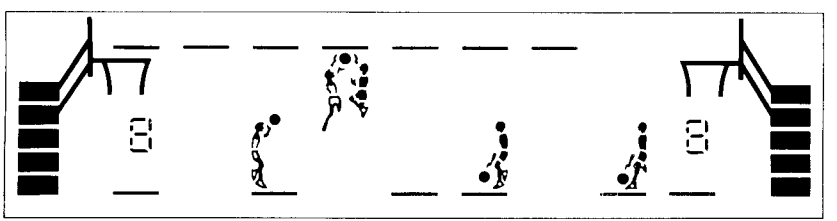
1) Do not leave the batteries in the unit for prolonged periods of time.
2) Do not open or disassemble the unit for any reason; it contains no serviceable parts. See the 120-Day Limited Warrany.
3) Do not leave the game in wet, dirty or excessively hot places.
4) Play with it often!

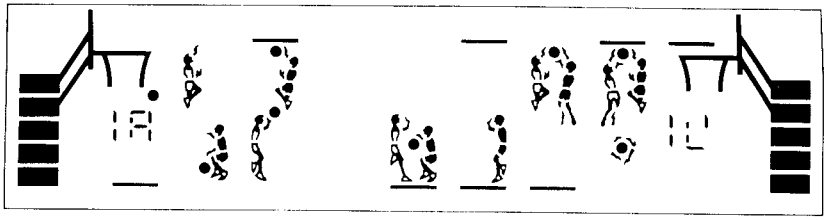
IMPORTANT NOTICE

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 game-over sound before the battery drain patterns appear. It will become exceedingly difficult to play the game; just replace the batteries and your Basketball Dribble Away™ Game will function perfectly once again.





FOR LONGER BATTERY LIFE, WE RECOMMEND USING ALKALINE BATTERIES.

www.handheldmuseum.com

120-DAY LIMITED WARRANTY

Bambino, Inc. warrants each BASKETBALL DRIBBLE AWAY™ 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 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 INCIDENTIAL 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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ADAPTER ORDER FORM

SPECIAL AC ADAPTER: STOCK NO. ADP-E 0630 suc
TO ELIMINATE THE NEED FOR BATTERIES.

If the Bambino Special AC Adapter is not available at your local store, simply return this entire order form to Bambino, Inc. to order an adapter for your Bambino games. Please fill out both parts of the form clearly, in ink, and send it to the address below with a check or money order. NO CASH PLEASE.

Bambino, Inc.
P.O. Box 67B40
Los Angeles, California 90067
ATTN: Customer Service Department

Please ship_____ Special AC Adapter @$6.00 _____

Appropriate Sales Tax _____

Shipping and Handling Charges @$1.75 _____

TOTAL $ _____

NO C.O.D. ORDERS WILL BE ACCEPTED.

Note: All prices subject to change without prior notice.

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