GAME BOY® ADVANCE

AGB-AKFE-USA

Sports Illustrated FOR KIDS

FOOTBALL

INSTRUCTION BOOKLET

bam! entertainment

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

Visit www.esrb.org or call 1-800-771-3772
for rating information

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Sports Illustrated FOR KIDS

FOOTBALL

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Getting Started

- Turn the power switch OFF on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

- Insert The Sports Illustrated For Kids Football Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place

- Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)

- When the Sports Illustrated For Kids Baseball title screen appears, press START.

- When the main menu screen appears, use the Control Pad to select a game mode and press the A Button. (For More Detailed Information on the various game modes, please refer to those sections in this instruction manual.)

Playing The Game

Play Calling

The first step in calling an offensive or defensive play is selecting a formation. Press ▲ or ▼ on the Control Pad to view the different formations. When you want to select a formation, press the Ⓐ Button. Next you need to choose the play that you want to run from the formation you just chose. Use the Control Pad to highlight a play and press the Ⓐ Button to select it.

OFFENSE

Quarterback

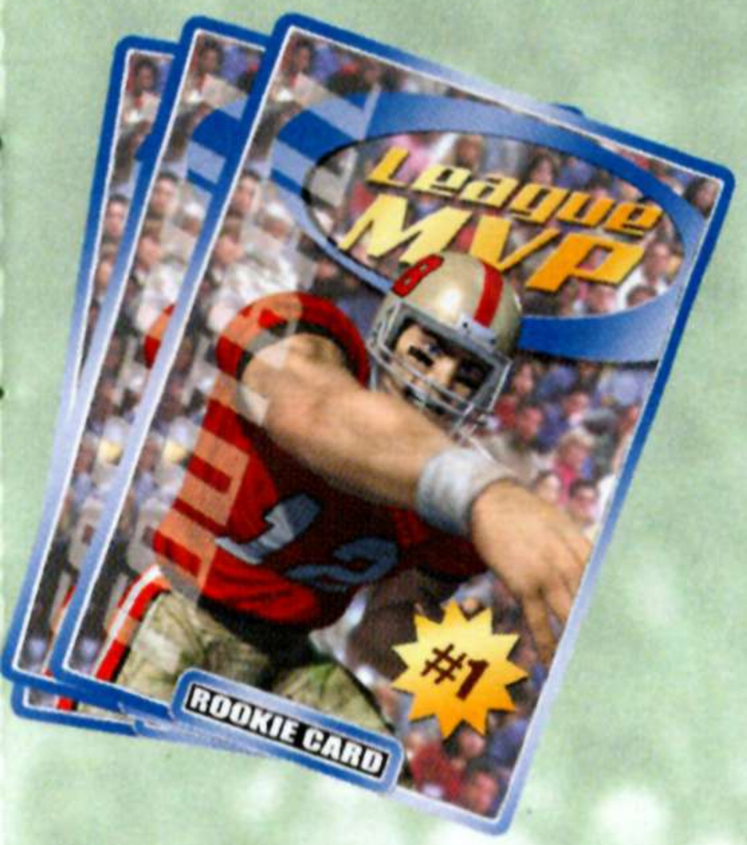
ACTION	How To Perform Action
Hike the Ball	Press the Ⓑ Button to hike the football
Move the QB	Use the Control Pad to move the QB in the backfield
Throwing the Ball	After the ball is hiked, press the Ⓐ Button, Ⓑ Button, Ⓡ Button, or Ⓛ Button depending on which receiver you want to throw it to.
Pause the Game	Press START.

Ball Carrier

Anyone in possession of the football other than the quarterback is considered a ball carrier. As a ball carrier your job is to score a touchdown. To help you achieve this goal there are some special moves a ball carrier can perform.

Running the Ball	The Control Pad is used to make the player run in eight directions on the playing field.
Stiff Arm	A stiff arm can be used by pressing the L Button or the R Button while running
Spin Move	A spin move can be used by pressing the A Button while running
Hurdle	A hurdle can be used by pressing the B Button while running

Aiming the Kick/Punt



A horizontal meter will appear at the bottom of the screen during kick offs, punts, and field goals. This meter determines the direction the ball will go when it is kicked. Stopping the indicator in the center gives you a straight kick, stopping it to the right the ball will go to the right, and stopping it to the left will kick the ball to the left.

Stopping the moving indicator with the Ⓑ Button will kick the ball in the direction of the indicator.

Pause the Game

Press START.

Defense

Player selection

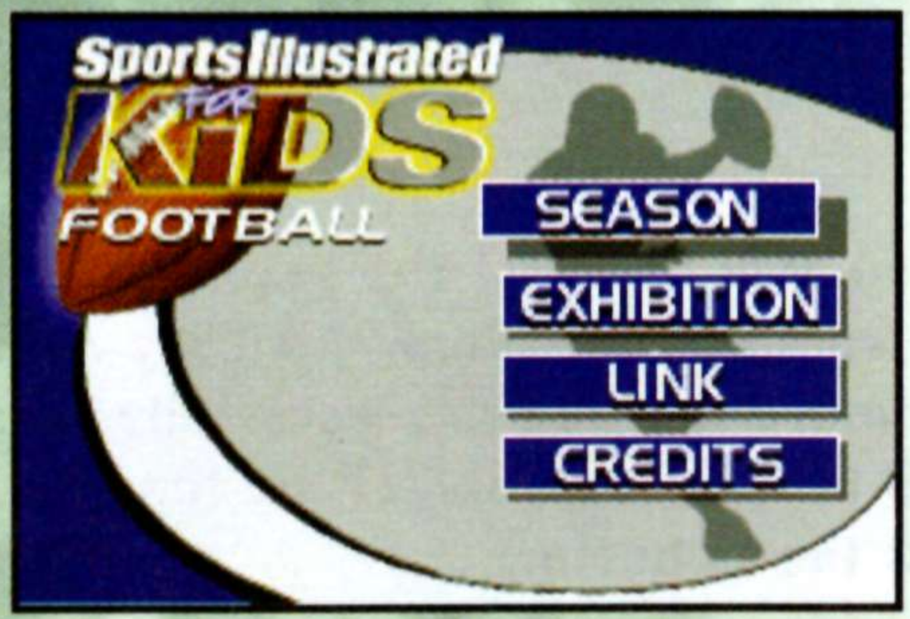
Before the ball is snapped you can change the player that you are controlling by pressing the Ⓐ Button. The player that you are currently controlling has a red arrow over their head.

After the ball is hiked the Ⓐ Button switches your control to the player closest to the ball.

Making a Tackle

Use the Ⓑ Button to tackle the player with the ball.

Game Modes



There are three different game modes available in Sports Illustrated For Kids Football. They consist of Exhibition Play, Season Play and Multiplayer Link Play.

Exhibition

Exhibition Mode allows you to play 4 quarters of football against a computer opponent. You can choose which team you want to use, as well as the team the computer will use. Team records and stats are not kept and there are no restrictions on which team can be selected.

Starting a Game

From the Main Menu select the Exhibition tab and press the Ⓐ Button.

Choosing a Team

Press ▲ or ▼ on the Control Pad to select the team that you want to use. Next press ◀ or ▶ to select the skill level of your team. A higher number indicates better players, but they require more skill to use successfully. After your team and skill have been selected press the Ⓐ Button. Now select the team and skill level of the computer controlled team and press the Ⓐ Button.

SEASON

Loading a Team

The first time playing a season there will be no teams saved. Select a slot to create a team and press the Ⓐ Button. If you have saved a team select it from the list and press the Ⓐ Button to load your team and continue your season.

Choosing Your Home State

Press ◀ or ▶ on the Control Pad to highlight your team's home state on the map and press the Ⓐ Button to select the state.

Choosing Your Team's Color

You can choose your team's uniform color by pressing ▲ or ▼ on the Control Pad and your team's sock and sleeve color by pressing ◀ or ▶ on the Control Pad. When you have made your decision press the Ⓐ Button to continue.

Entering Your Team's Name

After selecting your home state it is now time to choose your team's name. Use the Control Pad to select a letter and the Ⓐ Button to choose the selected letter. When you are finished select END and press the Ⓐ Button.

Chosing Your Team's Playing Style

There are four styles that you can model your team after. Each team type has its own strength and weaknesses. It is up to you to build your team into a champion.

Balanced- A team that has players with balanced abilities

Fast Runners- A team that is good at playing special teams

Good Passing- A team that has good offensive players

Strong Linemen- A team that has good defensive players

After you select the Team Style by pressing ▲ or ▼ on the Control Pad, press the Ⓐ Button to continue.

Team Management

After you create your team this is the area where you can make all of your management decisions. Scroll through the various cards by pressing ◀ or ▶ on the Control Pad. Pressing the Ⓐ Button will select the card that is directly in front of you.

Play Game

Selecting this card will start you playing the next game in your season.

Offense Formation

This area allows you to assign your players their position while on offense.

Use ▲ and ▼ on the Control Pad to highlight a player, and then press the Ⓐ Button to select him. Then use the Control Pad again to highlight the player to that you want the first selected player switch positions with and press the Ⓐ Button to switch. When you are finished press the Ⓑ Button to return to the Team Management area.

Defense Formation

This area allows you to assign your players their position while on defense. Use ▲ and ▼ on the Control Pad to highlight a player, and then press the Ⓐ Button to select him. Then use the Control Pad again to highlight the player to that you want the first selected player switch positions with and press the Ⓐ Button to switch. When you are finished press the Ⓑ Button to return to the Team Management area.

Roster

This area allows you to see the players on your team and view their stats. Use ▲ and ▼ on the Control Pad to highlight a player and press the Ⓐ Button to view their stat sheet. The first column of stats is the current season stats and the other column is lifetime stats. The stats are updated after every completed season game. When you are finished press the Ⓑ Button to exit.

Sports Page

This area displays the current league standings.

Cheat Codes

This area allows you to enter secret codes to unlock bonus items in the game. Use the Control Pad to highlight a letter, the Ⓐ Button to select the letter and highlight END and press the Ⓐ Button when you are finished.

After A Season Game

Training

After each season game you have the opportunity to train all of your team members in a training event.Highlight a training event from the list of options by using ▲ and ▼ on the Control Pad and use the Ⓐ Button to make your choice.

Experience Allocation

After each season game your team will be awarded experience points based on how you performed. You can use these points to upgrade your players' abilities and make them superstars. Highlight a player that you would like to upgrade by pressing ▲ and ▼ on the Control Pad and use the Ⓐ Button to select him. You can add experience points to four different categories: Strength, Speed, Agility and Size.

Strength- affects running and throwing power

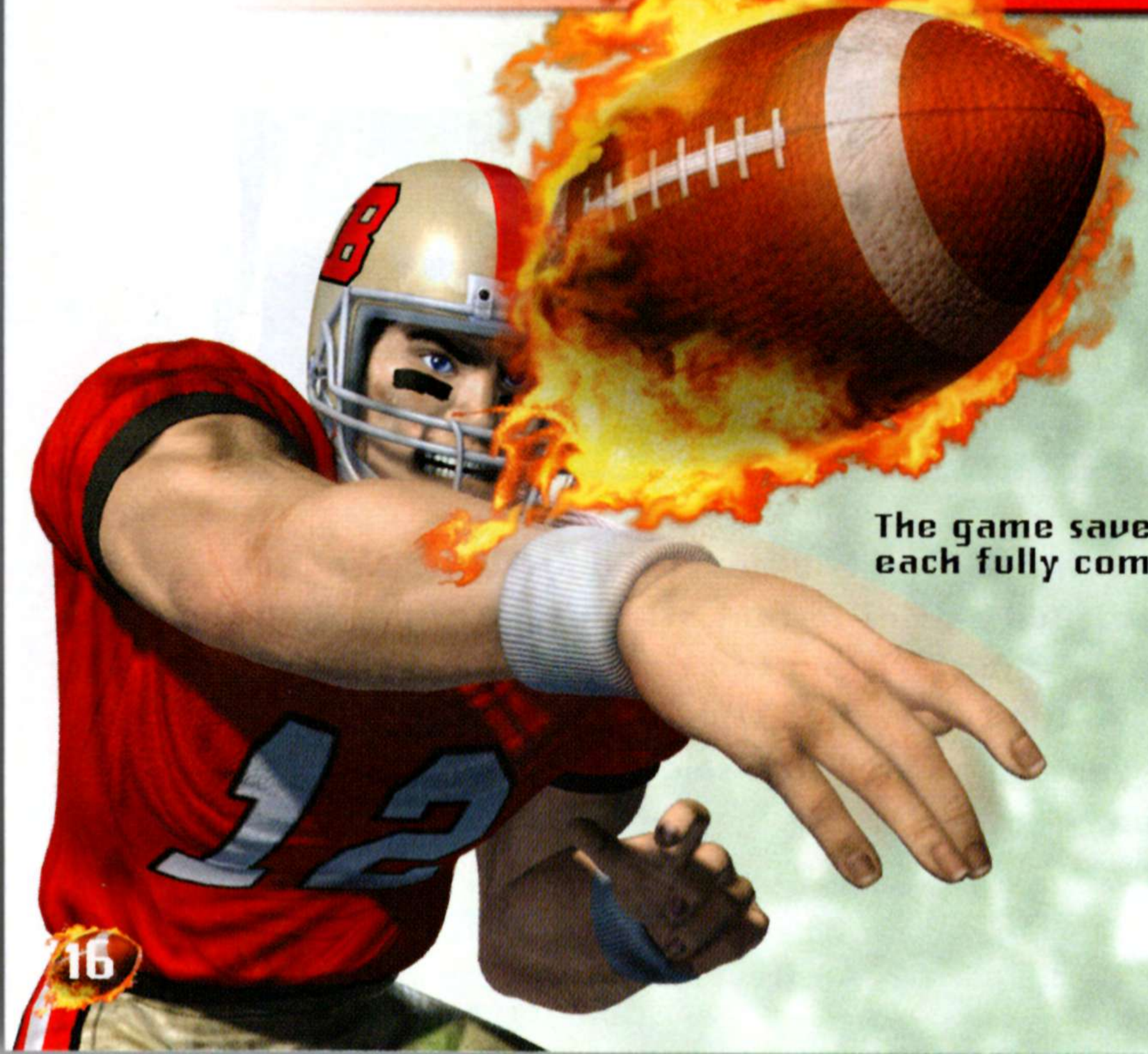
Speed- affects a player's movement on the field and on the bases

Agility- affects throwing and receiving accuracy as well as jumping and diving skills

Size- affects how strong, fast, and agile a player can be

By pressing ▲ and ▼ on the Control Pad select the attribute that you would like to increase. Add a point to that attribute pressing ◀ on the Control Pad. If you make a mistake you can remove a point that you just added by pressing ▶ on the Control Pad. When you are finished allocating points to this player you can go back and select another player by pressing the Ⓑ Button.

Saving The Game



The game saves automatically after each fully completed season game.

Multiplayer Link Game

You can play head to head with a friend who also owns a copy of Sports Illustrated For Kids Football.

To start the game, follow these instructions:

Turn the power switch OFF on all the Nintendo® Game Boy® Advance systems.

Insert a Sports Illustrated For Kids Football Game Pak into the slot on each Game Boy® Advance. Press firmly to lock the Game Pak in place.

Link the Game Boy® Advance systems together using the Game Boy® Advance Game Link® Cable.

Once all the Game Link® Cables are connected, turn all the power switches ON.

When the Sports Illustrated For Kids Football title screen appears, press START. Use the Control Pad to highlight LINK on the Main Menu and press the Ⓐ Button. (Note: It may take 5 seconds for all Game Boy® Advance systems to recognize each other after all players have pressed the Ⓐ Button.)

Select your team from the Team Selection screen using the Control Pad to highlight a team and the A Button to select it. You may also play with a team that you created by selecting its name from the list.

NOTE

The game may not function correctly or the Multiplayer Link Mode may not function in the following cases. When a cable other than an official Game Boy® Advance Game Link® Cable is being used. When the cable is not connected firmly into the sockets. When the Game Boy® Advance Game Link® Cable is either pulled out or inserted during a Link Game. When the Game Boy® Advance Game Link® Cable is connected to the Junction Box. When more than 3 Game Boy® Advance systems are connected.

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