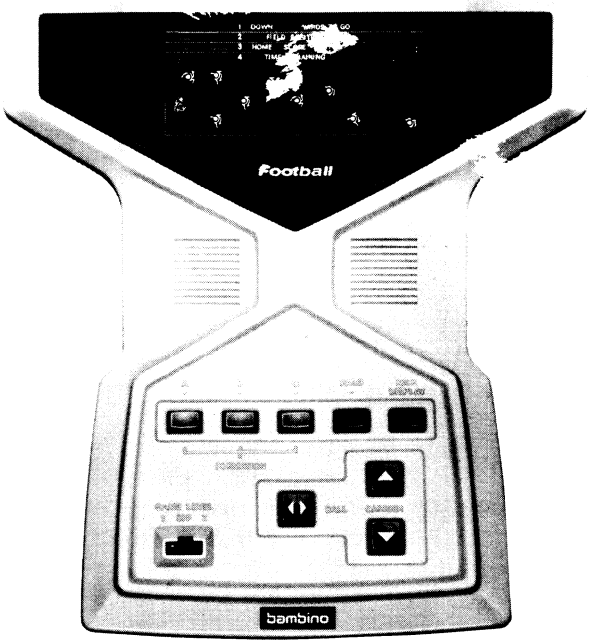
SUPER STAR Football

GAME INSTRUCTIONS



First Football Game With:

* Lifelike action – you see the ball fly, blockers block and players move their shoulders and legs.
* You control all strategical and directional movements of the offense.
* Independent 3-way directional controls for lead blockers and the ball-carrier.
* All the action of real-life football.

* Only Football Game Where You Can See the Ball and Players.
* First Football Game That You Control All Strategical and Directional Movements of the Offense.
* World's Smallest Graphic 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.
* Every Game Your Score Varies Depending Upon the Various Computerized Plays.
* No TV Set Needed.

Power Supply
Batteries: 4 "AA" (1.5V x 4)
AC Adaptor: Special ADP-E 0630 suc

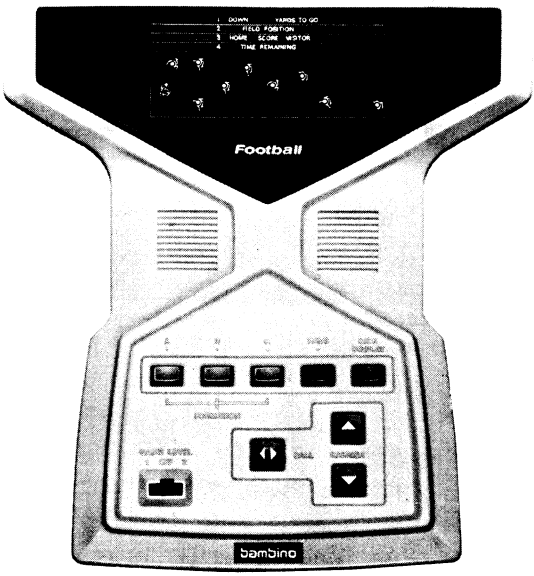
Battery Installation
To insert the batteries, slide out the battery door on the back of the game and insert four (4) "AA" batteries correctly, by following the directions inside the battery box. Replace the battery door and your game is ready for play.

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Introduction

Bambino's Superstar Football Game has the world's smallest graphic color display with revolutionary computer-game functions. This is the first hand-held 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 through formation strategy buttons, ball-carrier directional controls, and pass and kick controls. The computer controls the action of the defense.

Bambino's Superstar Football 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 Superstar.



Quick Operating Instructions

1. POWER SWITCH
   Select the speed for competition. The defense moves faster on level 2. The game is now ready for play.

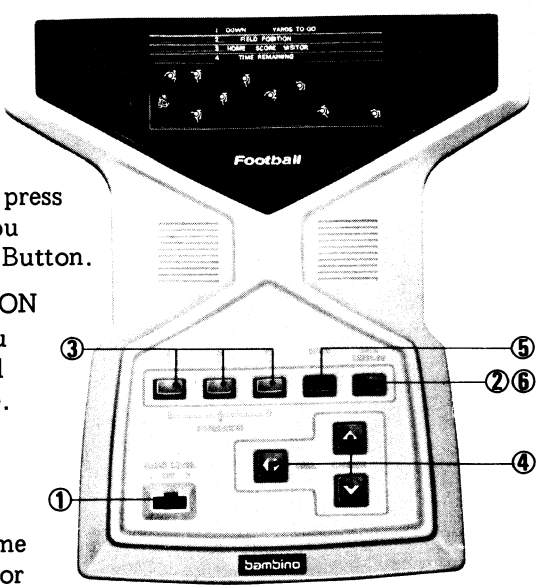
2. KICK BUTTON
   Press this button for the initial kick off (computer-controlled). Wait until the display lights up giving you the game statistics then decide your strategy.

3. FORMATION BUTTON
   You control the offensive blockers. Choose your strategy. Plan your attack.
   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.

4. BALL-CARRIER DIRECTIONAL KEYS
   Move your ball-carrier to the left or right or downfield. You decide the ball-carrier's movements. Determine the best course of action.

5. PASS BUTTON
   If you want to pass instead of running, press this button after you select a Formation Button.

6. PUSH KICK BUTTON
   Whatever strategy you decide, you're in total control of the offense. Don't let the defense break your line. SCORE!



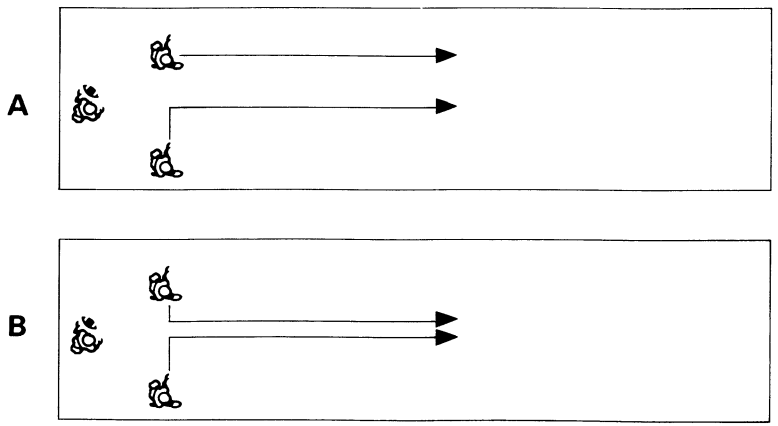
You can recall the game statistics any time prior to play beginning, by pressing the display button. simply ②

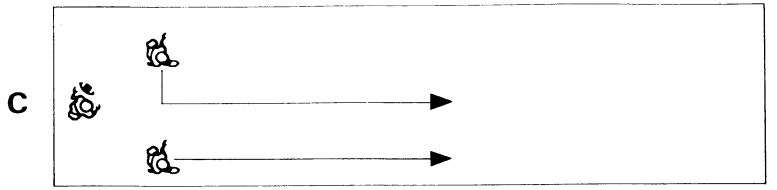
Operating Instructions

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

OBJECT: To maneuver the ball-carrier successfully past the defense and score as many touchdowns or field goals as possible within game time.

1) Select speed for competition. (1 or 2)
2) Game is then "on" and ready for play.
3) Press Kick Button for initial kick off (computer-controlled). A kicker and two (2) blockers will appear and start the action. After the kick, by the visitor team, a home team receiver will appear and begin an automatic runback. Field position after kick is randomly determined by the computer taking into consideration the different point of tackle after each kick off. When the ball becomes dead, the display will light up showing:
   a) Down Yards to Go
   b) Field Position
   c) Home Score Visitor
   d) Quarter Time Remaining
4) Select and push a Formation Button (A, B, or C) to start the action and control the direction and attack of the lead blockers.





5) Decide whether to control the ball-carrier through directional controls or pass the ball. In either case, you must always press a Formation Button to begin play.
6) If you successfully make a first down continue doing so until you get a touchdown or field goal.
7) On fourth down, you can either run, pass or kick. If you run or pass unsuccessfully, possession of the ball changes to the other team at the position where the ball-carrier was tackled.
8) Score!
9) 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, prior to play beginning, simply by pressing the Display Button.
10) Game play continues for four (4) quarters. The quarters are simulated 20 minutes. The winner is the team with the highest score at the end of the game.

Description of Parts

ADJUSTABLE DEFENSE SPEED CONTROL/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 and then challenge a friend to see who's the Superstar.

Speed Control and Category:
1) Beginner
2) Superstar

Switch the button "on" by selecting the skill level desired. Do not move this button during play otherwise action will stop and you'll have to begin the game over again. At the end of the game, turn the button to the "off" position.

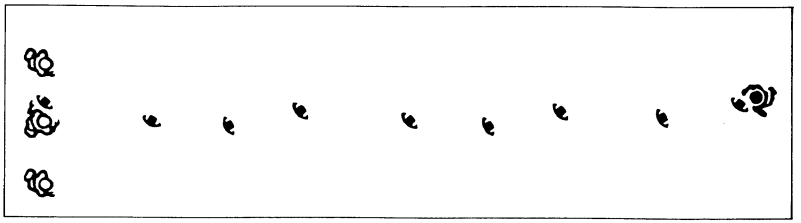
Kick/Display Button

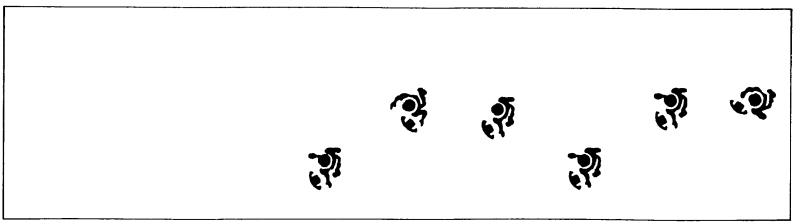
Each game begins with a computer-controlled kick off. After every score or attempt to score, play resumes only after a kick off. A kick or punt, can be attempted anytime during game play. During a kick or punt, the playing field becomes the length of a real football field (100 yards).

After selecting a Formation Button, push the Kick Button prior to the defense contacting the ball-carrier. Do not move the ball carrier in a forward direction. If you do then you cannot attempt a kick. All kicks and punts are computer-controlled. The computer decides whether you are kicking or punting.

Punt Play

On 4th down, if you feel you cannot make a 1st down then punt the ball to the opposing team. This is a "turnover" to the other team. They will receive the ball and begin an automatic runback (computer-controlled). The advantage to punting on the 4th down is that you move the opposing team further away from their goal. If you try to make the 4th down and are unsuccessful, the opposing team takes possession of the ball at the point of tackle.



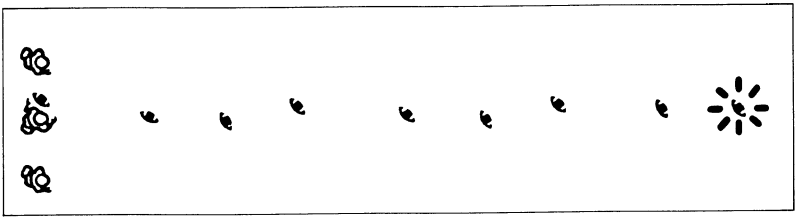


Field Goal Attempt

Attempt a field goal only when you think that you are in good field position to be successful.

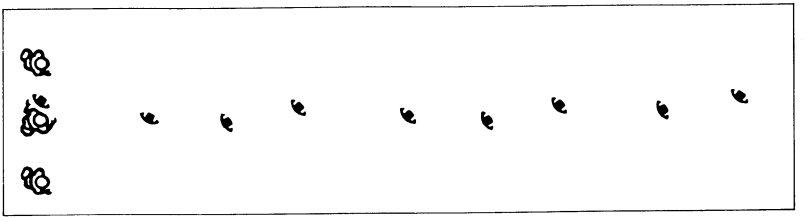
FIELD GOAL COMPLETE

The ball appears at the opposite end of the field in the center grid. The ball will blink on and off four (4) times and you will hear four (4) loud whistles signifying the successful field goal. You will receive three (3) points for a field goal.



FIELD GOAL INCOMPLETE

The ball appears at the opposite end of the field in the top grid. The ball will appear once and you will hear one dull whistle signifying that you do not get a field goal.



To resume play after a field goal attempt, press the Kick Button for a Punt to the other team and play shall resume.

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

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

Example:

1)	1	10
2)	30	
3)	00	03
4)	1	18

It's first down, 10 yards to go. The ball is on the home team's 30 yard line. The visitor's team has 3 points, the home team has no score. It's the first quarter, 18 minutes remaining in the quarter.

You may recall the game statistics anytime prior to play beginning simply by pressing the Display Button.

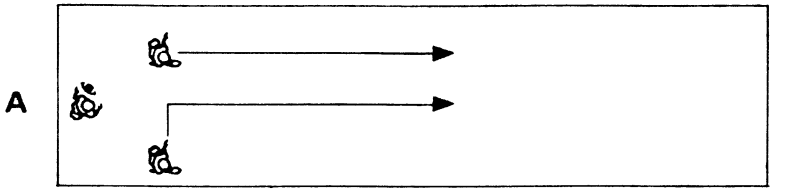
Field Position
The field position is determined by looking at which side the display shows the number. If the number appears on the left side, the ball is on the home team's side. If the number appears on the right side then it means that the ball is on the visitors' side of the 50 yard line.

Quarter/Time Remaining
A complete game consists of four (4) quarters. Each quarter is simulated 20 minutes. The clock begins running from the start of the game and runs continuously thereafter.
Each quarter's time is simulated 20 minutes. Actual quarter time is 8 minutes. The entire game is actually 32 minutes long.
At the end of each quarter, the display will go on and off four times showing the score. To begin the next quarter, simply press the Kick Button for the kick off. The game clock will automatically re-set to 20 minutes, except after the fourth quarter. At the end of the fourth quarter, the score will blink on and off four (4) times signifying the end of the game.

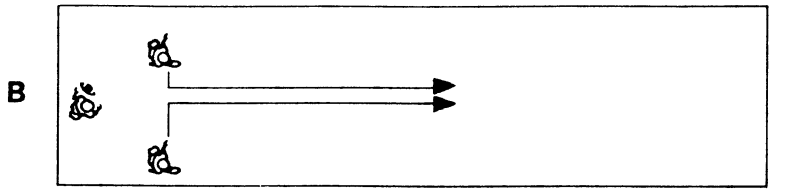
FORMATION BUTTONS (A, B, C)

You control game strategy and flow of offense by selecting one of the Formation Buttons which controls the direction and movement of your two (2) lead blockers. Decide what direction to attack the defense.

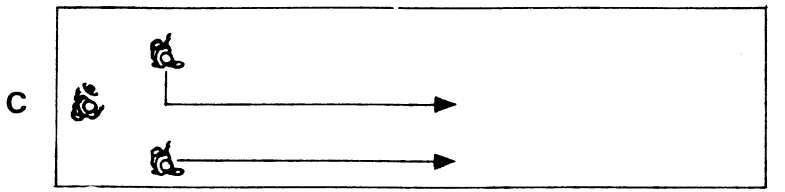
A -- sends your blockers in a left attack.



B -- sends your blockers in a center attack.



C -- sends your blockers in a right attack.



Game action begins only after pressing a Formation Button. Decide whether to follow your blockers downfield, pass them as you move the ball downfield or try to outsmart the defense and go in the opposite direction of your blockers!

Your lead blockers can tackle 1 or 2 defensive men. On the first contact between blockers and defense, if the blocker tackles the defense, the defensive man disappears and randomly reappears at

backfield (computer-controlled). If the defense tackles the blocker on the first contact nothing happens. On the second contact only, the blocker disappears and does not reappear again until the next play.

The game begins with eleven (11) players.

Offense – 1 ball-carrier
2 lead blockers

Defense – 8 defensive players

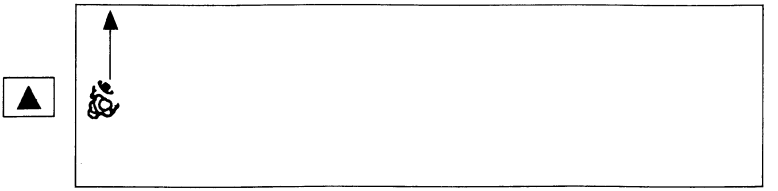
Depending on the success or failure of your lead blockers, there can be anywhere from 7 to 11 players on the field at one time.

BALL-CARRIER DIRECTIONAL KEYS ▲ ▼ ◀▶

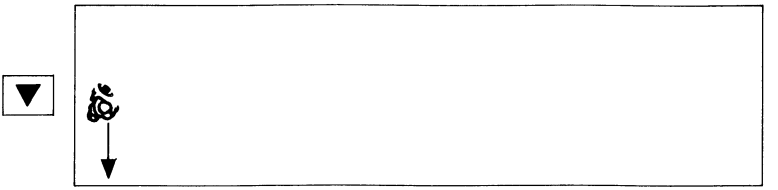
The directional keys control the movement of the ball-carrier only. The ball-carrier and lead blockers do not move in tandem unless you so desire.

The ball-carrier will move 1 yard for each push of the directional key. If you move successfully to the end of the field (8 yards) without being tackled, the computer will automatically reposition you at the opposite end of the field so you can continue running.

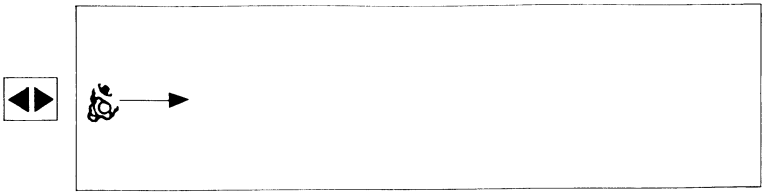
Ball-carrier moves across the playing field in an upward direction.



Ball-carrier moves across the playing field in a downward direction.



Ball-carrier moves toward the opponent's goal.

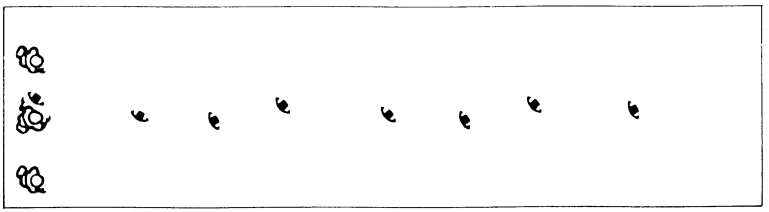


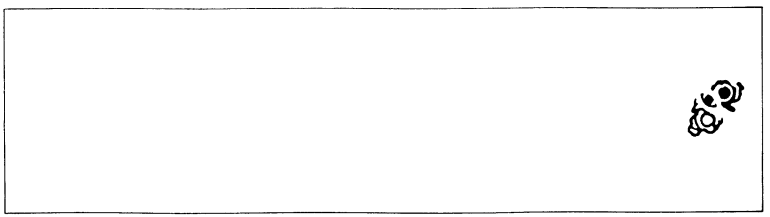
Pass Button

If you want to pass, after selecting a Formation Button, press the Pass Button. Do not move the ball-carrier in a forward direction. If you do then a pass cannot be attempted. Passes are computer-controlled. Watch the ball fly downfield. The playing field is now equal to the length of a real football field (100 yards). The length and success of your pass is determined by the computer. Three possibilities exist with a pass play:

PASS COMPLETION

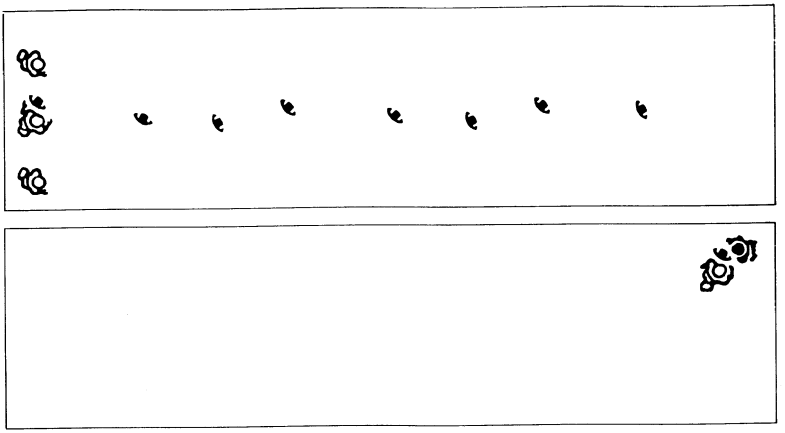
The receiver and tackler appear at the opposite end of the field in the center grid. Both will light up brightly and you will hear a loud whistle. This causes a gain of downs and gain in field position.



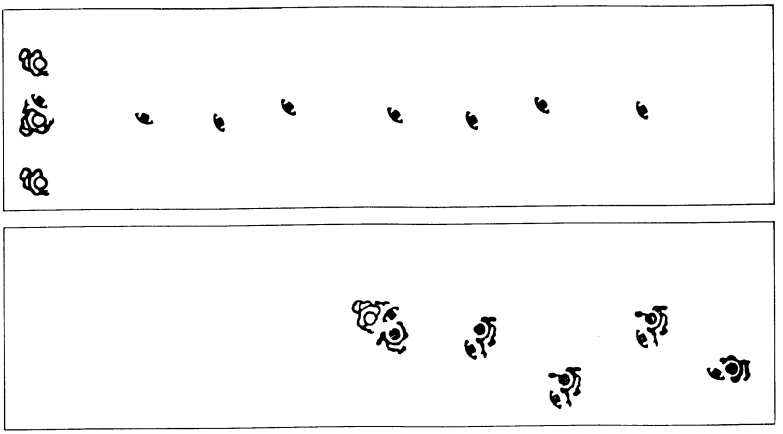


PASS INCOMPLETION

The receiver and tackler appear at the opposite end of the field in the top grid. Both will appear and you will hear a dull whistle. This causes a loss of down and no change in field position.



PASS INTERCEPTION
A receiver appears at the opposite end of the field in the bottom grid. You will hear a short, loud whistle signifying a "turnover" (loss of ball to opponent). An automatic runback takes place.

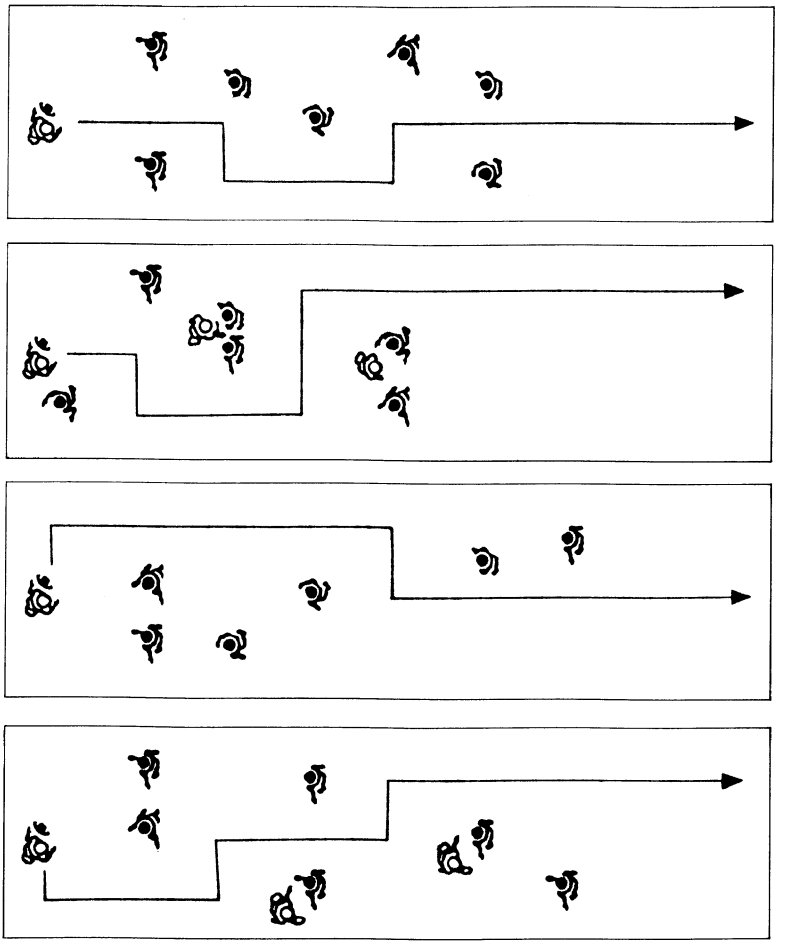


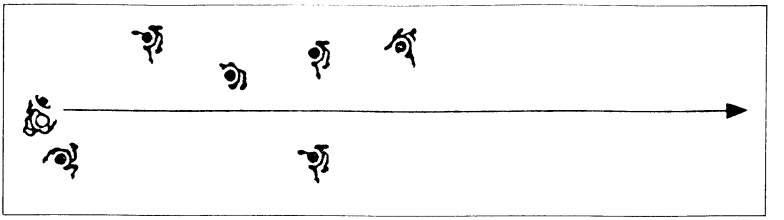
Scoring
FIELD GOAL -- 3 points TOUCHDOWN -- 6 points
Every time a score is made, the display will blink on and off 4 times and you will hear 4 loud whistles.

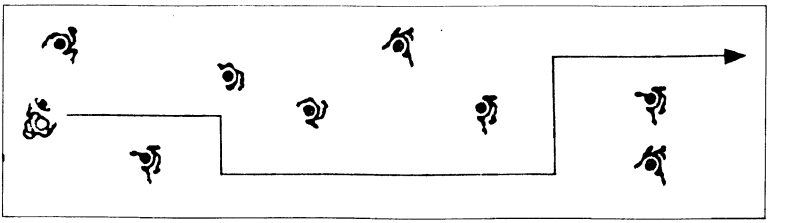
Strategy

The computer has over 100 million computerized plays in its memory. Below are a few examples of how to successfully maneuver the ball-carrier past the defense.

Ball-carrier Lead Blocker Defense







Special Play Information

- Remember every game begins with a kick off. After every score or attempt to score, resume play with a kick off.
- No movement of the ball-carrier or ball can begin until one of the three Formation Buttons is pushed.
- Home team always has possession of the ball at the beginning of each game.
- Between 7 to 11 players on the playing field at one time.
- Bambino's Superstar Football follows the basic rules of real football:
    1) 4 downs to go 10 yards
    2) 4 quarters to a game
    3) 6 points for a touchdown
    4) 3 points for a field goal
    5) You can either run, pass or kick on 4th down.
    6) Requires skill and strategy.
    7) Unlimited variety of possible plays.
    8) You control the ball-carrier and the attack of the lead blockers.

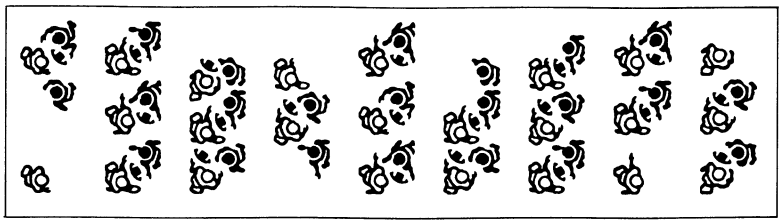
- One or two persons can play. Players choose home or visitor team. Home team (green helmets) offense moves left to right. Visitor team (black helmets) offense moves right to left.
- The computer always controls the defense for both teams.
- A football field is 100 yards long, the game display is 8 yards long. Each line marker on the display is equivalent to 1 yard. Each time you travel the length of the display you gain 8 yards. The playing field represents 100 yards during any kicks or passes.
- You have four (4) downs to move a minimum of ten (10) yards. This will continue until you score a field goal or touchdown; do not gain ten (10) yards or turn over the ball on an interception or punt.
- On the fourth down, you have the option of running, passing or kicking. If you decide to run or pass and fail to make a first down, you will hear a dull whistle and a "turnover" occurs. The opposing team receives the ball at the position the ball-carrier was tackled.
- Strategy of the offense is controlled by you. As soon as you press a Formation Button, play starts. The defense moves towards the ball-carrier and the two (2) lead blockers attack the defense. All the options are up to you – follow the blockers or go in the opposite direction trying to fool the defense. You can even pass and overrun your blockers! Devise your own strategy and beat the defense. Be careful, there are over 100 million computerized plays.
- If you want to pass or kick, do not move the ball-carrier in a forward direction. You cannot pass or kick once the ball-carrier has moved forward.
- Whenever you succeed in making a first down, both the ball-carrier and tackler will light up brightly on the field and you will hear a loud whistle.
- The kick off and automatic runback vary each time you play. The field position changes each time depending on where the tackle takes place.

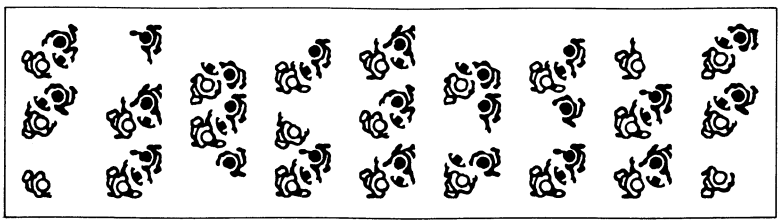
How to Care For Your Superstar Football Game

1) Do not leave the batteries in the game 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.

Battery Drain

When your batteries begin to wear out, many offensive and defensive players will appear on your display screen. The same patterns will not appear every time. Sometimes more offensive players and defensive 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. It will become exceedingly difficult to play the game, just replace the batteries and your Superstar Football Game will function perfectly once again.





For Longer Battery Life, We Recommend Using Alkaline Batteries.

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.

120–DAY LIMITED WARRANTY

Bambino, Inc. warrants each SUPERSTAR FOOTBALL 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, 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 that 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 INCIDENTAL 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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