BAN DAI®

Distributed by Bandai America, Inc. Allendale, NJ 07401

Printed in Japan

NES – SD – USA

BAN DAI® BANDAI®

Family Fun Fitness™

STADIUM EVENTS™

Licensed by Nintendo for play on the Nintendo® ENTERTAINMENT SYSTEM®

Series 2

INSTRUCTION BOOKLET

BANDAI®

THIS SEAL IS YOUR ASSURANCE THAT Nintendo® HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT.

This game is licensed by Nintendo for play on the

Nintendo® ENTERTAINMENT SYSTEM®

Please read the Instruction Booklet carefully to ensure proper handling of your new game. Save the Booklet for future reference.

Family Fun Fitness is a game that you control by using your entire body on the Control Mat. The game is filled with athletic fun. Stadium Events Game Pak requires the use of the Ⓑ side of your Control Mat.

Family Fun Fitness and Stadium Events are trademarks of Bandai America, Inc.
© 1987 Bandai America, Inc.

Bandai America is a registered trademark of Bandai America, Inc.

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

"STADIUM EVENTS" CONTENTS

1. TYPES OF EVENTS 2
2. HOW TO OPERATE THE CONTROL MAT 4
3. HOW TO OPERATE THE CONTROLLER OF THE NINTENDO ENTERTAINMENT SYSTEM 6
4. EVENT SELECTION AND INPUT OF RUNNERS' NAMES 7
5. HOW TO PLAY:
   1) HOW TO READ THE SCREEN DATA 8
   2) TOURNAMENT 9
   3) 100M DASH 12
   4) LONG JUMP 14
   5) 110M HURDLES 16
   6) TRIPLE JUMP 18
   7) THE OLYMPICS 20
6. FAMILY FITNESS TIPS 22
7. SCORE BOARD 23
8. PRECAUTIONS AND COMPLIANCE WITH FCC REGULATIONS 24
   WARRANTY REGULATIONS AND SERVICE 25

NOTE:

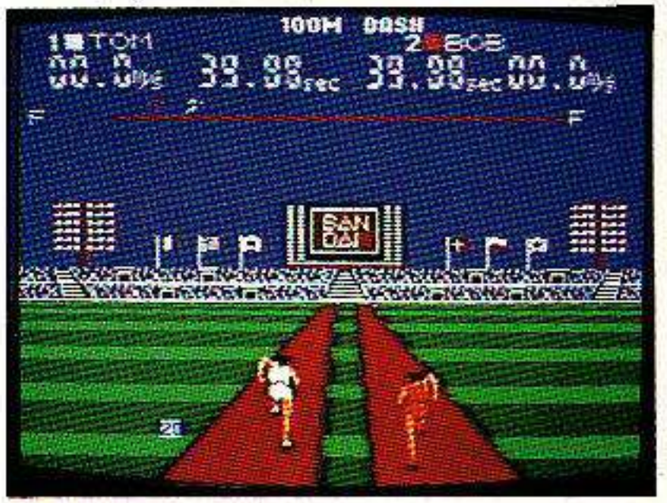
- We advise you to do warm-up exercises before you start to play the Stadium Events game.
- Select an area to play where you will not be a nuisance to, or in the way of other people.
- Please remove your shoes before you start to play.
- We recommend that you do not use the Control Mat in the sun, nor position it on a soft, thickly padded carpet or soft surface, since the reaction to your movements could be delayed.
- When the Control Mat is slippery, use tape to fasten it to the surface.
- People who have a history of heart problems should not play.
- Please do not stick any sharp objects into the Control Mat since this could destroy the mechanism inside the Control Mat.

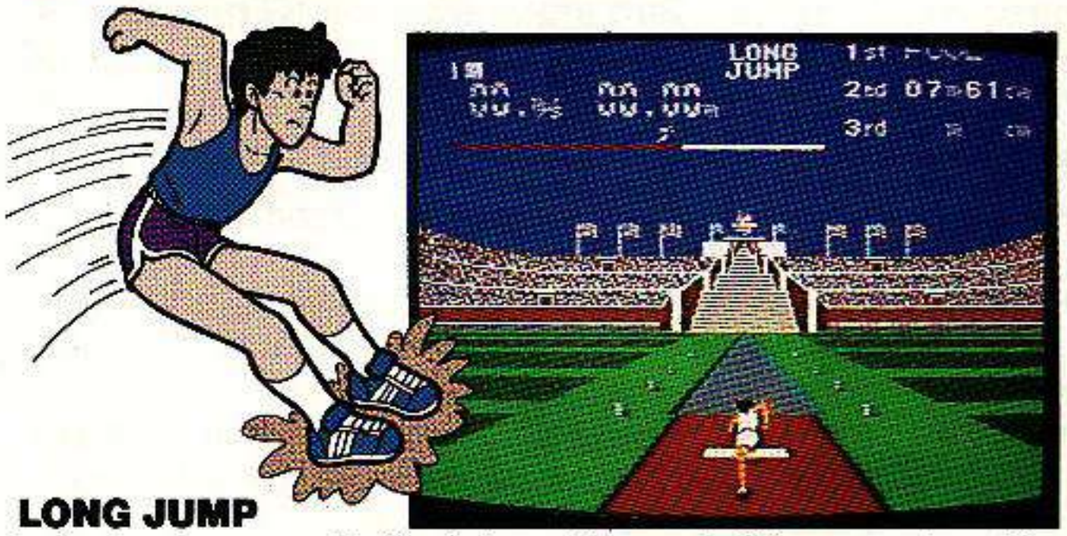
1. TYPES OF EVENTS

100M DASH

The most crucial element in short distance running is the start. Controlling your pace is also an important factor. This game not only helps develop your muscles and alertness but also develops your mental concentration and stamina.







LONG JUMP

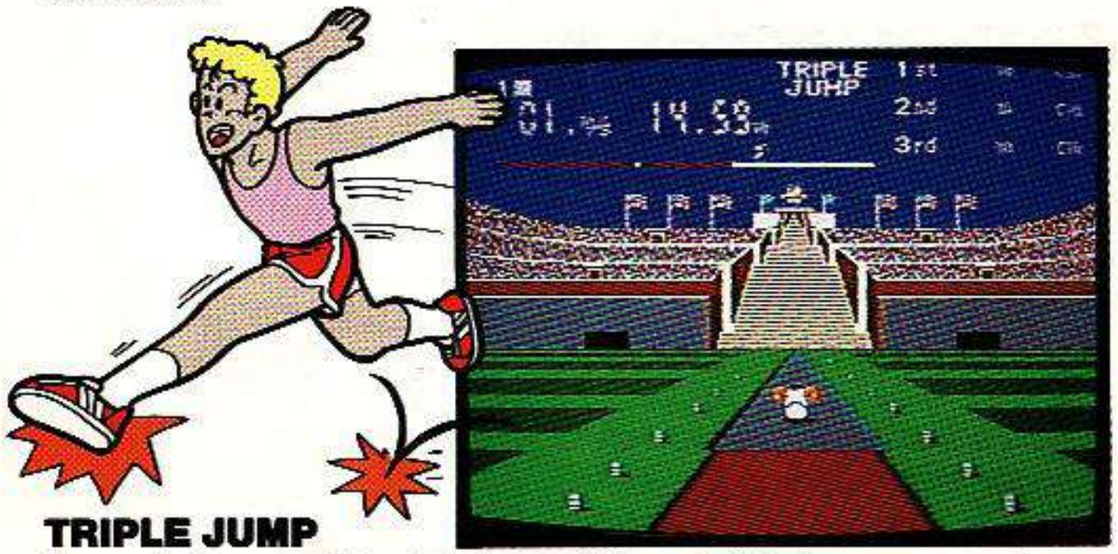
In the long jump, coordination between the speed of the approach and the timing of the take-off is important. You are disqualified if you step over the take-off line. The key to success is developing your jumping ability in general.





110M HURDLES

The key to winning the hurdles is the timing of the jumps. You will not be disqualified even if you knock many hurdles over, but you lose time by hitting them. You should jump at the right place and at the right time in front of each hurdle.



TRIPLE JUMP

The total distance of the triple jump will be calculated as your score for this event. You should keep up a relatively fast speed in the approach. Try to maintain your momentum going into the hop and step, and use all your might in the final jump.

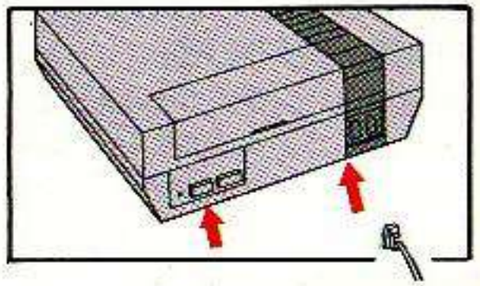
2. HOW TO CONNECT AND OPERATE THE CONTROL MAT

Use the Ⓑ side of the Control Mat with this Game Pak. Do not use the Ⓐ side.

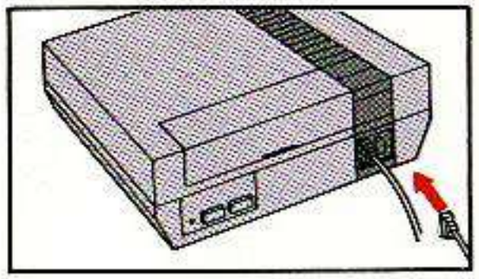
HOW TO CONNECT THE CONTROL MAT TO YOUR NINTENDO ENTERTAINMENT SYSTEM

To adjust the television screen when connecting the Nintendo Entertainment System to your television, carefully read the Nintendo Entertainment System and television instructions.

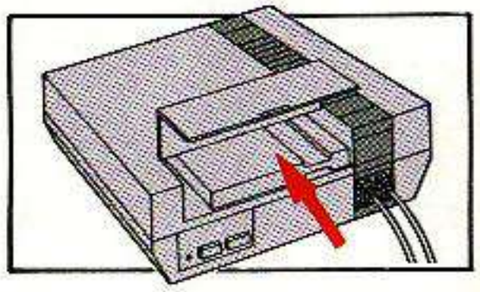
1. Turn the Nintendo Entertainment System Power Switch to OFF. Plug the Nintendo Entertainment System Controller Connector into the No. 1 socket on the front of the Nintendo Entertainment System.



2. Plug the Control Mat Connector into the No. 2 socket on the front of the Nintendo Entertainment System.

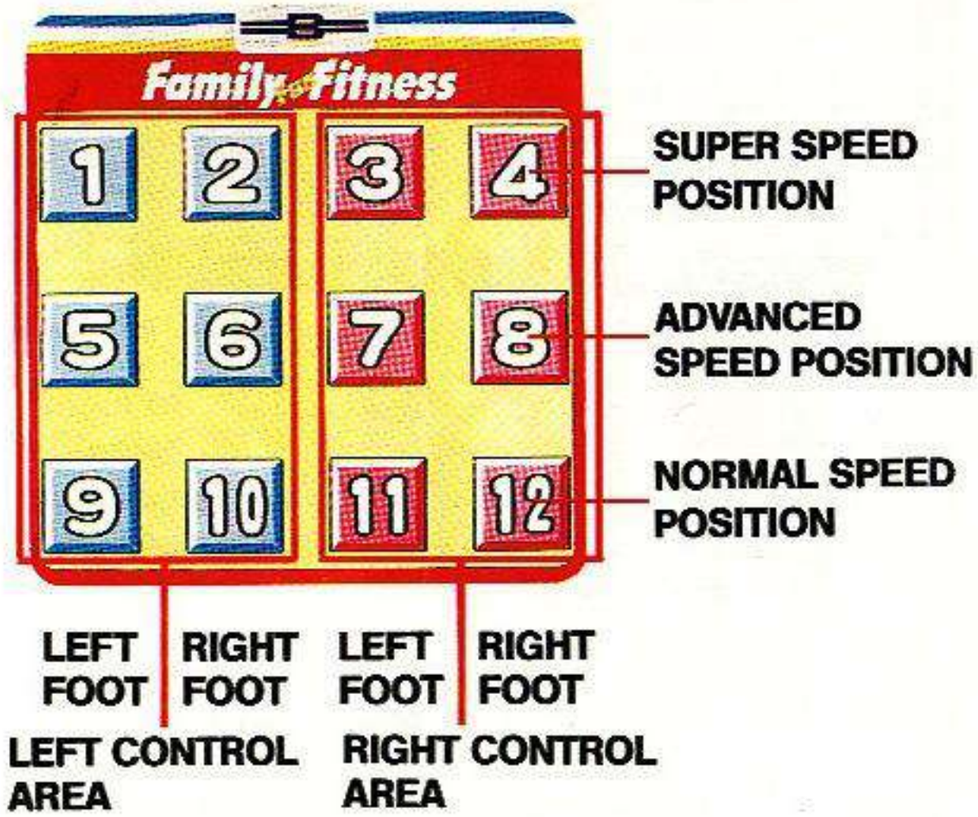


3. Insert the Game Pak into the Nintendo Entertainment System. Open up the Control Mat completely, then turn on the Power Switch on the Nintendo Entertainment System.



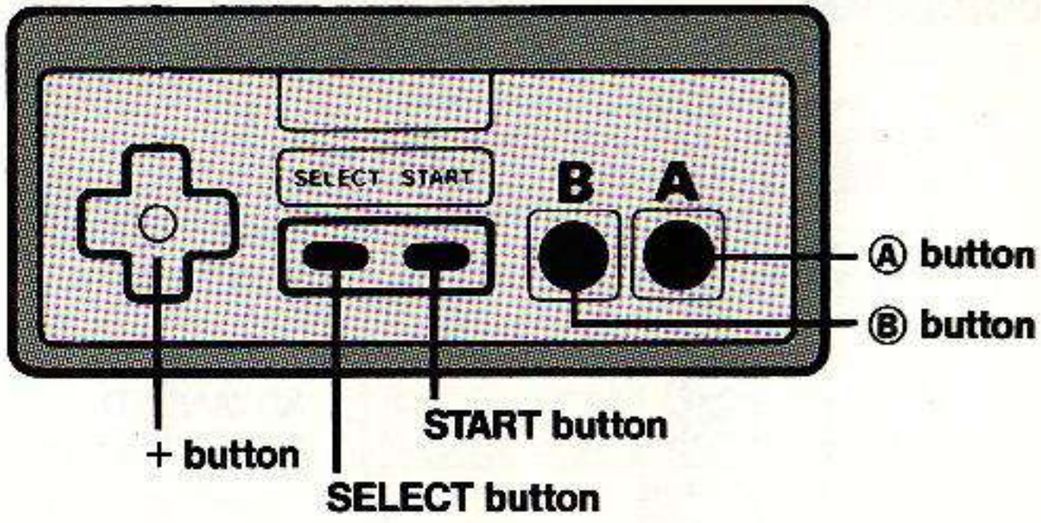
NAMES OF PARTS

CONTROL MAT



- Two players can race side by side in the 100M Dash and 110M Hurdles.
- When you run in place on the pad, the runner on the screen will run, and when you jump, so will the runner on the screen.
- In the 100M Dash, the runner won't jump.

3. NAMES OF THE NINTENDO ENTERTAINMENT SYSTEM CONTROLLER PARTS AND OPERATING INSTRUCTIONS



SELECT button... Use this button to select the event. If the screen is in registration mode, the selected letters will be entered. If you press this button after the game is over, the screen will show the award presentation. If you press it again, the screen will move to another game.

START button.....Press this button to begin the game.

+ button.....Use this button to enter individual information.

Ⓐ button.....Use this button to move the blinking cursor to the right on the screen.

Ⓑ button.....Use this button to move the blinking cursor to the left on the screen.

PAUSE.....The START button functions as a PAUSE button at certain times. If you press the START button when the screen is in award presentation mode for the 100M Dash, the Long Jump, the 110M Hurdle and the Triple Jump, or when the screen is in the individual score mode or award presentation for the Olympics, the screen will freeze.

4. EVENT SELECTION AND NAME ENTRY



EVENT SELECTION SCREEN

Choose one of the events listed on the screen by pressing the SELECT button. Then press the START button.

INPUT SCREEN

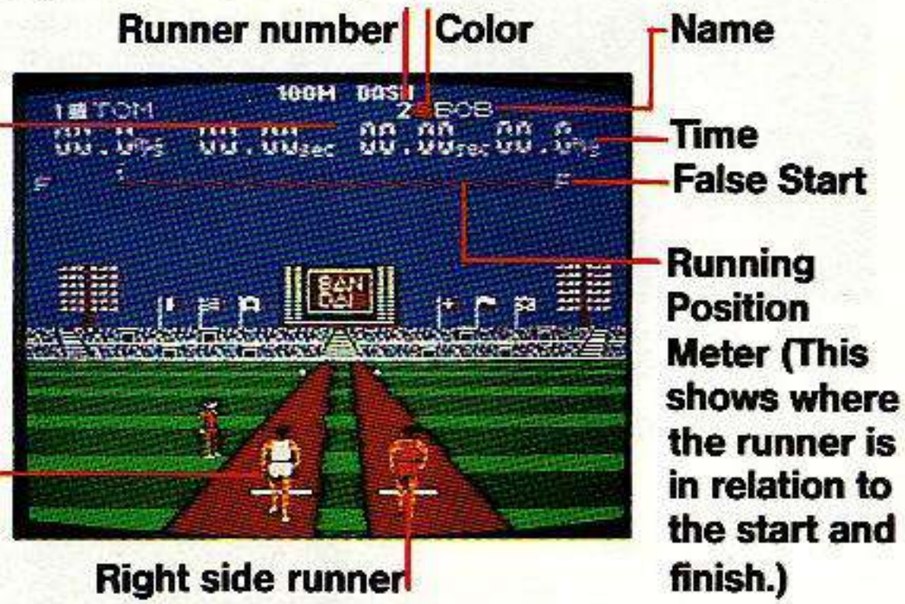


*This screen won't appear in the tournament mode.

- Use the + button to position the Arrow Cursor to the approprate listing. Then press the SELECT button.
- First, register the number of players.
- After selecting the number of players press the START button. Then you will see name entry columns for the number of players you want to compete. (The maximum is 6 players.)
- If you don't input the number of players and press the START button, it automatically becomes a one player game.
- The writing position (Blinking Cursor) can be moved to the right or left by using the Ⓐ button or Ⓑ button.
- When you want to correct a listing, bring the Blinking Cursor to where the error is by using the Ⓐ button or the Ⓑ button. Then correct the listing.
- Use the BLANK MARK to erase unnecessary letters. Move the Blinking Cursor by using the Ⓐ button or the Ⓑ button to the letter(s) you want to erase. Bring the Arrow Cursor to the Blank Mark and press the SELECT button. The letter(s) you want to erase will disappear.

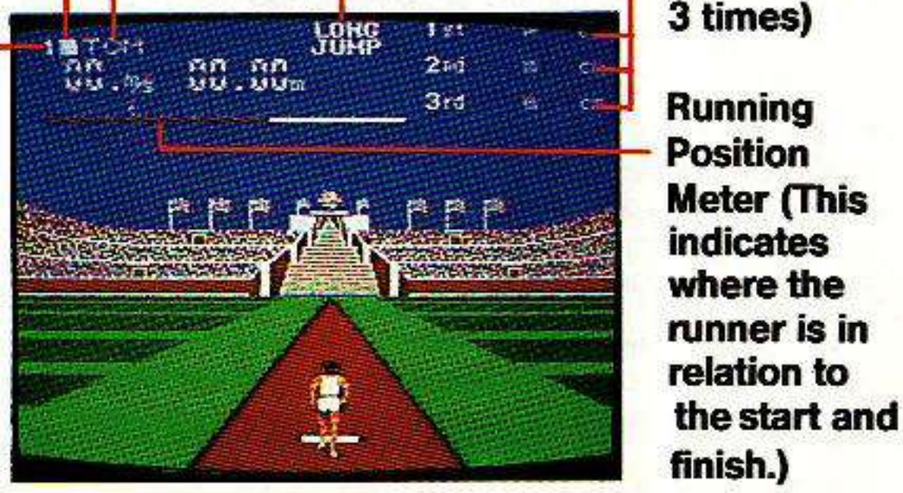
5. HOW TO PLAY
1) HOW TO READ THE SCREEN DATA

100M DASH, 110M HURDLES



When you play by yourself in either the 100M dash or 110M hurdle, use only the left side control area on the Control Mat.

LONG JUMP, TRIPLE JUMP



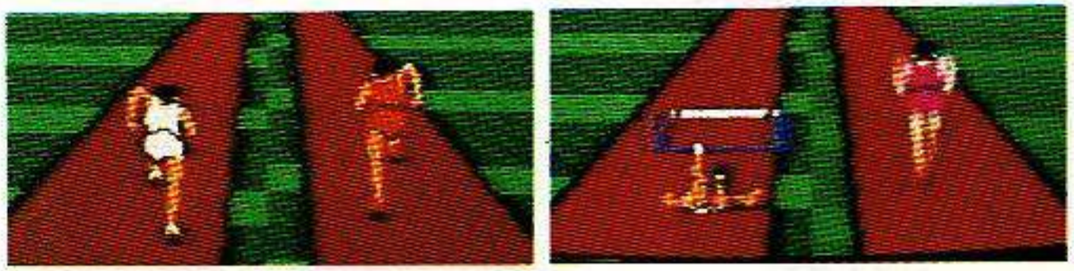
When you play by yourself in either the Long Jump or the Triple Jump, you can use either the left side or the right side control area on the Control Mat.

2) TOURNAMENT

The top speed of each runner varies depending upon what speed position he takes at the start. Which position are you going to take to beat the champion?

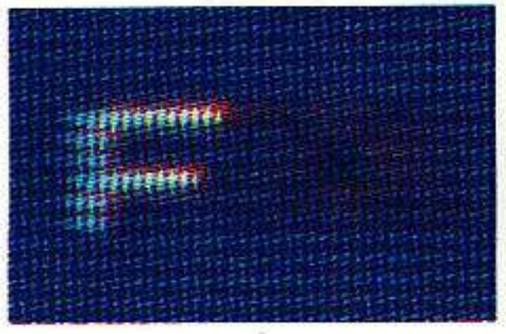
- Super speed position—Beat the world champion by competing in this position.
- Advanced speed position—You are not far from participating in the Olympics.
- Normal speed position—This is closest to the normal running speed. You are in the same position as the computer runners.
- Press the START button and stand on the left side control area of the Control Mat. "Start" sign will appear.

In the other events, you can use the Normal, Super or Advanced Speed positions on both the left and right side control areas.



This is a tournament game against 6 champions registered in the computer. Beat them in 100M Dashes and 110M Hurdles.

False start indicator



- If you lift your feet from the pad before the starting signal, a whistle then firing of the pistol, it is considered a "false start." You will be disqualified after three false starts. Be careful.
- As soon as you hear the starting signal, which is a whistle followed by the firing of a pistol, run in place on the pad as quickly as you can.

Your runner will increase his speed gradually.

- If you win against your opponent in the 100M race, you move on to 110M Hurdles against the same opponent.
- If you win the the 110M Hurdles as well, you have beaten one opponent. Your prize will appear on the screen.





- After you have beaten one opponent you will receive one medal, after a second opponent a second medal, and after having beaten your third opponent, you will receive a third medal.
- You have 6 opponents altogether. Your prizes will accumulate as you continue to win.



- If you are beaten, the game ends there. If you wish to start the game over, just press the START button, and the first opponent will appear.

CHALLENGE THE CHAMPIONS! OPPONENTS ENTRY FILES

	No. 1 TURTLE Let's have a race.
	No. 2 BEAR It's my turn now.
	No. 3 HORSE I am really fast.
	No. 4 RABBIT Can you beat me?
	No. 5 BOBCAT Can you keep up with me?
	No. 6 CHEETAH If you beat me, you're the best.

The secret to victory is to keep up your pace.

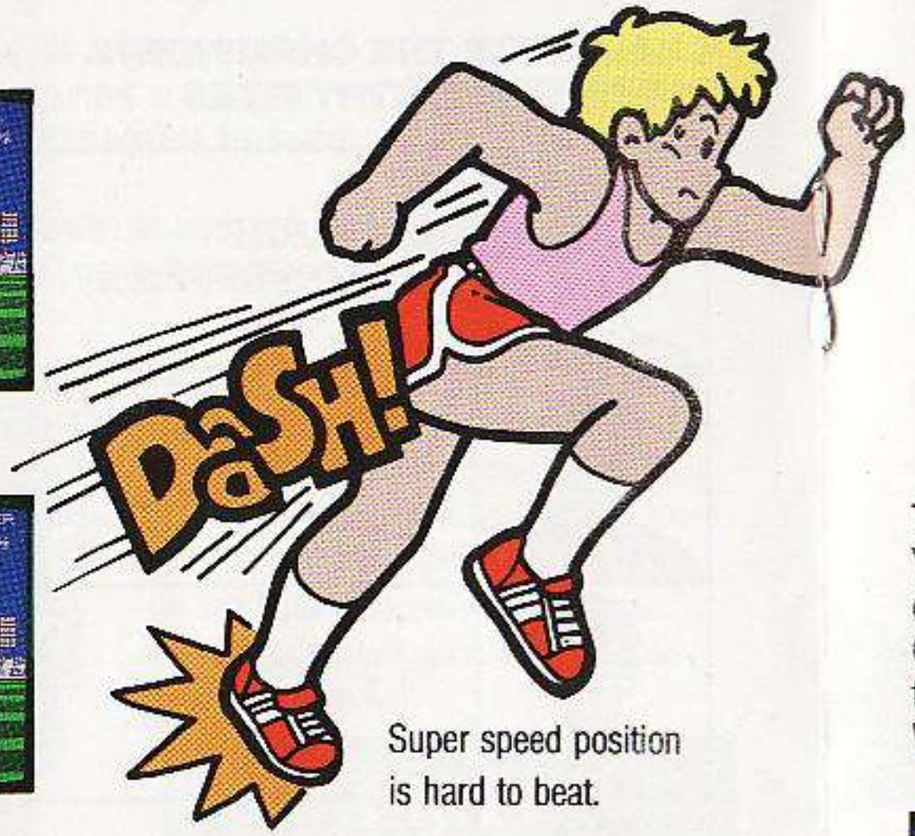
3) 100M DASH

On your mark.....



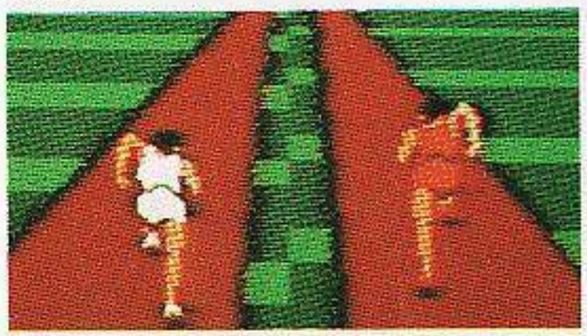
Get set





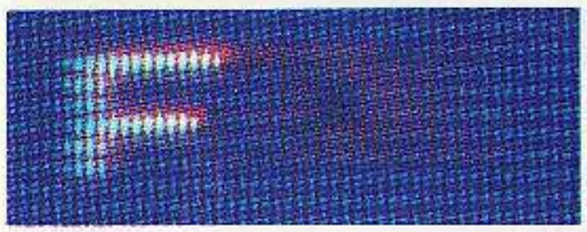
Super speed position is hard to beat.

Go!!



When you play by yourself, you compete against the runners registered in the computer. When you play with two or more players, two runners participate each time.

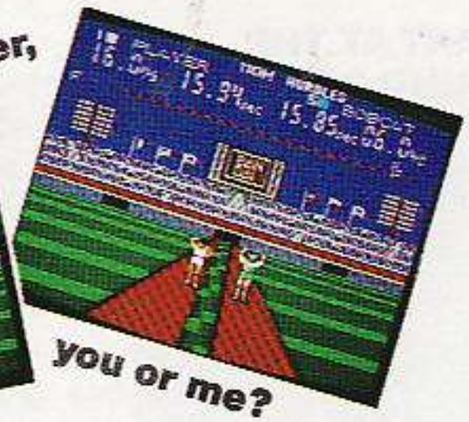
When you have 3 or more players registered, the award presentation screen will appear at the end.



You can have only 2 false starts.

Who will be the winner,





you or me?

The runners' speeds vary depending upon the speed positions at the start. You can easily adjust for players of uneven ability by having them start in different speed positions.
Get on the pad and get ready! When two runners have gotten on the pad, the starting signal, a whistle, will be heard.
When you hear the pistol fired, start running.



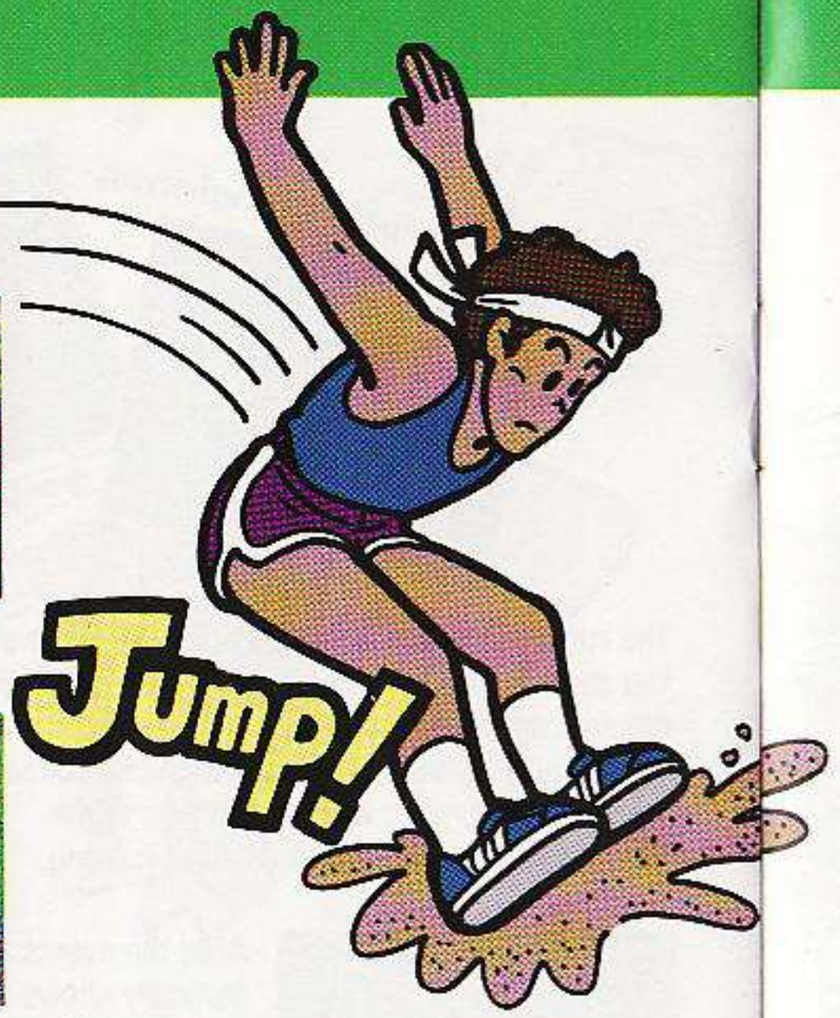
After the events are over, the screen automatically shows the awards presentation. If you press the START button during the awards presentation screen, the PAUSE function works.

When you get on the pad of the control mat, a whistle is heard. If you start running before the pistol is fired, it is considered a false start. You will be disqualified if you have three false starts or cannot finish within 60 seconds.

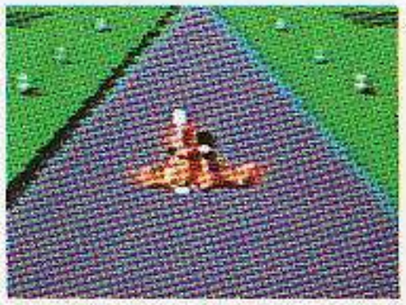
4) LONG JUMP

START AT THE SOUND OF THE WHISTLE.

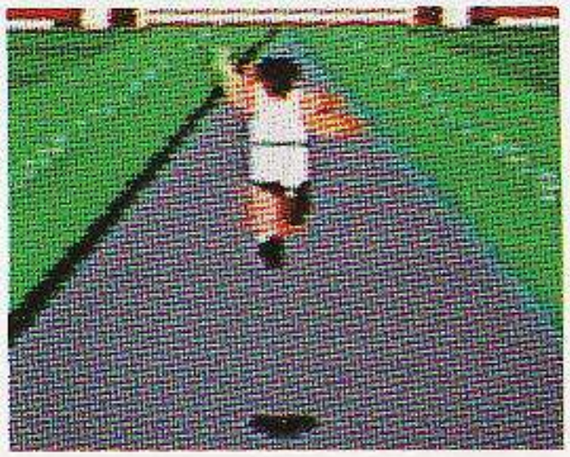




FOUL!



JUMP!



You have 3 chances to jump. The farthest distance is considered your official score.

If you choose a higher speed position, you can travel a longer distance, yet it is harder to gauge the timing of your final step. Choose the position which suits you best.

LANDING!



- When you play with several players, let each player jump once and then go to the second round. Repeat three times.
- Step on the pad on the mat and start with the sound of the whistle. (There is no sound of a pistol.)

(TAKE-OFF LINE)





Jump in front of the take-off line using good timing.

- If you step over the take-off line, it's a foul and the jump won't be recorded.
- If you have 3 fouls, you are disqualified.



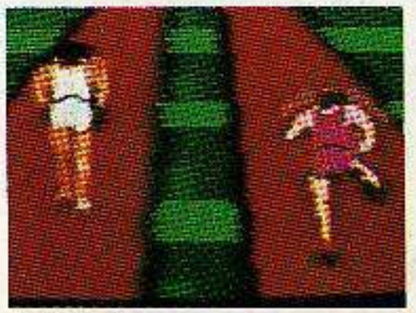
- After the game is over, the screen will automatically show the awards presentation.
- If you press the START button during the awards presentation, it functions as "PAUSE."

5) 110M HURDLES

ON YOUR MARK



STAND UP!



Will you challenge the super speed position?



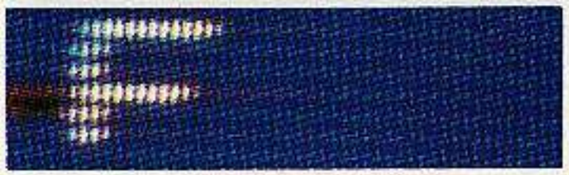
Jump before the hurdles and watch your timing!

TIMING IS EVERYTHING.



When you play by yourself, you compete against the runners registered in the computer. When you play with two or more players, two runners participate each time.

When you have 3 or more players registered, the award presentation screen will appear at the end.



You can have two false starts.

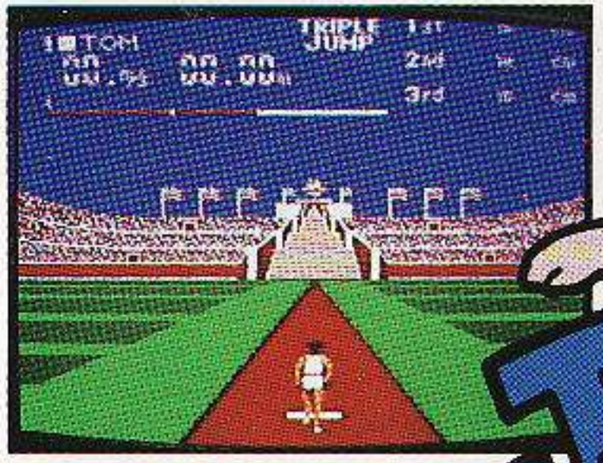


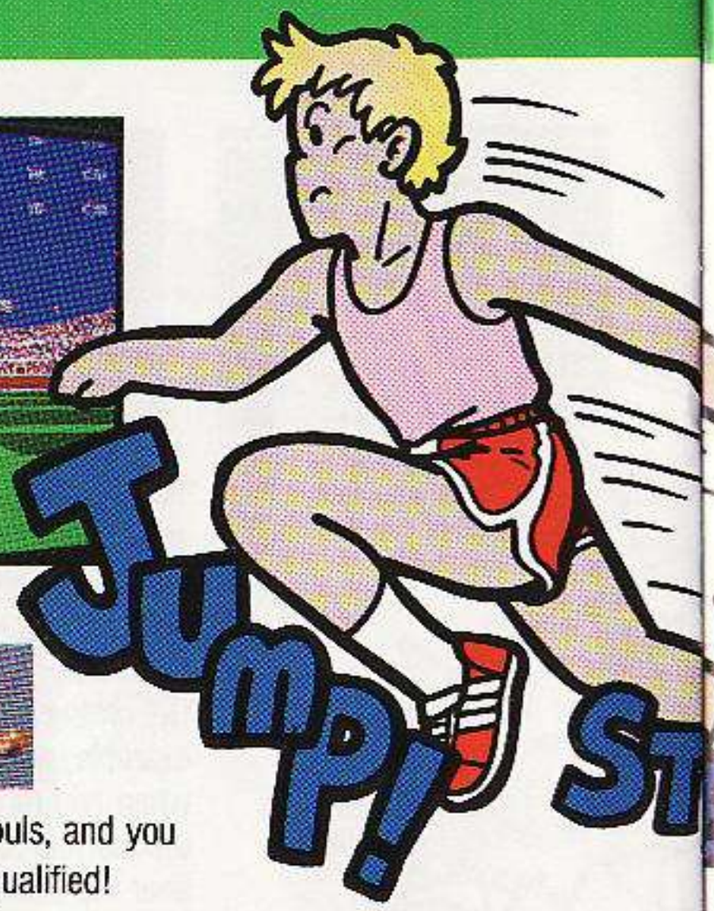


The runners' speeds vary depending upon the speed positions at the start.
You can easily adjust for players of uneven ability by having them start in different speed positions.
Get on the pad and get ready! Say for example, when you play with two people, when two runners have gotten on the pad, the starting signal will be heard. When you hear the sound of the pistol, start running.

- With 110M Hurdles, jump over the hurdles carefully timing your jump before the hurdles.
- Jump when you see the white box markers along the edge of the course.
- When the events are done, the screen automatically shows the awards presentation.
- If you press the START button during the awards presentation screen, the PAUSE function works.
- When you get on the pad of the control mat, the sound of a whistle is heard. If you start running before the pistol is fired, it is considered a false start. You will be disqualified if you have three false starts or cannot finish within 60 seconds.

6) TRIPLE JUMP





HOP





Three fouls, and you are disqualified!

STEP!



JUMP



LANDING!



In the triple jump, the total distance for the three consecutive jumps is considered your official score.

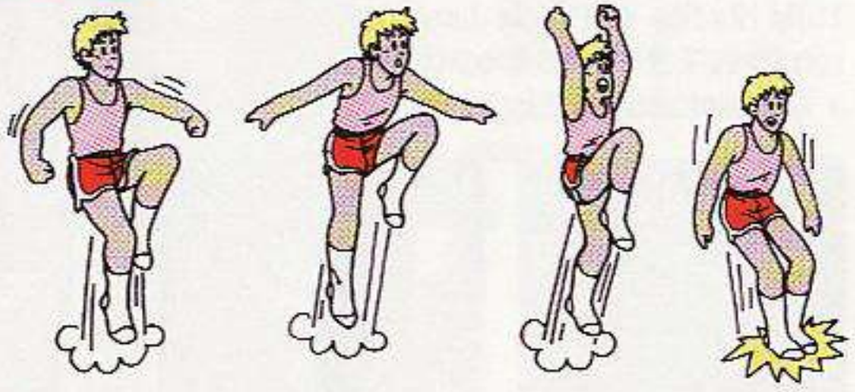
Try your best, paying close attention to the timing of the jumps.

If you choose a higher speed position, you can travel a longer distance, yet it is harder to gauge the timing of your final step. Choose the speed position which suits you best.



- Get on the pad on the mat and start at the sound of the whistle. (There is no sound of a pistol.)
- When you play with several players, let each player jump once and then go to the second round. Repeat three times.

Gauge your timing well.....



TIPS FOR JUMPING



① Hop before the take-off line concentrating on good timing.
② Land on the same foot you hopped off.
③ Hop to the other foot.
④ Jump and land on both feet.



- If you step over the take-off line, it's a foul and won't be recorded. If you have 3 fouls, you will be disqualified.
- When the event is over, the screen will automatically show the awards presentation.
- If you press the START button during the awards presentation screen, the PAUSE function works.

*In Family Fun Fitness Triple Jump, even if you don't properly alternate your feet, it won't be called a "foul" so that smaller children can play as well. (For example, when a small child steps with both feet instead of one foot, it's not considered a foul.)

7) THE OLYMPICS

This is a group game which allows numerous participants.
The stadium records for each event are all adjusted to be calculated on a 100 point scale.

You play 100M Dash, Long Jump, 110M Hurdles, and Triple Jump consecutively. Each score is converted to a 100 point scale and is totaled.



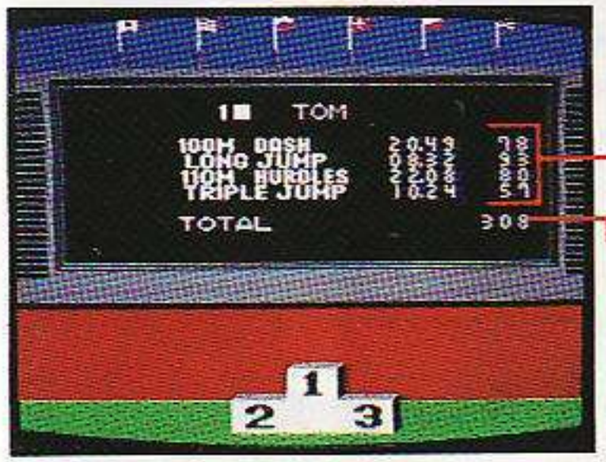








- The 1982 world track record listed in the Guiness Book is used as the reference to set the scoring standards.
- For each track event, read respective reference numbers:
  3) 100M Dash, 4) Long Jump, 5) 110M Hurdles and 6) Triple Jump.



INDIVIDUAL SCORE BOARD

Score is converted to 100 point scale

Total score

*The actual screen may be slightly different from the illustration.

- When each player finishes all the events, the total score for each individual player will appear on the screen.

  Then the awards presentation will follow.





AWARDS SCREEN

*If there are players of varying abilities, cooperation in the selection of the speed positions is recommended.



6. FAMILY FUN FITNESS–TIPS





Do some warm-up exercises such as leg stretches and jumping before you start the game. Hurrying into strenuous exercise is not good for your health.



- If you have a problem keeping the mat secure, place a vinyl mat or similar item underneath the mat. Or you can use tape at the four corners to secure thei mat so it doesn't move.

- Too much exercise may be harmful to your body! One hour a day is a moderate amount of exercise.



7. SCORE RECORDING

DATE	EVENT	BEST SCORE

8. PRECAUTIONS

- Remove shoes before stepping on the Control Mat.
- Always turn off the power supply when inserting or removing the Game Pak, or the Control Mat.
- This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
- Do not play with the device in puddles, sandboxes, on dirt, or in mud.
- Do not touch the terminals or wet them with water.
- Do not play with the game near sources of heat or other places where something potentially dangerous might occur.
- When unplugging the Connector from the Nintendo Entertainment System, always hold the Connector itself, not the cord.
- When cleaning the device, wipe using a soft cloth dampened with water containing a mild detergent. Do not apply thinners, benzene or any other volatile petroleum or alcohol distillates.
- When the Control Mat is charged with static electricity, connecting it to the Nintendo Entertainment System may result in the breakdown of the Nintendo Entertainment System. Do not stand on the Control Mat before connecting it.
- We recommend that you do not use the Control Mat in the sun, nor position it on a soft, thickly padded carpet or soft surface, since the reaction to your movements could be delayed.
- Please do not stick any sharp objects into the Control Mat since this could destroy the mechanism inside the Control Mat.
- When the Control Mat is slippery, use tape to fasten it to the surface.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) 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, Bandai 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 Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-201-825-1060. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Eastern Daylight Time, Monday through Friday.
3. If the Bandai 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 freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
4 Pearl Court
Allendale, NJ 07401

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.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai 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 Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai 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 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 BANDAI 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 only. Some states 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 from state to state.