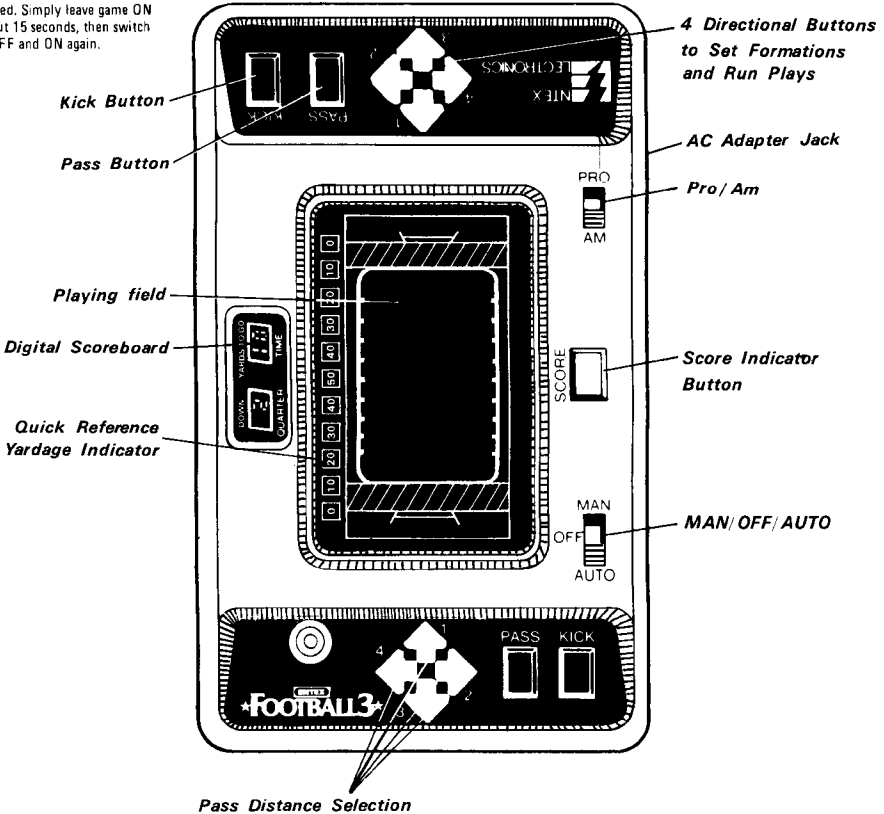


ELECTRONIC
★ FOOTBALL 3 ★

NOTE:

When you turn game ON, many of the LED's (lights) may come on as in some calculators. Do not be concerned. Simply leave game ON for about 15 seconds, then switch game OFF and ON again.

HAND-HELD GAME



1

Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert 3 "AA" batteries (alkaline type batteries are recommended). Battery positions are indicated inside the battery box.

2

Basic Features

- A. **Field** – The field is a 10-yard segment of the 100-yard field. Each forward movement represents 2 yards. When the ball carrier reaches the end of the field, he reappears at the opposite end.
- B. **Scoring** – Touchdown = 6 points; Field Goal = 3 points; and Point-After-Touchdown = 1 point.
- C. **Timing** – 4 quarters of 15 simulated minutes each. The computer signals the end of each quarter and at half-time, play stops and the team that received the initial Kick-off now kicks to the opposing team.
- D. **Yardage Indicators** – There are two yardage indicators:
 - 1) At the end of each play, the exact yardage is shown on the display. It will appear in the Home or Visitor teams box. This indicates which side of the field it is on.
 - 2) The quick reference indicator shows the location of the ball and who has possession. If for example, the ball is on the Visitor's 34-yard line and Visitor has possession, the 30-yard indicator lights up and the 40-yard indicator flashes (40-30), showing that the ball is traveling towards the 40-yard line. When the home team has possession, the 40-yard indicator lights up and the 30-yard indicator flashes (40-30), showing that the ball is traveling towards the 30-yard line.

3

Object of Game

- A. **Offense** – Use Directional, Pass, and Kick buttons to gain yardage and attempt to score Touchdowns or Field Goals.
- B. **Defense** – Use Directional buttons to control defense and stop opponent from gaining yards, or completing passes. Defense can also sack the Quarterback on pass play attempts.

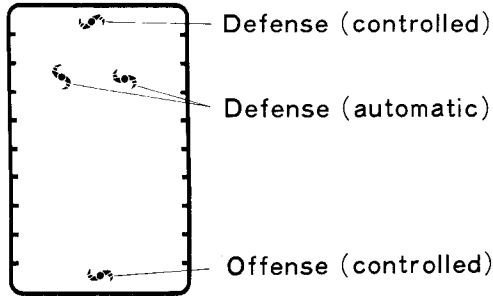
4

Control Buttons

A. Directional Buttons — These buttons have three functions:

- 1) On a running play, the offense uses these four buttons to maneuver the ball carrier (Bright LED) and attempts to out-manuever the three defensive players (dim LEDs) to gain yardage. Each time the offensive player pushes one of these buttons, the ball carrier will move one space in the direction indicated on the button. (Players cannot move out of bounds.) The defensive player also uses those buttons to maneuver his players into position to tackle the ball carrier. The defensive team consists of 3 men — one directly controlled by the player and two who are computer controlled but who always stay 2 yards ahead of the controlled defensive man. (See Fig. 1)

Fig. 1 :



- 2) At the end of each play (ball carrier will be flashing at point of tackle), the computer waits for each player to set up their play. If the Offense decides to run, he pushes one of the four Directional Buttons. The Defense also selects a button. (Play will not begin until both players have pressed one of the four buttons.)
Then, after the quarterback drops back, the Offense and Defense use the Directional buttons to control the players to gain yardage/defend goal.
- 3) Pass Play — When the Offense decides to pass, he uses the Directional Buttons to determine the distance he wants to pass. Buttons 1, 2, 3 and 4 are used in passing and they correspond to a 10, 14, 20 and 30 yard pass respectively.

B. Pass Button –

At the beginning of each play, if the Offense decides to pass, he presses the PASS Button. The Defense then presses one of the Directional Buttons. The men line up on the field and the quarterback drops back. The Offensive player decides the distance of the pass and presses one of the 4 buttons: 1 (10 yd), 2 (14 yd), 3 (20 yd) or 4 (30yd). At what point the Offense presses the button determines if the pass is complete or not. For example, pushing too soon will result in a turnover. With practice, you will learn just the right time to press the button to complete a pass. Also, the longer the pass, the harder it becomes to make a completion. Depending on the timing of the pass, the results are as follows:

- Complete – Low tone-high tone beep
- Incomplete – Low tone beep
- Interception – Low tone beep; the ball moves in opposite direction

The Defense can also attempt to tackle the Quarterback or force an incompletion or interception by rushing in and throwing his timing off.

C. KICK Button –

The KICK Button is used for kickoffs, field goal attempts, punts, and point-after-touchdown (PAT) attempts. Kickoff occurs at the beginning of the game, beginning of the third quarter, and after touchdown and successful field goals. Push KICK and the ball travels down field; then the runback distance is determined by the computer. After touchdowns, press KICK to try for a PAT.

If the PAT is good, the score will flash, then the ball is moved to the 40-yard line for Kickoff. A field goal attempt or punt can be made at any time you have possession of the ball. At the beginning of the play, press KICK instead of PASS or one of the Directional Buttons. After the Defense selects a button, play begins. The quarterback drops back, then kicks the ball. Depending on the distance from the goal, the kick will be either a punt to the other team or a field goal attempt. If it is a punt, the computer determines the run back. If it is a field goal attempt, the computer determines if it is successful or not. Just as in the real game of football, the shortest distance to the goal posts produces the highest probability of scoring the three-point field goal. If the field goal attempt is unsuccessful, the Defense gains control of the ball on their 20-yard line.

D. SCORE

When the SCORE Button is pressed, the display shows the score, then the quarter and time remaining. Automatically after each play, the field position of the ball is momentarily flashed, followed by a steady display of the "yards-to-go"

E. AUTO/OFF/MAN –

Play against the computer (Auto) or against an opponent (Man) or turn game OFF.

F. PRO/AM

Pick your skill level (Auto only).



How To Play

- A. Turn game on selecting Auto (play against the computer) or Manual (play against opponent).
 - 1) **Manual** – Each player controls one side and utilizes buttons for Offense (pass, kick, and directional buttons) or Defense (directional buttons). The side with the word ENTEX on it kicks off.
 - 2) **Automatic** – Player controls end with word Football 3 on nameplate. The computer controls the other end and plays both offense and defense. The computer kicks off.
- B. Select PRO or AM. This feature is available in Auto Mode only.
- C. Press KICK for initial kickoff (Manual). Ball travels down field and reception is made. Runback distance is determined by the computer.
- D. When the ball carrier is tackled, the field position is flashed 3 times, then the down and yards-to-go are displayed.
- E. Offense decides to Run (press one of Directional Buttons), Kick (press KICK) or Pass (press PASS), then Defense presses one of 4 Directional Buttons. The initial formation is displayed. When the Quarterback drops back, the play has begun:

Run Play: The Offense controls the ball carrier with the Directional Buttons and the Defense uses the Directional Buttons to stop the Offense from gaining yardage.

Kick: The Kick is made automatically and the ball travels down field. The computer determines if it's a punt or a field goal attempt (depending on field position).

Pass: Press one of the four PASS Buttons: 1(10 yd), 2(14 yd) 3(20 yd) or 4(30 yd). Depending on the timing of the pass, the result will be:

- Complete
- Incomplete
- Interception

- F. When a Touchdown occurs (Score flashes 3 times), the ball goes to the 10-yard line. Push KICK to try for a PAT. If successful, Score flashes 3 times. Ball then goes to the 40-yard line for Kickoff.
- G. At the end of the second quarter, the ball moves to the Visitor's 40-yard line. Press KICK to Kickoff to the Home Team.
- H. When game is over, the final Score is displayed.
- I. To re-set, turn to OFF, then back to AUTO or MAN or turn game off.



Care Of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

7

Note On Batteries

BATTERY LIFE : Be sure to turn your game off whenever it is not in use. We have done all we can to make your game economical, but micro-computers get hungry.

If L.E.D. lights or scoring device become erratic, replace the batteries with fresh ones.

IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

www.handheldmuseum.com

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Leisure Dynamics of CANADA Ltd., 1315 Lawrence Ave. East, Don Mills, Ontario M3A 1C6

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$20.00. Send certified check or money order made out to Leisure Dynamics. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
Leisure Dynamics of CANADA Ltd.
1315 Lawrence Ave. East,
Don Mills, Ontario M3A 1C6
3. Apply correct postage stamps and insure the unit; then mail.