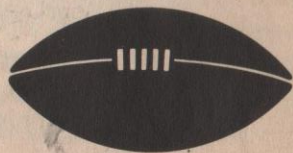


*Official Rules*



***SPORTS CLASSIC***

***Electric***®

**FOOTBALL**

Dear Sport Fans:

We are pleased that you have taken us into your home. We know that this game, as well as our other games, will provide many hours — even years of fun and entertainment for you and your friends.

We have done many things to make this come true. We retain a panel of sports experts and one of the leading industrial design firms in the country to help us design games that will recreate the excitement and action of the actual sport event. Our products are sturdily constructed and are inspected before they leave our Plant. We maintain a complete stock of spare parts so that if any of the elements of the game are lost or damaged, they can be readily replaced. For your convenience, a parts list and order form is included in each rule book.

If you have any suggestions for improving any of our games, please let us hear from you. In the meantime, here's hoping you have many hours of enjoyment playing this one.

TUDOR METAL PRODUCTS CORPORATION



## INTRODUCTION

The basic feature of the Tudor Sports Classic Electric Football Game is that each player has at his command a team of seventeen 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

### 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

DIAGRAM 1

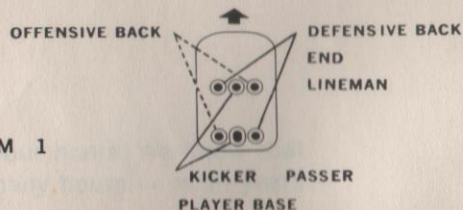


DIAGRAM 2

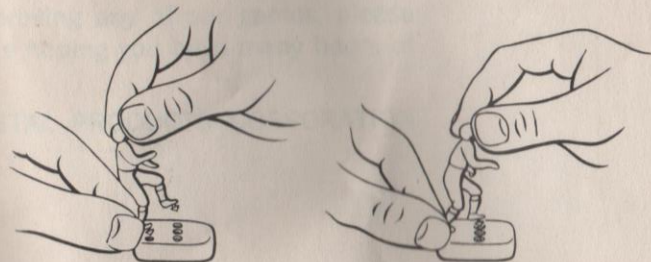


DIAGRAM 3



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 for professional games and at the back of the end zones for college games.

## Grandstand

To secure the grandstand, place the curled portions of the grandstand mounting clips into the slot in the inside of the game frame, aligning clips with indentations provided on the outside of the frame. Pull the grandstand back until the back portion of the clips snap into the indentations (diagram 4). Place the scoring discs at zero and the quarter and down discs at one. To remove the grandstand push the top edge toward the gameboard until the mounting clips release.

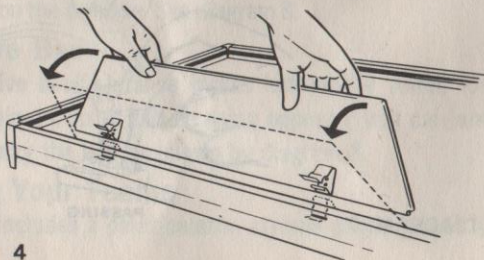


DIAGRAM 4

## 10-Yard Marker (See diagram 5)

Snap the 10-yard marker onto the side line rail opposite the grandstand. Remove the slide from the side of the plastic "chain" and snap into place by pushing it up over the chain. Place the plastic "chain" into the holes provided in the 10-yard marker. The 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 with the chain in place. Do not move the 10-yard marker. Move the chain 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. Before each series of downs, the 10-yard marker arrow 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.

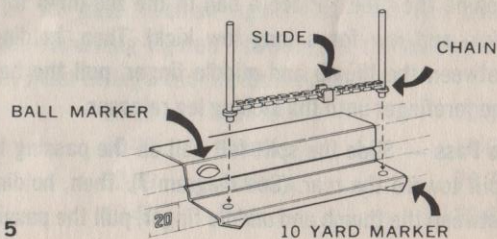


DIAGRAM 5

## 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 5.

## 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 6) 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.

**To Pass** — Slide the split felt ball on the passing hand with the split toward the rear. (See diagram 7). 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.

### Lineman

These crouching figures are made to closely duplicate the type of blocking and tackling action of real football. You have been provided with two extra figures which may act as defensive ends for a complete seven man defensive line. Diagram 8 shows how your linemen may carry the ball.



DIAGRAM 6

KICKING

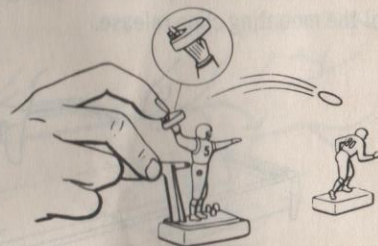


DIAGRAM 7

PASSING





LINEMAN



END



OFFENSIVE BACK



DEFENSIVE BACK

## DIAGRAM 8 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 extra end figure may be used as an offensive back. It is suggested that these figures be used as halfbacks and safetymen on defense. Your end holds the ball as shown in diagram 8.

## 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 8.

## 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 8.

## Painting Your Teams

This game includes a paint palette, styrene painting fluid and a

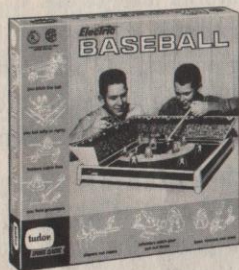
brush with which you may paint your favorite team colors. You will find painting easier if you assemble your players to their bases first. If, during the painting process, any paint runs on the base, it may easily be wiped off with a dry tissue after the paint has dried. The paint will not adhere to the polyethylene bases.

Stir brushfuls of painting fluid on selected paint pellet, keeping pellet well dissolved while applying to player. Dip brush into fluid, then onto pellet with each application. Should a light crust form on the brush during painting, clean the brush and continue. When changing colors, wipe old color from brush with tissue, immerse brush in fluid quickly, and wipe again.

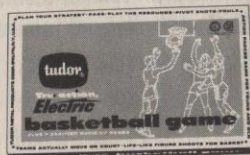
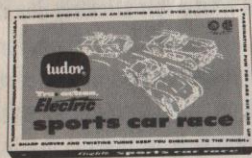
## Identification

You have been provided with black and white self-sticking decals with which to number your players, after painting. 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. 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
Full Backs	30-39	Tackles	70-79
Right Halfbacks	40-49	Ends	80-89



## NOW ENJOY ALL THESE TUDOR SPORT GAMES



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(These games pictured at right)

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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

### No. 530—TUDOR TRU-ACTION® SPORTS CAR RACE

Great fun for youngsters and grown-ups alike! The colorful cross-country rally course is full of tricky roads, hairpin turns and hazardous cut-offs which make it impossible to pick the winner of any race in advance. \$7.00

### No. 575—TUDOR TRU-ACTION® BASKETBALL

Here's action galore! You control the teams as they move up and down court to pass, "dribble" and steal the ball. You manipulate the life-like figure shooting for baskets. Really 8 games in one—electric basketball plus 7 warm-up games. \$7.00





No. 550

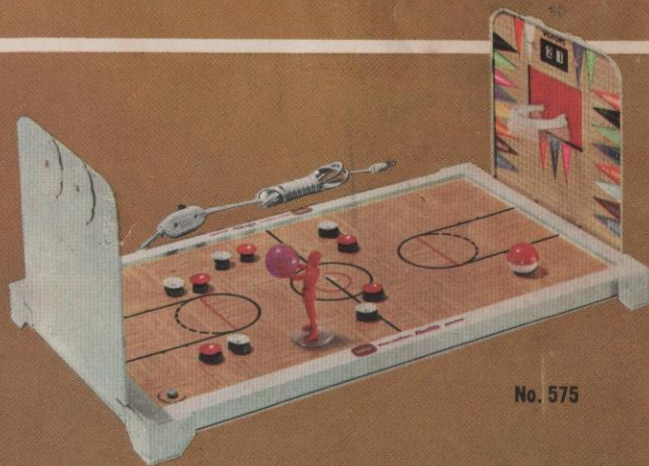


No. 530

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No. 500



No. 575



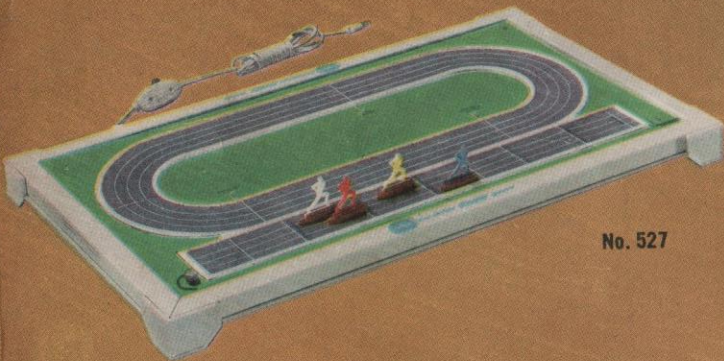


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**No. 526—TUDOR TRU-ACTION® ELECTRIC HARNESS RACE**  
Everybody loves the "trotters" and with this game you share the exciting thrills of the track itself—right down to the finish line! Here, too, the winner is always unpredictable, **never** a sure thing! \$7.00

**No. 527—TUDOR TRU-ACTION® ELECTRIC TRACK MEET**  
Terrific family fun with this gripping game of six different track events run on two separate tracks. Nobody can guess who will win any of the hurdle races, the 100-yard dash, or the 220, 440 and mile runs! \$7.00

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"They're off!" and four free-running horses jockey for position, hug the rail, run wide, break through. Don't try betting on a "sure thing" because it's impossible to predict the winner. \$7.00



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SPORTS CLASSIC

*Electric*  
**BASEBALL****No. 650—TUDOR CLASSIC ELECTRIC BASEBALL**

Tops every baseball game for realism because it actually duplicates every diamond play, following regular baseball rules! With the exclusive "Pitcher-Fielder" you throw curves, fast balls, slow balls, and strike outs. You field grounders, make put-out throws and snappy double plays. You actually bat the ball lefty or righty, outfielders catch flies, and life-like action figures run bases and steal. Big league in every respect! \$16.00

tudor®

SPORTS CLASSIC

*Electric*  
**FOOTBALL****No. 800—TUDOR CLASSIC ELECTRIC FOOTBALL**

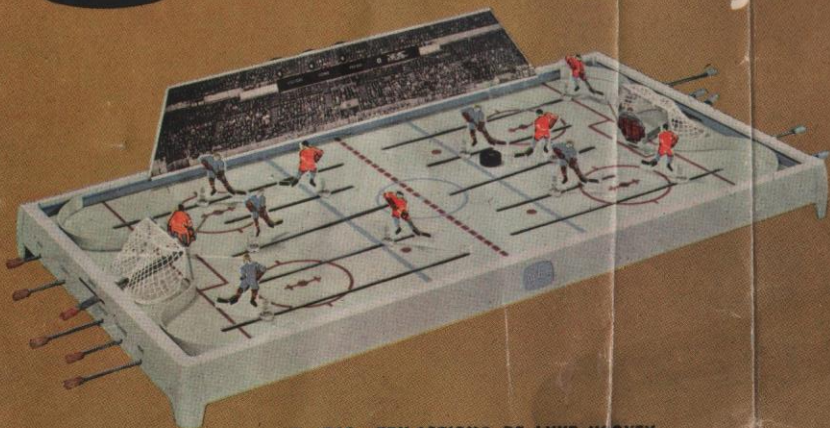
Every football fan is sure to get a great kick out of playing this game which features 3-dimensional "Sculpt-action" players—34 of them! You can now set-up actual offensive and defensive formations with players who run, block, tackle, pass and kick as never before. A "Kicker-Passer" for each team actually 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

**TUDOR METAL PRODUCTS CORP.**  
200 FIFTH AVENUE, NEW YORK 10, N. Y.

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**No. 135  
DISNEY  
CHARACTER  
XYLOPHONE**  
Nice tone and  
nice looking.  
8 notes. \$3.00



**No. 155  
DISNEYLAND  
CONCERT GRAND**  
Beautiful Baroque  
Design with  
music stand.  
12 mellow notes.  
\$5.00



## **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.

## **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 moves over a side line, he is considered out of bounds and play stops. Play is resumed on the next down at the inbounds mark on the yard line where the player 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 it 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 opponents 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 SPORTS CLASSIC 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.

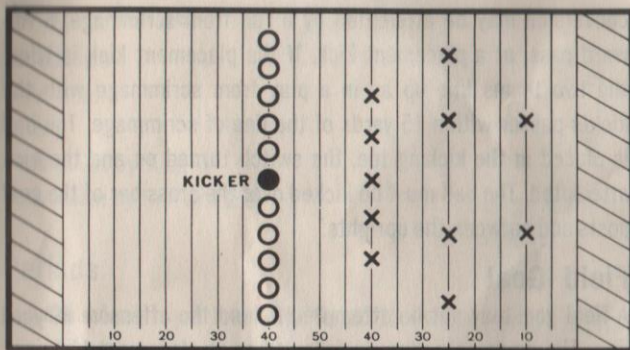
To begin the game — the two opponents toss a coin to decide who will kick off and to establish choice of team color and goal. The figures are lined up for play as shown by diagram 9. The kicker is placed on the kick-off mark on the 40-yard line. Depending on the direction of the kicker, the ball may 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 yardline at which it crossed the sideline. 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.

### Play from Scrimmage

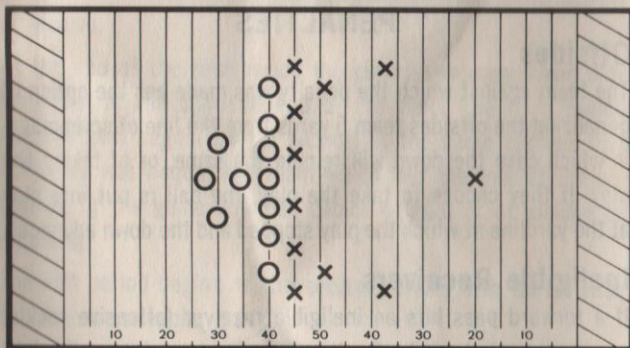
To determine the scrimmage line, the position of the ball should be considered the forward point of the base of the ball carrier on the previous play. On plays from scrimmage, the offensive and defensive lines must be at least half the length of a base apart, equal distance from the line of scrimmage. 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 16). 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 9).
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.





SUGGESTED LINE-UP FOR KICK-OFF



"T" FORMATION OFFENSE AND DEFENSE

DIAGRAM 9

## 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 20 yards from the line of scrimmage or the ball is downed at the 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 a player, 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 intercepted, the switch is turned on and play continues with that man as ball carrier.

## Pitch-out

To execute a pitch-out 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 15 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.

## PENALTIES

### 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 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 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 place his receiver back on the same spot at which the pass or pitch out was caught and to point his man in any direction he wishes. The play is then continued as any running play.

Require pass to be thrown while the switch is on.  
Require pass to hit player on the fly for a completion.

## Interception

When the ball is intercepted, the switch is given to the new defensive team. The ball is placed under the arm of the interceptor and the procedure for advanced play under **Forward Pass** or **Pitch Out** is followed.

## Conversion or Field Goal

When play starts, the offense must be holding the ball with one hand, at least two inches from the kicking tee, and with the other hand holding the kicker-passer, in position, kicking leg cocked, within 15 yards of the line of scrimmage. The offense must then insert the ball in the tee and make his kick before the oncoming tacklers are close enough to block it. The offense may not move his kicker-passer after the switch is turned on.

## EQUIPMENT

### Replacement Cost

34-Bases (#600) .....	.10 ea.
Bag of 34 Bases (#600) .....	1.75
7-Yellow Lineman .....	.15 ea.
3-Yellow Ends .....	.15 ea.
3-Yellow Defensive Backs .....	.15 ea.
3-Yellow Offensive Backs .....	.15 ea.
Bag of full #600 Yellow Team .....	1.25
7-White Lineman .....	.15 ea.
3-White Ends .....	.15 ea.
3-White Defensive Backs .....	.15 ea.
3-White Offensive Backs .....	.15 ea.
Bag of full #600 White Team .....	1.25
1-Yellow Kicker and Passer .....	.35
1-White Kicker and Passer .....	.35
2-Strips of 6 Felt Footballs .....	.10 ea.
2-Goal Posts .....	.10 ea.
1-Ball Marker .....	.10
1-10 Yard Marker .....	.30
1-Chain .....	.10
1-Set of Black Numbers .....	.10
1-Set of White Numbers .....	.10
1-Paint Pallet .....	.30
1-Bottle of Paint Solvent .....	.20
1-Paint Brush .....	.10
1-Grandstand .....	1.25
1-Rule Book (#600) .....	.10
1-Electric Game Board (#600) .....	8.00



# USE THIS FORM FOR ORDERING ADDITIONAL PARTS

and mail to:

Tudor Metal Products Corporation, 176 Johnson St., Brooklyn 1, N. Y.

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
	Bases (#600)		.10 ea.	
	Bag of 34 Bases (#600)		1.75	
	Yellow Lineman		.15 ea.	
	Yellow Ends		.15 ea.	
	Yellow Defensive Backs		.15 ea.	
	Yellow Offensive Backs		.15 ea.	
	Bag of full #600 Yellow Team		1.25	
	White Lineman		.15 ea.	
	White Ends		.15 ea.	
	White Defensive Backs		.15 ea.	
	White Offensive Backs		.15 ea.	
	Bag of full #600 White Team		1.25	
	Yellow Kicker and Passer		.35	
	White Kicker and Passer		.35	
	Strips of 6 Felt Footballs		.10 ea.	
	Goal Posts		.10 ea.	
	Ball Marker		.10	
	10 Yard Marker		.30	
	Chain		.10	
	Set of Black Numbers		.10	
	Set of White Numbers		.10	
	Paint Pallet		.30	
	Bottle of Paint Solvent		.20	
	Paint Brush		.10	
	Grandstand		1.25	
	Rule Book (#600)		.10	
	Electric Game Board (#600)		8.00	

→ ADD THESE AMOUNTS TO GET TOTAL ←

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