

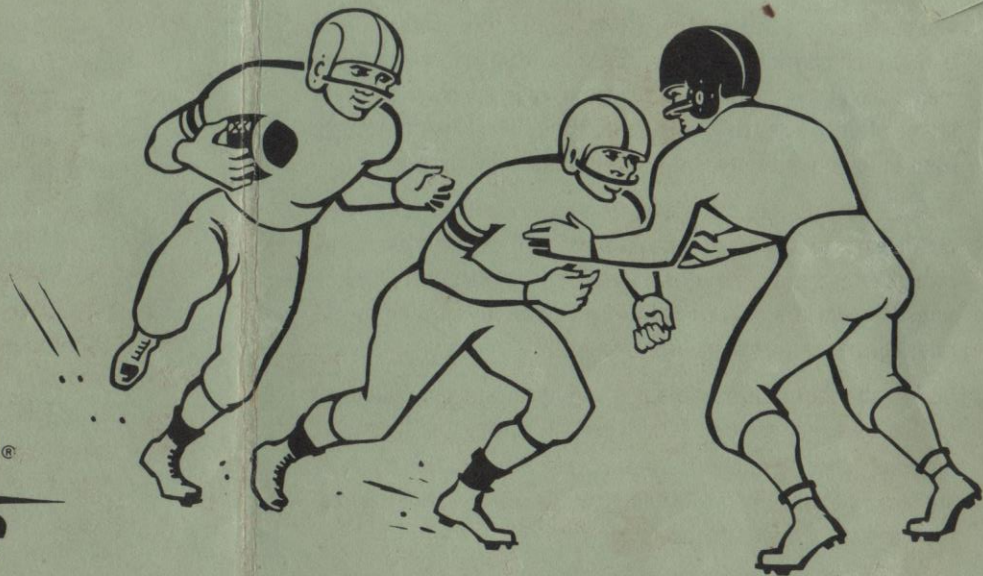
OFFICIAL RULES
FOR



Tru • action

Electric

football game



INTRODUCTION

The basic feature of the Tudor Tru-Action 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.

EQUIPMENT

24 — Bases (#500)	\$.10 ea.
Bag of 24 Bases	1.25
5 — Yellow Lineman	.15 ea.
2 — Yellow Ends	.15 ea.
2 — Yellow Defensive Backs	.15 ea.
2 — Yellow Offensive Backs	.15 ea.
Bag of Full Yellow Team (#500)	1.00
5 — White Lineman	.15 ea.
2 — White Ends	.15 ea.
2 — White Defensive Backs	.15 ea.
2 — White Offensive Backs	.15 ea.
Bag of Full White Team	1.00
1 — Yellow Kicker-Passer	.35
1 — White Kicker-Passer	.35
1 — Strip of 6 Felt Footballs	.10
1 — Ball Marker	.10
1 — 10 Yard and Down Marker	.25
2 — Goal Posts	.10 ea.
1 — Set of Black Numbers	.10
1 — Rule Book (#500)	.10
1 — Electric Game Board (#500)	3.00

PREPARING TO PLAY THE GAME

Assembling Figures to Bases

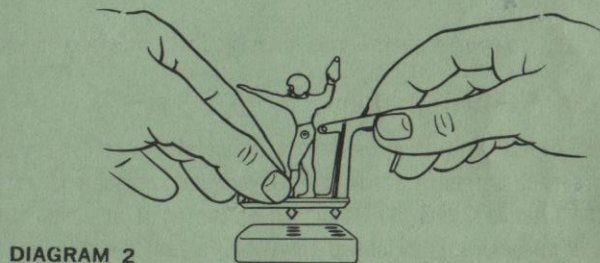
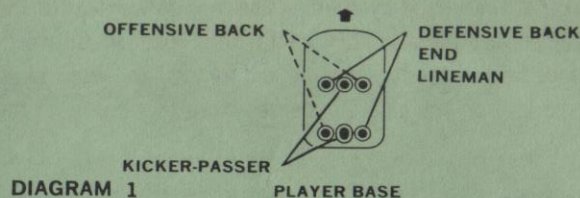
Follow diagrams 1, 2 and 3 when assembling your figures to their green bases. Be sure to match the player snap-in pins to the appropriate holes.

Extra care must be taken when assembling the Kicker-Passer to the base, in order not to disturb the action of the Kicking leg. After placing the base on some flat surface, grasp the Kicker-Passer by the handle and position the snap in pins in their correct mounting holes. With the forefinger and thumb of the other hand, press down on the platform until the pins snap into place. **DON'T PUSH THE FIGURE INTO THE BASE BY HOLDING THE FIGURE ITSELF.**

IMPORTANT: When assembling other players, snap in rear feet first. Holding figure body in one hand and rear foot in other snap rear foot into base by applying a constant downward pressure to the foot. Then rock figure forward until front foot snaps into place.

Player Bases

On the underside of each base you will note backward slanted "legs" which impart forward motion to the base. These "legs" have been set at the factory but the speed of your player may be



decreased or increased by slanting the legs forward or to the rear. The players will also stand still if the "legs" are set vertically, fade back if the legs are slanted forward and move in an arc if the legs on one side are slanted more than those on the other side.

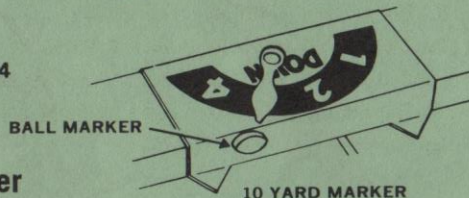
Goalposts

Place the goalposts on the goal lines in their provided holes.

10-Yard Down Marker

Attach the 10-yard down marker to either of the side frames. Before each series of downs the 10-yard marker point closest to the offense's goal line is placed at the point at which the first down begins. It is moved only when a first down is made or when the teams exchange possession of the ball.

DIAGRAM 4



Ball Marker

The magnetic ball marker is used to mark the line of scrimmage and should be placed on the game frame or 10-yard marker as shown in diagram 4.

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 gameboard.

THE PLAYERS

Kicker-Passer

Your kicker-passer is the triple threat quarterback of your offensive team. He may kick, pass or run depending on the strategy of the play.

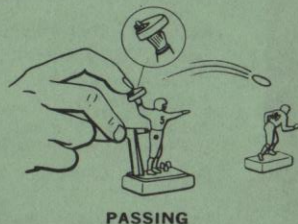
To kick: — (See diagram 5) pull the kicking leg back until it snaps behind the "tee". Place a ball in the tee (high for a short high kick, and low for a long low kick). Then, holding the handle between the thumb and middle finger, pull the hand back with the forefinger until the kicking leg releases.



DIAGRAM 5

To Pass: — Slide the split felt ball on the passing hand with the split toward the rear. (See Diagram 6). 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 6



Lineman .

These crouching figures are made to closely duplicate the type of blocking and tackling action of real football. Diagram 7 shows how your linemen may carry the ball.

End

These figures are molded in an upright, sprinting position so that they may be easily distinguished from the crouching linemen during pass plays. Your end holds the ball as shown in diagram 7.

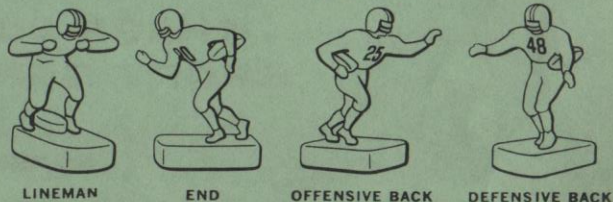
Offensive Back

Your offensive backs are made primarily for running with the

ball and stiff arming opposing tacklers, but will also perform excellently on the defense. (See diagram 7).

Defensive Back

The defensive back's stance makes him ideally suited for defending against passes and stopping opposing ball carriers. He may also carry the ball as shown by diagram 7.



Identification

DIAGRAM 7

You have been provided with self-sticking decals with which to number your players. There are enough numbers (plus extras) to give you a choice in selecting a back number for each lineman figure and front and back numbers for the remaining figures. Below is the numbering system used by most college and professional teams:

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



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This thrilling game enables you to pitch strikes and balls, hit line drives, long flies, or bunts. You make put-outs as players from the opposing team run around the bases. \$7.00

No. 500—TUDOR TRU-ACTION® ELECTRIC FOOTBALL

Enjoy all the excitement of the gridiron as you make strategic formations of "Sculpt-action" 3-dimensional players who run, block, tackle, throw passes, fumble and even kick the ball. Included are linemen, ends, offensive backs, defensive backs and a "Kicker-Passer" on each team. \$7.00

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No. 530

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No. 500



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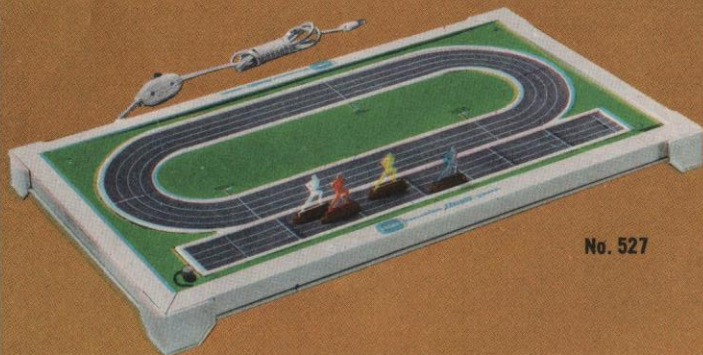


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SPORTS CLASSIC

Electric
FOOTBALL

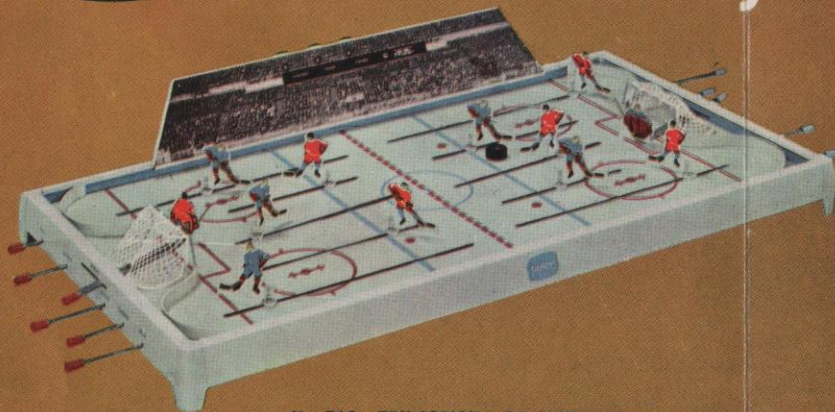
No. 600—TUDOR CLASSIC ELECTRIC FOOTBALL

Every football fan is sure to get a great kick out of playing this game which features 3-dimensional "Sculpt-action" players—34 of them! You can now set-up actual offensive and defensive formations with players who run, block, tackle, pass and kick as never before. A "Kicker-Passer" for each team actually kicks with his foot and passes with his arm! Included is a coloring set plus numbers, yardage, ball and down markers — even a 10-yd. field chain for "close ones"! \$16.00

tudor®

Tru-action® deluxe

hockey



No. 710—TRU-ACTION® DE LUXE HOCKEY

Playing this game is better than watching professional hockey—and twice as exciting. You and your opponent control all the players on each team. You send your men flashing all over the rink to steal, pass and shoot the puck. Goalie comes out of the net to make dramatic "saves" and down rink passes. Exclusive "Synchro-Drive" gears provide instant response making this game a real test of skill for all ages. Realistic players insert easily. Deep rink keeps puck on the ice and in play at all times. \$16.00

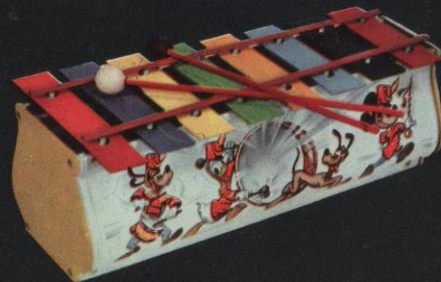
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Referee

If there is a referee, he should handle the 10-yard and ball markers, operate the starting switch, 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.

Tackle

DEFINITIONS

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, ob-

tains 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

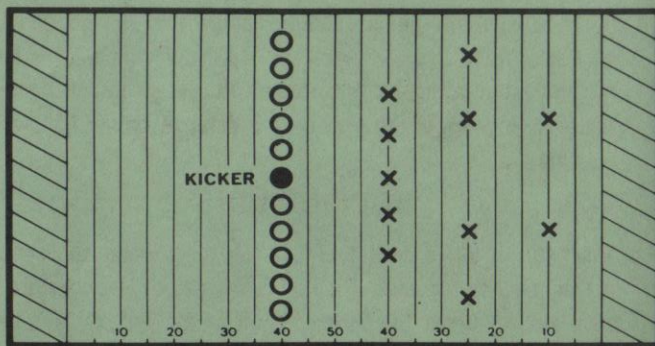
A touchback occurs when the ball is kicked into the opponent's end-zone or when a pass is intercepted by a defensive player in his own end-zone and he does not choose to run the ball out. The defense then puts the ball into play at the center of the field on the twenty yard line.

PLAYING TRU-ACTION FOOTBALL

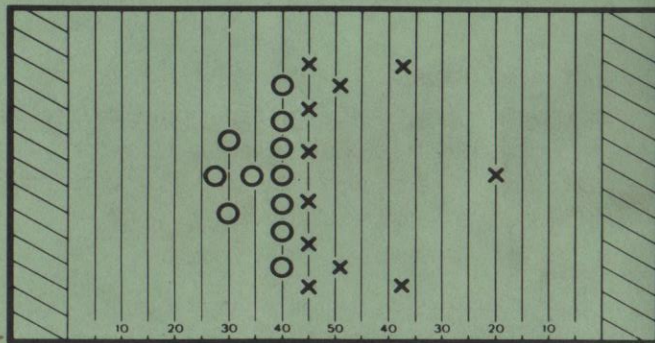
Kick-Off

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 8. 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. A ball which is kicked out of bounds is considered dead at the yard-line at which it crossed the side-line. The ball is then put into play, first and ten, on that yardline at the inbounds mark closest to the side of the field where the ball went out of bounds.



SUGGESTED LINE-UP FOR KICK-OFF



"T" FORMATION OFFENSE AND DEFENSE

DIAGRAM 8

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 the length 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 15).

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 backfield formation, such as "T", single wing, double wing, etc. (See diagram 8).
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 in the kicker-passer's 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 kicker-passer during play he must attempt to pass. The kicker-passer 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 kicker-passer 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 three-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 kicker-passer within 20 yards of the line of scrimmage. The ball is placed in 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.

Ineligible Receivers

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

PENALTIES

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.

RULES FOR ADVANCED PLAY

As you become more expert at playing the game there are a number of alternate rules you can follow to make play more difficult.

Play from Scrimmage

Offensive and defensive teams are lined up as in play from scrimmage. A card (long enough to extend past either end of the scrimmage line and high enough to hide each team from its opponent's view) is held vertically between the two lines. The offense selects his ball carrier, or kicker-passer, and points his players for running and blocking while the defense directs his team for the charge. The card is lifted, the switch is turned on and play begins. This method gives maximum surprise to both teams, keeping strategies secret until the ball is "snapped".

Forward Pass or Pitch Out

When the ball hits a receiver, the ball is placed under the receiver's arm. Before the switch is turned on, the offense has three seconds in which to point his man in any direction he wishes. The play is then continued as any running play.

Require pass to hit player on the fly for a completion.

Require pass to be thrown while the switch is on.

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	Set of Black Numbers		.10	
	Rule Book (#500)		.10	
	Electric Game Board (#500)		3.00	

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