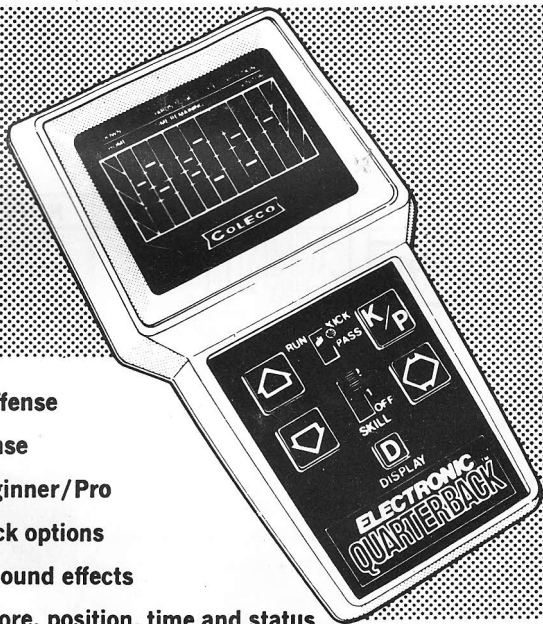


ELECTRONIC QUARTERBACK™

GAME INSTRUCTIONS

NO. 202



- ☆ Fully controllable offense
- ☆ Computerized defense
- ☆ Two skill levels: Beginner/Pro
- ☆ Pass, block, run, kick options
- ☆ Electronic football sound effects
- ☆ Digital display of score, position, time and status
- ☆ One 9 volt transistor battery required. Alkaline battery recommended for extended battery life. Battery not included.

COLECO

MANUFACTURED FOR COLECO (CANADA) LIMITED,
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MADE AND PRINTED IN HONG KONG

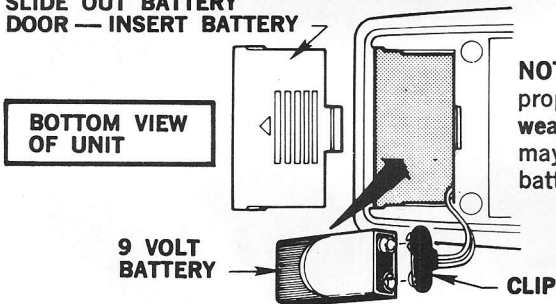
PLAY ALONE OR AGAINST AN OPPONENT, EACH CHALLENGING THE DEFENSE OF THE ELECTRONIC COMPUTER. BLOCK THE DEFENSE FOR YOUR RUNNER. SET UP A PASS PLAY. YOU HAVE BLOCKING, PASSING, RUNNING AND KICKING, OPTIONS. YOU CONTROL THE PLAY.

1 INSERT BATTERY

One "9" volt transistor battery required. Alkaline battery recommended.

To install **BATTERY**, slide out **BATTERY DOOR** on bottom of unit and snap one "9" volt transistor battery to the **CLIP** inside the compartment. (See illustration.) Replace battery door.

SLIDE OUT BATTERY DOOR — INSERT BATTERY



NOTE: Game will not operate properly if the **BATTERY** is weak. Any erratic display may be a symptom of a weak battery.

2 PLAYING GUIDE

Electronic Quarterback™ simulates a football game between a **HOME TEAM** (moving from left to right) and a **VISITING TEAM** (moving from right to left). One player can sharpen his skill by controlling both teams or two players may compete, each player taking a turn controlling his offense after a turnover.



Hold the game with both hands, use thumbs to operate keys.

