LIMITED 90-DAY WARRANTY

COPYRIGHT NOTICE

CASSETTE UPGRADE POLICY

GAMESTAR

HOW TO BE A STAR

IN

STARBOWL™ FOOTBALL

OFFICIAL PLAYBOOK

GAMESTAR

LOADING THE GAME
CASSETTE

1. Make sure that the computer is **OFF**, all cartridge slots are **EMPTY,** and the 410™ Program Recorder is properly connected.

2. Place the game tape into the 410™ Recorder, close the door and rewind to the beginning.

3. Turn the computer's power switch **ON** while holding down the **START** key on the computer console. You will hear a "beep."

4. Press **PLAY** on the 410™ Recorder, then press the **RETURN** key on the computer console. The game will load in a few minutes.

DISKETTE

1. Make sure that the computer is **OFF,** all cartridge slots are **EMPTY,** and the 810™ Disk Drive is properly connected.

2. Turn the Disk Drive's power switch **ON.** When the busy light goes out, insert the game diskette into the Disk Drive and close the door.

3. Turn the computer's power switch **ON.** The game will load automatically.

If you have trouble loading the game, please refer to your 410™ or 810™ owner's manual for details.

WARM UPS

1. Press the **OPTION** key on the computer console to choose a skill level (college or pro).

2. Press the **SELECT** key to select a play mode (1 player or 2 players).

3. Plug a joystick controller firmly into jack 1 on the front of the computer console if you are playing solo. Plug a second joystick into jack 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen. Control your Ball Carrier (Offense) or Free Safety (Defense) in (8) directions as shown:

Move up

Move left ← → Move right

Move down
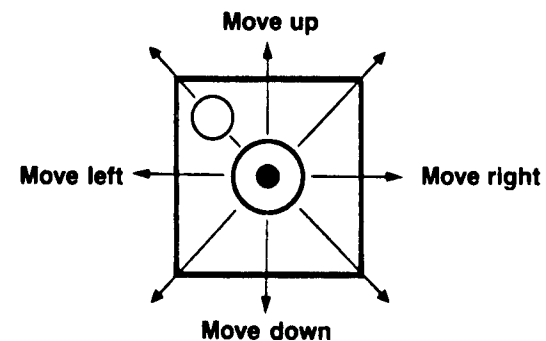
4. Press the **START** key to begin play.

5. To break out of a game, press the **OPTION** and **SELECT** keys simultaneously while the teams are in a huddle. Do *not* press **SYSTEM RESET.**

THE BIG GAME

As in real football, your goal in **STARBOWL™ FOOTBALL** is to outscore your opponent with touchdowns, field goals and safeties. If you beat the computer team by **14** or more points, consider yourself a Starbowl Allstar!

THE KICKOFF

After pressing the **START** key, the players will run out to form a "G" formation, then automatically line up for the kickoff. The kicker will place the ball down, run back a few steps and wait. To kick the ball, press the **RED** button on the joystick controller. The Red Team (Player 1) always kicks off to start the game. The Blue Team (computer or Player 2) kicks off to start the second half.

After the Ball is kicked, the field will *scroll* in the direction of play (much like a TV camera panning). The kick returner will automatically catch the ball and will change color from Blue (or Red) to Black, to indicate that he is the Ball Carrier. Use the joystick to move him up field, towards your opponent's goal. If a Ball Carrier steps over either sideline, he is out-of-bounds. A "whistle" blows and the clock stops.

The first defensive player to appear on field after the ball is caught is the Free Safety. Use the joystick to try to tackle the Ball Carrier. If you miss him don't worry—the rest of your team will pursue him.

TACKLES AND FUMBLES

Contact between the Ball Carrier and *any* other player *can* result in a tackle. Generally, if a Ball Carrier runs into a teammate he will only be delayed. If he runs into a defensive player (or vice versa) he will usually be tackled.

Once in awhile tackles will result in Fumbles. When this happens the play is over and the ball automatically changes possession at the point of the fumble.

THE SCOREBOARDS

Red Team Score · Ball Possession Indicator · Blue Team Score

HOME 14	<	VSTR 21
QRTR	DOWN	TO GO
1	1	10

Quarter Indicator · Down Indicator · Yards to go for first down

(SHOWS *DURING* HUDDLE)

Red team time outs left — Ⓣ Ⓣ Ⓣ :23 14:50 Ⓣ Ⓣ Ⓣ — Blue team time outs left

30-second play clock   Game Clock
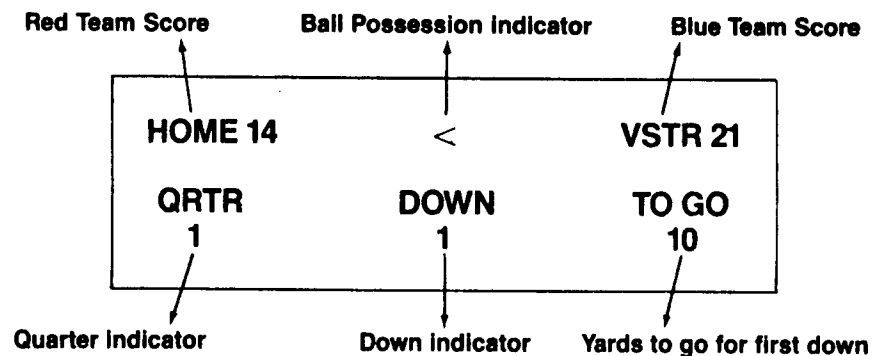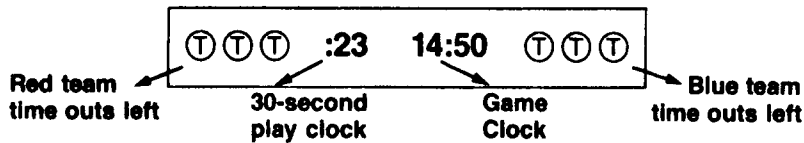
1. **QUARTERS**—There are (4) fifteen minute quarters per game, 2 quarters per half.

2. **DOWNS**—The offensive team gets (4) downs to advance 10 yards to make a first down or score.

3. **TO GO**—Indicates yards needed to make a first down.

4. **TIME OUTS**—Each team gets (3) time outs per half. See SPECIAL FEATURES section for details.

5. **30-SECOND PLAY CLOCK**—Once it is in a huddle, the offensive team has 30-seconds to call a play *and* hike the ball. Watch this clock carefully as a Delay of Game penalty of **5** yards will result if you take too long.

6. **GAME CLOCK**—Indicates time remaining in quarter. The clock stops after the kickoff, scores, out-of-bounds plays, incomplete passes, penalties, and time-outs.

7. **MESSAGES**—Messages indicating touchdowns, penalties, etc. will appear as needed where the clocks normally show.
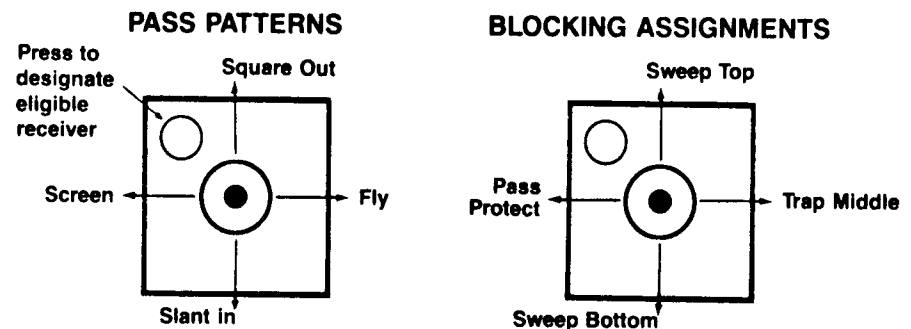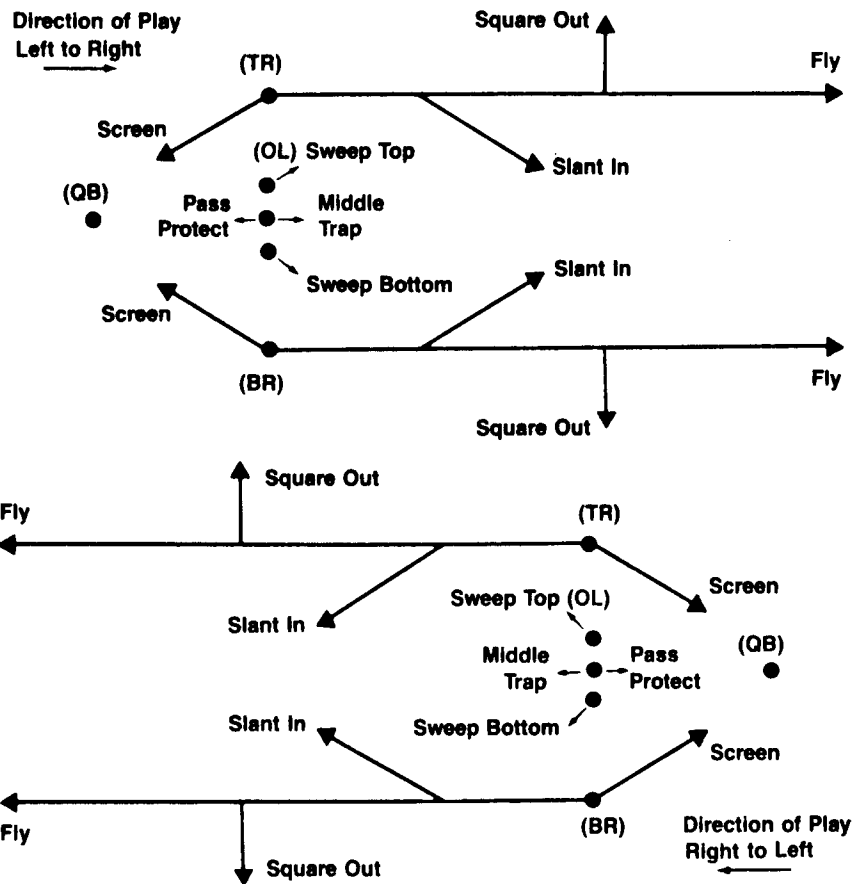
PLAY CALLING

After the Ball Carrier is tackled or runs out-of-bounds, the teams will huddle and await play inputs from the offensive *and* defensive players. **STARBOWL FOOTBALL** gives you **196** play possibilities through an easy-to-use play calling system.

OFFENSE

STARBOWL FOOTBALL lets you program the pass patterns of *both* receivers and the blocking assignments of the offensive line. Players are programmed in the following order:

1. Top Receiver (TR)—Press *and* release the **RED** button on joystick to designate as *eligible;* otherwise, chcose a pass pattern by pushing the joystick in the appropriate direction. TR will turn to face defense once programmed.

2. Offensive Line (OL)—Choose blocking assignments for OL (as a group) by pushing the joystick in the appropriate direction. OL will turn to face defense once programmed.

3. Bottom Receiver (BR)—Press *and* release the **RED** button to designate as *eligible;* otherwise, choose a pass pattern by pushing the joystick in the appropriate direction. Players will leave huddle and move to line of scrimmage once BR is programmed. REMEMBER—the offense only has 30-seconds to call a play *and* hike the ball once it is in a huddle. Watch the 30-second clock to avoid a Delay of Game penalty (**5** yards)!

PASS PATTERNS

Press to designate eligible receiver
Square Out
Screen ← → Fly
Slant In

BLOCKING ASSIGNMENTS

Sweep Top
Pass Protect ← → Trap Middle
Sweep Bottom

Direction of Play Left to Right

Square Out · Fly · (TR) · Screen · (OL) Sweep Top · Slant In · (QB) · Pass Protect · Middle Trap · Sweep Bottom · Slant In · Screen · (BR) · Fly · Square Out

Square Out · Fly · (TR) · Slant In · Sweep Top (OL) · Screen · Middle Trap · Pass Protect · (QB) · Slant In · Sweep Bottom · Screen · Fly · (BR) · **Direction of Play Right to Left** · Square Out
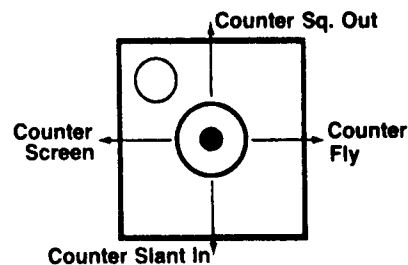
4. Only *one* receiver can be eligible per play. If you designate TR *and* BR eligible, the computer will only recognize BR eligible.

5. Play selection with the joystick is *always* the same, i.e. square out patterns for both TR *and* BR are chosen by pushing the joystick towards the TV Screen, etc.
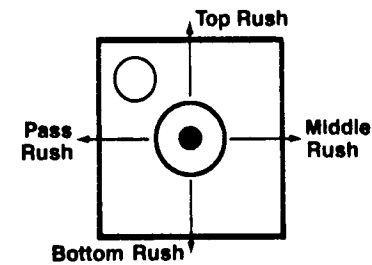
DEFENSE

You get to program the pass coverage of *both* cornerbacks and the rushing assignments of the defensive line as follows:

1. Top cornerback (TCB)—Choose pass coverage by pushing the joystick in the appropriate direction. TCB will turn to face offense once programmed.

2. Defensive line (DL)—Choose rushing assignments for DL (as a group) by pushing joystick in appropriate direction. DL will turn to face offense once programmed.

3. Bottom cornerback (BCB)—Choose pass coverage by pushing the joystick in the appropriate direction. Players will leave the huddle and move to the line of scrimmage.

4. You now have *total* control of your Free Safety (FS) and can position him *anywhere* on the field prior to the hike. If you decide to blitz the QB, be careful that you don't cross the line of scrimmage before the hike—if you do, you'll be assessed a 5-yard offsides penalty!

5. If you haven't called your defense by the time the offense moves to the line of scrimmage, you only have 2-seconds to do so before the ball can be hiked!
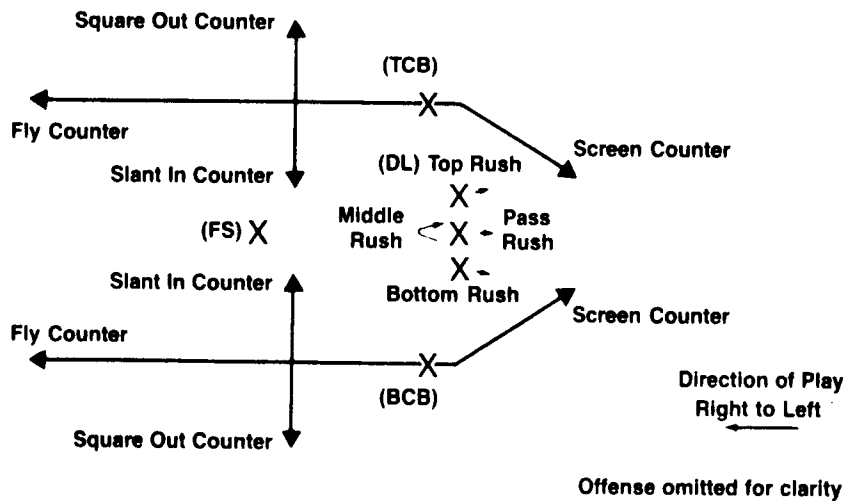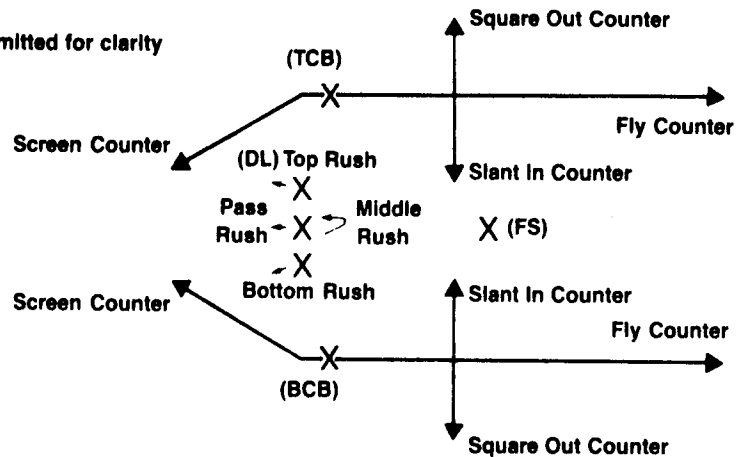
PASS COVERAGE

Counter Sq. Out · Counter Screen · Counter Fly · Counter Slant In

RUSHING ASSIGNMENTS

Top Rush · Pass Rush · Middle Rush · Bottom Rush

Direction of Play
Left to Right
→

Offense omitted for clarity

(TCB)
—X
Square Out Counter ↑
Fly Counter →
Screen Counter ↖
(DL) Top Rush
X
Pass Rush X Middle Rush
X (FS)
Slant In Counter ↓
X
Bottom Rush
Screen Counter ↙
X— (BCB)
Slant In Counter ↑
Fly Counter →
Square Out Counter ↓

Square Out Counter ↑
(TCB)
X—
Fly Counter ←
Slant In Counter ↓
(DL) Top Rush
X
Middle Rush X Pass Rush
(FS) X
X
Bottom Rush
Slant In Counter ↑
Fly Counter ←
X— (BCB)
Square Out Counter ↓
Screen Counter ↘
Screen Counter ↘

Direction of Play
Right to Left
←

Offense omitted for clarity

HIKING

The Line of Scrimmage and Down are indicated by the square flag with the number on it: [2]

The triangle flags are the 10-yard markers indicating where the first down point is: ◀ ◀
|— 10 yards —|

To hike the ball, the offensive player presses the **RED** button on his/her joystick controller. The quarterback (QB) will automatically catch the hike and change color to black, indicating that he has the ball. Use the joystick to move the QB up field or pass.

PASSING & CATCHING

If you designated a receiver eligible, you can pass the ball. To do so, *press* the RED button on your joystick controller to raise the quarterback's (QB) arm. *Release* the RED button to throw the ball. The football will automatically go to the eligible receiver (ER). The pass will be *incomplete,* however, unless you **CATCH** it by pressing the RED button when the ball gets to the receiver. As in real football, if the ER is closely covered by a cornerback, the pass will probably be incomplete.

INTERCEPTIONS

Only the free safety (FS) can intercept a pass. To do so, you must run in front of a pass (near the receiver) and **CATCH** it by pressing the RED button at the right time. If you intercept a ball the FS will change color to black (indicating ball possession), and you

can use the joystick to move him up field. If you collide with the eligible receiver while the ball *is in the air,* you may be called for pass interference (which gives the offense a *first down* at the point of the foul).

FIELD GOALS & PUNTS

You can choose to punt or attempt a field goal on any down as follows:

1. Press the **RED** button on the joystick right *before* you program the offensive line (OL).

2. Then move the joystick in the appropriate direction:
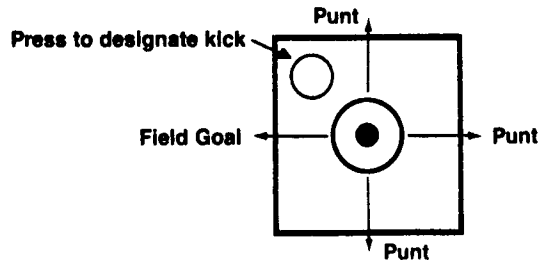
3. *Both* teams will automatically line up for the kick. Hike the ball as usual—the QB will automatically punt or try a field goal as decided above. If you try a field goal and miss, the ball changes possession at the line of scrimmage or 20 yard line, whichever is greater. In general, the *longer* the field goal attempt, the *lower* the odds are of success. As on kickoffs, the FS will automatically catch punts unless the ball travels into the end zone, in which case the play is a touchback and the ball is placed on the 20 yard line.

EXTRA POINTS

After a touchdown is made, both teams will automatically line up for the extra point. Hike the ball as usual—the QB will automatically kick the ball to attempt the extra point.

SCORING

1. Touchdown—6 points—run or catch the ball over your opponent's goal line to score a touchdown.
2. Extra point—1 point
3. Field Goal—3 points—kick the ball through your opponent's goal posts to score a field goal.
4. Safety—2 points—If the ball carrier is tackled or runs out of bounds in his own end zone, a safety is declared. The offense then kicks the ball from its own **20** yard line.

JOIN THE
STARBOWL ALLSTARS

If you beat the computer team by **14** or more points, you're eligible to join Gamestar's exclusive "Starbowl Allstars Football Club."

Here's how:

1. Take a photo of your TV screen with the final score showing.

2. Send that to us along *with* proof of purchase.

You'll receive an official Starbowl Allstars membership card signifying your accomplishment!

SPECIAL FEATURES

1. STARBOWL™ FOOTBALL lets you play solitaire or against another player. Keep in mind that the allstar computer team actually *thinks*—it senses your play calling patterns and reacts accordingly! Mix up your strategy to keep it guessing.

2. Choose from two skill levels that get better as you get better:

   COLLEGE—A slow speed that is good for beginners.
   PRO—Fast-paced action that is definitely for experts.

   As would be expected, the pro level computer team also plays better than the college level team.

3. Time-outs—each team gets (3) time-outs per half. To call a time-out at *any* time between plays, press the **SPACE BAR** on the computer console to PAUSE the game. Then press the **RED** button on your joystick controller.

   Play will continue normally except that the game clock will not restart until the ball is hiked and the 30-second play clock will reset.

   If you PAUSE a game and don't call a time-out, play will be frozen until you either press a **RED** button (time-out) or press the **SPACE BAR** again.

TIPS FOR STARS

BY DAN UGRIN AND SCOTT ORR, DESIGNERS OF STARBOWL™ FOOTBALL

"STARBOWL™ FOOTBALL is a game of strategy, skill and timing. Try to anticipate what plays your opponent will call—if you figure out his strategy you'll be one-step ahead.

"Your mastery over the art of passing *and* catching could be the key to victory. But be patient—don't go for the "Bomb" on every play. Use the running game and quick passes to keep your opponent guessing, especially the computer.

"Use your safety aggressively—don't just sit back and wait for the pass. *Think* ahead and defend according. Don't forget to blitz once in awhile to keep the offense honest.

"Have fun with STARBOWL™ FOOTBALL—we'd love to hear about your team's gridiron exploits."

Scott Orr   Dan Ugrin