COLECO

Guide No. 76732

head to head™ INSTRUCTIONS

ELECTRONIC SOCCER

NO. 2170

FOR 1 OR 2 PLAYERS



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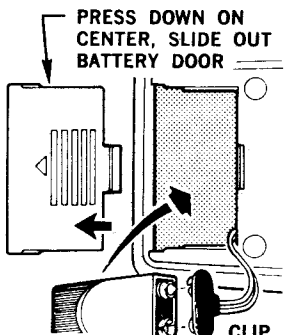
Patent Pending

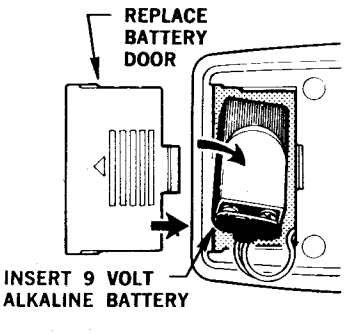


1 INSERT BATTERY

— IMPORTANT —

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





BOTTOM VIEW OF UNIT

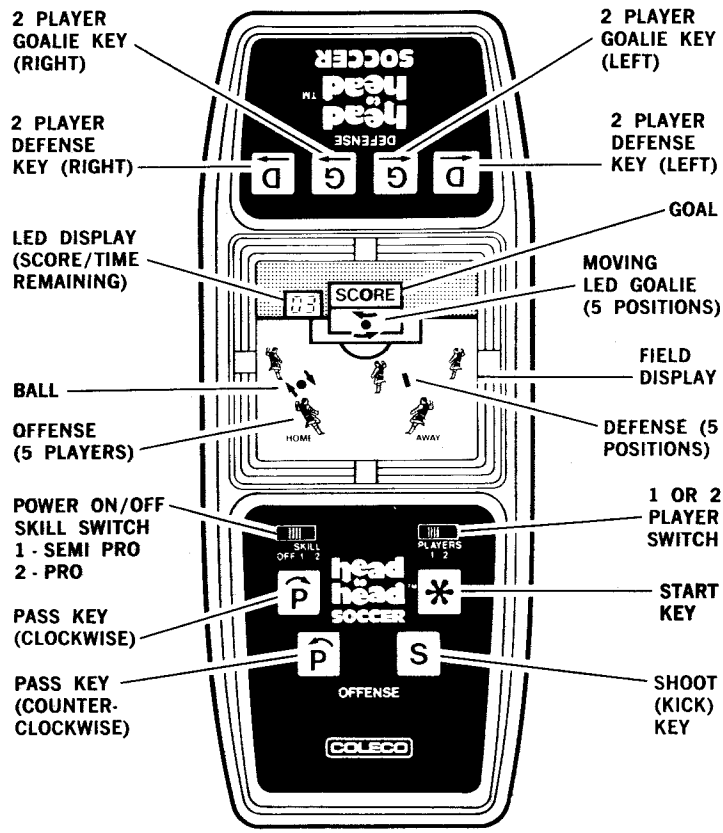
NOTE: Game **will not** operate properly if the **BATTERY** is **weak.** **Any** erratic display may be a symptom of a weak battery.
REPLACE WITH A FRESH "9" VOLT ALKALINE BATTERY.

STOP BUYING BATTERIES!

Save money! Stop buying batteries! Use Coleco's No. 2098U 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.

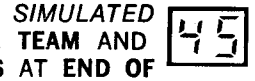
2 PLAYING GUIDE



WHEN READY TO PLAY: YOU MUST **FIRST PRESS** THE **START KEY** [*] MOMENTARILY TO START ACTION.

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THE GAME TIME: TWO 45 MINUTE *SIMULATED* HALVES BETWEEN AN **OFFENSIVE TEAM** AND A **DEFENSIVE TEAM.** GAME **STOPS** AT **END OF EACH HALF** AND A **TURNOVER WILL OCCUR.** GAME IS **OVER** WHEN **TWO HALVES ARE PLAYED,** AND THE **SCORE WILL FLASH.**



SCORING: EACH GOAL IS 1 POINT WHEN A SHOT IS TAKEN AT THE GOAL AND IT IS NOT BLOCKED BY A DEFENSEMAN OR REBOUNDED BY THE GOALIE . THE GOAL LIGHTS FOR A SCORE AND SCORE SOUND IS HEARD. HIGHEST SCORE AT END OF GAME **WINS.**

THE TIME LIMIT FOR SCORING: WHEN THE PLAY STARTS, YOU HAVE A LIMITED AMOUNT OF TIME TO SCORE IN EACH SKILL POSITION. SKILL 1 ALLOWS TWICE THE TIME TO SCORE AS SKILL 2.

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

A. SCORE IS MADE.

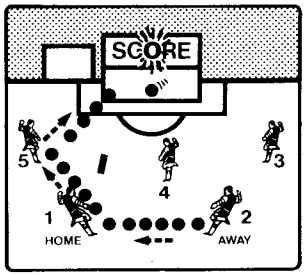
B. PASS OR SHOT IS BLOCKED OR INTERCEPTED BY THE DEFENSE, OR REBOUND TAKEN BY DEFENSE.

C. THE TIME RUNS OUT

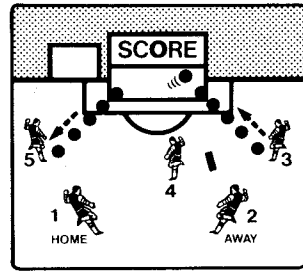
D. END OF EACH HALF.

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

ONLY OFFENSIVE PLAYER WITH BALL WILL BE LIT AT ANY ONE TIME DURING PLAY. A SHOT ON GOAL CAN ONLY BE TAKEN FROM PLAYERS 3, 4 OR 5. SKILL IS REQUIRED IN PASSING TO GET INTO A CLEAR POSITION FOR A SHOT AT THE GOAL.



PASS (KICK) AND SCORE



SHOT/KICK ON GOAL BLOCKED AND REBOUND TAKEN BY OFFENSE

REBOUNDS/BLOCKED SHOTS: A SHOT BLOCKED BY THE GOALIE RESULTS IN A REBOUND.

A. SHOT BY PLAYER 5 REBOUNDS TOWARDS PLAYER 3.

B. SHOT BY PLAYER 3 REBOUNDS TOWARDS PLAYER 5.

C. SHOT BY PLAYER 4 REBOUNDS BACK TO PLAYER 4.

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

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. Count down clock started.
- **TRIPLE MUSICAL WHISTLE** — Goal has been scored.
- **SINGLE BEEP** — Rebound by offense or defense.
- **LONG MUSICAL WHISTLE SERIES** — End of game or a half.

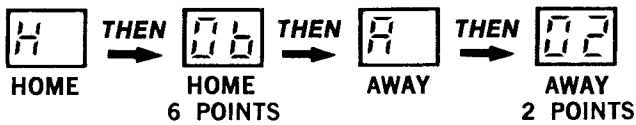
SKILL SWITCH: DETERMINES TIME FOR OFFENSE TO SCORE.

- **SKILL 1/SEMI-PRO** ALLOWS TWICE THE TIME TO SCORE AS **SKILL 2/PRO.**

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

a. Score is displayed automatically after each play for **HOME** and **AWAY TEAMS** in the following display sequence:



b. The **TIME REMAINING** in half is shown after the **AWAY SCORE** is displayed.

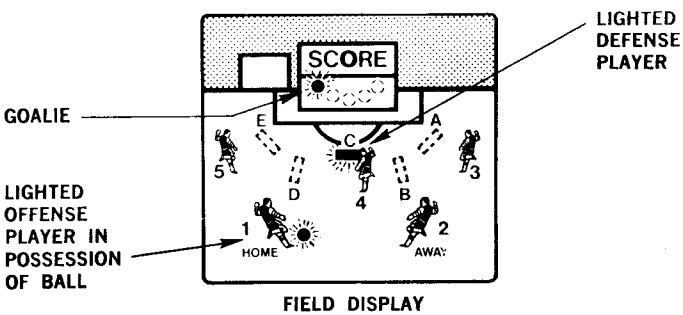


TIME LEFT TO PLAY

NOTE: The above information repeats until the **START KEY** [*] is pressed 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 **FIELD DISPLAY** at beginning of count down period. One **DEFENSE PLAYER** will appear as a lighted bar and the **GOALIE** will appear near the goal.



FIELD DISPLAY

4. **WHEN READY TO PLAY:** YOU MUST **FIRST PRESS** THE **START KEY** [*] MOMENTARILY TO START ACTION.

5. Maneuver the ball between **PLAYERS 1** thru **5** by pressing **PASS KEYS** as count down clock has started. **REMEMBER: You can only take a shot on goal from players 3, 4 or 5. DEFENSE PLAYERS A** thru **E** will flash on **ONE AT A TIME** for a random time and duration. Moving **GOALIE** will quickly move back and forth in front of goal, following the ball in play.

NOTE: PASS KEYS [P] OR [P] MUST BE PRESSED ONLY ONCE FOR EACH PASS FROM PLAYER TO PLAYER. HOLDING EITHER KEY DOWN WILL NOT CAUSE BALL TO KEEP MOVING FROM PLAYER TO PLAYER.

6. Press **SHOOT KEY** [S] to shoot/kick at goal from positions 3, 4 or 5 when you have a clear shot. **(NOT BLOCKED BY A DEFENSIVE PLAYER AND THE GOALIE IS OUT OF POSITION). TIMING YOUR SHOT IS MOST IMPORTANT AND REQUIRES SOME PRACTICE AND SKILL.**

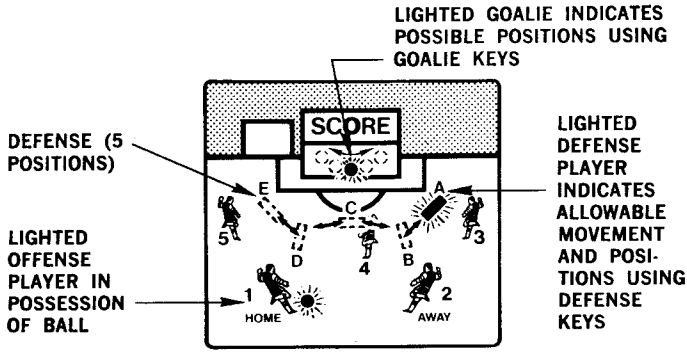
   If you score, the **"O"** in **SCORE WILL LIGHT UP** and **TRIPLE MUSICAL WHISTLE** sounds. **If your shot intersects a LIT DEFENSIVE PLAYER, the shot is blocked and a TURNOVER OCCURS.**



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** THE **START KEY** [*] MOMENTARILY TO START ACTION.

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FIELD DISPLAY

4. The **DEFENSIVE PLAYER,** positioned at the **DEFENSE END** of game operates **2 PLAYER DEFENSE KEYS** [D] or [D] and the **2 PLAYER GOALIE KEYS** [G] or [G] .

5. The **DEFENSIVE PLAYER** by pressing and holding either **DEFENSE KEY** can move or sequence his **DEFENSEMAN, (LIGHTED BAR),** from **LEFT** to **RIGHT** or **RIGHT** to **LEFT** to block shots by **OFFENSE. ONCE EITHER KEY IS RELEASED, DEFENSEMAN WILL STOP MOVING.**

6. **YOU MAY ALSO MOVE DEFENSEMAN OR GOALIE FROM LEFT TO RIGHT OR RIGHT TO LEFT ONE POSITION AT A TIME BY PRESSING AND RELEASING KEYS ONE TIME FOR EACH DEFENSIVE MOVE YOU MAKE TO BLOCK/REBOUND, OR INTERCEPT THE BALL.**

7. The **GOALIE KEYS** operate exactly as the **DEFENSIVE KEYS,** moving the **GOALIE** from **LEFT** to **RIGHT** or **RIGHT** to **LEFT** to block shots on goal.

   NOTE: Once the **DEFENSEMAN** or **GOALIE** reaches the extreme **LEFT** or **RIGHT** position on **FIELD DISPLAY,** the key for that direction **must be released** and key for opposite directon **pressed to move DEFENSEMAN or GOALIE back in opposite direction.**

8. **At each turnover,** players switch ends of game and at the **end of each half** 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

- WHEN FIELD DISPLAY OFFENSE, DEFENSE, GOALIE OR 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, THIS MAY BE AN INDICATION OF A WEAK BATTERY. **REPLACE WITH A FRESH "9" VOLT ALKALINE 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 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.

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.

PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE

COLECO

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



NO. 2170 SOCCER ACCESSORIES AVAILABLE

No. 2098U 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. 2098U 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

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CITY ..... **STATE** .....

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

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