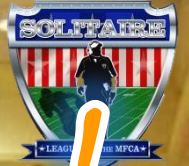


Solitaire Illustrated

Official Online Publication of the Solitaire Leagues of the MFCA

Volume 2 Issue 3

December 25, 2013 – January 1, 2014



PLUGGED IN!



Michael and Delayne Landsman

Official
electric football
Super Bowl

&

**Miggle
Toys**



MERRY CHRISTMAS AND A HAPPY NEW YEAR!!!!

I hope everyone had a good Christmas and is anticipating a good start to the New Year. 2014 promises to be a good year for the game and hobby of electric football.

If you are like myself, I am anxiously awaiting the return of the premier event of the electric football season, "TUDORCON 14 – Electric Football World Championships and Convention".

After an absence of several years, Doug Strohm of Tudor Games has decided to continue the tradition started by Michael and Delayne Landsman of Miggle Toys in 1995 by sponsoring and hosting this event.

What started out as a small gathering of a few players and coaches in a restaurant in Chicago, IL grew into a huge gathering of hobbyists and enthusiasts of the classic game that began in 1949 when, then Tudor Metal Products Corporation of Brooklyn, NY introduced "Tru-Action Electric Football"



I found this interesting little bit of information about Miggle on highlandpark.patch.com by doing a search for "Miggle Toys" on the internet.

Miggle Toys can trace its roots to the 1940s. It started as Tudor Games. Its name may have changed but its mission hasn't.

Its goal is to create competitive games that simulate the "real" sports on which they're based. One of its most famous products is the electric football field. It has founded the "Annual Official Electric Super Bowl and Convention." If you join its website, you can receive its "Plugged In" newsletter that details all of the latest news.

**1384 Sheridan Rd, Highland Park, IL 60035
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Hours: Online orders only

I am not sure when this post first appeared on this website but it describes in a "nutshell" what Miggle Toys was about.

I also found this on boardgamegeek.com:

These guys bought the rights to all of Tudor Games, makers of Electric Football. They now publish Electric Football and a variety of custom stadiums and players for their games.

And this picture and caption from an article published on April 19, 2013 on foxsportswisconsin.com:



A sign outside the Tudor Games warehouse in South Beloit still features the Miggle Toys logo. Tudor Games president Doug Strohm took over the company from Miggle Toys in February 2012.

Here is a link to that entire article:

<http://www.foxsportswisconsin.com/nfl/green-bay-packers/story/Can-electric-football-ever-again-create-?blockID=893609>

When Doug Strohm bought Tudor Games, it ended a period of uncertainty and rumors about the future of electric football. Doug has promised to attempt to bring back the NFL License and create new and exciting products that will re-introduce the game to a new generation of players, coaches and hobbyist.

If you haven't already, I hope that you will make plans to attend **TUDORCON 14**.

SEE YOU THERE!!!!

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EDITOR

Chris LeMay

CONTRIBUTORS

Solitaire players, coaches and owners of the



Customer Services

elffanatic@charter.net

to join the MFCA and the Solitaire Leagues of
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www.miniaturefootball.org

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PLUGGED IN !: Michael and Delayne Landsman of Miggle Toys.

Male Baby-boomers Fondly Remember Electric Football

http://articles.courant.com/1992-12-11/features/0000108716_1_miggle-toys-plastic-bases-arena-football

December 11, 1992|By GARRET CONDON; Courant Staff Writer

Nothing like those holiday gridiron match-ups.

Hut one.

Hut two.

BUZZZZZZZZZZZZZZ! Whoa, the offensive line is heading for the sidelines!

BUZZZZZZZZZZZZZZ! Lookout, the quarterback is fading back, back. Hey, he's just fading back. But wait, now he's going forward, facing backward. Here come the tackles.

BUZZZZZZZZZZZZZZ! A defender touches the quarterback -- tackled for a loss! Whew, nothing whets the yuletide appetite like a little football. And we mean little. In this case, a felt pellet about the size of a BB shot. The gridders themselves are 1 1/2 inches high and they pound around on a green aluminum playing field that's 15 by 26 inches. Well, they don't pound exactly. They vibrate, wobble, skip and sometimes tip over on their little plastic bases.

Female readers may scratch their heads, but adult guys know exactly what we're talking about: Tudor's Tru-Action Electric Football, the sine qua non of toys of Christmas-past for male baby-boomers.

By today's Nintendo standards, the allure of Electric Football (there were also deluxe NFL versions) may be hard to appreciate. But it did make football-on-demand possible in the days before cable sports network ESPN and, what with a cord and a switch and a motor, it seemed kind of high-tech. But frustrating, too.

Line the little plastic figurines up for a play, hit the switch and, amid the whirl of the little motor that caused the "field" to vibrate, you'd sometimes get something that looked like a football play and sometimes just get a bunch of plastic pieces rattling in various directions or clustering together

in a ball. And the quarterback with the spring-loaded arm had to actually hit a receiver to complete a pass -- a tricky maneuver. In retrospect, however, it was no worse than arena football.

Oddly enough, Electric Football is part of the childhood heritage of an entire generation of men.

"I remember being very excited and not wanting anyone else to play with it," recalls Gerald L. Garlick, 38, of Simsbury. "I remember the red and yellow teams and the [vibration] adjustment screw in the end zone."

But this story is not merely some mushy, nostalgic story. This is a hard-news mushy nostalgic story. In truth, Electric Football, which has been out of production for three years, is making a comeback. Chances are, a new version will be widely available in time for Christmas 1993.

The current king of Electric Football is Michael G. Landsman, president of Miggle Toys, a start-up company that has risen from the ashes of the now-dissolved Superior Toy & Manufacturing. Superior had annual sales of \$30 million (Landsman says sales for 1990 were projected at \$60 million.) before creditors pushed it into bankruptcy in '90, according to Crain's Chicago Business, a financial newspaper. (The journal reports that the company's bank felt that the company was too heavily in debt. Landsman says the bank approved loans to expand the firm, and then called the loans early.) Landsman says the game was invented 63 years ago. It was first produced in 1949 by the Tudor Metal Products Corp., a firm headed by Norman A. Sas, now of Alpine, N.J. Tudor also made other vibrating-board games including baseball and horse-racing. "That [football] game put them on the map," says Atlanta industrial designer Lee Payne of the football game. Payne worked for Tudor in the 1960s and introduced

three-dimensional figures (they were flat originally). He says that Tudor used the name Superbowl for the NFL version of its game before the NFL used the name for its championship game.

Landsman, then head of Superior, bought Tudor in 1988 and moved manufacturing to Illinois. Needless to say, the game was quite a hit in the 1950s and '60s and sold well until the mid-1980s.

The advent of computerized games did have an impact, says Landsman. But he says the game continued to sell modestly until it reached sudden death with Superior's financial troubles. It was last produced in 1989. Now, Landsman says, the market is ripe for an anti-computer counter-trend and, yes, Electric Football will be there.

"There's no doubt it got hurt when the computer-generated games came in," he says. "I think that's pretty much settled down. There is more involvement with the game [in Electric Football] than with the electronic games."

Relieved of his duties at Superior in 1990, Landsman this year started Miggle Toys and, over the summer, purchased the Tudor name and games from bankruptcy court. Just two weeks ago, Landsman's firm pitched Electric Football to Sears Roebuck & Co. If they and other major toy retailers show interest -- and Landsman is confident that they will -- he'll begin manufacturing the game anew next summer. (A generic version will sell for about \$30; a slightly-larger NFL-licensed version with NFL team colors will be about \$40. Landsman says that this is what the game cost when it was last produced.)

If the future of the game belongs to America's youth, there may be hope. One Electric Football enthusiast who wrote Landsman in search of replacement figures is David Litke, 15, of Ansonia. He's been playing the game since he was six, when he received it as a Christmas gift.

"It's fun to watch your guys run down the field," he says. "It feels a little bit real." He also readily admits that the game can be quite irritating when "they don't go the way I want them to." At which time he has to set the little figures up all over again. Nonetheless, even the randomness of the game gives it an advantage over such games as Nintendo football, which Litke sometimes plays.

"Nintendo is more advanced, but with Electric Football, you control your own guys. I think there is more control with Electric Football."

Ted Shoenhaus, a toy historian and publisher of New York-based Toy & Hobby World, an industry journal, confirms that even in the world of interactive video, certain hands-on games like Electric Football and "bar games" have remained popular. "Video games have not completely made this kind of stuff obsolete."

Electric Football also seems to be an arena for father-and-son bonding. Litke got his game from his dad -- who plays with him occasionally -- and he plans to pass it on to his own son someday. Arthur K. Hoge, 72, of Bristol, picked up the game for half-price from a sale table last spring to play it with his son and grandson. (And Hoge, who spent two years during World War II playing for the NFL's short-lived Boston Yanks, knows something about football.)

But there is no denying the game's appeal to adults. Andrew Bania, 26, of Parma, Ohio, plays once or twice a week with two friends. They have an assortment of players -- enough to represent all 28 NFL teams, some USFL teams and a few World League squads. They have two conferences with four divisions in each conference and they play entire "seasons."

It seems certain that part of the attraction of a new improved (Landsman says he's looking at some possible low-cost modifications) Electric Football will be Boy-Boomer nostalgia. Whether it was the racket it made on Christmas morning or the little spring-loaded field goal kicker or the plays that seemed to go in reverse, we of our middle years like recalling this game.

"One thing I do remember was trying to cause a fumble," says Garlick. "If you took one of the big players with the stiff arm and he was playing defense, so his arm would run into where the ball was [positioned on an offensive player], sometimes it would fumble. It was pretty easy to manage the outcomes of these games."

Miggle Toys has some spare parts for Electric Football games. For information, write the company at 1384 Sheridan Road, Highland Park, IL 60035

I decided to introduce this article with another article I found on the internet about the acquisition of Tudor Games by Michael Landsman. I first met Michael and Delayne Landsman at the very first Miggle Convention that I attended in Philadelphia, PA in January of 1999.

Little did I know where that introduction to the Landsman's, the people I would meet at that convention, and the lifelong friendships that would be developed through this event, would lead, some 15 years later.

The following are reprints of some articles I found about that convention:

Super (electric) Bowl Draft Your Players For Classic Table-top Tilt At Philadelphia Parley

http://articles.mcall.com/1999-01-14/features/3243018_1_miggle-toys-electric-football-super-bowl

January 14, 1999|by FRANK DEVLIN, The Morning Call

There are a lot of things to hate about the Super Bowl, the too-long pregame show, the annoying halftime extravaganza, the fact that the commercials are often more entertaining than the game.

But maybe the worst thing is the two-week buildup, which means the weekend before the Super Bowl is, sadly, 100 percent football free (unless you count those lame college all-star games).

But this year is going to be different. If you're in need of a football fix Jan. 23-24, just take a ride to the Holiday Inn City Line in Philadelphia for the Fourth Annual Official International Electric Football Convention.

You're probably thinking: "Fourth Annual Official International Electric Football Convention? That's kind of a long-winded way to describe a bunch of little plastic men spinning around on a vibrating field, isn't it?"

Interesting point. But if you want to make it all the way to the convention's Super Bowl of Electric Football, you'll have to stay focused.

That means arriving at the hotel by 9 a.m. Jan. 23 for a drawing that will determine who gets to participate in the Super Bowl tournament. The big game will be at 1 p.m. Jan. 24.

There will be a women's tournament and an under-15 tournament.

If you're at a point in life where you consider electric football more of a spectator sport, there will be plenty of games and accessories from the hobby's 50-year history on display at the convention, which is being sponsored by electric football's current manufacturer, Miggle Toys Inc.

Included among them: Miggle's new "stamped" teams that have NFL logos on their helmets.

According to one testimonial posted on the Miggle World Wide Web site (www.miggle.com), the helmets "look just like the real thing!" Another electric football aficionado reports that "the Chiefs have the 'KC' on the helmet."

Miggle consultant Kathy Holford said the effect is achieved through a process known as "pad printing" that Miggle began last year. It eventually will be available on all the "teams" the company sells, she said.

How much of an improvement are the stamped teams? Here's a recent critique of a non-stamped squad that also was posted on the Miggle site:

"I recently got the home and away versions of the Indianapolis Colts. I was thrown for a loop when I got them. The home Colts logo (which is supposed to be a horse shoe) ... looked like the letter V. The away Colts had what looked like a backwards S lying sideways. YUCK!"

Earl Shores, who has written several magazine articles on electric football, said the convention is a place for the casual fan to "see things you didn't know existed."

Such as the Tudor teams of 1967 that came out of the molds a little bigger than intended. "If you put them side by side" with the rest of the company's players, Shores said, "they look like they've been on steroids."

Or the products turned out by the cottage industry surrounding the game. Hobbyists make camera crews, cheerleaders, officials and tiny leather footballs.

Miggle president Michael Landsman said there are even "people who make screens that go behind the goalpost."

Such painstaking effort carries over to the playing of the game, too. In other words, if you're planning to compete in the Super Bowl of Electric Football tournament, but you haven't played the game in 20 years, don't put that victory champagne on ice just yet.

In a recent edition of the Miggle newsletter, Plugged In!, former Super Bowl of Electric Football champion Myron Evans of Philadelphia said beginning players should practice 12 to 20 hours a week if they want to be competitive.

Other tips from Evans:

- * "Try to make your bases faster by brushing the bristles or rubbing them against the board."

- * "Practice throwing the ball different distances (using the spring-loaded quarterback) until you become totally proficient and confident with all types of passes."

Electric football enthusiast Tom D'Onofrio of Royersford, Montgomery County, said he's been amazed by the level of skill displayed by some of his opponents.

D'Onofrio, 44, said he has seen the little plastic men execute perfect sweep plays.

"It's just like real football," he said.

Even down to the inconsistency of placekickers. When you order a kicker from Miggle, D'Onofrio

said, you might get one that performs like possible Hall-of-Famer Gary Anderson or one who underachieves in the manner of Eagles kicker Chris Boniol. D'Onofrio's theory on the wide variety of quality? "They're made in China," he said.

Bernie Alonge of Brockton said the electric football league he just participated in mirrored the NFL from top to bottom.

Alonge said he was going to use his beloved Eagles but, as a favor, let a friend coach the Philadelphia squad.

Wise move, Bernie.

Alonge's Broncos won the championship and the Eagles were winless. "The Eagles had no passing game," he said.

If you think the idea of grown men playing electric football is funny, then maybe you ought to go into advertising. At least two ad campaigns last year got a lot of mileage lampooning the classic piece of Americana.

Snickers had a series of commercials featuring real NFL players putting tiny electric football replicas of themselves into battle. In one spot, Jason Sehorn of the Giants lambasted his little sidekick for his propensity to spin aimlessly in a circle, a flaw shared by many electric football gladiators over the years.

In another, Tony Siragusa of the Ravens was caught giving his little guy an unfair advantage by blowing a straw at his back. The commercial's serious toned announcer dubbed the highly illegal maneuver the "Siragusa Straw Incident."

WTFX-TV had a spot that showed sportscasters Don Tolefson and Bill Vargas suiting up for a real football game and then playing the electric version.

Another spot promoted WTFX-TV's broadcasts of Eagles games. Each week, it showed an electric football team wearing the midnight green of the Eagles clashing with a team sporting the colors of the team the Eagles were playing on Channel 29 that particular Sunday.

"We didn't want to do talking heads type stuff" with the campaign, said Chris Wolf, Channel 29's vice

president of programming and creative services. "We wanted to do something fun."

* Fun Fact No. 1: The game and the players used in the spots belonged to Tolefson, Wolf said.

* Fun Fact No. 2: A computer was used to change the colors of the Eagles' opponent each week.

Wolf said the Snickers campaign was not yet on the air when he came up with his idea. He said using electric football in advertising makes sense because it's recognized by that highly prized demographic group, males between the ages of 18 to 49.

"It was amazing to me the response we got," he said. Many viewers called the station with

compliments on the promotions. Others would pull Vargas and Tolefson aside just to say how much they liked it. "Generally, commercials don't bring many comments," Wolf said.

"I always thought those games were so cool and yet so stupid," Wolf said. "You would spend 15 minutes setting up a play, click the thing on, and it would be over in three seconds."

The Fourth Annual Official International Electric Football Convention runs from 9 a.m. to 5 p.m. Saturday and from 9 a.m. to 4 p.m. Sunday at the Holiday Inn City Line, 4100 Presidential Blvd., Philadelphia. The event is free. (215) 477-0200.

Men In Toyland

http://articles.chicagotribune.com/1999-01-20/features/9901200311_1_electric-football-super-bowl-xxxiii-buzz-bowl/2

On The Road To Super Bowl 5

January 20, 1999|By Paul Galloway, Tribune Staff Writer.

When he was a teenager in the late '70s, Frank Johnson had a secret -- a certain pastime that he believed could hurt his reputation with the opposite sex.

He wasn't alone in trying to keep this habit under wraps. His buddies, who were also hooked, felt the same way.

"I remember being with (male) friends and if any girls were coming by the house, we'd try to hide it," he said.

You can understand why.

"In your high school years you're a little embarrassed to let people know that you're still playing this kid's game," he said.

The game was Electric Football, a rather primitive, pre-Nintendo creation that used the vibrations of a small electric motor to propel tiny plastic players here and there on a thin metal sheet painted like a gridiron.

And guess what?

At 36, Johnson is not only still playing this venerable board game, which was designed for

"Age 8 and older" and first introduced to toy departments in 1947, but he has also overcome his adolescent self-consciousness.

Indeed, he's among several hundred adult males who have gone public in the last five years about their devotion to Electric Football, which, seemingly against all logic, appears to be at the center of a sizable, nationwide subculture and may even be undergoing something of a re-surgence.

This weekend, Johnson, who lives with his wife and two young sons in suburban Dolton and is a training consultant for Lucent Technologies, will pack up the veteran players of his unbeaten football team and take them to the Super Bowl, which is on Sunday.

This is not, of course, the Super Bowl with the Roman numerals and the astonishingly expensive TV commercials.

That Super Bowl -- Super Bowl XXXIII -- is scheduled for Jan. 31 at Pro Player Stadium in Miami.



Johnson and his team are heading for Super Bowl 5, which, as the numerical designation indicates, began in 1995. This year's bowl will be played at a Holiday Inn in Philadelphia and is expected to attract some 1,500 devotees of Electric Football.

Johnson will be traveling in a rented van with his boyhood pal, Edgar Downs, 38, an assistant shop manager at a truck stop in Gary, Ind., who is bringing his very formidable team.

They will be accompanied by five other owner/coaches who play in the seven-team league organized by Johnson and Downs and who are also bringing their teams. (Getting seven football teams in one van is not difficult because all the players are under 2 inches tall and are making the trip inside suitcases and fishing-tackle boxes.)

The Chicago-area Seven plan to enter their teams in the playoffs that begin on Saturday and culminate with Sunday's Super Bowl. (Also on Saturday are the Buzz Bowl, for women contestants, and the Spark Bowl, for boys and girls 15 and younger.)

On a recent evening, Johnson and Downs, who played Electric Football when they were growing up in the same Gary neighborhood, allowed a reporter to observe a closed practice between their teams in the basement of Johnson's house.

This tuneup scrimmage before the Super Bowl 5 weekend was played on a board surrounded by a handmade, miniature replica of Pro Player Stadium, which is valued at \$700 and was the prize Downs won for his 1997 victory in the third annual Electric Football Texas Shootout in Arlington, Texas. (Last September, Downs lost in the semifinals of the Shootout to Johnson, who in turn lost in the finals, which cost him a replica of Soldier Field.)

As he set up his team -- tonight he chose the 1976 Vikings from among some 15 NFL squads of various vintages that he owns -- Johnson was asked about the appeal of Electric Football for him.

After all, anyone who keeps team and player statistics for the weekly Sunday games in a spiral notebook, videotapes the action so there can be instant replays and a permanent record, hangs a miniature Goodyear blimp from the ceiling for really big games and travels to Texas and Pennsylvania

for tournaments must be getting some significant satisfaction from the experience.

"Video games are neat, but you don't have the same control that you do with this game," Johnson said. "The technology in Electric Football may not be all that advanced, but you can make the game very sophisticated, and you get to take on a lot of roles.

"I'm coach, quarterback, general manager and owner. I design my own plays and develop my own strategy, and during the game, I match wits with my opponent. And on passing plays, I become the quarterback and actually throw the ball." (The ball, scarcely bigger than a freckle, is available in felt or plastic foam.)

And: "As the general manager, I recruit players."

It turns out that in Electric Football, as in real football, there's a difference in skills among players. In Electric Football, however, the difference is in the bases -- the tiny plastic platforms onto which the tiny plastic players fit.

The plastic prongs on the bottom of the bases determine which way the players move on the board; some bases are faster than others, some are heavier and thus stronger, and some run straighter than others.

"You're constantly trying to find good talent -- in the form of good bases," Johnson said. "You talk to other owners about trades, you check Web sites on the Internet, you look in catalogs. I go to rummage sales and thrift shops looking for good bases. But the main reason we play is to have fun and meet people."

The latter hasn't always been easy to do.

For several decades, it seems, many men like Johnson and Downs were playing the game at

home by themselves or in small groups, unaware that they were not alone and that, in fact, there were thousands of men doing the same thing they were. (As far as is known, virtually all the players were men.)

Johnson is perhaps typical. He had stopped playing when he enrolled in Purdue University but

after graduation had joined a league with friends from Gary.

"I wondered if there were others like me," he said.

If there was a sense of isolation, it began to recede in 1991 when Michael G. Landsman, the president of Miggle Toys of suburban Highland Park, acquired the rights to produce and market Electric Football.

Just as an anthropologist might discover a previously unknown tribe of hunter-gatherers who lived in the same way their prehistoric ancestors did, Landsman came across a community of Electric Football fanatics, though it was scattered throughout the country.

"What happened is a few people started calling for parts to the game," Landsman said in a phone interview. "We were a young, growing company, and I made it a point to talk to them. I remember a call from a fellow in Toledo who had a league there and another from Seattle. There were 20 guys in Toledo, 14 in Seattle, nine in Milwaukee.

"People would say: 'We thought we were the only ones still playing.' Everybody seemed to be a closet player. Some didn't realize the game was still being made. I thought there had to be a way to reach these guys."

Landsman brought them out of the gloom of their basements and into the sunshine of shared enjoyment with a newsletter, *Plugged In*, and in 1995 inaugurated a national convention and Super Bowl, which was in Chicago and attended by more than 100.

"We had no idea how big it would be, and my gosh, they started to show up," Landsman said. "They'd look around and say, 'You play too?' They couldn't believe it."

The next year, there were 500 who came, and the turnouts have continued to grow.

Landsman said the newsletter now has 18,000 subscribers, and that sales of the game have doubled every year since 1991, pushing the all-time total of units sold to 35 million. (The basic set goes for about \$70, and a fancy "ABC Monday Night Football and Lighted Stadium" is around \$150.)

Landsman, who is obviously a gifted salesman, can also sound like an evangelist.

"It's a social game, and it's bringing people together of all races and ages," he says. "It's unlike a hand-held computer game, where you sit in a corner and play by yourself. Our conventions are creating a brotherhood. Guys became buddies. They communicate by e-mail, and they get together on their own for tournaments."

While the game may have the potential to bring about world peace, as Landsman suggests, there are serious obstacles.

After watching Johnson and Downs play, it's evident that Electric Football is slow-moving and low-scoring and also seems to demand considerable patience from participants and spectators alike.

An offensive series by Downs was illustrative.

He began by aligning each of the 11 players of his 1997 Miami Dolphins for a running play. Johnson responded by aligning the 11 defensive players of his '76 Vikings, who, despite being in their 40s and 50s, looked to be in excellent physical shape.

After 45 seconds, they were ready.

Downs turned on the motor.

Whirrrrrrrr.

The board vibrated, the two teams moved toward each other and as they did, the base of a Viking lineman touched the base of the Miami ball carrier, which signified a tackle.

"No gain," Downs said. "The hole was there if Marino had made his block." (Dan Marino, the superb veteran quarterback, it should be noted, never blocks in a real game.)

"Carl Eller got him," Johnson said. (Eller was part of the Vikings' heralded Purple People Eater defense of the '70s.)

Two plays later, Downs' running back broke free and, as he was about to cross the goal line for a touchdown, suddenly made a U-turn and headed the wrong way.

Bad base.

After an hour, there were two nice runs and one long pass completion, but no touchdowns for either side.

"This game can be very addictive," Johnson said.

It's A Shocker: Birds Reach This Super Bowl

http://articles.philly.com/1999-01-25/news/25492426_1_miggle-toys-electric-football-league-james-crews

by Leon Taylor , Daily News Staff Writer

Posted: January 25, 1999

It took coach James Crews to get the Eagles to the Super Bowl yesterday.

But the Birds were plucked by coach David Daniels' surgical passing attack as his Baltimore Ravens held on for the exciting 36-28 win at beautiful Monday Night Football Stadium, set up on a table in Ballroom A at the Holiday Inn on City Avenue.

Daniels, 40, of Sicklerville, N.J., is a Gloucester County police lieutenant in his other life. Crews, 28, works for a Harrisburg security firm.

But both men had their game faces on yesterday as their teams advanced through the playoffs to an intense head-to-head meeting on the green vibrating metal gridiron that is Electric Football.

The hour long clash of little plastic vibrating gladiators was the culmination of the 5th Annual Super Bowl of Electric Football and 4th Annual Official International Electric Football Convention.

More than 2,500 men, women and children from 19 states attended or visited the three-day convention, according to Michael Landsman, commissioner of the Electric Football League.

Landsman also is president of Miggle Toys, which makes the electric football game that now is licensed by the NFL.

There have been various improvements to the game since it was introduced in 1947. Most notable is the Monday Night Football stadium accessory with fan-filled stadium and working lights.

Other changes are more subtle.

"People have become more sophisticated on how to use the bases" the molded players "run" on, said Myron Evans, a computer systems engineer from North Philadelphia and commissioner of the Electric Football League in Philadelphia.

"A lot of guys have learned to manipulate the bristles on the bottom of the bases to make them go in the directions they want." Crews, whose Eagles lost yesterday, took solace in the fact that he and eventual winner, Daniels, both hail from the Philadelphia league.

"Hopefully, next year it will incite others to be able to represent from all areas," Crews said. "It's just a matter of getting them out and letting them know that this exists."

These are just a few of the articles about tthis convention that a search of the internet yielded. just GOOGLE "electric football convention philadelphia1999 for more results

Here are a few other articles I found dated prior to the 1999 Philadelphia Convention

Electric Football's `Super Bowl' Anything But A Shaky Proposition

http://articles.chicagotribune.com/1994-12-02/sports/9412020197_1_super-bowl-nfl-houston-oilers

December 02, 1994|By Terry Armour.

Just about everybody who has grown up in the free world has some kind of memory of that Tudor NFL Electric Football Game, the one where the field vibrates while those little magnetic players pretty much run around in circles.

The game has been around since 1947 and, surprisingly, is still a popular item-even in these days of elaborate computer football games. "People still like it because you can play it with

other people and you have that interaction, unlike with those hand-held video and computer games," said Mike Landsman, president of Highland Park's Miggle Toys Inc., which distributes the game. "We even have civic groups and churches who now have electric football leagues."

That's why Miggle Toys has scheduled the "Super Bowl" of electric football in Chicago during Super Bowl weekend. Players are supposed to videotape their ultimate offensive plays as well as their ideal defensive adjustments and send the tapes by Jan. 6 to Miggle Toys Inc., 1384 N. Sheridan Rd., Highland Park 60035. Company officials will review

Electric Football Is The Rage. Believe It: These Sports Fans Get Turned On In A Big Way

By Mike Bruton, INQUIRER STAFF WRITER

Posted: January 21, 1997

http://articles.philly.com/1997-01-21/news/25559117_1_replicas-stadiums-chuck-jones

It was buzzing at the Chicago Hyatt Regency on Sunday. Really buzzing.

In a large hotel conference room, hundreds of spectators convened to watch the Super Bowl III of Electric Football.

Men armed with offensive and defensive schemes that would have impressed Vince Lombardi put their little plastic players on a metal field that vibrates.

It sounds like kid stuff, but these guys are serious.

Some of them have stadiums, replicas of NFL arenas, built around their personal fields. Some of those stadiums have lights. Some have Goodyear blimps hovering overhead.

These men scout opponents, argue with the commissioner about rules, and hold drafts and training camps. One, Chuck Jones, times his backs and receivers in the 40-yard dash.

"I just want to stay focused," said Jones, a 34-year-old Milwaukee security specialist who has won titles in Wisconsin Electric Football League competition for 17 straight years and coached his Green Bay Packers to a shot at the Super Bowl title. "That's been the key to me being undefeated. If you have fear, that's it. You lose and you get your butt kicked. You have to turn that around."

Jones was inspired for his career in EFL when as a little boy in the late 1960s he saw his cousin

the tapes and select the four best schemes, with the winners flying to Chicago to compete in the Super Bowl. "We had to have it in Chicago," Landsman said. "There's so much history here with guys like George Halas, Dick Butkus and Walter Payton. Hopefully, the weather will be bad, too."

The change: Miggle Toys made a major change to Tudor NFL Super Bowl Electric Football in the mid-1980s, developing a "total team control" base, enabling players to better control the direction of the entire offense and defense. That way you don't have the little magnetic men running around in circles like the Houston Oilers.

Johnny Mallory play in Lambeau Field when the Atlanta Falcons played the Packers.

With an investment of \$800 he had Reginald Rutledge, an engineer from Arlington, Texas, build a replica of Lambeau Field. Rutledge, an EFL enthusiast himself, builds replicas of stadiums for any of his fellow coaches who can afford it.

Jones is having a second Lambeau Field built so his players can leap into the stands after scoring, a la Packers receiver Robert Brooks.

"I've got lights," said Jones. "I've got cheeseheads. I script out my first 15 plays like [Packers coach] Mike Holmgren. If I have a play that works, I keep running the same play until they stop me."

Jones was psyching himself up to meet Mark Klingbiel's Houston Oilers, the two-time defending EFL Super Bowl champions, but all of Jones' intensity and finery went for naught when his Pack was knocked off, 34-12, in the NFC title game on Saturday by Lavell Shelton's Carolina Panthers.

Shelton's Panthers, behind three touchdown bombs, then beat Walter Jabs of East Islip, N.Y., and his Jets, 20-8, on Sunday for the world EFL title. Klingbiel, whose running game had been virtually unstoppable, lost, 20-14, to Jabs in the AFC championship on Saturday.

"I can't remember when I've had such a good time," said Shelton, a 39-year-old fitness counselor from Greenville, S.C. Jabs "was doing a lot of pick-type plays with his receivers. He'd angle one and put the other right behind it. It was tough to cover them at first, but once I figured them out I shut them down."

Jabs defeated a player with loads of experience.

"Just about anybody you talk to has played this game," said Klingbiel, a 30-year-old student at Sam Houston State in Huntsville, Texas. "My brother [Bill] and I have been playing since 1977. We have 55-man rosters, both home and away jerseys, and all the teams. We scout, we have [instructional] videotapes and a newsletter. I have a home page."

Klingbiel's talent for videotapes is what has gotten him to the Big Dance three years straight.

EFL commissioner Michael Landsman and a small cadre of judges view tapes from all over the country (more than 100 of them this season) and select four teams to make the trip to Chicago for the AFC and NFC title games and the Super Bowl, which is the centerpiece of the National Electric Football Convention.

Applicants videotape their best offensive play and a defensive scheme that is effective at stopping it.

A Philadelphian, 32-year-old Myron Evans, lost, 16-14, to Klingbiel in the inaugural EFL Super Bowl, played in Michael Jordan's Chicago restaurant in 1995.

Evans, a systems administrator for Computer Sciences Corp., is itching to get back in the big game after a two-year drought. His problem has been getting someone to play with. He wants to start a league like the 20-man setup Jones has in Wisconsin.

"I talked to Chuck Jones about that recently," Evans said. "I wanted to get a blueprint of how he set up his league. I'm sure there are some closet guys out there."

"Because of the newsletter the Klingbiels have out there, there was a guy that lived right across Broad Street from me who called me up. He was telling me how he was a closet guy. He didn't want anybody to know he was still playing."

Electric football has been around for 50 years, and many a male between 10 and 60 has either owned a game or, at the very least, played it. In electric football, each contestant arranges his plastic figures on the game's field. When the electricity is turned on, the vibration causes the figures to move. At this level, they even go where they're supposed to, much of the time.

There are leagues like Jones' scattered about. These guys keep statistics, and vote for MVPs and rookies of the year.

"We've got guys from police officers to lawyers, every walk of life," said Jones, who owns replicas of all the NFL teams in both home and away uniforms. "I see the potential of it rising on a national level. I can see leagues all over the country. You have to start small to see it go big."

Landsman, who happens to be the CEO of Miggle Toys and Tudor Games, the maker of the game, eventually wants ELF to be played on a grassroots level with regional leagues. The winners of the regionals would battle it out to earn the right to play in the Super Bowl.

For now the game has a cult following. The combatants are intense and try to gain every edge to be selected for the championship tournament.

Some have put weights in the plastic bases that support the players.

"That's illegal," Jones said. "Those players are on steroids."

Evans suspected that the Klingbiels' offensive line was a little too good.

"I was devastated by the way those guys ran on me," said Jones. "Nobody ever ran on me like that. My buddy and I feel we know what the secret is about their line. We believe that the paint they use on their men had lead in it, and that would make them heavier."

Evans, like Klingbiel and many other EFL enthusiasts, paints his own players. He used the Chicago Bears in 1995 because as a kid he was a fan of quarterback Vince Evans.

When he starts to prepare for Super Bowl IV, it will be with the midnight green and silver of the Eagles, led by tiny replicas of Ty Detmer and Ricky Watters.

Will the new paint have lead in it?

“They will be repainted when I get back in,” was all that Evans would say.

But under new EFL guidelines, the paint job won't matter. The commissioner had a surprise for the contestants when they arrived in Chicago.

“There has been some controversy there,” Shelton explained. “When we got here [the officials] wound up giving us a fresh bag of bases and a fresh bag of players right out of the box.”

In the meantime, things will continue to jump at this time of year at the EFL get-together.

November 24, 1980

Electric Football Is A Shaky Game That Nonetheless Gives Good Vibes

Jack McCallum

<http://sportsillustrated.cnn.com/vault/article/magazine/MAG1123970/index.htm>

Every year around Christmas I have an urge to celebrate the rituals of the past, especially those of childhood, which is why I have been thinking about Electric Football lately. The game was one of the constants of my boyhood, a gift that I or one of my friends always received on Christmas morning. It was given to us annually because, perhaps by design, it was inevitably in disarray after a year's time.

My first urge was to buy one of the new Electric Football games, which are still put out by Tudor Games of Brooklyn, but I found the cost to be, as they say in government, “prohibitive,” particularly if I chose the “NFL Super Bowl Electric Football” for about \$32. For \$22 I could get the “NFL Electric Football” game and then pretend it's the Super Bowl, but I'd only be fooling myself. For \$17.96 I could get plain old Electric Football without any NFL designation, but the thought of turning on the switch without the sanction of Pete Rozelle depressed me.

So I decided to settle for just playing a game or two on an old set—a rite of sentimentality akin to listening to old 45s—and tried to find somebody

Somewhere somebody is dreaming of having little plastic cheerleaders on the sideline and a little ambulance in case one of the players gets injured.

There has been talk of finding a way to get players to do end-zone dances after the score.

And Rutledge is still working away, erecting stadium after stadium in a league where the owners don't need personal seat licenses. They do have skyboxes, though.

The essence of EFL is the sheer delight that the men who play it get by preserving a sliver of childhood.

Said Evans: “I think a lot of kids who didn't grow up with us are missing out.”

who had an old Electric Football. One friend thought his game was at his mother's house but called later to say, “She threw it out.”

Then I found a guy who still had the game and I rushed over to his house. His set was broken. Now that's not news, because most things purchased 15 years ago are broken—except that Electric Football never worked quite right, even when you'd just taken it out of the box. It was part of the game's charm.

For the uninitiated, Electric Football is played with two teams of plastic statuettes of players, one team red and one yellow, on a metal football-field board. You plugged the game in, flicked a switch and the field vibrated; the vibration set in motion the players, who were mounted on little “runners.” Each team had a few backs molded in the classic running pose—one leg up, ball cradled against the chest, other arm straight out to straight-arm defenders, like some Lilliputian Red Grange. There were also interior linemen in the three-point stance.

Now you're ready. You lined up your men so that your back had plenty of "blocking," slipped the ball (a tiny piece of felt) under the runner's arm and turned the game on. At this point one of several things happened:

(1) There was a massive pileup at the line of scrimmage—something like the old flying wedge play that led Teddy Roosevelt to threaten to ban football—from which your back simply couldn't extricate himself.

(2) Your back took off like a bat out of hell...toward the wrong goal line, something like Roy Riegels in the 1929 Rose Bowl.

(3) A strange tropical disease suddenly beset your back and he began moving in a circle, around and around, joined, perhaps, by two or three linemen eager for any break from the tedious routine of blocking.

(4) Nothing.

When your ground game was stopped by factors out of your control, your only option was to take to the air. For this you would need your 12th player, a sort of spring-loaded quarterback who, at least in theory, could propel the piece of felt at one of your receivers. If springman hit the receiver, it was a completion; if he hit a defensive player, it was an interception; if he hit the television set in an adjoining room, which is usually what happened, it was an incompleting and you could ship him back to the Philadelphia Bulldogs. You couldn't be too hasty with that move, however, because springman was also your punter. If you think he couldn't pass, you should've seen him kick.

After a scoreless half hour or so, you became a little tired of the game and stopped it to do something constructive—like taking the wings off moths and placing them on the vibrating field. You could turn the vibrating to high, for example, which would make a horrible loud noise guaranteed to drive your mother to distraction. Or you could line up the players and have races, confirming your suspicion that the linemen were actually the fastest and straightest runners. In the throes of a deep adolescent ennui, I once placed kernels of corn on the field and just watched them jump around. There wasn't much to do in those days.

A young friend who has one of the 1980 Tudor Electric Football games tells me the technology is much improved. Roy Riegelses are the exception rather than the rule, and dancing linemen are considered flakes who can be replaced. Further, the "runners" are interchangeable, so if a lineman has a "good bottom," as my young friend says, he may be obliged to lend it to a running back, a bit of bionic surgery that seems to go against the rules of the game. One thing that hasn't improved, though, is springman; my friend says that he leans toward running plays even on third and 25 because springman's passing is still so erratic.

Though Electric Football sales are still brisk, according to Tudor, the game is no longer the rage it was 20 years ago. Computer football, it seems, has taken over. But I'll take the oldtime Electric Football over some newfangled computer game every time. There's something vaguely sinister about using computers to play football, whereas with Electric Football you just have good ol' cheapo technology breaking down.

It is evident through reading these articles which covers a period of nearly 20 years that the same old perception of the game hasn't changed since its inception in 1949, that the players still "run around in circles", "the game board is LOUD" and the "springman", "bionic" QB/Kicker still isn't the effective passer / kicker it should be.

But the "Electric Football Super Bowl and Convention" tradition started by Michael Landsman of Miggle Toys and the soon to be continuation of this tradition by Doug Strohm and Tudor Games, "TUDORCON 14" is a testament to the game as it is played today.

Those of us who play the game on a regular basis, through local leagues, regional tournaments and in solitaire formats, know how much the game has improved.

The following is an excerpt from "The Tweak" Spring 2008 Written by Matt Culp following the Miggle Convention held at the Embassy Suites in Livonia, Michigan January 25 -27, 2008

THE HISTORY AND TRADITION OF MIGGLE CONVENTIONS

All great things must have a beginning and it is no different with Electric Football. Although the hobby began in the late 1940's, it reached a crossroads with the advent of video games in the 1980's. The game simply began to die out in the 80's, but as one chapter in this hobby came to a close, another came to a tremendous opening.

Tudor games, who manufactured Electric Football games for almost 40 years, could not survive into the early 1990's and it is here where our story and hobby was reborn. You cannot talk about Electric Football and it's rebirth without talking about the man who saved the game from extinction. The game's rebirth can only be attributed to one man and one man only...one man who had a vision to keep this game alive...that man was Michael Landsman.

Michael Landsman purchased Tudor Games in 1993 and formed Miggle Toys. He saw potential in a game that he knew and loved for many years. His investment in the hobby was not just a monetary one, but an emotional one as well. He wanted the hobby to succeed. His goal was to help the hobby grow and so began in 1993...the renewal of a game, popular in the 1960's and 70's and played by kids back then, was now being played by "kids at heart".

The great thing about Electric Football is that it is a timeless game and the kids of the 60's and 70's were now the adults of today. Electric Football is timeless because it is just like such great games as Monopoly and Chess.

It has strategy, craftsmanship, sportsmanship and as you play the game it takes on a whole personality all its' own. It is a social game...it is a game that gives you a real feeling of satisfaction when you play it and as we have seen from leagues from around the country...it is a game that can bond men together, even in times of great challenge and sorrow and it has been known to bond one generation to another generation. Simply put...this hobby...that hundreds of grown men around the country now enjoy...owes everything to Michael Landsman. If he does not purchase Tudor Games in 1993, then none of us may ever have found each other and we would have never enjoyed the brotherhood of this new found sport...it is with Michael and Delayne Landsman that our story begins.

The tradition all began in 1995 at the very first Super Bowl tournament, held at Michael Jordan's restaurant in Chicago, Illinois. The first tourney involved four teams selected based on videotapes sent in to Miggle Toys. Four teams were chosen from hundreds based on the offensive and defensive adjustment plays they filmed on the video they turned in. Your first four teams were Greg Hagely, Myron Evans, Clem McCauliffe and Bill & Mark Klingbeil. At the end of the day, the very first Miggle Super Bowl was won by the Klingbeils who defeated Myron Evans 16-8. The tradition had begun and from thence forth the Miggle Super Bowl of Electric Football would just get larger and larger.

The next year the Klingbeil brothers would take home the championship trophy again for the second straight year. January 20, 1996 is a date of history for this hobby. It was the date of the second Miggle World Championship and the date where we saw the first ever National Convention held at the Hyatt Regency Hotel in Downtown Chicago. For the first time you had coaches from all around the country meeting in one place for a convention for the sole purpose of Electric Football. It was a defining moment in the history of the sport, as coaches that had no idea that other coaches were out there, found each other and began to exchange phone numbers, ideas and plant the seeds for the growth of the sport.

Credit is owed not only to Michael and Delayne Landsman, but to Ira H. Silverman, a marketing executive from New York, who came up with the idea of having an Official Electric Football Super Bowl and Convention. Thanks to Ira and Michael, the hobby had established a foundation for coaches to get in contact with each other on a yearly basis. Information sharing and contacts lead the hobby to where we are today, without this it would have been hard for the hobby to grow.

In addition to the conventions, Miggle also began one of the first well known publications for the hobby, when the first issue of Plugged IN! was published in 1996. The official newsletter of Electric Football was one of the greatest tools that Miggle established to help coaches get in contact with each other, leagues, tips on painting and play, stories of coaches from around the country and it was used to show upcoming products offered by Miggle. The Plugged IN! for many years including today,

was the eyes, ears and voice of Electric Foot-ball. Its' place in the history of the hobby is important. I personally can say that the newsletter is a time capsule for the sport. I have saved every one that has ever been sent to me and looking back at the first one, in 1996, to the last one, from the fall of 2007; it is absolutely amazing how far we have come. It is just as big a part of the success of Miggle, as the National Conventions are and we owe a lot to all who have been a part of it.

As the years went by the Miggle Conventions got larger and larger. With the first three Conventions in Chicago, Miggle made the next big step by having their first Convention outside Chicago in 1998, that place was Cleveland. This convention was unique because it was held in the former Cleveland Browns weight room and provided a great atmosphere for Electric Football play. Lavell Shelton was your champion in Cleveland and took home his second championship after his win in 1997.

In 1999, the convention was held in Philadelphia and again the Miggle National Convention would again break new ground. January 23, 1999 marked the very first "Spark Bowl", a tournament especially designed with kids in mind. The Spark Bowl has become a tradition at the Miggle Conventions, ever since, and hundreds of boys and girls between the ages of 8 and 16 have enjoyed the competition for many years. For many coaches, the Spark Bowl for the kids is a way to give back to the next generation and besides...it is where we all started to play the game as well at a young age. Philadelphia also saw another first...the first ever "Woman's tournament", which eventually became known as the "Buzz Bowl for Women".

A year later the convention was held in Washington DC bringing the largest attendance at that time despite the cold weather and snow storm on Sunday.

In 2001, the Miggle Conventions reached another milestone and fulfilled a dream for many Electric Football coaches, when that year's convention was held in the "Mecca" of the sport of football-Canton, Ohio. The Miggle Convention in Canton was a huge success, as the game of Electric Football was enshrined into the Pro Football Hall of Fame. Highlighting the weekend was an exhibit shown to the public at the Hall of Fame titled "Electric Football: Then & Now". It was also one of the largest attended Conventions and gave the game of Electric Football a tremendous boost and exposure on a national scale.

Memphis hosted the 2002 convention and was highlighted by crowning the first three-time champ-Ron Bell. Memphis was also the site for the first major changes to the rules for the tournament. During this tournament it was the first time we saw the formation of the League Champions Play-offs and the Wild Card

tournament, that we use today, that lead to the final four for the championship-yet another milestone.

On a more personal note, the 2003 Miggle Convention was maybe the most memorable for me. Held at the College Football Hall of Fame in South Bend, Indiana, it was where I met my best friend, Matt Wavra. As is the same with many coaches, the Miggle Conventions are where friendships and leagues are born. The back drop for that convention was amazing and during breaks in the action, I personally enjoyed taking in all the sights of the College Football Museum located just beneath the main tournament area.

It was back to Chicago for the 2004 Miggle Convention. 2004 was a big year for Electric Football, as more and more leagues came into existence, especially leagues overseas in Iraq and abroad. It was also the year that Mark Kistner entered into Electric Football and began to sell the custom field covers that everyone plays on today. It was a tremendous innovation and for the first time really allowed the Electric Football enthusiast to customize their fields for their teams...not to mention... Mark's incredible custom monster boards made out of such materials as Oak, Cherry and different plastics...they were true works of art. Mark Kistner's innovation was a product that forever changed the game for the greater good. Your champion in 2004 was Edgar Downs, who claimed his second crown after his win in South Bend the year before. This convention was also special, because the convention got national recognition on CBS Evening News, the day before the actual Super Bowl. The four minute piece was a huge boost for the game and really demonstrated the increased popularity in the game.

2005 saw the convention move to Pittsburgh and saw the turnout continue to grow. It was another tremendous success for Miggle. It was hard to miss the huge replica of Heinz Field as you first walked into the room. It was also highlighted by the return of the 620 field once made by Tudor, now made by Miggle. This convention was also in honor of the memory of one of the greatest patrons of the game-"Doc" Smeby.

In 2006 the convention moved to Baltimore and was easily the highest attended convention to date. Again the convention received national exposure, as Bill Geist from CBS Sunday Morning gave Electric Football fans a treat with his segment on the tournament, hobby highlights and coverage of the event. We also saw the emergence of Keith Chalmers who defeated Norbert Revels (2005 Champ) in one of the most entertaining Super Bowls.

And it just got better from there...in 2007 the convention moved to its first southern location... Jacksonville, Florida. Not only was the entire week ending a huge

success, but it was another milestone. Write down January 26-28, 2007...those will be dates that will long be remembered in this hobby. In a way Electric Football arrived a long time ago. When Mr. Landsman got the game enshrined at the Pro Football Hall of Fame...that was special...when Electric Football got exposed on both CBS segments...that was special...but to have a 12 minute documentary done on the hobby on NFL Films...well my friends...we have arrived! I never thought I would hear the host and president of NFL Films, Steve Sabol, say these words... "Today we have got an electric show for you, as in electric football...do you know that people still play it" ...well the word is now out...we are still here! The talk of the convention was the fact that every time you turned around there was a

camera crew in your way and it was a great problem to have. Everyone at this convention felt like celebrities and it made the convention very special for a lot of coaches. It was also special, because the feature gave the hobby even more creditability and has changed some views from just being a board game to a legitimate sport.

To the Landsmans...all of us thank you for what you have done for us, this sport and for Miggle Conventions. It is through these annual gatherings that many people have come together in friendship, sportsmanship and brotherhood, but more important they have helped grown men build relationships for a life time.

The Last Miggle Toys "Official Electric Football Super Bowl & Convention" was held the weekend of January 21 – 23, 2011 at the Embassy Suites in Columbus Ohio. Little did we know then, that this would be the last Miggle Convention but rumors had been going around for some time that Miggle was in trouble, having lost the NFL Licensing a few years before, suffering financially due to a down economy, the lack of a "store presence" on the shelves of a major retailer, the ill health of Michael Landsman, and that the company was for sale. Finally in November of 2011, it was announced that Miggle would not be holding a convention in January of 2012.

This left a void in the world of electric football that the MFCA has tried to fill with its "Tournament of Champions" events and Annual MFCA Conventions. They have done a very good job with this but it still left the question of "Where will we get bases and figures?" Other manufactures and custom producers have made available figures and bases that are far superior to Miggle's in detail and performance but at, for the most part, an unaffordable price to that of Miggle.

Thankfully, Doug Strohm, came along and purchased Miggle in the spring of 2012 and completely revamped the Miggle website and changed the name back to Tudor Games. (Tudor Games was still the brand used by Miggle Toys for its electric football products, but Miggle was what they had become to be known as.)

We, in the community of miniature electric football, will be eternally grateful and thankful to Michael and Delayne Landsman for the brief resurgence of electric football, but with the ending of this era, we also welcome and embrace the "new beginning" of Doug Strohm and Tudor Games. Doug has promised to get the game back on store shelves with new packaging, new and improved products, NFL Licensing, a better awareness of the game and hobby to the general public through the use of social media (facebook) and the use of internet and digital technology.

I am sure in time, we will come to love and appreciate the efforts of Doug and his team at Tudor Games as much as we did the Landsmans.

We miss you, Miggle Toys, Michael and Delayne. Take care and may God bless!!!

IN THE LIGHTS

Here is the list of Miggle All-time Super Bowl Champions

Super Bowl I 1995-Chicago, Illinois
Super Bowl II 1996-Chicago, Illinois
Super Bowl III 1997-Chicago, Illinois
Super Bowl IV 1998-Cleveland, Ohio
Super Bowl V 1999-Philadelphia, Pennsylvania
Super Bowl VI 2000-Washington, D.C.
Super Bowl VII 2001-Canton, Ohio
Super Bowl VIII 2002-Memphis, Tennessee
Super Bowl IX 2003-South Bend, Indiana
Super Bowl X 2004-Chicago, Illinois
Super Bowl XI 2005-Pittsburgh, Pennsylvania
Super Bowl XII 2006-Baltimore, Maryland
Super Bowl XIII 2007-Jacksonville, Florida
Super Bowl XIV 2008-Detroit, Michigan
Super Bowl XV 2009-Chicago, Illinois
Super Bowl XVI 2010-Columbus, Ohio
Super Bowl XVII 2011-Columbus, Ohio

Mark & Bill Klingbiel
Mark & Bill Klingbiel
Lavell Shelton
Lavell Shelton
David Daniels
Ron Bell
Ron Bell
Ron Bell
Edgar Downs
Edgar Downs
Norbert Revels
Keith Chalmers
Ron Bell
Greg Hardmon
Jim Davis
Butch Carter
Jamel Goodloe

OTHER WINNERS!!!



Thanks for bringing back the game and starting
the "GRAND" MIGGLE CONVENTION tradition.



Like to say to all the electric football coaches ...

A few days ago one of the great coaches and innovators of electric football fell ill and suffered a near fatal heart attack. David Nickles and Steve Graham are two of the finest players and coaches in the game and two of the greatest people you could ever hope to meet.

Steve posted the following thread and picture of he and David on the MFCA Forum the morning of Christmas Eve:

Like to say to all the electric football coaches

Like to say Merry Christmas to all the Electric Football coaches, friends . I hope each of you and your families has a wonderful Holiday. Also Lets Keep David Nickles and any other guys that play this game that may be going through some personal issues in our prayers. I heard David's doing a lot better from what I have heard so a lot of our prayers have already been heard . Let's remember all the coaches we lost along the way that played this hobby and made it what it is today. Merry Christmas to all of you.



And this was my reply:

Great Pic and Post

Thanks Steve for posting this thread and pic.

As Tudor Games is planning on hosting TUDORCON 14 in Philadelphia, it reminds me of the first Miggle Convention I had to opportunity to attend and it was at that convention, held in Philadelphia, that I first met you and David in person. It was great to find out that you guys were from Alabama and operated an electric football league and were the host of the BAMA BLAST Electric Football tournament I decided then and there that I wanted to be able to participate in your league and attend this tournament that summer.

It was at that tournament that I got to know you two more personally and was able to meet Gary Pate, Charles Lane and several other coaches of electric football from the Birmingham area and other parts of Alabama and Tennessee as well as from the Atlanta, GA area. It was also at that event that I met first Jerry McGhee and had the opportunity to play a game of electric football on his "Big Board", the first true scale custom game board, that has so influenced the game and hobby of today.

It was through meeting you guys that my love and passion of the game has grown into the addiction and obsession that so dominates my life now and that I would not trade for anything in the world because it also gave to me the chance to develop the now life-long friendship with you and David and enjoy the fun and fellowship I so greatly love, cherish and appreciate through this game and hobby.

I will continue to pray for David and his family during this time of illness and recovery. The loss of David and all that he has and will continue to bring to this community of "efffanatic" s like myself would greatly be missed. And I hope and pray that he will have the opportunity to continue his love and passion for the game and share many more of his great ideas and innovations for the game and hobby for a long time to come.

Several years ago, when I still lived in Nolensville, TN, on a Christmas morning after my wife and I had just finished opening our presents to each other and had settled down to watch "A Christmas Story" for the "umpteenth time", the phone rang. My wife answered it and was carrying on a conversation with the person on the line whom I thought was one of her friends or family. I didn't realize who she was talking to until she handed me the phone and said "here, this is one of your electric football buddies." Much to my amazement and surprise, the voice on the other end said, "Hey, Buddy, this is David Nickles, I just wanted to wish you and your wife a Merry Christmas and a Happy New Year." I was so shocked and astounded that David would take the time out of his time with family and celebration of the day, that I don't remember the rest of the conversation.

This also came at the time and year of which, my Dad had just passed away a few weeks earlier on December the 11th, 2009 from pancreatic cancer at the age of 81, so I was feeling kind or depressed because I would not be going to see my Dad this day and not really knowing how to fill this void in my life at a time and season when gatherings of family and friends to celebrate this day mean so much.

There are several other things that have occurred in my life, that revolve around this time of what should be joyful celebration that I will relate some other time in a future article of "SI"

"SOLITAIRE ILLUSTRATED"'s purpose is to bring to the rest of the miniature football community such as David and Steve, who do not play in a solitaire format, information about and recognition of the segment of the miniature football community who do play in a solitaire format.

I don't know about Steve and what he thinks of this segment of the game and hobby, but I do know that David has always been open to other styles of play and willing to share his insight and knowledge of the game with anyone who might be interested in listening to what he has to say.

He has always been supportive of me and my leadership abilities in the organization of the MFCA during my time on the Board of Directors. It was during my tenure with the BOD that the Tournament of Champions (TOC) Series of MFCA events came about and David was more than willing to put aside the differences in the rules and styles of play that made the BAMA BLAST Tournament so unique to join in the attempt and task at hand of seeking to more closely unify the game and hobby through these competitions.

I will be eternally gratefully and appreciative of Steve Graham and David Nickles and the friendship of these two great coaches, teachers and innovators of the game. Please continue to pray for David and his family during this time of illness and recovery.



Minnesota's Park Avenue

NINE-MAN

Miniature Electric Football Solitaire League

(MPANMMEFSL)

"Where historically insignificant teams, that never really existed, really play miniature electric football, using schemes from real nine-man high school teams."

WESTERN DIVISION



Northome Bears



Grattan Swamp Loggers



Camp 53 Shays

EASTERN DIVISION



Wildwood Woodsmen



Caldwell Busties



Plum Creek Pioneers

---Derrick Gross (Drk)

I'm a sixth grade teacher. One thing I really enjoy teaching is the history of our local communities. I'm also a high school football coach. Obviously, I'm a miniature football enthusiast. To make a long story short I put those things all together to create my solitaire league.

My solitaire league is a fantasy league made up of six teams from the logging boom towns and settlements that sprang up and thrived from about 1900 to as late as the 1930's, along a 26 mile stretch of highway number 1 in Northern Minnesota. This stretch of road was referred to as 'Park Avenue' in the early 1900's because it was one of the only, and easily the nicest, roads around. It is also where I call home.

Each team's rosters is comprised of people who, based on my research, I know or believe to have actually lived in and worked in these logging camps & settlements.

The offensive and defensive schemes, the teams in MPANMMEFSL run, are based on the schemes of actual teams that my team plays. Believe it or not, this actually helps me prepare for next fall's games. I break down last season's game films and use what I see as a basis for my solitaire teams' play calling sheets. As you may have guessed, we play nine-man football here in Northome.

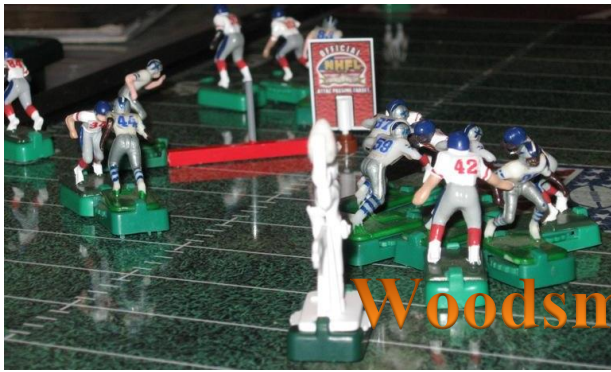
Now you know how Minnesota's Park Avenue Nine-Man Miniature Electric Football Solitaire League got its name.

The first season of league play was set up when I found my way back to MF in the fall of 2011. Soon it will be 2014, and I'm finally close to finishing my first season.

Christmas break just started. Friday the 20th was our last day of school. We go back on the 2nd. Last night, I kicked off the final regular season game. The play-offs will consist of 5 games to crown the first ever MPANMMEFSL Champion. I'm hopeful of finishing over break.

The league champion will receive all new figures with a fancy new paint job for the second season.

Keep an eye on the MFCA forum and the SCPC updates and rankings to see how things turn out in Minnesota's Park Avenue Nine-Man Miniature Electric Football Solitaire League.



Woodsmen and Shays



Swamp Loggers and Bears



Busties and Pioneers

NOTICE TO OUR READERS

This will be the LAST Issue of Solitaire Illustrated as the “Official Online Publication of the Solitaire Leagues of the MFCA”.

Over the last month I have had the time to reflect on some things that need to be changed in my life and to start developing some new goals and direction in my life that does still very much involve Electric Football and Miniature Football.

I have decided to begin developing a business that revolves around electric football and miniature football and as of January 5, 2014 I announced that I would begin doing business as GRIDIRON GAMES, a supplier and developer of “miniature electronic football” products, accessories and services.

I would very much like to thank the MFCA Board of Directors and members of the MFCA for their support of “Solitaire Illustrated” and greatly appreciate the forum and website that the MFCA has provided in bringing to the forefront the recognition of players and coaches who, for whatever reason choose to enjoy the game and hobby of miniature electronic football in a “solitaire” format.

In recognizing the success of the “Solitaire Coaches Points Challenge” (SCPC) “Solitaire Illustrated” will continue in a new format, mostly online and in digital media form, as the “Official Online Magazine of Miniature Electronic Football and the SCPC”

It will be published under the publishing division of GRIDIRON GAMES – aka GRIDIRON GAMES Publications and will focus more on the players, coaches and people who participate in the SCPC and enjoy the game and hobby of “miniature electronic football” in a solitaire format.

There will be more in-depth reporting of the leagues, teams, and coaches who participate in the SCPC and the seasonal progress of the SCPC towards the ultimate goal of being crowned THE SCPC NATIONAL CHAMPION.

There will be a period of transition with this change but continue to look forward to updates from Derrick Gross, the Chairman of the SCPC Rules Committee and Chris LeMay, Commissioner of the SCPC and Editor and Publisher of “Solitaire Illustrated – Official Online Publication of Miniature Electronic Football and the SCPC.”

Hopefully you will welcome this change and, PLEASE, if you have any questions, suggestions or comments feel free to contact me at effanatic@charter.net.

Thank You

PHILADELPHIA, PA
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