

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.

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MADDEN 95

MODEL 78-588



78588IWTE-1

Finally a football game that plays as smart as John Madden himself. Call your own plays—on BOTH offense and defense. Try to outthink your computer opponent using your own strategies. Play through an entire 16 game season, with the ability to save the game you are playing with the computer's built-in memory! So you're able to turn off the game and then turn it back on whenever you want—and resume playing on the exact same play! You qualify for the playoffs by finishing the entire 16 game season—or you can choose the special playoff mode and march straight into the playoffs.

It's all here. For the love of the game!

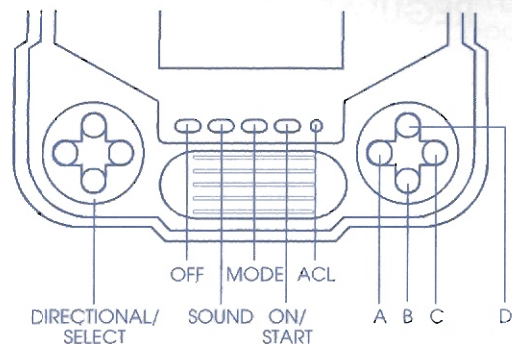
THERE ARE TWO MODES TO CHOOSE FROM: REGULAR SEASON OR PLAYOFFS.

If you choose the Regular Season mode, you play a full 16 game regular season. You advance from one game to the next, regardless of whether you win or lose! If you finish all 16 games, you qualify for the playoffs. The playoffs are a four game, single elimination playoff round. The fourth playoff game is the Super Bowl.

If you choose the Playoff mode, you skip the regular season and go right to the four game playoffs.

1ST	PLAYOFF GAME	WILD CARD GAME
2ND	PLAYOFF GAME	2ND ROUND
3RD	PLAYOFF GAME	CONFERENCE FINAL
4TH	PLAYOFF GAME	SUPER BOWL

In either mode, if you win the Super Bowl, you are world champ (and an honorary member of the "All Madden" team).



ON/START —to turn on the unit.
—to start each game.
—to start each quarter.

SOUND —to control sound: on or off.

OFF —to turn off the game.

MODE —to select REGULAR SEASON or PLAYOFFS mode.
—to select DEFENSIVE formation (Nickel or 3-4).
—to select EXTRA POINT or 2-PT CONVERSION (after touchdown).

DIRECTIONAL ARROWS ("▲", "▼", "◀", "▶")
—use "◀" and "▶" to select your team (before play begins).
—to move the ballcarrier when you're on offense (see OPENING KICKOFF and AFTER THE SNAP sections below).
—to move toward the ballcarrier when you're on defense (see AFTER THE SNAP section below).

LET'S PLAY!!!

All the action begins when you press the "B" button, but before you press the "B" button to start the action, you can make strategic choices!

OPENING KICKOFF:

- DEFENSE —kick the ball into play (press B).
- OFFENSE —take control of kick returner (use your directional pad).

BEFORE THE SNAP:

- OFFENSE —snap the ball (press B)
—to select PUNT or FIELD GOAL (press A)
- DEFENSE —press MODE to choose Nickel or 3-4

AFTER THE SNAP:

- OFFENSE —call up a PASS play (press B)
—pass to receiver at right (press C)
—pass to receiver at left (press A)
—pass to middle receiver (press D)
—to RUN your ballcarrier in any direction
(use your directional pad; remember that after a completed PASS, the receiver becomes the ballcarrier!)

EXTRA POINT/PUNT/FIELD GOAL/2 POINT CONVERSION:

- player uses MODE button to select 2 pt. conversion or extra point, and then starts the play by pressing "B".
- player uses "A" button to select punt or field goal and then starts play by pressing "B". (There is a kick power meter for PUNTS, FIELD GOALS, and KICKOFFS but not for extra points.)

DEFENSE:

- run in any direction (use your directional pad). When a defensive player runs directly in front of a ballcarrier, he has a chance to tackle the ballcarrier automatically.
- to attempt diving tackle (press B)
- to attempt to grasp the ballcarrier (press A or C)
- to raise hand to intercept a pass (press A or C)

CHECK TIME REMAINING:

To check the quarter and the time remaining, press the "◀" button before a snap or a punt, extra point, field goal, or 2 point conversion.

- NOTE:** Press the "ACL" button
- if you ever get tired of playing with your cumulative place in the schedule and want to start from the beginning of a season again.
 - to reset your unit if the unit ever malfunctions.

After you start play, REGULAR SEASON with TEAM 1 is shown on screen. But you have many choices to make before play begins!

USE THE MODE BUTTON TO CHOOSE BETWEEN REGULAR SEASON OR PLAYOFF MODE.

If you choose the REGULAR SEASON, you will play the full 16 game schedule. You must finish all 16 games in order to qualify for the playoffs. When you finish a game, you advance to the next game, whether you win or lose the previous game!

If you choose the PLAYOFFS, you march straight into the four game, single elimination playoff mode. (GAME OVER will not appear in playoff mode until you lose a game.)

After selecting Regular Season or Playoff mode, USE THE "◀" OR "▶" BUTTONS TO CHOOSE YOUR TEAM: Each team is indicated by number:

NATIONAL

Central Division:

- (1) Minnesota
- (2) Chicago
- (3) Detroit
- (4) Green Bay
- (5) Tampa Bay

East Division:

- (6) Dallas
- (7) Philadelphia
- (8) New York
- (9) Arizona
- (10) Washington

West Division:

- (11) San Francisco
- (12) Atlanta
- (13) New Orleans
- (14) Los Angeles

AMERICAN

Central Division:

- (15) Pittsburgh
- (16) Cleveland
- (17) Cincinnati
- (18) Houston

East Division:

- (19) Miami
- (20) Buffalo
- (21) New England
- (22) Indianapolis
- (23) New York

West Division:

- (24) San Diego
- (25) Kansas City
- (26) Los Angeles
- (27) Denver
- (28) Seattle

After you select your team, press the ON/START button to begin each game. You must stick with the same team throughout the regular season and the playoffs. The computer will choose your opponent in each game.

After you complete each game in the regular season, the number of the next game of the regular season appears on screen. Remember—in the regular season, you always advance to the next game—WIN or LOSE!

Since the playoffs are single elimination, after you lose a game in the playoffs (and receive a GAME OVER), you must start over again by selecting "Regular Season" or "Playoff" mode and choose your team again.

As in the pros, each game is 4 quarters, with each quarter being 15 minutes (of game time not real time). The clock stops automatically after every incomplete pass.

The SCORE will be displayed whenever a team scores or after a PUNT.

EACH GAME BEGINS WITH A KICKOFF.

When you are playing on OFFENSE, press the "B" button to snap the ball to your quarterback! A RUN is the default selection, so you can immediately begin using your directional buttons to have your quarterback run with the ball! When you want to try a PASSING PLAY, press the "B" button again, then choose "A", "C", or "D" to determine if you want to throw the ball left ("A"), down the middle ("D") or right ("C")! Always try to hit the open man with a pass (a receiver is "open" when there is a clear path between the passer and the potential receiver). If a defender is in your passing lane, you risk throwing an interception! When a quarterback COMPLETES A PASS, the receiver then becomes the ballcarrier. Then you use the four DIRECTIONAL buttons to control his running after he catches the ball. When your computer opponent is on offense, the quarterback will throw the ball automatically. On computer running plays, the quarterback will hand the ball off automatically.

When you choose to KICK THE BALL instead of doing a running or passing play, press "A" to select kicking and then press "B" to kick the ball. If you are within 40 yards of the opponent's goal line, the kick will automatically be a FIELD GOAL try. If you are outside the 40 yard line, it will automatically be a PUNT. You also don't have to wait until 4th down to kick—you can "quick kick" on any down to try and catch the defense napping!

Remember, there will be a kick power meter to help you on punts, field goals, and kickoffs!
If you miss a field goal, the opponent takes over on the line of scrimmage where you attempted your field goal.

AFTER YOU SCORE...

- you kick off after scoring a field goal.
- press the "B" button to try for an extra point after scoring a touchdown
- press the MODE button to try for a 2 point conversion after scoring a touchdown.

After an extra point or 2 point conversion try, you kick off—regardless of whether you were successful with the extra point or conversion try.

When you are playing on DEFENSE, you choose your own defense on each play.

If you anticipate a run, it's good to choose the 3/4 DEFENSE, which is a standard three linebacker, four defensive linemen set.

If you anticipate a pass, it's good to choose the NICKEL DEFENSE, which gives you one less defensive linemen and one extra defensive back.

Once you've chosen your defense, press the "B" button. This activates the quarterback to receive the snap on offense and the play begins!

If you don't choose the 3/4 or nickel defense, the computer will automatically select the 3/4 defense for you!

You tackle players by first using your four DIRECTIONAL buttons to move left, right, upfield, and downfield. When a defense player runs directly in front of a ballcarrier, he has a chance to tackle ballcarrier automatically, and then when you reach the ballcarrier, press "A" or "C" to attempt a regular tackle or you can try a diving tackle by pressing "B"!

OTHER POINTS OF INTEREST...

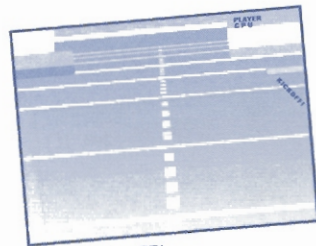
You can press the "◀" button during a snap/extra point/field goal/2 point conversion to examine the quarter and the time remaining!

At the end of each quarter, press the ON/START button to begin each new quarter.

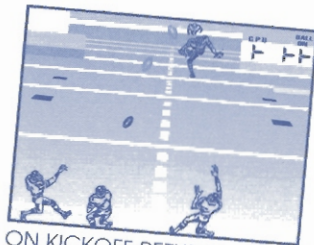
You can turn off the game at any time with the OFF button. When you turn the game back on, the CUMULATIVE feature will operate—and you will resume play IN THE SAME GAME, ON THE SAME PLAY where you left off!

During play, the game clock stops automatically after every incomplete pass and also when teams wait: to return a kick or for a snap or 2-pt conversion or extra point or kickoff, punt, or field goal.

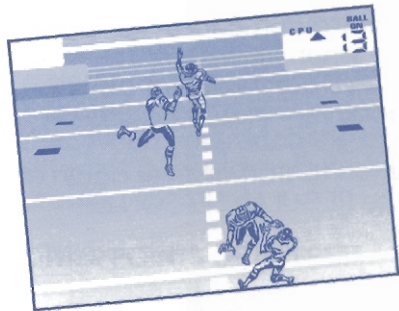
You can also press the ACL button to start all over again at any time (and then must choose REGULAR SEASON or PLAYOFF mode).



THE KICKOFF!

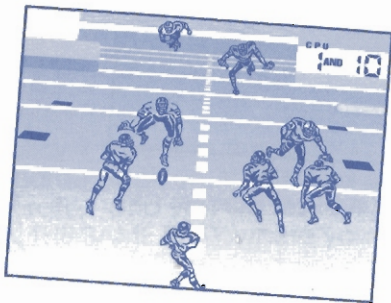


ON KICKOFF RETURNS, THE KICK RETURNER AUTOMATICALLY POSITIONS HIMSELF TO CATCH THE BALL. WHEN YOU'RE RETURNING KICKS, USE YOUR DIRECTIONAL BUTTONS TO CONTROL YOUR RUNNER.

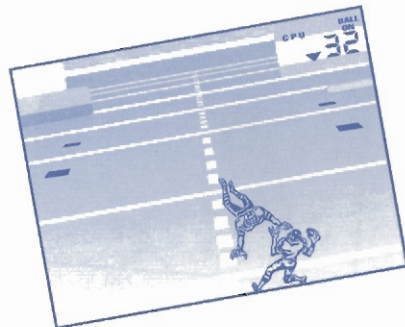
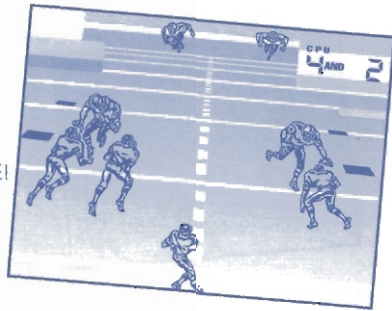


WHEN YOU'RE ON A DEFENSE KICK RETURN, USE THE DIRECTIONAL BUTTONS TO RUSH YOUR KICKING TEAM DOWN FIELD AND TRY TO TACKLE THE RECEIVER AS QUICKLY AS POSSIBLE!

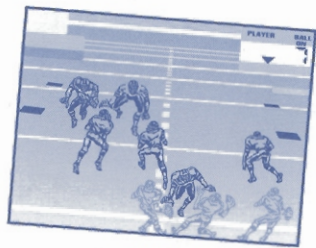
WHEN YOU'RE PLAYING DEFENSE ON PLAYS FROM SCRIMMAGE, CHOOSE THE 3/4 DEFENSE....



...OR NICKEL DEFENSE!

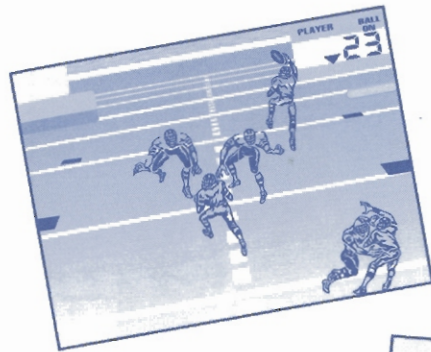
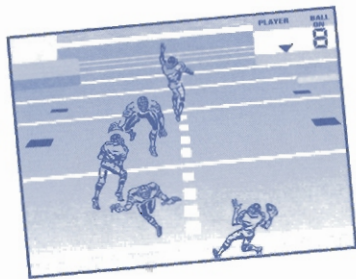


ATTEMPT A DIVING TACKLE IF AN OPPONENT IS BLOCKING YOUR WAY!



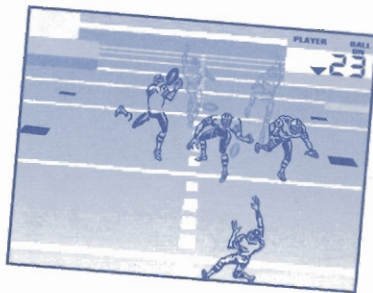
WHEN YOU'RE ON OFFENSE, USE THE DIRECTIONAL BUTTONS TO RUN THE BALL IN ANY DIRECTION YOU WANT!

WHEN YOU CHOOSE A PASS PLAY ON OFFENSE, WATCH THE RECEIVERS RUN THEIR PATTERN UP FIELD AND THROW A PASS TO THE OPEN MAN—BY CHOOSING THE LEFT, RIGHT, OR MIDDLE RECEIVER!

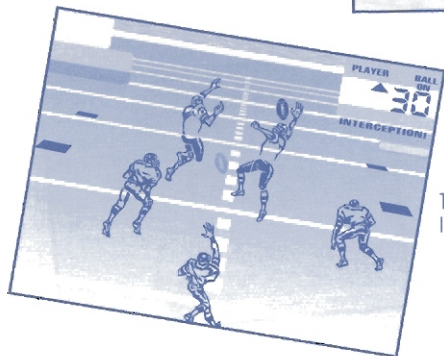
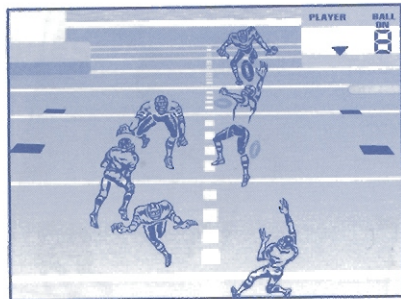


HERE'S A PASS TO THE RECEIVER ON THE RIGHT!

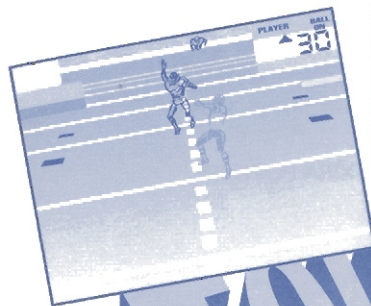
HERE'S A PASS TO THE RECEIVER ON THE LEFT!



HERE'S A PASS TO THE RECEIVER DOWN THE MIDDLE!

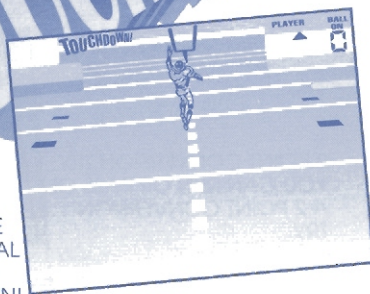


TOO BAD—YOU THREW AN INTERCEPTION!

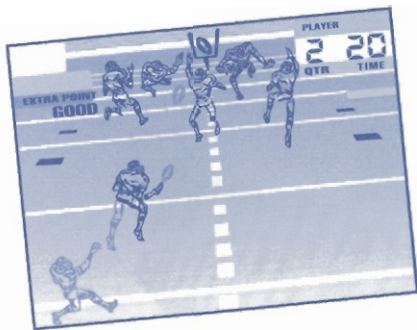


WHEN A QB COMPLETES A PASS, THE RECEIVER BECOMES THE BALLCARRIER. THEN USE THE FOUR DIRECTIONAL BUTTONS TO CONTROL THE RECEIVER TO RUN FOR EXTRA YARDS!

TOUCHDOWN!



YOUR BALLCARRIER IS IN THE CLEAR! USE THE DIRECTIONAL BUTTONS TO HEAD TOWARD THE ENDZONE...TOUCHDOWN!

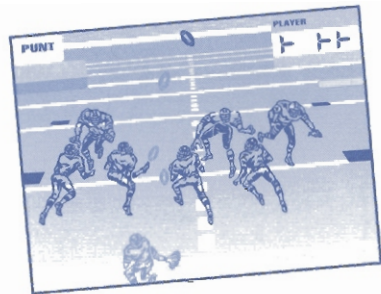
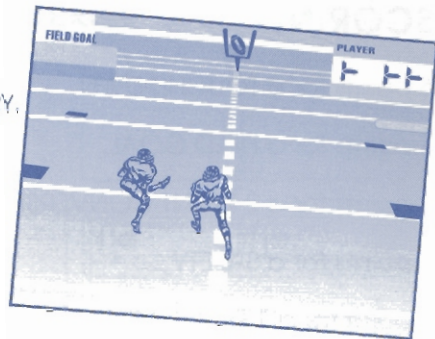


EXTRA POINT TRY.

2 POINT CONVERSION TRY.
YOU CAN RUN OR PASS ON
A 2 POINT CONVERSION
TRY.



FIELD GOAL TRY.



PUNT!

SCORING:

6 points for a TOUCHDOWN.

3 points for a FIELD GOAL.

2 points for a 2 POINT CONVERSION AFTER TOUCHDOWN.

2 points for a SAFETY.

1 point for a 1 POINT AFTER TOUCHDOWN (EXTRA POINT KICK).

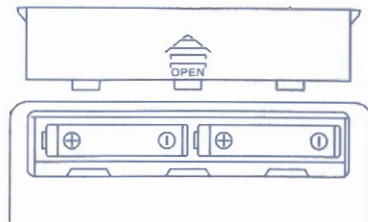
And remember—play tough, play smart and play to win!

INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

FOR PROPER FUNCTION:

Do not mix old and new batteries.
Do not mix alkaline, standard (carbon - zinc) or rechargeable (nickel - cadmium) batteries.



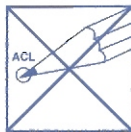
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION



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



Do not use a pencil or pin to press the ACL 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.

Replace batteries at the first sign of erratic operation.

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 and price paid. 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\$10.00. 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 must be shipped prepaid and insured for loss or damage to:

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