

ELECTRIC FOOTBALL™

OFFICIAL RULES



Makers Of Sporting Events

CAUTION-ELECTRIC TOY

NOT RECOMMENDED FOR CHILDREN UNDER
8½ YEARS OF AGE. AS WITH ALL ELECTRIC
PRODUCTS, PRECAUTIONS SHOULD BE OB-
SERVED DURING HANDLING AND USE TO
PREVENT ELECTRIC SHOCK.

110V • 600W • 60 C/S • AC ONLY

INTRODUCTION

Welcome to Tudors world of Electric Football!

No matter which one of Tudors Electric Football Games you've purchased, Electric Football, NFL Electric Football, or NFL Superbowl Electric Football, you'll enjoy hours of clean fun, excitement and realistic football action.

The basic idea of all Tudor Electric Football Games is that you and your opponent each coach a team of eleven field players and one Triple Threat Quarterback that kicks, passes and runs. You and your opponent call all the plays and set up the offensive and defensive formations. The skill and strategy each of you use in directing the teams will help determine the winner.

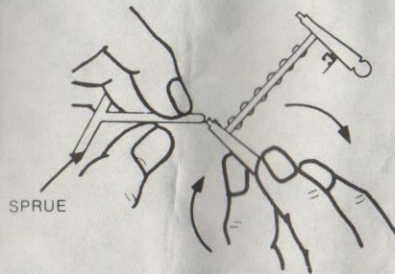
Begin by reading the Official Rules Booklet thoroughly. It will guide you through assembling and setting up your game, and it will also give you a better understanding of America's favorite sport—pro football.

There are some basic differences between the games; Electric Football uses Regular Player Bases, non-painted players and includes a scoreboard pad. NFL Electric Football provides Total Team Control Bases, pre-painted NFL Teams and scoreboards. NFL Super Bowl Electric Football has a larger playing field than the other two games. These and other features are discussed in detail in this booklet.

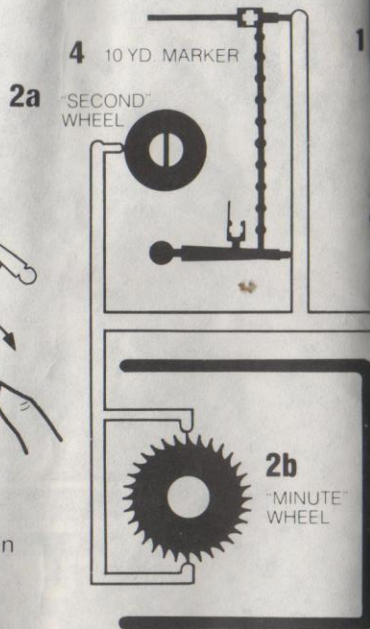
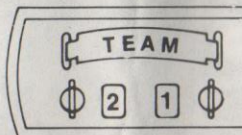
Parents, as with all electric products, it is recommended that you periodically examine the cord set for a potential hazard. Repair or replace if necessary.

PARTS IDENTIFICATION AND

To remove regular bases and parts from sprue, twist part in same direction several times while pulling away from sprues—or cut with scissors.

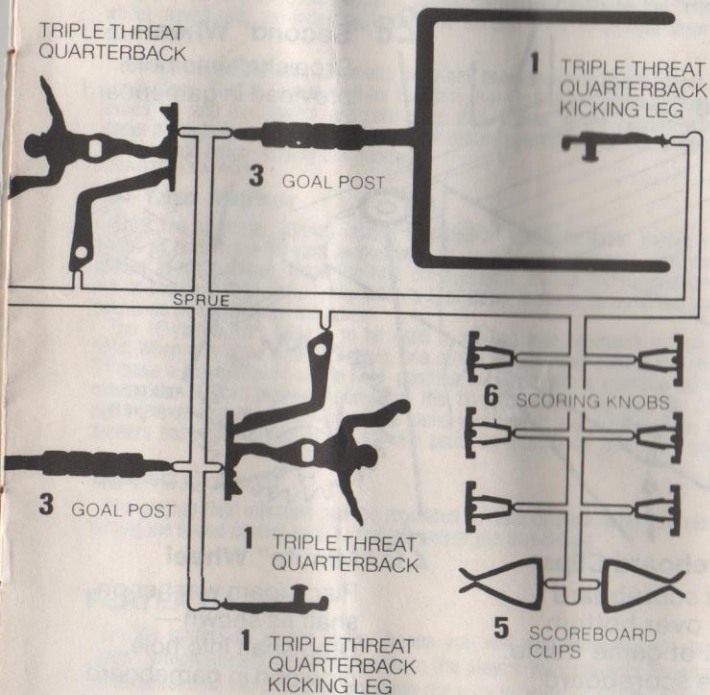


Make your own Team Name Strip. Cut out shape as shown to fit into slots provided.



NOTE: YOUR SPRUE MAY HAVE A

EASY ASSEMBLY INSTRUCTIONS



DIFFERENT SHAPE BUT ALL NECESSARY PARTS ARE AS SHOWN.

ASSEMBLE EACH PART BY THE NUMBERS



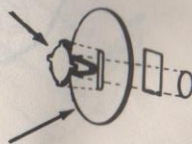
Slide all figures onto bases as shown below:

1 Triple Threat 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.



6 Scoring Disk Assembly



SCORING DISK

Punch out all cutouts and Score Disks in the Scoreboard *except* the team name slots. Assemble each Knob and Scoring Disk by pushing Knob through slot in back of Disk—then pushing Knob through round hole in back of Scoreboard.

Rotate 90° and slide on "Chain"

CUT HERE

SLIDE

MAGNET

Keep track of downs, score, players, date and place game played. Game can be timed by having 15 plays per Quarter by entering the down number in the squares provided before each play.

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.

Place in
center end-
zone hole

Drop shaft into hole
provided in gameboard

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

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

FOAM FOOTBALLS

FOAM
WASHER

SHAFT

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 down. 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 straight down the quarter ends.

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.

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 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.

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.

PLAYER BASES

On the underside of the player bases 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.

Regular (Straight Running) Bases (Standard with Tudor Electric Football)

These bases are molded with the legs preset in a position which will cause the players to move in a forward direction only. There is no assembly required for these bases.

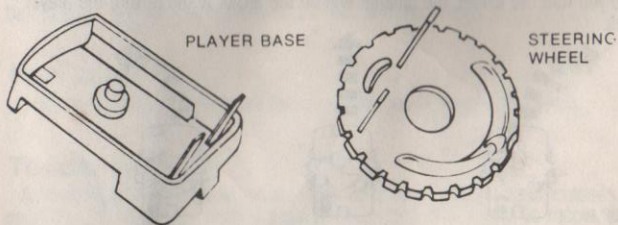
If you would like to order the player bases not in your game please use the order form on the last page.

Total Team Control (TTC)TM Bases (Standard with NFL and Super Bowl Electric Football)

These bases have two parts. A player base with a set of legs molded in the rear and a steering wheel with the front legs molded in which it lets you control the movement of every offensive and defensive player. With it you can actually plan and execute strategy by making each player do what you want on each play. The side control "steering wheel" lets you pre-set each player to move in the direction you want. The degree of turn is determined by the amount the wheel is turned.

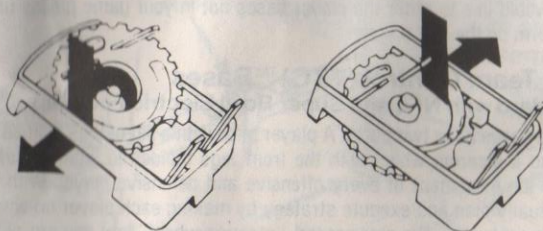
To Assemble TTC Bases

Follow the diagram and simply insert or snap the wheel into the player base. To have the wheel in the basic or start position, make sure the two legs on the wheel are forward. From this position you can test the various movements for each player. (see direction adjustment on page 6.)



Assembly Diagram (TTC 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.



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 recommended procedure for the above is to first turn on the game setting the vibration on the low side causing the players to move in a smooth, even fashion. Next, taking one player at a time, place them on the goal line, between the hash marks, facing the other goal line and observe their movements.

To get a player to run straight pick him up every time he turns left or right and turn the steering wheel, very slightly, *opposite* to the direction he turned. Keep repeating this procedure until he can run from one goal line to the other without going out of bounds.

PLAYERS

Triple Threat Quarterback

Your Triple Threat 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 foam ball on tee, but do not put ball on tee too tightly, rather just barely holding the tee. Then, holding the handle between the thumb and middle finger, pull the hand back with the forefinger until the kicking leg releases.

NOTE: If you are using the Triple Threat Quarterback, move one of your offensive backs off the playing board.



To Pass: — (See diagram 2.) Slide the split ball on the passing hand with the split toward the rear. 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



Tackles, Guards, 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.

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

DIAGRAM 3



2-TACKLES

3-GUARDS

2-ENDS

2-OFFENSIVE
BACKS

2-DEFENSIVE
BACKS

You have been provided with self-sticking decals with which to number your players. 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	Guards	60-69
Running Backs	20-49	Tackles	70-79
Centers	50-59	Ends & Wide Receivers	80-89

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.

WAYS OF PLAYING ELECTRIC FOOTBALL

The standard way, (REGULAR), to play ELECTRIC FOOTBALL, is to have the direction in which the player will move the same as he is facing. Since the direction each player will run is known, the offense's strategy is to set up his line in such a manner, as to block for the back he chooses to run, after observing the defensive line up. The defense's strategy is to set up his players in such a way, after observing the set position of the offensive line and the variable positions of the backs, to be in a position to "tackle" the chosen ball carrier.

Another way, (PROFESSIONAL), uses all the running patterns made possible by the TTC bases. You can duplicate the actual play patterns of football more accurately, since the offense and defense can set each of their players to go in any direction they want. In this case, since there is no way of knowing how the opponent's players will move before the switch is turned on, a higher degree of ingenuity and anticipation is required to win.

Other ways to play the game can be created by combining the above two methods such as: seven line men and defense men running straight with the option of adjusting the running patterns of the four offensive and defensive backs. However, whichever method you decide on both teams must use them.

Referee

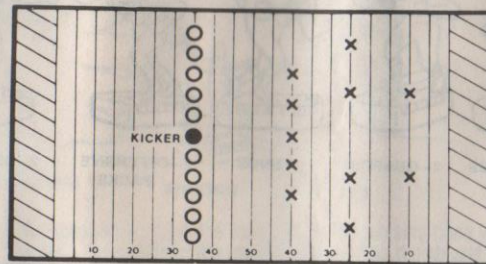
If there is a referee, he should handle the 10-yard marker, operate the starting switch, automatic timer, and handle any of the regular duties assigned to a referee in a real football game. If there is no referee, the man on the defense should handle the starting switch and timer.

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 touch-down. After the conversion attempt, the scoring team must kick off to the opponent.

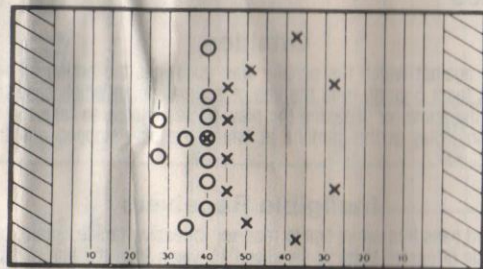
To begin the game—the two opponents toss a coin to decide who will kick off and to establish choice of team color and goal. The figures are lined up for play as shown by diagram 4. The kicker is placed on the kick-off mark on the 35 yard line. Depending on the direction of the kicker, the ball may be kicked to any part of the field. The figures 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.

DIAGRAM 4



SUGGESTED LINE-UP FOR KICKOFF

DIAGRAM 5



TYPICAL (PRO-SET) OFFENSE AND DEFENSE

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 10).

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

A. Regular Rules

Note: When using TTC bases all bases must be adjusted to run straight and left this way.

1. The offense is set up using a seven man line and any backfield formation, such as "T", single wing, double wing, pro-set (See diagram 5).
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 quarterback's hand or tee. Then, the offensive backs may be pointed in any direction.
6. The switch is turned on and the play develops.

B. Professional Rules

Note: You must have TTC bases to use this method of play.

1. The offense should set each players TTC base to run in the patterns of his choosing and then set his team up in the desired offensive formation.
2. The defense should set each players TTC base to run in the pattern of his choosing and then set his team up in the desired defensive formation.
3. The ball is placed under the selected ball carriers arm or on the quarterback's hand or tee. However, in this case, only the ball carrier may be pointed in a different direction.
4. The switch is turned on and the play develops.

To simplify and speed the game, it is a good idea to preset many of the player bases and assign each one to a specific player. This will enable you to set up plays quickly by moving each player into the position you want for a particular play.

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 intercepted, 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 teammate 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.

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 the choice of goal or of kicking or receiving.

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

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Complete set of 24 Total Team Control™ player bases \$ 3.50

Complete set of 24 Regular player bases 2.50

14 AFC authentic Quarterbacks 6.00

14 NFC authentic Quarterbacks 6.00

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