TIGER®

Model 71-008

Super DATA BLASTER™
The Football Organizer & Communicator

NFL

NFL HISTORICAL STATISTICS
UPDATABLE STATISTICS
PERSONAL STATISTICS
CALENDAR
FOOTBALL PREDICTOR
TELEPHONE/BIRTHDAY
CALCULATOR

FOOTBALL GAME
IR MESSAGES
CARTRIDGE FILES
NFL CARD INVENTORY
CLOCK/ALARM
SECRET PASSWORD
SECONDARY FUNCTIONS

NFL

Super BLASTER™

NFL

EDIT
DELETE
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INSTRUCTIONS

TIGER®

710081WTIE-1

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INTRODUCTION

NFL Historical Statistics	A file of current and career NFL player stats.
Updatable Statistics	A file to track players' performances during the season.
Personal Statistics	A file to track your own statistics, just like the pros!
IR Messages	You and a friend send messages back and forth, and play football games up to 25 feet apart.
Calendar	Daily calendar with alarm.
Football Predictor	Predict the final score in a game between any two NFL teams.
Telephone/Birthday	Store names, addresses, phone numbers and birthdays.
Calculator	Do math problems quickly and easily.
Football Game	Practice passing, reading receivers and play fantasy football games.
Cartridge Files	Unique cartridge system allows updates in players, stat files every year.
Football Card Inventory	List football cards by name, manufacturer and value.
Clock/Alarm	Correct time and message storage with alarm at your fingertips.
Secret Password	Certain files can be "locked" with a secret password, and you choose the word!

GETTING YOUR
SUPER DATA BLASTER READY
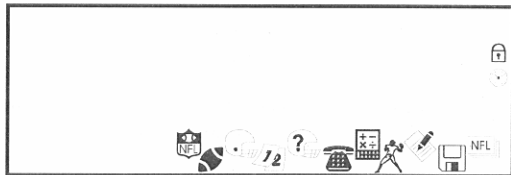
NFL HISTORICAL STATISTICS
You can study and compare performance statistics of more than 1,300 NFL players.

UPDATABLE STATISTICS
Up to 40 players' files can be stored and updated at any time. Format is the same as NFL Historical Statistics file. File automatically updates itself each time new data is entered. You can even send updatable statistics to a friend if he has an NFL Super Data Blaster.

PERSONAL STATISTICS
You create a five-year record of personal data just like the pros. Update the information game by game. For privacy, you can lock this file with a secret password.

CALENDAR
Keep a daily calendar of events, each with date, time and message. You can set your alarm to remind you of these appointments, too. For privacy, you can lock this file with a secret password.

FOOTBALL PREDICTOR
You enter the names of two NFL teams and the Super Data Blaster will predict the winner and final score.

TELEPHONE/BIRTHDAY FILE
You can store and quickly look up names, addresses and birthdays of friends. You can lock this file with a secret password for privacy.

CALCULATOR
You can make the calculations you want on the 10-place calculator using +, -, X, ÷, √ (square root), % (percent), and C (clear entry) keys... plus a complete memory

FOOTBALL GAME
You can practice and play three games to improve your quarterback skills: PASSING ACCURACY, READING-THE-RECEIVER CHALLENGE, and FANTASY GAME. The Fantasy game can be played by you alone, or you can play by remote control with a friend who has a Super Data Blaster.

IR MESSAGES
Send messages up to 25 feet away (using invisible infrared signals) to another Super Data Blaster (or to a Casio* JD6000 or equivalent). Personal messages, team records, statistics or other information up to 50 characters long travel by line-of-sight at light speed. Your unit stores incoming or outgoing messages.

CARTRIDGE FILES
Access the most up-to-date statistics from special cartridges. Review the data or transfer into the Updatable Statistics file. (Note: Cartridges are sold separately.)

FOOTBALL CARD INVENTORY
You can store favorite football cards you have or want for your collection. File holds card names, card makers and the values. For complete privacy, lock this file with a secret password.

* A trademark of Casio Computer Co., Ltd.

CLOCK
Always at your fingertips. Correct time and space for messages.

SECRET PASSWORD
You can have a secret password which locks Personal Statistics, Telephone/Address, Calendar and Card Inventory files. Only by using the password can the files be unlocked.

SECONDARY FUNCTIONS

Secondary Functions are punctuation marks and extra icons you use. Instructions are given on page 16 for using secondary functions.

Scroll Arrows ▲ and ▼ : Two arrows appear at right side of screen to indicate data can be viewed by scrolling up or scrolling up ▲ or ▼down. Use ▲ or ▼ key to scroll and read data.

WORDS YOU SHOULD KNOW

ACCESS: Gaining entry to a location, such as a file, icon, etc.

CARD: A football card for collecting and trading.

CHARACTER: Any letter, number or punctuation character (also see letter and digit).

CURSOR: A blinking line under a space on the screen where a character is or where one can be entered.

CURSOR KEYS: ▲ , ▼ , ► and◄ keys move the cursor around the screen. Keys also move lines up and down on screen.

DELETE: Pressing this key removes a character or symbol above the cursor. **DELETE** also erases information in file.

DIGIT: A number digit, **1, 2, 3, 4, 5, 6, 7, 8, 9,** or **0**

EDIT: Changing information stored in a file.

ENTER: Pressing the **ENTER** key verifies (stores) information you have put in your Super Data Blaster. **ENTER** also performs other functions.

ICON: One of 12 pictures that show you 12 files (functions) or games in your Super Data Blaster.

LETTER: Any letter **A** - **Z**.

MENU: Twelve icons that identify the 12 main functions in your Super Data Blaster. Pressing the **MENU** key puts the Menu on the screen.

MODE: This is the way your Super Data Blaster is being operated. Example: Super Data Blaster is operating in the "calculator" mode. Sometimes the word "function" is used instead of "mode."

PASS: Pressing the **PASS** key during a game allows the quarterback to throw a pass.

PASSWORD: You may use up to a 4-character password to lock your Personal Statistics, Telephone/Address, Calendar, and Football Card Inventory files. Only the password (or deactivating the password) lets you enter these files.

PROMPT: A question on the screen that asks you to do something.

QUIT: Stops using the file or game and returns to the initial screen or MENU.

SCREEN: This is the LCD screen of your game (sometimes called the "display").

SCROLL: Moving the cursor to the right, left, up, or down reveals information on the screen.

STATISTICS: A record of players' or teams' achievements, usually in numbers or percentages (%). Also called "stats."

SEARCH: Looking for words that you previously stored.

SEND: Press this key to send an IR (invisible infrared light) message to another unit.

SHIFT: Press and release to use yellow (secondary) letters/symbols.

SPACE: Pressing **SPACE** adds a space on the screen.

STORE: Records information in a file (usually by pressing the **ENTER** key).

INSTALLING OR REPLACING BATTERIES

Reset Operations:
- By pressing reset button, all data in memory can be erased. A message on screen will ask you, CLR ALL DATA 1. Yes 2.No. By pressing 1 all data will be deleted, 2 will return you to clock display screen.
- Be sure to press reset button and clear all data before you use the organizer for the **first time**.
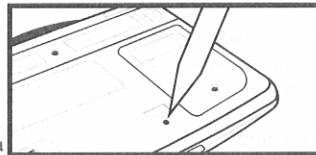
Replacing Batteries:
This organizer is powered by two "AAA" type main batteries and a CR2032 type as back-up battery. The main batteries provide power for normal operations, The back-up battery protects data stored in memory when changing battery.

If the LCD display becomes dim, this means you should turn off the unit and replace the main batteries. Your organizer is protected by the back-up battery during main battery replacement.

Memory contents are lost when both the main battery and the back-up battery are removed. Be sure always to leave one of the batteries in place to protect memory contents. If however, you remove the main battery for any time, memory retention will depend entirely on the condition of the back-up battery in place. If memory seems corrupted, clear it by using the reset.

Warning:
DO NOT REMOVE MAIN BATTERIES IF NO BACKUP BATTERY IS IN PLACE, OTHERWISE, ALL MEMORY WILL BE LOST. WHEN BOTH MAIN AND BACKUP BATTERIES REQUIRE REPLACEMENT, FOLLOW STEPS AND REPLACE BATTERIES SEPARATELY.

Important:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the organizer. Note the following precautions:

- Be sure that the positive (+) side of each battery is aligned as indicated by the engraving inside the battery compartment.

- Never leave dead batteries in the battery compartment.

- To avoid damage to the unit from leaky batteries, replace both the main battery and the back-up battery every three years. Batteries should be replaced no matter how much you use the organizer during that time.

Warning:

- Never try to recharge the batteries supplied with the unit.

- Do not expose batteries to direct heat.

- Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

To Replace The Main Battery:

1. Switch power off, remove the screws that holds the battery compartment cover in place, then remove the battery compartment cover. (Figure 1)
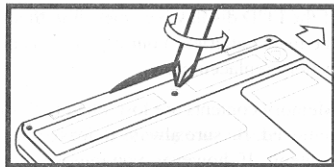
2. Replace the old battery with a fresh one.
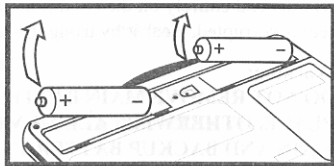
3. Replace the main battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.

4. Replace the battery compartment cover and the screws that secure it in place.

**CAUTION: BATTERIES SHOULD BE REPLACED BY ADULT.**
- **DO NOT MIX OLD AND NEW BATTERIES**
- **DO NOT MIX ALKALINE, STANDARD (CARBON - ZINC) OR RECHARGEABLE (NICKEL - CADMIUM) BATTERIES**

Warning:
DO NOT CLOSE THE BATTERY DOOR ONCE YOU REMOVE BOTH THE MAIN BATTERY AND BACK UP BATTERY. YOU MUST RE-PLACE MAIN BATTERY AND BACK UP BATTERY BEFORE CLOSING BATTERY COMPARTMENT OR ALL FILES WILL BE DELETED!

To Replace the Back-Up Battery:

1. Be sure always to leave main batteries in place to protect memory contents before you replace back-up battery.

2. Remove the screw that holds the back-up battery cover in place. Remove the cover, then remove the old battery with a thin pointed, non-metallic object.
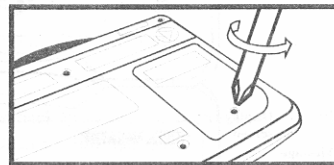
3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the organizer, making sure that its positive (+) side is facing up (so that you can see it).
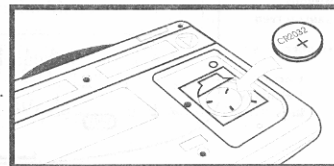
4. Replace the back-up battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.

5. Replace the battery compartment cover and the screws that secure it in place.

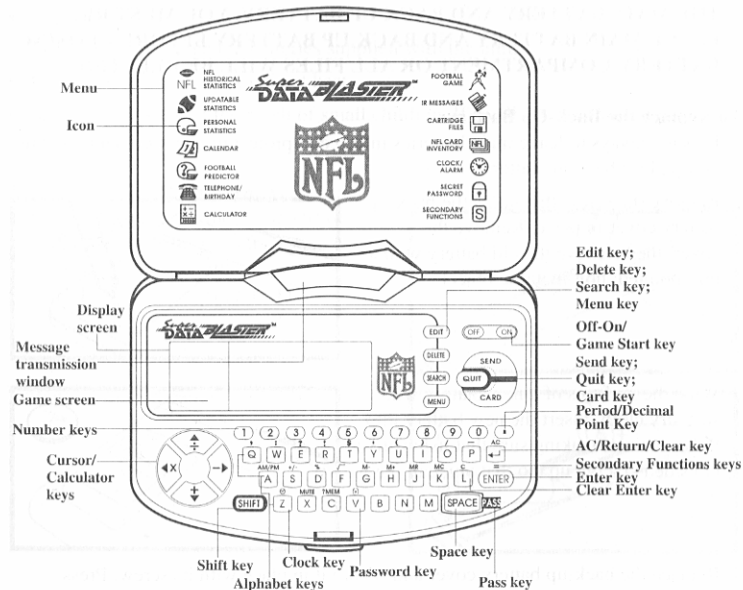# HOW YOUR
SUPER DATA BLASTER WORKS

CONTROLS AND INDICATORS

You use controls and indicators to operate your Super Data Blaster. Note that control names appear in boldface type throughout this book. Learn to recognize all icons and keys; you will be using them often.

EDIT Key: Pressing **EDIT** starts the edit function.

DELETE key: Press **DELETE** to cancel a character above the cursor on the screen. The **DELETE** key also erases files from memory.

SEARCH Key: Pressing **SEARCH** starts the search function.

MENU Key: Pressing **MENU** returns your Super Data Blaster to Menu.

CURSOR/CALCULATOR Keys: Using the ▲ , ▼ , ► and ◄ keys move the cursor around the screen. Pressing ▲ key moves the cursor up one line. Pressing ▼ key moves the cursor down one line. Pressing ► key moves the cursor one space to the right. Pressing ◄ key moves the cursor one space to the left. Keys also move whole lines of mesages up and down. After the **SHIFT** key is pressed, individual calculator keys (**+**, **-**, **X**, and **÷** keys) are pressed to make computations.

OFF-ON/GAME START Key: Press **ON** to turn your unit "on." Press **OFF** to turn your unit "off." When first turned on, today's date, time and day appear on screen.

SHIFT Key: Press **SHIFT** to use Secondary Functions (yellow symbols) on the keyboard, and clock and lock icons.

PASS Key: Pressing **PASS** causes the quarterback to gauge the strength of a throw; pressing **PASS** a second time throws a pass during a football game.

MENU Key: Pressing **MENU** returns you to the Menu.

SEND Key: Pressing **SEND** transmits an IR signal to another unit.

MESSAGE TRANSMISSION WINDOW: Window through which IR messages are sent and received between units.

CARD Key: Pressing this key accesses data stored an a cartridge. (sold separately)

SPACE Key: Pressing this key adds a space above the cursor.

QUIT Key: Press **QUIT** to go back to the initial screen of the file. Press **QUIT** twice when in a file to return to Menu.

🕐 Key: This secondary function is used to access clock mode.

🔒 Key: Secondary Function used to access the password file

MENU: The Menu consists of the word SELECT and 13 icons which appear on screen. You use the Menu to enter any of 13 files they identify.

DISPLAY SCREEN: A bright LCD display for all your recorded files. Also, the game screen is on the left side of the LCD screen.

ICONS: Thirteen pictures on the Menu screen. Use the cursor keys to select any of 11 icons. Clock and Password are accessed by pressing shift first . The selected icon blinks when chosen. Icons are described on page 4.

NUMBER 1 - 0 Keys: Pressing **1, 2, 3, 4, 5, 6, 7, 8, 9, 0** and period keys makes that digit or the decimal point (**.**) appear on the screen above the cursor.

Secondary Function Keys: Punctuation and other symbols are put on screen by pressing keys. Note that the **SHIFT** key must be pressed and released before pressing a Secondary Function key. The" S" icon appears when the **SHIFT** key has been pressed. Press **SHIFT** a second time to return to regular keyboard. "S" disappears. Secondary functions are explained below:

Punctuation Marks	**File Icons**
, (comma)	
: (colon)	🕐
? (question mark)	
! (exclamation point)	🔒
$ (dollar sign)	
' (quotation mark)	
((open parenthesis)	
) (closed parenthesis)	
/ (slant)	
- (dash)	

GAME START Key: This key starts quarterback challenge football games.

◄ /AC (Return/All Clear) Key: Pressing this key returns the cursor to the left side of the screen. During calculator operation, "AC" key clears the calculator of any computations.

TURN ON and TURN OFF

Peel the protective label from the screen.
> NOTE: When unit is turned on after battery replacement: CLR ALL
> DATA 1.YES
> 2. NO screen appears. For normal operation, press **2**.

Simply press the **ON** button to turn your game on (SELECT screen appears). Press the **OFF** button to turn your game off.

> NOTE: If no selection is made for 3 minutes, your game turns off automatically. Simply press **ON** button to turn your unit back on.

SECONDARY FUNCTIONS

Secondary functions are valuable additional features. They are referred to in procedures as they are used. Secondary functions are explained in detail on pages 14 and 15.

EDITING PROCEDURE

When you want to change something stored in your Super Data Blaster, use the editing procedure contained in the file you are using.

SCROLLING PROCEDURE

The message line on the LCD screen can have 12 characters. If you key in more than 12 characters, the cursor automatically moves to the next line. Scrolling up and down moves lines of data up and down on screen.

USING YOUR SUPER DATA BLASTER

Procedure:

```
01/01/95
12:00 A SUN  ⊙
```
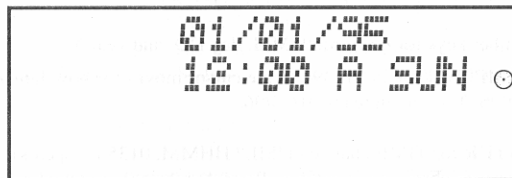
1. Press the **ON** button; press **2**. Today's date, time and day appear on screen. (For first time turn on, 01/01/95 12:00A SUN appears on screen.)

> NOTE: When unit is turned on after battery replacement, CLR ALL DATA 1.YES 2. NO screen appears Press 1 to clear all data. After initial turn on, press 2.

2. Adjust the LCD screen contrast by using the up and down cursor keys. Use ▲ key to increase contrast; use ▼ key to lower contrast.

3. Press **EDIT** to change the date or time.

```
CHOOSE
1.12/24 HR  ⊙
2.TIME SET
```
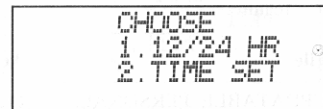
4. Press **1** to select 12 or 24 hour (military time) clock.

```
CHOOSE
1. 12 HR  ⊙
2. 24 HR
```
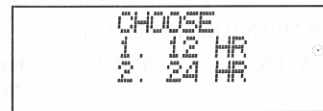
a. Press **1** to set the time in 12 hour clock (normal clock setting), or
b. Press **2** to select 24 hour clock (0000 through 2359 hours - military time.)

5. Screen returns to date/time/day screen.

6. To change the date or time, press **EDIT**. Press **2** for TIME SET.

7. Press number keys for new month MM, day DD, and year YY.

    EXAMPLE: Type in 012496 as the cursor moves to show January 24, 1996. The screen reads 01/24/96.

8. Press **ENTER** for TIME change (TIME? HHMM, 0135 P appears). Press number keys to change time setting. Press **A** once or twice to choose A (AM) or P (PM) if you use the 12 hour clock.

9. Press **ENTER**. Initial screen appears with today's date and time.

10. Press **MENU** to return to Menu.

11. CHECKING MEMORY REMAINING TO STORE ADDITIONAL DATA: You may wish to check your unit from time to time to see how much memory you have left for a file. Files not listed here do not have a memory check feature.

File	Action	Typical Screen
UPDATABLE, PERSONAL,	Press **ON NAME PROMPT SCREEN, SHIFT, ?MEM**	FILE REMAIN 10
IR MESSAGES/INVENTORY		
CALENDAR, TELEPHONE,	Press **ENTER, SHIFT, ?MEM**	MEM. REMAIN 86%

"FILE REMAIN 10" means 10 empty files are available.
"MEM. Remain 86%" means 86% of total memory is available.

NFL HISTORICAL STATISTICS

NFL The NFL HISTORICAL STATISTICS file is where you keep the career statistics for more than 1300 NFL football players. You can refer to them and change/update them any time you wish, and transfer stats to the Updatable Statistics file. Statistics in this unit are valid as of 1/2/95.

Things you can do with Historical Statistics file:

- View statistics sorted by player's name.
- View Statistics by player's position.
- View statistics by NFL team.
- Send statistics to Updatable Statistics file.

Procedure:
1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use cursor keys to select NFL HISTORICAL STATISTICS icon.
3. Press **ENTER**.

Pressing **1**, **2**, or **3** to chooses Player NAME, POSITION, or TEAM.

4. **TO CHOOSE A PLAYER'S NAME:**
   a. Press **1**, NAME? screen is selected.
      (1) Type in player's name (Example: AIKMAN, TROY) or press **SEARCH** key and scroll up or down with cursor keys to find a player's name. Press and hold ▲ or ▼ keys to scroll through list of players.

   Choose a Player by Name (Troy Aikman, for example)
      (2) Player's name appears; press **ENTER**. The record of the chosen player is displayed.

(3) Press down and up cursor keys to view all statistics:

NAME	BIRTHDATE	PRO BOWLS
HEIGHT	YRS IN NFL	SUPER BOWLS
WEIGHT	COLLEGE	
OFFENSE/DEFENSE	NAME OF COLLEGE	
POSITION	CURRENT TEAM	
	(94-95 season)	

NOTE: Additional statistics are given for Quarterbacks,
Wide Receivers, Running Backs, Tight Ends,
Offensive Linemen, Placekickers, Punters,
and Defenders.

QUARTERBACKS:

ATT (attempts)
COMP (completions)
COMP% (completion %)
PSSYRD (passing yards)
TD (touchdowns)
INT (interceptions)
RAT (rating)

OFFENSIVE LINEMEN:
GAME

PUNTERS:
#PUNT (no. of punts)
YARD (total yards)
YRD/PT (yards/punt)

**WIDE RECEIVERS, RUN
NING BACKS,
FULL BACKS, TIGHT ENDS:**
RHATT (rush attempts)
RHYRD (rush yards)
YRD/RH (yards/rush)
#CATCH (catches)
RECYRD (receiving yards)
YRD/REC (yards/reception)
TD (touchdowns)
FUM (fumble)

PLACEKICKERS:
XPA (extra points attempted)
XPM (extra points made)
FGA (field goals attempted)
FGM (field goals made)
PT (points)

DEFENSE:
INT (interceptions)
SACK (sacks)
FUMREC (fumbles recovered)
GAME

(4) Press **QUIT** at any time to return to **NAME**? screen. Select player's
name, and scroll up and down to view stats.

(5) Other players are listed in alphabetical order. Within a name list, scroll
▲ , ▼ to find another name. Press **ENTER**. Go to step (3) above to
view stats.

(6) Press **MENU** key at any time to return to Menu.

5.   **TO CHOOSE A PLAYER'S POSITION:**
   a.   Press **2**. Player's POSITION is selected.
   b.   Use down and up cursor keys to select the player's position: Quarterback,
Receiver, Running Back, Fullback, Tight End, Offensive Lineman,
Placekicker, Punter, Corner Back, Linebacker, Lineman-DB, Lineman-
DE, Lineman-DL, Lineman-DT, Lineman-NT, or Safety. Press **ENTER**.

NOTE: For some positions, you can view the stats of the leaders
in certain statistical categorics. Use cursor keys to select
the statistic you want, and press **ENTER**. Players are
sorted out by position and by statistics. QBs must have
300 attempts, full backs and running backs must have
100 rushes, and receivers must have 30 catches to qualify
for this list.

QB's	RECEIVERS	RUNNING BACK
NAME	NAME	NAME
COMP%	RECYRD	RHYRD
PSSYRD	YRD/CATCH	YRD/RH
TD	TD	TD
INT	FUM	RAT

NOTE: For QB's, receivers and running backs, press **QUIT**
twice to return to POSITION screen. For receivers,
when RECYRD or YRD/CATCH is on screen, press
QUIT to return to NAME screen.

c. Choose name - players are listed alphabetically. Press **ENTER**, or choose any stat.- best players are listed first. Press **ENTER**.

d. Scroll ▲ and ▼ to view player stats. Personal stats are the same as for Player's NAME? above.

e. Other players are listed in alphabetical order. Within a name list, scroll ▲ and ▼ to find another name. When player's name appears on screen, simply press **ENTER** to view personal stats. Press **ENTER**. Go to step (2) above to view stats.

  NOTE   Special statistics are given for Quarterbacks, Wide Receivers, Running Backs, Full Backs, Tight Ends, Offensive Linemen, Placekickers, Punters and Defensemen.

f. Press **QUIT** at any time to return to POSITION (QB, RCVR, RB) screen. Press **QUIT** again to return to

```
1.NAME
2.POSITION
3.TEAM
```

g. Press **MENU** to return to Menu.

6. **TO CHOOSE A PLAYER'S TEAM:**
a. While viewing the 1. NAME, 2. POSITION, 3. TEAM screen, press **3** to select a team name. Press **ENTER**. TEAM? is prompted.
  (1) Scroll down the list of teams (selected team name flashes). Press **ENTER**, or
  (2) Type in a team name. Press **ENTER**. See chart below for team type in:

Team	Type In	Team	Type In	Team	Type In
San Francisco	49ERS	Indianapolis	COLTS	New England	PATRIOTS
Chicago	BEARS	Dallas	COWBOYS	Los Angeles	RAIDERS
Cincinnati	BENGALS	Miami	DOLPHINS	Los Angeles	RAMS
Buffalo	BILLS	Atlanta	FALCONS	Washington	REDSKINS
Denver	BRONCOS	Philadelphia	EAGLES	New Orleans	SAINTS
Cleveland	BROWNS	New York	GIANTS	Seattle	SEA HAWKS

Tampa Bay	BUCCANEERS	New York	JETS	Pittsburgh	STEELERS
Phoenix	CARDINALS	Detroit	LIONS	Minnesota	VIKINGS
San Diego	CHARGERS	Houston	OILERS		
Kansas City	CHIEFS	Green Bay	PACKERS		

  (3) Players are listed alphabetically.
b. Use ▼ and ▲ cursor keys to select a player. Press **ENTER**. Use ▼ and ▲ keys to view stats.
c. Press **QUIT** to return to TEAM? screen, and select a different team.
d. Press **ENTER** to select another player. Press **ENTER**, and use cursor keys to view player stats.
e. Press **QUIT** to return to TEAM? screen. Press **QUIT** again to return to 1. NAME, 2 POSITION, 3 TEAM screen.
f. Press **MENU** to return to Menu.

7. **TO TRANSFER PLAYERS TO UPDATE STATISTICS FILE:**
a. Select PLAYER and choose a player by name; press **ENTER**.
b. Scroll down to stat to be changed. Position stat on top line of screen.
c. Press **EDIT**. (Scroll to characters to be changed.) Type in changes above blinking cursor.
d. Press **ENTER**. COPY FILE TO UPDATABLE appears. Press **ENTER** to send this file to Updatable Statistics file.

  NOTE: You are also transferred to Updatable Statistics file. You can update statistics without affecting the Historical file.

e. Press **MENU** at any time to return to Menu.

  NOTE: If you transfer a file to the updatable statistics file using this procedure, all the stats in the file are transferred and updatable. To enter Stats at the beginning of a new season, refer to the procedure for updatable stats file.

UPDATABLE STATISTICS

The UPDATABLE STATISTICS file is where you may track up to 40 players' statistics, game-by-game, throughout the season. The format is the same as for the NFL Historical Statistics file, except the file automatically updates itself each time new data is entered.

Things you can do with Updatable Statistics file.

- View statistics sorted by player's name.
- View Statistics by player's position.
- Change (edit) a player's statistics.
- Send and receive statistics by IR
- Add new record

```
SELECT
```

Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use cursor keys to select update statistics icon.
3. Press **ENTER**.

```
1.NAME
2.POSITION
3.IR RECEIVE
```
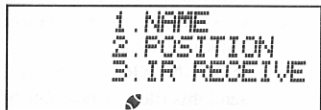
NOTE: Refer to Historical Statistics file to select a player by name.

4. **TO TRANSFER A PLAYER'S FILE TO THE UPDATABLE STATISTICS FILE**

NOTE: Use this procedure if you want to track a player's performance for one season. Using this procedure sets the player's stats to "0" as if he has not played in a game. Other stats, NAME, etc. are retained.

a. From the initial screen scroll down to **NAME** (NAME flashes). Press **ENTER**
b. Using the same procedure as the **HISTORICAL STATISTICS FILE,** type in the desired player's name .
c. The unit will search for the player in the **CARTRIDGE** (if one is plugged in) then the **HISTORICAL STATISTICS FILE** (if there is no cartridge).
d. If the player is in either of these files, his statistics will be transferred automatically to the **UPDATABLE STATISTICS FILE**
e. If the desired player is not found (for example Rookies), the **SELECT 1, ADD PLAYER 2. EXIT** screen appears. You may now create a completely new file for a new player. Simply select 1 and follow the prompts to enter the necessary information.

5. **TO VIEW A PLAYER BY NAME:**
a. From initial screen scroll down to **NAME** (NAME fiashes). Press **ENTER**
b. A list of players entered in the **UPDATABLE STATISTICS FILE** are listed alphabetically
c. You may also go directly to a player in the file by typing in the name using the same procedure as the **HISTORICAL STATISTICS FILE**.

6. **TO CHOOSE A PLAYER BY NAME:**
a. From initial screen, scroll to NAME (NAME flashes). Press **ENTER,** Scroll to final name..for viewing.

NOTE: Refer to chart in Historical Statistics section and enter the name you are looking for. The unit searches for a name ... first in a cartridge (if it is plugged in)... and them in the Historical Statistics file. If a name is most found in erther cartridge or file:

```
SELECT
1.ADD PLAYER
2.EXIT
```

Press **1** and follow prompts to all a new-player/including rookies, and any other player you wish. Press **2** to exit.

b. If name is found, Press **ENTER**, Scroll to view stats.
c. If name is not found, type in name (Example: ARMSTRONG, BJ). Press **ENTER**.
    (1) If name is found, Press **ENTER** to view stats.
    (2) If name is not found, screen will show NOT FOUND.
       a prompt will appear
              1.ADD NEW PLAYER
              2.QUIT

   NOTE: To save you time, go to Historical Statistics file and do the "UPDATE STATISTICS" procedure. You copy a complete player's file directly into the Updatable Statistics file this way. If you are in Updatable Statistics file, and transfer stats in from Cartridge or Historical Statistics, playing stats will appear by title only. You must add playing stats from beginning of season.

d. Do this procedure again. Scroll down to view stats.
e. Go to step 6. "TO EDIT STATS" to change statistics.
f. Press **QUIT** once or twice to return to initial screen.
g. Press **MENU** to return to Menu.

7. **TO VIEW A PLAYER BY POSITION:**
a. From initial screen, scroll to POSITION (POSITION flashes).
b. Press **ENTER**.
c. Use ▲ and ▼ to select position. Press **ENTER**.
d. Scroll down to name you want. Press **ENTER**.

   NOTE: If "NOT FOUND" appears on screen, it means you do not have a player's stats in file for that position. To add a player by his position, go to step #4 or go to Historical Statistics file and do the "UPDATE STATISTICS" procedure. You copy a complete player's file into the Updatable Statistics file this way. All statistics are updatable.

e. Do this procedure again, and scroll down to view stats.
f. Go to step 7. "TO EDIT STATS" to change statistics.
g. Press **QUIT** once or twice to return to initial screen.
h. Press **MENU** to return to Menu.

8. **TO EDIT STATS:**
a. From initial screen, scroll to EDIT (EDIT flashes).

   NOTE: When changing statistics, entering a number automatically adds to a previous total. Some items are automatically updated when related statistics are changed. If stats don't change, type in 0 and press **ENTER**.

   NOTE: You cannot add a player without typing in all stats (no blanks can be left) Press **QUIT** to go back. To skip a statistic, type "0" for that statistic.

b. Press **ENTER**. NAME? is prompted.
c. Scroll down to stat to be changed and put stat on top line of screen.
d. Press **EDIT**. Key in revised stat.
e. Press **ENTER** to store each change. Select stats and key in additional changes.

f.   Press **QUIT** until NAME? screen appears.

g.   Press **MENU** to return to Menu.

9.   **TO IR RECEIVE:**

a.   Select IR RECEIVE from initial screen. Press **ENTER**.

b.   RECEIVE   appears on screen. (Sender chooses Updatable Statistics file he will send you.)

NOTE: See diagram to point Super Data Blasters at each other. You can send up to 25 feet away. When the sender presses the **SEND** key, your file is automatically updated.

c.   When you receive a file, it appears on your screen.

d.   Press **QUIT** to return to initial screen.

e.   Press **MENU** to return to Menu.
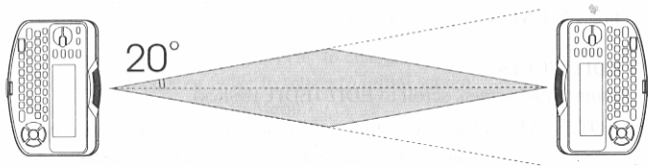
10. **TO IR SEND:**

a.   On initial screen, Press **1**.

b.   Scroll down to any player Press **ENTER**.

c.   The player's file appears. Line up the Super Data Blasters, and press **SEND**. The player's file appears on the receiver's screen.

d.   Scroll down and up to view the just received statistics.

e.   Press **QUIT** to return to initial screen.

f.   Press **MENU** to return to Menu.

NOTE: For IR file transmitting, both units must be NFL Super Data Blasters.

PERSONAL STATISTICS

In this file you store up to five sets of personal data (one year each) in the same format as the Updatable Statistics file. If you want this file to be lockable, refer to SECRET PASSWORD for instructions. This file allows you to create your own statistical file just like the NFL players in the Historical Statistics file.

Things you can do with Personal Statistics file.

• Add a record to file.
• View an added record.
• Edit a record.

Procedure:

1.   Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.

2.   Use cursor keys to select helmet icon.

NOTE: PASSWORD? is prompted if password is active. Type in password, and press **ENTER**.

3.   Press **ENTER**.

NOTE: Pressing **1** lets you add a record. Pressing **2** lets you view records. Type in new name you want (Example: JONES, JEFF). Typing in an update stat automatically changes the existing stat.

NOTE: If "NOT FOUND" appears on screen, no stats are stored. Go to step 4 to add a record.

4.   **TO ADD A RECORD:**

a.   Press **1**. NAME? appears. Type in name. Press **ENTER**.

b.   Scroll   and type in new stats (some stats flash). Scroll down and

up to put a stat to be changed on the top line. Press **ENTER** after each new stat is keyed in. Add other stats as needed.

   c.   Press **QUIT** to return to initial screen.

   d.   Press **MENU** to return to Menu.

5.   **TO VIEW A RECORD:**

       NOTE: You cannot view records unless they have previously been stored.

   a.   From initial screen, press **2** and press **ENTER**. A year appears on screen.

   b.   Type in two or four digits (example: 95 for 1995 or 1995). Press **ENTER**.

   c.   Scroll down and view a record.

   d.   Press **QUIT** to return to initial screen.

   e.   Press **MENU** to return to Menu.

6.   **TO EDIT:**

   a.   Choose the record to edit (that you previously stored). Scroll to the data to be changed (position stat to be changed on top line of screen).

   b.   Press **EDIT**. Type in the new data for the stat you want; press **ENTER**. New stat is displayed (some stats are increased as new numbers are entered).

   c.   Scroll to other stats, and make changes.

   d.   Press **ENTER** to store each item of new data.

   e.   Press **QUIT** to return to initial screen.

   f.   Press **MENU** to return to Menu.

       NOTE: If you do not wish to make changes to a stat, type "0" when that stat is showing.

7.   If you want to lock this file, refer to SECRET PASSWORD on page 58.

8.   Press **MENU** to return to Menu.

       NOTE: A new year number must be entered to create a new file. Otherwise, the stats prevrously entered will be erased.

CALENDAR

This is your daily calendar with room for date, time and messages. If you want this file to be lockable, refer to SECRET PASSWORD for instructions.

Procedure:

1.   Press **ON** and **MENU** (or press **QUIT** if you are using another file) to access Menu.

                      `SELECT`

2.   Use cursor keys to select CALENDAR icon. Press **ENTER**.

       NOTE: PASSWORD? is prompted if password is active. Type in password, and press **ENTER**.

3.   Month, date, year and day appear on initial screen. Scroll down or up to find other dates. To check a date, press **SEARCH** key, key in a new date and press **ENTER**.

       NOTE: Three stars (✱✱✱) on screen tell you there is a message stored for this date. To read a message, locate date with ✱✱✱; press **ENTER**. Scroll up and down to read message.

                  `08/16/94 TUE`
                  `✱✱✱`
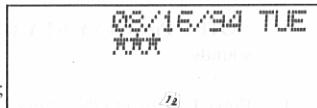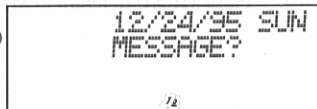
4.   **TO STORE A NEW DATE, MESSAGE AND ALARM TIME:**

   a.   From initial screen, Press **ENTER**.

                  `DATE? MMDDYY`
                         `122495`
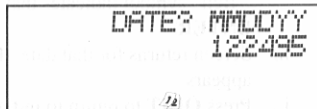
   b.   Type the date (for example: 122495 for MMDDYY for December 24,1995) and press **ENTER**. Date, day and MESSAGE? prompt appear on screen.

                  `12/24/95 SUN`
                  `MESSAGE?`

c. Type in characters, and press **ENTER** to store the message. Type SUPER BOWL; press **ENTER**. Message is stored, and TIME? is prompted

```
12/24/95 SUN
TIME?

          72
```

d. Key in 01:30. Press **A** once or twice to select AM or PM (key in 1330 if 24 hr. clock is used). Press **ENTER**

```
12/24/95 SUN
01:30 A

          72
```

NOTE: Additional messages can be stored; see step 5.

NOTE: To correct a wrong letter, position cursor under wrong letter and type in correct letter.

e. MESS. ALARM 1. OFF, 2. ON is prompted. If alarm is "on," Super Data Blaster sounds an alarm on the day and time you select.

NOTE: Press **ANY KEY** to turn off the alarm when it sounds.

f. Press **1** to select ON. Press **2** to select OFF. Initial screen returns. Press **ENTER**.

g. To check any date, scroll to that date or press **SEARCH**. Key in date (example: 122495). Press **ENTER**. "Bell" symbol indicates that alarm is "on." ✱✱✱ appears on screen. Press **ENTER**.

h. Screen returns for that date. Press **ENTER**. 01:30 P, SUPER BOWL appears.

i. Press **QUIT** to return to initial screen.

j. Press **MENU** to return to Menu.

5. **TO STORE ADDITIONAL MESSAGES FOR ANY DATE:**

   a. Go to next date. Press **ENTER**.
   b. Change the date on the screen to the date where you want to store the second message.
   c. Key in message; press ENTER to store it.
   d. Also key in time you want for alarm. Press ENTER.
   e. Perform steps 4e and 4f to set alarm.
   f. Scroll down to read message.
   g. Go to original date to check the storage of both messages.

   NOTE: Additional messages can be stored using step 5.

6. If you want to lock this file, refer to SECRET PASSWORD on page 58.
7. Press **MENU** to return to Menu.

FOOTBALL PREDICTOR

Enter the names of any two NFL teams. The final score is quickly predicted by comparing team statistics, and the final score appears on screen.

Procedure:
1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use cursor keys to select helmet icon.
3. Press **ENTER**.

```
SELECT
```

> NOTE: Your unit automatically predicts the final game score between any two NFL teams based on team statistics. A variable is added to each game so the outcome is not certain.

4. TEAM A? is prompted. Type in Team A name (or scroll to select) (Example: BRONCOS) Press **ENTER**.

5. TEAM B? is prompted. Type in Team B name (or scroll to select) (Example: BEARS) Press **ENTER**. Super Data Blaster automatically predicts the final game score and displays it on screen.

6. Press **QUIT** to return to TEAM A? screen to play another game.

7. Press **MENU** to return to Menu.

TELEPHONE/BIRTHDAY

You store and quickly look up names, addresses and birthdays of friends and relatives. If you want this file to be lockable, refer to SECRET PASSWORD for instructions.

Procedure:
1. Press **ON** and **ENTER** (or Press **MENU** if you are using another file) to access Menu.

```
SELECT
```

2. Use cursor keys to select TELEPHONE icon..

3. Press **ENTER**.
   > NOTE: PASSWORD? is prompted if password is active. Type in password, and press **ENTER**.

4. NAME? is prompted Type in your name (or JEFF JONES for example) up to 15 characters. Press **ENTER**.

```
NAME?
```

```
JEFF JONES
```
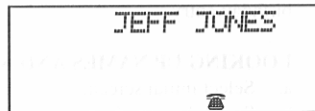
5. NUMBER? is prompted Type in the phone number for the name (Example: 758.913.8100 980) Press **ENTER**.

```
NUMBER?
```

```
758.913.8100
980
```
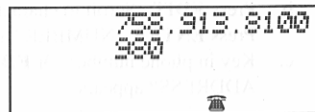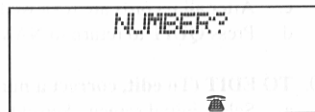
6. ADDRESS? is prompted. Type in address characters (Example: WOODLANDS PARKWAY VERNON HILLS) Press **ENTER**.

```
ADDRESS?

              ☎
```

```
WOODLANDS
PARKWAY
VERNON HILLS
              ☎
```

7. BIRTH? MMDD is prompted. Type in 0812 for month and day. for example. Press **ENTER**.

```
BIRTH?MMDD
      0000

              ☎
```

```
BIRTH?MMDD
      0812

              ☎
```

8. Screen returns to NAME? prompt. Go back to step 4 to enter another telephone/birthday entry.

9. **LOOKING UP NAMES AND NUMBERS:**
   a. Select initial screen.
   b. Scroll down to find data.
   c. After all records are reviewed, the display will read "NOT FOUND".
   d. Press **QUIT** to return to NAME? screen. Press **QUIT** to return to Menu.

10. **TO EDIT (To edit, correct a name, & reenter all data**
    a. Select initial screen. Scroll to RECORD. Press **ENTER**.
    b. Press **EDIT**. Scroll to character to be changed. Key in changes. Press **ENTER**. NUMBER? appears.
    c. Key in phone number. Or **EDIT** to change entry. Press **ENTER**. ADDRESS? appears.

d. Key in address. Or **EDIT** to change entry. Press **ENTER**. BIRTH? appears.
e. Key in birthday. Press **ENTER**. Screen returns to NAME?.
f. Press **MENU** to return ot Menu.

    NOTE: If you edit an entry you must re-enter all data or it will be lost.

11. If you want to lock this file, refer to SECRET PASSWORD on page 58.

12. Press **QUIT** key; initial screen appears.

13. Press **MENU** to return to Menu.

CALCULATOR

Super Data Blaster includes a calculator for you to add, subtract, multiply and divide quickly and easily. Also, you can compute $\sqrt{}$ (square root), % (percentage), and use a constant factor (K).

Calculator Keys

% (percent sign)	$\sqrt{}$ (square root sign)	M- (subtract from memory)
M+ (add to memory)	MR (memory reset)	MC (memory clear)
= (equal sign)	AC (all clear)	C (clear entry)

Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use cursor keys to select CALCULATOR icon.
3. Press **ENTER**. "0" appears on screen.

4. Do addition, subtraction, multiplication, division, square root, percentage, with or without memory storage.

> NOTE: Use the decimal point key to enter a decimal point in any computation.

Addition: Press **2**, press + (plus sign), press **3**, press =. The sum is **5**.

$$2 \quad + \quad 3 \quad = \quad 5$$

Press **AC** to clear screen at any time.

Subtraction: Press **8**, press - (minus sign), press **6**, press =. The difference is **2**.

$$8 \quad - \quad 6 \quad = \quad 2$$

Press **AC** to clear screen at any time.

Multiplication: Press **4**, press **X** (times sign), press **5**, press =. The product iS**20**.

$$4 \quad X \quad 5 \quad = \quad 20$$

Press **AC** to clear screen at any time.

Division: Press **2** and **0**, press ÷ (division sign), press **5**, press =. The quotient is **4**.

$$20 \quad \div \quad 5 \quad = \quad 4$$

Press **AC** to clear screen at any time.

Using the "K" constant:

Press **78** and press - (minus).	Minus sign appears above 78 on screen.
Press - (minus) again.	K sign appears on screen.
Press **100** and = (equal).	Answer 22 appears on screen. 10 appears on screen.
Press **10** and = again.	Answer - 68 appears on screen.
Press **AC** at any time to clear screen.	0 appears on screen.

Finding Square Root: ($\sqrt{}$)

Press **169**.	169 appears on screen.
Press $\sqrt{}$ (square root) sign.	Answer 13 appears on screen. 13 is the square root of 169.
Press **AC** at any time to clear the screen	0 appears on screen.

Finding Percentage (%)

To find 70% of 200, press **200** and then **X** (times).	X and 200 appear on screen.
Then press **70** and **%**.	Answer 140 appears on screen.

Using Calculator Memory

Press **123.45**, then press **M+**.	M and 123.45 appear on screen.
To use memory, press **55 X** (times sign) **22**, then press **M+.**	The product 1210 appears on screen
Press **MR** to check the memory.	Result 1333.45 is displayed on screen
Press **MC** to clear the memory.	1333.45 appears on screen
Now press **MR**.	The result is 0 appears on screen.

Using the 'C' (clear entry) Key:

You want to enter 18 ÷ 12, but you put in **18 ÷ 13**. press **C**.	0 appears on screen while calculator is awaiting a new input.
Press **12**.	12 appears on screen.
Press **=**.	Result 1.5 appears on screen.
Press **3333 X** (times sign). Press **=** to multiply 3333 X 3333.	Result 11108889 appears on screen.
Press **X** (times sign), and, **=** again.	The result is overflow of memory and ERROR appears on screen.
Press **AC** to clear screen.	

NOTE: Press **MENU** to return to Menu.

FOOTBALL GAME

You practice and play three games over and over with many variations. To improve your quarterback skills, you can:

- practice Passing Accuracy
- compete in the Read-the-Receiver Challenge, and
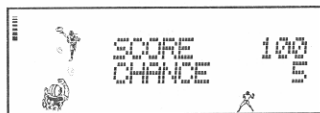- play the Fant. Game (Fantasy Game)

Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.

2. Use cursor keys to select QUARTERBACK icon.

3. Press **ENTER**.

```
1.ACCURACY
2.READ
3.FANT. GAME
                  ⚇
```
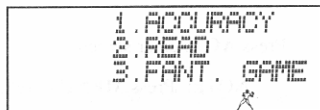
4. **Choose the game to play below:**

PASSING ACCURACY GAME

```
   ⚉       SCORE    100
   ⚇       CHANCE     5
                     ⚇
```

1. Use cursor keys to select a quarterback from game menu.
2. You control the quarterback and make him throw 10 passes to a moving receiver.

QUARTERBACK TIPS:
You score points by completing passes to a receiver. However, you can miss by:
    a. Not throwing far enough.
    b. Not throwing in the right direction.
The **PASS** Key: You select the strength of the pass by pressing **PASS** once. Pass strength is shown on a gauge at upper left corner of screen. More bars appear to show a stronger pass will be thrown! Then you throw the ball by pressing **PASS** a second time.

RECEIVER SPEED:
    a. Receiver moves slowly.
    b. Receiver moves at medium speed.
    c. Receiver moves quickly.

EVADING A TACKLE: QB may be tackled by an opponent. Move right and left to dodge the defensive tackler.

PLAYING THE PASSING ACCURACY GAME

1. With initial game screen displayed, press **1** to select ACCURACY game.
2. Scroll ▼ and ▲ to select Historical, Updatable, Personal, or Cartridge. Press **ENTER**. NAME? is prompted.
3. Scroll ▼ or ▲ to select QB by name; press **ENTER**. MAX SCORE (previous high score) appears on screen.

4. **PLAYING LEVEL 1 GAME:**
    a. Press **GAME START (ON)**.
    b. Scroll ◄ and ► to position QB for pass and to evade a tackler.
    c. Press **PASS** once to gauge strength. Press **PASS** again to throw the pass.
    d. Complete as many passes as possible.
    e. Score and chances show on screen.
    f. CHANCES count down to "0". Screen shows SCORE and changes to LEVEL 2 screen.

5. **PLAYING LEVEL 2 GAME:**

NOTE: Level 2 game moves faster. Receivers and tacklers
change position quicker, and you must react quicker.

a. Press **GAME START (ON)**:
b. Game is played the same as step 4, above. Level 3 is prompted after 10
passes.

6. **PLAYING LEVEL 3 GAME.**

NOTE: Level 3 game is fastest.

a. Press **GAME START (ON)** to play Level 3 game.
b. You get 10 chances. See step 4 to play game.
c. At end of game, SCORE is shown on screen.

7. Press **GAME START (ON)** to play another game. Press **MENU** to return to
Menu.

READING THE RECEIVER CHALLENGE GAME
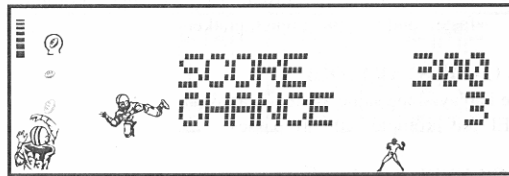
Procedure:
You control the QB and make him throw 10 passes to a target.

QUARTERBACK TIPS:
a. Your QB scores points by hitting a target.
b. Target moves randomly across the screen.
c. Target may appear for a shorter or longer time.
d. Hitting a target that appears briefly earns a higher score.
e. Strength of pass and evading tacklers must be considered.

1. With initial screen displayed, press **2** to select READ GAME.
2. Scroll ▼ and ▲ to select Historical, Updatable, Personal, or Cartridge. Press
ENTER. NAME? is prompted.
3. Scroll ▼ or ▲ to select QB by name; press **ENTER**. MAX SCORE (previous)
appears on screen.

4. **PLAYING LEVEL 1 GAME:**
a. Press **GAME START (ON)**.
b. Scroll ◄ and ► to position QB or evade tackler.
c. Press **PASS** key to throw pass.
d. Press **PASS** nine more times to hit the target.
e. SCORE and CHANCES show on screen
f. CHANCES count down to "0". Screen shows SCORE and changes to
LEVEL 2 screen.

5. **PLAYING LEVEL 2 GAME:**

   NOTE: Level 2 game moves faster. Target changes position
   faster, and you must react quicker.

   a. Press **GAME START (ON)**.
   b. Game is played the same as step 4, above.
   c. LEVEL 3 is prompted after 10 passes.

6. **PLAYING LEVEL 3 GAME:**

   NOTE: Level 3 is fastest.

   a. Press **GAME START (ON)**.
   b. Game is same as step 4, above. Throw 10 passes by pressing the **PASS** key.
   c. At end of game, SCORE and YOU WIN! or YOU LOSE! are shown on
        screen.

7. Press **GAME START (ON)** to play another game.

8. Press **QUIT** to return to initial screen. Press **MENU** to return to Menu.

THE FANTASY GAME


```
FANTASY GAME
1. 1 PLAYER
2. 2 PLAYERS
```
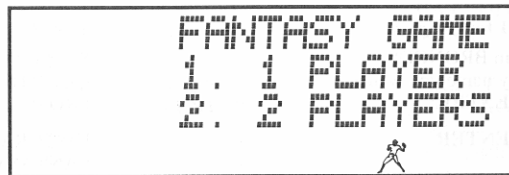
You pick the players you want...any players (even yourself)...and Super Data Blaster plays the game for you based on real stats and tells you who wins. You can use players from the Historical Statistics file, Updatable Statistics file, Personal Statistics file, or Cartridge file. For a 1-player game, you pick your six favorite players and Super Data Blaster picks six opponents and plays the game. Play many games with many different players. Super Data Blaster plays the game and tells you the final score.

Procedure:

1. Select the quarterback icon in the Menu using the cursor keys.
2. Press **ENTER**.

```
1. ACCURACY
2. READ
3. FANT. GAME
```

3. Use cursor keys to select 3. FANT. GAME.

```
FANTASY GAME
1. 1 PLAYER
2. 2 PLAYERS
```
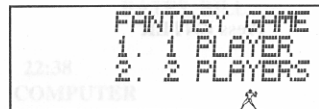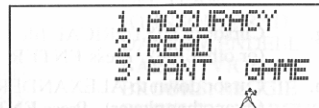
     NOTE: If you are playing the game yourself, select **1**. If you
             are going to play someone with another NFL Super
             Data Blaster, select **2** and press **ENTER**.

4. A typical game is shown below:

Step	Action	Screen Display
a.	Press **1** for one player	TEAM?
b.	Type in BRONCOS (or any name you want). Press **ENTER**	SELECT QUARTERBACK FROM
c.	Press **ENTER**	HISTORICAL FANTASY PERSONAL CARTRIDGE
d.	Cursor to HISTORICAL file (or other file). Press **ENTER**	NAME?
e.	Cursor down to AIKMAN, TROY (or other player). Press **ENTER**	SELECT RECEIVER 1 FROM
f.	Press **ENTER**	HISTORICAL FANTASY PERSONAL CARTRIDGE NAME?
g.	Cursor to HISTORICAL file (or other file). Press **ENTER**	
h.	Cursor down to ALEXANDER, D (or another player). Press **ENTER**	SELECT RECEIVER 2 FROM
i.	Press **ENTER**	HISTORICAL FANTASY PERSONAL CARTRIDGE NAME?
j.	Cursor to HISTORICAL file (or other file). Press **ENTER**	
k.	Cursor down to ANDERSON, WILLIE (or other player). Press **ENTER**	SELECT RUNNING BACK FROM

Step	Action	Screen Display
l.	Press **ENTER**	HISTORICAL FANTASY PERSONAL CARTRIDGE NAME?
m.	Cursor to HISTORICAL file (or other file). Press **ENTER**	
n.	Cursor down to ALEXANDER, D (or another player). Press **ENTER**	SELECT LINEBACKER FROM
o.	Press **ENTER**	HISTORICAL FANTASY PERSONAL CARTRIDGE
p.	Cursor down to ABRAMS, BOBBY (or other player). Press **ENTER**	SELECT SAFETY FROM
q.	Press **ENTER**	HISTORICAL UPDATABLE PERSONAL CARTRIDGE
r.	Cursor down to ALDRIDGE, M (or other player). Press **ENTER**	OPP TEAM
s.	Press **ENTER** Press **ENTER** Unit Typical Press **ENTER** chooses Players Press **ENTER** opposing Press **ENTER** team Press **ENTER**	JOHNSON, BRAD DAVIS, WENDELL BAILEY, VICTOR BROOKS, REGGIE BUCKLEY, MARCUS BATES, BILL

Press **ENTER**

|			
TYPICAL	**18:14**		**22:38**
FINAL	**BRONCOS**	**or**	**COMPUTER**
SCORES	**WIN!**		**WINS!**

* Final game scores vary due to random factors added to each game.

    NOTE: Press **QUIT** to play another game, or press **MENU** to return to Menu.

    NOTE: You can play the game with another NFL Super Data Blaster using the IR Message feature.

PLAYING FANTASY GAME BY REMOTE CONTROL (2 PLAYERS)

1. Press **QUIT** to return to initial screen FANT. GAME. Press **3**.

2. FANTASY GAME   1. 1 PLAYER, 2. 2 PLAYER is prompted.

3. Press **2** to choose 2 PLAYER. TEAM? is prompted.

4. Key in any team name you wish (you can make up your own team name). Press **ENTER**.

5. Select six players and press **ENTER** after each selection.

```
PRESS "SEND"
OR WAIT
```
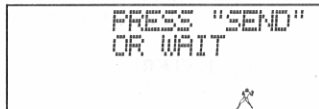
> NOTE: See diagram to line up sending and receiving units. Receiving unit must also be set to Fantasy Game, IR RECEIVE mode.

4. If you are a receiver, wait for the other Super Data Blaster to send. If you are a sender, press **SEND**.

5. Receiving unit shows final game score on screen. Receiving player announces final score.

> NOTE: If sender sees COMM ERROR on screen, he presses **QUIT**, lines up units and presses **SEND** again.

6. Press **QUIT** to return to FANTASY GAME,   1. 1 PLAYER, 2. 2 PLAYER screen. Play another game!

7. Press **MENU** to return to Menu.

IR MESSAGES

The IR MESSAGES mode uses invisible infrared (IR) light waves to send and receive messages to nearby Super Data Blasters and Casio JD6000 or equivalent units. You can send or receive messages or records up to 50 characters long between Super Data Blasters. For Casio JD6000 and similar units, messages up to 28 characters can be sent and received. Messages are sent by line-of-sight for up to 25 feet. Ten messages can be stored for future transmission.

> NOTE: All Tiger Organizers can send and receive messages to each other .

Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.

```
CHOOSE MODE
1.TIGER
2.OTHER
```

2. Use direction keys to select IR MESSAGES icon.

3. Press **ENTER**. Initial screen appears.
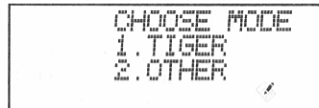
> NOTE: Press **1** to send to another Tiger unit; press **2** to send to a compatible infrared message diary.
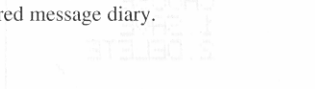
4. **TO SEND A MESSAGE:**
   a. With initial screen, press 1. MESSAGE? is prompted.
   b. You can send two kinds of messages (pre-stored or newly created):
      (1) Type in a message. Press
          ENTER.

```
CHOOSE
1. SAVE
2. DELETE
```

      (2) Press **1** to save message. MESSAGE? is prompted. Press **2** to delete message. You can store up to 10 messages ahead of time.
   c. When message is on screen, aim the window at the other unit. Be sure to hold still.
   d. Press **SEND**. Message is sent to receiver.

   NOTE: If the message is not received and acknowledge is not returned, the words "COMM ERROR" appear on screen. Press **QUIT** to start again.

   e. Press **SEND** again to retransmit message or record.
   f. At the receiving unit, the message appears on screen. Scroll down to view message.
   g.

```
CHOOSE
1. SAVE
2. DELETE
```

   h. Press **1** and **ENTER** to save message. MESSAGE? appears. Scroll down to view message.
   i. Go to step "b" above to send another message.
   j. Press **MENU** to return to Menu.

5. **TO RECEIVE A MESSAGE:**
   a. Go to MESSAGE? screen and wait for message.
   b. ✶✶ RECEIVE ✶✶ appears on screen with the received message under it.
   c. To save message, press **ENTER**. CHOOSE 1. SAVE, 2. DELETE screen appears.

   d. Press **1** and press **ENTER**.
   e. MESSAGE? is prompted. Scroll down to view message.
   f. To delete message, press **DELETE**.
   g. Go to step "b" above to receive another mesage.
   h. Press **MENU** to return to Menu.

6. Press **QUIT** once before you send the next message.

7. Press **MENU** to return to Menu.

CARTRIDGE FILES

A unique cartridge system contains accurate information to up-date career and yearly total stats. Each season you can easily load statistics from these pre-programmed cartridges into your Blaster. You can even send them via IR messages mode to another Super Data Blaster.

NOTE: Insert or replace cartridge only if the unit is OFF.

Procedure:
1. Insert cartridge into right side of Super Data Blaster.

```
SELECT
```

2. Press ON and ENTER (or press MENU if you are using another file) to access Menu.

3. Use direction keys to select the cartridge icon or push CARD key.

4. Press ENTER. Data is accessible? appear on screen.

5. Name cartridge.

6. Press ENTER.

```
1.NAME
2.POSITION
3.TEAM
```

7. You may now view or load a record into Updatable Statistics file.
   a. To view a record, refer to NFL Historical Statistics file for procedure.

   NOTE: When playing the fantasy game, plug in the cartridge, and you are able to use the CARTRIDGE file to play a game. NO VALID CARTRIDGE appears on screen if no cartridge is plugged in.
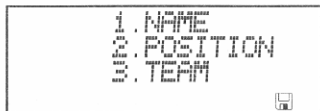
b. To load into Updatable Statistics file, choose a record.
   (1) Choose a record (as in Historical Statistics file).
   (2) Press EDIT. Press ENTER.

```
COPY TO
UPDATABLE
```

   (3) Press ENTER or QUIT. You are now in the Updatable Statistics file with the new record.

8. Additional cartridges can be accessed by removing the cartridge and plugging-in a different one. Then repeat the procedure starting at step 3.

9. Press MENU to return to Menu.

Warning: When cartridge is used, always keep the cartridge switch in lock position. The unit should not be left unattended if cartridge switch is unlocked.

Cartridge expansion card:
1. Before inserting the cartridge card, unlock the cartridge switch and the system will shut itself off.

2. Insert the cartridge card into the slot and push it in.

3. Lock the cartridge by pushing the switch into lock position.

4. Turn on the unit. The cartridge data can now be accessed by either selecting the cartridge icon at MENU mode or by pressing the cartridge key.

FOOTBALL CARD INVENTORY

You store a list of your favorite football cards with card names, card makers and values (up to ten card only). If you want this file to be lockable, refer to SECRET PASS WORD for instructions.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** if you are using another file) to access Menu.
2. Use direction keys to select the card file icon. Press **ENTER**.

> NOTE: PASSWORD? is prompted if password is active.
> Type in password, and press **ENTER**.

Prompt	Type In	Press Key
CARD NAME?	Up to 15 characters	**ENTER**
MFGR?	Card manufacturer name (up to 10 characters)	**ENTER**
VALUE?	Up to $9999	**ENTER**
CHOOSE 1. WANT, 2. HAVE	**1** or **2**	**ENTER**

3. Screen returns to CARD NAME? screen. Store additional card information as desired.

> NOTE: To view, press down key to see card name, mfgr., value, and want/have.

4. Press **QUIT** to return to CARD NAME?

5. **TO EDIT:**
   a. Access card file and scroll down to desired card.
   b. Press **EDIT**.
   c. Retype all necessary data for the card. Press **ENTER** as required.
   d. Press **QUIT** to return to CARD NAME? screen.

6. If you want to lock this file, refer to SECRET PASSWORD on page 60.

7. Press **MENU** to return to Menu.

CLOCK/ALARM

This shows the current time in regular or 24-hour display. Once the clock is set, the time is displayed. You can check the correct time whenever you wish.

Procedure:

1. Press **ON** and **ENTER** (or press **MENU** once or twice if you are using another file) to access the Menu.
2. To edit, press **SHIFT** and clock icon keys. Initial screen appears.

```
12/24/95
01:30 P SUN
```

3. **TO EDIT:**
   a. Press **EDIT**. Screen shows:

```
CHOOSE
1.12/24 HR
2.TIME SET
```

   NOTE: Pressing "**1**" selects 12/24 hour display. Go to step 4.
   Pressing "**2**" sets the time. Go to step 6.

4. **TO CHOOSE 12 OR 24 HOUR DISPLAY:**
   a. Pressing **1** or **2** chooses 12 or 24 hour display.
   b. Press **1**. Initial screen shows 12 hour time, or press **2**. Initial screen shows 24 hour time.

5. **TO SET TIME:**
   a. Press **2**. DATE? MMDDYY appears on screen.
   b. Key in digits for month, day, and year. Press **ENTER**.

NOTE: If you key in a wrong digit, use cursor keys to select the digit and retype it correctly.
   c. TIME? HHMM appears.
   d. Key in four digits for correct hour and minute.
   e. Repeatedly press "**A**" to select A (AM) or P (PM).
   f. Press **ENTER**. Initial screen appears with new time.

6. Press **MENU** or **QUIT** to return to Menu.

SECRET PASSWORD

You can lock certain files by using up to a 4-letter secret password. No one can open these files unless they use the secret password. Files that can be locked are Personal Statistics, Telephone/Birthday, Calendar and Card Inventory. All other files cannot be locked.

Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.

```
PASSWORD?                    🔒
```

2. Press **SHIFT**, then press key for the lock symbol. Initial screen PASSWORD? prompt appears.
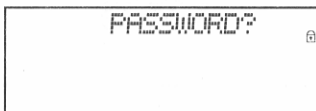
> NOTE: Write down your password now so you won't forget it. Later you can hide the password in an unlockable file, and tear up the password written on paper.

3. Enter any combination of four letters and numbers. Digits appear as ✱✱✱✱ on screen.

4. Press **ENTER**.

> NOTE: If incorrect password is typed in, INVALID appears on screen. Press **ENTER** to return to initial screen.

5. If no password was previously stored, RETYPE is prompted.

6. Type in password again to verify. While typing in the password, four stars (✱✱✱✱) appear. Press **ENTER**.

> NOTE: Your actual password will not appear on screen.

7. **Successful password entry prompts:**
   1. ON   Press **1** to activate the password.
   2. OFF   Press **2** if you don't want the password. Unit returns to Menu.
   3. EDIT Press **3** to change password. Press **ENTER**. Go to step 4.

   > IMPORTANT NOTE: Remember your password! Write it down if you need to. If you forget your password you will be locked out of very important files. The only way to reenter these files is to press the reset button on the bottom of the unit with the tip of a pen. Be careful! This procedure deletes **all** files from your Super Data Blaster.

8. Press **MENU** to return to Menu.

Caution

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Replace batteries at the first sign of erratic operation.

Do not use a pencil or a pin to press the reset switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

Defect or Damage

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

> TIGER ELECTRONIC TOYS REPAIR CENTER
> 980 Woodlands Parkway,
> Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase, price paid, and your return address. We will do our best to help.

90-Day Limited Warranty

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned <u>must be shipped prepaid and insured for loss or damage</u> to:

> Tiger Electronics, Inc. Repair Dept.
> 980 Woodlands Parkway
> Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.