SUPER NFL FOOBALL

I N S T U C T I O N S

INTELLIVISION MATTEL ELECTRONICS

USE WITH ANY INTELLIVISION ® MASTER COMPONENT
COMPUTER MODULE AND COMPUTER KEYBOARD

This is the Super Bowl of all sports. Start off playing with college rules and work your way up to the pro league. This is the way video football was meant to be played. It is so realistic, you will be checking for grass stains. This fast-paced game has penalties called and game stats displayed. It includes extra bursts of speed for offensive players. Hold on to the ball. Fumbles may occur without notice. Coach your team from the sidelines by defining the plays ahead of time. There is no shame in calling a safety or kicking the field goal. This is SUPER NFL FOOTBALL at its best!

Play statistics are shown after scoring a touchdown (6 points) and conversion (1 point for Pro and 2 points for College), and after a field goal (3 points).

Press any side key to return to the game. Statistics are not shown after a Safety (2 points).
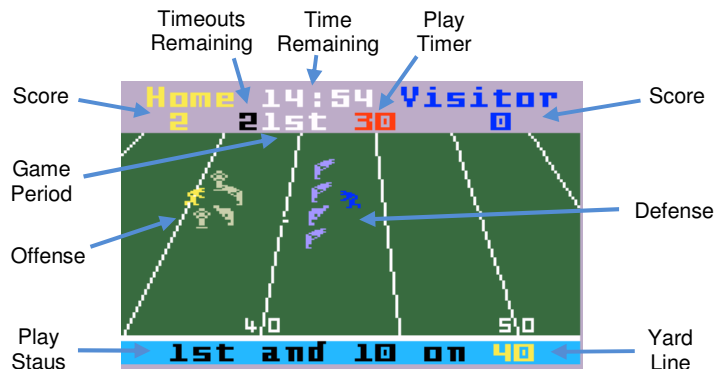
Game statistics are shown at half time and at the end of the game.

After many hits, fumbles, and turnovers, rejoice in a game well played.

We never said Super NFL Football was easy; just realistic.

The home team (left controller) runs onto the field and readies for the kickoff. Press any side button to kick. If the ball is received in the end zone, you may call a touchback by pressing any side button.

Timeouts Remaining · Time Remaining · Play Timer

Score · Game Period · Offense · Play Staus

Score · Defense · Yard Line

The players will huddle at the end of each play. This is where you put your playbook to the test. Each player enters their play then presses CONF POS (Enter). The defense team has the opportunity to change the play once started but hurry. The bright colored player is controlled by the DISC. The ball is hiked by pressing the upper side button. Run! If the receiver is open, pass the ball. Call a timeout by pressing the lower side button.
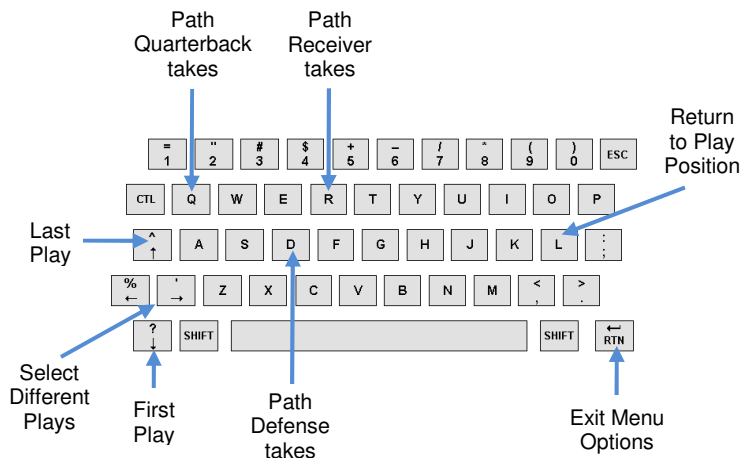
It's 4th down and you need to kick. If you are in field goal range, enter play **99**. If you need to punt, enter play **98**.

The hand controller keypad is used when setting up the game and calling plays. You will use it to setup offense and defense plays, receiver running patterns, and quarterback running patterns. (*See EDIT PLAYBOOK for more details.*)
The side buttons and disc are used only during game play. Use them to kick, punt, call touchback, and maneuver your man.

Path Quarterback takes · Path Receiver takes · Return to Play Position

Last Play · Select Different Plays · First Play · Path Defense takes · Exit Menu Options

OUT OF POSITION

Press CONF POS to validate that the players are in valid positions. Errors are reported at the bottom of the screen.

DEFENSE PLAYBOOK

Configure the defense players' locations as you did the offense players. There are a few differences. Use the LEFT controller to manage the players. Pressing 1-QB selects the player you will control after the ball is hiked. 2, 3, and 4 selects the rushers.

BLITZ/ROVE

Define the playing patterns of the 3 rushers. Each one can either **BLI**tz or **ROV**e. Press 6, 7, or 8 to adjust each rusher.

Press ⬚ D to see the path the rushers will take.

OFF SIDES

Press CONF POS to validate that the players are in valid positions. Errors are reported at the bottom of the screen.

Start a game by typing **FOO**tball at the Game Menu or Game Options screen.

GAME MENU SELECTIONS

Press ⬚ RTN on the title screen to view the Game Menu.

Type your selection. All selections may be entered with the first 3 characters of the word shown in **BOLD** throughout the manual. Your entry is shown at the bottom or top of the screen.

```
select
    OPTIONS
    PLAYBOOK
    FOOTBALL
    DEMONSTRATION
```

OPTions allows you to determine the type of game you play.

PLAybook allows you to configure the defense and offense plays. You may configure up to 70 plays; 20 defense plays and 50 offense plays.

FOOtball will begin game play.

DEMonstration will show you how the game plays without doing anything. Press RESET on the console to start again.

OFFENSE PLAYBOOK

Configure the position of your quarterback, receiver, and blockers. Also edit the paths your quarterback and receiver will take. Use the RIGHT controller to manage the player that will be controlled. Pressing 1-QB selects the quarterback, 2 selects the receiver, 3 and 4 selects the blockers. The selected player will flash colors. Use the DISC to move the player to the location you want. Pressing the buttons 1 through 4 saves the position change.

LEFT/RIGHT/BACK/NONE

Press QB PATH (Clear) to set the path the quarterback will run when the ball is hiked. The options are **LEF**t, **RIG**ht, **BAC**k, and **NON**e.

move and enter twice

Press REC PATH (zero) to set the path the receiver will run when the ball is hiked. You can set two points for the receiver. Move the player to the first point, press CONF POS (Enter), then move the player to the second point, and press

CONF POS. Press [L] to have the receiver move back to

the play line. Press [R] to see the path the receiver will

run and [Q] to see the path the quarterback will take.

```
option:
rules PRO/COLLEGE
huddle TIMED/UNTIMED
computer players
 NONE/HOME/VISITOR
clock[15] QTR time
start game FOOTBALL
```

Your entry is shown at the top of the screen next to **OPTION:** The text in white is the selected option.

RULES - select between **PRO** or **COL**lege rules which determine game play enforcements such as kicking off from the 35 yard or 40 yard line, timed huddles of 30 seconds as opposed to 25, and 1 point or 2 point conversions.

HUDDLE - select between **TIM**ed or **UNT**imed huddles.

COMPUTER PLAYERS - select if you want the computer to play the **HOM**e team, **VIS**itor team, both, or **NON**e. None will reset your selections.

CLOCK [15] - Enter the length of time for each quarter. To set each quarter to 5 minutes, you would type **QTR 5**

START GAME - Enter **FOO**tball to begin the game play.

Pressing the [← RTN] will return you to the GAME MENU.

Define up to 50 different offense plays and up to 20 different defense plays. Use the cassette drive to **SAV**e and **LOA**d your customized plays.

```
playbook commands:

  LOAD
  SAVE
  EDIT
  COPY
  MOVE
  DELETE
  CHANGE  teams

home/offense      10
play  1
```

EDIt allows you to modify the play, receivers, and paths taken by the receiver and quarterback. (*See EDIT PLAYBOOK section for details.*)

COPy clones the current play creating a new play adding it to the end of your plays. Use this option to create new plays.

MOVe will move the current play you are on to the end of your plays. Example: play 1 becomes play 10.

DELete will remove the play you are on from the playbook.

```
team options:

HOME/VISITOR
OFFENSE/DEFENSE
```

CHAnge teams is where you select which playbook you want to work on. **HOM**e or **VIS**itor, **DEF**ense or **OFF**ense.

Press RTN to complete.

The keyboard and controllers are used to configure the plays of your playbook. Use the LEFT controller to edit the DEFENSE plays and the RIGHT controller to edit the OFFENSE plays.

Navigate to the play to edit by using the arrow keys.

Pressing ? ↓ navigates you to play number 1.

Pressing ^ ↑ navigates you to your highest defined play.

Pressing % ← navigates you to the previous play.

Pressing ' → navigates you to the next play.

Pressing RTN returns you to the Playbook Command screen without saving the current play changes.