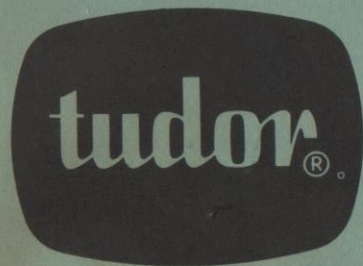


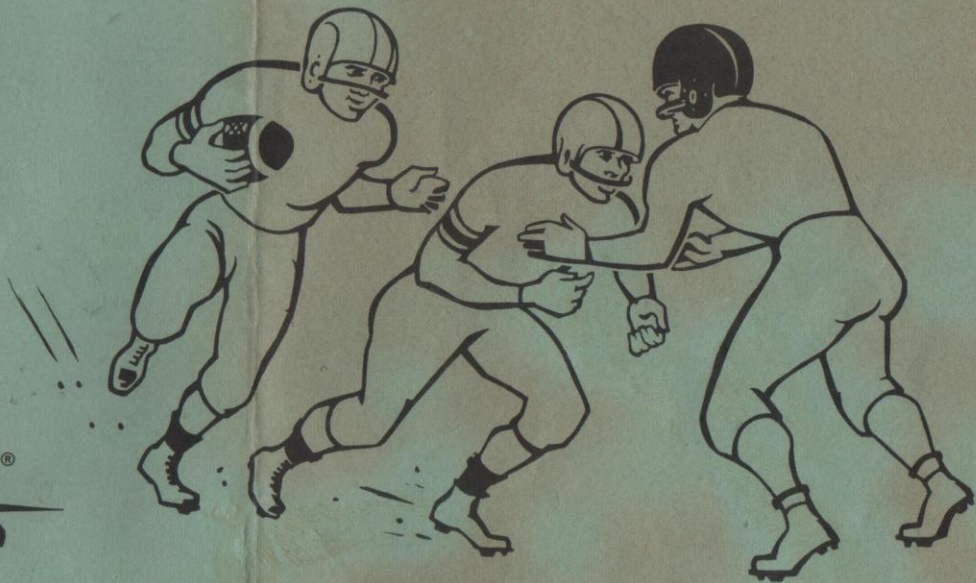
OFFICIAL RULES  
FOR



**Tru • action.®**

***Electric***

**football game**



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### TUDOR METAL PRODUCTS CORP.

176 JOHNSON STREET • BROOKLYN 1, NEW YORK  
 MANUFACTURERS OF TRU-ACTION ELECTRIC GAMES •  
 TRU-ACTION HOCKEY and DE LUXE HOCKEY • TRU-TONE  
 CHROMATIC XYLOPHONES • TRU-TONE XYLOPHONES  
 READY MONEY BANK

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## INTRODUCTION

The basic feature of the Tudor Tru-Action Electric Football Game is that each player has at his command a team of eleven moving men. Each player, as Coach of his team, calls the plays and sets up the offensive and defensive formations. The skill and strategy used in directing the teams will help determine the winner.

The rules for playing this game are almost identical to the official rules of football. Variations are possible so that players can change or add to the rules as they desire to create increased interest. Arguments over controversial points not covered by the rules can be settled by mutual agreement.

Due to the fact that the initial line charge is almost identical to that of a real game, it is possible, by setting the figures at different blocking angles, to get a typical result. The coach or student of football can use this game to set up various formations and study their effectiveness.

In order to avoid unnecessary arguments, it is advisable to have a third person, in addition to the players, to act as a referee, although this is not necessary.



## PREPARING TO PLAY THE GAME

### Setting Up the Game

Place the goal posts in the slots on the goal lines and attach the side line marker to either of the side frames. The game is now ready for play.

### Speed Adjustment

Playing field vibration is set at the factory but may be further regulated for faster or slower action by slowly turning the adjustment screw at the left end of the game board.

### Players

On the underside of each figure you will note backward slanted nylon "legs" which impart forward motion to the figures. These "legs" have been adjusted at the factory but may be changed or further adjusted by sliding your thumb firmly across the underside of the figure, thereby changing the angle of the "legs".

### Identification

Both teams have four running backs and seven crouching linemen. Further identification may be obtained by applying the self-sticking markings on the forward portion of the base of the figure. The backfield men should be numbered 1, 2, 3 and 4. The linemen should be marked "E" for the Ends, "T" for the Tackles, "G" for the Guards, and "C" for the Centers.

DIAGRAM NO. 1

IDENTIFICATION  
FOR FIGURES

PLACE  
SELF-STICKING  
MARKERS  
HERE

PLACE  
BALL  
HERE



### The Kicker-Passer

This figure is used by the defense only on the kick-off. At all other times the offense may substitute the kicker for any one of the four backs and may use him to run, pass, punt or quick kick. He may run with the ball. It can be readily seen that the more expert a player becomes with this figure the greater are his chances for scoring.

On the underside of this figure you will note backward slanted metal "legs". Speed adjustment may be made by bending the "legs" slightly forward or backward.

## PLAYING ELECTRIC FOOTBALL

### Referee

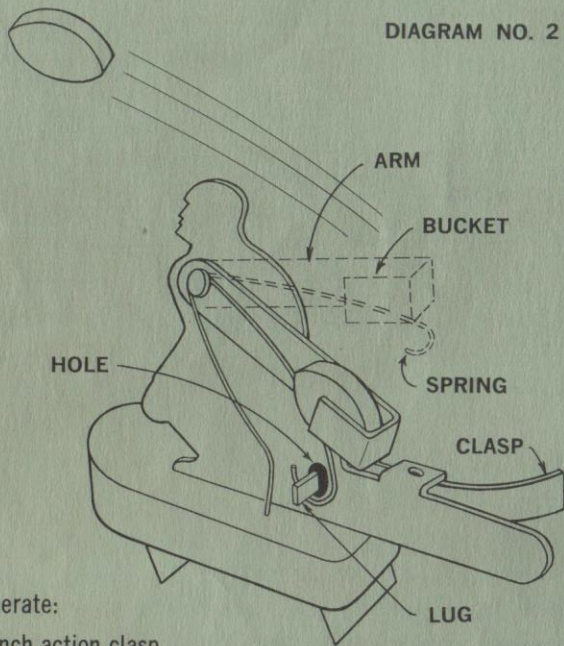
If there is a referee, he should handle the down marker, operate the starting switch, determine if a pass is caught, grounded or intercepted, and whether a goal is made after a touchdown or from the field. He should handle any of the regular duties assigned to a referee in a real football game.

If there is no referee, the defense man should handle the starting switch.

### Kick-off

The two opponents toss a coin to decide who will kick off and to establish choice of team color and goal. The figures are lined up for play (see diagram #3). The kicker is placed on the kick off mark on the 40 yard line. Depending on the direction of the kicker, the ball may be kicked to any part of the field. After the ball is kicked, the kicker is removed. The figure nearest the spot where the ball hits on the fly becomes the ball carrier. The ball is placed in his arm, the switch turned on and the game begins. The ball carrier runs until he is tackled, goes out of bounds, reverses direction, fumbles or scores, at which time the switch is turned off and the game stopped.

DIAGRAM NO. 2



To Operate:

1. Pinch action clasp.
2. Push down arm until spring hoop covers hole.
3. Release action clasp so projecting lug engages spring loop.
4. Place felt football in bucket.
5. Pinch action clasp to kick or pass.



The ball carrier is considered tackled only when an opposing figure touches his base. The ball is downed at the point where he was tackled.

If the ball carrier touches the side line of the playing field he is out of bounds and play stops. The ball is placed at the inbounds mark on the yard line where the ball went out of bounds.

If the ball carrier turns and goes toward his own goal line, play stops and the ball is downed at the point where he turned.

If the ball carrier loses the ball for any reason it shall be considered a fumble. The first player, including the man who dropped it, to touch the ball after it has touched the playing field, obtains possession of the ball. Play is stopped and the ball is placed at the point where the ball is recovered.

If the ball carrier crosses the opponents goal line, it is a touch-down. The teams then line up with the defense on the three yard line and the offense attempts a conversion by a run from scrimmage, a forward pass or a placement kick. After the conversion attempt, the defense takes the ball for a new kick-off.

## **Play on Scrimmage**

Before each first down the 10 Yard marker should be set at the line of scrimmage. The downs are noted by setting the arrow on the marker on the appropriate number before each play.

The offense is allowed four downs in which to gain ten yards.

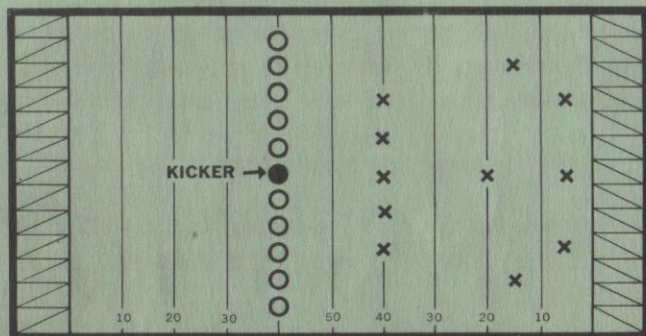
To determine the scrimmage line, the position of the ball should be considered to be the forward point of the base of the ball carrier.

On scrimmage plays, the defense line must be at least half the length of a lineman away from the line of scrimmage. A five yard penalty may be called by the referee for violation of this rule.

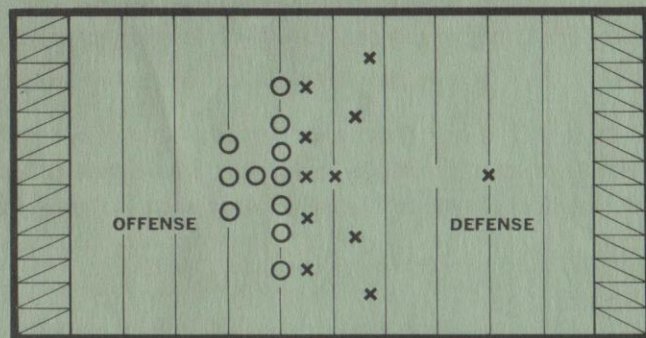
If the defense does not have a safety man at least thirty yards behind the line of scrimmage, they are not allowed to run back a quick kick but must put the ball into play where it stops.

## **Scrimmage**

There must be seven men on the offensive line. The backs may be lined up in any desired formation, such as a "T", single wing,



SUGGESTED LINE-UP FOR KICK-OFF



"T" FORMATION ATTACK AND DEFENSE

DIAGRAM NO. 3

double wing, etc. Once the basic attacking formation is set up by the offense, the position of the linemen cannot be changed.

If the offense plans a forward pass or punt he must announce it at this time, before play is started.

The defense may then be lined up in any way desired, but once set they cannot be moved. Their men should not be massed, but must be placed to take care of all possibilities. In order to guard against a quick kick, the defense should place a man in the safety position at least thirty yards behind the line of scrimmage.

After the defense has set up their men, the offensive backs may be turned, but not moved, to point in another direction. This makes off tackle plays and end runs possible. After studying the defense, the offense, if he is not using the kicker-passer, places the ball in one of the ball carrier's arms. Play is started by turning on the switch.

## Forward Pass

A forward pass must be called before the play is started. The passer may be manually faded back, or to either side as far as the player desires. When an eligible receiver, who may be one of the backs, or the men at either end of the line, is clear, the ball is released.



If the ball hits the receiver on the fly, the pass is completed and play continues with that man as the ball carrier.

If the ball does not hit a receiver, the pass is incomplete and play is resumed at the line of scrimmage on next down.

If the ball hits an ineligible man on the fly, there is a five yard penalty and play is resumed on next down at the line of scrimmage.

If the ball hits any opponent on the fly, the pass has been intercepted and play continues with that man as ball carrier, until he is tackled, or scores.

If a pass is tried on 4th down and fails, the ball is taken over by the defense at the line of scrimmage.

If the passer, after fading back at least 20 yards from the line of scrimmage, cannot spot a receiver who is clear, he may elect to run with the ball. In this case the passer must be released at once.

On calling a pass, every effort must be made to get the pass off. If a receiver is clear, the pass **MUST** be attempted. The passer is not allowed to run except when all the eligible receivers are bottled up.

In order to defend against a pass, the defense men must be placed far enough back of the line of scrimmage so that as they move forward they will be in a position to tackle the receiver or intercept the pass.

## Punt

It is usually wise to punt on the 4th down if the distance has not been made.

The offense must call a punt before the defensive formation is set or the switch is turned on so that the defense can place his men accordingly. Usually two or three backfield men are placed thirty to forty yards behind the line of scrimmage.

The defensive man nearest to where the ball hits on the fly is the return ball carrier.

The kicker may be turned at an angle to kick out of bounds in order to prevent a run back. In this case, the ball is dead at the point where it goes out of bounds on the fly and it is put into play by the receiving team at the center of the field.

If the ball is kicked over the goal line on the fly, it is brought back to the twenty yard line and put into play at the center of the field.

## Quick Kick

The same rules apply on quick kicks as in a punt except the quick kick is called and made after the play is started. It is mainly an offensive play which should be used when the defensive safety man is not at least thirty yards behind the line of scrimmage.

## Field Goal

On any down from any point on the field, the offense may attempt a goal from the field by placement kick. The offense must call this play as in a punt. The ball must be kicked over the cross bar of the goal posts and between the uprights, at any height.

If the kick fails, the defense takes the ball and puts it into play at the center of the field on the twenty yard line.

## Safety

On scrimmage, if the ball carrier is tackled behind his goal line, it is a safety and counts two points for the defensive side. The ball is then put into play by the side against whom the safety is scored by a kick from their twenty yard line and play proceeds as in the kick-off.

## Scoring Values

Touchdown .....	6	Conversion on kick .....	1
Field Goal .....	3	Conversion on run or pass .....	2
Safety .....	2	4 periods of 15 minutes.	

## EQUIPMENT

### Replacement Cost

4 — Red Backs .....	\$ .15 ea.
7 — Red Linemen .....	.15 ea.
4 — Yellow Backs .....	.15 ea.
7 — Yellow Linemen .....	.15 ea.
1 — Kicker-Passer .....	.50
6 — Felt Footballs (Strip of 6) .....	.10
2 — Goal Posts .....	.05 ea.
1 — 10 Yard and Down Marker .....	.25
1 — Set of Numbers and Letters .....	.10
1 — Electric Game Board (#500) .....	3.00

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and Down Marker; Set of Numbers and Letters; Rule Book.

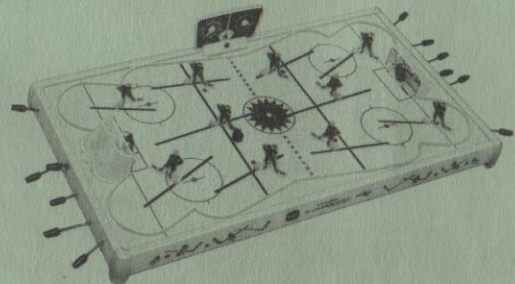
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## DELUXE HOCKEY

### ELECTRIC SCORING

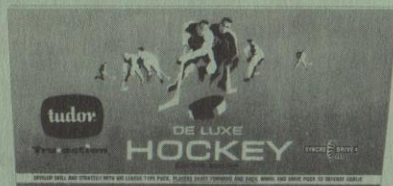


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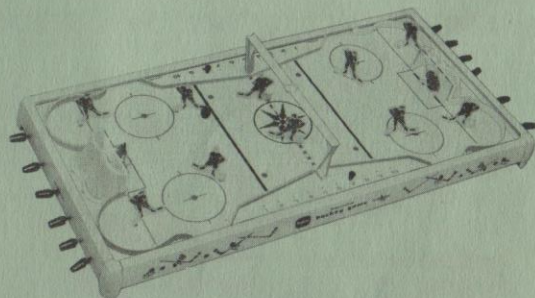
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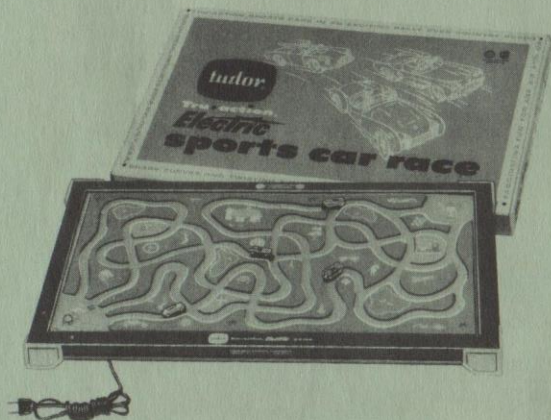


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