Football Classic™

GAME INSTRUCTIONS



FIRST AND ONLY MULTI-COLOR FOOTBALL GAME WITH:

- ★ Multi-color moving graphic display—the Home Team is blue, the Visitor Team is green, and the ball is red!
- ★ Lifelike action—you can see the ball fly, the blockers block, and the players move their arms and legs!
- ★ All strategical and directional movements of the offense are controlled by you.
- ★ Independent 3-way directional controls for the lead blockers and the ball-carrier.
- ★ All the action and color of real-life football.

REVOLUTIONARY FEATURES

★ First And Only Football Game With A Multi-Color Moving Graphic Display.
★ First And Only Football Game In Which You Can See The Ball And Players.
★ First And Only Football Game In Which You Control All Strategical And Directional Movements Of The Offense.
★ World's Smallest Graphic Multi-Color Display.
★ Revolutionary Computer-Game Functions.
★ First Computer-Game With A Microprocessor 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.
★ Your Score Varies Every Game Because Of The Unlimited Number Of Computerized Plays.
★ No TV Set Needed.
★ Conforms to safety requirements of PS 72-76.
★ This equipment has been tested and found to comply with the technical specifications in Part 15 of FCC Rules for Class B computing devices.

POWER SUPPLY

BATTERIES

4 "AA" (1.5 Volts x 4)
Sold separately.

AC ADAPTER

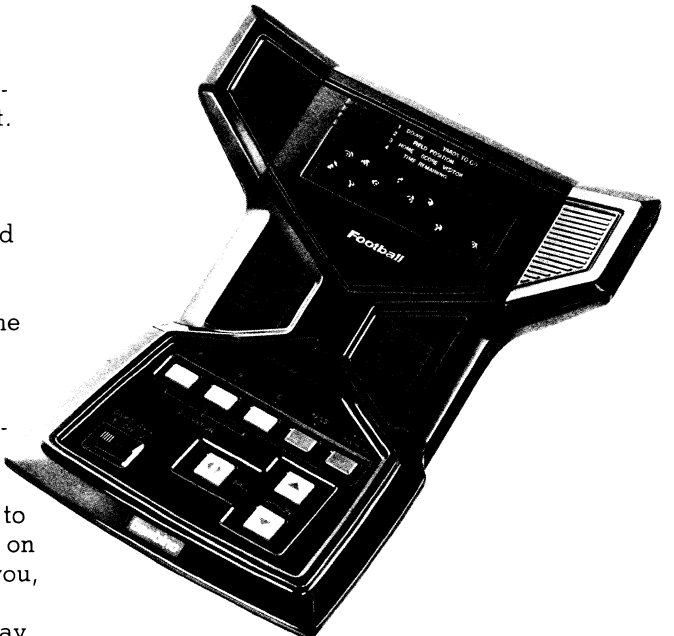
Special ADP-E 0630 **SUC** or ADP-E 0620 **QFK**
Sold separately.

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 Football Classic™ Game has the world's smallest multi-color graphic display with revolutionary computer-game functions and sounds. This is the first hand-held multi-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 lead blockers by means of the Formation Strategy Buttons, Ball-Carrier Directional Control Keys, and Pass and Kick Buttons. The computer controls the action of the defense.



Bambino's Football Classic™ is hours of continuous fun! Control your ball-carrier and follow your lead blockers to get that touchdown. The defense will constantly be trying to stop you. Pass, move on the ground, or punt on the fourth down. When a touchdown eludes you, try for a field goal. 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 Football Hero!

QUICK OPERATING INSTRUCTIONS

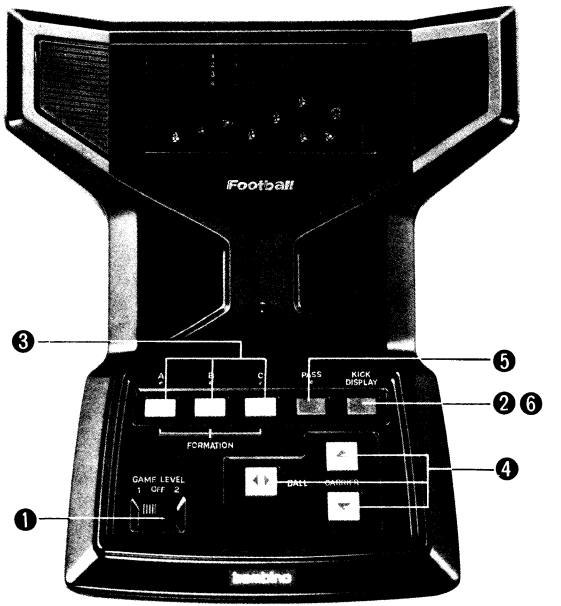
①ADJUSTABLE SKILL LEVEL/POWER SWITCH
Select the speed for competition. The defense moves more strategically on skill level 2. When you select a skill level, the game automatically turns on. Decide whether you want to control the Home Team (blue players) or Visitor Team (green players).

②KICK/DISPLAY BUTTON
Press this button for the initial computer-controlled kick off by the Visitor Team (green players). Wait until the Home Team (blue) receiver appears and executes an automatic runback; the display will then light up, giving you the game statistics. Use this button to punt on your fourth down or to try for a field goal, too.

③FORMATION BUTTONS
You control the flow of your offensive blockers. Plan your attack well!

A—attack from the left side of the field.
B—attack from the center of the field.
C—attack from the right side of the field.

④BALL-CARRIER DIRECTIONAL KEYS
Move your ball-carrier to the left, to the right, or downfield. Determine the best course of action.



⑤PASS BUTTON
If you want to pass rather than run, press this button after you have pressed one of the 3 Formation Buttons.

⑥GAME STATISTICS
Press this button to recall the game statistics any time after a play is completed and before a new play begins.

OPERATING INSTRUCTIONS

(See DESCRIPTION OF PARTS and SPECIAL PLAY INFORMATION for further explanations)

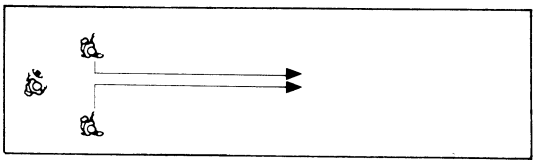
OBJECT:

To maneuver the ball-carrier successfully past the opposite-colored defense and to score as many touchdowns and field goals as possible within game time.

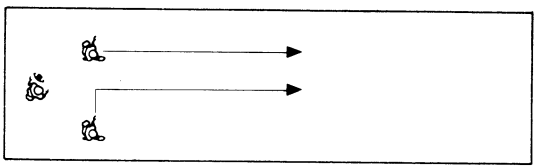
1) Select speed for competition (1 or 2).
2) The game is then on and ready for play.
3) Decide whether you want to control the Home Team (blue players) or Visitor Team (green players).
4) Press the Kick Button for the initial kick off (computer-controlled). A kicker and two (2) blockers from the Visitor Team (green) will appear on the right side and start the action. After the kick, a Home Team (blue) receiver will appear at the left and begin an automatic runback. The distance of the kick and the ball's field position after the runback are randomly determined by the computer. When the ball becomes dead, the display will light up showing the game statistics in the following order:
   a) Down Yards to Go
   b) Field Position
   c) Home Team's Score
      Visitor Team's Score
   d) Quarter Time Remaining

5) Select and press a Formation Button (A, B, or C) to start the action and control the direction of the Home Team (blue) lead blockers.

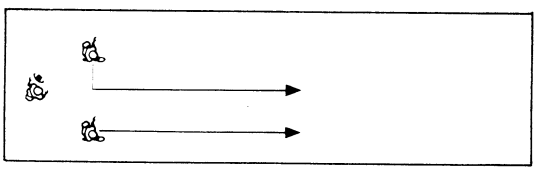
A



B



C



6) Decide whether to control the Home Team's (blue) ball-carrier by means of the Directional Control Keys, or to pass using the Pass Key. In either case, you must always press one of the 3 Formation Buttons to begin a new play.

7) If you successfully make a first down (gain 10 yards in 4 or fewer tries), continue doing so until you get a touchdown, or try for a field goal with the Kick Button.

8) On your fourth down, you can run, pass, or kick. If you run or pass unsuccessfully, possession of the ball will change to the Visitor Team (green players) at the point where the Home Team (blue) ball-carrier was tackled. Possession of the ball will continually alternate between the Visitor Team (green) and the Home Team (blue) at the completion of an unsuccessful fourth down.

9) Score!

10) At the end of each play, the display will light up giving you all the game statistics. You may recall this information as often as you like, after a play is completed and before a new play begins, simply by pressing the Display Button.

11) Game play continues for four (4) quarters of simulated 20 minutes (actually 25 minutes) each. The winner is the team with the highest score at the end of the game.

DESCRIPTION OF PARTS

ADJUSTABLE SKILL LEVEL/POWER SWITCH (1, 2)

The speed of the defense can be increased to add more challenge to the game. On game level 2, the defense moves much faster towards the offense. Compete with the computer brain of FOOTBALL CLASSIC™ and then challenge a friend to see who's the Football Hero.

Skill Level and Category:

1) Beginner
2) Hero

When you select a skill level, the game automatically turns on. Do not move this switch during play; otherwise, the action will stop and you'll have to begin the game all over again. At the end of the game, turn the switch to the "OFF" position.

KICK/DISPLAY BUTTON

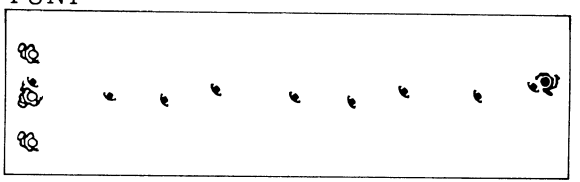
Each game begins with a computer-controlled Kick-Off by the Visitor Team (green). After every score or attempt to score, play resumes only after a kick off by the scoring team and automatic return by the other team. A punt or field goal may be attempted any time during the game. At the time of a kick or a punt, the display screen represents the distance between the ball's field position and the offense's goal line.

To kick or punt, first push a Formation Button, and then the Kick Button, before a player from the other team's defense has time to contact the ball-carrier. Do not move the ball-carrier forward; otherwise, you will be unable to kick. All kicks are computer-controlled; the computer decides whether you are punting or trying for a field goal.

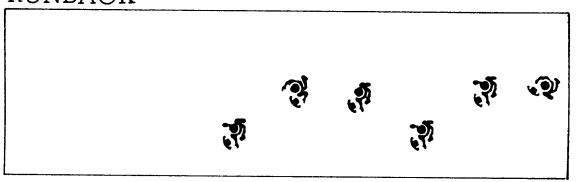
A) Punting

On the fourth down, if you don't think you can make a first down, punt the ball to gain as much yardage as possible before the opposing team takes possession of the ball. If you try to make a first down by running or passing and are unsuccessful, the opposing team will take possession of the ball at the point of tackle, and it will be easier for them to score during their first down. Whenever you punt, the opposing team will receive the ball and make an automatic runback to a point randomly determined by the computer, as shown in the diagrams below:

PUNT



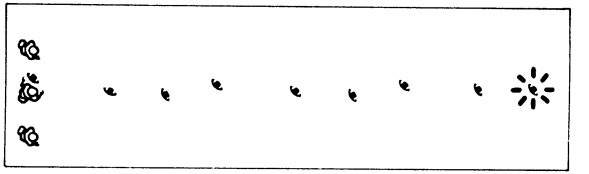
RUNBACK



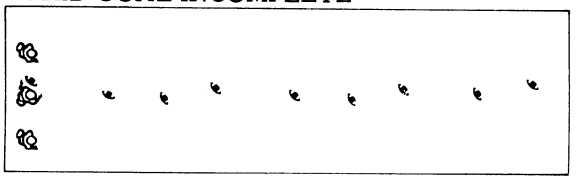
B) Field Goals

Try for a field goal if, on your fourth down, you're close enough to the goal to kick. If your field goal is complete, the ball will appear in the center of the opposite end of the field. Four (4) loud whistles will sound, the ball will blink on and off four (4) times, and you'll score three (3) points. If your field goal is incomplete, the ball will appear at the top of the opposite end of the field, and one dull whistle will sound. To resume play, you must press the Kick Button for a punt to the other team.

FIELD GOAL COMPLETE



FIELD GOAL INCOMPLETE



C) Game Statistics

At the end of each play, the game statistics automatically appear on the display screen in the following order:

1) Down Yards to Go
2) Field Position
3) Home Team's Score
   Visitor Team's Score
4) Quarter Time Remaining

For example:

1)	1	10
2)	40	
3)	06	03
4)	3	9

The display should be read as follows:

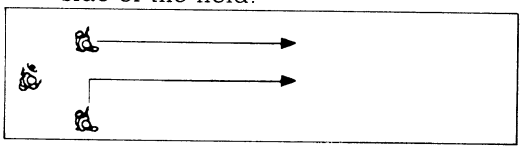
1) It's the first down, with 10 yards to go.
2) The ball is on the Home Team's 40 yard line. (If the number appears on the right side instead of the left, the ball is on the Visitor's side of the field.)
3) The Home Team's score is 6, the Visitor's is 3.
4) It is the third quarter, with 9 minutes remaining in the quarter.

Each game consists of four (4) quarters; each quarter is a simulated 20 minutes (actually 25 minutes) long. At the end of each quarter, the score blinks on and off four (4) times; to begin the next quarter, press the Kick Button for a new kick off. At the end of the fourth quarter, the score blinks on and off four (4) times, and the game is over.

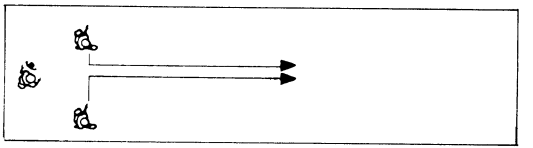
FORMATION BUTTONS (A, B, C)

You control game strategy and the flow of the offense by means of the three (3) Formation Buttons. These buttons determine the direction and movement of your two (2) lead blockers as follows:

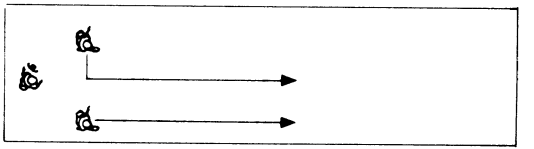
A—Your blockers attack along the left side of the field.

A 

B—Your blockers attack along the center of the field.

B 

C—Your blockers attack along the right side of the field.

C 

Game action begins only after you press one of the three (3) Formation Buttons. Decide whether to follow your lead blockers downfield or to outsmart the defense by going in the opposite direction!

Each blocker can tackle 1 or 2 defensive men at a time. When the blocker tackles the defense (that is, when he moves into contact with the defensive man while the defensive man is stationary), the defensive man disappears and reappears in a backfield position randomly determined by the computer. When the defense, on the other hand, tackles the blocker, 2 things can happen: on the first contact, neither player disappears; on the second contact, the blocker disappears and does not reappear until the next play.

The game begins with eleven (11) players:
Offense—1 ball-carrier
2 lead blockers
Defense—8 defensive players.

There can be anywhere from 7 to 11 players on the field at one time, depending on the success of your lead blockers.

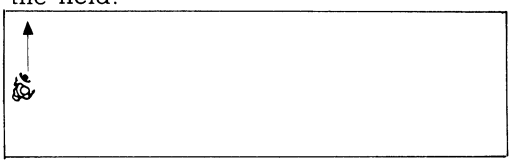
BALL-CARRIER DIRECTIONAL KEYS (▲ ▼ ◀▶)

The Ball-Carrier's Control Keys are independent from those of the lead blockers; you can make him move in tandem with his blockers, or in the opposite direction.

During running plays, the display screen represents a distance of eight (8) yards from the ball's field position toward the offense's goal. The ball-carrier will move 1 yard for each push of the Directional Key. If he moves successfully to the end of the display (8 yards) without being tackled, the computer will automatically reposition him at the opposite end of the field so he can continue to run. These keys determine the direction and movement of the ball-carrier as follows:

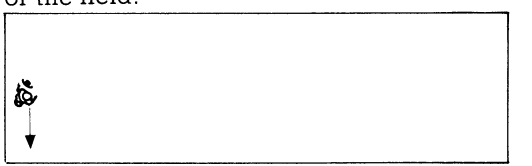
Ball-carrier moves toward the left side of the field.

▲

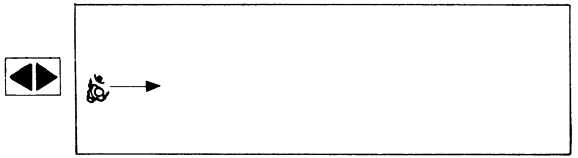


Ball-carrier moves toward the right side of the field.

▼



Ball-carrier moves toward the goal.



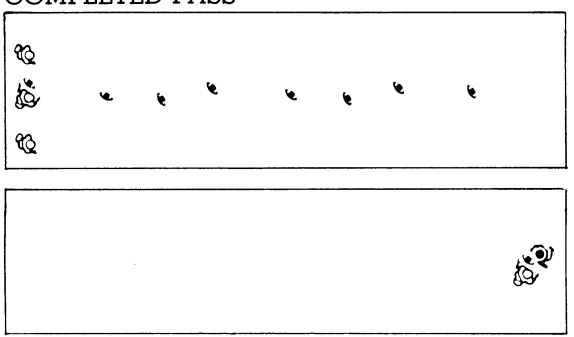
PASS BUTTON

If you want to pass rather than run, press this button after pressing one of the 3 Formation Buttons. Do not move the ball-carrier forward; otherwise, you will be unable to pass. During passes, the display screen represents the distance between the ball's field position and the offense's goal. The length and success of your pass is determined by the computer as follows:

A) Completed Pass

If your pass is complete, the receiver and tack-

COMPLETED PASS



ler will appear in the center of the opposite end of the field. They will be brightly lit and a loud whistle will sound. The completed pass will result in a gain of downs and a gain in field position.

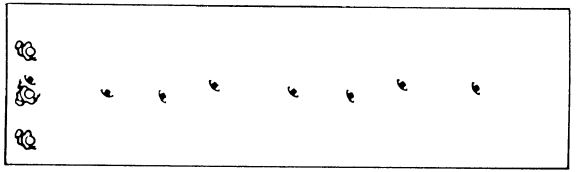
B) Incomplete Pass

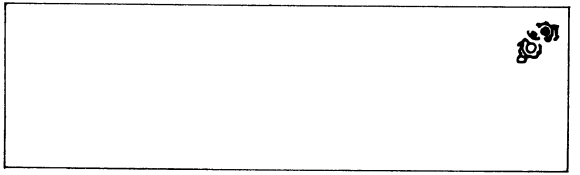
If your pass is incomplete, the receiver and tackler will appear at the top of the opposite end of the field and a dull whistle will sound. The incomplete pass will result in a loss of downs, with no change in field position.

C) Intercepted Pass

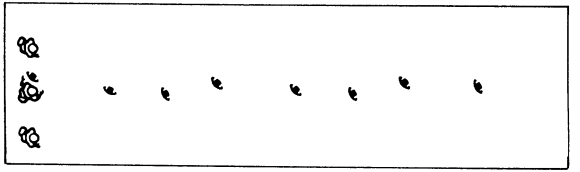
If your pass is intercepted, the receiver will appear at the bottom of the opposite end of the field, and a short, loud whistle will sound, signifying a turnover. An automatic runback will take place.

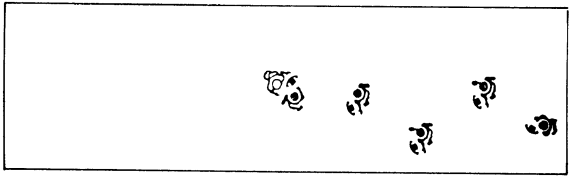
INCOMPLETED PASS





INTERCEPTED PASS





SCORING

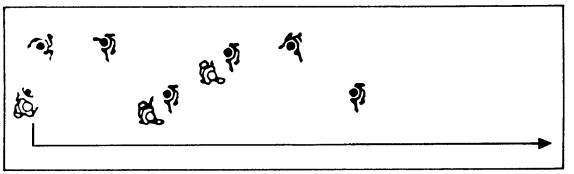
Touchdown: 6 points

Field Goal: 3 points

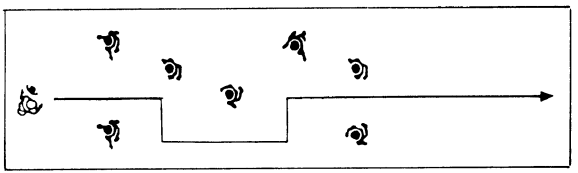
Every time a score is made, the display will blink on and off four (4) times and four (4) loud whistles will sound.

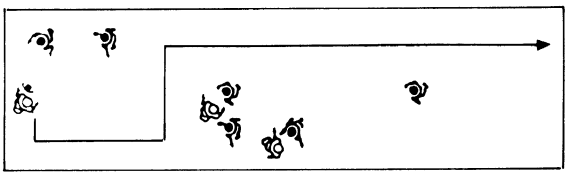
STRATEGY

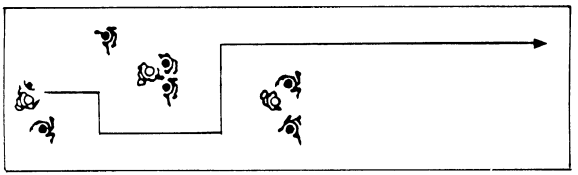
More than 100 million computerized plays are stored in the computer's memory. Below are a few examples of how to maneuver the ball-carrier successfully past the defense:

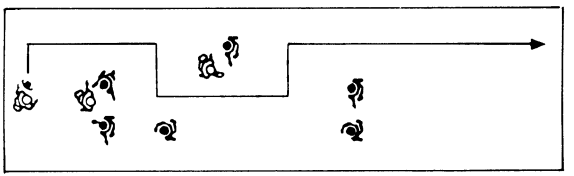


Ball-carrier Lead Blocker Defense









SPECIAL PLAY INFORMATION

★ Remember that every game begins with a kick off. After every score or attempt to score, play resumes with a kick off.

★ After the kick off and automatic runback are completed, no action can begin until one of the 3 Formation Buttons is pushed.

★ The Home Team (blue) always has possession of the ball after the kick-off at the beginning of each game. Thereafter, possession of the ball alternates between the Visitor Team (green) and the Home Team (blue) at the beginning of each new quarter.

★ There may be as many as 11 players or as few as 7 players on the field at one time, depending on the success of the lead blockers.

★ Bambino's FOOTBALL CLASSIC™ follows the same basic rules as real football:

1) The offense gets 4 tries (downs) to go 10 yards
2) There are 4 quarters to a game.
3) You score 6 points for a touchdown.
4) You score 3 points for a field goal.
5) You can run, pass, or kick on your fourth down.
6) Skill and good strategy are required.
7) There is an unlimited variety of possible plays.
8) The movements of the ball-carrier and lead blockers determine the course of the game.

★ One or two persons can play. Players can choose which team they prefer to control:
Home Team (blue players) moves left to right.
Visitor Team (green players) moves right to left.

★ The computer always controls the defense of both teams.

★ During running plays, the display represents a distance of 8 yards; each line marker on the display is equivalent to 1 yard, and each time you travel the length of the display, you gain 8 yards. During passes and kicks, the display represents the distance between the field position of the ball and the offense's goal.

★ You have four (4) downs to gain a minimum of ten (10) yards. Each time you are successful, you get a new first down, until you score either a touchdown or a field goal.

Yardage gained on punts, interceptions, and runbacks does not count toward the first down.

★ On the fourth down, you have 3 options: to run, to pass, or to kick. If you decide to run or to pass and fail to make a first down, a dull whistle will sound, signifying the turnover. The other team will take possession of the ball at the position the ball-carrier was tackled.

★ You control the strategy of the offense. To begin a new play, press one of the 3 Formation Buttons. The defense will move toward the ball-carrier and the two (2) lead blockers will attack the defense. Using the Ball-Carrier's Directional Keys, you can follow the blockers or go in the opposite direction to fool the defense; you can even pass and overrun your blockers! Devise your own strategy to beat the defense, but remember that there are over 100 million computerized plays.

★ If you want to pass or kick, do not move the ball-carrier forward. Once he has moved forward, you must complete a running play; he cannot pass or kick.

★ Whenever you succeed in making a first down, both the ball-carrier and the tackler will light up brightly on the field and a loud whistle will sound.

★ The kick off and automatic runback will vary each time you play. The field position will change each time, depending on where the tackle takes place.

HOW TO CARE FOR YOUR FOOTBALL CLASSIC™ GAME

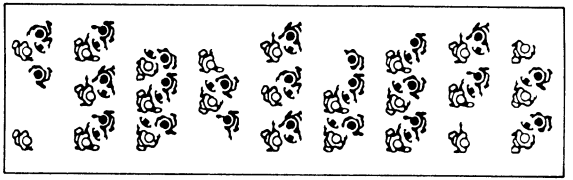
1) Do not leave the batteries in the unit for prolonged periods of time.
2) Do not open or disassemble the unit for any reason; it contains no serviceable parts. See the 120-Day Limited Warranty.
3) Do not leave the game in wet, dirty or excessively hot places.
4) Play with it often!

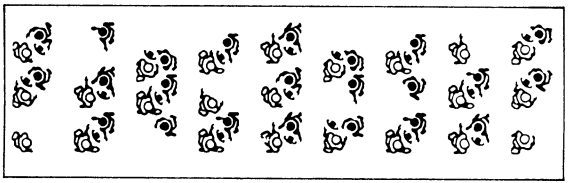
IMPORTANT NOTICE

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 football players will appear on your display screen. The same patterns will not appear every time. Sometimes more 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. Since it will become very difficult to play the game, just replace the batteries and your FOOTBALL CLASSIC™ Game will function perfectly once again.





FOR LONGER BATTERY LIFE, WE RECOMMEND USING ALKALINE BATTERIES.

120-DAY LIMITED WARRANTY

Bambino, Inc. warrants each FOOTBALL CLASSIC™ 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, it is 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 on which 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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Bambino Football Classic™ Stock No. ET-0351

ADAPTER ORDER FORM

SPECIAL AC ADAPTER: STOCK NO. ADP-E 0630 SUC OR ADP-E0620 QFK TO ELIMINATE THE NEED FOR BATTERIES.

If the Bambino Special AC Adapter is not available at your local store, simply return the 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.

SHIPPING LABEL _____ PRINT CLEARLY _____ USE INK

bambino™

Bambino, Inc.
P.O. Box 67B40
Los Angeles, California 90067

TO:

Name _____

Address _____

City _____ State _____

Zip Code _____

bambino™

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