

# 10 FOOTBALL



**Game Instruction Manual**

# BLIP FOOTBALL

Blip football is a recreation of the classic handheld football game for the Atari 2600.

It is a two player game where control is switched between Player 1 (Home Team) and Player 2 (Visiting Team) between possessions. Players control the running back on offense, the Atari controls the defense.

## THE DISPLAY

The game display shows nine yards of the field horizontally, while vertically there are three positions for the player (running back) and the Atari (defense) in which to move.



## OPTIONS

left difficulty



- a Pro 2 setting (Defense at high speed)
- b Pro 1 setting (Defense at normal speed)

select



Switches between default 'classic' mode and more colorful display



## STARTING THE GAME

There are four 15-second quarters in the game. The game is also divided into two halves. The game changes possession at the end of the first half. The home team starts the game and the visiting team starts the second half.

## GAMEPLAY

Start the play by moving your running back. The joystick moves the player up or down and the fire button advances 1 yard. If you should advance 9 yards (the end of the display), the running back will return to the start and can continue advancing.

Should a defensive player tackle (from any side), then the play is over.

At this point you can access the score and status information.

Hold joystick left  
to display

DOWN	FIELD	YDS
0	14.8	0
HOME	TIME	AWAY
HOME SCORE	TIME REMAINING	AWAY SCORE

DOWN FIELD POSITION YARDS TO GO

DOWN	FIELD	YDS
2	24	9
HOME	TIME	AWAY

Hold joystick right  
to display

## SCORING

On 4th down you may choose to kick. Hold Joystick right to display your down and press fire. The Atari will automatically decide whether to PUNT or to make a FIELD GOAL.

The closer you are to the goal, the better your chances are at scoring.

It's 7 points for a Touchdown,  
3 points for a Field Goal.

## CREDITS

Display Coding - Bob Montgomery  
Game/SFX/Title Coding - David Galloway  
Title Music - Tommy Montgomery  
Logo/Manual/Label Design - David Exton  
Quality Assurance - Rick Weis  
Production - Albert Yarusso

Special thanks:

Peter Hirschberg, creator of LEDhead.  
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Albert Yarusso, of AtariAge.  
Manuel Rotschkar for TSM fx player  
The Stella List members and AtariAge  
Homebrew regulars  
Laura, Julia and Geneva Galloway.

## ABOUT THE ORIGINAL

Released in June of 1977, initially only 100,000 units were produced and production was scaled back. However, six months later the popularity of the machine caused the production to increase and, by mid February 1978, upwards of 500,000 units a week were being made.

Mark Lesser at Rockwell International Microelectronics, using modified handheld calculator chips, programmed early LED Football games (He later also programmed several of the early EA-Sports Madden Football games on the Genesis).

The 3 dash high playing field resulted from the use of the top middle and bottom segment of 7-segment LEDs from a calculator display.

There is speculation that the 9-yard football screen was created because the 'calculator display' rarely used more than 9 digits with 8 or 9 digits being common.

It is also speculated that the reason why the Score and Time were not displayed at the same time as the field was both to conserve battery life and because they were actually sharing the same calculator outputs that the field was using, and could not be on at the same time (at least not without some not insignificant amount of dimming).



**AtariAge**