

WARNING Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), and/or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the product.
- Do not short-circuit the supply terminals.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.
- Sometimes a build-up of static electricity (from carpets, etc.) may cause the toy to stop working. If this happens, re-install batteries to reset the toy.
- In an environment with radio frequency interference, the product may malfunction. If this happens, re-install batteries to reset the toy.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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

- Reorient or relocate the receiving antenna
- Increase the separation between equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio TV technician for help

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TM & © 2018 Basic Fun, Inc. Florida 33431, USA. All Rights Reserved. MADE IN CHINA.
Basic Fun products are safety tested and comply with ASTM F963. Manufactured under license.
Each sold separately, subject to availability. Colors and styles may vary from photos as we continue to modify and improve our products. ADULTS NOTE: Remove all tags and plastic fasteners before giving toy to child. Please keep this address for future reference.
Patent pending.
CAN ICES-3(B)/NMB-3(B)

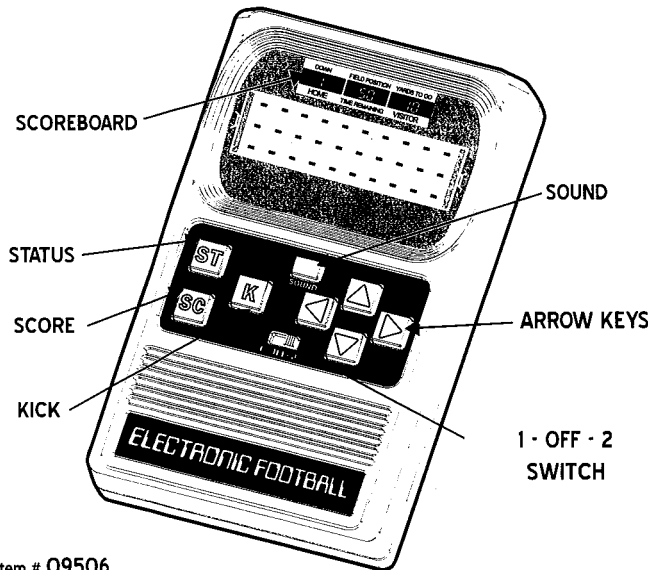


ELECTRONIC FOOTBALL

INSTRUCTIONS

AGES
8+

GAME



Item # 09506

TO END THE "TRY ME" MODE, REMOVE THE "TRY ME" PULL TAB IN THE BACK OF THE UNIT.

KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE AS THEY CONTAIN IMPORTANT INFORMATION.

CONTROL KEYS

OFF: Game is turned off.

LEVEL 1: For fast paced action...Game is ON, defense at normal speed.

LEVEL 2: For intense competition...Game is ON, defense reacts faster than Level 1.

SOUND: Press to switch between 3 levels of volume or no sound.

ST

Press the ST key. It will show DOWN, FIELD POSITION, YARDS TO GO for a 1st down. It also sets up the field for the next play.

SC

Press the SC key. It will show the HOME team score, TIME REMAINING in the quarter and the VISITOR team score. Like the ST key, it also sets up the field for the next play.

K

A KICK may be used only on 4th down. When you kick, the game will automatically decide whether to PUNT or to make a FIELD GOAL. If you are less than 30 yards from the end zone, you will kick for a FIELD GOAL. If it is more than 30 yards, it will be a PUNT. The closer you are to the goal, the better your chances are to make a field goal.

ARROW KEYS



These control the "running back" (the bright blip). The five dimmer blips are the defensive tacklers. The HOME Team running back always starts each play on the left. The VISITOR team running back always starts each play on the right.

SLEEP MODE

If no keys are pressed for 60 seconds the game will enter Sleep Mode. To wake it up, press any one of the game keys. The game will pick up from the last play.

HOW TO PLAY THE GAME

Slide the "OFF" switch to LEVEL 1 (beginner) or LEVEL 2 (advanced). For one player, you play as both the HOME and VISITOR team. For two players, the game is passed between two people when teams switch.

IMPORTANT: Do not switch between LEVEL 1 and LEVEL 2 while playing or it will end the game.

Press a directional key to move the runner; this will begin the game. The tacklers will begin to rush the runner. When a tackler hits the runner, the referee's whistle sounds and the play is over. The runner can be tackled from the front, side, or from behind. The player who made the tackle will blink on and off, showing their position.

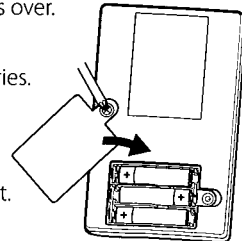
The playing field is 10 yards long, so if you have 50 yards to go for a touch down, you must run the whole length of the field 5 times. You can either run or kick on the 4th down. If you run and don't make it, the referee will whistle twice. You have lost the ball and the other team starts where you were tackled.

GAME DURATION

A full game lasts for 10 minutes (broken into four quarters). Each quarter is 2.5 minutes in real time. The game clock, however, starts a 15.0 minutes, and shows the time remaining in the current quarter. At the end of the quarter, the clock will show 00.0, and the whistle sound effect will play. The game then moves on to the next quarter. At the end of the 4th quarter, the game is over.

INSTALLING BATTERIES

This game unit requires 3 AAA/R03 batteries. Open the battery compartment door on the back of the unit. Replace batteries as shown. Match the direction of "+" and "-" terminals. Close the battery compartment. For longer life use only alkaline batteries.



NOTE: Batteries included are for demonstration purposes only.