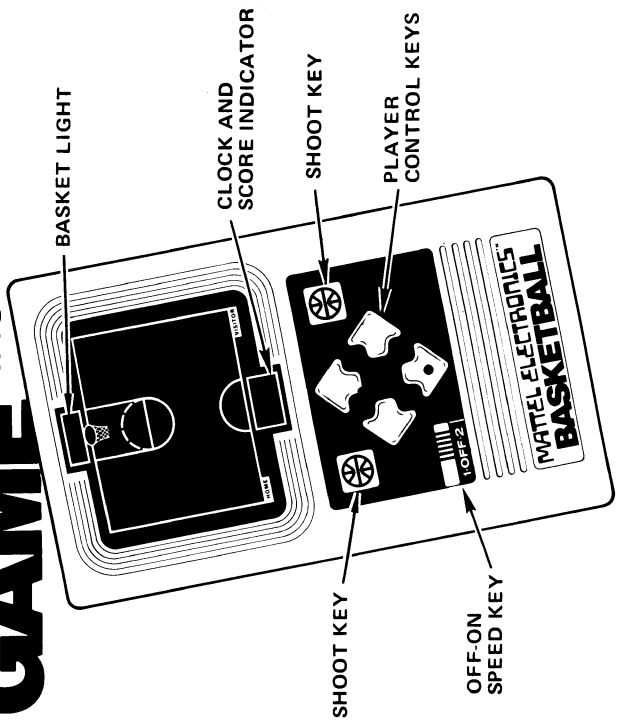


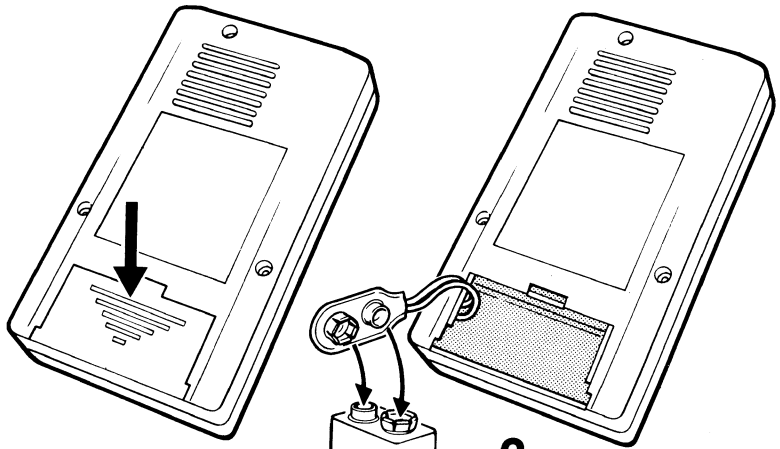
MATTEL ELECTRONICS™ BASKETBALL GAME INSTRUCTIONS



- *The speed and excitement of real basketball.*
- *It's you against a built-in thinking computer.*
- *A challenge for fans of all ages.*
- *A whole new kind of fun.*

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HOW TO ATTACH THE BATTERY

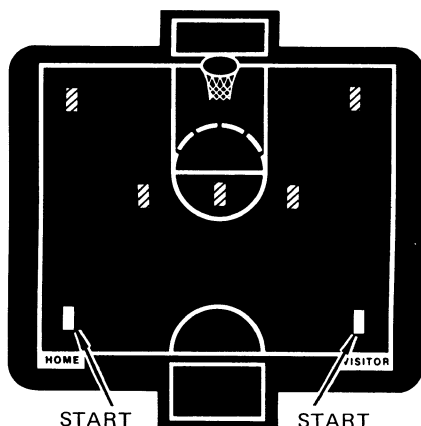


1
Press down on center of cover. Slide cover out to remove.

2
Attach one 9-volt battery to connector. Replace cover.

THE STARTING LINE-UP

Either one or two players against the computer defense. Players control the offensive man (bright blip). Computer controls the defensive men (5 dimmer blips). The offense must maneuver the ball to find a clear path to the basket for a shot. The defense reacts to block the offense.



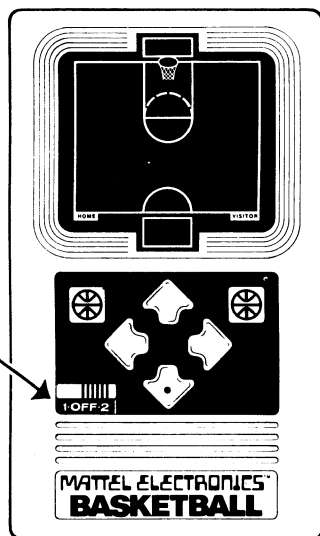
PLAYER #1 – VISITOR TEAM – Starts 1st & 3rd quarters.
PLAYER #2 – HOME TEAM – Starts 2nd & 4th quarters.

The Visitors start each play from the right (Visitor) rear corner of the court. The Home team opens its play from the left (Home) rear corner of the court. See above diagram.

THE CONTROL KEYS

OFF – Game is turned off.

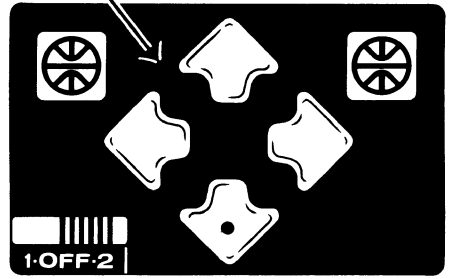
- 1** The game is ON. The defense is at normal speed, but don't be fooled. The action is lightning fast.
- 2** Game is ON. The defense will react twice as fast as in 1. This is strictly for champions.



ARROWS

Control the movements of the offensive man in the direction the ARROWS point. If a position you want is already occupied by the defense, the computer cancels your move until you find an alternate path. The computer also prevents you from moving out of bounds.

PLAYER CONTROL KEYS

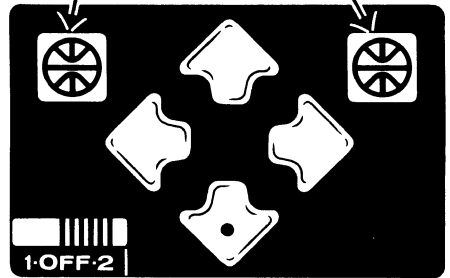


SHOOT

Shoots the ball toward the basket. Either SHOOT key may be used, regardless of the position of the offensive man.

SHOOT KEY

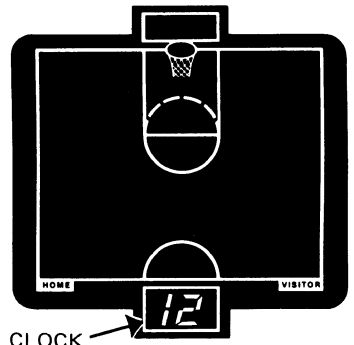
SHOOT KEY



GAME TIME

There are four quarters in the game. The clock ticks when the ball is in play and it is faster than a real clock. A quarter actually lasts 2-1/2 minutes, making the full game 10 minutes long in real time.

When the game is switched on, the clock shows the number of minutes remaining in the 1st Quarter. This number will move down to 00 and the buzzer will sound, ending the 1st Quarter. When the play is started again, the clock will automatically reset for the next quarter. At the end of the 4th Quarter the game is over and the clock will not reset.



THE 24-SECOND CLOCK

You have 24 seconds to score. As soon as you begin to play by pressing a directional ARROW to move the offensive man away from the starting position, you will hear the clock ticking and see it as it counts down from the number 24. This means that you have 24 seconds to score as many times as you can, unless you turn the ball over to the defense before the 24-second period expires. A referee whistle sound will let you know when a turn-over has occurred.

READING THE SCORE

After the whistle sounds the scores are flashed.

First, the Visitor score



Then the Home score



Followed by the number of minutes left to play in the quarter.



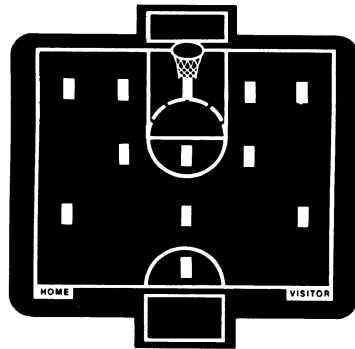
To repeat this information, press the ARROW with the dot on it. This may be done as often as desired before resuming play.

HOW TO PLAY THE GAME

1. Slide the switch to either 1 or 2.
IMPORTANT: Don't switch between 1 and 2 after starting play or the game will end.
-

2. Visitor team opens 1st Quarter from the rear right corner of the court. Five defensive players are in position guarding the basket.
3. Press the ARROW keys to move the offensive man away from the corner. The action is on.
 - The 24-second clock begins ticking.
 - The defense moves to defend the basket.
4. Continue to maneuver the offensive man around the court with ARROWS until you find a position with no defensive player between the offensive man and the basket. Quickly press either blue SHOOT button to shoot the ball. The ball will be represented by a bright blip of light when shot and will separate itself from the offensive man, who will remain in position as a blinking blip of light.

When you are in one of these positions and press the SHOOT key, the computer automatically guides the ball into the basket. A defensive man may, however, move into position to block the ball. He will then pass the ball off to his teammates. If you are quick



enough, you can maneuver the offensive man to intercept the ball and thereby regain possession. If you are not quick enough, the defensive team will pass the ball out of bounds, a whistle will sound and your opponent will get possession of the ball. When you shoot the ball from any other position on the court than those indicated above, the ball will head towards the backboard, bounce off and become a free ball. It will then either bounce out of bounds, bounce to a defensive man, who will then pass it to his teammates and out of bounds or bounce back to your offensive man, in which case you have regained possession.

5. If you score, you will hear a trumpet sound, see a light in the basket, signifying a score, and be awarded 2 points. The ball will automatically return to your starting position. You may score as many times as possible in 24 seconds or until the ball is intercepted and passed out of bounds by the defensive team or bounces out of bounds off the backboard.
 6. At the end of the 1st Quarter the game will automatically reset the playfield for the 2nd Quarter and the Home team gets the ball first. The start of the 3rd Quarter is automatically reset so that the Visitors lead off, and the start of the 4th Quarter is automatically reset so the Home team leads off.
 7. At the end of the 4th Quarter a long buzzer will sound, the final score will flash and the control keys will cease to function. This is the end of the game.
 8. To start a new game, slide switch to OFF first and then back to 1 or 2.
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TIPS ON SINKING A SHOT

1. The closer you are to the basket, the greater your chances are for scoring. If you are too far away, the defense has time to move into a clear lane to block the ball.
2. To set up a play, move around and away from the basket to throw the defense off guard.
3. Speed is essential. As soon as you get an opening, shoot before the defense recovers and blocks your shot.
4. Keep the offensive man moving rapidly to get more openings.

WHAT TO DO IF YOUR SHOT DOESN'T GO IN

1. If you aren't lined up properly, the ball will go off the side. Quickly move your offense to catch the rebound and try for another shot.
2. Defense may have moved into blocking position after you shoot. The ball was deflected. Move offense to recover the ball before it goes out of bounds. Then maneuver for another shot.
3. If you do not recover the ball, a whistle will sound and ball automatically goes over to the other team. The score will flash automatically.

WHAT THE SOUNDS MEAN

TA-TAAA – You've just scored a basket for 2 points.

WHISTLE – You've lost the ball. The other side now has it.

BUZZER – End of a quarter.

LONG BUZZER – End of the game.

TICKING – Ball is in play; the 24-second clock has started.

SHORT BEEP – Your shot is blocked. Try to recover it.

TAKING CARE OF YOUR GAME

- Treat your Electronic Basketball Game with care.
- Don't drop it.
- Don't expose it to heat; for instance, leaving it in the glove compartment of a car on a hot, sunny day could be harmful.
- Avoid getting it wet or dirty.

IMPORTANT: If the blips of light representing the players or Scoreboard appear to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem. For longer battery life use a 9 volt alkaline battery.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250 (see next page for mailing instructions).

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to MATTEL ELECTRONICS REPAIR CENTER.

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

- 1** Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2** Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Also don't forget to show your return address.
- 3** Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for \$10.00 as payment for the repair service.