

ELECTRONIC GAME

IceHockey



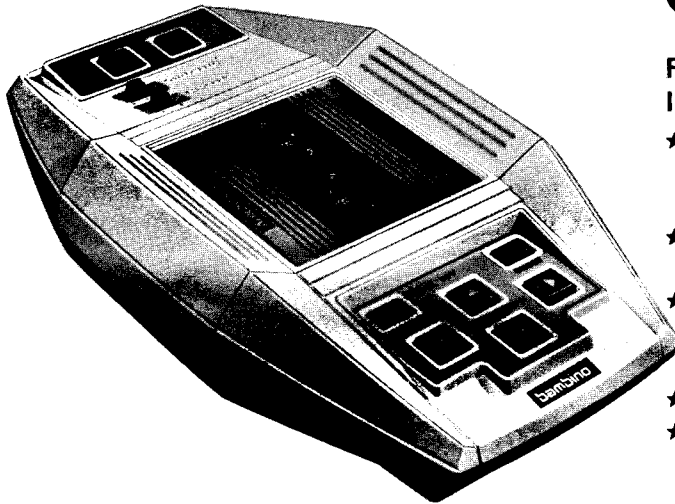
LUCKY PUCK™



GAME INSTRUCTIONS

FIRST AND ONLY
ICE HOCKEY GAME WITH:

- ★ Lifelike Action – you see the puck slide across the ice, players move their arms and legs, and sticks clash throughout the game.
- ★ You control the strategical and directional movements of the offense and defense.
- ★ Independent 4-way directional controls for the offensive attacker and 2-way directional controls for the goalkeeper.
- ★ All the action of real-life ice hockey.
- ★ The only ice hockey game that you can see and control all the lifelike action.



REVOLUTIONARY FEATURES

- ★ First And Only Ice Hockey Game Where You Can See The Puck Slide Across The Ice, Players Move Their Arms And Legs, And Sticks Clash Throughout **The Game.**
- ★ **First And Only Ice Hockey Game That You Control All Strategic And Directional Movements Of The Offense.**
- ★ World's Smallest Graphic Color Display.
- ★ Revolutionary Computer-Game Functions.
- ★ First Computer-Game With A Microprocessor Unit.
- ★ Unlimited Variety Of **Computerized Plays** Every Game.
- ★ Musical Electronic Sound Effects Expressing All Computer Functions.
- ★ Highest Quality Electronic Components And Impact-Resistant Case.
- ★ 120-Day Limited Warranty.
- ★ Every Game Your Score Varies Depending Upon The Various Computerized Plays.
- ★ No TV Set Needed.

POWER SUPPLY

BATTERIES

4 "AA" (1.5 volts x 4)

AC ADAPTER

Special ADP-E 0630 suc
Both sold separately.

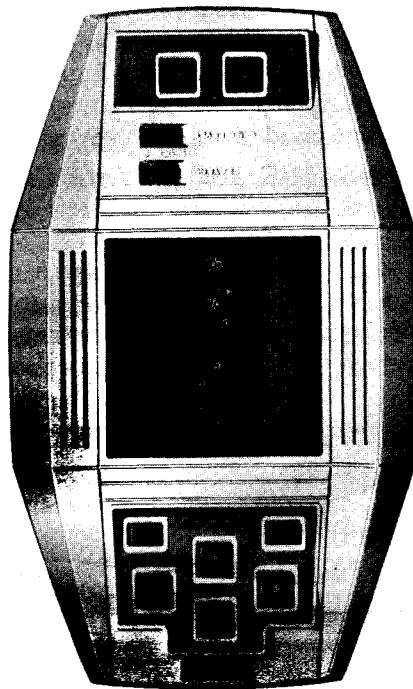
BATTERY INSTALLATION

To insert the batteries, slide out the **battery door on the back of the game** and insert four **(4) "AA" batteries** correctly, by following the **directions inside the battery box**. Replace the battery door and your game is ready for play.

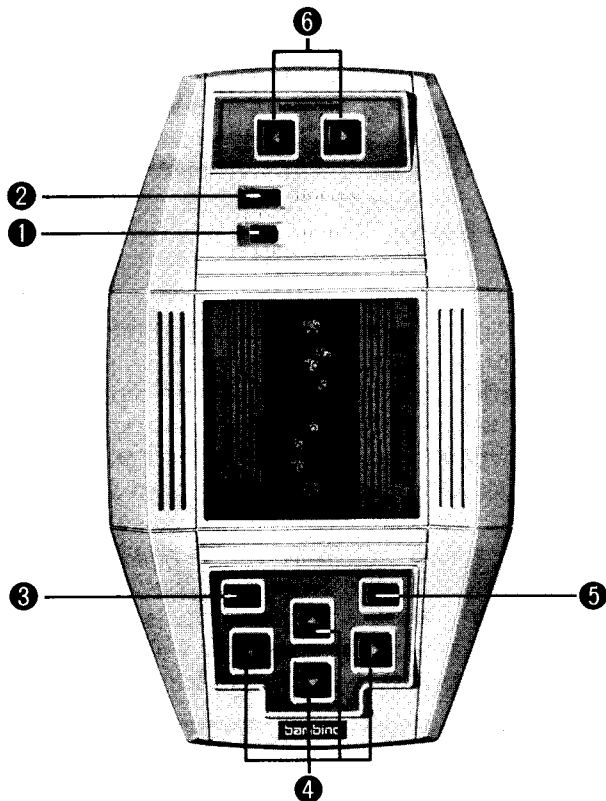
INTRODUCTION

Bambino's Lucky Puck™ Ice Hockey Game has the world's smallest graphic color display with revolutionary computer-game functions. This is the first hand-held color video game with a microprocessor unit. Every time, every game – the offense and defense attack from a variety of over 100 million computerized plays! You control the movements and action of the offensive attacker and goalkeeper through the offense directional keys, goalkeeper directional keys and the shoot button. The computer controls the action of the defense.

Bambino's Lucky Puck™ Ice Hockey is hours of continuous fun! Control your offensive attacker and slide that puck down the rink to get that goal. The defense will constantly be trying to stop you. All the action of a real ice hockey game. Your strategy and score will be different each and every time you play. Match your skill against the computer brain. Challenge your friends and see who's got the Lucky Puck™



QUICK OPERATING INSTRUCTIONS



① PLAYER SELECTION BUTTON

Decide whether to play against the computer or to challenge a friend.

② ADJUSTABLE SKILL LEVEL/POWER SWITCH

The speed and the depth of the defense can be increased to add more challenge to the game. By selecting a skill level, the game automatically turns "ON".

③ DISPLAY/FACE OFF BUTTON

To start any game or play, press the Display/Face Off Button 3 times. The display will light up giving the game statistics:

- a) Home Team's Score Visitor Team's Score
- b) Period Time Remaining
- c) Face Off

Remember that you must see the Face Off before a play will begin.

④ OFFENSE DIRECTIONAL KEYS

Control the movements of the offensive attacker across the rink. The offensive man will move 1 space for each push of the key. Move your offensive attacker forward, left, right or backward!

⑤ SHOOT BUTTON

If you want to attempt a goal, simply press the Shoot Button. You control the goal attempt. Watch the puck slide across the ice and into the goal. Remember the goalie will be waiting to stop your shot from being successful.

⑥ GOALKEEPER DIRECTIONAL KEYS

When 2 people are playing, one player controls the movements of the goalkeeper in the goal. Block the center or dive left or right to save the game!

NOTE:

You can recall the game statistics any time prior to play beginning, by pressing the Display Button ③.

Remember that every game begins by pressing the Display/Face Off Button 3 times.

OPERATING INSTRUCTIONS

OBJECT

To maneuver the offensive attacker successfully past the defense and score as many goals as possible within game time.

- 1) Decide whether 1 or 2 people will play.
- 2) Select the skill level for competition.
(1 or 2)
- 3) Press the Display/Face Off Button 3 times for the game to start. The display will light up showing:
 - a) Home Score Visitor
 - b) Period Time Remaining
 - c) Face OffYou must see the Face Off before a play will begin.
- 4) Decide your strategy and maneuver your offensive attacker down the ice.
- 5) When the timing is right, shoot for a goal.
- 6) When 2 people are playing, one should control the goalkeeper and block all attempts for goals if possible.
- 7) Score!
- 8) At the end of each play, press the display button to get the game statistics.
- 9) Game play continues for three (3) periods. The game is simulated 60 minutes. The winner is the team with the highest score at the end of the game.

DESCRIPTION OF PARTS

PLAYER SELECTION BUTTON (1, 2)

Decide whether to play against the computer or to challenge a friend. In either case, the computer always controls the defensive men, except for the goalkeeper, to add more excitement to the game.

ADJUSTABLE SKILL LEVEL/POWER SWITCH (1, 2)

The speed and the depth of the defense can be increased to add more challenge to the game. On game level 2, the defense moves much faster and adeptly towards the offense. Compete with the computer brain and then challenge a friend to see who's the Hockey got the Lucky Puck.TM

Skill Level and Category:

- 1) Beginner
- 2) Hockey Lucky PuckTM

Turn the game "ON" by selecting the skill level desired. Do not move this button during play, otherwise action will stop and you'll have to begin the game over again. At the end of the game, turn the button to the "OFF" position.

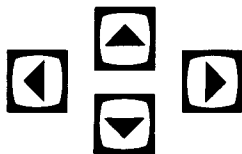
DISPLAY/FACE OFF BUTTON

Each game begins only after you have pressed the Display Button 3 times. You will see the following game statistics:

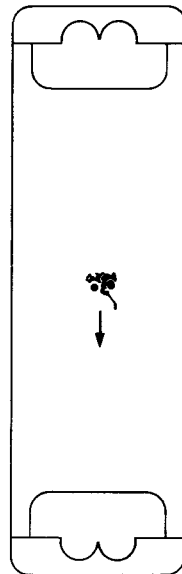
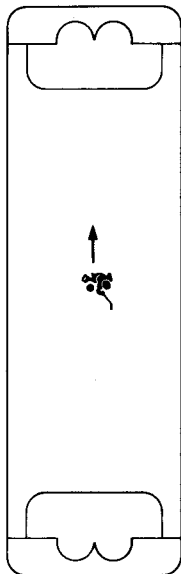
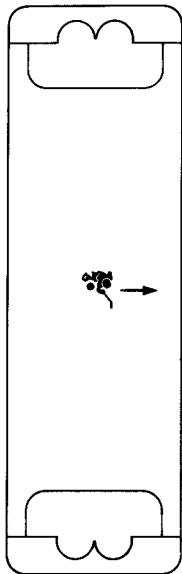
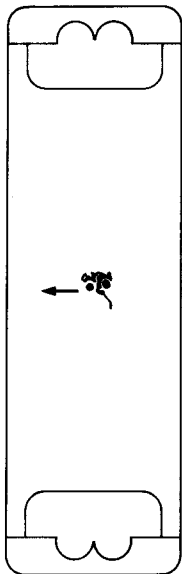
- a) Home Team's Score Visitor Team's Score
- b) Period Time Remaining
- c) Face Off

Play resumes only after the Display/Face Off Button has been pressed 3 times. You must see the Face Off before you can attempt to move your offensive attacker.

OFFENSE DIRECTIONAL KEYS



These directional keys control the movement of the offensive attacker only. The offensive attacker will move 1 space for each push of the directional key. If you move **successfully to the end of the rink without being stopped or losing the puck**, then attempt to score a goal.





Offensive attacker moves across the rink in a left direction.



Offensive attacker moves across the rink in a right direction.



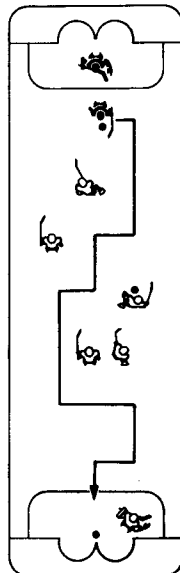
Offensive attacker moves across the rink in backward direction.



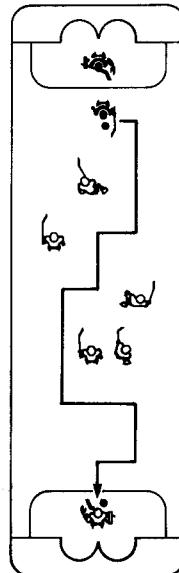
Offensive attacker moves across the rink in a forward direction.

SHOOT BUTTON

If you are ready to try for a goal, then press the Shoot Button and the puck will slide across the ice towards the goal. You can attempt a goal from any rink position. When you successfully get the puck past the goalie, you will receive 1 point and the puck will be seen in the goal area. Every time you score, you will hear 4 loud whistles.



Successful Goal



Unsuccessful Goal

GOALKEEPER DIRECTIONAL KEYS

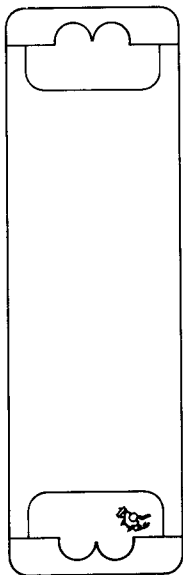
When 2 people are playing, you will alternately control the defensive goalkeeper. Move the goalkeeper either to the left or to the right



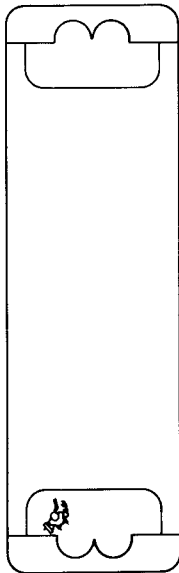
to keep the puck from moving across the goal. Be careful, your opponent could try to fake you and feint a move in one direction while shooting from the opposite direction.



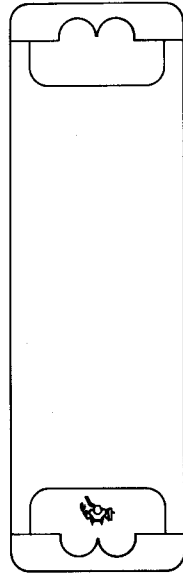
Goalkeeper moves to the right of the goal.



Goalkeeper moves to the left of the goal.



Goalkeeper in the center of the goal.



PERIOD/TIME REMAINING

A complete game consists of three (3) periods. Each period is simulated 20 minutes. The clock begins running from the start of the game and runs continuously thereafter. Each period's actual time is 6 minutes. The entire game is actually 18 minutes long. At the end of the first period, the display will light up with the last play and a special tune will be heard. To begin the next period, simply press the Display/Face Off Button 3 times. The game clock will automatically reset to 20 minutes. The game clock does not run continuously. At the end of the second period, the display will light up with the last play and a special tune will be heard. To begin the next period, simply press the Display/Face Off Button 3 times. At the end of the third period, the display will light up with the last play and a "game over" tune will be heard. If you press the Display/Face Off Button, only the score will be seen. To start a new game,

turn the game "Off" and then to 1 or 2 again.

FACE OFF

Just as in real ice hockey, the game and every play begins with a Face Off. Simply press the Display/Face Off Button 3 times before each play and you will see the players appear in the Face Off formation. After you have pressed this button for the third time, the defense will begin to move towards your offensive attacker to try and stop any attempts for a goal.

SCORE

Prior to beginning each play, press the Display Button and you will see the score of the game. On the display, both the Home and Visitor Team's Score will appear. For each successful goal, you will receive 1 point. The team with the highest amount of points at the end of the game is the winner.

OFFENSE

The offense is composed of two (2) players after the Face Off, the offensive attacker and a goalkeeper. The offensive goalkeeper is computer-controlled. You control the offensive attacker and must maneuver him through the defense to score. There is only one puck in play at one time. The game play begins after the Face Off and the offensive attacker is in motion. Remember that the offensive

attacker can move in either of four (4) directions. So when you get into a tight situation, move the offensive attacker backwards to get a better perspective of the rink. You can attempt a goal from any rink position, at any time. But remember that the closer you are to the goal, the better your chances of a successful goal.

DEFENSE

The defense is composed of five (5) players plus a goalkeeper. The five defensive players are always controlled by the computer to add more challenge and excitement to the game. The computer-controlled defense moves randomly down the rink each play. The offensive attacker can move through the defense in a variety of ways (see strategy). Sometimes the offensive attacker will move through a maximum of 3 defensive players,

sometimes 2, other times 1 and sometimes the offensive attacker will be stopped before he even has a chance to move at all. The computer randomly decides each play how many defensive men the offensive attacker will be able to successfully pass. The goalkeeper in a 2 player game is controlled by a player. The control of the defensive goalkeeper will alternate between the home and visitor team.

ONE (1) PLAYER GAME

You control the flow of the offense. Move the offensive attacker in either of four (4) directions down the rink to score a goal. You must select the strategy and move through the defense to score. The defense is computer-controlled and will try to stop you from moving down the rink and then try to stop your attempts for a goal. You must move quickly to outsmart the computer brain and to score. The game is set up so that you can

control the offense of the home team. If you would prefer to control the offense of the visitor team, simply switch the players button to 2 for the first play and then back to 1 for the next play and then you will be playing the offense of the visitor team. Only one team controls the puck during a one player game. Possession of the puck does not alternate between teams.




TWO (2) PLAYER GAME

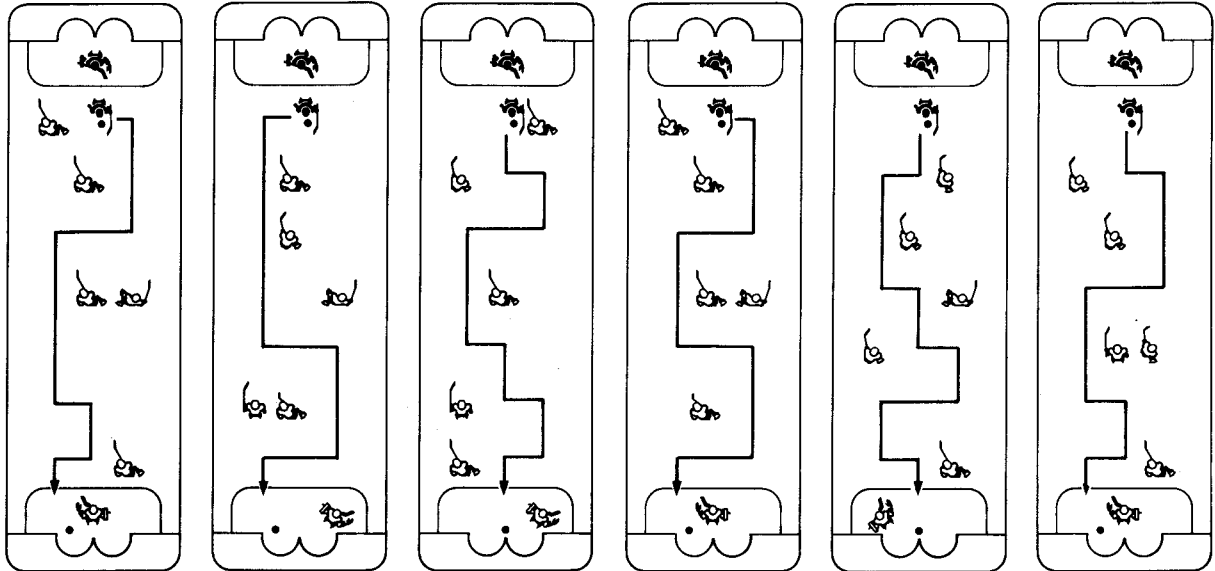
You can control either the flow of the offense or the flow of the defense. Select which you would like to start and then alternate with your friend according to which team has possession of the puck. One person controls the offensive attacker and the other person controls the defensive goalkeeper. The computer controls the other five (5) defensive

players. Now you have the opportunity to move down the rink and attempt to outsmart not only the computer but also your friend. Plan your strategy well and shoot for a goal. Randomly select your moves in order to feint the goalkeeper and score. Remember that your friend is controlling the goalie and will attempt to foil all your attempts to score.

STRATEGY

The computer has over 100 million computerized plays in its memory. Below are a few examples of how to successfully maneuver the offensive attacker past the defense to score.

Offensive Attacker 
Goalkeeper 
Defense 



SPECIAL PLAY INFORMATION

- ★ Remember that every game begins by pressing the Display/Face Off Button 3 times.
- ★ No movement of the offensive attacker or the puck can begin until the Face Off has taken place.
- ★ There are 8 players on the ice at one time.
- ★ Bambino's Lucky Puck™ Ice Hockey follows the basic rules of real ice hockey.
- ★ One or two people can play. Players choose home or visitor team. Home team (blue heads) offense moves from the goalkeeper directional keys towards the offense directional keys. Visitor team (black heads) offense moves from the offense directional keys towards the goalkeeper directional keys.
- ★ The computer always controls the five (5) defensive men.
- ★ You can attempt a goal from anywhere on the ice, at any time.
- ★ When you are playing the one player game, you can choose whether you want to be the home team or visitor team by following the instructions under One (1) Player Game.

HOW TO CARE FOR YOUR LUCKY PUCK™ ICE HOCKEY GAME

- 1) Do not leave the batteries in the unit for prolonged periods of time.
- 2) Do not open or disassemble the unit for any reason; it contains no serviceable parts. See the 120-Day Limited Warranty.
- 3) Do not leave the game in wet, dirty or excessively hot places.
- 4) Play with it often!

IMPORTANT NOTICE

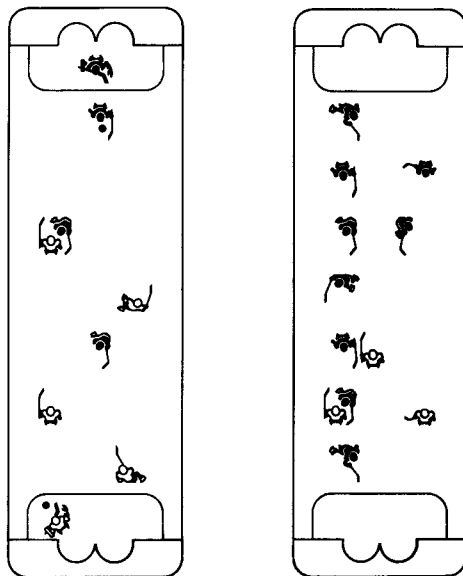
If the game appears to be malfunctioning, this is the first sign of battery wear. Replace the batteries and your game should function perfectly once again. If you still cannot get

your game to work properly, please reread the instructions carefully to make sure you understand how it operates.

BATTERY DRAIN

When your batteries begin to wear out, many offensive and defensive players will appear on your display screen. The same patterns will not appear every time. Sometimes more offensive players and defensive players will appear than at other times, depending on the computer. As the batteries wear out, the game will become difficult to reset. You will hear a goal sound before the battery drain patterns appear. It will become exceedingly difficult to play the game; just replace the batteries and your Lucky Puck™ Ice Hockey Game will function perfectly once again.

FOR LONGER BATTERY LIFE,
WE RECOMMEND USING ALKALINE BATTERIES.



120-DAY LIMITED WARRANTY

Bambino, Inc. warrants each LUCKY PUCK™ ICE HOCKEY game against factory defects in material and workmanship for 120 days from the date of purchase. This LIMITED WARRANTY extends to the original consumer purchaser only.

If the product fails to operate properly during this 120-day warranty period, it will either be repaired or replaced (at our option) without charge to the purchaser, if, within 10 days after such failure, either returned to the dealer or mailed, postage prepaid and insured, to Bambino, Inc. at P.O. Box 67B40, Los Angeles, California 90067, with a brief description of the problem, the date that the problem was experienced, and proof of the date of purchase.

Units not qualifying for repair or replacement free of charge may be repaired for a service charge of \$10.00 if mailed postage prepaid and insured and postmarked within one year of the date of purchase to Bambino, Inc. Payment must be made by check or money order.

Neither this LIMITED WARRANTY nor the post-warranty service is available if the damage or defect is caused by accident, act of God, consumer abuse, misuse, alteration, repair or from any other cause other than factory defects in material or workmanship.

www.handheldmuseum.com

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Bambino Lucky Puck™ Ice Hockey Stock No. ET - 0801

ADAPTER ORDER FORM.

**SPECIAL AC ADAPTER: STOCK NO. ADP-E 0630 suc
TO ELIMINATE THE NEED FOR BATTERIES.**

If the Bambino Special AC Adapter is not available at your local store, simply return this entire order form to Bambino, Inc. to order an adapter for your Bambino games. Please fill out both parts of the form clearly, in ink, and send it to the address below with a check or money order. **NO CASH PLEASE.**

Bambino, Inc.
P.O. Box 67B40
Los Angeles, California 90067
ATTN: Customer Service Department

Please ship _____ Special AC Adapter @\$6.00 _____

Appropriate Sales Tax _____

Shipping and Handling Charges @\$1.75 _____

TOTAL \$ _____

NO C.O.D. ORDERS WILL BE ACCEPTED.

Note: All prices subject to change without prior notice.

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