head to head™ basketball

Guide No. 76736A

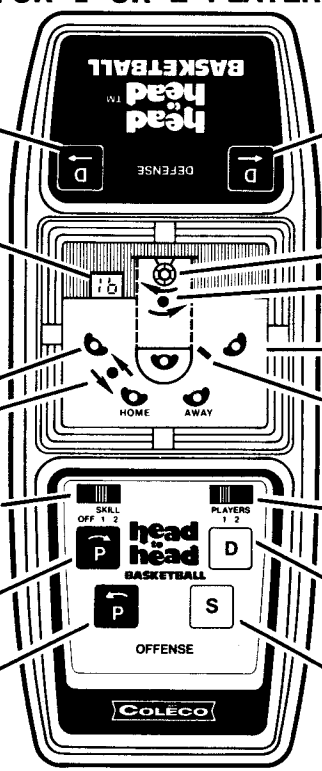
INSTRUCTIONS

COLECO

ELECTRONIC

No. 2150

FOR 1 OR 2 PLAYERS

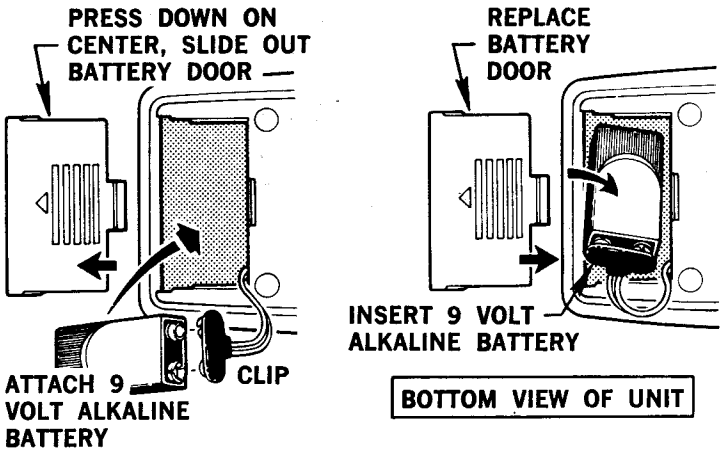


Patent Pending

1 INSERT BATTERY

— IMPORTANT —

ONE 9 VOLT ALKALINE BATTERY REQUIRED.
(BATTERY NOT INCLUDED)



NOTE: Game **will not** operate properly if the **BATTERY** is **weak.** **Any** erratic display may be a symptom of a weak battery.

STOP BUYING BATTERIES!

Save money! Stop buying batteries! Use Coleco's No. 2098 BATTERY ELIMINATOR/AC ADAPTER! Yes — it's a battery eliminator and AC adapter all in one!

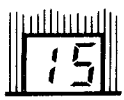
It can be used for ALL COLECO 9 VOLT GAMES and with many games of other manufacturers requiring one 9 volt battery and battery snaps. If BATTERY ELIMINATOR/AC ADAPTER is not available at your local dealer, use ORDER FORM at back of this guide.



PLAYING GUIDE

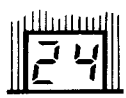
WHEN READY TO PLAY: YOU MUST **FIRST PRESS** AND **KEEP DOWN** EITHER **PASS KEY** [P] OR [P] AND **THEN PRESS** THE **DISPLAY KEY** [D] **MOMENTARILY. GAME WILL NOT START IF YOU PRESS** [D] **FIRST.**

GAME TIME: FOUR 15 ***SIMULATED*** MINUTE QUARTERS BETWEEN AN **OFFENSIVE TEAM** AND A **DEFENSIVE TEAM.** GAME IS **OVER** WHEN **FOUR QUARTERS ARE PLAYED,** AND **SCORE** WILL **FLASH.**



SCORING: EACH BASKET IS 2 POINTS WHEN A SHOT IS TAKEN AND IT INTERSECTS LED TARGET LIGHT AS IT SEQUENCES BACK AND FORTH IN FRONT OF BASKET. BASKET LIGHTS FOR A SCORE AND SCORE SOUND IS HEARD. HIGHEST SCORE AT END OF GAME WINS.

THE TIME LIMIT FOR SCORING: EACH PLAY MUST OCCUR WITHIN 24 ***SIMULATED*** SECONDS. YOU MUST SCORE BEFORE 24 SECOND CLOCK RUNS DOWN OR A TURNOVER TO OPPONENT. CLOCK RESETS AFTER A BASKET OR A TURNOVER.



TURNOVERS: THE SAME TEAM STAYS ON OFFENSE UNTIL ONE OF THE FOLLOWING OCCURS.

A. SHOT IS MISSED AND REBOUND CAUGHT BY THE DEFENSE.
B. SHOT IS BLOCKED BY A DEFENSEMAN.
C. PASS INTERCEPTED BY A DEFENSEMAN.
D. 24 SECOND CLOCK RUNS DOWN.
E. QUARTER IS OVER.

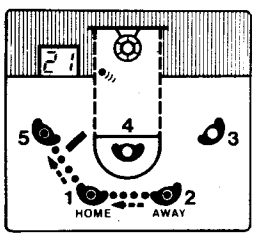
REBOUNDS: A MISSED BASKET RESULTS IN A REBOUND.

A. SHOTS BY PLAYERS 1 AND 5 REBOUND TOWARDS PLAYER 3.

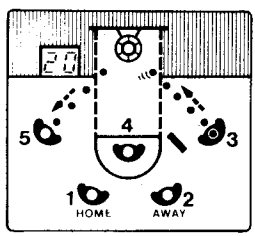
B. SHOTS BY PLAYERS 2 AND 3 REBOUND TOWARDS PLAYER 5.

C. SHOT BY PLAYER 4 REBOUNDS TO PLAYER 4.

IF OFFENSE GETS REBOUND, PLAY CONTINUES. IF DEFENSE GETS REBOUND, A TURNOVER THEN OCCURS.



PASS BY OFFENSIVE TEAM



OFFENSE SHOT MISSED AND REBOUND CAUGHT BY OFFENSE

PASSING AND SHOOTING: YOU MAY PASS ONLY BETWEEN 2 PLAYERS AT A TIME. A MOVING SERIES OF LIGHTS MARKS PATH OF BALL FROM PLAYER TO PLAYER.

ONLY OFFENSIVE PLAYER WITH BALL WILL BE LIT AT ANY ONE TIME WHILE BALL IS IN PLAY. SHOTS TAKEN FROM PLAYERS FURTHEST AWAY FROM BASKET ARE THE MOST DIFFICULT TO MAKE.

GAME SOUNDS:

- **BEEP BEEP** — Series of beeps denotes movement of ball.
- **BUZZER** — Turnover. You have lost the ball or shot is blocked.
- **TICKING** — Ball in play; the 24 second clock has started.

- **TRIPLE MUSICAL WHISTLE** — Basket has been scored — 2 POINTS!
- **SINGLE BEEP** — Rebound by offense or the defense.
- **LONG MUSICAL WHISTLE SERIES** — End of a game quarter.

SKILL 1: SEMI-PRO. DEFENSE, (1 PLAYER ONLY), AND **TARGET** SPEEDS ARE SLOW BUT INCREASE DURING THE 24 SECOND COUNT DOWN.

SKILL 2: PRO. DEFENSE, (1 PLAYER ONLY), AND **TARGET** SPEEDS ARE FASTER. SKILL 2 IS STRICTLY FOR ADVANCED PLAYERS.

LED DISPLAY: WHEN PLAY **STOPS** YOU MAY READ THE SCORE IN THE FOLLOWING MANNER:

a. Press [D] **DISPLAY KEY ONCE.** Score is displayed for **HOME** and **AWAY TEAMS** in the following sequence.



HOME | **HOME 16 POINTS** | **AWAY** | **AWAY 20 POINTS**

b. Press [D] **DISPLAY KEY a SECOND TIME. TIME REMAINING** in quarter is displayed.

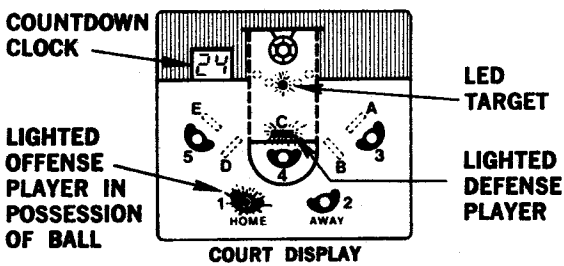


TIME LEFT TO PLAY

NOTE: To repeat information shown in **LED DISPLAY** press the **DISPLAY KEY** again. This may be done as often as you wish before resuming play. Allow the display to sequence completely through all information before attempting to resume play.

3 PLAY AGAINST THE COMPUTER — 1 PLAYER

1. Set **PLAYER SWITCH** to **POSITION 1.**
2. Set **SKILL SWITCH** to **SKILL 1 or 2.** Game is **ON.**
3. The team starting on **OFFENSE, (HOME OR AWAY),** will be shown as a lighted player on **COURT DISPLAY** at beginning of 24 second countdown period. One **DEFENSE PLAYER** will appear as a lighted bar and one **LED TARGET** will appear near the basket.



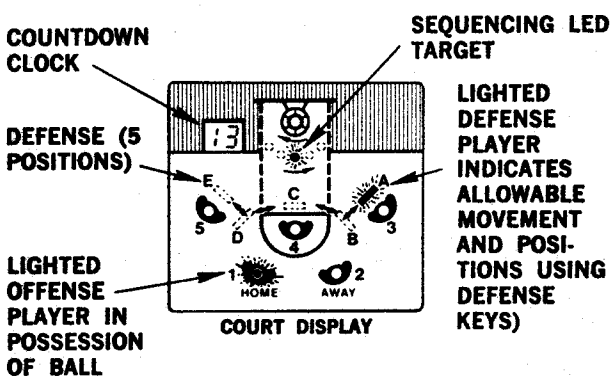
4. **WHEN READY TO PLAY:** You must **FIRST PRESS** and **KEEP DOWN** either **PASS KEY** [P] or [P] and **THEN PRESS** the **DISPLAY KEY** [D] **MOMENTARILY. THE GAME WILL NOT START IF YOU PRESS** [D] **FIRST OR LED SCORE/ TIME IN QUARTER IS DISPLAYED. BE ALERT!**
5. Maneuver the ball between **PLAYERS 1** thru **5** by pressing **PASS KEYS** as 24 second clock now has started. **DEFENSIVE PLAYERS A** thru **E** will flash on **ONE AT A TIME** for a random time and duration. Moving **LED TARGET** will quickly move back and forth in front of basket.
6. Press **SHOOT KEY** [S] to attempt a basket from a **LIGHTED PLAYER POSITION. YOU MUST TIME YOUR SHOT TO INTERSECT LED TARGET AND AVOID BEING BLOCKED BY A LIGHTED DEFENSE PLAYER IN ORDER TO SCORE.**

If you score, **BASKET WILL LIGHT UP** and **TRIPLE MUSICAL WHISTLE** sounds. Use **DISPLAY KEY** [D] to read score and time remaining. If your shot intersects a **LIT DEFENSIVE PLAYER,** the shot is **BLOCKED** and a **TURNOVER** occurs.

7. A shot may be taken from any **OFFENSIVE PLAYER. HOWEVER** — a shot taken from **PLAYER 1 or 2** will always be made **THROUGH PLAYERS 5 or 3** respectively. Timing your shot is always more difficult when taken from **PLAYERS 1 or 2.**

4 PLAY AGAINST OPPONENT — 2 PLAYER

1. Set **PLAYER SWITCH** to **POSITION 2.**
2. Set **SKILL SWITCH** to **SKILL 1 or 2.** Game is **ON.**
3. **WHEN READY TO PLAY:** You must **FIRST PRESS** and **KEEP DOWN** either **PASS KEY** [P] or [P] and **THEN PRESS** the **DISPLAY KEY** [D] **MOMENTARILY. THE GAME WILL NOT START IF YOU PRESS** [D] **FIRST OR LED SCORE/TIME IN QUARTER IS DISPLAYED. BE ALERT!**



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4. The **DEFENSIVE PLAYER,** positioned at **DEFENSE END** of game operates **2 PLAYER DEFENSE KEYS** [D] [D].

   By using either **DEFENSE KEY** [D] or [D], the player may move his **DEFENSIVE PLAYER** to the **LEFT** or the **RIGHT** across the **COURT DISPLAY** to **BLOCK, INTERCEPT** or **REBOUND** the ball. **DEFENSE CANNOT STOP AT THE 3 CENTER POSITIONS B, C, OR D.**

   NOTE: IF BOTH DEFENSE KEYS SHOULD BE PRESSED AT THE SAME TIME, THE DEFENSE KEY (RIGHT) HAS PRIORITY AND WILL OVERRIDE ACTION OF OTHER KEY.

5. **At each turnover,** players switch ends of game and at the **end of each quarter,** players switch ends of game. To start a new game, turn game **OFF** then back to **SKILL POSITION** you wish to play.

5 TROUBLE SHOOTING

GAME ACTION WILL NOT START — BE SURE YOU ARE **FIRST** PRESSING AND HOLDING EITHER PASS KEY [P] OR [P] AND **MOMENTARILY** PRESSING DISPLAY KEY [D]. SEE SECTIONS 3 AND 4. GAME WILL NOT START IF YOU PRESS [D] FIRST.

WHEN COURT DISPLAY OFFENSE, DEFENSE, TARGET AND BALL LIGHTS APPEAR TO BE OPERATING ERRATICALLY DURING PLAY, THIS MAY BE AN INDICATION OF A WEAK BATTERY. **REPLACE WITH A FRESH "9" VOLT ALKALINE BATTERY.**

WHEN AN ERRATIC LED SCORE/TIME REMAINING DISPLAY APPEARS, SUCH AS A DIGIT OR PART OF A DIGIT REMAINING ON DISPLAY AFTER THE "D" DISPLAY KEY IS RELEASED, THIS MAY BE AN INDICATION OF A WEAK BATTERY. **REPLACE WITH A FRESH "9" VOLT ALKALINE BATTERY.**

HUM — SOMETIMES, BETWEEN PLAYER TURNS, A LOW HUMMING SOUND MAY BE HEARD. THIS IS NORMAL AND WILL DISAPPEAR AS SOON AS PLAY STARTS.

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 WITH A FRESH "9" VOLT ALKALINE BATTERY.**

DO NOT ATTEMPT TO OPEN GAME. IT DOES NOT CONTAIN ANY OWNER SERVICEABLE PARTS.

CARE OF YOUR GAME

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR THUMP CONTROL KEYS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE.

LIMITED WARRANTY

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

If your 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.

(CONTINUED ON NEXT PAGE)

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 $15.00. 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.



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AND ALL LITERATURE FOR FUTURE REFERENCE

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

www.handheldmuseum.com

NO. 2150 BASKETBALL ACCESSORIES AVAILABLE

No. 2098 BATTERY ELIMINATOR/AC ADAPTER: 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.

Please ship ( ) ea. No. 2098 AC Adapters @	$6.95
Appropriate State Tax (N.Y. Residents)	
Shipping and Handling	$1.75
TOTAL	

SEND COMPLETE FORM WITH CHECK OR MONEY ORDER ONLY. (DO NOT MAIL CASH OR COINS.)

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

NOTE: Prices and parts subject to change without prior notice

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