

SUPERSTAR LINEUPTM TALKING FOOTBALL

The Only Electronic Game with Real Football Players

INSTRUCTIONS

AGES 10 TO ADULT / 1 OR 2 PLAYERS

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TO INSTALL THE BATTERIES

Please read the battery information on page 10.

ONE-MINUTE INSTRUCTIONS

These basic instructions will let you jump right in and start to play a basic version of the SUPERSTAR LINEUPTM Talking Football game. Try these now; later you'll learn to use the additional capabilities as explained in the complete instructions that follow.

GET SET

- 1.) Insert batteries. (See p.10)
- 2.) Separate the 12 Formation Cards into two sets, one with red players, one with blue. Notice that each card has an Offensive Formation on one side and a Defensive Formation on the other side. The player color on your cards should match the keypad facing you.
- 3.) Turn the power switch ON.
- 4.) When the announcer asks, "Will there be two players?" PRESS YES, even if you are playing alone.
- 5.) When the announcer asks, "Do you want to change this set up?" PRESS NO.
- 6.) When the announcer asks, "Are you ready to kick off?" PRESS YES. The game will automatically kick off and call the action at the beginning of the halves.

CHOOSE THE OFFENSE

- 1.) As an example, choose the card with the Offensive formation called PRO SET. Place the card on the right side of the field as you face your keypad. Now PRESS #1 on the keyboard. The announcer will announce the PRO SET formation for the offense.
- 2.) Select a play from the play list on the PRO SET Formation Card, for instance, the End Around run play #13. You have already entered the #1, which identifies the PRO SET formation; now PRESS #3, which selects the End Around play.

NOTE: If you don't pick a play, the computer will randomly select one for you.

CHOOSE THE DEFENSE

- 1.) If you are playing alone, turn the unit around now, as if you were the other player.
- 2.) In the second set of cards, find the PRO SET Offensive Formation Card and turn it over; you'll find the "4-3" DEFENSE on the back. (The cards are matched so that the Defensive Formation that is most frequently used against that offense will be on the opposite side of each Offensive Formation.) Place the card on the field.
- 3.) Now PRESS #1, which is the first digit of all the plays listed on the "4-3" formation card. In a few seconds, an All Purpose Defense play will automatically run. **Note:** It isn't necessary to press the second number for an All Purpose Defense selection since the game's second number default is "0" and any of the defensive plays ending in "0" will be All Purpose.
- 4.) To set a specific defense play, press a second digit, such as #9. This selects #19, a general run defense.

Notes: The play will begin 3 seconds after both formations have been entered on the keypad.
Use the unit's Yard Marker to mark the line of scrimmage.

GET READY

SUPERSTAR LINEUP Talking Football is a computerized football game played with real players whose own personal statistics help determine the outcome of every play. You may play the game against an opponent or against the computer, and with several different setup options that vary the gameplay: Demo mode, regular play, the challenge game, or 30-second time pressure mode. Your role is to be Coach and Quarterback, and to make play-in-progress decisions that affect the action. The combination of real-life player statistics and your knowledge of football make an exciting and detailed game.

During a two-player game, each player controls either the entire American or National team, making decisions for both the offense and the defense for all four quarters of play.

The names and statistics of today's top pro football players are built into the game, and the complete set of player cards give you all the necessary stats so you can really know your team and make the best coaching decisions during the game.

As every play unfolds, a professional radio announcer reports all the action on the field. So, let's set up and kick off!

EQUIPMENT AND SETUP

SUPERSTAR LINEUP Talking Football game unit: Study the unit and the back of the package to familiarize yourself with the game's various parts and capabilities.

DECALS: Apply to the unit as shown in the package photos.

PLAYER CARDS: Separate these 34 cards into the American and National teams, and give each player a set. Study your team, since the game is programmed to recreate life-like results.

FORMATION CARDS: Separate these 12 cards into two sets of six, one with red players, one with blue. Notice that the Offense is on one side of each card; the most-frequently-used Defense is on the flip side, although you may use another defense if you prefer. Each card includes a list of those plays you can run from that particular formation and gives you the number codes to enter on your keypad.

SCOREPAD: Keep a record of all your games.

INSTRUCTION BOOKLET: Use with the separate Playbooks.

PLAYBOOKS: Give one to each player for quick reference during the game. These booklets have diagrams and descriptions of all the Offensive and Defensive plays listed on the Formation Cards. You'll see the names of the plays, the numbers you'll enter on the keypad to run those plays, and the primary and alternate carriers or receivers for each play.

DEMO — DEMONSTRATION MODE

Note: For a quick overview of the game, install the batteries (see p. 10), then let the computer play by itself for a few minutes so you'll get a feel for all the action!

- 1.) Turn the power switch ON.
- 2.) When the announcer asks, "Will there be two players?" PRESS DEMO (the 0 button).
- 3.) When he asks, "Do you want to change this setup?" PRESS NO. The computer will randomly select which team is HOME, which team is AWAY, and which team will kick off. Later in this booklet you will learn how to change the basic game setup.
- 4.) "Are you ready for the kick-off?" PRESS YES.
- 5.) Listen as the game plays by itself and the announcer calls all the action as the computer plays one team against the other. Experiment by pressing a selection, such as Play 37 or Check Off to Back. If you press a button at the correct time, your selection will replace the computer selection.

SPECIAL FEATURES OF THE GAME

SCORE: The announcer will say the score at various times during the game, but you can get an update at any time. PRESS SCORE once and the announcer will give the DOWN, YARDS-TO-GO for a first down, who has POSSESSION, and the BALL POSITION. If you PRESS and HOLD the SCORE button, the announcer will continue and give the QUARTER, the TIME REMAINING in the quarter, the SCORE and the number of TIME OUTS remaining per team. This sequence will continue to completion unless you release the button early.

THE YARD MARKER: Between plays, move the sliding Yard Marker to indicate the new position of the ball on the field.

TIME OUT: If you want to interrupt the game, PRESS TIME OUT. To resume the game, PRESS TIME OUT again or PRESS ENTER. Always stop and restart the game on the same keyboard. **Note:** As in real football, you're allowed only 3 time-outs in each half.

INSTANT REPLAY: If you want to hear the last play again, PRESS REPLAY. The game will automatically resume after the replay is completed.

QUARTERS AND HALVES: In a real football game, the teams change ends of the field at the end of each quarter to balance the environmental factors at the field. Since we don't have these factors in our game, you will use the same keyboard throughout the game and your team will always be headed in the same direction. The Formation Cards work on either end of the field.

CHOOSE YOUR OPPONENT

ONE PLAYER: YOU AGAINST THE COMPUTER

If you select the One Player mode, you have three gameplay options:
1) Play offense and defense for the National team; 2) play offense and defense for the American team; 3) play offense for both the National team and the American team. In all cases, the computer will be the opposing team.

- 1.) Turn the unit ON.

2.) When the announcer asks, "Will there be two players?" PRESS NO. The announcer then tells you which team the unit has randomly selected as the HOME and AWAY team and who will kick off.

- 3.) Turn the unit so that you are facing either the Home or the Away team's keyboard.

4.) When the announcer asks, "Do you want to change this setup?" PRESS NO. When you're ready, see p. 10 to learn how to change the setup.

5.) When the announcer asks, "Do you want to play offense for both teams?" you may PRESS YES or NO. If YES: Turn the game and play on the opposite keyboard each time the opposing team gets possession of the ball. If NO: The announcer will ask, "Do you want to play for the (American or National) team?" PRESS YES or NO, depending on your choice.

6.) The announcer will then confirm the team you have selected and ask you if this is OK. PRESS YES or NO to finalize your choice. If NO: The announcer will ask AGAIN "Do you want to play for the (American or National) team?" Enter your answer, YES or NO.

7.) Once you have confirmed your final choice, the announcer will say, "The teams are on the field, the game is under way."

8.) The announcer will ask, "Are you ready to kick off?" PRESS YES, even if your team is receiving.

TWO PLAYERS: YOU AGAINST AN OPPONENT

If you select the Two Player mode, you have four gameplay options:

1) Play the American team at home; 2) play the American team away; 3) play the National team at home; 4) play the National team away.

1.) Decide which player will be the HOME team and which player will be the AWAY team. Turn the unit so you are facing the appropriate keypad, and take the set of Formation Cards with players of that color.

2.) Decide which player will be the American team and which player will be the National team, and separate the player reference cards accordingly.

- 3.) Turn the unit ON. When the announcer asks, "Will there be two players?" PRESS YES. The announcer then tells you which team the unit has randomly selected as the Home and Away team.
- 4.) When the announcer asks, "Do you want to change this setup?" PRESS NO or YES. If NO: You are accepting the random selection. If YES: You are rejecting the random selection and
 - a.) When the announcer asks, "Do you want to change a team?" PRESS YES.
 - b.) When the announcer says, "Put in the team number of the Home team," enter 500 for the National team or 100 for the American team.
 - c.) When the announcer says, "Put in the team number of the Away team," enter the other team number (500 or 100).
 - d.) The announcer will then confirm the team setup you have selected and ask you if this is OK. PRESS YES if you agree. PRESS NO if you want to make a change, and the announcer will ask AGAIN "Do you want to play for the (American or National) team?" See Item b., and proceed again from there.
 - e.) Once you have confirmed your final choice, the announcer will ask, "Do you want a 30-second clock?" PRESS NO. When you're ready, see p. 9 to learn about this advanced Time Pressure Mode.)
 - f.) The announcer will ask, "Do you want to start in the first quarter?" PRESS YES. When you're ready, see p.10 to learn about the Challenge Game setup, which allows you to start at various points during a game.
- 5.) The announcer will then say, "The teams are on the field... the game is under way."

PLAYING THE GAME

KICK OFF

Once the game is under way, the announcer will ask, "Are you ready to kick off?" PRESS YES, and the game will automatically kick off.

After a touchdown or field goal, and at the start of the halves, the offense has an additional option: To enter #82 (Onsides Kick) on the keyboard. You must do this after you press YES but before you kick. In anticipation, your opponent can select #61 (Go For Block) as the best defense. He or she must do this before the ball is kicked. Alternatively, as an attempt to fake out the defense, the offense could enter #81 (Deep Kick, which is the same as the automatic kick off), to try to make the defense react because it thinks it should prepare for an Onsides Kick.

PLAYING OFFENSE

TO CHOOSE A FORMATION AND A PLAY

When you look through your set of Formation Cards to pick a formation, consider three things: the position of your team on the field; the score; and the time left in the quarter/half/game. Now choose a card with a formation that is appropriate to your team's situation.

- 1.) Place the Formation Card on the field.
- 2.) Press the first digit of the number of the play you want. The announcer will confirm the formation you've chosen. You cannot change the formation once you've entered its number. If you entered a number you didn't actually want, you must switch the Formation Card on the field to match the number you entered in error.
- 3.) **To Select a Play:** Now each player should press a second digit to complete the two-digit number of the play you want. Your play will not be announced. If you do not select a play number, the computer will randomly choose one for you. The Center will snap the ball 3 seconds after the defense selects its formation.

TO CHANGE A PLAY

While waiting for the defense to respond to your choice of formation and during the 3-second countdown, you may change your play selection (but not the formation). The computer will accept the last digit you enter before the ball is snapped.

TO CHANGE THE BALL CARRIER OR THE INTENDED RECEIVER

The Offense Formation cards list the primary ball carrier for run plays and the primary receiver for pass plays. You have the option to select an alternate; these are listed in italics on the right side of each card, under ALT. To select an alternate, PRESS ENTER and then PRESS the key for the alternate player before the Center snaps the ball.

NOTE: You may change a play first and then change a carrier or receiver. Press the 7 or 9 key to cancel the alternate. The game will pick the last alternate number you put in.

SPECIAL ACTION BUTTONS: OFFENSE

During the play, you will use the Special Action Buttons on the left of the keypad — SCRAM, PASS OUT, etc. — to modify the odds of the outcome or change the play action in progress. Listen for the announcer to say "No blocking," "He's in trouble," etc., then press a button before the Quarterback throws to affect a pass play, or while a runner is running to affect a run play. The following table summarizes how these special features can help your game.

SPECIAL ACTION BUTTONS: DEFENSE

During the play, the Special Action Buttons on the right of the keypad — PURSUE and GO FOR TURNOVER — will modify the odds of the outcome. Press before the snap to affect the play.

Button:	Effect:
PURSUE	20% greater gain or 20% greater loss on a run play 20% higher or 20% lower completion percentage on a pass play.
GO FOR TURNOVER	10% greater chance of a fumble. 20% greater gain or 20% greater loss on a Run play. 20% higher or 20% lower completion percentage on a Pass play.

RUNNING THE PLAYS

Once you and your opponent have entered the offensive and defensive formations, the computer will run the plays based on realistic probabilities of the plays selected and the statistics of the players involved in the plays.

Note: The player stats you should pay the most attention to, because they have the most bearing on how they will perform in the play, are these: The Quarterback's completion percentage (CMP%) and the Running Backs' and Wide Receivers' average gain (AVG).

TO CHANGE THE SETUP

TIME PRESSURE MODE — The "30-Second" Clock

We have included this mode for players who want to simulate playing with 30-second penalties. You will have less than 30 seconds, however, since while the full 30 may be realistic, it makes the game too slow and does not exert sufficient pressure on the players.

To select the TIME PRESSURE MODE: When the announcer asks "Do you want to change this setup?" PRESS YES. Then when he asks, "Do you want a 30-second clock?" PRESS YES again. The game will play the same, except it will call a penalty on the offense if the player does not enter a formation number on the keyboard within 6 to 7 seconds after the wrap-up of the last play. After the offense has entered the formation number, the Center will snap the ball 5 to 6 seconds later. You must enter a play and an alternate carrier or receiver before the snap. If you don't select a play, the computer will select one for you, just as in the regular mode.

PASS PLAYS	
Button:	Effect:
SCRAM (Scramble)	Decreases chance of immediate sack. 25% of the time the QB will run.
PASS OUT	QB will pass out of bounds. Stops the clock.
CHECK OFF TO BACK	QB will pass off to the HB. Completion will be about 75%.
RUN PLAYS	
EVADE	Increases the gain or loss on the play by 20%. 10% chance of a fumble.
RUN OUT	The ball carrier may run out of bounds. Stops the clock.

PLAYING DEFENSE

TO CHOOSE A FORMATION AND A PLAY

When you look over the Formation Cards to select a defense, consider these three things: the position of your team on the field; the score; and the time in the game. Also be sure to ask yourself what play you think your opponent will run.

- 1.) Wait until the offense has played its Formation Card on the field, then consult the Playbook to review the defense options against this offense formation.
- 2.) When you have selected a defense, place that Formation Card on your end of the field.
- 3.) When your opponent has entered a Formation number, press the first digit of the number of the play you've picked. The announcer will confirm your formation. You cannot change the formation once you've entered the formation number. Once you've pressed the first digit, a 3-second timer starts. The Center will snap the ball at the end of the 3 seconds.
- 4.) **To Select a Play:** Now press the second digit of the number of the play you've picked from the Formation Card. You must press this before the 3-second timer expires, or the play will default to 0, the second number of any All Purpose Defense.

TO CHANGE A PLAY

If you change your mind about the play, you may enter a new second digit on the keyboard. The computer will go with the last play number entered before the 3 seconds elapse.

THE CHALLENGE GAME

This mode allows you to set up a particular gameplay situation at the beginning of any quarter. When the announcer asks, "Do you want to change this setup?" PRESS YES. Then when he asks, "Do you want to begin in the first quarter?" PRESS NO. He'll ask a series of questions which will let you select the starting QUARTER, the SCORE, and the team in POSSESSION.

TECHNICAL INFORMATION — PLEASE READ THIS SECTION CAREFULLY

Batteries: To Install or Replace

The unit is powered by four C-Cell batteries. We recommend that you use the longer-lasting alkaline batteries.

The battery compartment is on the bottom of the unit. To remove the cover, push the plastic tab towards the battery door and lift.

Be sure to install the batteries to match the designs printed into the plastic in the battery compartment, so that two are facing one direction, and the other two are facing in the opposite direction.

Batteries: Care and Removal

To avoid battery leakage and consequent damage to the game, always remove batteries from the unit if it is to be stored for long periods of time, and immediately remove any battery you think is defective.

All batteries must eventually be replaced. With a weak battery, for example, there may be no sound when the unit is turned on. Or as you're playing, a weak battery can cause a continuous buzzing sound. If any problems occur with new batteries, check to make sure that you've installed them correctly.

Proper Care

The STARTING LINEUP Talking Baseball Electronic Game Unit contains many electronic parts. Therefore:

- Never take the unit apart.
- Don't drop or jolt the unit.
- Don't get the unit wet.

Improper Function

If your game fails to function properly: 1) Check the printed design in the battery compartment to make sure you've installed the batteries properly. If this doesn't work, 2) Replace the batteries with fresh ones. 3) If the game still does not function properly, call our Consumer Relations Department at 508-921-3500.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or both of the following measures: Reorient the receiving antenna, and/or relocate the game away from the receiver. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U. S. Government Printing Office, Washington, D.C., 20402, Stock No 004-000-00345-4.

90-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 90 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge.

Conditions:

1. **PROOF OF PURCHASE:** The retail sales receipt or other proof of purchase must be provided to Parker Brothers.
2. **PROPER DELIVERY:** The product must be shipped, prepaid, or delivered for servicing, either in the original package or in a similar package providing an equal degree of protection, to: Parker Brothers, 190 Bridge Street, Salem, MA 01970, Attn: QUALITY CONTROL DEPT.

IMPORTANT NOTE: To insure proper delivery, please ship the product via United Parcel Service (UPS) or U.S. Postal Service, insured mail.

3. If your SUPERSTAR LINEUP Talking Football game requires repairs after termination of the 90-day warranty period, you may return the game to Parker Brothers' Quality Control Department and it will be repaired for a flat fee of \$15.00. Return the defective merchandise, freight prepaid, to Parker Brothers with an enclosed check or money order payable to Parker Brothers for the amount of \$15.00. If, after inspection, it is determined that your merchandise cannot be repaired, it will be returned to you and your payment will be refunded.

4. **UNAUTHORIZED REPAIR, ABUSE, ETC.:** The product must not have been previously repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

5. If you have any questions about the repair or return of the game, contact the Consumer Relations Department, P.O. Box 1012, Beverly, MA 01915.

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