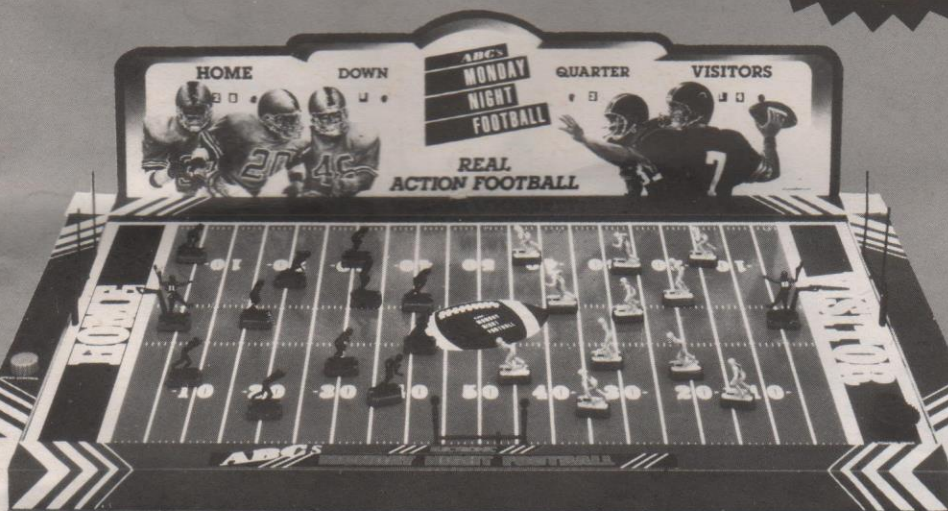


ABC's[®]
MONDAY
NIGHT
FOOTBALL

Official
ABC's[®]
MONDAY
NIGHT
FOOTBALL
Licensed Product



ABC'S MONDAY NIGHT FOOTBALL GAME
OFFICIAL INSTRUCTIONS & RULES OF PLAY

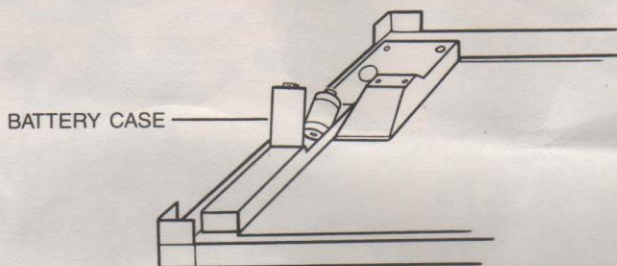
INSTRUCTION COPY

With your own Monday Night Football® Game you're all set for hours of exciting, action-packed fun! Show your skill at coaching, your quick reactions at passes and runs. Set up your team formations and demonstrate your winning strategy! Challenge your friends and family to a thrilling game whenever you want!

Assembly required. 4'C' size batteries needed (not included). Suitable for ages 8 and up.

BATTERY INSTALLATION

Your Football Game needs 4'C' size Alkaline batteries. To install, open battery case on the bottom of the game and position batteries as shown. Close case once batteries are in position.



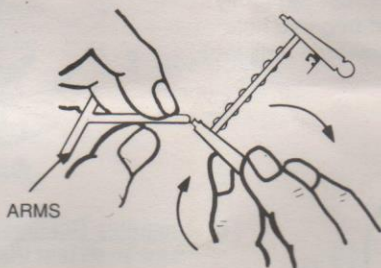
Replace batteries as needed. And remember to use only Alkaline batteries to protect the life of your Game. DC Jack included. (Adapter not included)

IDENTIFYING PARTS

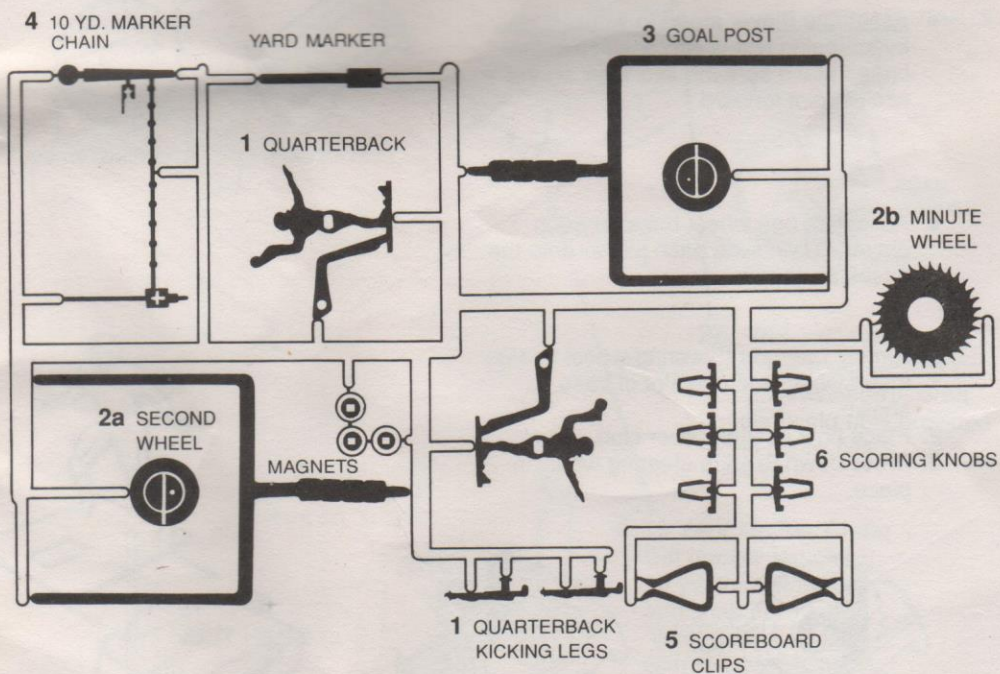
- The following parts are included in your Game:
 - 11 players per team (22 in total)
 - Player Bases
 - 2 Quarterback players, with moveable kicking leg
 - 2 Slot-in goalposts
 - 1 10-yard marker
 - 1 scoreboard with clips
 - "Minute" wheel
 - "Second" wheel
 - Scoring knobs
 - Foam Footballs

ASSEMBLY

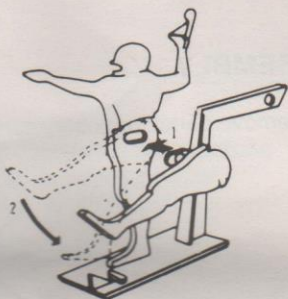
- Remove parts from connecting arms by twisting off, or cutting with scissors.



PARTS DETAILS ASSEMBLY INSTRUCTIONS

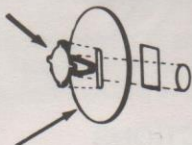


- Assemble Quarterbacks by holding leg at right angle to body. Press leg firmly towards body and insert peg into hole in body. Move leg downwards until foot touches the base.



QUARTERBACK

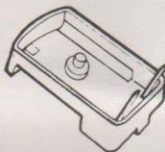
SCORING DISK
ASSEMBLY



SCORING DISK

- Assemble Scoring Disks by pushing score knob first through the slot in the back of the Disk, and then through hole at the back of the Scoreboard.

- Assemble Player steering-wheel bases by snapping wheel into position in the base. Make sure the two 'legs' on the wheel point forward.



PLAYER BASE

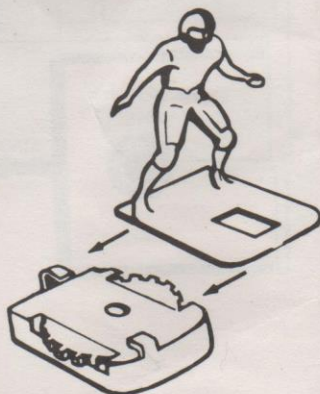
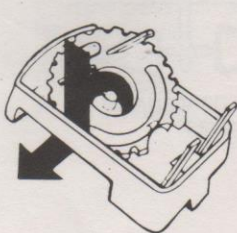


STEERING WHEEL

- Assemble one wheel-base for each player. Then slide each player onto the bases as shown.

Assembly Diagram (Steering-wheel bases)

1. Insert wheel into one slot of base as shown.
2. Place hole of wheel over stud.
3. Press down to snap steering wheel in place.



STEERING-WHEEL
BASE

ASSEMBLE PLAYING FIELD AS SHOWN:

5 Scoreboard Clips

Push scoreboard clips over bottom edge of game frame. Place scoreboard between clips and game frame.

3 Goalpost

Place in center end-zone hole

2a "Second" Wheel

Drop shaft into hole provided in gameboard

FOAM FOOTBALLS

FOAM WASHER

SHAFT

2b "Minute" Wheel

Place foam washer on shaft as shown—Drop shaft into hole provided in gameboard.

Rotate 90° and slide on "Chain"

CUT HERE

SLIDE

MAGNET

4 10 Yard Marker Chain

Cut marker slide from 10 yd. marker upright and snap down onto "Chain". Cut upright with slot from "Chain". Assemble and adjust upright on gameboard to measure 10 yds.

HOW TO USE

1. Automatic Timer:

- Turn the "Minute" wheel so that the number '15' is directly over the triangular-shaped 'index mark' on the playing field.
- Turn the 'Second' wheel until the second-hand points straight down.
- Timer only operates when the Game is switched on.
- A game consists of 4 periods of 15 'minutes' each. A quarter is indicated when the dot on the 'Minute' wheel moves over the index mark on the playing field and the second-hand points down.



- Your Automatic Timer is set to run faster than a real clock to allow for the periods, between plays, when timer is turned off as players set up their teams.
- To play a longer game, allow the Timer to go round as many times as both teams agree upon.

2. 10-Yard Marker:

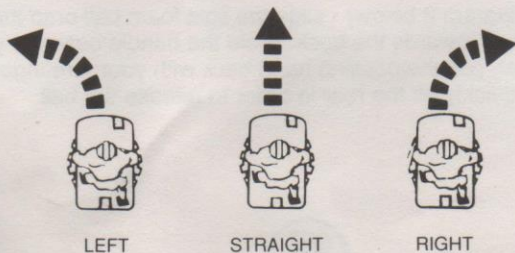
- Position the 10-Yard marker to either of the side lines.
- Before each series of down plays, position the marker post nearest to the offense-team's goal line at the point at which the first down play begins.
- Marker is moved only when a first down is made, or when teams exchange possession of the ball.
- The 10-Yard Marker Slide should be used in making measurements out on the field - the only other time the Marker is moved.
- When it is close to a first down, one of the players may call for the chain. To take an on-field measurement: position the slide over a yard line, without moving the Marker.
- Then move the 10-Yard Marker onto the field, positioned so that the Slide is over the same yard line. If any part of the ball-carriers base falls ahead of the forward post, the first down has been made.

3. Player Bases:

- Underneath each player base are backward-slanting 'legs'. This gives forward-movement to your players. Speed can be increased or decreased by brushing the 'legs' forwards or backwards.
- Steering-Wheel bases let you control the movements of each offensive and defensive player. By turning the side-control wheel you can pre-set each player to move in the direction you want. Degree of turn is determined by the amount the wheel is turned.
- Follow instructions below to adjust direction:

Direction Adjustment

1. Forward – Player will move straight if legs on wheel are in forward position. (Slight adjustments either left or right will be needed with each player base – they must each be individually experimented with.)
2. Right Turn – slight right turn makes player move in wide arc to the right. The more you turn the wheel the smaller will be the arc, or angle of turn the player takes.
3. Left Turn – Slight left turn makes player move in wide arc to the left. The more you turn the wheel, the smaller will be the arc or angle of turn the player takes.



THE PLAYERS

- Quarterback: can kick, pass or run depending on your choice of game strategy.
- To kick (see diagram 1 below): pull kicking leg back until it snaps behind the 'tee'. Slide the split foam ball on the tee (don't position ball too tightly on tee.) Holding handle between thumb and middle finger, pull the hand back with your forefinger until kicking leg releases.

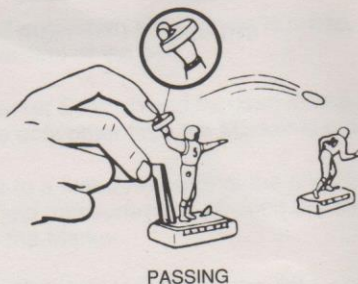
Remember: if you are using your Quarterback, one of your offensive backs should be removed from the playing field.

DIAGRAM 1



- To pass: (see diagram 2 below) - slide the split foam ball onto the passing hand, with the split towards the back. Hold the handle between your thumb and middle finger, pull the passing hand back with your forefinger. Let your forefinger slide quickly off the rear in order to release the ball.

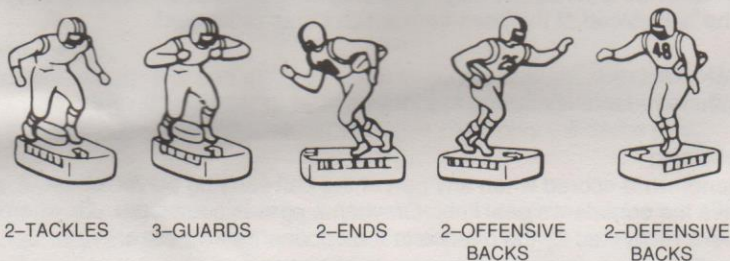
DIAGRAM 2



- Tackles, Guards, Ends and Backs: these action players come in 5 different poses: blocking guards; charging tackles; sprinting ends; stiff-arm offensive backs and outstretched-arm defensive backs.
- A set of stick-on decals is included in your Game - you can choose your own front and back numbers for all players. Or follow the system used by most US College and Pro Teams:

Quarterback	10-19	Guards	60-69
Running Backs	20-49	Tackles	70-79
Centres	50-59	Ends & Wide Receivers	80-89

DIAGRAM 3



FOOTBALL DEFINITIONS

Tackle

A ball carrying player is considered tackled only when an opposing player touches his base. The ball is put down at the point on the field directly under the forward point of the carrier's base. If the player turns and moves towards his own goal line, play stops- and the ball is put down at the point at which he turned.

Out of Bounds

A player is out of bounds if any part of the ball carrying player's base touches the side line of the field. Play stops and is resumed on the next down at the inbounds mark on the yard line where the ball went out of bounds.

Fumble

If a ball carrying player loses the ball for any reason this is considered a fumble. The first player (including the one who dropped it) who touches the ball once it has touched the playing field obtains possession. Play is stopped and the ball placed at the point from which it was recovered.

First Down

The offensive team is allowed four downs in which to gain 10 yards.

Touchdown

A touchdown is scored when any part of the ball carrying player's base touches the opponent's goal line. Or when a pass is completed. Or when a fumble is recovered by the offense in the opponent's end-zone.

Safety

A safety is called when a ball carrying player is tackled behind his own goal line, or when a player recovers a fumble behind his own goal line. Two points are given to the opposition - the side against whom the safety has been scored puts the ball back in play by a kick from their own 20-yard line.

Touchback

A touchback occurs when the ball is kicked into the opposing team's end-zone, or when a pass is intercepted by a defensive player in his own end-zone who chooses not to run the ball out. The defense puts the ball in play at the centre of the field on the 20-yard line.

HOW TO PLAY

With your Monday Night Football Game you can choose several ways to play
- Regular, Professional or a combination of both methods.

Regular

In this format your players move in the same direction as they are facing. Since the direction in which each player will move is then known, the offense strategy is to set up a line designed to 'block' the back he chooses to run. The defense strategy is to set up his players in positions where they can 'tackle' the chosen ball carrying player.

Professional

In this format you use all the running patterns made possible by the steering-wheel bases. Since both teams can set their players to go in any direction, a more 'realistic' pattern of play can be achieved. But with this play, there is no way of knowing how the opposing side's players will move – both teams need a higher degree of skill and anticipation!

Combination

Example - seven line and defense players running straight, with the option of adjusting the running patterns of the four offensive and defensive backs. Whichever method you choose - both teams must play the same way.

The Referee

If you have a referee for your game, he should be responsible for the 10-yard Marker; operate the starting switch and Automatic Timer - and generally handle any of the duties given to a 'real' referee in a game! If you have no Referee, the player operating the defense-team should operate the starting switch and Timer.

Kick Off

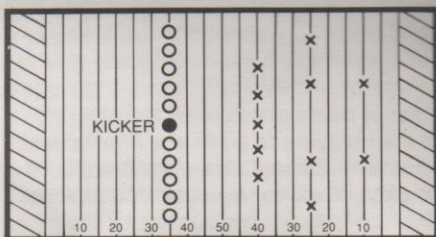
A kick off is made from the 35-yard line at the beginning of the game, at the start of the second half, and after the conversion attempt following each touchdown. After a conversion attempt, the scoring team must kick off to the opponent.

TO BEGIN THE GAME

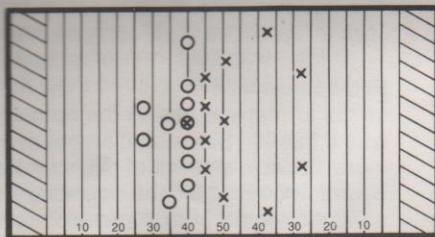
- Decide who will kick off and establish choice of team and goal.
- Line playing figures up as shown below (diagram 4)
- The kicker is positioned on the kick-off mark on the 35-yard line – depending on the direction of the kicker, ball may be kicked to any part of the playing field.
- Any playing figure nearest the spot where the ball hits, becomes the ball carrier. Give this figure the ball, place it where the ball first hit and turn the player in any desired direction.

- Switch on power to playing field - and let the ball carrier run until he is tackled, goes out of bounds, reverses direction, fumbles the ball or scores.
- If the ball is kicked out of bounds - receiving player may either ask his opponent to kick off again from 5-yards further back, or accept the kick.
- If he accepts the kick, the ball is put into play, first and ten, at the inbounds Marker on the yardline from which the ball went out of bounds.

DIAGRAM 4



SUGGESTED LINE-UP FOR KICKOFF



TYPICAL (PRO-SET) OFFENSE AND DEFENSE

PLAY FROM SCRIMMAGE

- To determine the scrimmage line, the position of the ball should be taken as being the forward point of the base of the carrying player on the previous play.
- On plays from scrimmage, both offense and defense lines must be at least half of a base-width apart, equidistant from the scrimmage line.
- Any player forward of this point at the time the playing field is activated as considered offside and his team incurs a penalty.
- In setting up your teams for a play from scrimmage, use the following sequences:

When playing Regular rules

Remember in this format all wheel-bases for players must be adjusted to run straight and left.

- 1) Set up the offense using a 7-man line and any backfield formation such as "T", single wing, double wing or pro-set (see diagram 5)
- 2) Set up the defense team in any desired formation
- 3) Offense linemen are allocated blocking angles
- 4) Defense team players are positioned to face directions 'slant left' 'slant right' etc.

- 5) Place the ball under the selected carrying player's arm or on the Quarterback's hand or tee. Offense backs may be pointed in any direction.
- 6) Switch on power and develop play accordingly.

When playing Professional Rules

- 1) Set each offense player's wheel-base to run in the pattern of your choice. Set team up in the desired offensive formation.
- 2) Set each defense player's wheel-base to run in the pattern of choice and set team up in desired defensive formation.
- 3) Place ball under selected carrying player's arm, or on Quarterback's hand or tee. However, if using Quarterback only he can point in a different direction.
- 4) Switch on power and develop play.

(Note: you may like to simplify and speed up any game by pre-setting some of your player bases and assigning them to specific players. This way you can move them quickly into place for a particular play.)

Forward Pass

If an offensive player touches the Quarterback during play he must attempt to pass or kick. The Quarterback can be manually moved back or to the side - but not forwards.

The passer cannot be moved back further than 30 yards from the scrimmage line or the ball is downed.

If a defense player moves 'behind' the Quarterback while the offense is holding it and before the pass is released, the passer is considered tackled. When the offense finds a receiver he must call "Pass" and the playing field power switched off immediately - at this point the pass must be thrown.

Completion of a Forward Pass

If the thrown ball hits an eligible receiver (either on the ground or on the fly) the pass is considered completed. Switch the power back on, and continue play with that receiver as the new ball carrier.

Incomplete Forward Pass

If the ball does not hit an eligible receiver, the pass is considered incomplete. Play is resumed at the scrimmage line on the next down.

Interception

If the ball hits any defense player, the pass is considered as being intercepted - switch the power back on and continue play with that defense player now the ball carrier.

Pitch Out

To execute a lateral, or Pitch Out, the offense must pass the ball to a team mate behind the scrimmage line and towards his own goal line. If the ball touches any offensive player (either on the fly or ground) the pitch-out is caught and play continues as in a Forward Pass.

If the ball touches any defensive player first it is considered a fumbled pitch-out which the defense may pick up and run with as in an Interception.

Punt

Unless the offense is within 30 yards of the opponent's goal line it is usually sensible to punt on 4th down. Make the kick with power on - after the kick the defensive man nearest to where the ball hit becomes the carrier.

Power is switched off immediately when the ball touches the field. Ball is then placed under the arm of the receiver who runs from the point at which the ball hit.

If there is no defense man at least 30 yards behind the scrimmage line, a run-back of the punt is not allowed. In this case, the defense must put the ball into play (first and ten) at the point at which the kick hit the field.

Conversion

After a touchdown is scored, the scoring team attempts a conversion by putting the ball in play at the 2-yard line. Conversions may be attempted by a run from scrimmage, a forward pass or a placement kick.

If a placement kick is tried, both teams line up in the same formation as in a play from scrimmage - Quarterback is positioned within 20 yards of the scrimmage line. Place the ball on the kicking tee - turn the power on and attempt the kick. The ball must be kicked over the cross bar of the goal posts and between the uprights.

Field Goal

Follow the same procedure as for placement kicks. However a field goal may not be attempted behind the offensive 40-yard line.

PENALTIES

1) Offsides

The team against which the penalty was given can choose to take the play, or penalise the offside team 5 yards from the scrimmage line in which case the down will remain the same.

If they choose to take the play, ball is put into play at the yardline from which play stopped and the down advances.

2) Ineligible Receivers

If a forward pass hits an ineligible receiver (an offensive tackle, guard or centre) on the fly, the offensive team is penalised 15 yards from the scrimmage line and play is resumed on the next down.

SCORING

Touchdown	6
Field Goal	3
Safety	2
Conversion Kick	1
Conversion Run/Pass	2 (in College Rules) 1 (in Professional Rules)

LENGTH OF GAME

A game consists of 4 periods of 15 'Minutes' - at the beginning of a game toss a coin to determine which team will choose colours and goal. This team can elect to defend their goal or choose whether to kick-off or receive.

At the end of the first period, teams swop goals and play continues at the opposite end of the field. Begin the second-half of the game (third period) with a kick-off with the team which lost the original toss now choosing whether to defend goal, kick-off or receive. The final period has offense and defense teams swopping goals as before.

NOTE:

Your Monday Night Football Game is made from high quality materials designed to give hours of action play. To keep it in good condition please remember the following:

- Don't drop or bang the game on a hard surface
- Don't wet controls or casing - don't try to separate controls from casing
- Don't mix Alkaline and normal batteries - and remove batteries from game if not in use for long periods.

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