

ELECTRONIC



LCD VIDEO GAME

1 THE TECMO SUPER BOWL™ STORY

This is NFL football as it was meant to be played—four quarters of fast and furious offense and defense. You always play against the computer who is just aching to stomp over you and win the game!

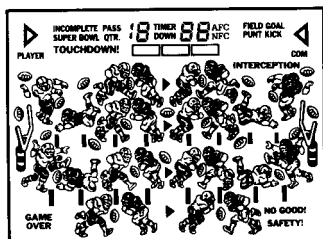
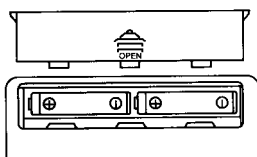
Imagine receivers with the agility of the Dallas Cowboys, runners with the brute force of the Washington Redskins, and rushmen with the intensity of the Chicago Bears! Choose your own plays as if you were the offensive coordinator of the Miami Dolphins or the defense coordinator of the New York Jets!

This is your chance to be a star player and a coach—all in one game! To win, you must not only be tough—you also have to play VERY VERY VERY SMART! As you advance from game to game, your computer competition gets TOUGHER and TOUGHER and TOUGHER!!!

2 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. Do not use rechargeable 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 in the diagram below.



3 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.



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



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

There are two game modes: REGULAR SEASON and PRO BOWL.

REGULAR SEASON

After you select a team, you start the season! If you win, you move on to the next level. If you win the first 5 levels, you play in the final level (level 6). AS YOU MOVE FROM GAME LEVEL TO GAME LEVEL, YOUR COMPUTER COMPETITION GETS TOUGHER AND TOUGHER!

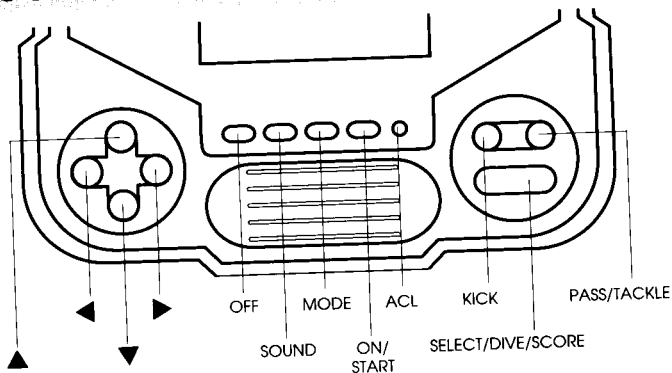
When you choose a team, that's your team for the regular season! You can be any of sixteen great teams from the NFL! Be a Dallas Cowboy or a member of the Buffalo Bills! Join the Jets in New York or the Chargers out in San Diego! The computer will choose your opponents in each game.

If you make it to level 6, (the sixth game of the season), you're in the SUPER BOWL! If you can win the SUPER BOWL, you're the champ, baby!

PRO BOWL GAME

This is the classic matchup between the best players in the AFC and the NFC. You don't have to play 5 games first to get there! It's immediate gratification. So be ready to rumble! If you can win the Pro Bowl, you're a champion, too!

5 CONTROL GUIDE



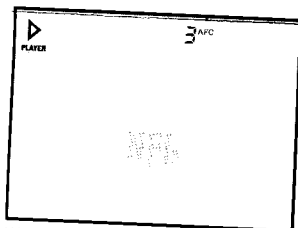
- ON/START** — To turn on the unit.
— To start the game.
- MODE** — to select mode of REGULAR SEASON OR PRO BOWL (before game starts).
— to select play mode of PUNT KICK/FIELD GOAL at 4th down (during the game when you're on offense).
- SOUND** — to control sound: on or off.
- OFF** — to turn off the game.
- PASS/TACKLE** — to pass (offense).
— to tackle (defense).
— to show the field position and time (after a down).
- KICK** — to attempt a PUNT KICK or try a FIELD GOAL (punt kick/field goal) on 4th down.
— to KICK OFF (offense).
— to kick an EXTRA POINT (offense).
- SELECT/DIVE/SCORE**
— to select your team (after pressing MODE button and before game starts).
— to select your receiver for a pass (offense).
— to activate PASS DIVE (by your selected receiver after the ball has been passed by your quarterback).
— to examine the scores of the 2 teams (during the pause between quarters and after a GAME OVER).
- ▲ — to move left.
- ▼ — to move right.

- to move forward.
- to start the down by passing the ball to the quarterback (when you are DEFENSE).
- to start the down by passing the ball to the quarterback (when you are OFFENSE).
- to move backward.

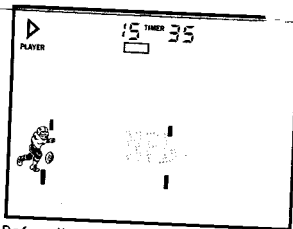
6 FEATURES

- two game modes (REGULAR SEASON) (PRO BOWL)
- regular season mode includes THE SUPER BOWL
- 16 NFL teams to choose from
- 6 levels in the regular season (game gets harder as you advance from level to level)
- running, passing, kicking, tackling
- game clock
- down marker
- yards to go marker
- simple melody built-in
- sound on/off control
- auto power-off timer built-in

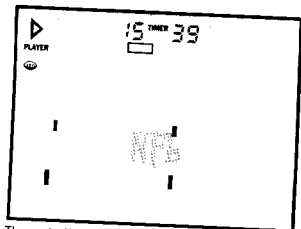
7 GAME SUMMARY



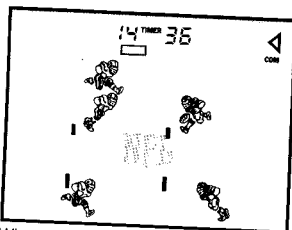
When you turn on the game, you begin in the REGULAR NFL SEASON mode. In the regular season mode, you can select your own team! Or you can use the MODE function to switch into the PRO BOWL mode to join the NFL All-Stars from both conferences!



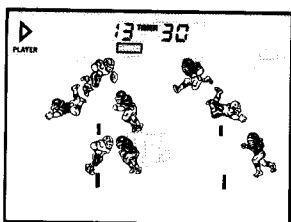
Before the game begins, the computer internally does a coin toss to determine who kicks off to start the first half. A KICK-OFF METER at the top of the screen grows longer and falls shorter. Kick the ball when the KICK-OFF METER is at its longest—in order to kick your longest possible kick!



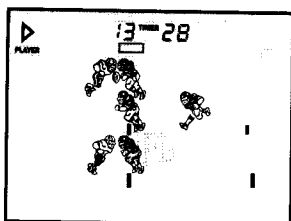
There's the kickoff: the ball is sailing toward the return team!



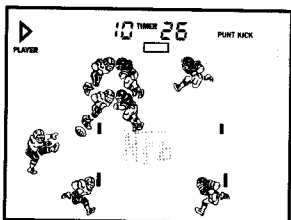
When you're returning the kick, you can control the player carrying the ball!



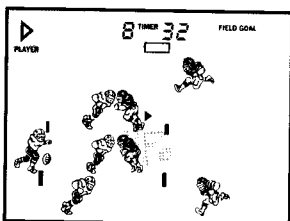
After returning the kick, you begin on offense. Make the most of your running back's talents on running plays to dodge the tackle attempts of the defense!



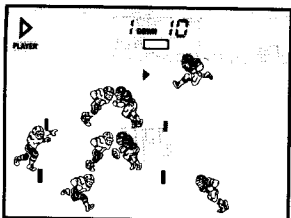
Smash! You're tackled. Players blink when a tackle is made. Then the play is dead.



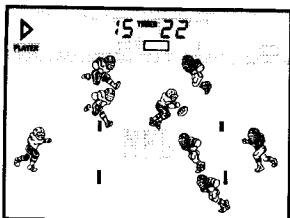
Once a play is whistled dead, it's time for you to make a play selection to determine the next play! On this play, you are punting the ball to your opponent. Once your center snaps the ball, the kick meter begins. Time your kick so that you kick it when the kick meter is at its longest! To make this play work, first press the MODE button to select PUNT KICK. Then when the kick meter is at its longest, press the KICK button and watch the ball fly!



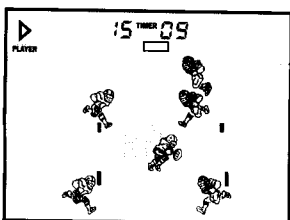
On the next play, you are going to do the same thing—kick the ball on 4th down. But this time, you have much better field position, so your kicker is attempting a **FIELD GOAL** instead of a PUNT. After you press the MODE button and the center has snapped the ball, a "▶" appears on screen and will move UP and DOWN in front of the kicker. This will determine the DIRECTION of the field goal attempt! When the "▶" is free and clear of enemy rushers, press the KICK button and your field goal attempt is made!



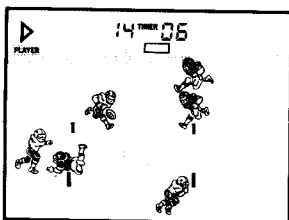
After you choose a play, press the "◀" to make the snap from center!



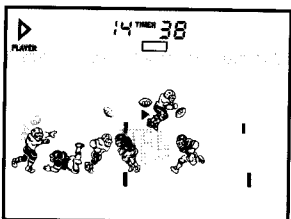
When you choose a **RUNNING PLAY**, use your directional buttons ("▲", "▼", "▶", "◀") to control your ballcarrier. Move him up field and make him dodge the tackle attempts of the defense! Watch out for diving tackle attempts!



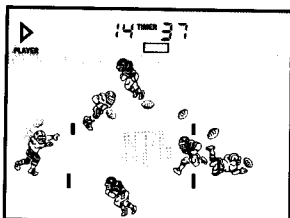
Nice move! You're running with the ball upfield!



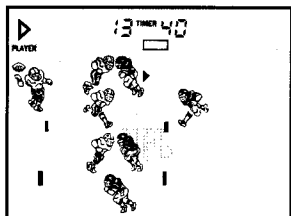
The screen scrolls as you run with the ball—and as the defense tries to tackle you!



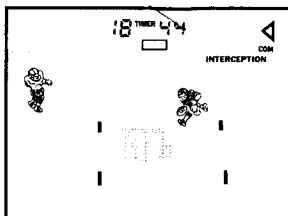
Now let's try a **PASS PLAY**. Before starting the down, you can always press the SELECT button to position your receivers. Remember to start the play by pressing "◀" to snap the ball to the quarterback. After the quarterback gets the ball, watch your receiver move to the position in front of the "▶" mark, then press the PASS button to pass the ball to him!



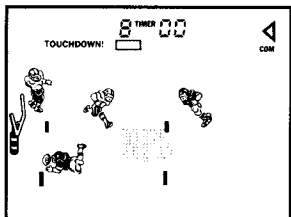
You can also press the DIVE button to make your receiver dive for a pass!



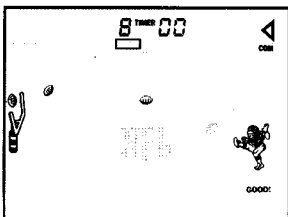
Watch the "▶" indicator and then make a long pass to the receiver!!!



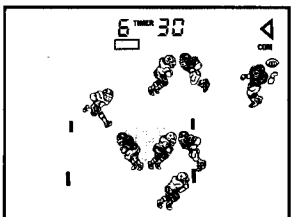
However, if your quarterback or receiver is not talented enough (if you haven't made smart moves), the pass may be knocked down or even intercepted!



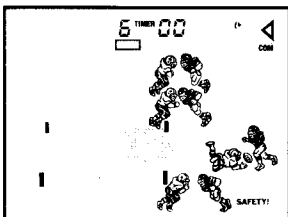
Hey, you did great! Touchdown!



Now press the KICK button and go for the extra point! The kick is good!



Okay, let's switch to defense. Move your defenders into the area that the offensive team's pass is heading! If your defender is talented enough (if you made smart moves), you might be able to make an interception!



Make a diving tackle to knock down your opponent! Press the TACKLE button frequently in order to increase your chances of making a good tackle. Hey, you knocked him down in his own end zone! That's a safety and so you score 2 points! Nice going!

8 HOW TO PLAY

Press the ON/START button to turn on the game. You'll hear an "On" beep. The unit begins in the NFL REGULAR SEASON mode and with team 1 of the AFC. But you have many choices to make before play begins!

First of all, there are 2 modes to choose from. Press the MODE button to choose between a REGULAR SEASON GAME and the PRO BOWL GAME.

If you choose a REGULAR SEASON GAME, there are eight AFC and then eight NFC teams (sixteen choices altogether to choose from). Press the SELECT button to choose which team you want for yourself!

AFC		NFC	
TEAM 1	BUFFALO BILLS	TEAM 1	DALLAS COWBOYS
TEAM 2	NEW YORK JETS	TEAM 2	GREEN BAY PACKERS
TEAM 3	MIAMI DOLPHINS	TEAM 3	CHICAGO BEARS
TEAM 4	DENVER BRONCOS	TEAM 4	WASHINGTON REDSKINS
TEAM 5	SAN DIEGO CHARGERS	TEAM 5	LOS ANGELES RAMS
TEAM 6	PITTSBURGH STEELERS	TEAM 6	PHILADELPHIA EAGLES
TEAM 7	HOUSTON OILERS	TEAM 7	NEW ORLEANS SAINTS
TEAM 8	LOS ANGELES RAIDERS	TEAM 8	SAN FRANCISCO 49ERS

But before we begin play, let's talk about the differences between choosing a REGULAR SEASON GAME and the PRO BOWL GAME:

REGULAR SEASON GAME

After you choose the regular season mode (with the MODE button), then you choose your team (with the SELECT) button. In the regular season, you have to play up to 6 games (6 levels)! You start to play against a team selected by the computer. It will be the easiest game for you to win. If you win this game, you are allowed to play the next game (at the next difficulty level).

THE GAME GETS MORE DIFFICULT AT THE HIGHER LEVELS. EACH TIME YOU ADVANCE FROM ONE LEVEL TO THE NEXT, THE COMPETITION GETS TOUGHER, MORE FIERCE AND HARDER TO BEAT!

If you win all 5 levels, you will be selected to play in the SUPER BOWL (LEVEL 6)! The SUPER BOWL indicator will light up when you reach the SUPER BOWL! The SUPER BOWL is your greatest (and most difficult) challenge!

PRO BOWL GAME

The Pro Bowl game is an all-star match with the best players in the AFC and NFC. You don't have to play 5 games to get there. You play the Pro Bowl Game right away after selecting this mode!

Okay. So you've used your MODE button to choose between the REGULAR SEASON and the PRO BOWL. Then press the ON/START button again to start the game!

KICK-OFF

The game begins with a kick-off. Before the game begins, the computer (acting as the referee) will perform the coin toss internally to determine which team will kick off and which team will receive. The KICK METER is displayed at the top of the screen. The kick meter will grow longer and fall shorter. When the kick meter is at its longest, press the KICK button to kick off! The longer the kick meter, the longer the kick! So time your kick as perfectly as you can!

When you play OFFENSE, you control the ballcarrier to escape the tackles of the defense. Run toward the bottom line to score a touchdown! You can select to RUN, PASS, or on 4th down, in addition to passing and running, you can also select to kick—either a PUNT or a FIELD GOAL, depending on your field position!

When you play DEFENSE, you control your blinking player to tackle the ballcarrier of the offense!

Let's talk about how to move the ball when you are playing OFFENSE!

When you are on offense, press the "◀" button to pass the ball to the quarterback before each play (except on 4th down when you want to punt or try a field goal)

But pressing the "◀" button is how you start every offensive PASS or RUN play!

After snapping the ball to your quarterback, you can start to move LEFT (press "▲") or RIGHT (press "▼") to look for better position!

RUN

You can start RUNNING by pressing the "▶" button.

Use your directional buttons ("◀", "▶", "▲", "▼") to turn avoid diving tackles to make the most of your runner's talents!

When running with the ball (on either a RUN or PASS play) stay out of the way of your own blockers as well as enemy tacklers—or else you can get tripped up by your own man!

PASS

Or you can choose to PASS! Look for an open receiver! Don't throw a pass to a receiver who is well covered by the defense or the pass may be knocked down or intercepted! Look for an open receiver and then pass the ball to him!

Press the SELECT button to select your receiver. (There is always a default receiver.) Then press the PASS button. (However, once you have moved forward, the receiver mark will disappear and you can't pass any more on that play.)

Once your quarterback throws the ball, you begin controlling your receiver!

Press the directional buttons ("◀", "▶", "▲", "▼") to move your receiver! Then press the SELECT/DIVE button to dive for the pass! You can choose a long pass when your quarterback is in the upper position and the indicator mark is also in the upper position without having to point to any of your receivers.

PASS DIVE

After you press the PASS button to throw the football, watch the flight of the ball and then press the DIVE button at the moment the ball arrives at the receiver!

4TH DOWN OPTIONS:

If you have selected a kick (PUNT or FIELD GOAL), on 4th down, the selected indicator is "On".

PUNT KICK

When you are going to punt, the KICK METER will appear. As in kick-offs, the longer the kick meter, the longer your punt will go. When you think the KICK METER is at its longest, press the KICK button and watch the ball sail down field!

FIELD GOAL

When you are going to attempt a field goal (when you are inside the opponent's 40 yard line), press the MODE button and the center will automatically snap the ball to the kicker. After the center has snapped the ball to the kicker, the directional indicator will appear and will move UP AND DOWN in front of the kicker. The ball will fly in the direction of the "▶" mark, so time the mark carefully and make your kick by pressing the KICK button at just the right moment! The field goal will be good when the "▶" mark is in the two middle positions.

Inside the 40 yard line:

So if you're inside the 40 yard line and it's 4th down, the play can be a FIELD GOAL TRY, a PUNT KICK, or just a REGULAR RUN OR PASS PLAY.

Outside the 40 yard line:

If you're outside the 40 yard line and it's 4th down, the play can only be a PUNT KICK or just a REGULAR RUN OR PASS PLAY. (So if you're outside the 40 yard line, you CANNOT have a field goal try, so it's one less option available.)

EXTRA POINT

After you score a touchdown (don't worry, you'll score plenty of them), then you are allowed to attempt the kick for the extra point! Use your control buttons just like you do when attempting a field goal! Watch the "▶" mark for direction and then press the KICK button!

If while you are on offense, you fail to advance the ball 10 yards within 4 downs (and you don't kick on 4th down), then the other team will take over after 4th down on the same line of scrimmage.

So, let's talk DEFENSE for awhile.

When you are on defense, you still start the play. But instead of pressing the "◀" button to snap the ball to your quarterback, when on defense, press the "▶" button and the opposing center will snap the ball to the opposing quarterback!

For tackling, use your directional buttons ("◀", "▶", "▲", "▼") to move your defender to the offensive ballcarrier! Press the PASS/TACKLE button to make a tackle! Press the TACKLE button whenever any of your team's players is in front of the opponent's ballcarrier. You need to press TACKLE very frequently in order to increase your chances of making the tackle!

Of course, sometimes the computer team will try to pass the ball! When you're on defense and the computer team is attempting a pass, move your defender into the area the offensive team is heading! That way, you'll be able to try for an interception! If you are directly in the path of the thrown ball, you have a decent shot at making the interception!

But if the pass is complete, move those directional buttons quickly and keep pressing the TACKLE button when you catch up to the receiver after he catches the ball!

Just like you, if the computer team fails to advance the ball 10 yards in 4th down, you get the ball back. Also like you, the computer can choose to have his team punt the ball or try for a field goal on 4th down.

For both you and the computer, when a field goal is missed, the other team takes over on the same line of scrimmage where the field goal was attempted.

SCORING (for both sides)

TOUCHDOWN	- 6 POINTS
EXTRA POINT	- 1 POINT
FIELD GOAL	- 3 POINTS
SAFETY	- 2 POINTS

(The defensive team makes a safety when they tackle the offensive ballcarrier in their own endzone! After the defensive team makes a safety, the other team has to kick off the ball to them! So you get 2 points plus the ball back!)

Each game consists of 4 quarters. Each quarter is 15 minutes (of game time — not real time).

During the pause between quarters or after a GAME OVER, you can press the SELECT/DIVE/SCORE button to examine the scores of the two teams.

Press the ON/START button to start a new quarter.

The team that kicks off in the first half will receive the kick at the start of the second half.

All game rules apply to both the player as well as the computer team.

Press the SOUND button to play in silence. Press it again to regain all the sounds of the game.

Press the OFF button to turn off the game. But don't worry if you forget. The game automatically shuts itself off after about 3 minutes of no action.

After a GAME OVER, press the MODE button and/or the SELECT button to select another MODE or another TEAM or press the ON/START button to start another game with the same game selection.

Good luck. And now for the kickoff!

9 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 is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

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

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

During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

© 1993 National Football League Properties, Inc.
All rights reserved.
Tecmo ®. Tecmo is a trademark of Tecmo, Inc.
Licensed by Tecmo, Inc.

© 1993 TIGER ELECTRONICS, INC.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

PRINTED IN HONG KONG