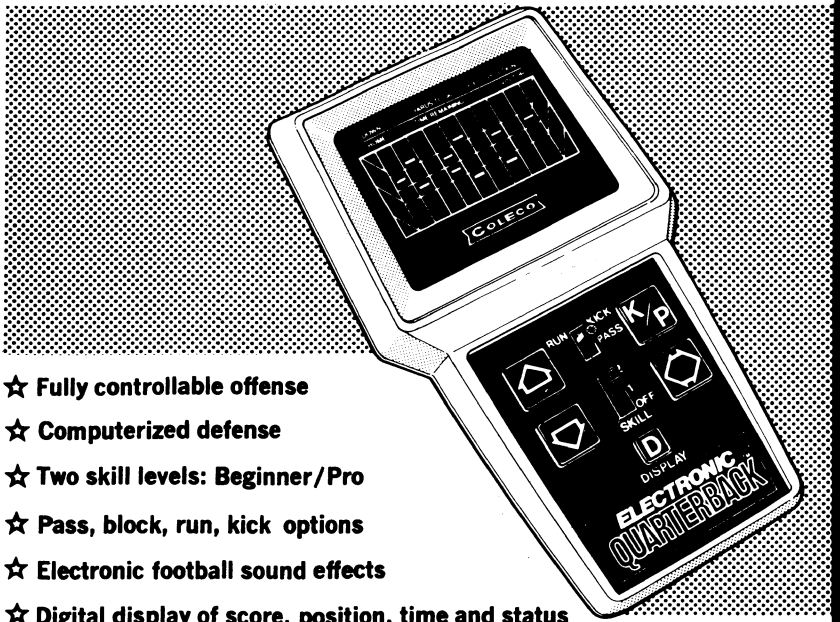
ELECTRONIC QUARTERBACK™

Guide No. 76660A

NO. 2020

GAME INSTRUCTIONS



- ☆ Fully controllable offense
- ☆ Computerized defense
- ☆ Two skill levels: Beginner/Pro
- ☆ Pass, block, run, kick options
- ☆ Electronic football sound effects
- ☆ Digital display of score, position, time and status
- ☆ Requires one 9 volt transistor battery (not included) — May be used with a Coleco #2099 or #6041 9 volt AC Adapter (not included)

COLECO

MANUFACTURED FOR
COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010

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MADE AND PRINTED IN HONG KONG

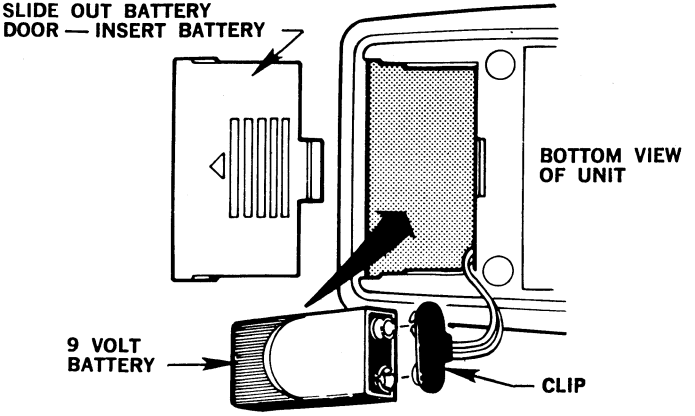
PLAY ALONE OR AGAINST AN OPPONENT, EACH CHALLENGING THE DEFENSE OF THE ELECTRONIC COMPUTER. BLOCK THE DEFENSE FOR YOUR RUNNER. SET UP A PASS PLAY. YOU HAVE BLOCKING, PASSING, RUNNING AND KICKING, OPTIONS. YOU CONTROL THE PLAY.

1 INSERT BATTERY

To install **BATTERY,** slide out **BATTERY DOOR** on bottom of unit and snap one "9" volt transistor battery to the **CLIP** inside the compartment. (See illustration). Replace battery door.

NOTE: For extended operation, you may eliminate the need for a battery by purchasing from your dealer a **Coleco Model #2099 or #6041 9 Volt AC adapter (battery eliminator).** The AC adapter is plugged into **AC JACK AT TOP** of unit.

CAUTION: Use of any 9 volt adapter other than Coleco Models #2099 or #6041 may permanently damage your unit.

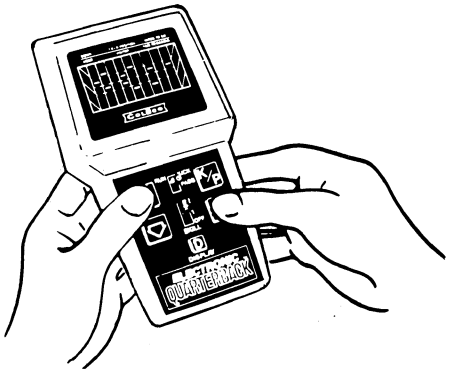


NOTE: Game **will not** operate properly if the **BATTERY** is **weak.**

2 QUICK PLAYING GUIDE

SEE PAGE 7 for complete instructions.

Hold the game with both hands, use thumbs to operate keys.

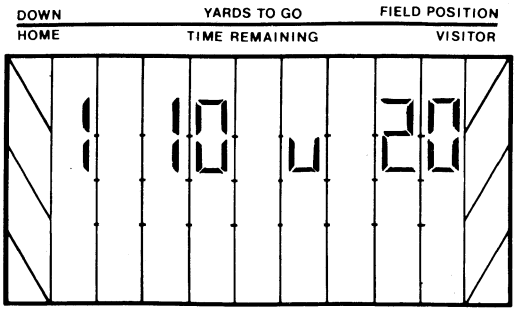




Slide **OFF-SKILL SWITCH** to position **1 (BEGINNER)** or **2 (PRO).** Teams will be displayed on the playing field.

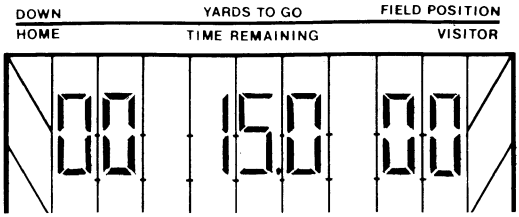
D

Press and **hold DISPLAY KEY.** DOWN, YARDS TO GO and FIELD POSITION will be displayed.



SEE PAGE 7 FOR EXPLANATION OF SYMBOLS

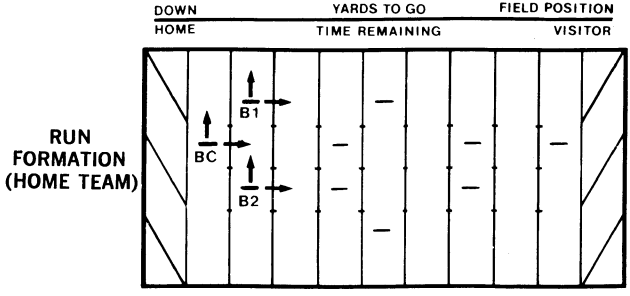
Release DISPLAY KEY, then **press** and **hold** again. HOME SCORE, TIME REMAINING, and VISITOR'S SCORE will be displayed.





Place **PLAY SELECTOR** in the **RUN/KICK** position. A run formation is now displayed and running plays can be attempted.

In the run formation, the **BALL CARRIER (BC)** and the two **BLOCKERS (B1 and B2)** always move in formation.



RUN FORMATION (HOME TEAM)

EACH SECTION REPRESENTS ONE (1) YARD.

The **BALL CARRIER** appears bright and blinking—the two **BLOCKERS** appear bright and steady. Opposing players **(DEFENSIVE TACKLERS)** are dim and steady.



Pressing any one of the three **DIRECTIONAL KEYS** will begin the action.



BALL CARRIER and **BLOCKERS** will move **ONE (1)** position in direction of arrow, **each time KEY is pressed.**



BALL CARRIER and **BLOCKERS** will move **ONE(1) YARD each time KEY is pressed.**



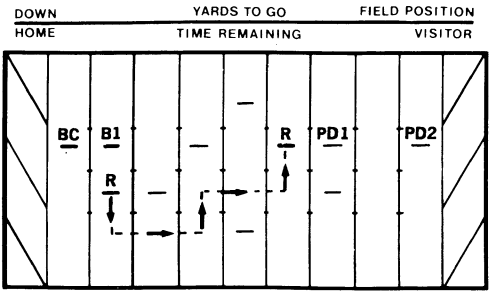
Press **DISPLAY KEY** after each play to check FIELD POSITION and reset play for next DOWN.



Place **PLAY SELECTOR** in the **PASS** position. A pass formation is now displayed, and play can be attempted.

In the pass formation, only the **RECEIVER** can be moved and **must be in line** with the **BALL CARRIER to complete the pass. THE PASS RECEIVER AND THE TWO PASS DEFENDERS (PD1** and **PD2) ARE THE ONLY PLAYERS CAPABLE OF CATCHING A PASS.**

PASS FORMATION (HOME TEAM)



Use **DIRECTIONAL KEYS** to start the play and maneuver the **RECEIVER** downfield (towards the goal line).



Press the **KICK/PASS KEY** to initiate the pass. If the PASS is incomplete (not caught by any player), this causes **loss** of DOWN and **no change** in FIELD POSITION.

Press **DISPLAY KEY** to reset for next down.

On 4th DOWN ONLY—A **KICK** can be attempted. Place **PLAY SELECTOR** in the **RUN/KICK** position and press the **KICK/PASS KEY.**

If a **FIELD GOAL** is **unsuccessful,** the KICK is automatically a **PUNT,** which is a **"turnover"** (loss of ball to opponent) and three **(3)** short **WHISTLES** will be heard.

GAME SCORING

☆ **TOUCHDOWN — 7 POINTS**

☆ **FIELD GOAL — 3 POINTS**

☆ **SAFETY — 2 POINTS**

A kickoff occurs automatically after every score. Most of the time the kickoff goes into the END ZONE and the ball is brought to the 20 yard line "first and ten" (TOUCHBACK). The game computer will occasionally allow a short kickoff to be run back by the player. In this case the first play after the kickoff will be the runback.

✪ **SINGLE WHISTLE—play is OVER.**

✪ **TRIPLE WHISTLE—"TURNOVER" (LOSS of BALL to opponent).**

✪ **MARCHING TUNE—TEAM has SCORED.**

3 COMPLETE INSTRUCTIONS

Players choose home or visitor team. Home team offense moves left to right. Visitor team offense moves right to left.

OFF-SKILL SWITCH

- **OFF**-Power is off.
- **POSITION 1 (BEGINNER)** —Game is 'ON'. Six (6) defensive players.
- **POSITION 2 (PRO)** —for advanced players. Seven (7) defensive players, faster speed.

DISPLAY KEY

Press and **hold KEY**—DOWN, YARDS TO GO and FIELD POSITION will be displayed.

The symbol **'u' (up)** means the **BALL CARRIER** is on his **own side** of the **50 YARD line,** with **yards GAINED counting up.**

- **EXAMPLE: 3 9 u25**

This means—**THIRD down, 9 YARDS** to go for **a first down** and the ball is on the **OFFENSIVE 25 yard line** (75 YARDS TO A TOUCHDOWN).

The symbol **'d' (down)** means **BALL CARRIER** is on the **defensive side** of the **50 yard line,** with **yards GAINED counting down.**

- **EXAMPLE: 3 9 d25**

This means—**THIRD DOWN, 9 YARDS** to go for **a first down** and the ball is on the **DEFENSIVE 25 yard line** (25 YARDS TO A TOUCHDOWN).

Press and **hold** the **DISPLAY KEY** a second time, HOME SCORE, TIME REMAINING and VISITOR SCORE will be displayed.

- **EXAMPLE: 14 11.9 07**

This means—**HOME TEAM** has **14 POINTS, TIME REMAINING** is **11.9 minutes** for the QUARTER and **VISITOR TEAM** has **7 POINTS.**

A complete game consists of four **(4) QUARTERS,** the quarters are ***simulated*** 15 minutes .

The clock counts down **only during play.** At the end of each QUARTER the SCORE and TIME are displayed automatically. At the end of the game (4th QUARTER), SCORE and TIME display automatically and game **will not operate until power is turned off and on again.**

PLAY SELECTOR

With the **PLAY SELECTOR** in the **RUN/KICK** position, the run formation is displayed and running plays can be attempted.

On **FOURTH (4th) DOWN ONLY,** with the selector in this position, a **KICK may be attempted** by pressing the **KICK/PASS KEY** (THE KICK WILL BE DISPLAYED), this will result in either a **field goal** or a **punt.** The closer to the opponent's goal, the better the chance of scoring a FIELD GOAL.

An unsuccessful kick is automatically a **punt,** (which is a **"turnover")** and three short whistles will be heard.

With the **PLAY SELECTOR** in the **PASS** position, a pass formation is displayed. The pass is attempted by **pressing** the **KICK / PASS KEY.**

DIRECTIONAL KEYS

The **DIRECTIONAL KEYS** control the movement of the **OFFENSIVE PLAYERS in the direction of the ARROWS.**

In the **RUN FORMATION,** the **BALL CARRIER** and the two **(2) BLOCKERS** always move **IN "TANDEM"** (this means, when being moved **ACROSS** or **DOWN** field, **they will maintain their formation).**

In the **PASS FORMATION,** only the **RECEIVER** can be **moved ACROSS or DOWN field.**

4 IMPORTANT PLAY INFORMATION

▶ RUNNING PLAYS

- Slide **OFF-SKILL SWITCH** to **position 1** or **2.**
- Place **PLAY SELECTOR** to the **RUN/KICK** position.
- Press **ONE (1)** of the **DIRECTIONAL KEYS** to start action:

  a. The **BALL CARRIER** and **BLOCKERS** move **IN "TANDEM".**

  b. The clock begins counting down (ticking).

  c. The **DEFENSIVE** players rush the **BALL CARRIER.**

  d. When a **TACKLER** and an **OFFENSE BLOCKER** hit each other, **both are eliminated from the field. DEFENSIVE PLAYERS** can tackle the **BALL CARRIER** from **any** position, because they can move in **any** direction.

  e. When the **BALL CARRIER** is tackled, the referee whistle sounds once. The **BALL CARRIER** will appear bright and blinking at the **point of tackle** and the **play is over.**

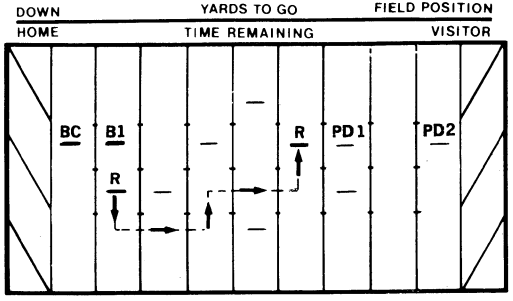
- Press **DISPLAY KEY** to reset for the next DOWN.

▶ PASS PLAYS

- Place **PLAY SELECTOR** to the **PASS** position.
  In this position the **BALL CARRIER** and the **BLOCKER** directly in front **DO NOT** move. **ONLY** the **PASS RECEIVER** (directly below the BLOCKER) can be moved.

- Using **DIRECTIONAL KEYS,** maneuver the **PASS RECEIVER** down field. He **CAN NOT** be tackled, nor can he move into any position occupied by any player.

Once the play is set in motion, the four (4) forward defenders and fifth optional defender (if present), move toward the **QUARTERBACK** (BALL CARRIER). The other two (2) defensive backs **(PD-1** and **PD-2) defend against the PASS RECEIVER.**



BLOCKER (B1), blocks as in the running play, and the **QUARTERBACK** (BALL CARRIER) can be tackled by any defensive player, which results in a two **(2) YARD LOSS, if the ball has not been thrown.**

PASS may be thrown at **any time** by pressing the **KICK/PASS KEY.**

Once a **PASS is completed, BALL CARRIER** will run with the ball until tackled.

An incomplete pass (not caught by any player) causes **loss** of down, with **no change** in FIELD POSITION.

- Press **DISPLAY KEY** to reset for next down.

- Football fields are 100 yards long, the game display is 9 yards. Each line across the display is equal to 1 yard. A gain is made from the RUN or PASS formation, ONLY AFTER MOVING AT LEAST 3 YARDS. A 2 yard loss will occur if the BALL CARRIER is tackled before moving forward. A 1 yard loss occurs if tackled after moving once. No gain or loss occurs if you move twice before the tackle.

  You gain 6 yards by traveling the entire length of the display field. 9 more yards are gained each time you travel across the entire display field during the same down. This means; if you have 33 yards to go for a touchdown, you must travel the entire length of the display four (4) times.

- THE PASS RECEIVER AND THE TWO (2) PASS DEFENDERS ARE THE ONLY PLAYERS CAPABLE OF CATCHING A PASS. Players MUST be positioned in line with the QUARTERBACK to catch the ball. If the ball is caught by one of the PASS DEFENDERS, it is an interception and the play ends. The ball is turned over to the opponent team at the point of interception. If the pass is caught by the receiver, he becomes a RUNNER (BRIGHT and BLINKING) and play continues as in the RUNNING PLAY. QUARTERBACK and BLOCKER are turned off once the pass is thrown.

- You have four (4) DOWNS to move forward at least ten (10) yards. If successful, the play becomes "first and ten" and you have four (4) more DOWNS to move ten yards. This continues until you either: score a TOUCHDOWN or a FIELD GOAL; fail to gain TEN yards or lose the ball on an interception or punt.

- On fourth DOWN, you have the option of running, kicking or passing. If, you choose to run or pass, and do not make the first DOWN, three (3) quick whistles and a "turnover" occurs. The other team assumes the offense at the position the BALL CARRIER is tackled.

- After every score and at the start of each HALF, a kick off is simulated, but not displayed. At the start of the first HALF, the HOME TEAM receives the ball at its 20 yard line. At the start of the second HALF, VISITOR's receive the ball at its 20 yard line.

- A SAFETY occurs when a team loses yardage into its own END ZONE. Two (2) points are awarded to the opponent's TEAM, they also get the ball "first and ten" on 20 yard line (u20).

GENERAL INFORMATION

- A WEAK BATTERY IS INDICATED WHEN A DIGIT OR PART OF A DIGIT REMAINS ON DISPLAY AFTER "D" DISPLAY KEY IS RELEASED.
- ALWAYS BE SURE GAME IS TURNED OFF TO AVOID BATTERY DRAIN. IF GAME FAILS TO OPERATE AFTER PROLONGED PLAY, YOUR BATTERY IS PROBABLY NEARLY WORN OUT OR DEAD. REPLACE THE BATTERY. ALKALINE BATTERY IS RECOMMENDED.
- BE SURE TO UNPLUG AC ADAPTER UNIT FROM WALL OUTLET WHEN GAME IS NOT IN USE.
- DO NOT ATTEMPT TO OPEN GAME, IT DOES NOT CONTAIN ANY SERVICEABLE PARTS.

LIMITED WARRANTY

Coleco warrants to the originai purchaser only, each ELECTRONIC QUARTERBACK™ Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your ELECTRONIC QUARTERBACK™ Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for $5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem,** to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of $10.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. #5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

CUT ALONG DOTTED LINE – FILL OUT BOTH SECTIONS AND MAIL

ACCESSORIES AVAILABLE

No. 2099/6041 AC Adapter (battery eliminator): To eliminate the need for batteries.

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 460, Amsterdam, N.Y. 12010.

Fill out and send this form.

NOTE:
Prices and parts subject to change without prior notice

Please ship ( ) ea. AC Adapters @	$5.00
Appropriate State Tax	
Shipping & Handling	$1.75
TOTAL	

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

—— SHIPPING LABEL—PRINT CLEARLY IN INK DO NOT REMOVE ——

COLECO INDUSTRIES Inc.

☐ COLECO IND. INC., P.O. BOX 460
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