Nintendo

GAME BOY™

DMG-FL-USA

PLAY ACTION FOOTBALL™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thank you for selecting the Play Action Football™ Game Pak for your Nintendo Game Boy.

Before you begin playing, please read this instruction booklet carefully to ensure maximum enjoyment of your new game. Be sure to save this booklet for future reference.

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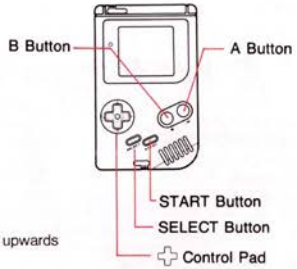
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Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY.
4) Do not clean with benzene, alcohol or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the GAME BOY.
6) Store the Game Pak in its protective sleeve when not in use.

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CONTROLLER OPERATIONS



HOW TO USE THE CONTROLLER

Control Pad
– Running/Passing direction
– Used to select plays/game options

B Button
– Throws pass on passing plays
– Pitches the ball on running plays
– Makes player dive forward or jump upwards

A Button
– For super bursts of energy
– To snap the ball
– To stop directional arrow and power meter on kicks

SELECT Button
– To select game options
– Calls timeouts during play selection

START Button
– To start game
– Pauses game during play

OTHER OPERATIONS
– By pressing A and B together you can switch to the player closest to the ball.
– By pressing the A, B, START, and SELECT Buttons simultaneously, you can reset the game.

GAME SELECTION

Use the SELECT Button or the Control Pad to select the type of game desired, then press the START or A Button.

1P vs COMP

Battle the computer in 4 different skill levels of play.

1P PLAYOFFS

Can you battle through seven of the toughest football teams to win the Power Bowl?



You cannot select the following games unless a Game Boy Game Link™ is connected to both Game Boys.

1P vs 1P

Compete against a friend in this challenge for football supremacy.

2P vs COMP

Team up with friend and challenge your skills through 4 different levels of play.

LEVEL SELECTION

In the 1P vs COMP and 2P vs COMP modes, you can select from four different skill levels of play. Start off at Level 1to learn basic skills, then work your way to Level 4 where only the best will be victorious.

To select the skill level you wish to play at, use the ✣Control Pad or the SELECT button to move the cursor to the level you wish to play. Then press the START Button.



TEAM SELECTION

After the game and skill level are selected, use the ✣Control Pad to select one of the teams insignias. Enter your team choice by pressing the A Button. In the 1P vs COMP, 1P vs 1P, and 2p vs COMP, you must select your opponent by repeating this procedure.



PLAYOFFS

In the 1P PLAYOFFS, select your favorite team and try to defeat all seven of your opponents to win the Nintendo Power Bowl Championships.



To begin your championship season, select the 1P PLAYOFFS game. When the playoff option screen appears, use the ✣Control Pad to choose NEW(to begin a new football season) or CONTINUE(using a password to continue a football season).



– NEW(to begin a new football season)

Use the ✣Control Pad to select your favorite teams insignia by using the SELECT Button or the ✣Control Pad then press the A Button. The computer will then show you your championship season schedule. To begin the game press the A Button.

– CONTINUE(using a password to continue a football season)

If you choose CONTINUE, the password entry screen will appear. Enter your password obtained from an earlier game by using the ✣Control Pad and the A Button. When you get to the end of your password, move the cursor to END and press the A Button to begin play. If an error was made in the password, use the ✣Control Pad to move the cursor to the error and simply type over it.

PASSWORD

After you win a game in the 1P PLAYOFFS mode, a screen displaying a password will appear. Write this password down as it will be useful in the future.



HOW TO PLAY

COIN TOSS

A coin is tossed automatically after the teams are selected, to decide who will receive the opening kickoff.



KICKING THE BALL

On all kicks (kickoffs, field goal attempts, and punts), press the A Button once to stop the directional arrow (this will determine the direction of the ball) then press the A Button a second time to stop the power meter (this will determine how far the ball will travel). After a kick, by pressing the A and B Buttons together, you can automatically switch to the player closest to the ball carrier.

When receiving a kickoff, wait till your player catches the ball and then use the normal controller functions to run the ball back. If you are standing in the end zone and wish to call a touchback (similar to a fair catch), you can press the B Button to call for a touchback and you will automatically start from your 20 yard line.

ONSIDE KICKS

These are very difficult to do, but if you're successful, the rewards can be great!

WHEN ON OFFENSE

HOW TO READ OFFENSIVE ASSIGNMENTS

Each team has 6 offensive plays to choose from as well as the opportunity to kick field goals and the option to punt. By pressing the A Button, you can switch between pages of the playbook. The diagramed plays show the pattern the receiver or ball carrier will follow. The letters S, M, and L, next to the pattern indicates how far the receiver will run (short, medium, and long patterns respectively).



Use the ✣Control Pad to choose which receiver the ball will be passed to. If you press left on the ✣Control Pad while you press the B Button to throw a pass, the ball will be thrown to the receiver on the left side of the field. If you press up, it will be thrown to the middle receiver. If you press right, it will be thrown to the receiver on the right.

– How to pass

To pass the ball, press the ✣Control Pad in the direction of the receiver you want to throw to. Then press the B Button to pass. When the ball is in the air, you will automatically switch control to the receiver. To catch a pass, you must be near the passing arrow and align your receiver with the direction that the ball is flying.

– How to run

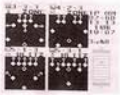
To run the ball, press the ✣Control Pad in the direction you want to run. By pressing the A Button, you can use up to 10 bursts of energy to try to out maneuver your opponent.

TIMEOUTS

If you need additional time to call a play, press the SELECT Button to call a timeout. The 30-second clock will stop and you will have as much time as you need to choose a play (during a timeout, you can review the play screens by pressing the A Button). You only get three timeouts in each half of the game. During an overtime period, the remaining number of timeouts from the second half will carry over into the overtime period. No additional timeouts will be given in the overtime period.

WHEN ON DEFENSE

Choose from 8 basic defensive formations. The numbers above each play, correspond to the defensive formation that the players are in. Just below the defensive formation is the type of defensive strategy for that particular formation. For instance, the 4–2–3 Zone means that there are 4 lineman, 2 linebackers, and 3 defensive backs that are playing in a zone defense.



– How to tackle

To tackle the offensive player, you must be very close to him. If you cannot quite catch up to the offensive player, you can try to make a diving tackle by pressing the B Button. If you miss a tackle, you can switch to a player closer to the ball carrier by pressing both the A and B Buttons simultaneously.

SUDDEN DEATH OVERTIME

Sudden death works as a tie breaker. Possession is decided with the flip of a coin, then play begins with a kickoff. The clock will start ticking down from 15:00. No additional timeouts are given(your remaining second half timeouts will carry over to the overtime period) The team that scores first wins!

In the event that neither team scores before the 15 minutes is up, the clock will remain at 0:00 until somebody does score.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase.If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

In the United States:	In Canada:
Nintendo of America Inc.	Nintendo of Canada Ltd.
Consumer Service Department	110-13480 Crestwood Place
4820-150th Avenue N.E.	Richmond BC V6V2J9
Redmond, WA 98052	RA # _____
RA # _____	

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller) and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, a Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary between states/provinces.

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Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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