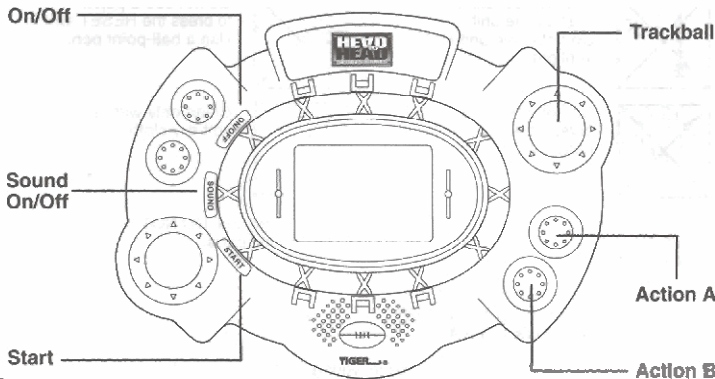




WARNING:
CHOKING HAZARD - SMALL PARTS
NOT FOR CHILDREN UNDER 3 YEARS

INTRODUCTION

Welcome to Head to Head Football! Head to Head Sports Games feature awesome dot-matrix graphics, instant replays, and super-tech trackball controls for the greatest head-to-head sports action around!



CONTROLS

- ON/OFF** - To turn the game on or off
- SOUND ON/OFF** - To turn the sound on or off
- START** - To start the game: press and hold **START** at any time to view the status screen
- ACTION A** - To select the number of players at the **PLAYER SELECT** screen (1 or 2 players)
To select the length of the game at the **GAME LENGTH** screen (4, 6, or 8 minute games)
To select the formation and/or play during play selection screens
To put the trackball into "PASS" mode (when on offense)
To control a different defender (when on defense)
- ACTION B** - To snap the ball and start the play (when on offense)
To perform a spin move to break a tackle (when on offense)
To make a dive tackle to catch the ball carrier (when on defense)
To secretly select a play/formation selection (offense or defense)
To secretly control a different defender (when on defense)
- TRACKBALL** - The trackball is a special roller-ball controller. The trackball measures the direction and speed when it is rolled. Use the trackball to:
- Move the highlight selection bar up/down or left/right
- Move your players in any direction (up, down/left/right).
- Determine the direction and distance of kicks
- Determine the direction and distance of passes

GETTING STARTED

1. Press **ON/OFF** to turn on the game.
2. Select **ONE** or **TWO** player games. Move the trackball left or right to highlight your choice, and press **Action-A**. Note: In a **ONE** player game, the computer will control your opponent.
3. Select 4, 6, or 8 minutes **GAME LENGTH**. Move the trackball up or down to highlight your choice, and press **Action-A**.
4. Press **START** to begin the game.

THE COIN TOSS and KICKOFF

1. At the start of the game, the computer will randomly determine which player is kicking off and which player is receiving.
2. The defending player will kick off by rolling the trackball to determine direction and distance. The offensive player will catch the ball on either the right or left side, at about the 5 yard line.
3. Both players now use the trackball to control their players: The offensive player uses the trackball to run up the field and avoid the defense. The defensive player uses the trackball to try to tackle the ball carrier.

PLAYING OFFENSE AND DEFENSE

1. At the start of each down, each player must choose a formation and a play. Use the trackball to scroll through the available formations. Press **Action-A** to select a formation.

2. Each formation has several plays. Use the trackball to scroll through the available plays, then press **Action-A** to select a play.
3. Instead of using the **Action-A** button to select your play, you can use **Action-B** instead. When you use the **Action-B** button to select your play, the trackball will remain active so that you can appear to be searching through other plays. However, no matter what formation you find, even if you press **Action-A**, your original **Action-B** selection will be the play you use! Use this if your opponent likes to look across the game to snoop out your play selection.

How To Pass

To pass the ball, you must wait for a receiver to get open at the end of his pattern. Press and hold the **Action-A** button, then roll the trackball towards the intended receiver. If your pass has the right speed and direction, your receiver will catch the ball and control will automatically switch to the ball carrier so you can try to run for more yards.

Note: If you choose a running play, you will not be able to pass the ball. You will automatically hand the ball to the running back who will then try to run downfield.

OFFENSIVE FORMATIONS

There are four standard formations that the offensive player can scroll through and select in the play/formation screen, for each down:

- 1) Standard
- 2) Shotgun
- 3) Wide Right
- 4) Wide Left
- 5) There is a fifth formation available to the offensive player: Special Teams.

Selecting this formation will allow the offensive player to select either the punt or field goal plays, and is automatically selected for the extra point attempt.

Standard Formation

1. Up the middle on right:

A run play in which the linesmen and ends block, and the fullback is handed the ball by the quarterback. The offensive player controls the fullback once the ball is handed off and is expected to run through a gap in the Line Group on the right side.

2. Draw:

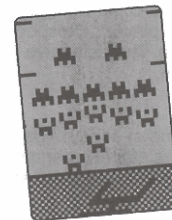
A pass play in which the linesmen and ends block. The fullback moves to the left of the quarterback. The offensive player has the option to run the quarterback or lateral (s deways pass), to the fullback only. The offensive player controls the fullback once the ball is lateral ed and is expected to run around the left end.

3. Double Post:

A pass play in which the linesmen block and the ends run pass patterns. Both ends run a short post pattern. The fullback moves to the left of the quarterback to block. The offensive player has the option to run the quarterback, or pass to an end.

4. End Run:

A run play in which the linesmen and ends block, and the fullback is handed the ball by the quarterback. The offensive player begins control of the fullback once the ball is handed off, and is expected to run the fullback around the right end.



Shotgun Formation

5. Up the middle on left:

A run play in which the linesmen and ends block, and the fullback is handed the ball by the quarterback. The offensive player controls the fullback once the ball is handed off, and is expected to run through a gap in the Line Group on the left side.

6. Option Long:

A run play in which the linesmen block, and the both ends run long along the sidelines. The fullback moves to the right of the quarterback. The offensive player has the option to run the quarterback, lateral to the fullback, or pass to an end.

7. Option Short:

A run play in which the linesmen block, and the both ends run a short post pattern. The fullback moves to the left of the quarterback. The offensive player has the option to run the quarterback, lateral to the fullback, or pass to an end.

8. Double Cross:

A pass play in which the linesmen block and the ends run pass patterns. Both ends run a cross-field pattern. The fullback moves to the left of the quarterback to block. The offensive player has the option to run the quarterback, or pass to an end.

Wide Right Formation

9. Stack Right:

A pass play in which the linesmen block and the ends run pass patterns. The right end runs long along the right side, and the left end runs a cross-field pattern. The fullback runs short along the right side. The offensive player has the option to run the quarterback, or pass to the fullback or to an end.

10. Option Right:

A pass play in which the linesmen block and the ends run pass patterns. The right end runs a cross-field pattern, and the left end has a short post pattern. The fullback holds position and blocks. The offensive player has the option to run the quarterback, or pass to the fullback or an end.

11. Sweep Right:

A run play in which the linesmen block, the left end blocks, and the right end runs long along the right side. The fullback runs short along the right side to block. The offensive player controls the quarterback, and is expected to run around the right side, following the fullback.

12. Quarterback Sneak, Left Side.

A run play in which the linesmen block, the left end blocks, and the right end runs long along the right side. The fullback holds position and blocks. The offensive player controls the quarterback, and is expected to run through a gap in the Line Group on the left side.

Wide Left Formation

13. Stack Left:

A pass play in which the linesmen block and the ends run pass patterns. The left end runs long along the right side, and the right end runs a cross-field pattern. The fullback runs short along the left side. The offensive player has the option to run the quarterback, or pass to the fullback or to an end.

14. Option Left:

A pass play in which the linesmen block and the ends run pass patterns. The left end runs a cross-field pattern, and the right end a short post pattern. The fullback holds position and blocks. The offensive player has the option to run the quarterback, or pass to the fullback or an end.

15. Sweep Left:

A run play in which the linesmen block, the left end blocks, and the left end runs long along the right side. The fullback runs short along the left side to block. The offensive player controls the quarterback, and is expected to run around the left side, following the fullback.

16. Quarterback Sneak, Right Side.

A run play in which the linesmen block, the right end blocks, and the left end runs long along the right side. The fullback holds position and blocks. The offensive player controls the quarterback, and is expected to run through a gap in the Line Group on the right side.

DEFENSIVE FORMATIONS

In all five defensive formations, the position of the defensive ends is determined by the positioning of the offensive ends. Defensive ends not under direct control will move in set patterns.

Man to Man:

Linesmen and end line up on the line of scrimmage. There are two linebackers positioned ten pixels behind the defensive line. The defensive player can select and control an end or a linebacker.

Zone:

Linesmen and end line up on the line of scrimmage. There is one linebacker positioned behind the defensive line, and a safety that is positioned behind the linebacker. The defensive player can select and control an end, the safety or the linebacker.

Blitz Left:

Linesmen and end line up on the line of scrimmage. One linebacker is positioned behind the left end (from Defensive player's perspective). The safety "SF" is positioned behind the defensive line. The defensive player can select and control an end, the safety, or the linebacker.

Blitz Right:

Linesmen and end line up on the line of scrimmage. One linebacker is positioned behind the right end (from Defensive player's perspective). The defensive player can select and control an end, the safety, or the linebacker.

Special Teams

This defensive formation is not an option for the defensive player, but is automatically implemented when the offense selects the punt play. Linesmen and end line up on the line of scrimmage. Both line backers will be positioned further back to act as receivers. The position of the receivers will be determined by the distance of the kick. The defensive player will control the receiver that catches the ball.

STATUS SCREENS

Between downs you will see two information screens: the **SCORE** screen and the **STATUS** screen. The **SCORE** screen shows the current score, while the **STATUS** screen shows the down #, yards to go, half #, and time left in the half.

FIELD GOALS AND EXTRA POINTS

These two plays use a special screen format. In addition to using the trackball to control the force of the kick, you must also watch the moving target at the top of the screen to correctly aim the kick between the goal posts.

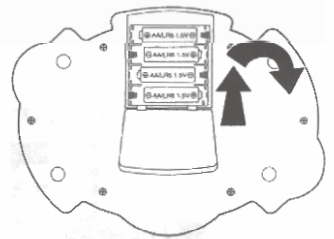
INSTANT REPLAYS

Head to Head Football contains numerous Instant Replays to show you highlights of the action. Awesome runs, receptions, interceptions, field goals, even end zone celebrations are all shown up close and personal on the "big screen." The better you play, the more cool Instant Replays you will get to see!



INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover upward.) Insert 4 "AA" / LR6 batteries or equivalent (not included) making sure to align "+" and "-" as shown.



CAUTION: Battery should be replaced by adult. Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by adult.
- Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged (if removable). Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.



Replace with new batteries at the first sign of erratic operation.

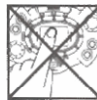
CAUTION/DEFECT OR DAMAGE



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



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



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



Clean only with a piece of soft dry cloth.

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 REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

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

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Tiger Electronics Ltd (TIGER) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

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

Product returned to TIGER without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at TIGER'S option) for a service fee of US\$16.25. Payments must be by check or money order payable to Tiger Electronics, Ltd.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

All product returned must be shipped prepaid and insured for loss or damage to:

TIGER REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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