COLECOVISION®

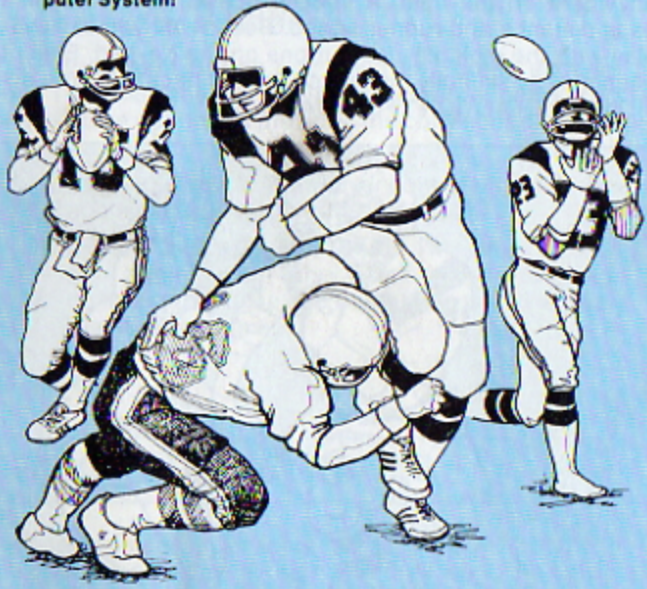
Guide No. 78129

CARTRIDGE INSTRUCTIONS

No. 2422

SUPER ACTION™ FOOTBALL

For Use With ColecoVision® or the ADAM™ Family Computer System!



SUPER ACTION™ CONTROLLERS are required for this game.

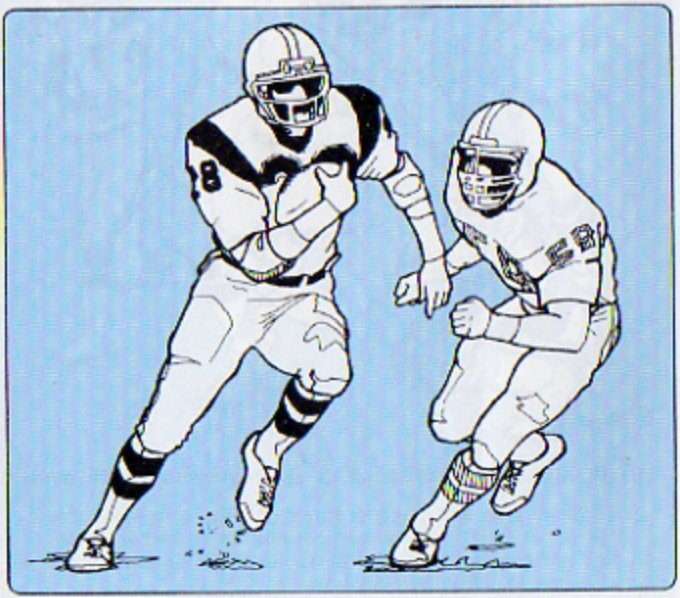
It's game time and the pressure's on! Plan strategies that push your team toward the goal line, then execute every play with the utmost precision. You're not in the grandstand anymore—you're where the action is!

COLECO

THE BIG GAME

Get ready to move out of the grandstand and onto the gridiron! Coleco's SUPER ACTION™ FOOTBALL brings the thrill and excitement of professional football right into your home. A team of highly skilled athletes is at your command from the opening kickoff through the final seconds of play.

Your Super Action™ Controller provides an eight-directional Control Stick that allows you to move your backfield men anywhere on the field. A special Speed Roller increases pass distance and runner speed. Best of all, you call every play with the multiple-use buttons on the Keypad. Execute each play by skillfully maneuvering your backfield. You do it all in SUPER ACTION™ FOOTBALL!



GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game
Use the Port 1 Controller.

Two-Player Game
—Player 1 (White Team—"Home") uses the Port 1 Controller.
—Player 2 (Black Team—"Away") uses the Port 2 Controller.

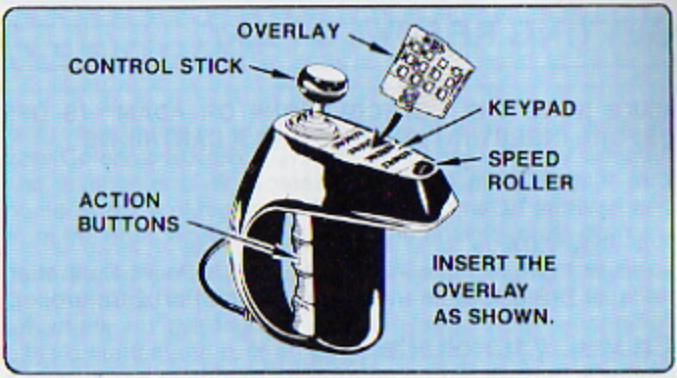
Choose your challenge.

Press the Reset Button and the Title Screen appears on your TV. When the Game Option Screen appears, choose one of these options by pressing the corresponding number button on your controller Keypad:

1. **OFFENSE ONLY:** One player controls the offense against a skillful computer defense.
2. **HEAD-TO-HEAD™ FOOTBALL:** Two players compete against each other. Each player alternates controlling offense and defense—just like an actual football game.

USING YOUR CONTROLS

Your controls are super accurate in SUPER ACTION™ FOOTBALL. Take some time to learn how they work, then practice for a while. The more you practice, the better you'll play during an actual game.



1. **Action Buttons:** The six men you can control are called "backs." Each back is identified by a colored jersey that matches an Action Button color.

   On offense, you control your yellow **quarterback,** red **halfback,** and purple **flankerback** with their Action Buttons.

   On defense, you control your red and purple **linebackers** and your yellow **safety** with their Action Buttons.

   To move one of your backs during a play, press and hold in his Action Button and move the Control Stick in the desired direction. When you release either his button or the stick, he'll continue moving at the same rate of speed and in the direction last indicated by the Control Stick. To stop his **continuing movement,** give his button another press.

   Exception: The quarterback always stops when his Action Button or the Control Stick is released.

   Blue Action Button: On offense, use the Blue Action Button to pass or hand off and to increase the distance of a punt, field goal or extra point attempt. On defense, the Blue Action Button is not used.

2. **Control Stick:** The Control Stick moves your backs in eight directions. Push it left or right to move them left or

right toward the goal lines. Push the Control Stick up or down to move them parallel to yard lines. Push it left-up, left-down, right-up, or right-down to move your backs diagonally.

You cannot control your linemen with the Control Stick and Action Buttons. Instead, you can program their moves during the huddle (see Keypad).

3. **Keypad:** Use Keypad keys to select game options, to input plays during the huddle and to shift your backfield before the hike. Keypad use differs for the offensive and defensive players and is defined by the Keypad Overlay.

   Press * at the end of a game to replay the Game Option you've just completed. Press # at the end of a game to return to the Game Option Screen.

Study your Keypad Overlay carefully.

4. **Keypad Overlay:** Functions of the Action Buttons are keyed by color and labeled on each side of the overlay: the left side is for offense, the right side for defense.

   The offensive player selects a blocking pattern during the huddle by pressing the keys described on the left side of the overlay. In addition, the offensive player can press "Pass Route" (Key **7**), then a direction key (**1, 2** or **3**) and a distance key (**5, 8** or **0**) to select a running pattern for his flankerback.

   The defensive player selects a rushing pattern during the huddle by pressing the keys described on the right side. In addition, the defensive player can press "Blitz Left" (Key **4**) to make his left linebacker rush the quarterback, "Blitz Right" (Key **6**) to make his right linebacker rush, or first one, then the other key to make both linebackers rush.

   Running patterns and blitzes are selected during the huddle and executed in the upcoming play. Both players press "Set" (Key*) to break their huddles.

5. **Speed Roller:** You may spin the Speed Roller to accelerate the running speed of your halfback, flankerback, or linebacker. However, spinning the Speed Roller has no effect on the running speed of your quarterback or your safety.

   You may also use the Speed Roller to increase pass distance.

HERE'S HOW TO PLAY

HEAD-TO-HEAD™ FOOTBALL

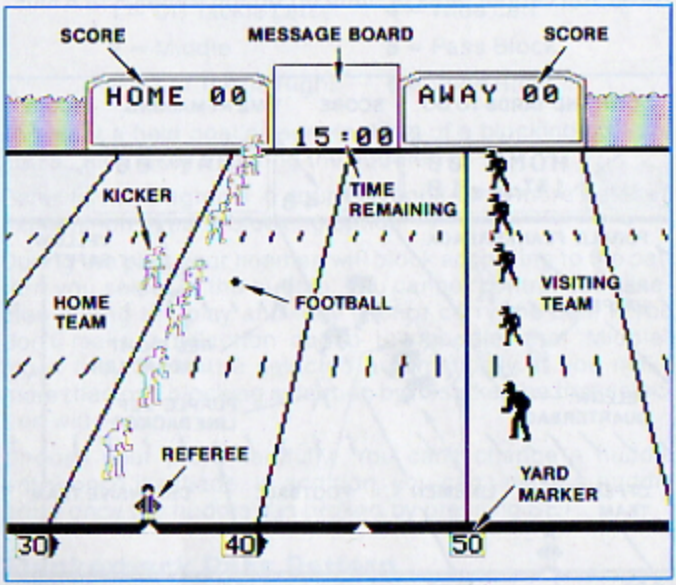
Coleco's Gridiron

- SUPER ACTION™ FOOTBALL offers real-life perspective of the playing field. Therefore, as you get closer to the end zone, the yard lines appear to run diagonally across the field.
- The Home team is white and is controlled by the Port 1 controller. The Visiting team ("Away") is black and is controlled by the Port 2 controller.
- Linemen are one color on the screen and backs are two colors.
- The referee stands on the near sideline at the location where the ball was spotted before play begins. If the ball carrier is tackled, the ball is spotted at the yard line where the tackle occurred; if he is tackled in his own end zone, a safety occurs. If the ball carrier runs out of bounds, the ball is spotted where it went out of bounds; if he goes out of bounds in his own end zone, a safety occurs. If a pass is incomplete, the ball is spotted at the original line of scrimmage. In the case of a touchback, the ball is spotted on the 20-yard line.
- The first-down markers on the near sideline show the yardage required for a first down. You must advance the ball 10 yards to get a first down, and you have only four downs (four plays from scrimmage) in which to do so.

- The down and the yards-to-go indicator appear on the scoreboard below the score of the team in possession of the ball.

KICK-OFF!

The teams line up in kickoff formation at the beginning of each half, after a successful field goal, after an extra point attempt, and after a safety.



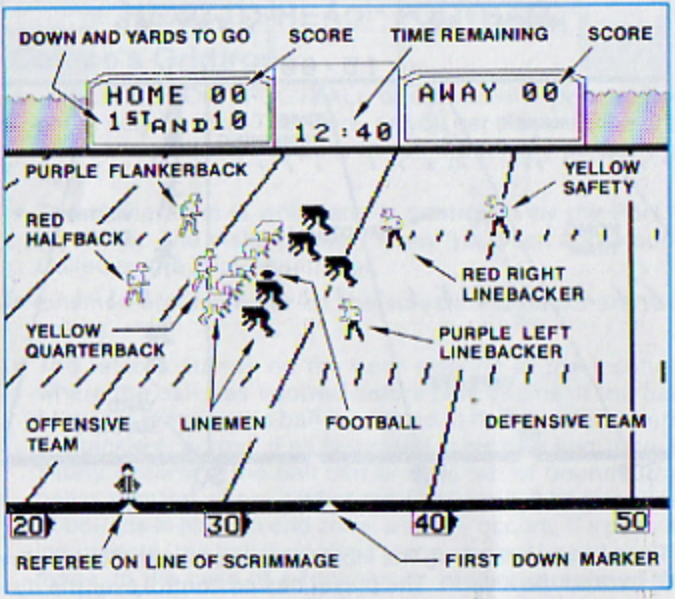
The player controlling the kicking team presses "Kick" (Key **9**) to start the kickoff. The player has no control over the distance of the kickoff. Once the ball is in the air, both players move their backs by pressing the Control Stick while pressing the appropriate Action Buttons. The linemen automatically run and block.

If you have trouble following the ball after it's kicked, try keeping your eye on its shadow.

To receive a kick, move a back into contact with the ball. Then, when he has the ball, run upfield quickly.

If the kicked ball enters the end zone, you may want to catch it and stay there for a touchback. If so, the ball will be yours on the 20-yard line. But be careful. If the kicking team gets the ball on a kickoff, they'll gain possession.

Note: You cannot pass or hand off on the runback of a kick.



OFFENSE

HUDDLE DECISIONS

Blocking

When your team appears in the huddle, use Keys **1–6** to select a blocking pattern for your offensive linemen:

1 = Off Tackle Left	**4** = Wide Left
2 = Middle	**5** = Pass Block
3 = Off Tackle Right	**6** = Wide Right

To select a field goal or punt **instead** of a blocking pattern, press "Kick" (key **9**) during the huddle.

Refer to the diagrams in your Playbook for a more detailed explanation of each blocking option.

During the play, your linemen will block according to the pattern you select in the huddle. You cannot control your linemen during the play and they cannot carry the ball. If you don't make a selection during the huddle, the "Middle" block (Key **2**) will be selected automatically. If you make more than one blocking selection by mistake, the first selection will occur.

Choose your plays carefully! You can't change a huddle entry once it's made. In addition, you can't make a huddle entry once the huddle has broken by pressing SET.

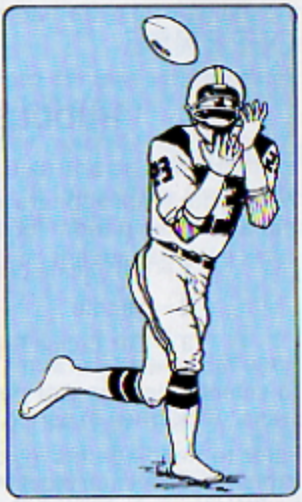
Flankerback Pass Pattern

After you choose a blocking pattern from Keys **1–6**, you may select an automatic pass pattern for your purple flankerback before breaking your huddle by pressing "Pass Route" (Key **7**). Then select the direction of his run during the huddle by pressing "Left" (Key **1**), "Middle" (Key **2**), or "Right"

(Key **3**), and select the distance of his run by pressing "Long" (Key **5**), "Medium" (Key **8**), or "Short" (Key **0**).

After the hike, your flanker will run his selected pass pattern until you take direct control of him during the play. Refer to the diagram in your Playbook for additional information on pass patterns.

Note: You do not have to select a pass route in order to pass.



Breaking the Huddle

Press "Set" (Key *) to break the offensive huddle. There sometimes will be a delay before your huddle breaks to allow the defensive player time to make his huddle decisions.

Pre-hike Maneuvers

After the huddle breaks, use "Left" (Key **1**) or "Right" (Key **3**) to shift your flankerback to the left or right before the hike. Your halfback will automatically shift to the opposite side. (You cannot shift your backfield in the one-player game.) Refer to the diagram in your Playbook for additional information.

Note: Shifting your flankerback will adjust his pass pattern so he'll reach the same destination you selected for him.

Hike!

Press the Yellow Action Button to hike the ball and start the play. But don't wait too long. You could be penalized five yards for Delay of Game and return to the huddle!

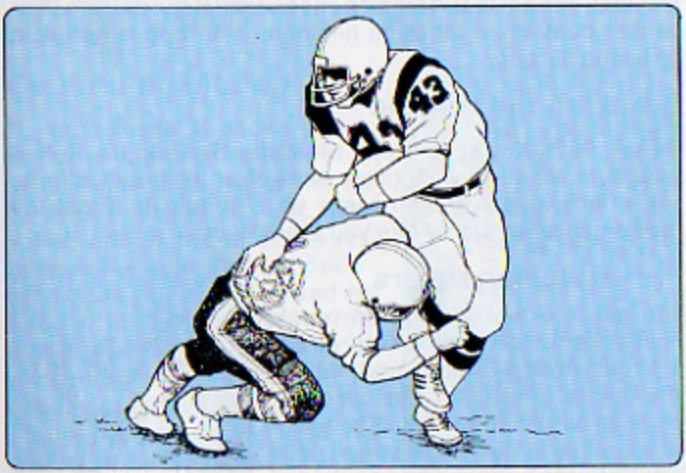
HUDDLE DECISIONS

Rushing

When your team appears in the huddle, use Key **1, 2, 3** or **5** to select a rushing pattern for your linemen:

1 = Left Stunt **3** = Right Stunt

2 = Off Tackle **5** = Wide



Refer to your Playbook for diagrams and additional information on rushing patterns.

During the play, your linemen will carry out the rush you have selected. Linemen that are not blocked by the offense will sometimes tackle the ball carrier. You canot control your linemen during the play. If you make no selection, the "Off Tackle" rush (Key **2**) will be selected automatically. If you make more than one rushing selection by mistake, the first selection will occur.

Remember: You can't change a huddle entry once it's made. In addition, you can't make a huddle entry once the huddle has broken either by pressing SET or by the offense breaking the huddle before the defense.

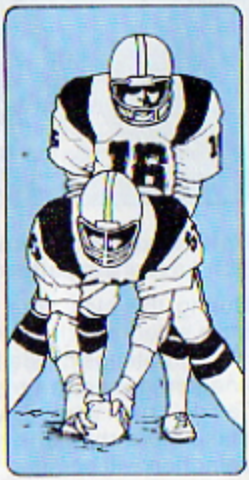
Blitzing

Press "Blitz Left" (Key **4**) or "Blitz Right" (Key **6**) during the huddle to make the corresponding linebackers blitz during the play. A blitzing linebacker will pursue the quarterback until the quarterback releases the ball, until the quarterback runs across the line of scrimmage with the ball, or until you take control of the blitzing linebacker. If the blitzing linebacker contacts a blocking lineman or an opposing back, he'll stop blitzing.

Breaking the Huddle

Press "Set" (Key*) to break the defensive huddle. Select your defense quickly. Eight seconds after the huddles form, the offensive player can force your huddle to break by pressing his Set Key before you press yours.

Pre-Hike Maneuvers



You can move your red and purple linebackers before the hike by pressing their Action Buttons and moving the Control Stick in the desired direction. Be careful not to run offsides or you'll receive a five-yard penalty and return to the huddles! And caution: If you selected a blitz for your linebackers during the huddle, make sure their Action Buttons are not pressed when the hike occurs or their blitzing pattern will be cancelled.

To shift your Yellow Safety across the field parallel to the line of scrimmage, press "Left" (Key **1**), "Center"

(Key **2**), or "Right" (Key **3**). Your safety cannot shift until the offensive huddle breaks and cannot be moved with the Control Stick until the ball is hiked.

THE ACTION

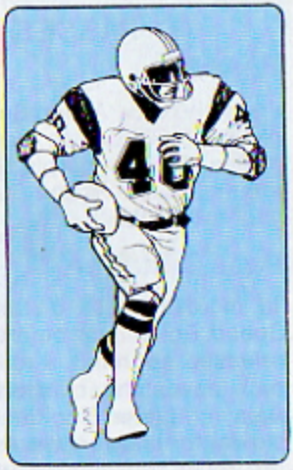
Running

After the snap, use the Control Stick and the appropriate Action Buttons to move your backs.

Controlled Motion

To move a back in controlled motion, press and hold in his Action Button and move the Control Stick in the desired direction.

Continuing Motion



If you release a back's Action Button or the Control Stick when he is in controlled motion, he will continue moving at the same speed and in the direction last indicated by the Control Stick—even if the Control Stick **and** his Action Button are released. You may spin the Speed Roller in either direction to accelerate the running speed of a back in continuing motion, as long as his Action Button is pressed. To stop a back when he is in continuing motion, give his Action Button another press.

Note: Your quarterback is the only player who stops moving when you release his Action Button or put the Control Stick in neutral.

Automatic Motion

If you selected a running pattern for your flankerback or a blitzing pattern for your linebackers during the huddle, those men will be in automatic motion once the ball is hiked. To cancel a back's automatic motion and take control of him at any time, press his Action Button.

Coordinated Moves

To control two or three backs simultaneously, press and hold in their Action Buttons and move the Control Stick in the desired direction. All backs will move in the direction indicated by the Control Stick.

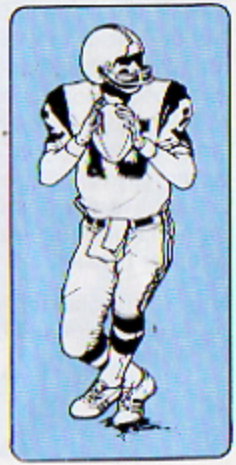
PASSES AND HANDOFFS

Passes

Press the Blue Action Button together with the Red or Purple Action Button to make your quarterback pass to your red halfback or purple flankerback. If you press the blue, red and purple Action Buttons together, the pass will go to your red halfback.

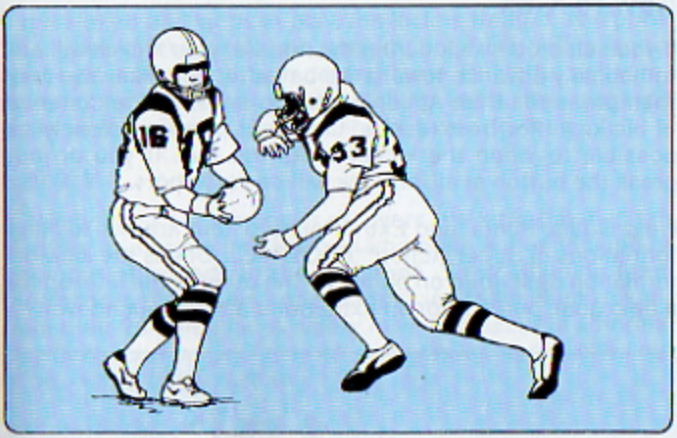
Pass Distance

To increase pass distance, spin the Speed Roller just before the pass is released so that it is rolling when the ball leaves the quarterback's hand. Spin it faster for longer passes, slower for shorter passes. If you spin the roller too quickly, the pass will overshoot your receiver. If you don't spin the roller fast enough, the pass will fall short. If that happens, take control of your receiver and move him to the ball in time to make the reception.



Handoffs

If the selected receiver of a pass is adjacent to the quarterback when you press his Action Button, a handoff occurs instead of a pass. The ball disappears for a moment following a handoff to confuse the defense and then reappears in the receiver's hands. The receiver can be tackled during the time that the ball is hidden from view.



Fake Handoff

You can fake a handoff when your quarterback is adjacent to a receiver by pressing the Blue Action Button when no receiver button is pressed. The ball will disappear for a moment and then reappear in the quarterback's possession. The quarterback cannot pass or handoff when the ball is hidden, but can be tackled by the defense during this time.

Only the quarterback can pass or hand off.

Note: Your quarterback cannot pass or hand off once he has crossed the line of scrimmage.

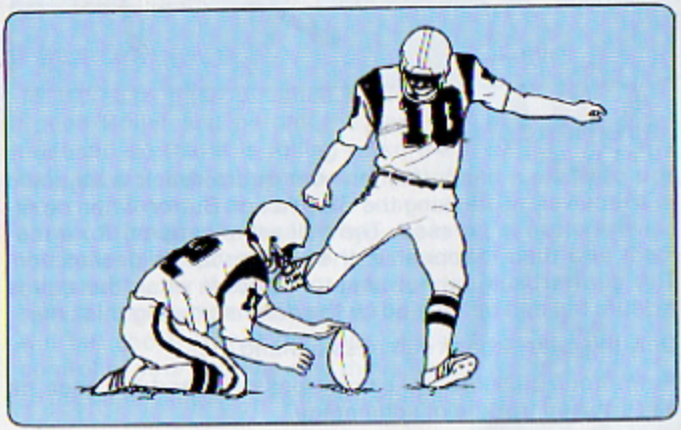
Fumble!

When any pass but a forward pass is thrown and is incomplete, it's a live ball—a fumble! (You'll see the fumble message appear on the message board.) If a defensive lineman grabs the ball first, he falls on it and the ball goes to the defense. If an offensive or defensive back grabs the ball first, he can run with it to complete a play.

How to Kick

If you selected a kick during the huddle, your kicker will automatically advance toward the ball after you hike. You may then press the Blue Action button to increase the distance of his kick. For best results, time your press as closely as possible to when the kicker kicks the ball. If you do not press the button at all, his kick will be very short.

Field Goals, Punts, and Extra Points. There are two kicking formations in Super Action™ FOOTBALL. One is the kick-off formation described on page 7. The other is the line-up for a field goal, punt, or for an extra point after a touchdown.



Field Goal

If the kicked ball passes between the goal posts, a field goal occurs and the kicking team receives three points. If the kicked ball goes out of the end zone without scoring a field goal, the receiving team gets the ball with a first down on their 20-yard line.

Punt

If the kicked ball lands in play, the kick is treated as a punt. The receiving team may run back a punt if the ball is recovered by a member of the receiving team. But if the ball is recovered by a member of the kicking team, the receiving team gains possession where the ball was downed.

Safety

A safety occurs if a receiver recovers the kicked ball in fair territory, then runs into his own end zone and is tackled or goes out of bounds in the end zone. The defending team then scores two points and the receiving team must kick off from their 20-yard line. A safety may also occur in a normal play from scrimmage, if the ball carrier is tackled or goes out of bounds in the end zone.

Touchback

A touchback occurs if a receiver recovers the kicked ball in his own end zone and is tackled before he leaves the end zone. The receiving team then gets the ball on their own 20-yard line.

Extra point attempt

After a touchdown, both teams line up in kick formation. Press the Yellow Action Button to hike the ball and kick for an extra point. Press the Blue Action Button to increase the distance of a kick. If the kick is good, the kicking team scores one point. If it's not good, the kicking team scores no points.

SCORING

Teams earn points just as they would in an actual football game:

Touchdown	6 points
Extra Point	1 point
Safety	2 points
Field Goal	3 points

The game is divided into two 15-minute halves. The clock starts at the opening kickoff and continues to run even if a play results in a tackle. The clock stops until the next hike if the ball goes out of bounds, if a pass is incomplete, if a team scores, or if a penalty is called.

HERE'S HOW TO PLAY

OFFENSE ONLY

Use this Game Option to practice your plays. The rules are the same as they are in HEAD-TO-HEAD™, but it's a whole new ball game when you play against a skillful computer defense!

You control the offense only. Every time possession of the ball changes from one team to the other, your controller automatically puts you in control of the team with the ball. For example, if an interception occurs, you control the intercepting back from the moment he catches the ball!

THE FUN OF DISCOVERY

This instruction guide will provide the basic information you need to get started playing SUPER ACTION™ FOOTBALL, but it is only the beginning! You will find that this cartridge is full of special features that make the game exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

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. 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.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge 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.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

COLECO

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