



Radio Control Football Action

Ages 8 to Adult

Put on your game face, snap on your helmet, and race towards the end zone with the Mighty Helmet Racers™. Go on offense by outrunning your opponent and TAKE IT TO THE HOUSE. Get back on defense fast or your opponent can GO ... ALL ... THE ... WAY!

Includes all football scoring elements: touchdowns, field goals and extra points!

Game Play Instructions

The Mighty Helmet Racers™ Football Game Gift Set offers every NFL fan their choice of team helmets so that every competitive team match-up in the NFL can be replicated. In addition to owning all the team helmets, as well as displaying and operating your Mighty Helmet Racers™, interactive competition is a big part of your gift set.

Review instructions for game play. Then, look for additional ideas at www.mightyhelmetracers.com.

Number of Players: From 1 to 32

Play Methods for Players

One Player: Practice, Practice, Practice!

Perform 360 degree circles and figure 8 drills to perfect your maneuvering skills. Place football at center field and work to snatch the ball without using reverse. Place ball in front of opposing player and practice snatching ball away.

Football is all about POSSESSION of the ball and FIELD POSITION. Learn to improve your play by gaining possession of the ball and get to the opponent's end zone as quickly as possible.

Utilize coins or other objects as practice cones to develop maneuvering skills.

Coach's Note: The Mighty Helmet Racers™ are great display pieces at work, school or home. Working on maneuvering skills during work breaks can be a great stress reliever, too. Desk clutter can provide an excellent skill test. Learn to navigate past those pesky monthly reports and scrappy presentation and report binders!

Two to Four Players: Helmet-to-Helmet Competition

Coach's Overview: The Mighty Helmet Racers™ Football Game stresses the two most important elements in winning football: possession and field position. During the game, you will be faced with making decisions against your field position. If you are tackled or go down (turn over) with possession of the ball in your opponent's territory, you have the opportunity for a field goal to keep from losing that scoring opportunity. If you go down on your side of the field, you may elect to try to regain possession and not try a long field goal because the rules of kicking a field goal favor the offense when they are closest to the opponent's end zone.

Learning to gain control of the ball and to maneuver to get into your opponent's side of the field will make your chances for winning much stronger!

Two Players: Straight Up Football

- Duration of Play: A game consists of four quarters. Each quarter is defined as one charging cycle for each Mighty Helmet Racers™ team. Players must pay attention to their own racer's endurance and should conserve battery power if the opposing player makes a breakaway touchdown. If either player loses power, the opposing player may continue to play (and score) until his racer cannot continue forward motion.

- Location of Play: Foldable NFL Mighty Helmet Racers™ playing field should be the location for play to conform to these instructions. Additional playing fields may be developed by players to allow more space or obstacles during game play.

- Start of Game: Game begins with opposing players in their respective end zones with back of helmet positioned in the center of the goal posts. Football is placed in center of Mighty Helmet Racers™ logo at the center of the playing field. At an agreed upon starting signal, both players race to the football. The first player to gain control of the ball is immediately on offense.

- Game Play: After a player gains control of football, that player must advance the ball across the opposing player's goal line to score a touchdown. Should the ball be fumbled by the opposition, play continues until a player scores or is tackled (turned over).

Should a player lose control or be tackled *when not carrying the ball*, that player is allowed to reset his Mighty Helmet Racer™ in the spot where the turnover occurred. The opposing player may continue play while this resetting takes place.

If a player *has control of the ball* when tipping over or being tackled by the opposing player, play is stopped at that spot. The player in possession then has two choices: 1) try to regain possession of the ball, or 2) try for a field goal. Should the player elect to try to regain possession, the football is placed at that location and players are restarted at their respective end zones.

Should the player tipping over wish to try a field goal, see *Scoring* below.

Coach's Note: Your Mighty Helmet Racers™ have been engineered with a customized wide chassis to allow for sharp cornering and maneuvering. Learn to control your Mighty Helmet Racers™ to eliminate flipping over and to win more often!

- Fumbling: The attachment mechanism on the front of the Mighty Helmet Racers™ chassis is designed to allow control of the ball. However, just as in real football, this device cannot withstand all hits and attempts to snatch the ball by the opposing team. Taking the ball away from the opponent is an important part of the game. Should both opponents have control of the ball and no forward progress is possible, players should mutually consent to reset the football in the center of the field and begin play anew. In the event that a player drags an opponent into the end zone when both have the ball, a score results for the player whose offensive end zone was entered.

Should a free ball end up in the end zone, no score occurs until the ball is secured by a Mighty Helmet Racers™ attachment mechanism. Unless a player is tackled with the ball, that player may have possession in their own end zone without the other team being awarded a score.

- **Scoring: Touchdowns:** Touchdowns count as six points. A touchdown occurs when a player carries the football into the opponent's end zone.

PATs (Extra Points):

Extra point opportunities are awarded to the scoring team after touchdowns. The extra point is a one possession scoring opportunity with the scoring team starting at midfield and the defending team starting in its own end zone. The ball is placed at the 25 yard line. Just as in regular play, players race to the ball at the agreed upon starting signal. PATs are SINGLE POSSESSION plays. Should the defensive player gain control first, the PAT attempt is declared no good. Should the offensive player gain control first, that player must score on that possession to gain the (one) point. Should the offensive player fumble, possession is up for grabs. If the offensive player recovers his own fumble, play is dead and the next kickoff begins. If the defensive player recovers, that player has that one possession to attempt to score by carrying the football to the opponent's end zone or two points.

If the offensive player or the defensive player is tackled or flips over with possession, the play is dead and the next kickoff begins.

Field Goals:

Field goals are scoring opportunities that occur when a player has been tackled or tips over. When a player is tackled, the ball is placed at that spot on the field. As described in the section above, an offensive player who is tackled or turns over on his side of the playing field may elect to attempt to regain a touchdown scoring opportunity by squaring off from respective end zones and racing to gain possession of the ball.

If a player's scoring attempt is stopped by a tackle on the opponent's side of the field, it may be advantageous for the offensive player to attempt to score a three-point field goal. To attempt the field goal, the players' Mighty Helmet Racers™ simply change ends of the field. For example, if an offensive player is tackled on the opponent's 20 yard line, that player starts at the defensive player's goal line. All the offensive player has to do is get to the ball, gain possession and return the ball to the opponent's end zone for three points. The defensive player starts at the offensive player's goal line and races to the ball to impede the offensive player's attempt. If the defensive player gains possession first, the attempt is no good. If the offensive player gains possession first and brings the ball back to the opponent's end zone from where the attempt began, the attempt is good.

As in real football, should the offensive player fumble after gaining possession, the ball may be snatched and returned for a touchdown by the opposing player.

- **Additional Players:** Play instructions for two players also applies to four players, with those players alternating control of their Mighty Helmet Racers™ by quarter.

Five to 32 Players: Helmet-to-Helmet Competition and Tournament/Playoff Play

Additional players may be added simply by assigning (or allowing players to pick) their teams and play tournament-style.

To add to the fun, go to www.mightyhelmetracers.com and download tournament brackets that allow up to as many as 32 teams to compete. This is great fun at parties, office pools or collage – anywhere you'd find NFL football fans!

Play a whole season or a spur of the moment tournament.

Try squaring off with actual match-ups of the NFL teams that will play that week during the season, too.

Pre-Game

Step 1: INSTALLING YOUR BATTERIES

Radio Controller

- 1) Unscrew the battery compartment cover located on the back of controller with a Phillips screwdriver and remove.
- 2) Insert 2 AA (1.5V) alkaline batteries into the controller. Make sure to insert batteries in the proper direction as indicated inside the battery compartment (Fig. 1).
- 3) Replace the battery cover and tighten screw.

Battery Charger

- 1) Unscrew the battery compartment cover located on the bottom of the charger with a Phillips screwdriver and remove.
- 2) Insert 4 AAA (1.5V) alkaline batteries into the charger. Make sure to insert batteries in the proper direction as indicated inside the battery compartment (Fig. 2).
- 3) Replace the battery cover and tighten screw.

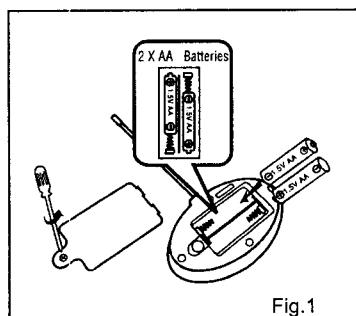


Fig.1

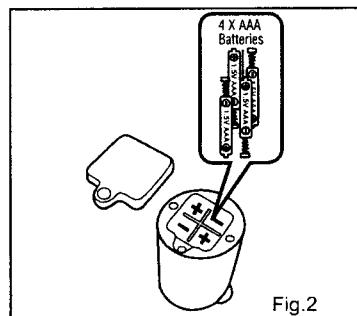


Fig.2

Step 2: CHARGING YOUR MIGHTY HELMET RACERS™

- 1) Place your Mighty Helmet Racers™ on the charging station, located on top of the water cooler shaped battery charger (Fig. 3).
- 2) Snap the racer directly onto charging station, making sure to secure into place so that the contacts on the bottom of the racer align properly with the contacts of the charger (Fig. 4).

NOTE: A red light indicator on the charger will illuminate during the charging cycle and turn off when charging is complete.

- 3) Once charging is complete, remove the Mighty Helmet Racer™ from the charger and place it on surface for game play.

WARNING: Do not press controller buttons while Mighty Helmet Racer™ is snapped onto charging station. Doing so may damage the Mighty Helmet Racers™.

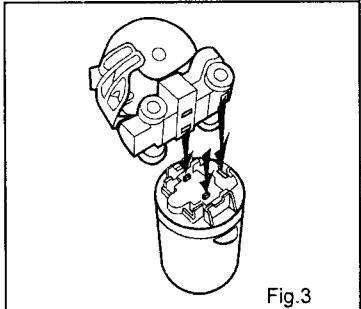


Fig.3

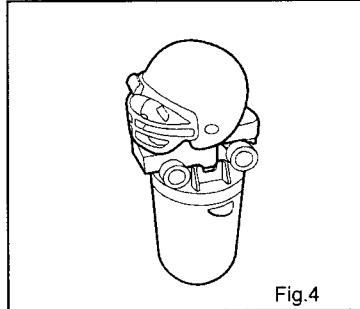


Fig.4

Gearing Up for the Big Game

Step 3: PREPARING YOUR MIGHTY HELMET RACER™

- 1) Snap the team helmet onto the player's game face, making sure it is secured tightly within helmet via the two ear holes. The face mask should fit inside the front end of the racer (Fig. 5).
- 2) Make sure the helmet is facing the correct direction, so that the face is exposed through the face mask (Fig. 6).

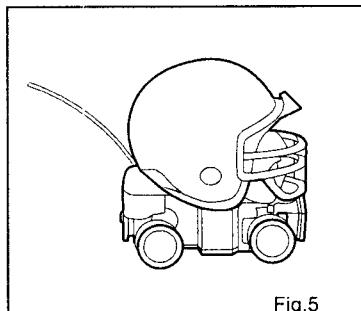


Fig.5

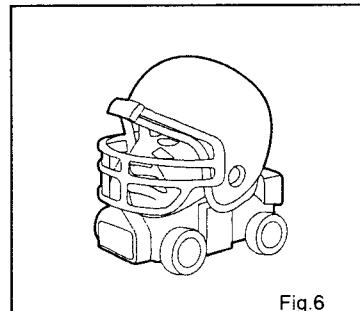


Fig.6

Step 4: ASSEMBLING YOUR GAME BOARD

- 1) Unfold the game board so the printed surface faces upward.
- 2) Starting at one corner of game board, insert "L" shaped connector through underneath side of board, then position side rails on printed side, at 90 degree angle, so that holes fit over connector tabs (Fig. 7). Insert rail support devices through adjacent holes, as shown.
- 3) Snap top corner connector piece onto corresponding tabs (Fig. 8).
- 4) Repeat procedure with remaining three corners (Fig. 9). This will lock the board in place and fully enclose the field so the Mighty Helmet Racers™ remain in the playing area

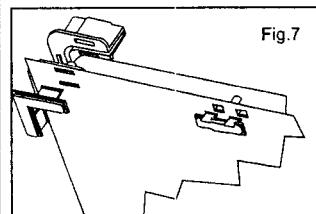


Fig.7

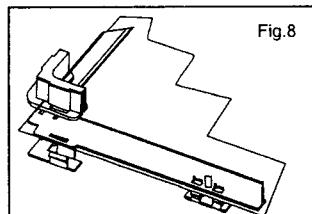


Fig.8

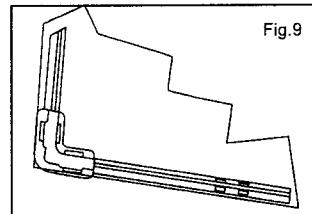
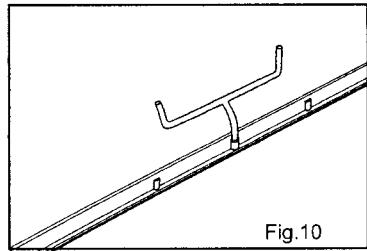
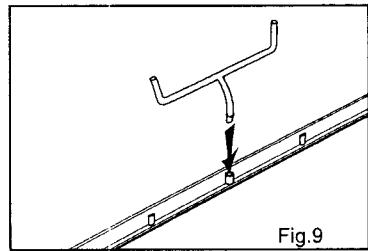


Fig.9

Step 5: ASSEMBLING YOUR GOAL POSTS

- 1) Snap the two goal posts into the holes provided at each end of the playing field (Fig. 9-10).



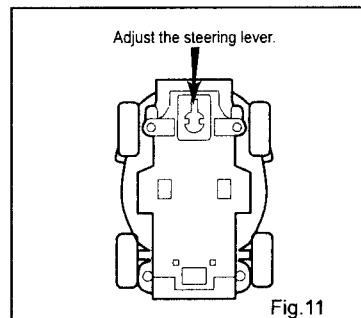
Game Time!

Step 6: RACING YOUR MIGHTY HELMET RACER™

- 1) Press the FORWARD, REVERSE, LEFT and RIGHT buttons to maneuver your Mighty Helmet Racer™ towards the end zone.

NOTE: The output indicator light on the controller will activate once buttons are pressed.

- 2) Adjust the steering of the Mighty Helmet Racer™ using the steering lever located on the bottom of the racer (Fig. 11). Adjust with slight movements until desired steering action is achieved.



- 3) Your controller and Mighty Helmet Racer™ will use one of two specific radio frequencies: 27MHz or 49MHz. Make sure the controller and Mighty Helmet Racer™ being used are operating on the same frequency.

Pick your favorite team helmet and put the 27MHz Mighty Helmet Racer™ up against the 49MHz Mighty Helmet Racer™ for helmet-to-helmet competition!

Trouble Shooting

For Malfunctioning Mighty Helmet Racers™

- Make sure batteries are properly inserted in controller.
- Replace old batteries with new alkaline batteries if necessary.
- Make sure that the Mighty Helmet Racer™ is fully charged.
- Make sure controller frequency corresponds to Mighty Helmet Racer™ frequency.
- Adjust positioning of the controller to determine the best communication between the controller and Mighty Helmet Racer™.
- Operating range of the Mighty Helmet Racers™ is approximately 6-8 feet.

For Non-Charging Mighty Helmet Racers™

- Make sure batteries are properly inserted in charger.
- Replace old batteries with new alkaline batteries, if necessary.
- Make sure the connection between the Mighty Helmet Racer™ and charging station is secured (as detailed in these instructions) and that indicator light is turned on.

Hints & Suggestions

- Do not operate in sand, snow or dirt.
- Avoid water spills or puddles when racing. Do not submerge your Mighty Helmet Racer™, charger or controller in water.
- As racer loses power, you may experience loss of performance ability. Should this occur, simply recharge the Mighty Helmet Racer™.
- Always select a safe place to operate your Mighty Helmet Racer™. Avoid using on populated streets.
- Keep fingers, hair and loose clothing away from the tires, wheel hubs and motors.

Safety Battery Precautions

- Adult supervision is recommended when changing batteries.
- Alkaline batteries recommended.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries with the correct polarity as indicated on product.
- Remove exhausted batteries promptly.
- Do not mix alkaline, standard, rechargeable or old and new batteries.
- Rechargeable batteries must be removed from product before charging.
- Rechargeable batteries must be charged under adult supervision.
- Do not attempt to recharge non-rechargeable batteries.
- Do not short circuit the supply terminals.
- Dispose of batteries safely. Batteries may explode or leak if disposed of in a fire.

Important

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

- MODIFICATIONS NOT AUTHORIZED BY THE MANUFACTURER MAY VOID USER'S AUTHORITY TO OPERATE THIS DEVICE
- EMISSIONS OR INTERFERENCE OF SURROUNDING ELECTRONIC EQUIPMENT MAY AFFECT OPERATING PERFORMANCE
- WARNING: CHANGES OR MODIFICATIONS TO THIS UNIT NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

**DO NOT RETURN THIS ITEM TO RETAILER.
FOR QUESTIONS OR CONCERNS, PLEASE CALL
CUSTOMER SERVICE 1-800-566-2139**

For more Mighty Helmet Racers™ information and to download your Mighty Bowlplayoff brackets go to
www.mightyhelmetracers.com

Mighty Helmet Racer™ Limited Warranty

To obtain warranty service, the product must be delivered at the owner's expense (freight or postage paid) to SCI PROMOTION Mighty Helmet Racer™ Replacement, 4700 East Airport Drive, Ontario, CA 91761. Please include a copy of your sales receipt, name, address, daytime phone number with area code, and email address. Please allow 6-8 weeks for the arrival of your replacement product. DO NOT RETURN TO RETAILER. The product, along with all original parts and accessories supplied at the time of purchase, must be sent in a secure and well-padded container in order to avoid shipping damage. This warranty is valid only on product purchased and used in the United States of America. This warranty applies only to the original retail/catalog user, and does not apply to product used for any industrial, professional or commercial purpose. A legible copy of the original dated sales receipt must be submitted at the time warranty service is requested. Any apparent alteration to the sales receipt may result in the rejection of your warranty claim.

Subject to the obligations above and exclusions below, SCI Promotion warrants this product against defects in materials and workmanship as specified below. SCI Promotion will repair or replace (at its option) the product and any of its parts which fail to conform to this warranty with new or reconditioned products or parts. The warranty period commences on the date the product was first purchased at retail.

SCI PROMOTION WARRANTS THIS PRODUCT AGAINST DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF SIXTY (60) DAYS AFTER THE ORIGINAL PURCHASE DATE.

Exclusions: This warranty does not apply to broken accessories, batteries, routine maintenance, knobs or cosmetic parts. This warranty does not apply to repairs or replacements necessitated by any cause beyond the control of SCI Promotion, including, but not limited to, any malfunction, defect or failure caused by or resulting from unauthorized service or parts, improper maintenance, operation contrary to furnished instructions, shipping or transit accidents, modification or repair by the user, abuse, misuse, neglect, accident, incorrect power voltage, fire, flood or other acts of God, or normal wear and tear. The foregoing is in lieu of all other expressed warranties and SCI Promotion does not assume or authorize any party to assume for it any other obligation or liability. The duration of any warranties, which may be implied by law (including the warranties of merchantability and fitness) is limited to the term of the warranty. In no event shall SCI Promotion be liable for special, incidental or consequential damages arising from ownership or use of this product, or for any delay in the performance of its obligations under this warranty due to causes beyond its control. Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusion or limitation of consequential damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights. You may have other rights, which vary from state to state.

Please keep this instruction sheet since it contains important information.



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