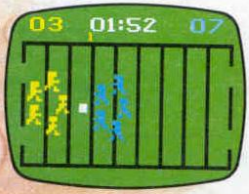
PHILIPS VIDEOPAC 3





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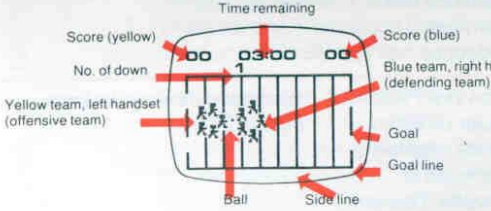
Instructions for Use

ENGLISH

American Football
(2 players) Press RESET
Next press key 1 or 2
Key 1 for regular playing speed
Key 2 for increased playing speed

This Videopac contains an electronic version of 'American Football'. There are two teams; each team consists of five players. Only the offensive team has a chance to score.

Carefully read these instructions before you start to play



Start of game
Both teams appear on the field

Scoring
Points can be scored in two different ways:

- By carrying the ball over the opponent's **goal line.** This is called a "touch-down" and rewarded with 7 points.
- By kicking the ball over the opponent's **goal.** This is referred to as a "field goal" and rewarded with 3 points.

"Downs"
The offensive team does get four chances to try and score. Each play is called a "down". The figure right above the upper side line indicates which "down" is about to be played. The colour tells you which team is the offensive team (yellow or bleu)
A "down" ends when:

- The man carrying the ball is tackled by an opponent. In that case the next "down" starts where the tackle took place. This way the offensive team may even lose ground.
- The Quarterback throws an imcompleted pass. In that case the next "down" starts at the same spot as the previous one.
- The player carrying the ball runs into one of his own team mates. The next "down" starts where the incident occurred.
- The player carrying the ball runs out of bounds over one of the side lines. The next "down" will start at that level.
- A touch-down or field goal has been scored.

The offensive team
There are three ways to recognise the offensive team:

- When both teams appear on the field, before assuming their actual playing positions, the offensive team is the team farthest away from the ball.
- The offensive team has two players whose heads are shaped slightly differently from the other three. One is the "Quarterback", the other is the "Receiver" (see "Playing the Ball").



Each time a game is finished, press RESET (△), 'SELECT GAME' is shown on the screen. Now:
(a) Select another game.
Or (b) Select another Videopac.
Remove existing Videopac by placing one hand next to it, and pulling handle upwards.
Replace Videopac in its box.
Refer now to Instructions for Use of the next Videopac.
Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

- Right above the playing field you see a number. It indicates which "down" is being played. This number always has the same colour as the offensive team (see also "Playing the Ball").

When you start the game, you will find that the yellow team is the first offensive team (left handset).

Playing the ball

The offensive team has a number of possibilities to play the ball:

- The Quarterback, who receives the ball automatically when play is started, may keep it and run, trying to carry the ball all the way across the opponent's goal line and thus score 7 points (see "offensive Tactics" patterns 1 to 6 and 8). The movements of the Quarterback can be controlled with the joystick on your handset.

- The Quarterback may also throw the ball to his Receiver. The Receiver runs according to one of eight pre-programmed patterns. It is up to you to select which one (see "Offensive Tactics" patterns 1 to 6). When the Receiver actually catches the ball (this is called "a complete pass") he can run with it trying to reach the opponent's goal line and score 7 points. You can control his movements with the joystick of your handset, the moment he has caught the ball.

- The Quarterback may also decide to kick the ball. He can do this when he thinks he has a chance to score a field goal and thus score 3 points (see "Offensive Tactics" pattern 7).

He may also decide to kick the ball as a purely defensive move. This is often done when playing the fourth "down" in order to see to it that the opposing team isn't too close to his goal line when taking over as offensive team (see "Possession of the Ball").

When the offensive team has possession of the ball in its last (defensive) zone, the Quarterback will automatically kick the ball. In that case the other team gets possession at the spot where the ball lands.

Possession of the ball

The offensive team keeps possession of the ball and thus its chance to score until:

- It has made four plays (or "downs") without scoring.
- A pass from Quarterback to Receiver is intercepted by the defending Quarterback.
- The offensive team scores either a field goal or a touch-down.
- The Quarterback decides to kick the ball.

The defending team

When you start the game and both teams appear on the field, the blue team is the defending team (right handset).

You can recognise the defending team during the game in several ways:

- When appearing on the field and before assuming their actual playing position, the defending team is the team nearest to the ball.
- The defending team has only one player that is shaped differently from the rest. It is the defending Quarterback.



Quarterback

Check procedure

If you suspect a fault in the equipment follow this procedure (with a Videopac installed). Press RESET (△). The TV will emit a short sound, and 'SELECT GAME' shouid appear on your TV screen. If not, ensure that the equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

To get possession of the ball
The defending team can score no points. It is important therefore to try and get possession of the ball and take over as offensive team. This can be done in several ways:

- See to it that your opponent does not get a chance to score. After four "downs" you automatically get possession of the ball.
- Try and have your Quarterback intercept a pass.
- When your opponent scores, you automatically get possession of the ball.

The defence
When starting a new "down" it is up to you to select one of four defensive strategies, pre-programmed in the computer (see "Defending Tactics"). Your players will move according to a fixed pattern. They will stop after a while. After that they will automatically start and chase the ball carrier, trying to tackle him.
Your Quarterback is the only player whose movements you can control with the joystick on you handset and who can intercept a pass. A lot, therefore, will depend on him. Try and have him tackle the ball carrier or intercept a pass.

You can only tackle a player when he is carrying the ball.

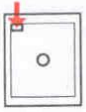
Playing time
Winner is the one who scores most points within the official playing time of three "game-minutes". The time left to play is indicated in the centre top of the screen. The clock only runs while play is in progress!

The teams will only assume their playing positions after both players have selected their strategy for the next play.
If this takes too long, the computer will select one for you!

Offensive tactics
Select offensive pattern from separate chart. Study these patterns carefully and memorise movement of your receiver.



Use joystick and press action button to make your choice.



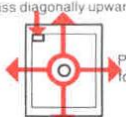
Press action button to start playing. Your Quarterback will receive the ball.

Pattern 1 to 6
Use joystick to control running direction of your Quarterback.



Pass diagonally upwards

Pass forward

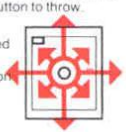


Pass forward

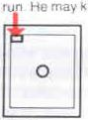
Pass diagonally downwards

Use joystick to control pitching direction of the ball. Push action button to throw.

When pass is completed use joystick to control running direction of Receiver.

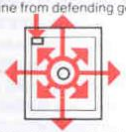


Pattern 7
Quarterback cannot run. He may kick however to try and score a field goal.



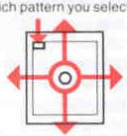
Press action button to kick.

Pattern 8
Quarterback can either run with the ball or kick.
Press action button to kick. He cannot score a field goal! Ball will never land beyond second line from defending goal line.



Use joystick to control running direction.

Defensive tactics
Select defensive pattern from separate chart. Try and anticipate strategy of the offensive team. Make sure your opponent does not see which pattern you select.



Use joystick and press action button to select pattern of defence.



Use joystick to direct movement of your Quarterback. He is the only one who can intercept a pass.

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Printed in USA 21.60.30.7104.08