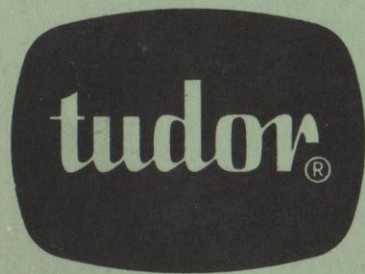


OFFICIAL RULES
FOR



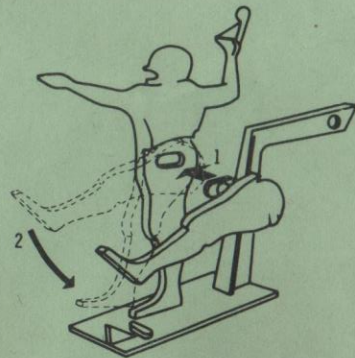
Electric
football game

The basic feature of the Tudor Electric Football Game is that each player has at his command a team of twelve 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.



1 QUARTERBACK

A. Hold leg at right angle to body.

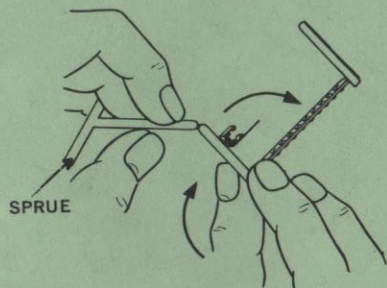
- (1) Insert peg into hole in kicker body. While pressing leg firmly to kicker body,
- (2) rotate leg downward until foot touches base.



B. Remove Players and Quarterback Running Bases from Their Sprues & Snap Quarterbacks onto Running Bases as Shown Above

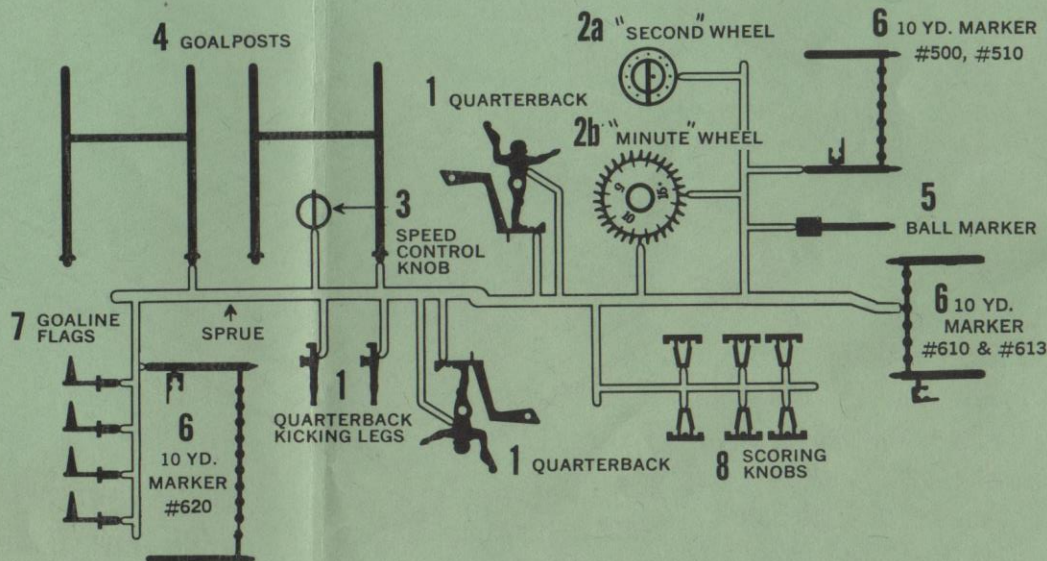
EASY ASSEMBLY INSTRUCTIONS

Assemble Each Part by the Numbers—Starting with Number One



TO REMOVE PARTS

From Sprue, Twist Part
in Same Direction Several
Times While Pulling Away
from Sprue—or Cut with
Scissors



6 10 YARD MARKER
Cut Marker Slide
From 10 Yd. Marker
& Snap Down onto
"Chain"

7 GOALINE FLAG
Place in Holes
Provided

2a "SECOND" WHEEL
Drop Shaft into Hole
Provided in Gameboard

FELT FOOTBALLS

FELT
WASHER

SHAFT

2b "MINUTE" WHEEL
Place Felt Washer on
Shaft as Shown—
Drop Shaft into Hole
Provided in Gameboard

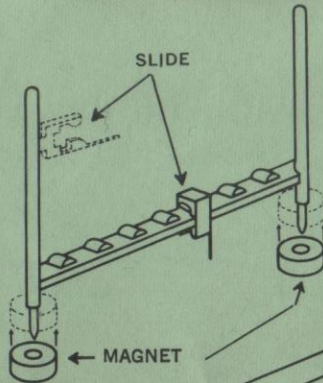
**3 SPEED CONTROL
KNOB**—Push Down
onto Bolt

4 GOALPOST
Place in Holes
on Goalline for
Pro—or at End of
End Zone for College

5 BALL MARKER
Remove 1, 2, 3 & 4 From
Player Number Decal
Sheet and Stick One
Number on Each Side
of "Box" To Use as
Realistic Down Marker

SLIDE

MAGNET



5 BALL MARKER
(See Opposite Page)

4 GOALPOST
Place in Holes
on Goalline for
Pro—or at End of
End Zone for College

6 10 YARD MARKER
(See Opposite Page)

**3 SPEED CONTROL
KNOB**—Push Down
onto Bolt

7 GOALINE FLAG
Place in Holes
Provided

2a "SECOND" WHEEL
Drop Shaft into Hole
Provided in Gameboard

FELT FOOTBALLS

FELT
WASHER

SHAFT

2b "MINUTE" WHEEL
Place Felt Washer on
Shaft as Shown—
Drop Shaft into Hole
Provided in Gameboard

Player Bases

On the underside of each player base you will notice backward slanted "legs" which impart forward motion to the player. Your player's speed may be decreased or increased by brushing the legs forward or to the rear.

If you want a player to turn in an arc, brush the "legs" back on the side opposite the turn and brush the other legs forward. **To straighten out a player running in a circle, brush the legs back on the side to which he is turning and brush the legs forward on the side opposite.**

10-Yard Marker

Stick the magnetic 10-yard marker to either of the side lines. Before each series of downs the 10-yard marker post closest to the offense's goal line is placed at the point at which the first down begins. Except for measurements out on the field, it is moved only when a first down is made or when the teams exchange possession of the ball.

The 10-yard marker slide represents the linesman's handkerchief and is to be used in making measurements out on the field. When it is close to a first down, one of the players may call for the chain. To make a measurement on the field, position the

slide over a yard line without moving the 10-yard marker. Then move the 10-yard marker out onto the field, placing it so that the slide is over the same yard line. If any portion of the ball carriers base falls ahead of the forward post, the first down has been made.

Ball Marker

The magnetic ball marker is used to mark the line of scrimmage and should be stuck on the sidelines as shown in the assembly instructions.

Speed Control

The playing field vibration may be regulated for fast or slow action by slowly turning the speed control knob at the left end of the gameboard.

Note the position of the control knob pointer for future games.

Quarterback THE PLAYERS

Your quarterback may kick, pass or run depending on the strategy of the play.

To Kick: — (See diagram 1) Pull the kicking leg back until it snaps behind the "tee". Slide the split felt ball on the tee (high for a short high kick, and low for a long low kick). Then, holding the handle between the thumb and middle finger, pull the hand back with the forefinger until the kicking leg releases.

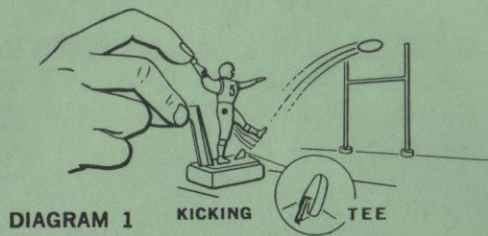


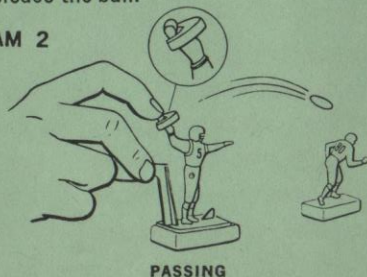
DIAGRAM 1

KICKING

TEE

To Pass: — Slide the split ball on the passing hand with the split toward the rear. (See diagram 2). Then, holding the handle between the thumb and middle finger, pull the passing hand back with the forefinger. Let the forefinger slide off quickly to the rear in order to release the ball.

DIAGRAM 2



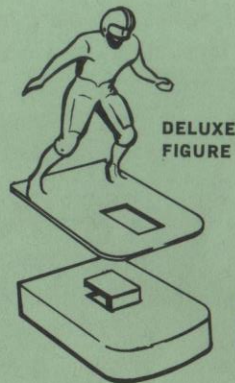
PASSING

Linemen, Ends and Backs

These sculpt-action players are molded in five distinct poses: blocking guards, charging tackles, sprinting ends, stiff-arming offensive backs and defensive backs with arms outstretched. Both **STANDARD** and **DELUXE** versions of these players are available.



**STANDARD
TYPE PLAYERS**



**DELUXE
FIGURE**

**DELUXE
RUNNING
BASE**

STANDARD TYPE PLAYERS (included in Model Nos. 500, 501 & 505)
Standard type players are attached permanently to their running bases and are made of polyethylene.

DELUXE PLAYERS (included in all NFL games and Model #610)
Deluxe players are molded slightly smaller than the standard type players for more realistic play action on the various game boards. They consist of a polystyrene deluxe figure and a separate polyethylene deluxe base which has been especially engineered for greater speed and finer directional adjustment. The Deluxe figures can be attached to any given deluxe base which enables participants to give a specific runner the advantage of a base's particular running characteristics.

These figures also stand by themselves and therefore can be used for strategy sessions or shelf displays. The figures are available in both pre-painted uniforms of the AFL and NFL and in solid white and yellow for those who want to paint their favorite college or high school teams.

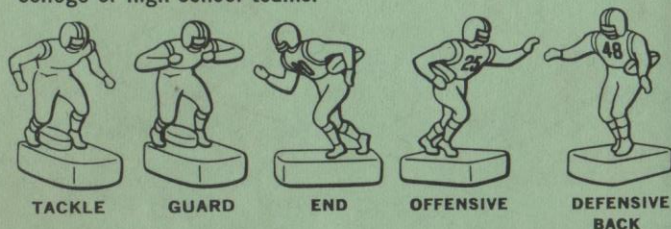


DIAGRAM 3

To Paint (Model #500 & #610 only)

Stir brushfuls of water on selected paint pellet, keeping pellet well dissolved while applying to player. When changing colors, wipe old color from brush with tissue, immerse brush in water, and wipe again.

Identification

You have been provided with self-sticking decals with which to number your players, after painting. To apply follow instructions on decal backing sheet. There are enough numbers (plus extras) to give you a choice in selecting front and back numbers for all figures. Following is the numbering system used by most college and professional teams:

Quarterbacks	10-19	Centers	50-59
Left Halfbacks	20-29	Guards	60-69
Fullbacks	30-39	Tackles	70-79
Right Halfbacks	40-49	Ends	80-89

Automatic Timer

Turn the "minute" wheel so that the 15 is over the triangular index mark on the gameboard.

Turn the "second" wheel so that the second hand points straight up at zero (0). The timer will run only when the switch is turned on. When the dot on the "minute" wheel moves over the index mark and the second hand is at zero (0) the quarter ends.

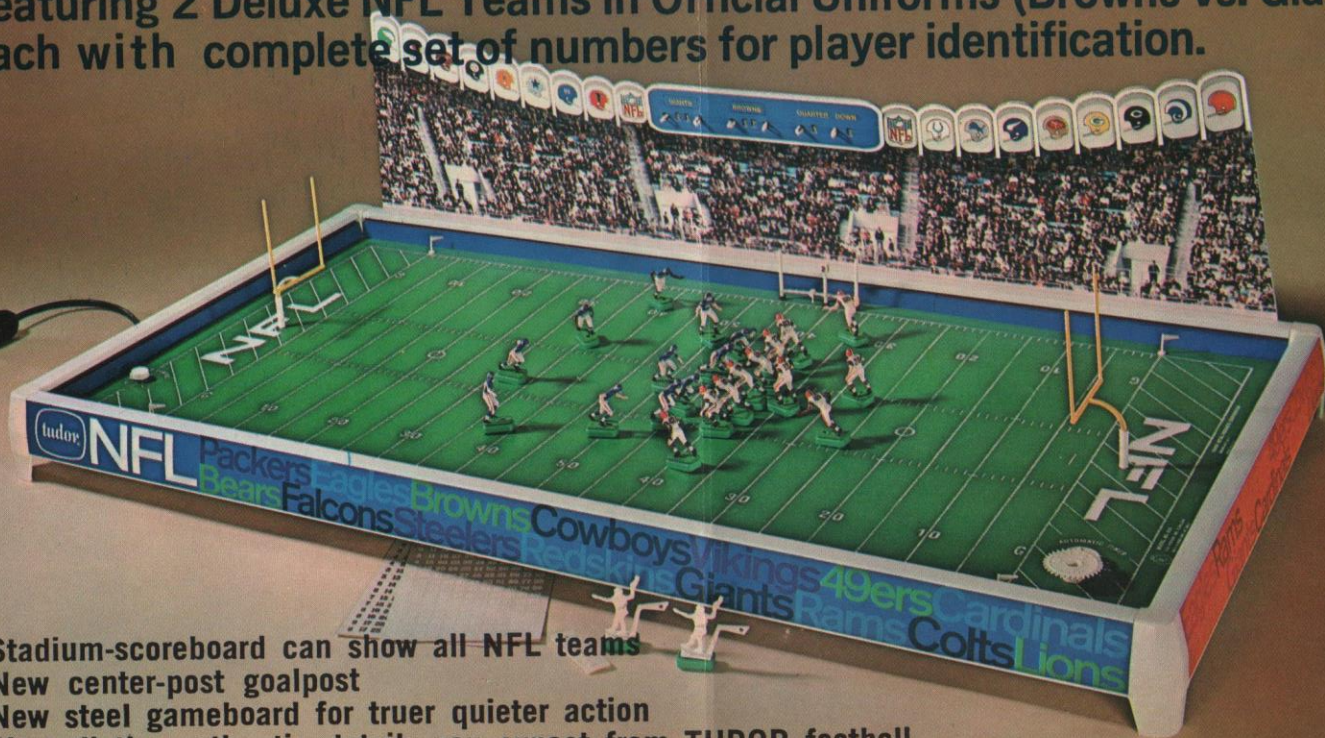
The vibration of the gameboard may cause the "minute" wheel to rotate independent of the "second" wheel because of the felt washer fibers acting as "legs" in the same manner as the player bases. To stop this movement turn the felt washer upside down or compress the washer by firmly pressing down the minute wheel with your thumb.

You will notice that your automatic timer has been designed to run faster than a real clock. This is to make up for the time, between plays, when the timer is turned off and the players are setting up their teams. If the players want a longer game they may allow the timer to go around any number of times mutually agreed upon before ending the quarter.

Introducing the Ultimate in Football Game Realism

tudor NFL *Electric* FOOTBALL Model No. 620

Featuring 2 Deluxe NFL Teams in Official Uniforms (Browns vs. Giants)
each with complete set of numbers for player identification.



- Stadium-scoreboard can show all NFL teams
- New center-post goalpost
- New steel gameboard for truer quieter action
- Plus all the authentic details you expect from TUDOR football



AFLNFL

Send for Your Favorite AFL & NFL

Be sure to order player numbers with your

All 16 NFL Teams Available in Both Dark and White Jerseys

Cardinals

Browns

Giants

Eagles

Cowboys

Redskins

Steelers

Falcons



49ers

Rams

Packers

Vikings

Lions

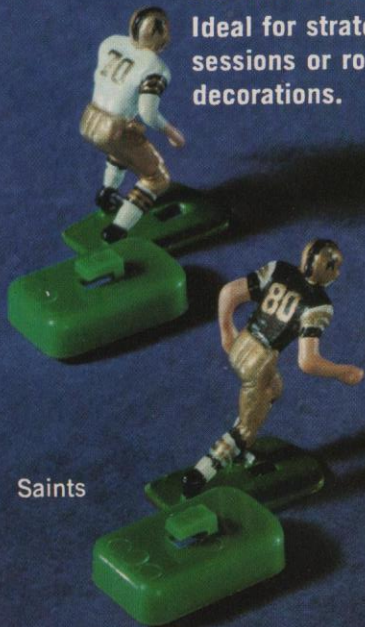
Bears

Colts

L Deluxe Teams! Use Handy Order Form in Back of Book
new teams (specify team name and dark or white jersey). Order more **DELUXE** running bases too.

**NEW DELUXE FIGURES —
WITH SEPARATE DELUXE
RUNNING BASES**

Ideal for strategy
sessions or room
decorations.



Saints

All 9 AFL Teams Available in their Dark Jerseys

Raiders



Broncos



Dolphins



Patriots



Bills



Oilers



Chiefs



Chargers



Jets

New NFL *Electric* FOOTBALL Model No. 510

Featuring 2 Deluxe NFL Teams in Official Uniforms (Colts vs. Packers) each with complete set of numbers for player identification.



All the authentic details you expect from TUDOR football including stadium-scoreboard that can show all NFL Teams

Referee

If there is a referee, he should handle the 10-yard and ball markers, operate the starting switch, automatic timer, and handle any of the regular duties assigned to a referee in a real football game. If there is no referee, the man on the defense should handle the starting switch and timer.

DEFINITIONS

Tackle

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

Out of Bounds

If any portion of the ball carrier's base touches the side line of the playing field, he is out of bounds and play stops. Play is resumed on the next down at the inbounds mark on the yard line where the ball went out of bounds.

Fumble

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 at which the ball was recovered.

First Down

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

Touchdown

A touchdown is scored when any part of a ball carrier's base crosses the opponent's goal line, or when a pass is completed or a fumble is recovered by the offense in the opponent's end-zone.

Safety

A safety is called when a ball carrier 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 and the ball is put into play by the side against whom the safety has been scored by a kick from their own twenty yard line.

Touchback

A touchback occurs when the ball is kicked into the opponent's end-zone or when a pass is intercepted by a defensive player in his own end-zone and he does not choose to run the ball out. The

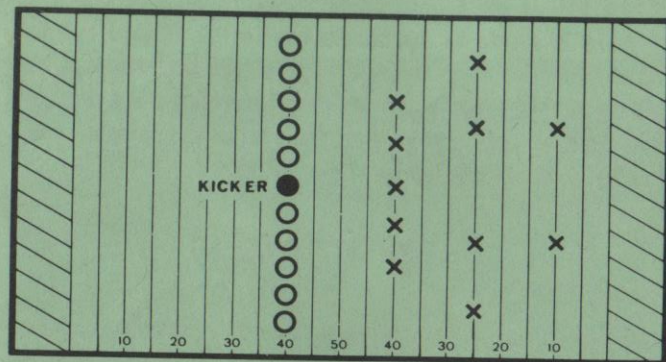
defense then puts the ball into play at the center of the field on the twenty yard line.

PLAYING TRU-ACTION FOOTBALL

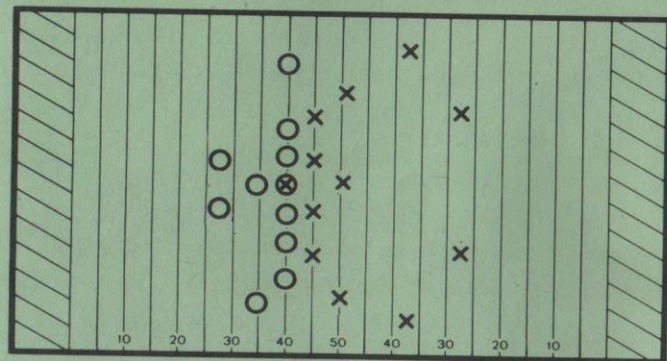
Kick-Off

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

To begin the game — 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 as shown by diagram 4. 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. The figure nearest the spot where the ball hits on the fly becomes the ball carrier. This figure should be given the ball, placed where the ball hit, and then pointed in any desired direction. The switch is turned on and the ball carrier runs until he is tackled, goes out of bounds, reverses direction, fumbles or scores. If the ball is kicked out of bounds, the receiving player may make his opponent kick off again from 5 yards farther back or he may accept the kick. If he accepts the kick the ball is then put into play, first and ten, at the inbounds marker on the yardline at which the ball went out of bounds.



SUGGESTED LINE-UP FOR KICK-OFF



TYPICAL FORMATIONS OFFENSE AND DEFENSE

DIAGRAM 4

Play From Scrimmage

To determine the scrimmage line, the position of the ball should be considered the forward point of the base of the ball carrier on the previous play. On plays from scrimmage, the offensive and defensive lines must be at least half of a base apart, equal distance from the line of scrimmage. If any player is forward of this point at the time the switch is turned on, the player's team is charged with offsides (see penalties, page 12).

In setting up your teams for a play from scrimmage the following sequence should be used:

1. The offense is set up using a seven man line and any back-field formation, such as "T," single wing, double wing, etc. (See diagram 4).
2. The defensive team is set up in any desired formation.
3. The offensive linemen are given their blocking angles.
4. The defensive team players are turned to the desired direction for "slant-left", "slant-right", etc.
5. The ball is placed under the selected ball carrier's arm, or on the quarterbacks hand or tee. Then, the offensive backs may be pointed in any direction.
6. The switch is turned on and the play develops.

Forward Pass

Once the offensive player touches the quarterback during play he must attempt to pass or kick. The quarterback may be manually faded back or to the side, but may not be moved forward. The passer cannot fade back any further than 30 yards from the line of scrimmage or the ball is downed at that point.

If a defensive man moves "behind" the quarterback while the offense is holding it and before the pass is released, the passer is considered tackled at that point. When the offense finds a receiver he must call "Pass" and the switch should be turned off immediately. At this point the pass must be thrown.

Completion of a Forward Pass

If the ball hits an eligible receiver (on the fly or on the ground) the pass is completed, the switch turned on, and play continues with that man as the ball carrier.

Incomplete Forward Pass

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

Interception

If the ball hits any defensive player, the pass has been inter-

cepted, the switch is turned on and play continues with that man as ball carrier.

Pitch-Out

To execute a pitch-out or lateral, the offense must pass the ball to a team mate behind the line of scrimmage and toward his own goal line. If the ball touches any offensive player, (on the fly or on the ground), the pitch-out is caught and the play is continued as in a forward pass. If the ball touches a defensive player first, it is considered a fumbled pitch-out which the defense may pick up and run as in an interception.

Punt

It is usually wise to punt on fourth down unless the offense is within 30 yards of the opponent's goal line. The kick is made with the switch on. After the kick, the defensive man nearest to where the ball hit becomes the ball carrier. The switch is turned off the instant the ball touches the field. The ball is placed under the arm of the receiver who runs from the point at which the ball hit.

In the event the defense does not have a man at least thirty yards behind the line of scrimmage, a run-back of the punt is prohibited. The defense must then 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 into play at the two-yard line. The conversion may be attempted by a run from scrimmage, a forward pass, or a placement kick. If the placement kick is tried, the two teams line up as in a play from scrimmage with the quarterback within 20 yards of the line of scrimmage. The ball is placed on the kicking tee, the switch turned on and the kick attempted. The ball must be kicked over the cross-bar of the goal posts and between the uprights.

Field Goal

A field goal may not be attempted behind the offensive 40-yard line. The same procedure is followed as in placement kicks.

Offsides

The team against which the penalty was made has the option of penalizing the offsides team 5 yards from the line of scrimmage, in which case the down will remain the same, or of taking the play. If they choose to take the play, the ball is put into play at the yardline at which the play stopped and the down advances.

PENALTIES

Ineligible Receivers

If a forward pass hits an ineligible receiver (offensive tackle, guard, or center) on the fly, the offensive team is penalized 15

yards from the line of scrimmage and play is resumed on the next down.

SCORING VALUES

Touchdown	6
Field Goal	3
Safety	2
Conversion by Kick	1
Conversion by Run or Pass	2 College Rules 1 Pro Rules

Periods

A game consists of four periods of 15 "minutes" each. At the beginning of a game the team winning the toss of the coin may elect to defend the desired goal or to choose whether to kick-off or receive.

At the end of the first period the teams swap goals and play continues at the opposite end of the field. The third period (second half) begins with a kick-off in the same manner that the game was begun. The team which lost the toss at the beginning of the game now has the choice of goal or of kicking or receiving.

The last period begins as the second period, with the offense and defense swapping goals.

FINE TUDOR PRODUCTS 1967

#300—Snap Action Hockey	\$ 5.00
#325—Snap Action Mini Golf	4.00
#390—Snap Action Skee Ball	3.00
#400—Magnetic Quarterback The Game of Football Strategy	5.00
#450—Magnetic Baseball	5.00
#460—Tudor Bowl Makes Spares, Strikes and Splits	6.50
#475—Magnetic Basketball	5.50
#500—Electric Tru-Action Football	8.00
#510—NFL Electric Football	10.00
#528—Electric Tru-Action Races	8.60
#555—Electric Tru-Action Baseball	8.00
#610—Sports Classic Electric Football	13.00
#620—NFL Electric Football	17.00
#700—Tru-Action Hockey	10.60
#725—Sports Classic Hockey	16.00
#810—30" Table Top Pool Table	11.00
#860—40" Floor Model Pool Table	21.00
#865—Classic 40" Floor Model Pool Table	23.00

EQUIPMENT

Replacement Cost

Model No. 500 — 501 — 505

3 yellow and 3 white guards and bases	\$.25 ea.
2 yellow and 2 white tackles and bases25 ea.
2 yellow and 2 white ends and bases25 ea.
2 yellow and 2 white offensive backs and bases25 ea.
2 yellow and 2 white defensive backs and bases25 ea.
1 — yellow team (11 figures and bases)	1.75
1 — white team (11 figures and bases)	1.75
1 yellow and 1 white quarterback running base20 ea.
2 — white quarterbacks with kicking legs25 ea.
1 — ball marker20
1 — 10 yd. marker (#"500")20
2 — goal posts15 ea.
* 4 — goal line flags	4 for .15
1 — "minute" wheel20
1 — "second" wheel20
1 — Speed control knob15
6 — scoring knobs (#500 & 501 only)	6 for .25
*1 complete sprue of #"500" accessory pieces	1.75

EQUIPMENT

Replacement Cost

3 marker magnets15 ea.
1 #"500" grandstand (#500 & #501 only)	1.25
1 set of black numbers (#500)15
1 4-color paint pallet (#500 only)15
1 paint brush (#500 only)15
1 strip of 6 felt footballs and 1 timer washer20
1 rule book15

#610

1 bag of 11 yellow deluxe figures	1.00
1 bag of 11 white deluxe figures	1.00
1 bag of 22 green deluxe bases and 2 green deluxe quarterback bases	2.00
bases20 ea.
1 complete sprue of #610 accessory parts	1.75
3 marker magnets15 ea.
1 #610 grandstand	1.50
2 sets of colored numbers (#2 to #89)20 ea.
1 5-color paint pallet20
1 paint brush15
1 strip of 6 felt footballs and 1 timer washer20
1 rule book15

ORDER YOUR FAVORITE AFL & NFL TEAMS WITH THIS HANDY DELUXE PLAYER ORDER FORM

HOW MANY DO YOU WANT?

DELUXE FIGURES
\$1.50 PER TEAM

DELUXE PLAYER
NUMBERS
\$.20 PER SET

DARK
JERSEY

WHITE
JERSEY

JERSEY
FOR DARK

JERSEY
FOR WHITE



				NATIONAL FOOTBALL LEAGUE	TOTAL COST
				FALCONS	
				COLTS	
				BEARS	
				BROWNS	
				COWBOYS	
				LIONS	
				PACKERS	
				RAMS	
				VIKINGS	
				SAINTS	
				GIANTS	
				EAGLES	
				STEELERS	
				CARDINALS	
				49ers	
				REDSKINS	
				AMERICAN FOOTBALL LEAGUE	
				PATRIOTS	
				BILLS	
				BRONCOS	
				OILERS	
				CHIEFS	
				DOLPHINS	
				JETS	
				RAIDERS	
				CHARGERS	
				SOLID COLOR DELUXE FIGURES FOR PAINTING YOUR OWN TEAMS	
				Bags of 11 yellow figures (\$1.00 per bag)	
				Bags of 11 white figures (\$1.00 per bag)	
				DELUXE NUMBERS (2 through 89) in 9 colors — \$.20 each	
				Black deluxe numbers	
				White deluxe numbers	
				Blue deluxe numbers	
				Navy Blue deluxe numbers	
				Green deluxe numbers	
				Purple deluxe numbers	
				Red deluxe numbers	
				Brown deluxe numbers	
				Gold deluxe numbers	
				5 color paint pallets (\$.20 ea.)	
				Paint brushes (\$.15 ea.)	
				Bags of 22 green deluxe bases and 2 green deluxe quarterback bases (\$.200 per bag)	
				Green deluxe bases (\$.20 ea.)	
				Green deluxe quarterback bases (\$.20 ea.)	
				TOTAL	

WRITE TOTAL OF PLAYER AND PARTS ORDER FORMS IN
"GRAND TOTAL" SPACE ON OTHER SIDE OF THIS PAGE.

IMPORTANT: Be sure to list Model Number of game when ordering replacement parts.
USE THIS FORM FOR ORDERING ADDITIONAL PARTS
 and mail to:

Tudor Metal Products Corp., 176 Johnson St., Brooklyn, N. Y. 11201

Check Below	WHAT DO YOU WANT? (Please check)	How Many Do You Want?	Each One Will Cost You	Multiply 3rd and 4th Column to Get Total Cost
Yellow	White (Standard Type) Guards		\$.25	
Yellow	White (Standard Type) Tackles		.25	
Yellow	White (Standard Type) Ends		.25	
Yellow	White (Standard Type) Offensive Backs		.25	
Yellow	White (Standard Type) Defensive Backs		.25	
Yellow	White Team (11 figures and bases)		1.75	
	White Team (11 figures and bases)		1.75	
Yellow	White Quarterback running base		.20	
Yellow	White Deluxe Guards		.20	
Yellow	White Deluxe Tackles		.20	
Yellow	White Deluxe Ends		.20	
Yellow	White Deluxe Offensive Backs		.20	
Yellow	White Deluxe Defensive Backs		.20	
NOTE: Standard Type figures come with bases attached. Bases for deluxe figures must be ordered separately.				
	Bag of 11 Yellow Deluxe Figures		1.00	
	Bag of 11 White Deluxe Figures		1.00	
	Bag of 22 Green Deluxe Bases and 2 Green Deluxe Quarterback bases		2.00	
	Green Deluxe bases		.20	
	Green Deluxe quarterback bases		.20	
	White quarterback bases with kicking legs		.25	
	Ball Markers		.20	
	10 yd. markers		.20	
	Goal Posts		.15	
	Goal Line Flags — 4 per set		.15/set	
	"Minute" Wheels		.20	
	"Second" Wheels		.20	
	Speed Control Knobs		.15	
	Scoring Knobs — 6 per set		.25/set	
	Complete Sprue of Accessory pieces		1.75	
	Marker Magnets		.15	
	#500 Grandstand		1.25	
	#610 Grandstand		1.50	
	Set of Black Numbers (#"500")		.15	
	Colored Numbers (#2 to #89) Color?		.20	
	4 Color paint pallet		.15	
	5 Color paint pallet		.20	
	Paint Brush		.15	
	Strip of 6 felt footballs and 1 timer washer		.20	
	Rule Book		.15	
On All Orders Less Than \$1.00 Add \$25 for Postage Handling.			TOTAL	

Make sure you have enclosed check or

money order for **→ GRAND TOTAL**

No C.O.D. Orders — No Stamps — Thank You.

Please Print or Write Your Name and Address Plainly

NAME

FIRST

MIDDLE INITIAL

LAST

STREET ADDRESS

RURAL ROUTE

RURAL BOX NO.

POST OFFICE (Town)

STATE

P.O. BOX NO.

ZIP CODE

→ ADD THESE AMOUNTS TO GET TOTAL ←