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Nintendo®

GAME BOY®

DMG-TL-USA-1

TECMO BOWL®

INSTRUCTION BOOKLET



NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION

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Thank you for purchasing Tecmo's "TECMO BOWL" cartridge for the Nintendo Game Boy® . Be sure to read this manual carefully before use. It will tell you how to use the cartridge properly. Also be sure to keep this manual for reference.

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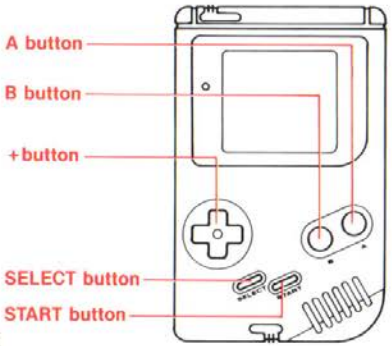
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1. USING THE CONTROLLER

Basic Operation

★*This game can be played by one or two players.*



In Tecmo Bowl, you have total control of the player. Use the controller to pass, run, and kick. The following pages will list easy-to-follow instructions.

+button.....used for maneuvering the players, selecting play formations, and other operations.
Select button...used for selecting play mode (one player, two players, coach mode).
Start button.....used for starting play.
A button.....used for hiking the ball (the snap), choosing the receiver, kicking and other operations.
B button.....used for pass plays, diving tackles and other operations.

If all buttons (A, B, START, SELECT) are pressed at the same time, the game will be reset. This will happen even if you are in the middle of a game, so be careful.

2. STARTING THE GAME

SELECTING THE MODE | SELECT BUTTON→START BUTTON

● *ONE PLAYER GAME* — PLAYING AGAINST THE COMPUTER

To play a ONE PLAYER game, Select "ONE PLAYER" mode.
Then press the START button.

● *TWO PLAYERS or TWO PLAYER COACH MODE*

Attach the "GAME LINK" cable as described on page 8.
The player on LEFT should select either TWO PLAYER or COACH MODE.
Then press the START button.

(Notes: The FIRST player to select either TWO PLAYERS or COACH MODE followed by the START button becomes the LIGHT TEAM on the LEFT side of the screen.)

SELECTING THE TEAM |  →A BUTTON

Choose your team by using the control cross and A button. In order to continue play of a saved game, input the whole password using the control cross and then press A button. (Passwords will appear on the screen after each game .)

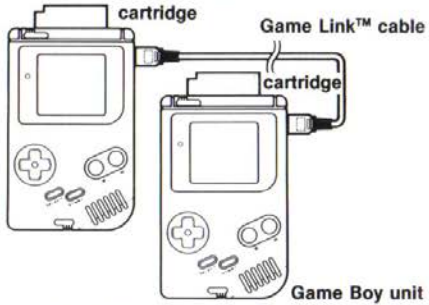
● *GAME START*

Player on the LEFT side of the screen (LIGHT TEAM) is the KICK OFF team, and the player on the RIGHT side of the screen (DARK TEAM) is the RECEIVING team. Select your teams the same way you would for a ONE PLAYER game against the computer.

NOTE

Certain "TECMO BOWL" playing rules may differ slightly from professional football rules.

- Before you can play in the TWO PLAYERS or COACH MODE, you must have the following equipment.
- Game boy units 2
- TECMO BOWL cartridge 2
- Special connector cable 1

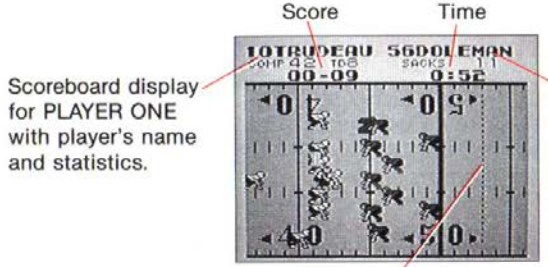


Connect the cable as shown in the diagram. After checking to make sure that the cartridges are properly set in place, turn on the power for both units. Press the SELECT button to select the play mode on ONE of the Game Boy® units. After the mode is selected, press the START button to begin play on both units. The unit which presses the START button will become the LIGHT TEAM on the LEFT side of the screen.

If the special connector cable is not connected, TWO PLAYER or COACH MODE can not be selected.

3. EXPLANATIONS OF THE SCREENS

- *THE GAME TAKES PLACE ON THE SCREEN.*



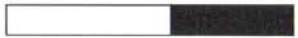
4. HOW TO PLAY OFFENSE

HIKE (snap)	A BUTTON

When on offense, begin play by pressing A button to snap the ball from the center to the quarterback.

KICK	A BUTTON or B BUTTON

★KICK METER



The kick meter at the top of the screen indicates your kicking strength. The higher your strength, the farther the ball will fly.

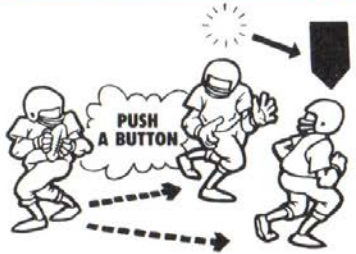
DODGING A TACKLE	OPPONENT CONTACT A BUTTON (REPEATEDLY)

You can avoid being tackled by defense by repeatedly pressing A button and straight—arming your opponent.

★PASSING

Choose "pass" on the formation select screen. Remember, you can only pass when using a pass formation.

CHOOSING RECEIVER	MOVE CURSOR WITH A BUTTON



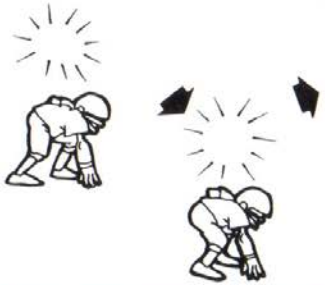
By moving the cursor with A button, you can select your eligible receiver.

THROWING THE PASS	B BUTTON

The receiver with the cursor will be the eligible receiver.

5. HOW TO PLAY DEFENSE

SELECTING PLAYER | READY TO PLAY→A BUTTON



Use A button to select the player you want to control.

DIVING TACKLE | CLOSE ON RUNNER→B BUTTON

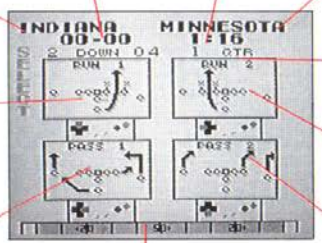
Use the + button to make your "controlled" player close in on the runner. Make a diving tackle by pressing B button. A diving tackle will stop any player, no matter how big he is!

DODGING A BLOCK | OPPONENT CONTACT→BUTTON (REPEATEDLY)

As you close in on the runner to make the tackle, there may be an opposing player there to block you. Press A button repeatedly to avoid being blocked. (This method is the same as in the section HOW TO PLAY OFFENSE.)

6. SELECTING THE FORMATION

★The screen for selecting the formation will appear after the ball is dead. There are four formations to choose from.



Team name and play formation display for player one

Score

Time

Team name and play formation display for player two or computer

Down, Quarter, Yards-to-go for a first down

Press upper part of + button with A button

Press left part of + button with A button

Press right part of + button with A button

Press lower part of + button with A button

Field position and indicator of ball possession and direction

SELECTING FORMATION →A BUTTON

Use the A button with the + button to select your formation.

After you have chosen the formation, the indicator under your team name, at the top of the screen, will change from "SELECT" to "READY"

"RUN" indicates "running" play and "PASS" indicates "passing" play formations. If you are OFFENSE, select the play you would like to use. If you are DEFFENSE, try to select the right defending formation to crush your opponent.

FIELD GOALS AND PUNTS →A BUTTON



An indicator such as the one on the left will appear with B button. But, on "fourth down", this indicator will appear without pressing B button.
Only the team on OFFENSE can make this selection.
Use + button with A button.
If you choose "CANCEL", the screen with the RUN/PASS formations will reapear.

7. COACH MODE

If you choose the COACH MODE, each player can enjoy running a team as Head Coach. You call the plays from sidelines by selecting the formation. The computer does the rest. As Head Coach, you want to outwit your opponent with an unbeatable strategy and command your team to victory!

8. TEAM INTRODUCTIONS

You can check the roster in the opening screen with A button.



INDIANAPOLIS

This team has great defensive power. Their weak passing attack is made up for by their running ability.



MIAMI

With "MARINO" as your Quaterback, his incredible passing ability will be the center of your offense tops the league in scoring, but their defense is weak.



CLEVELAND

The powerful Running Back "MACK" and Quarterback "KOSAR" are the center of the offense. This team has real offensive power.



DENVER

"ELWAY" is a popular Quarterback and is almost a one-man team offense. But the defense has its ups and downs.



SEATTLE

Seattle is a team with a lot of talent. They're coming off a strong season, but can they win the championship?



LOS ANGELES

The two Running Backs, "ALLEN" and "JACKSON", are the core of the team and they display incredible strength as their running plays unfold. Their defense is tough.



WASHINGTON

This is an extremely well balanced and powerful team. They are aiming for the championship with a consistent game.



SAN FRANCISCO

There are several stars on this team, including Quarterback "MONTANA", Wide Receiver "RICE", and Free Safety "LOTT". They were said to be the most powerful team.



DALLAS

This team has not been as strong as they have traditionally been. But never count them out. With Running Back "WALKER", they aim to make a comeback.



NEW YORK

Superstar team leader "TAYLOR", holds the defense together which is out to destroy any offense. Quarterback "SIMMS" is the key to their offense and is counted on heavily.



CHICAGO

Chicago is famous for its good defense. On offense, Chicago's Rusher, "PAYTON", has been running circles around the defenses.



MINNESOTA

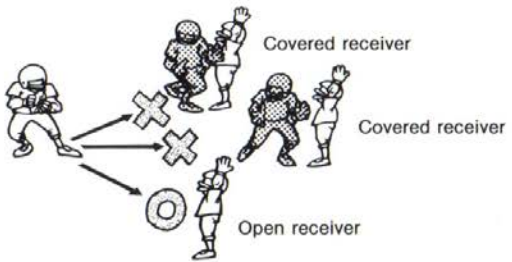
Quarterback "KRAMER", Wide Receiver "CARTER" and Running Back "NELSON" are the heart of the team, performing well-executed plays.

9. QUICK REFERENCE FOR USING THE CONTROLLER

OFFENSE	HIKE (Snap)	A BUTTON
	KICK	A or B BUTTON
	DODGING A TACKLE	A BUTTON REPEATEDLY
	CHOOSING RECEIVER	A BUTTON
	THROWING THE PASS	B BUTTON
DEFENSE	SELECTING PLAYER	READY TO PLAY A BUTTON
	DIVING TACKLE	CLOSE ON RUNNER B BUTTON
	DODGING A BLOCK	A BUTTON REPEATEDLY
FORMATION	SELECTING FORMATION	✚ (CHOOSE THE FORMATION) + A BUTTON
	SELECTING TO PUNT OR KICK A FIELD GOAL	ON THE 1st, 2nd or 3rd DOWN B + ✚ + A BUTTON
		FOURTH DOWN ✚ + A BUTTON

10. HOW TO WIN

★PASS Complete your pass and go for the touchdown!



Don't throw a pass when the receiver is covered by a defending player. The ball will be intercepted. Look for the open receiver and throw the pass. Go for the touchdown!

★INTERCEPTION Control the player with + button and if you stay with your opponent like a good defender, you'll have a chance for an interception!

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) Shall be free from defect 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, Tecmo will repair or replace the PAK, at its option, free charge.
To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling; 1-213-329-5880
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK fright prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within this 90-day warranty period to: Tecmo Inc. Consumer Division: Victoria Business Park 18005 S. Adria Maru Lane Carson, CA 90746

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

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATION:

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Precautions to take when using the Game Boy® and "Tecmo Bowl" Software cartridge.

1. Because the Game Boy® is precision piece of equipment, make sure to use it only in places where the temperature and humidity are moderate. Also please be sure to follow the general Game Boy® Instructions.

2. Do not turn the power switch on and off needlessly.

3. Do not touch the connectors with your fingers or allow them to get wet as this may damage the unit.

4. Never wipe the unit with thinner, benzine, alcohol, or other volatile substances.

5. Never attempt to take the cassette apart.