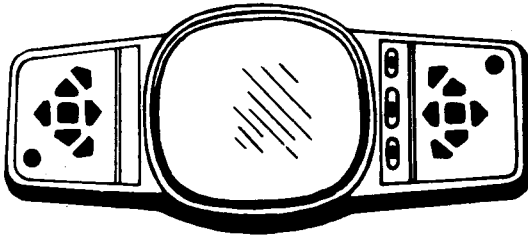
U.S. GAMES CORP.™

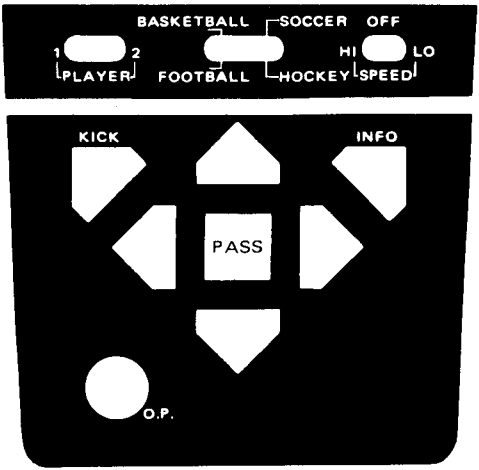
SUPER SPORTS 4

ELECTRONIC HAND-HELD GAMES

SOCCER ● FOOTBALL
HOCKEY ● BASKETBALL



4 GAMES IN ONE
Two Speeds & One or Two Players



INTRODUCTION

Four of the most popular sports action games in one unit – each one a totally different and unique game; Football, Basketball, Soccer & Hockey.

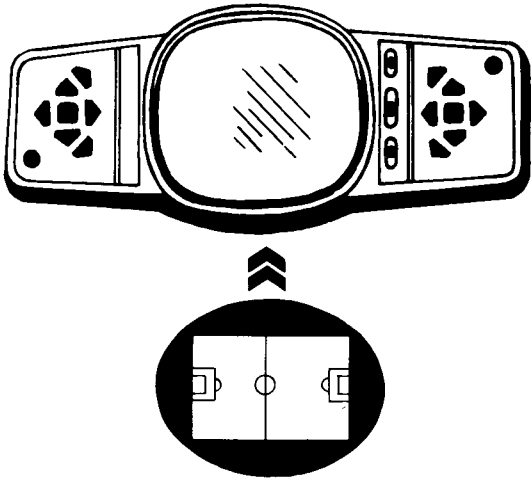
Two players can play against each other at the same time using separate key controls, or one player against the computer.

Game action can be played in a slow speed mode or in a fast speed mode.

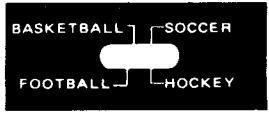
BASIC OPERATION OF GAMES

Follow these steps to start play of a game:

1. Select the desired plastic gameplate and place it onto the red display screen with the game name on right and the on-off switch facing you.



2. Slide the middle game selection switch to your desired game.



3. Slide the left switch to 1 or 2. Select 1 if you want to play against the computer. Select 2 if you want to play against another person who will use the visitor side controls. NOTE: IN PLAYER POSITION 1 THE BOTTOM CONTROLS ARE ON THE HOME SIDE ONLY. SO, IN PLAYER POSITION ONE THE VISITOR SIDE BUTTONS WILL NOT WORK. ALSO, THE 45 DEGREE ANGLE PASS KEYS WILL BE REVERSED FOR VISITOR SIDE PASSING & SHOOTING.



4. Turn on the game by sliding the right SPEED/ power switch to HI or LO. Select HI if you want the computer game to be fast-paced. Select LO if you want a slow-paced game.



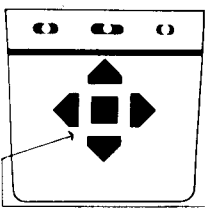
Turn to HI or LO

5. Push the INFO button. This will activate the game players on the display screen. Refer to each games instructions below for more information.

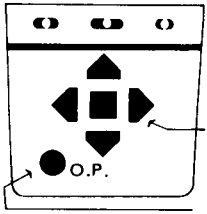


Press INFO Key

6. **BALL PLAYER MOVEMENT**
To move the Player with the ball (Bright flashing dot), press any of the four direction keys in the desired direction of movement. Each press of the key advances the ball player one position on the field.


PRESS ANY OF
4 MOVEMENT KEYS
(Offense)

7. **OFFENSIVE PLAYER MOVEMENT**
To move the offensive player (Bright non-flashing dot) press the round Offensive Player (O.P.) button and KEEP IT PRESSED DOWN WHILE you press any of the four direction keys in the desired direction of movement.



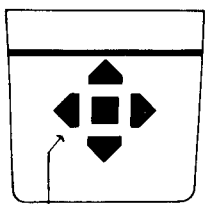
8. DEFENSIVE PLAYER MOVEMENT

Defenders can be operated on two player mode only:

Defenders under defensive player control can be MOVED ONLY AFTER the offense has begun movement.

Defenders under defensive player control are the dim flashing dots (see each individual game instruction for examples).

To move the two dim flashing defenders press any of the four direction keys in the desired direction of movement.

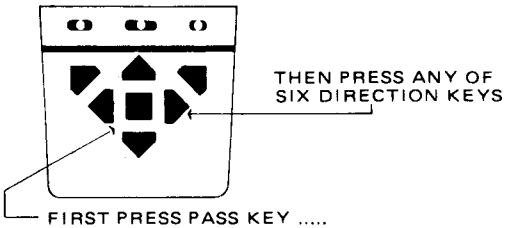


9. SECOND DEFENDER MOVEMENT

In HOCKEY the second defender (dim non-flashing dot) can be moved in the same way as Offensive Player Movement (see number 7 above & see HOCKEY instructions).

10. PASSING THE BALL

The ball can be passed back and forth between the offensive players. Press the Pass Key and then press one of the SIX direction keys in the desired direction of movement. Passing can be done at 45 degree angles.

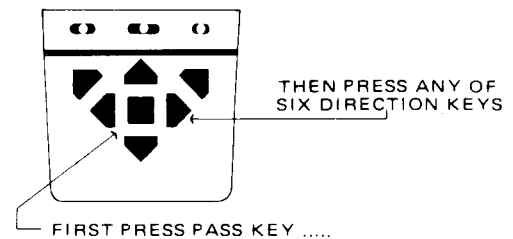


11. PASS INTERCEPTIONS

As in actual game play if there is a defender between the BALL PLAYER and the OFFENSIVE PLAYER there is a high probability of the defender intercepting the passed ball.

12. SHOOTING THE BALL

Shooting is accomplished in the same manner as passing. Once within range of the goal/basket press thePASS key. Then press any one of the six direction keys in the desired direction of shooting.



13. **SCOREBOARD DISPLAYS**
    There are separate scoreboard displays for each game. In Hockey, Soccer and Basketball the Scoreboard displays continuously the PERIOD OF PLAY on the home side & the TIME ELAPSED on the visitor side.

14. Press the INFO Key (and keep it pressed down) to obtain the Home and Visitor Scores.

15. In Football the scoreboard displays continuously the Down on the Home side and Yards To Go on the Visitor side. Press the INFO key once to obtain FIELD POSITION on Home side and TIME REMAINING in the Quarter on the Visitor side of the Scoreboard. Press the INFO Key twice to obtain Home and Visitor scores.

16. **SOUND EFFECTS**
    There are four different sound effects in these games. First there is a ticking sound to depict the running clock while play is in motion. Second, there are two tones to signal change of sides from offense to defense. Third, there are 4 tones to signal a score. Forth, there's tone to signal the end of a quarter, half, or game.

17. **CAUTION IN SWITCH SETTINGS:**
    Once you have begun a game do not change the SPEED or GAME or PLAYERS switches as this will cause the game to end play action.

18. **BATTERIES & AC ADAPTOR**
    This game has a higher drain on the power supply & therefore it is recommend that a 9 Volt 100mA Adaptor is used with the Adaptor Jack Outlet on the side of the case. If using a 9 Volt battery an alkaline heavy duty type is recommended.

When you are using the 9V Duracell Battery, you will eventually come to a weak battery condition. This will appear to you by observing that the player lights are not displayed properly. Usually, a couple of lines will be displayed (with each "Player Position Light" in a line being illuminated). The scoreboard lights will also appear faulty, this will tell you that it is time to change your battery. To save your battery's life time, use the 9V AC adapter whenever you are within reach of a wall outlet. For information regarding the 9V AC adapter contact U.S. Games Corp. at (408) 746-0425/2908 Corvin Dr. Santa Clara CA 95051

Some users of the Super Sports 4 have noted a weak battery condition and have used other Electronic Games to test if they work with the weak battery. This is NOTa good test as your Super Sports 4 has been designed using a high power MICROCOMPUTER which requires the full 9V. Other Electronic Games may work with the weak battery because they do not require the full 9V. Use the faulty display of the "Player Lights" ONLY to determine a weak battery condition.

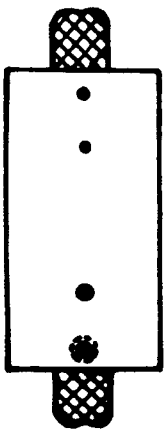
HOCKEY

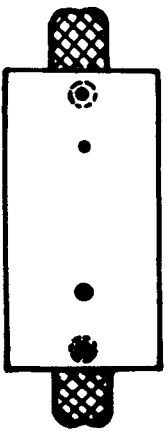
19. **START-UP OF HOCKEY:**
    Go through steps 1-5 above to start the HOCKEY game play. This is to (1) place the HOCKEY gameplate on the display screen, (2) slide game switch to Hockey, (3) select 1 or 2 on PLAYER switch, (4) select HI (fast) or LO (slow) on SPEED switch, and (5) push INFO key to activate game.

20. Once the info Key is pressed the game players on the display screen will look like this:

ONE PLAYER MODE — TWO PLAYER MODE

DEFENSE	:	Dim Dots
MOVABLE DEFENDERS	:	Dim Flashing Dots
OFFENSE	:	Bright Dots
BALL CARRIER	:	Bright Flashing Dots

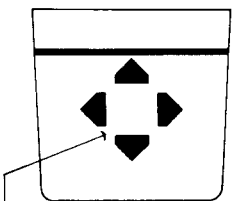




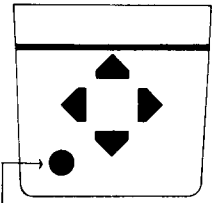
21. **HOCKEY GAME OPERATION:**
See instructions 6-14 for general instructions on operation of the offense/defense movement keys, passing the puck, shooting the puck into the goal, and scoreboard display.

22. **SPECIAL FEATURE OF HOCKEY**
Hockey is very different than the other three games. There are no computer controlled defenders moving towards the ball carrier. This means that it is up to the second player to attack the ball carrier and defend the goal by moving his two defenders around on the ice rink. Because of this feature 1 PLAYER operation has no computer defense.

23. **FIRST DEFENDER MOVEMENT – HOCKEY**
In HOCKEY, the dim flashing dot is moved by pressing any of the 4 direction keys in the desired direction of movement.



24. **SECOND DEFENDER MOVEMENT– HOCKEY**
The dim NON-FLASHING DOT is moved by pressing the O.P. Key and while keeping it pressed down moving the Second Defender by pressing any of the 4 direction keys in the desired direction of movement.



KEEP O.P. PRESSED DOWN .....
WHILE PRESSING MOVEMENT KEYS

25. **OBJECT OF PLAY – HOCKEY:**
One point is awarded to the offensive team for each puck slapped into the goal. Move your two players down the rink to the defenders goal. Pass the puck back and forth to maneuver into position. Then when you see an opening not protected by a defender quickly fire a slap shot puck into the goal for a score.

26. **VISITOR SIDE TAKING OVER PUCK – HOCKEY**
The Home Team starts the game on offense. If they miss a pass to another offensive player or if they miss a shot or its intercepted the Visitor team takes over at that position of the rink. The Visitor team then moves as the offense towards the goal on the home side of the rink trying to get a score. This play-action continues back & forth during the games two halves.

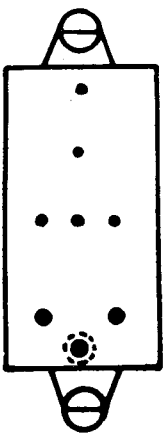
27. **GAME TIME & PERIOD OF PLAY – HOCKEY**
This Hockey game has two 15 minute periods of play as shown continuously on the score-board. Play time counts down by one minute intervals until 00 is shown on the clock & that half of play ends.

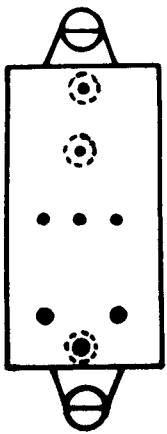
BASKETBALL

28. **START UP OF BASKETBALL**
Go through steps 1-5 above to start the BASKETBALL game play. This is to (1) place the BASKETBALL gameplate on the display screen, (2) slide game switch to Basketball, (3) Select 1 or 2 PLAYER switch, (4) select HI (fast) or LO (slow) on SPEED switch, and (5) push INFO key to activate game.

29. Once the INFO key is pressed the game players on the Basketball display screen will look like this:

ONE PLAYER MODE		TWO PLAYER MODE
DEFENSE	:	Dim Dots
MOVABLE DEFENDERS	:	Dim Flashing Dots
OFFENSE	:	Bright Dots
BALL CARRIER	:	Bright Flashing Dots





30. **BASKETBALL GAME OPERATION**
See instruction 6-14 for general instruction on operation of the offense/defense movement keys, passing the ball, shooting the ball into the basket, and scoreboard display.

31. **OBJECT OF PLAY – BASKETBALL**
Two points are awarded to the offensive team for each basket scored. Move your three players down the court to the defenders basket. Pass the basketball back and forth to maneuver into position. Then when you see an opening not protected by a defender quickly shoot a basket into the hoop for two points.

32. **VISITOR TEAM WITH BALL**
The Home team starts the game on offense. If they miss a pass to another offensive player or if they miss a shot or its intercepted the visitor team takes over with the ball on their end of the court. The Visitor team then moves as offense towards the Home teams basket trying to get a score. This play-action continues back & forth during the games four quarters.

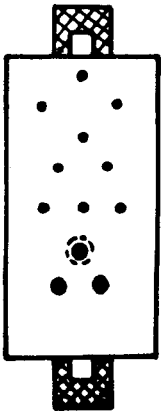
33. **PERIODS OF PLAY & GAME TIME**
Basketball has four quarters of 15 minutes each as shown on the scoreboard.

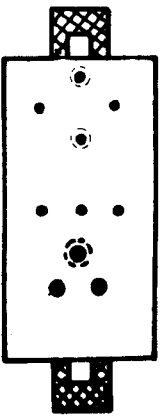
SOCCER

34. **START UP OF SOCCER**
Go through steps 1-5 above to start the SOCCER game play. This is to (1) place the SOCCER gameplate on the display screen, (2) slide game switch to Soccer, (3) Select 1 or 2 PLAYER switch, (4) select HI (fast) or LO (slow) on SPEED switch, and (5) push INFO key to activate game.

35. Once the INFO key is pressed the game players on the SOCCER display screen will look like this:

ONE PLAYER MODE (9 Defenders)		TWO PLAYER MODE (7 Defenders)
DEFENSE	:	Dim Dots
MOVABLE DEFENDERS	:	Dim Flashing Dots
OFFENSE	:	Bright Dots
BALL CARRIER	:	Bright Flashing Dots





36. **SOCCER GAME OPERATION**
See instructions 6-14 for general instructions on operation of the offense/defense movement keys, passing the puck, shooting the puck into the goal, and scoreboard displays.

37. **OBJECT OF PLAY – SOCCER**
One point is awarded to the offensive team for each goal scored. Move your three players down the field to the defenders goal. Pass the ball back and forth to maneuver into position. Then when you see an opening not protected by the defender quickly take a shot into the goal for one point.

38. **VISITOR TEAM WITH BALL – SOCCER**
The Home team starts the game on offense. If they miss a pass to another offensive player or if they miss a shot or its intercepted the Visitor team takes over with the ball on their end of the field. The Visitor team then moves as offense towards the Home teams goal. This play-action continues back & forth during the games two halves.

39. **PERIODS OF PLAY & TIME – SOCCER**
Soccer has two halves of 45 minutes each.

FOOTBALL

40. **START UP OF FOOTBALL**
Go through steps 1-5 above to start the FOOTBALL game play. This is to (1) place the FOOTBALL gameplate on the display screen, (2) slide game switch to Football, (3) select 1 or 2 on PLAYER switch, (4) select HI (fast) or LO (slow) on speed switch, and (5) push INFO key to activate game.

41. Once the INFO key is pressed the game players on the Football display screen will look like this:

See instructions 6-16 for general instructions on operation of the offense/defense movement keys, passing the ball, kicking ball, and score-board displays.

One Player Mode
(9 Defenders)

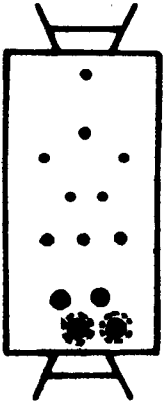
Two Player Mode
(7 Defenders)

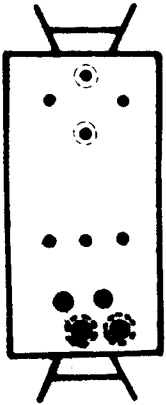
DEFENSE : Dim Dots

MOVABLE
DEFENDERS: Dim Flashing Dots

OFFENSE : Bright Dots

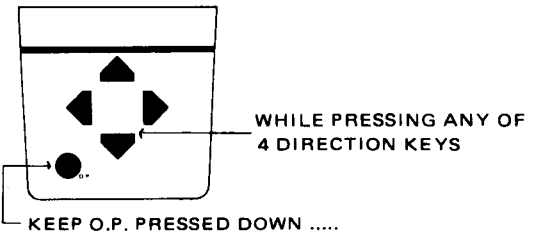
BALL CARRIER : Bright Flashing Dots





43. SPECIAL FEATURE OF FOOTBALL

The Wingback (see above diagram) moves INDEPENDENT OF THE Quarter-back. Press the O.P. Key and while keeping it pressed down move the Wingback by pressing any of the 4 direction keys in the desired direction of movement.

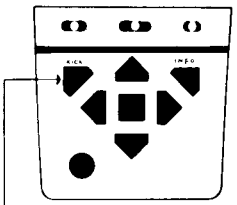


44. **OBJECT OF PLAY – FOOTBALL**
Football is played almost exactly like real games. Devise a play in advance. Run the quarterback behind the two blockers which move in the same direction as the quarterback. If a defender comes into contact with blocker they both are knocked out of the play (go off the screen).

45. **PASS PLAYS**
Drop the quarterback into a pocket & move the Wingback downfield for an angle pass or straight ahead pass. If no interception and the pass is caught the Wingback can continue downfield (see Instruction 48 below).

46. **PITCH-OUTS & LATERALS**
Pitch out to Wingback or run forward & bring Wingback behind for a lateral & reverse run.

47. **PUNTS & FIELD GOALS**
Offense has four downs. On fourth down the offense can punt by pressing the kick button. If the offense is in field goal range and kick on 4th down they have a chance of scoring a 3 point field goal.



48. **TEN YARD GAINS**

The playing field is ten yards long. The scrimage line is the third yard marker (between 2 blockers & 3 linemen). If the offense makes it to the end of the field they gain 7 yards. The ball carrier will re-appear at the offensive side of field and can continue running, gaining 10 yards with each length of the field.

49. **SAFETIES**

If the offense is tackled behind the line of scrimage they loose yardage as shown on the scoreboard. If the ball carrier is tackled in their own end zone the defense is awarded two points for a safety.

50. **DEFENSE**

The dim non-flashing defenders are controlled by the computer & move towards the ball carrier. The dim flashing defenders can be moved by the four directional keys (see Instruction # 8).

51. **MAINTENANCE**

Your Computerized Electronic Game requires little attention. Just don't be rough with it and keep it away from sources of heat and/or moisture.

When not in use leave switch OFF.

When the display gets dim, it's time for a new battery. We recommend that you use the Alkaline type; they provide the greatest life. Never leave a weak or dead battery in the Game, it might leak damaging chemicals.

If you are not going to use the Game for a few weeks, remove the batteries. Never store a battery-operated device with the batteries installed.

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