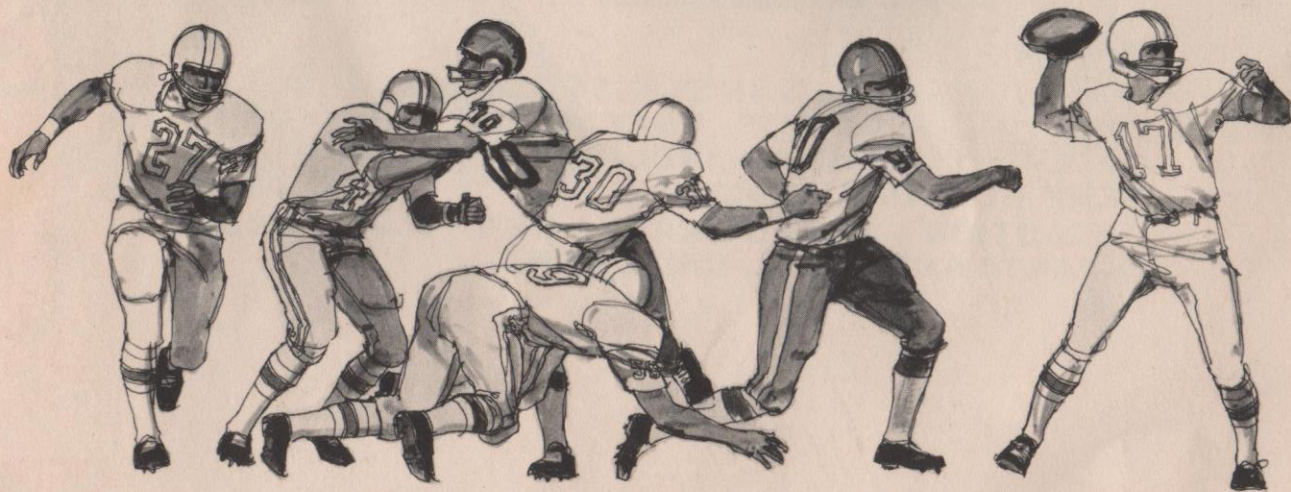


**OFFICIAL RULES
AND PLAYING INSTRUCTIONS**



**VIBRA-ACTION[®]
FOOTBALL**



INTRODUCTION

Munro Vibra-Action[®] Football has been designed to provide youngsters with the fun and excitement of real football in miniature. Each player gets to plan his own game strategy, set up offensive and defensive formations, kick, pass and receive the ball.

Munro Play-Action control introduces the latest innovation in electric vibration football. This exciting feature allows the player on offense to control his ball carrier's path and speed anywhere on the field. The opponent can direct his defensive back around or through the line to tackle the ball carrier. (Not included in all models.)

"CAUTION - THIS IS AN ELECTRIC TOY. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK."

"CAUTION - SMALL PARTS - KEEP AWAY FROM INFANTS AND SMALL CHILDREN."

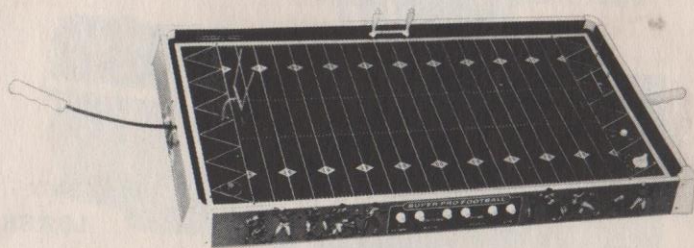
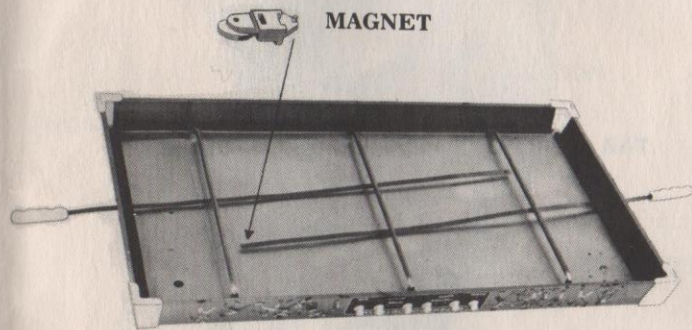
PICTORIAL ASSEMBLY INSTRUCTIONS

PLAY ACTION[®] CONTROL RODS

(Not included with all models.)

Insert rods through slots on each end of game, push magnet assemblies on end of rods as shown.

Gradually bend control rods slightly upwards (DO NOT kink) to assure magnet contact with under side of playing field when rod is in forward position.



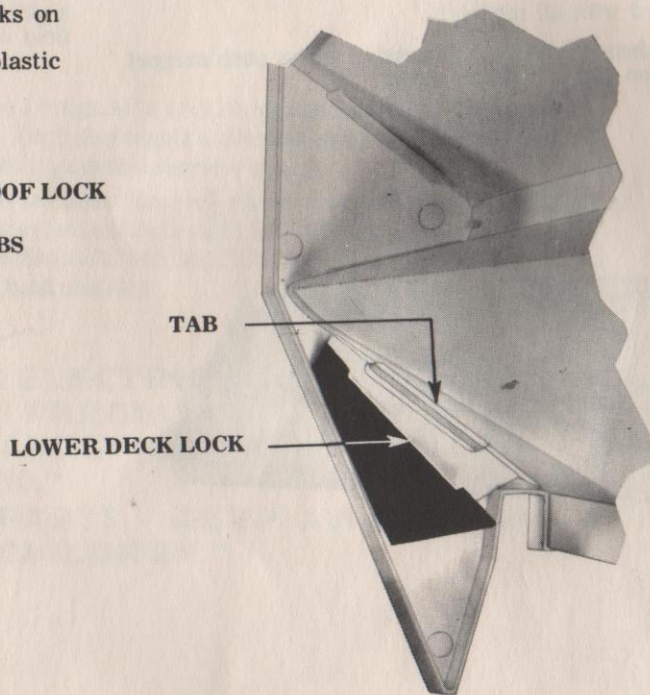
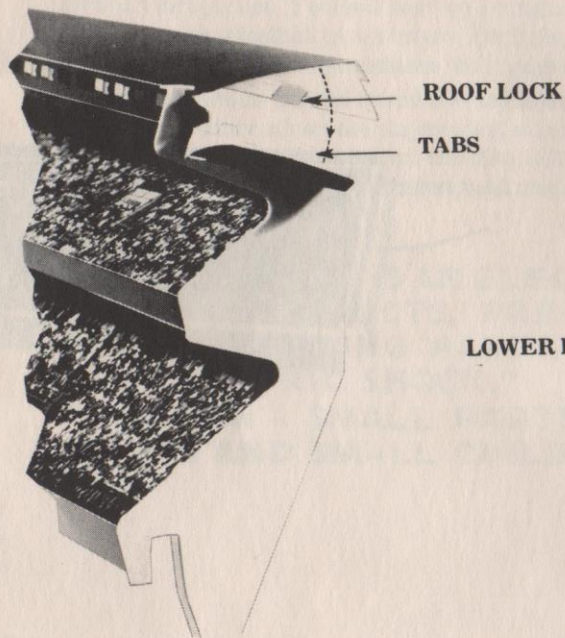
GRANDSTAND ASSEMBLY

Fold all scored lines back and all perforated lines forward until basic grandstand shape takes form.

Insert tabs on end caps into slots. Engage roof locks on back flap of roof.

Complete assembly of upper and lower decks into plastic end caps.

Lock grandstand in place by folding lower deck lock onto itself.



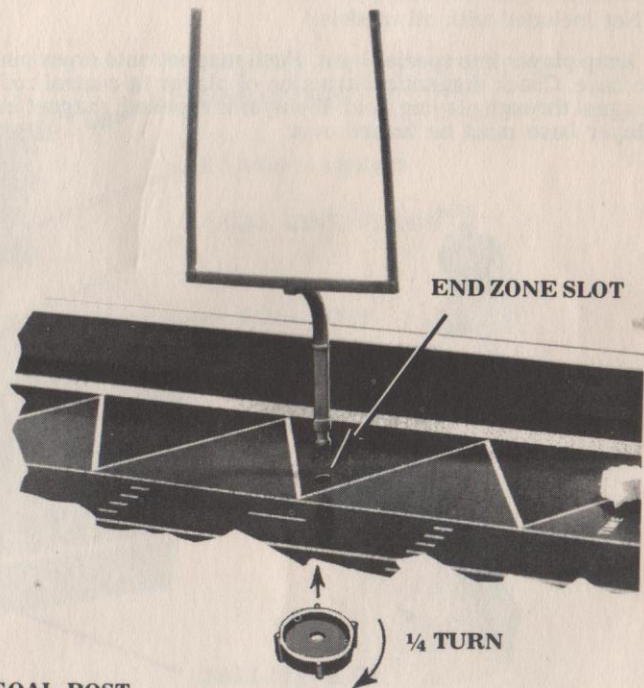
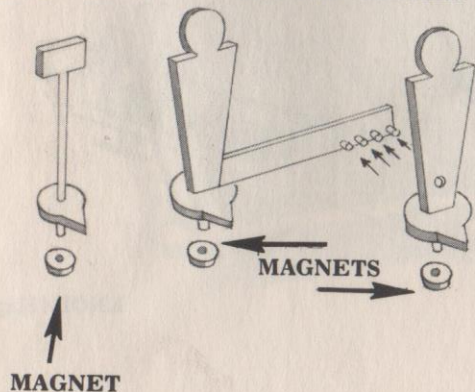
BALL MARKER AND 10 YARD MARKER

Press magnets onto pegs at base of ball marker and 10 yard marker. Check correct 10 yard span against 10 yard markings on field, then press marker onto proper pin.

SELECT PROPER PIN LOCATION

BALL MARKER

10 YARD MARKER



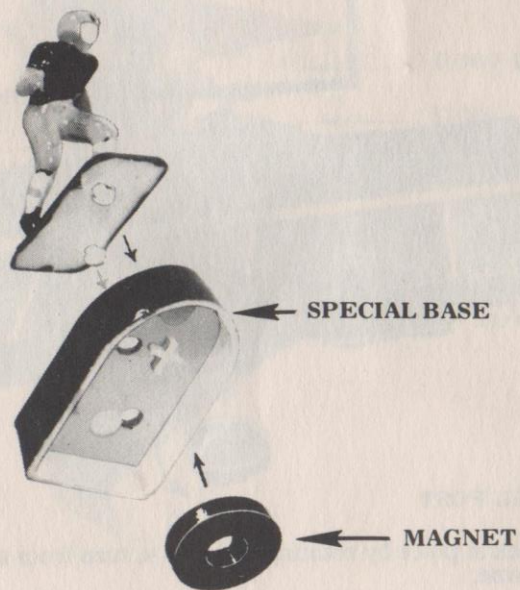
GOAL POST

Lock in place by rotating retainer $\frac{1}{4}$ turn from under side of game.

PLAY ACTION[®] CONTROL PLAYER

(Not included with all models.)

Snap player into special base. Push magnet onto cross pin on base. Check magnetic attraction of player to control rod magnet through playing field. If player is repelled, magnet in player base must be turned over.



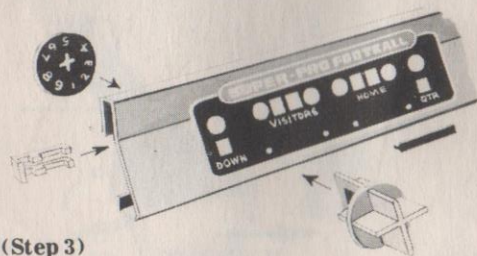
SCOREBOARD ASSEMBLY

- Step 1 - Push knob through round hole provided.
- Step 2 - Slip dial onto knob from underside of game.
(Proper dial must be selected to read correctly through square hole.)
- Step 3 - Snap retainer onto knob.

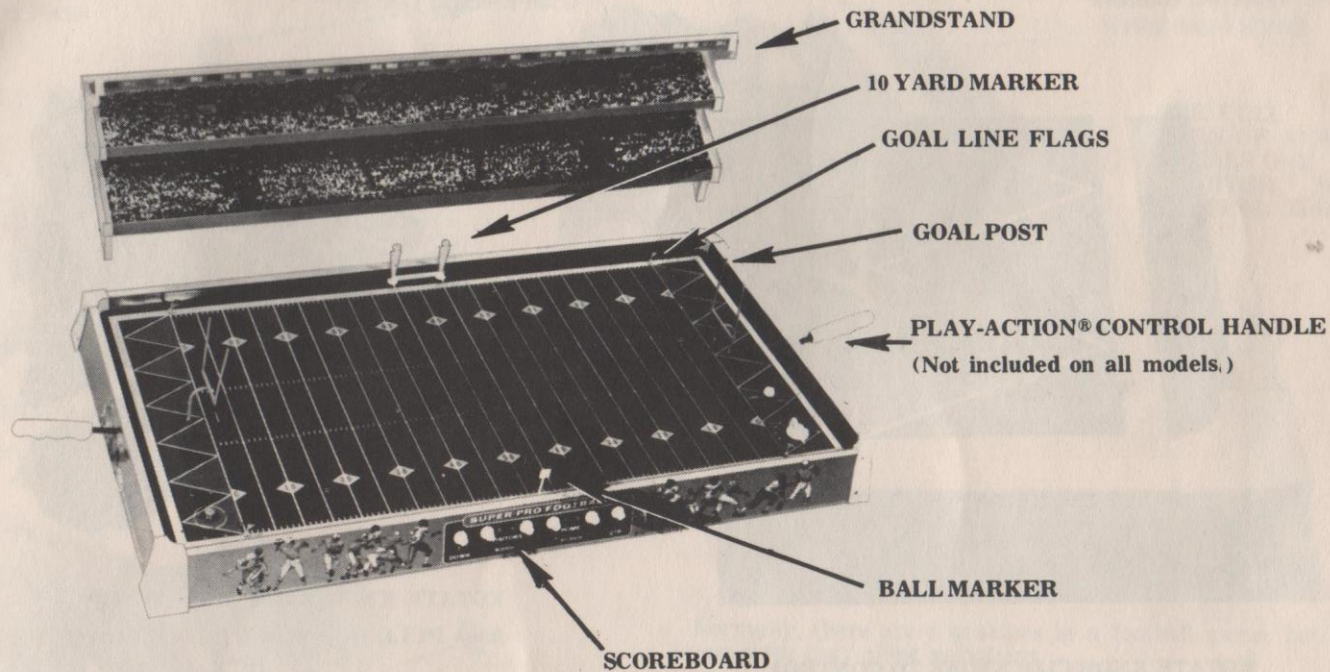
DIAL (Step 2)

RETAINER (Step 3)

KNOB (Step 1)

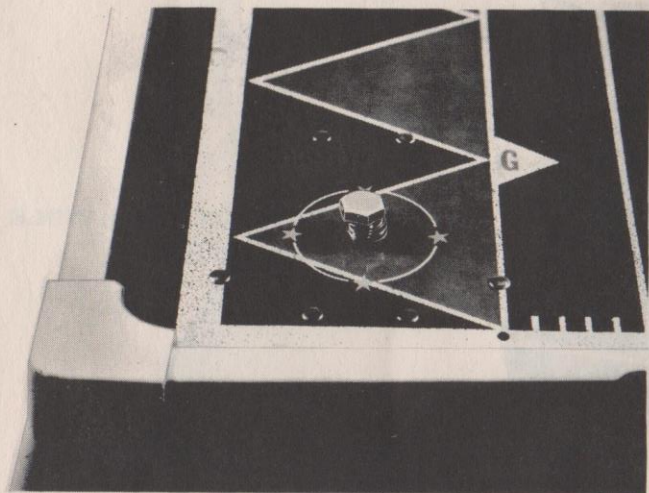


OVERALL GAME ASSEMBLY



OPERATING INSTRUCTIONS

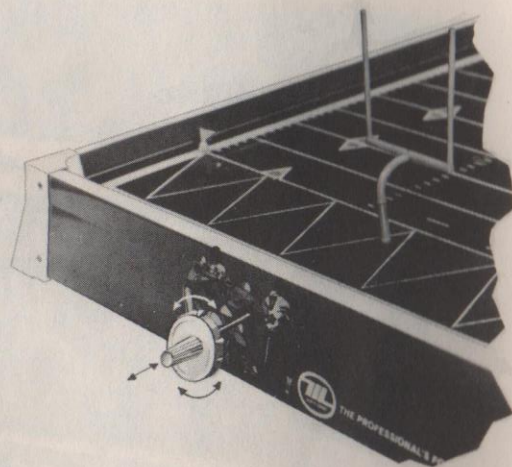
VIBRA-ACTION® SPEED CONTROL (Electric Games)



ROTATE KNOB CLOCKWISE TO CONTROL
VIBRA-ACTION® SPEED

6.

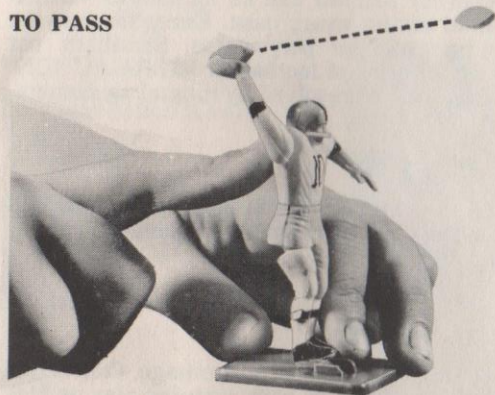
VIBRA-ACTION® SPEED CONTROL (Non-Electric Games)



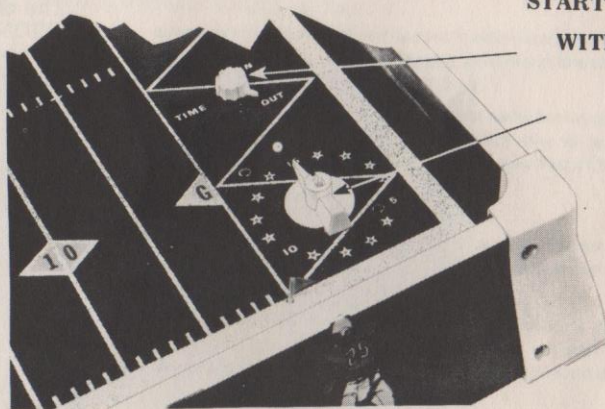
ROTATE KNOB BACK AND FORTH,
AND PULL IN AND OUT TO VIBRATE FIELD.

TWIN-ACTION® QUARTERBACK

**PUSH DOWN
TO PASS**



**PULL BACK TAB
TO KICK**



**START OR STOP TIMER
WITH THIS KNOB**

**ONE FULL
TURN OF KNOB
EQUALS ONE
QUARTER OF
PLAYING TIME**

GAME TIMER

(Not included on all models)

Normally, there are 4 quarters in a football game, but house rules may allow variations.

DEFINITIONS OF TERMS

DOWN:

A unit of play. The team with possession of the ball has four downs (three downs in Canada) to gain 10 yards and retain possession of the ball.

PASS COMPLETION:

A pass is considered completed when the Twin-Action® quarterback succeeds in hitting an eligible receiver with the ball. Place the ball on the base of the receiver, start VIBRA-ACTION® and continue running the completed pass until receiver is tackled.

INCOMPLETE PASS:

A pass is incomplete if the ball does not hit an eligible receiver. Return to line of scrimmage and line up for next down.

INTERCEPTION:

When a passed ball hits a member of the opposing team before hitting an offensive pass receiver. Place the ball on the intercepting player's base, start VIBRA-ACTION® and continue with interception run-back until player is tackled.

TACKLE:

The ball carrier is considered tackled when any player on the opposing team makes contact with him. Stop VIBRA-ACTION® immediately. Spot ball in the center of the field in line with point of contact.

FUMBLE:

When a ball carrier loses possession of the ball without interference from the opposing team. The first player to touch the ball after a fumble takes possession. Stop VIBRA-ACTION®, place ball on base of player recovering fumble. Start VIBRA-ACTION®, and begin run of recovered fumble.

OUT OF BOUNDS:

When any part of the ball carrier goes beyond the sidelines. Stop VIBRA-ACTION® and spot the ball approximately 20 yards in from the sideline, in line with point where out of bounds infraction occurred.

PLAYING INSTRUCTIONS

The official rules for football can be applied to VIBRA-ACTION® football in almost every case. Exception may be incorporated to improve the play value. Situations not covered by the official rules of football or VIBRA-ACTION® playing instructions may be resolved by mutual agreement.

TOUCHDOWN:

Score six points to team responsible for moving ball into the opposing team's end zone by running, receiving a pass or recovering a fumble.

TOUCHDOWN CONVERSION:

Set up teams on three yard line of scrimmage. Conversion may be attempted by a forward pass, running play or kick from twenty yard line with your Twin-Action® quarterback. The kicked ball must pass above cross bar and between goal post uprights. Score two points for pass or run, one point for kick.

TOUCHBACK:

When the offensive team gives up possession by a kick-off or punt into the defensive team's end zone. Take ball out to the twenty yard line of team in possession with first down and ten, or attempt a run-back with ball magnetically attached to base of Play-Action® player.

KICK-OFF

Kick-off at the start of the 1st and 2nd half, after each successful field goal and after each touchdown conversion attempt. Three consecutive out-of-bound kicks result in a touchback (see touchback definition).

The winner of a coin toss may decide his team color, goal and whether to kick or receive.

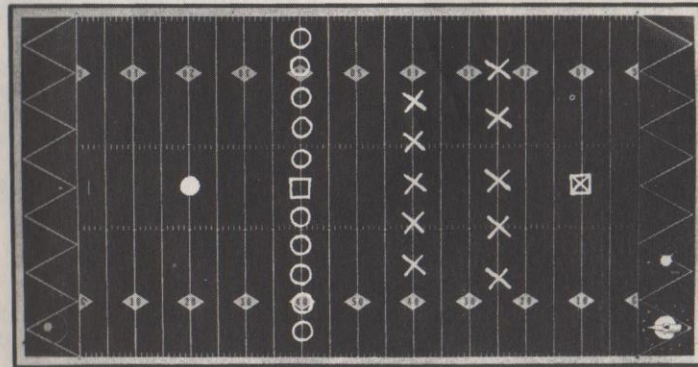
□ Twin-Action[®] Kicker

○ Offense

● Offense Play-Action[®]

× Defense

⊠ Defense Play-Action[®]



10 20 30 40 50 40 30 20 10

RECOMMENDED KICK-OFF LINE-UP

TO START GAME

Start timer and kick off. If kick is out of bounds take 10 yard penalty and kick over. If kick is in bounds, remove Twin-Action[®] kicker and, at a given signal, start the electric vibrator. Play-Action[®] receiver should quickly attempt to gain possession of the ball, which is magnetically attracted to base, and start his run-back. The yard line at which the run-back is stopped becomes the line of scrimmage with first down and ten yards to go. Position one end of the ten yard marker on the line of scrimmage and the other end ten yards down field.

SCRIMMAGE

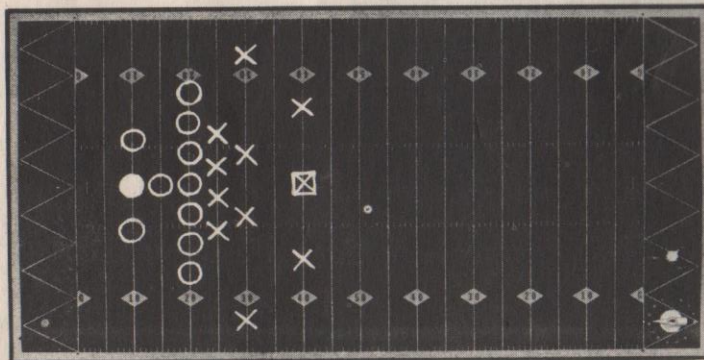
Ground plays may be run from the line of scrimmage as follows:

○ Offense

× Defense

● Offense Play-Action®

⊠ Defense Play-Action®



10 20 30 40 50 40 30 20 10

RECOMMENDED SCRIMMAGE LINE-UP

1. Offense sets up his formation with the forward end of the player base on the line of scrimmage facing desired angle of attack. (See recommended scrimmage line-up.)

2. Defensive formations may now be set up. Front line be at least two yards from line of scrimmage. Play-Action® player must be at least 20 yards from line of scrimmage, in the open field, before vibration is started.

3. Defense places ball on Play-Action® player base, turns on Vibra-Action® and running play begins.

FORWARD PASS:

The Play-Action® players do not come into play until the ball is passed and the play ruled complete or incomplete.

Line up offensive, then defensive formations. Position Twin-Action® quarterback at least five yards behind line of scrimmage. Start VIBRA-ACTION.® When quarterback spots an open receiver he yells, "Pass." Stop VIBRA-ACTION.® Twin-Action® quarterback may then attempt his pass. If pass is complete, remove receiver and replace with offensive Play-Action® player as the ball carrier. Defense must remove one player and replace it with Play-Action® player twenty yards from line of scrimmage at center of field. Start VIBRA-ACTION.® Play-Action® ball carrier may begin his run to the goal line as defensive Play-Action® player attempts to tackle him.

FIELD GOAL:

Score three points for kicking ball over opposing team's goal post. (Ball must be within 40 yards of end zone before field goal is attempted.)

PUNT:

A kick from line of scrimmage. Normally used on last down situation when it appears first down cannot be made in that series of four downs (three in Canada).

SAFETY:

Score two points to team on defense when an offensive ball carrier is tackled in his own end zone or an offensive ball carrier runs out of bounds from his own end zone.

PARTS & ACCESSORIES ORDER FORM

ITEM	PRICE EACH	QUANTITY	TOTAL
Team Sets (Yel. & Bl. uniform) with bases	\$1.95		
Team Sets (Red & Blue uniform) with bases	1.95		
Indiv. Players (Yel. & Blue uniform) with base	.35		
Indiv. Players (Red & Blue uniform) with base	.35		
Play-Action Player (Yel. & Blue uniform) with base	.40		
Play-Action Player (Red & Blue uniform) with base	.40		
Twin-Action Quarterback (Yel. & Blue)	.75		
Play-Action Quarterback (Red & Blue)	.75		
Football & Base Magnet Set	.45		
10 Yark Marker	.25		
Ball Marker	.25		
Goal Post	.25		
Grandstand without bracket for models 90540 & 90550	1.50		
Grandstand without bracket for models 90541 & 90551	2.25		
Grandstand Brackets (pair)	1.00		
Score Dial Set (6)	.25		
Score Dial Knobs	.25		
Play-Action Control Rod Magnet	.25		
Control Rod Magnet Holder	.25		

Total Merchandise

Add Sales Tax where applicable

Plus postage and packing

(Not required on orders over \$5.00)

.50

Amount enclosed in cash or money order (No C.O.D.'s please)

IMPORTANT: Specify Game Model No.

IMPORTANT: U.S. Orders to Buffalo, N.Y.
Canadian Orders to Burlington, Ontario

MUNRO GAMES INC.

3901 Union Road

Buffalo, New York 14225

MUNRO GAMES LTD.

2422 Fairview Avenue

Burlington, Ontario, Canada

POSTMASTER: This parcel may be opened for postal inspection if necessary. If undelivered in 18 days, return to sender. Return postage guaranteed.

SHIP TO: Name: _____

(please print or type)

Street: _____

City: _____

State or Prov. _____

Zip _____

A replacement order form will accompany your order.

WARRANTY

MUNRO FOOTBALL GAMES and accessories are guaranteed to be free from defects in material and workmanship. Our obligation with respect to such items is limited to replacement or repair, and in no event shall we assume liability for any consequential or special damages. No other warranties, express or implied, shall apply to our products.

The foregoing guarantee does not cover damage resulting from misuse, abuse, alterations or failure to follow manufacturer's operating instructions.

GARANTIES

LES JEUX DE FOOTBALL MUNRO et accessoires sont garantis exempts de défauts de matériaux et de main-d'œuvre. Notre obligation relativement à ces articles est limitée au remplacement ou à la réparation et, en aucun cas, nous n'assumons la responsabilité de dommages indirects et spéciaux. Nulle autre garantie, explicite ou implicite, ne pourra être appliquée à nos produits.

La garantie ci-dessus ne couvre pas les dommages qui résultent d'un mauvais usage, des abus, des modifications ou de négligences dans l'application des instructions de fonctionnement du fabricant.

MUNRO GAMES INC.

Subsidiary Servotronics, Inc.

3901 Union Road

Buffalo, New York 14225