COLECO

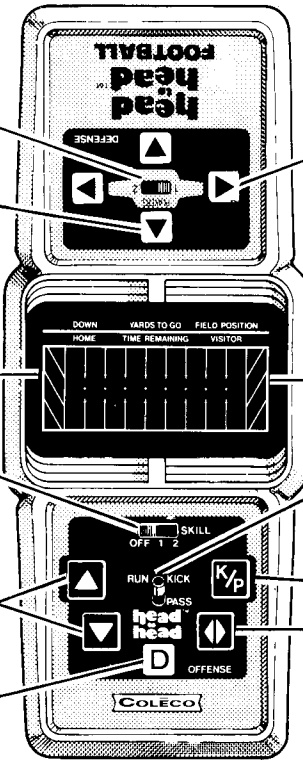
Guide No. 76740A

head to head™ INSTRUCTIONS

ELECTRONIC FOOTBALL

FOR 1 OR 2 PLAYERS

No. 2140

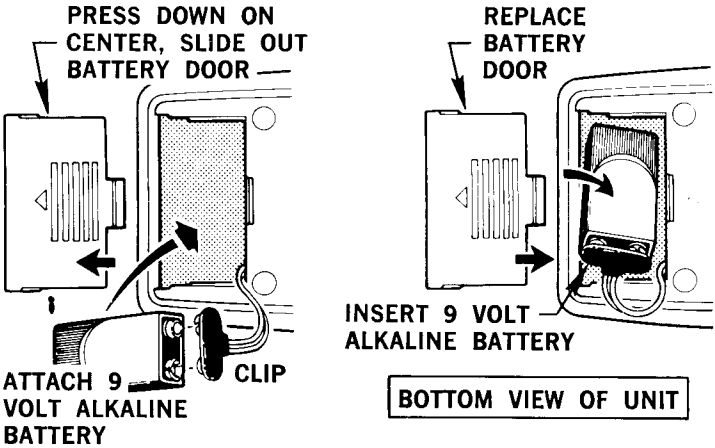


Patent Pending

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 most games of other manufacturers requiring one 9 volt battery. If BATTERY ELIMINATOR/AC ADAPTER is not available at your local dealer, use ORDER FORM at back of this guide.

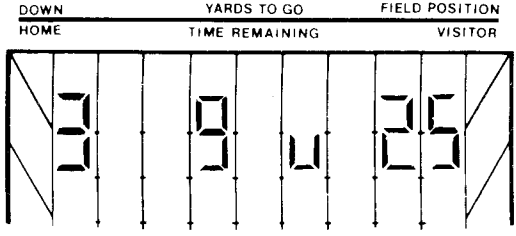
PLAY ALONE AGAINST THE ELECTRONIC DEFENSE OR CHALLENGE A FRIEND! PLAY OFFENSE OR DEFENSE! BLOCK THE DEFENSE FOR YOUR RUNNER. SET UP A PASS PLAY. YOU HAVE BLOCKING, PASSING, RUNNING AND KICKING OPTIONS. THE TWO PLAYER DEFENSE HAS TACKLE CONTROL.

2 1 PLAYER GUIDE

1. Set **PLAYER SWITCH** to **POSITION 1. (DEFENSIVE KEYS will not** operate in the 1 **PLAYER POSITION).**
2. Set **SKILL SWITCH** to **SKILL 1** or **2.** Game is **ON.**
   - **POSITION 1 (BEGINNER)** — Game is **'ON'.** Six (6) defensive players.
   - **POSITION 2 (PRO)** — for advanced players. Seven (7) defensive players, faster speed.

   A **PRO** can allow a **BEGINNER** an advantage by playing with the **SKILL SWITCH** in **POSITION 2** and switching to **POSITION 1** when the **BEGINNER** goes on the offensive.

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



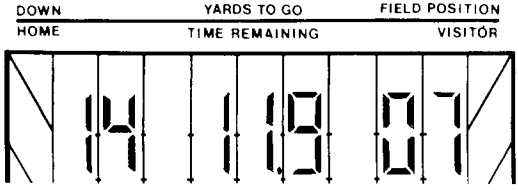
The symbol **'u' (up)** means the **BALL CARRIER** is on his **own side** of the **50 YARD line,** with **yards GAINED counting up.**

- **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.**

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

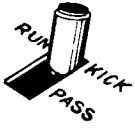


- **EXAMPLE: 14 11.9 07**

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.

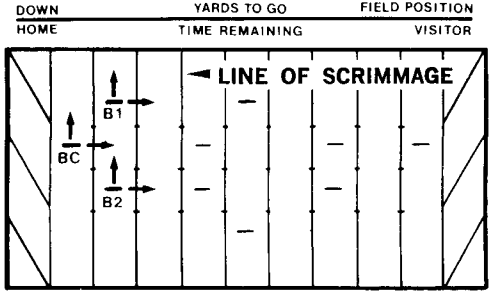
The clock counts down **only during play.** At the end of each QUARTER the SCORE and TIME are displayed automatically. At the end of game (4th QUARTER), SCORE and TIME display automatically and game **will not operate until power is turned off and on again.**



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

EACH SECTION REPRESENTS ONE (1) YARD.

RUN FORMATION (HOME TEAM)



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

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.

RULES FOR RUNNING PLAYS

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

b. The clock begins counting (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 direction.

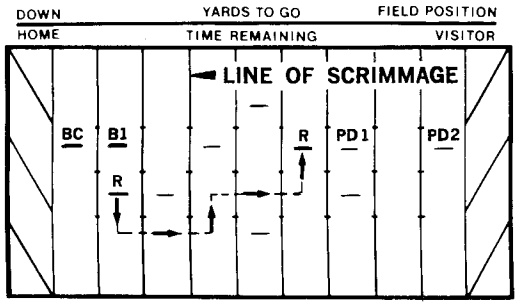
e. When the **BALL CARRIER** is tackled, the referee whistle sounds once. The **BALL CARRIER** will appear bright and blinking at the **point of tackle** and the **play is over.**



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 and **at least 2 positions away from** 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). He **CANNOT** be tackled, nor can he move into any position occupied by any player.



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.

RULES FOR PASSING PLAYS

a. Once the play is set in motion, the four (4) forward defenders and the 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.**

b. **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.**

c. **PASS** may be thrown at **any time** by pressing the **KICK/PASS KEY,** at which point the **BALL CARRIER** and **BLOCKER (B1) are eliminated** from the field.

d. Once a **PASS is completed,** the **RECEIVER becomes the BALL CARRIER** and may be advanced as in the running play.

e. **An incomplete pass** (RECEIVER directly in front of BALL CARRIER or not caught by any player) causes **loss** of down, with **no change** in FIELD POSITION.

f. 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 **opposing team** at the point of interception.

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

RULES FOR KICKING PLAYS

A **FIELD GOAL** can be attempted on **any down.** Place **PLAY SELECTOR** in the **RUN/KICK** position and press the **KICK/PASS KEY.** A **KICK cannot** be attempted once the **DOWN FIELD DIRECTIONAL KEY** has been pressed.

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.

The **OFFENSIVE PLAYER** can attempt a **DROP KICK** at any time his **BALL CARRIER** is in the extreme **LEFT SIDE** of the field for the **HOME TEAM** and extreme **RIGHT SIDE** for the **VISITOR'S TEAM.**

GAME SCORING

- **SINGLE WHISTLE — play is OVER.**
- **TRIPLE WHISTLE —"TURNOVER" (BALL LOSS TO opponent).**
- **MARCHING TUNE — TEAM has SCORED.**
- ☆ **FIELD GOAL — 3 POINTS.**
- ☆ **SAFETY — 2 POINTS.**
- ☆ **TOUCHDOWN — 7 POINTS.**



2 PLAYER GUIDE

1. Set **PLAYER SWITCH** to **POSITION 2.**
2. Set **SKILL SWITCH** to **SKILL 1** or **2.** Game is **ON.**

   A **PRO** can allow a **BEGINNER** an advantage by playing with the **SKILL SWITCH** in **POSITION 2** and switching to **POSITION 1** when the **BEGINNER** goes on the offensive.

3. To **START** the play. **ONLY** the **OFFENSE** can begin by pressing any one **DIRECTIONAL KEY** ▲ ▼ ◀▶ .

SPECIAL RULES – 2 PLAYER GAME

In the **TWO PLAYER POSITION** the offense is controlled in the same manner outlined under **ONE PLAYER GUIDE,** with the following additions:

▶ At any time **BEFORE** the **BALL CARRIER** or **BALL RUNNER** crosses the **LINE OF SCRIMMAGE** the **OFFENSE** may switch from **RUN** to **PASS** or from **PASS** to **RUN.** In switching from **RUN** to **PASS,** the **BALL CARRIER** will automatically return to the original **START POSITION (BD 1).**

▶ If the **BLOCKERS (B1)** and **(B2)** are blocked (taken out) before switching, they are removed from the field for the entire down.

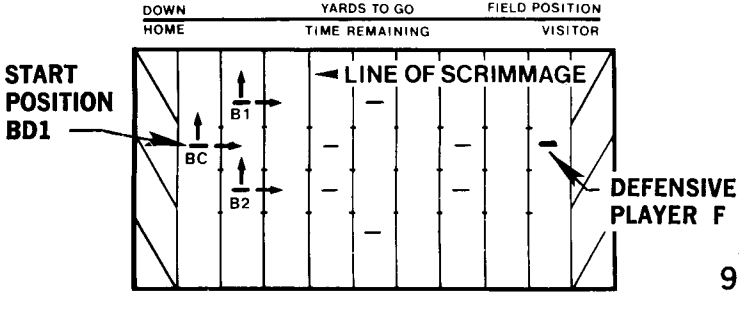
▶ The **DEFENSIVE PLAYER (F)** is now controlled by the **DEFENSIVE DIRECTIONAL KEYS** ▲ ▼ ◀ ▶ , all other **DEFENSIVE PLAYERS** are automatic.

▶ The **DEFENSIVE PLAYER (F) cannot 'WRAP AROUND',** he **must** reverse direction to go back **'DOWN FIELD'.**

▶ **DEFENSIVE PLAYER (F)** cannot go through defensemen.

▶ **DEFENSIVE PLAYER (F)** can be blocked by **OFFENSE** and be removed from field in the same manner as all other defensemen.

▶ The **BALL CARRIER MUST** be **ON (LIT)** in order for **DEFENSIVE PLAYER (F)** to successfully complete a tackle.





PLAY INFORMATION

- Football fields are 100 yards long, the game display is 9 yards. Each vertical line across the display is equal to 1 yard. The BALL CARRIER starts 2 yards behind the line of scrimmage on each play. 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.

- 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.

- 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.

- 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 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.

- **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).**

- **In pass plays the receiver must reach the line of scrimmage before receiving the ball. Failure to observe this rule may result in the field positon being updated improperly.**

- **Defensive player (F) can block a pass if positioned directly in front of the BALL CARRIER, resulting in a loss of down for OFFENSIVE TEAM.**

- **If scoring information remains lit after [D] key has been released, depress and release ONLY [D] key to clear display.**

TROUBLE SHOOTING

WHEN AN ERRATIC 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.

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.

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

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.

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.



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.

www.handheldmuseum.com

PLEASE RETAIN THIS GUIDE

AND ALL LITERATURE FOR FUTURE REFERENCE

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

— — — CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL — — —

NO. 2140 FOOTBALL 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

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

COLECO

COLECO IND. INC., P.O. BOX 460
AMSTERDAM, N.Y. 12010

TO

NAME .....

ADDRESS .....

CITY ..... STATE .....

ZIP CODE .....

POSTMASTER:

CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED. MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.



© 1979, Coleco Industries, Inc.

MADE AND PRINTED IN TAIWAN, R.O.C.