

This booklet is for all plug-in Electric Football games:

- 6071 Original Electric Football™ Game
- 6081 Electric Football™ Challenge Game
- 6070 Rose Bowl® Electric Football™ Game
- 620 Deluxe Electric Football™ Game
- 2000 Deluxe Electric Football™ Table Game

Note: some parts may vary by model

110V-6.00W-60HZ-AC ONLY

⚠ WARNING: CHOKING HAZARD - TOY CONTAINS SMALL PARTS. NOT FOR CHILDREN UNDER 8 YEARS OLD.

⚠ CAUTION: ELECTRIC TOY. NOT RECOMMENDED FOR CHILDREN UNDER 8 YEARS OF AGE. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK.



OFFICIAL RULES AND ASSEMBLY



INTRODUCTION AND ASSEMBLY

Welcome to the exciting world of Electric Football! You now own America's most loved football game, celebrating more than 50 years of fun! To better understand your game and learn how to play, please begin by reading this "Official Rules" booklet. It will guide you through set-up, explain Electric Football rules, and teach you how to play real Electric Football.

VIBRATION MAKES THE ACTION HAPPEN!

Let's start at the beginning. When you switch on the power, electricity makes your Electric Football field vibrate. This vibration makes your players move and is accompanied by a buzzing sound, that buzz is part of the excitement of the game!

You control the amount of vibration with the speed control knob located behind the goalpost. You also control the game with your football strategy, how you match your bases to your players, and your creativity.

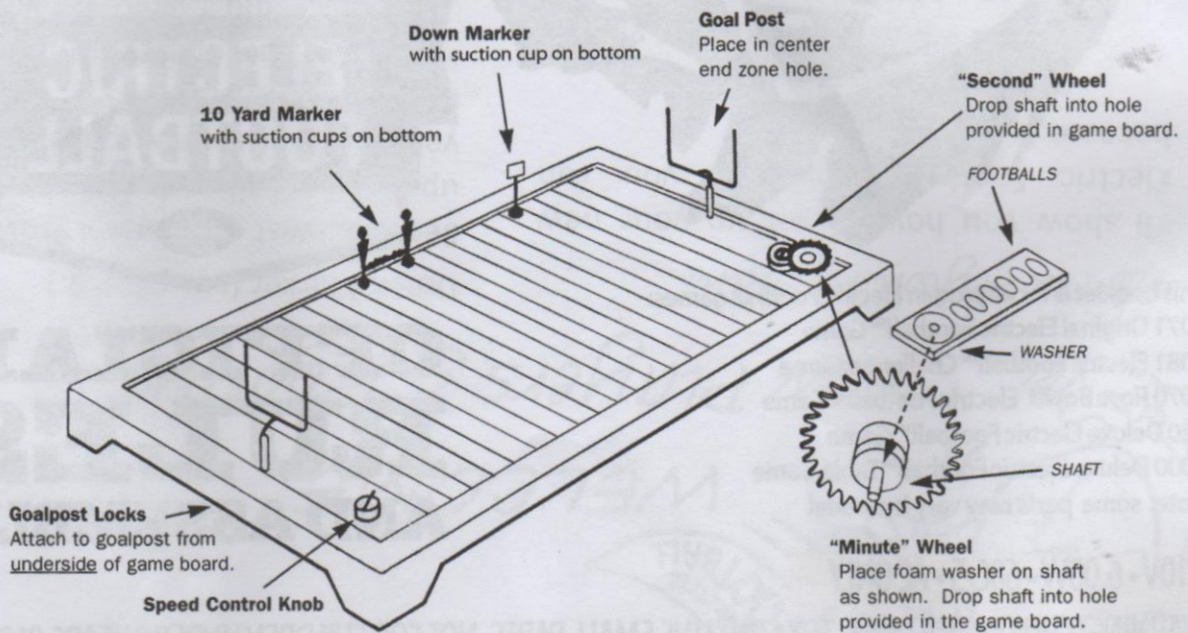
Just like real football, you're the coach and you call the plays, you train your bases to go where you want them to, and, last but not least, when the action is happening, you become the player.

LEARN THE BEST STRATEGY TO WIN

Both you and your opponent have a team of eleven football players. The skill and strategy you use in setting up your team and your plays will determine who wins. In the back of this booklet are some plays to help you get started. Try running a few and soon you will be inventing your own.

Tudor Games Electric Football is the only hands-on game that puts you on the field. This game plays exactly like real football and with practice, you'll be amazed at how fast you can become a skillful player. You can even compete with other coaches in your city or town, or across the country through many Electric Football leagues.

ASSEMBLING THE GAME BOARD



NOTE: See description of parts on pages 3, 4 and 5.

For more info about Electric Football and to see our entire product line please visit www.TudorGames.com



DESCRIPTION OF PARTS ON YELLOW PLASTIC RUNNER

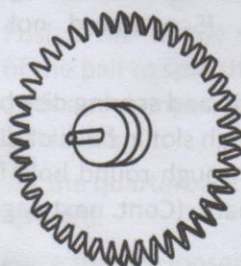
AUTOMATIC TIMER

Step by Step Assembly

1. Cut or twist off Minute Wheel & Second Wheel from yellow plastic runner.
2. Place felt washer on shaft of Minute Wheel. Felt washer (shown below) is found on felt strip with footballs in small plastic bag.
3. Drop shaft of Second Wheel into hole provided in the game board (see page 2.)
4. Drop shaft of Minute Wheel into hole provided in the game board (see page 2.)

Purpose Of Minute Wheel & Second Wheel

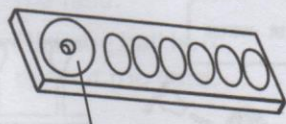
1. Just like in real football, the clock regulates the length of the game.
2. Turn the Minute Wheel so that the 15 is over the triangular index mark on the game board.
3. Turn the Second Wheel (smaller wheel) so that the second hand points straight down.
4. Timer will only run when the electric ON/OFF switch is turned ON.
5. A quarter is over when the dot on the Minute Wheel moves over the index mark and the second hand is down. You may prefer to use a stopwatch or smartphone to keep time.



MINUTE WHEEL



SECOND WHEEL



FELT WASHER



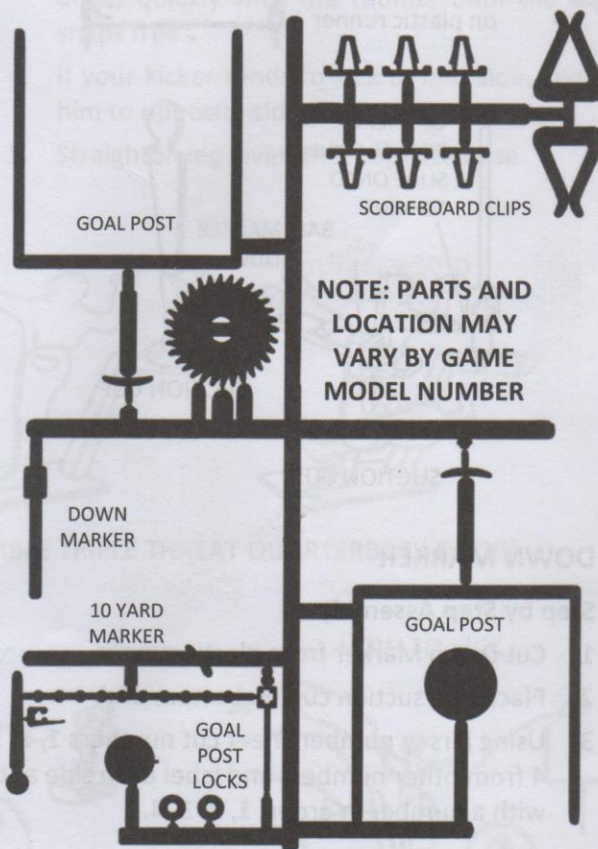
SPEED CONTROL KNOB

SPEED CONTROL KNOB (on game board)

Assembly and Purpose

1. Remove Speed Control Knob from the yellow plastic runner and place on the head of the bolt on the game board. Like the roar of the crowd at a real game, Electric Football will create a buzz when you turn it on!
2. The speed control knob creates vibration which causes movement of the players and controls the sound level. If desired, placing a towel or pad under the game board will absorb some of the sound.
3. Turn speed control knob fully right, place a player with base on field, slowly turn knob to the left until player moves. By testing each player, find a level where all players move.
4. Use as little vibration as you need to move the players at your desired speed.

NOTE: Game is ON only during an active play.



YELLOW PLASTIC RUNNER



DESCRIPTION OF PARTS ON YELLOW PLASTIC RUNNER

NOTE: These parts are replaced with deluxe parts in the model #620 game

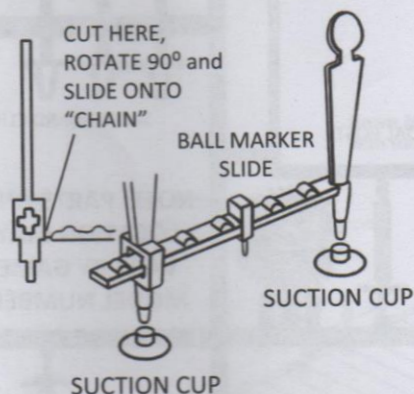
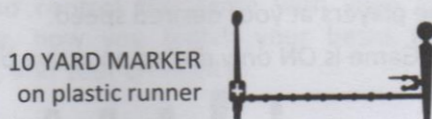
10 YARD MARKER

Step by Step Assembly

1. Cut 10 Yard Marker from plastic runner, remove pole with hole for slide from slide section.
2. Place section with "chain" into pole.
3. Place suction cups on the end of poles.

Purpose of 10 Yard Marker

1. To keep track of yardage for offense. Offense has 4 plays to go 10 yards.
2. Placement: for example, say after a kickoff play starts at your 21-yard line. You then place the first pole at the 21 and other pole at the 31.
3. After a play, move the ball marker slide to the yard mark where play ended. If the offense made more than 10 yards, move pole location to that yard line.



DOWN MARKER

Step by Step Assembly

1. Cut Down Marker from plastic runner.
2. Place one suction cup on bottom end.
3. Using jersey number sheet cut numbers 1, 2, 3, 4 from other numbers and label each side at top with a number in order: 1, 2, 3, 4.

Purpose of Down Marker

1. It marks the line of scrimmage after each play, spotting ball location.
2. Turn Down Marker to face players for the down that next play will be.

Expert Tip For Using 10 Yard Marker & Down Marker

1. If there are more than two players, one person can be the referee and work the chains and Down Marker.

DOWN
MARKER

4

SUCTION
CUP

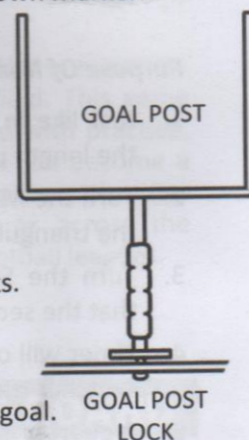
GOAL POSTS (2)

Step by Step Assembly

1. Cut off Goal Posts from yellow plastic runner.
2. Place a Goal Post in center of each end zone of game board and secure with locks.

Purpose of Goal Posts

1. For kicking the extra point after a touchdown or field goal.



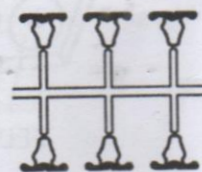
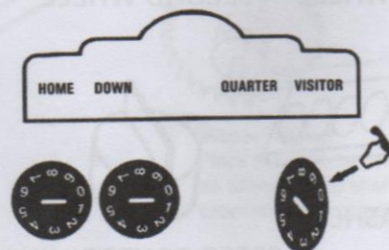
SCOREBOARD CLIPS (2) & SCORING KNOBS (6)

Step by Step Assembly

1. Punch out all cutouts and scoring disks on scoreboard sheet. (Scoreboard not included with model #6071)
2. Assemble each knob and scoring disk by pushing knob through slot in back of disk. Then push knob through round hole from back to front of scoreboard. (Cont. next page)



SCOREBOARD CLIPS





DESCRIPTION OF PARTS

- Numbers on scoring discs will appear in hexagon windows.
- Use scoreboard clips to mount scoreboard to game board.

- Practice to line up:
 - The passing hand
 - The TTQB's front arm
 - The receiver

Kicking

- Place football on tee of the TTQB. (See diagram below)
- Snap kicking leg back into tee step lock.
- By squeezing back the passing hand, the kicking leg springs forward sending the football downfield or through the Goal Post.

Expert Tips For Kicking

- Place the ball on the kicking tee angled back, toward the kicker.
- Angle the kicker's base up so that the front of the base is in the air.
- To kick, place your thumb over the passing hand and kicker's helmet, then squeeze down quickly with the thumb, until the leg snaps free.
- If your kicker tends to kick to one side, angle him to opposite side.
- Straighten leg lever after repeated use.

TRIPLE THREAT QUARTERBACK (TTQB)

Step by Step Assembly (See diagram below)

- Cut off body from plastic runner.
- Twist off the kicking leg from plastic runner.
- Hold leg at right angle to kicker's body, insert peg on leg into hole, and press firmly.

NOTE: The foot has a cleat on bottom. This cleat will lock behind the tee step.

Purpose of TTQB – He Can Run, Pass, or Kick!

Passing

- Place football on passing hand of TTQB. (See diagram below)
- To pass, hold the base in hand opposite of your writing hand. Place thumb and middle finger on the handle and use your index finger to aim ball. Then pull back firmly and let your index finger slide off quickly. The passing arm will flick forward and the ball will then fly toward the receiver.

Expert Tips For Passing

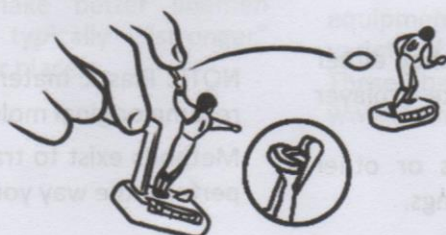
- Push in the middle of the ball to split the ends and dampen the inside of split.
- Tilt the quarterback forward.
- Place the ball loosely on the passing hand so that it is parallel with the field.
- Flick the ball hard, but not too hard.

LEVER



HOW TO ASSEMBLE TRIPLE THREAT QUARTERBACK (TTQB)

HOW TO PASS



HOW TO KICK





DESCRIPTION OF PLAYERS AND ROOKIE/REGULAR BASES

FOOTBALL PLAYER FIGURES

Players supplied in solid white or red colors or pre-painted in some games.



TACKLES (2)



GUARDS (3)



ENDS (2)



QB/LB (2)



BACKS (2)

NOTE: See Position Chart on Page 12.

Player Type	When on Defense	When on Offense
2 TACKLES play as	Defensive Tackles (DT)	Offensive Tackles (OT)
2 GUARDS play as	Defensive Guards (DG)	Offensive Guards (OG)
1 GUARD plays as	Center (C)	Center (C)
2 ENDS play as	Defensive Backs (DB)	Wide Receivers (WR)
1 QB/LB plays as	Defensive End (DE)	Tight End (TE)
1 QB/LB plays as	Middle Linebacker (ML)	Quarterback (QB)
2 BACKS play as	Outside Linebackers (OL)	Running Backs (RB)

BASIC NUMBERING SYSTEM

Player jersey numbers are pre-cut and ready to use. Peel off and place them on the back and front of the player's jerseys.

1-19	Quarterbacks	60-69	Guards
20-49	Backs	70-79	Tackles
50-59	Centers	80-89	TE/WR

ROOKIE/REGULAR BASES

No Assembly Required

NOTE: Detach base from plastic runner and cut or file off excess plastic so base edges are smooth.

Purpose of Rookie/Regular Bases

1. These bases have legs preset to run forward.
2. These bases are often fast, good for running backs & receivers.
3. These bases can be "trained" to run different patterns by gently bending or twisting their feeler prongs.

Expert Tips For Rookie/Regular Base

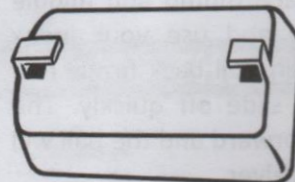
1. To gain more strength with rookie/regular bases, brush the two front outside feeler prongs forward and the two inner front prongs backwards.
2. The back feeler prongs can be brushed either backward and/or forward to make a player run right or left.
3. Brushing feeler prongs on jeans or other fabric will limber up the feeler prongs.

FRONT

BACK

FRONT

BACK



ROOKIE/REGULAR BASE

FEELER PRONGS



ASSEMBLY OF
PLAYER TO BASE

NOTE: Plastic material has memory so prongs will resume original molded state or form after a play. Methods exist to train your bases to permanently perform the way you like. See page 14.



TOTAL TEAM CONTROL (TTC) BASES

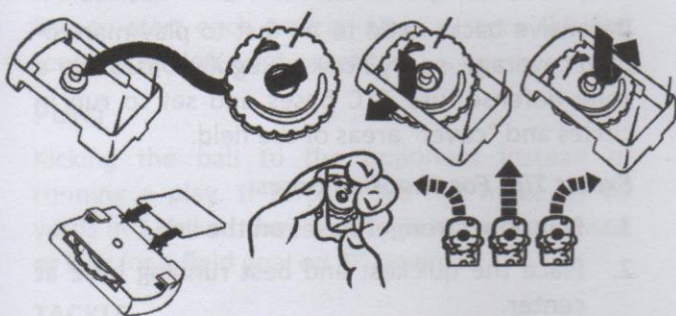
Note: TTC bases are not included with the #6071 game

TOTAL TEAM CONTROL™ (TTC) BASES

NOTE: Detach Base from plastic runner, and cut or file off excess plastic so base edge is smooth.

Step by Step Assembly

1. Insert TTC wheel into each slot on either side of base, as shown below.
2. Press the hole of TTC wheel over the stud in base.
3. Press down to snap the TTC wheel into place.



ASSEMBLY OF TTC BASE

Purpose of TTC Bases

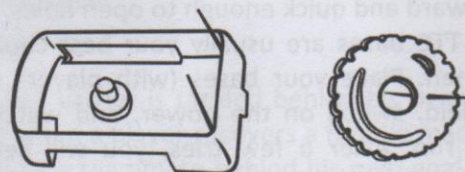
1. Allows you to control the direction of the player.
 1. Left: turn wheel to left.
 2. Right: turn wheel to right.
 3. Forward: set feeler prongs in wheel in line with base feeler prongs.
2. With practice you can run sweeps, traps or slants, and fool your opponent!
3. You can preset each player to move in the direction you want.
4. When you line up your offensive line, it looks like the bases will go straight ahead BUT only you know which direction they will run.
5. TTC bases are required for running the zone defense.
6. TTC bases usually make better linemen because they are typically "stronger" meaning they hold their place.

Expert Tips for TTC Bases

1. To find the strongest TTC bases, just switch the wheels from base to base after each testing session to find the best combinations.
2. Brushing feeler prongs on jeans or other fabric seems to limber up the feeler prongs (Brush in one direction).
3. Curl the back feeler prongs toward the back of the base to improve speed. Do this by brushing the feeler prongs to the rear of the base.

NOTE: Plastic material has memory so prongs will resume original molded state or form after a play.

Methods exist to train your bases to permanently perform the way you like. See page 14.



TTC BASE & TTC WHEEL



ASSEMBLY OF
PLAYER TO BASE

As you become more skilled in your playing abilities you may require some advanced equipment. Tudor Games ProLine Bases offer a variety of new abilities for more precise playing. These bases are listed on our website at www.TudorGames.com.



PLAYING THE GAME: TRAINING CAMP

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CHOOSING YOUR PLAYERS' BASES

How To Test Bases

In real football, players have different talents. Your bases also have different abilities. To find your strongest bases, line up any two players (with bases) face to face and switch on the power. The player with the stronger base will push the other player backward.

To test for speed, make your players run a 40-yard dash and see who wins. Try a base with different player poses, as this can make a difference.

Offensive and Defensive Line

(tip: look for strong directional bases)

The bases for your linemen should be strong enough to push your opponent's players backward and quick enough to open holes. That's why TTC bases are usually your best choice for linemen. Place your bases (with players on) at midfield, switch on the power, and watch how they run. After a few tries, you will see that rookie bases run in a general pattern – **straight, right, or left** – that you can count on. TTC bases can be directed where you want them to go.

To form a 5-man wedge, find one base that runs straight to play center, two bases that curve or are directed to turn right and line them up to the left of the center, and two bases that curve or are directed left and line them up to the right of the center. Switch on the power, and these five bases (players) will come together to form a blocking wedge.

Running Backs and Receivers

(tip: look for quick bases that run straight)

These are the players who score. They need to be quick and run somewhat straight. Rookie bases, which are usually quicker and have rounded fronts, are usually best for these positions.

Defensive Lineman and Linebackers

(tip: try a mix of strong and fast bases)

Defensive linemen and linebackers have to be fast to put pressure on the quarterback. Defensive linemen inside of the ends are best fitted with strong TTC bases. Outside pass rushers are best with the Rookie/Regular bases because their rounded fronts will slide off TTC bases.

Cornerbacks and Safeties

(tip: look for bases that run straight and fast)

Defensive backs need to be fast to play man-to-man coverage, so try Rookie/Regular bases. For a zone defense, use TTC bases and set to run in circles and "cover" areas of the field.

Expert Tips For Choosing Bases

1. Play your stronger bases on the line.
2. Place the quickest and best running base at center.
3. Backs and receivers need quick and straight bases.
4. Defensive linemen and linebackers need a mix of strong and quick bases.
5. Defensive backs need straight and fast bases for "man to man" coverage and TTC bases for zone defense.

Training and Conditioning Bases

Choosing the right base for the right player and position is key to your success. TTC and Rookie/Regular bases offer you different advantages. Once you get a base trained for a certain position, do not change. To get bases to work your way, see the expert tips on bases (pages 6, 7, and 14.)

After training your players and bases, you may want to get more teams so you can have both offensive, defensive, and even special teams.

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PLAYING THE GAME: DEFINITIONS

OFFENSE

The team with the ball. The goal of the offense is to move the ball into the opponent's end zone for a touchdown.

DEFENSE

The defensive team's goal is to keep the offense from moving the ball into their end zone.

KICKOFF

A placekick made from the kicking team's 30 yard line to start each half or after a score (kicking team is the defensive team.)

PUNT

Kicking the ball to the opponent instead of running a play. If offense did not make its 10 yards in 3 downs they usually punt the ball away, or kick for a field goal on 4th down.

TACKLE

1. Ball carrier is considered tackled when opposing player's base touches ANY part of ball carrier's base.
2. Ball is downed at the front of ball carrier's base.
3. If ball carrier turns and starts running towards his own goal line, play stops.
4. Ball is marked for next down at ball carrier's last forward progress of yardage (the furthest point before he turned around.)

FUMBLE

When ball carrier loses football while game board is turned on.

After fumble

1. Reset (turn) all offensive and defensive players whose bases are not touching an opponent's base to go toward the loose ball.
2. The player that touches the ball first recovers it for their team.
3. If player is from the offensive team, play stops and ball is placed or spotted at that yard for new down.

4. If recovery is by the defensive team, player is picked up and the ball is placed on him and he is returned to spot of recovery, where he is set up to run toward the opposing team's goal line.

OUT OF BOUNDS

Any portion of ball carrier's base that touches the sidelines. (play stops) Play resumes on next down on yard line where front of ball carrier's base went out of bounds.

FIRST DOWN

Offensive team has 4 downs to gain 10 yards. When this situation happens, the team gets a new set of downs, called a first down. On 4th down, it is typically wise for the offense to either punt or kick a field goal unless the yardage needed is small.

SAFETY

When ball carrier is tackled behind his own goal line, or when a player recovers a fumble made by himself or a teammate behind his own goal line. The opposition is awarded 2 points and receives the ball on a free kick, which is made from the first team's 20 yard line.

TOUCHBACK

Occurs on a kickoff when the ball lands on white line in back of end zone, or if receiving team chooses not to run a kickoff out of end zone. Ball is spotted on 20 yard line of offense team.

TOUCHDOWN

Scored when any part of the ball carrier's base crosses the opponent's goal line or when a pass is completed to a player in the opponent's end zone or when a fumble is recovered in an opponent's end zone.

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PLAYING THE GAME: KICKOFF

START OF THE GAME

Now you're ready to play Electric Football. This section will cover some of the finer points of the game.

Toss a coin to decide which team receives the ball first. The winner may choose to receive (offense) or kick off (defense).

KICKOFF

The kicker (TTQB) is placed on the kickoff mark (30 yard line center) with the ball placed on his tee, which is then kicked toward the opponent's goal line. If the ball lands on the board and is not a touchback, it is returned by the player nearest to where the ball hit. However, he does not advance it right away. Instead, his place on the field is marked with the Down Marker, and he is removed.

The power is switched on for a count to three, ("one-thousand-one, one-thousand-two, one-thousand-three") then switched off. The kicking team may rotate any of its players whose bases are not touched by an opponent's base toward the return player. Finally, the receiving team places the return player back onto the field and power is switched on until the return player is

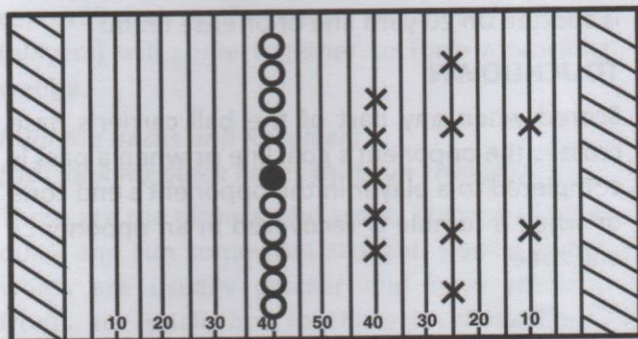
tackled, runs out of bounds, fumbles, turns around, or scores a touchdown.

If the ball is kicked out of the back of the end zone, the receiving team may call a touchback and take the ball at the 20 yard line, or the receiving team may return the kick from the end zone, as outlined above.

PLAYING FROM SCRIMMAGE

The line of scrimmage (where the ball is placed) is determined by the front part of the ball carrier's base at the end of the previous play. In setting up your teams for play, the following sequence should be used:

1. Offense sets their players
2. Defense sets their players
3. Offense places the ball on the ball carrier
4. Defense may then rotate two (2) players to react to the choice of ball carrier
5. Offense runs the power (ON/OFF) switch. Switch is stopped for a pass, pitch-out, or the end of the play.



KICKOFF FORMATION



PRO SET OFFENSE AGAINST A
4-3 DEFENSE



PLAYING THE GAME: PLAYS and RULES

THE PASSING GAME

Passing is a skill that takes practice to master, but the thrill of completing passes is well worth the effort. Here's what happens on a passing play:

When you set up your team, you will probably want to make sure your quarterback figure has a TTC base that is set to make him drop back or roll out. Be careful that your QB doesn't fade back beyond 20 yards of the line of scrimmage. If he does, he is considered "sacked" right there!

Start the play by turning ON the power (ON/OFF switch) and watch to see if an eligible receiver breaks open. When he does, before a defender touches your QB, turn OFF the power to stop the play and call "pass."

TO PASS

To pass, replace the quarterback with the TTQB, place the ball in the passing hand and fire away (review the passing technique for the TTQB on page 5.) Beginners get 3 attempts, while advanced players get just 1 attempt to hit the receiver.

PASS COMPLETION

If the ball hits a receiver or his base, either on the fly or on the ground, the pass is completed. Following the completion, the defense is allowed to turn any unblocked players (rotate them or adjust their TTC wheels) toward the receiver.

Offensive coach then turns on the power (ON/OFF switch) until the receiver is tackled, turns around, runs out of bounds, fumbles or scores.

INCOMPLETE PASS

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

INTERCEPTION

If the ball hits a defensive player instead of the intended receiver, the ball is intercepted. The defensive coach places the ball on that player, aims him at the goal line, and turns on the power (ON/OFF switch) until he is tackled, turns around,

runs out of bounds, fumbles or scores.

PASS DEFENSE

Defensive backs are not allowed to push back wide receivers at the line of scrimmage. (The 2 players lined up outside of the tackles)

Defensive backs may run backward or side-by-side with receivers (man-to-man coverage) or have their TTC bases set to turn in small circles to cover an area of the field in a zone defense.

PITCH-OUT

On any play, the offense may run a QB sneak, or it may call a pitch-out. The pitch must go to a player behind or lateral to the QB, same as a hand-off. Here's how it works: the offensive coach must switch OFF the power before a defender tackles the QB to stop the play and call "pitch-out" and say the number of the player who will take the pitch.

The ball carrier can pitch to any player who is behind or lateral to him and within 10 yards (as measured by the first down yard marker.) This player becomes the new ball carrier and no player adjustments can be made on a pitch-out.

PUNT

It is usually wise to punt on fourth down, unless you are close to your opponent's goal line or within field goal range.

To punt, set up your team with the TTQB 15 yards behind the center. The return team should place at least one player 50 yards behind the line of scrimmage to receive the punt. When both teams are set, switch on the power for two seconds (count "one-thousand-one, one-thousand-two.") This allows the return team a chance to block the kick by tackling the punter. Then power is switched OFF.

If the TTQB is not tackled, place the ball on the kicking tee and kick it. Rules for returning a punt are the same as for returning a kickoff.



PLAYING THE GAME: SCORING, PENALTIES, PLAYERS

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CONVERSION

After your team scores a touchdown, you can run a play from the 2-yard line to attempt to score two points, or kick a "point after" for one point. Rules for set-up of a point after are similar to punts and kickoffs (defense gets 2 secs. to rush.)

FIELD GOAL

To kick a field goal, which is worth 3 points, set up similar to a punt, with the TTQB 15 yards behind center.

The defense lines up and tries to block the kick by tackling the TTQB. When both teams are set, the offense coach switches ON the power for two seconds (count "one-thousand-one, one-thousand-two") then power is switched OFF.

If the TTQB is not tackled, place the ball on the tee and kick the field goal. Beginners get 3 attempts, while advanced players get just 1 attempt to kick the ball through the goal posts.

SCORING POINTS

Touchdown = 6, Field Goal = 3, Safety = 2
Conversion by run or pass = 2, by kick = 1

GAME TIMING

A game consists of four 15 minute quarters, two quarters per half. After each quarter the two teams switch sides of the field. The second half begins with a kickoff to the team that lost the coin toss, unless the winner of the coin toss chose to kick off in the first half. If the score is tied at the end of four quarters, play an extra quarter. The first team to score in overtime wins.

PENALTIES

OFFSIDES

Occurs when a team lines up one or more of their players across the line of scrimmage. Opposing team can either accept the offsidess penalty for 5 yards or decline it and keep any gain made on the play. If penalty is accepted, the 5 yards are marked off, but the down remains the same.

INELIGIBLE RECEIVER

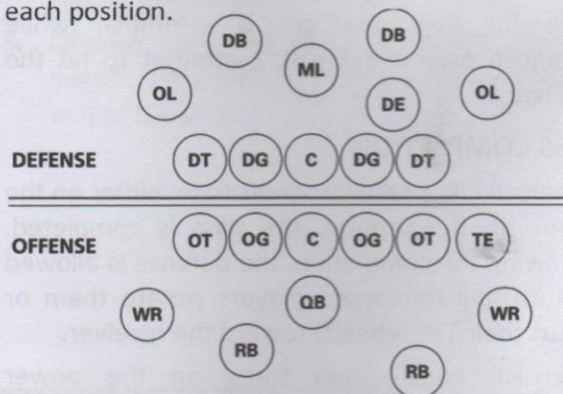
Occurs when a pass hits an ineligible receiver – *offensive tackle, guard or center* – on the fly. Offensive team is penalized 5 yards and the loss of a down.

ILLEGAL CHECK

Occurs when the front of a defensive player's base touches the front of a wide receiver's base within 10 yards of the line of scrimmage. Defense is penalized 15 yards. Offensive team can either accept the penalty or decline it and keep any gain made on the play. If the penalty is accepted, the 15 yards are marked off, but the down remains the same.

POSITION CHART*

Using the player position chart below and below at left, you will know which player pose to use at each position.



	Player Type	When on Defense	When on Offense
2	TACKLES play as	Defensive Tackles (DT)	Offensive Tackles (OT)
2	GUARDS play as	Defensive Guards (DG)	Offensive Guards (OG)
1	GUARD plays as	Center (C)	Center (C)
2	ENDS play as	Defensive Backs (DB)	Wide Receivers (WR)
1	QB/LB plays as	Defensive End (DE)	Tight End (TE)
1	QB/LB plays as	Middle Linebacker (ML)	Quarterback (QB)
2	BACKS play as	Outside Linebackers (OL)	Running Backs (RB)

*See Player Type definitions on Page 6.

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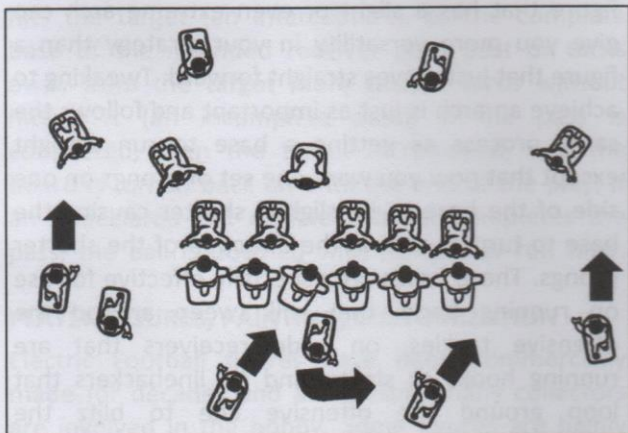


PLAYING THE GAME: PASSING and ZONE DEFENSE

PASSING PLAYS

1. Pro Set Passing Play:

Below is a basic passing formation that forces your opponent to cover the field from sideline to sideline. The fast outside receivers will streak down the sidelines and make your opponents play their safeties deep. This will open gaps in their coverage. Set both running backs to run to the right. The running back closest to the right sideline should be set to run outside and turn up the side line. The running back to the left will run behind the offensive line. The quarterback will roll out to the right and look for an open receiver.

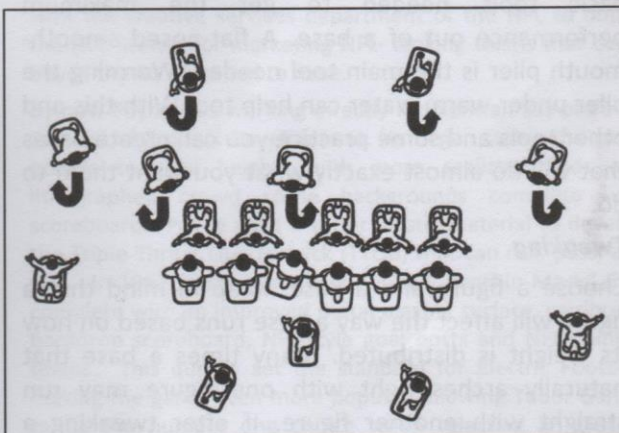


2. The Zone Defense

The zone defense is designed to cover the entire field. It forces your opponent's quarterback to throw into coverage and does not allow the easy touchdown, which can result when man-to-man coverage fails. It also increases the chance of an interception.

Even if the quarterback does complete the pass, there will be defenders around the receiver to make the downfield tackle. All your defensive backs should be on TTC bases so that you can preset them to run in tight circles until the pass is attempted. Then, when a pass is completed, you can adjust their dials to make them go straight and make the tackle!

Use the zone on obvious passing downs, such as third and long yardage.



WARRANTY

This football game is manufactured with exacting care from the finest materials available. It has been pre-tested at the factory prior to shipping to ensure perfection when the game reaches you. Exercise normal care in its use and be sure to pack it well for storage when not in use. If at any time you should need service of any type **please contact us directly** at 800 -914-TUDOR (8836) or online at www.TudorGames.com/contact-us.

The store where this game was purchased has no way to assist you, **DO NOT** take it back there. Your game is unconditionally guaranteed to be free of defects in material and/or workmanship for 60 days from the date of purchase. Your dated store receipt must accompany any request for service. We know that you will have much fun and enjoyment with this exciting football game.

Tudor Games™, Electric Football™, EFL™, Electric Football League™, Total Team Control™ and Triple Threat Quarterback™ are registered trademarks of Tudor Games, Inc. and cannot be used without written permission. ©2012 All rights reserved.

For more info about Electric Football and to see our entire product line please visit www.TudorGames.com



TIPS FROM THE PROS

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BASE TWEAKING

Electric Football can be enjoyed on many levels from solo or "solitaire" play, family game night, league play with friends, all the way to participating in national tournaments. The key to having success at more competitive levels is the ability to "tweak" your bases to perform the way you want them to. Tweaking can take some trial and error, but it is very rewarding when you get that perfect tweak on a base combined with the right figure. That player can become the star of your team! Put together a team of stars, use your strategy, and you could be winning tournaments.

Your goal is to get your bases to do different things: run straight as a running back might, to arch and run routes like a wide receiver, and to stay in position or push forward with the strength of an offensive or defensive lineman. There are some basic tools needed to get the maximum performance out of a base. A flat-nosed smooth-mouth plier is the main tool needed. Warming the plier under warm water can help too. With this and other tools and some practice you can create bases that will do almost exactly what you want them to do.

Tweaking

Choose a figure and a base. Keep in mind that a figure will affect the way a base runs based on how its weight is distributed. Many times a base that naturally arches right with one figure may run straight with another figure. If after tweaking a base you don't get the performance you had hoped for with the chosen figure, experiment with it on other figures. You may find a combination that is ideal for another player position.

Start by lightly brushing the prongs back with your finger toward the back of the base giving them a slight angle rearward. Test the figure/base combo on the field to see what it does naturally. In most cases it will go forward or turn in a tight circle, but you will likely find some bases that give you the desired result with very little tweaking necessary.

Get a base to run straight

After observing the results of your initial test, let's say the base turned left and you want it to go straight. A base turning left means that the prongs on the left side are shorter than the ones on the right. With your smooth mouth plier lightly pull on the front prong or prongs on the left side of the base to make it an even length with the right side prong(s). Test again and continue to adjust in small increments until the base goes straight. Getting all prongs as even in length as possible will generally make the base move straight.

Get a base to arch or turn

Bases that run straight are not always the best strategy for your game. More often than not a figure that has a slight or even extreme arch can give you more versatility in your strategy than a figure that just moves straight forward. Tweaking to achieve an arch is just as important and follows the same process as getting a base to run straight except that now you want one set of prongs on one side of the base to be slightly shorter causing the base to turn or arch in the direction of the shorter prongs. These bases are especially effective for use on running backs that will sweep around the offensive tackles, on wide receivers that are running hooks or slants, and on linebackers that loop around the offensive line to blitz the quarterback.

For more info and advanced techniques visit the Tudor Games Forum or the MFCA website and forum. There you can visit and talk to experienced miniature electric football coaches across the globe who can quickly answer many of the questions you will have. Electric Football has many levels and there is always something new to learn: tweaking, passing, kicking, game strategy and much, much more. Electric Football can be as simple as lining up your team against your family or friends or as involved as preparing a team for a national competition with prizes and trophies!

www.TudorGames.com

www.MinatureFootball.org





TIPS FROM THE PROS, CUSTOMIZATION AND HISTORY

ALTERNATIVE PASSING METHOD

Instead of using the Triple Threat Quarterback, some coaches prefer to use passing sticks. Using a ruler, or customized passing sticks, and your down marker as a temporary target, pass plays can be determined. Once the power is turned off and the intended receiver is declared, measure from the helmet of the QB to the helmet of the receiver (center to center).

If the distance between the quarterback and receiver is less than 6 inches, place the down marker 1.5 inches away from the receiver. If the distance is between 6 and 12 inches, then place the target 3 inches from the receiver. If the receiver is over a foot away from the quarterback, place the target 6 inches away from the receiver. The down marker target may be placed in any direction from the receiver's base. Power is turned on until any eligible receiver hits the target (a completed pass), or any defender hits the target (an interception), or the complete base of the intended receiver goes past or turns away from the target more than 5 yards without hitting it (an incomplete pass). If the pass is completed, then the target is removed, and the board is turned back on until the end of the play. If an undeclared but eligible receiver completes the pass, the ball is downed with no further run time.

PLAYER FIGURES, PAINTING, CUSTOMIZATION

Electric Football figures have been commercially made for decades and as a result, many collectors are involved in the hobby. Some figures are highly sought after and a trained eye can identify their country of origin, history, material, and molding style. From the oldest metal figures to molded one-piece plastics to today's figures a colorful history and considerable marketplace exists for Electric Football items. Painting and customizing your figures to look as close to the real thing as possible can produce some amazing miniature works of art. You can find tips, techniques, paints, figures in different poses, facemasks, chinstraps and even stadium accessories online and at www.TudorGames.com.

A SHORT HISTORY OF TUDOR GAMES

Electric Football's ancestry can be traced all the way back to 1929, when Elmer Sas incorporated Tudor Metal Products in New York City. The company survived the Depression and in the late 40's, Elmer's son Norman became president of Tudor

and invented the game we all know and love, Electric Football.

Norman based the game on a vibrating car race game that Tudor already made. Those early #500 Electric Football models look crude to the modern eye, but imagine being a child on Christmas morning in 1949. No spinners, no dice, no cards to flip over. Just turn on the game and watch your players run all by themselves!

Electric Football was an immediate hit, captivating imaginations like few toys ever had. Tudor did so well with the game that four companies also entered the fray. Over the coming years, some of Electric Football's greatest innovations would come out of the competition between the companies.

Tudor produced the first all-plastic 3D players and in the 1960's an industrial designer named Lee Payne was showing Norman Sas a new set of player prototypes whose additional realism would change Electric Football forever. Tudor introduced these players on its first large game, the #600 model. Besides figures in five different realistic poses, he then sold them on the idea of painting the figures using actual NFL uniform colors and was instrumental in working with the creative services department of the NFL to obtain the NFL license for marketing NFL- looking teams that every boy in the 60's just had to have.

By now Payne was working directly for Norman Sas of Tudor as head of Product Development. He began taking the game boards to new heights with more realistic fields and lithographed crowd scene backgrounds complete with scoreboards. Payne used a softer plastic material to develop the Triple Threat Quarterback (TTQB) that can run, pass, and kick. In 1967 Tudor introduced its new flagship Model 620, complete with an improved metal playing surface, cardboard backdrop scoreboard, NFL-style goal posts and NFL painted teams. This quickly set the standard for Electric Football, making the game even more popular, allowing Tudor Games to be the number one choice when selecting an Electric football game. Later, to make these realistic figures more enjoyable Tudor Games went on to create the "TTC" or Total Team Control base with its directional dial allowing finer route control and all new capabilities.

Tudor's creative genius is still appreciated today by electric football hobbyists and collectors alike. In 1990 Tudor Games was sold to Miggle Toys and under the direction of Mike Landsman, the game was nurtured, preserved, and made popular again creating another generation of game hobbyists and enthusiasts.

Landsman has since handed off operations to a new Tudor Games management team in February of 2012. With the help of local, national, and even international Electric Football enthusiasts, an energized Tudor Games company is making games and hobby products for new generations of sports fans, game players, hobbyists, and collectors. Tudor Games is committed to building new and innovative products for today's consumer. Our hands-on games have delighted folks for generations. Start your own tradition today!

ELECTRIC FOOTBALL ACCESSORIES

Full product listings and descriptions on www.TudorGames.com

PAINTED PLAYERS

COLORS	REGULAR SIZE		"67" BIG MEN	
	DARK JERSEYS	WHITE JERSEYS	DARK JERSEYS	WHITE JERSEYS
Navy/Orange	7-01-D	7-01-W	677-01-D	677-01-W
Black/Orange	7-02-D	7-02-W	677-02-D	677-02-W
Navy/Red	7-03-D	7-03-W	677-03-D	677-03-W
Navy/Orange	7-04-D	7-04-W	677-04-D	677-04-W
Brown/Orange	7-05-D	7-05-W	677-05-D	677-05-W
Tan/Red/Black	7-06-D	7-06-W	677-06-D	677-06-W
Red/Black	7-07-D	7-07-W	677-07-D	677-07-W
Navy/White	7-08-D	7-08-W	677-08-D	677-08-W
Red/White	7-09-D	7-09-W	677-09-D	677-09-W
Blue/White	7-10-D	7-10-W	677-10-D	677-10-W
Blue/Silver Blue	7-11-D	7-11-W	677-11-D	677-11-W
Aqua/White	7-12-D	7-12-W	677-12-D	677-12-W
Forest Green/White	7-13-D	7-13-W	677-13-D	677-13-W
Black/Red	7-14-D	7-14-W	677-14-D	677-14-W
Red/Gold	7-15-D	7-15-W	677-15-D	677-15-W
Navy/Red/White	7-16-D	7-16-W	677-16-D	677-16-W
Green/White	7-17-D	7-17-W	677-17-D	677-17-W
Blue/Silver	7-18-D	7-18-W	677-18-D	677-18-W
Green/Yellow	7-20-D	7-20-W	677-20-D	677-20-W
Navy/Silver	7-21-D	7-21-W	677-21-D	677-21-W
Black/Silver	7-22-D	7-22-W	677-22-D	677-22-W
Navy/Gold	7-23-D	7-23-W	677-23-D	677-23-W
Maroon/Yellow	7-24-D	7-24-W	677-24-D	677-24-W
Black/Gold	7-25-D	7-25-W	677-25-D	677-25-W
Blue/Green	7-26-D	7-26-W	677-26-D	677-26-W
Black/Yellow	7-27-D	7-27-W	677-27-D	677-27-W
Purple/Yellow/White	7-28-D	7-28-W	677-28-D	677-28-W
Aqua/Black	7-29-D	7-29-W	677-29-D	677-29-W
Black/Silver/Blue	7-30-D	7-30-W	677-30-D	677-30-W
Purple/Black	7-31-D	7-31-W	677-31-D	677-31-W
Navy/Blue	7-32-D	7-32-W	677-32-D	677-32-W
Navy/Red	7-33-D	7-33-W	677-33-D	677-33-W

UNIFORM NUMBERS

FOR DARK JERSEYS	FOR WHITE JERSEYS
5-6024-W	5-6024-B
5-6024-W	5-6024-B
5-6024-W	5-6024-BL
5-6024-W	5-6024-BL
5-6024-W	5-6024-BR
5-6024-W	5-6024-R
5-6024-W	5-6024-BL
5-6024-W	5-6024-R
5-6024-W	5-6024-BL
5-6024-S	5-6024-BL
5-6024-W	5-6024-A
5-6024-W	5-6024-G
5-6024-W	5-6024-B
5-6024-W	5-6024-R
5-6024-W	5-6024-R
5-6024-W	5-6024-G
5-6024-W	5-6024-BL
5-6024-S	5-6024-BL
5-6024-W	5-6024-B
5-6024-GO	5-6024-BL
5-6024-W	5-6024-R
5-6024-GO	5-6024-GO
5-6024-W	5-6024-BL
5-6024-W	5-6024-B
5-6024-W	5-6024-P
5-6024-W	5-6024-A
5-6024-W	5-6024-B
5-6024-W	5-6024-P
5-6024-W	5-6024-B
5-6024-W	5-6024-R



Painted players sold in sets of 11. Regular Size players same size as players incl. with games. "67" Big Men are slightly larger.

BASES

ITEM

PRODUCT

SET OF 24 TTC BASES	5-6000
SET OF 24 ROOKIE/REG BASES	5-6001
SET OF 22 CLASSIC ROOKIE BASES (SINGLE CLIP)	5-6001-CL
PROLINE STRONG BASES W/ STRAIGHT FRONT	
12 ROOKIE STYLE BASES	PL2SSFRB
12 TOTAL TEAM CONTROL BASES (TTC)	PL2SSFTT
12 SINGLE CLIP BASES	PL2SSFSC
PROLINE FAST BASES W/ STRAIGHT FRONT	
12 ROOKIE STYLE BASES	PL2FSFRB
12 TOTAL TEAM CONTROL BASES (TTC)	PL2FSFTT
12 SINGLE CLIP BASES	PL2FSFSC
PROLINE STRONG BASES W/ ROUNDED FRONT	
12 ROOKIE STYLE BASES	PL2SRFRB
12 TOTAL TEAM CONTROL BASES (TTC)	PL2SRFTT
12 SINGLE CLIP BASES	PL2SRFSC

PROLINE FAST BASES W/ ROUNDED FRONT

12 ROOKIE STYLE BASES	PL2FRFRB
12 TOTAL TEAM CONTROL BASES (TTC)	PL2FRFTT
12 SINGLE CLIP BASES	PL2FRFSC

SUPER PROLINE BASES W/ STRAIGHT FRONT

12 ROOKIE BASES	SPL3SFRB
12 TTC BASES	SPL3SFTTC

SUPER PROLINE BASES W/ ROUNDED FRONT

12 ROOKIE BASES	SPL3RFRB
12 TTC BASES	SPL3RFTTC



5-6000

5-6001

PL2SRFSC

PL2SSFRB

PL2FSFTT

For more info about Electric Football and to see our entire product line please visit www.TudorGames.com



TUDOR GAMES, ACCESSORIES, HOBBY SUPPLIES

Full product listings and descriptions on www.TudorGames.com

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GAMES

If you like Electric Football check out our other hands-on sports games

DELUXE ELECTRIC FOOTBALL	620
ORIGINAL ELECTRIC FOOTBALL	6071
ELECTRIC FOOTBALL CHALLENGE	6081
ROSE BOWL ELECTRIC FOOTBALL	6070
INTERNATIONAL ELECTRIC SOCCER	6079
POWER PRO ELECTRIC FOOTBALL	8500
POWER PRO SPEEDWAY ELECTRIC RACING	8502
POWER PRO SWEEPSTAKES DERBY RACING	8503
ELECTRIC BASEBALL	6074
BALLPARK CLASSICS - MLB™ EDITION	8997
BALLPARK CLASSICS - YANKEE STADIUM™ EDITION	8998
BALLPARK CLASSICS - FENWAY PARK™ EDITION	8999

ACCESSORIES

Add realism to your collection with these accessories

ELECTRONIC SCOREBOARD	6078
PROLINE FOOTBALLS (6 PER BAG)	PLFB
PROLINE DELUXE ACCESSORY PACK (2 GOAL POSTS, SPECIAL DOWN MARKER AND 10 YD CHAIN)	5-6024
ELECTRIC FOOTBALL LIGHTED STADIUM	6080
STADIUM EXTENSION KIT TO FIT 620	620-K
LARGE STORAGE/TRAVEL TEAM CASE (HOLDS 8 TEAMS)	CCL-1
SMALL STORAGE/TRAVEL TEAM CASE (HOLDS 2 TEAMS)	CCS-2
BALLPARK CLASSICS OFFICIAL GAME ROOM LEGS	BPC-LEGS-BK

FOOTBALL FIGURES

Make your Electric Football experience more realistic by adding coaches, officials, cheerleaders and more. In addition we have sets of unpainted players, triple threat quarterbacks and even ProLine player sets in 10 different poses.

PROLINE PLAYERS SET #1 (SET OF 5)	PLP-1
PROLINE PLAYERS SET #2 (SET OF 5)	PLP-2
HAITI REPRODUCTION PLAYERS (SET OF 11)	HT-11
"67" BIG MEN (UNPAINTED - SET OF 11)	67-BM
WHITE FIGURES (UNPAINTED - SET OF 11)	5-6019-W
RED FIGURES (UNPAINTED - SET OF 11)	5-6019-R
TRIPLE THREAT QUARTERBACKS (SET OF 2)	5-6005
QUARTERBACKS (UNPAINTED - SET OF 16)	QB-16
OFFICIALS: 1 UMPIRE AND 2 REFEREES	5-94-0
COACHES: 1 HEAD COACH AND 2 ASSISTANTS	5-93-0
REPORTER, TEAM OWNER AND CAMERAMAN	5-90-0
CHEERLEADERS PAINTED IN RED (SET OF 6)	5-92-0
CHEERLEADERS PAINTED IN BLUE (SET OF 6)	5-91-0

CHIN STRAPS AND FACE MASKS

Chin straps and face masks come in a wide variety of different styles

CHIN STRAPS	various
FACE MASKS	various

PARTS & ACCESSORIES

Replacement parts and accessories are available for all Tudor Games. You will find the complete selection on our website. From deluxe goal posts and yard markers to more footballs to legs for your Ballpark Classics game. If you need it, we probably have it!

WATER BASED ACRYLIC PAINTS

This is our high quality official paint sold in 1/2 fluid ounce bottles.

Color	Item #
Ancient Bronze	TG09049
Ashen Brown	TG29831
Black	TG09037
Brilliant Blue	TG09116
Brilliant Red	TG29802
Brush Primer	TG09108
Brush Sealer	TG09107
Carnage Red	TG09135
Caucasian Flesh	TG29823
Clear Green	TG09096
Clear Red	TG09094
Concrete Grey	TG29832
Dark Skin	TG09041
Dragon Blue	TG29815
Gem Purple	TG29820
Golden Yellow	TG29808
Griffon Tan	TG29827
Heather Blue	TG09231
Ice Blue	TG29814
Lava Orange	TG09218
Marine Teal	TG09077
Midnight Blue	TG09019
Muddy Brown	TG09028
Mustard Yellow	TG29807
Peacock Green	TG09226
Ritterlich Blue	TG09115
Sapphire Blue	TG09016
Suntan Flesh	TG29822
True Blue	TG09017
True Silver	TG09207
Turf Green	TG29811
Ultramarine Blue	TG09188
Viper Green	TG09228
Weathered Stone	TG09087
White	TG09039

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PROLINE SET #1



PROLINE SET #2



PROLINE DELUXE
ACCESSORY PACK



COACHES



OFFICIALS



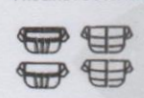
PROLINE FOOTBALLS



CHEERLEADERS



TV CREW/OWNER



FACE MASKS

17

For more info about Electric Football and to see our entire product line please visit www.TudorGames.com



WELCOME New Players & Rookies

Hi, I'm Peyton Pigskin,

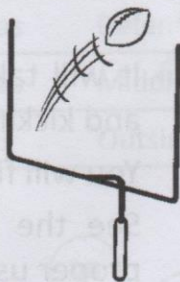
I'll show you how to set up your new Electric Football game, so you can become:

- Coach – Making up plays
- Trainer – Making your team great
- Player – Making the play

The 3 keys to playing Electric Football are:

1. Vibration Control
2. Base Training
3. Quarterback Skills

They are your ticket to
Strategy,
Fun, and
Excitement!



Getting Started!

The game you have just opened contains many parts. You may need an adult to help you. Check out our **"Official Rulebook"** by page number for additional help, OK?

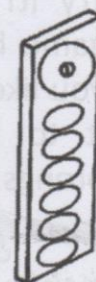
First, find the small bag that contains: 1 strip of footballs and a felt washer for the minute wheel (see page 3) plus 3 small suction cups for your 10 Yard Marker and

Down Marker (see page 4.)

Second, twist off or ask a grown up to cut off all parts from the yellow plastic runner (page 3.)

Other items include:

- **Two Sets of Jersey Numbers**
– 1 black and 1 white for your teams.
- **Two Teams** (page 6) – Unpainted (you may paint) included with models 6071, 6081, and 620. Other models may have pre-painted teams.
- **Green Bases** – Rookie/Regular (page 6)



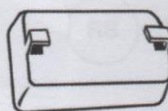
Getting to Know Your Bases

Your set contains
Rookie/Regular

Bases, if model 6071, and Total Team Control Bases (TTC) in most other models (pages 6-7). Rookie/Regular bases are one piece and can be used on all players.



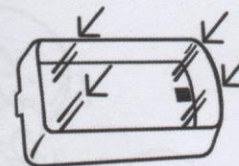
As you can see, the front is round.



A player slides on a base like this:



Each Rookie/Regular Base has 8 feeler prongs that make it go.



You can change the direction these bases run by bending the feeler prongs on one side of the base in a backward or forward motion with your fingers.

Try it! Run the base on the vibrating game board and watch what it does. If you like how it runs, leave it. If you want it to run a different way, bend the prongs.

On your game board frame, behind the Goal Post, you'll find the Speed Control Knob (pg. 3.)

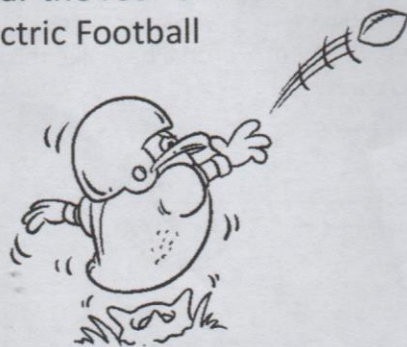
Speed Control Knob



This knob controls how strongly the board vibrates and you will learn that it does not take a lot of vibration to make players move and make the yardage they need.

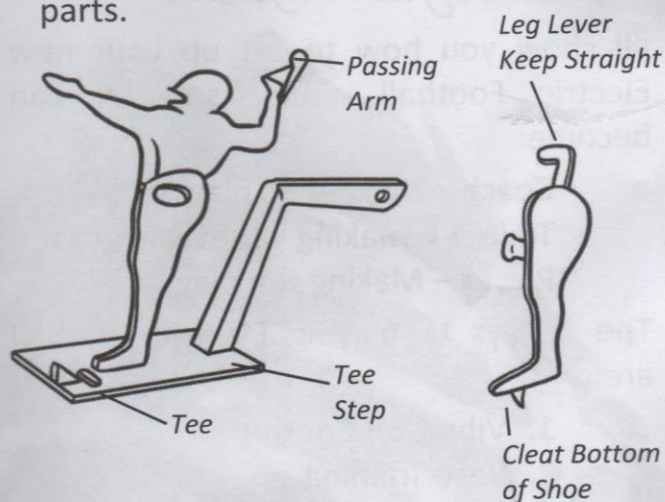
Put your players on the field, switch on the power and watch how they run down the field. Turn the speed control knob until you get the movement you want – slow, medium or fast.

We suggest that the game be played at table height with a pad or towel under the game board to absorb some of the sound. But remember, at a real football game you hear the roar of the crowd, in Electric Football you hear the **BUZZ!!**



Now it's time to meet the triple threat quarterback (page 5) often called the "TTQB".

Find the small plastic runner with 2 quarterback bodies and 2 kicking legs and remove them like you did the other parts.



It will take practice to learn the passing and kicking method.

You will find it requires a gentle touch.

See the diagram in our Rule Book for proper use (page 5.)

For tips from other players on how they play, ask an adult if you can go online.

It's now time to put the Goal Posts (page 4) on the game board, along with the 10 Yard Marker and the Down Marker.

OK, Now Let's Play Football!

See next page for some basic football line-ups.



2

TACKLES

The game of football consists of two teams playing against each other

The offense tries to score points by either touchdowns (page 9) or field goals (page 12). Each of the two teams included in your set have 11 players. Each player comes in one of five poses.



3

GUARDS

Using the player position chart below, you will know which pose to use at each position.

How many?	Player Type	When on Defense	When on Offense
2	TACKLES play as	Defensive Tackles (DT)	Offensive Tackles (OT)
2	GUARDS play as	Defensive Guards (DG)	Offensive Guards (OG)
1	GUARD plays as	Center (C)	Center (C)
2	ENDS play as	Defensive Backs (DB)	Wide Receivers (WR)
1	QB/LB plays as	Defensive End (DE)	Tight End (TE)
1	QB/LB plays as	Middle Linebacker (ML)	Quarterback (QB)
2	BACKS play as	Outside Linebackers (OL)	Running Backs (RB)



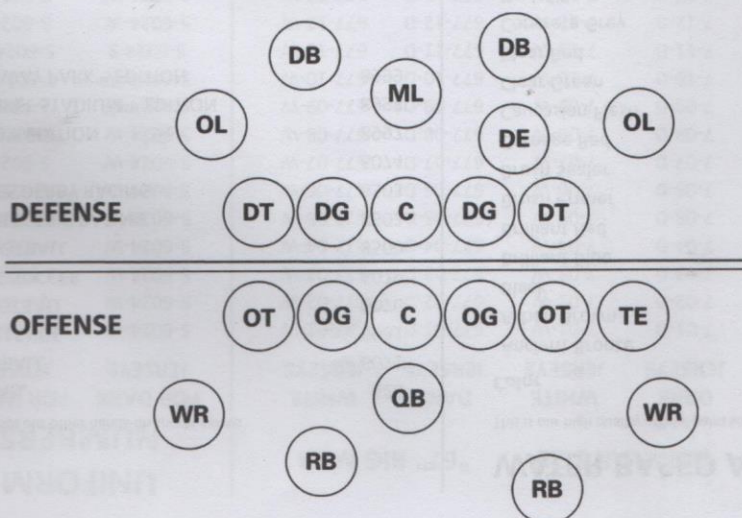
2

ENDS



2

QB/LB



2

BACKS

*Learning Electric Football has been a blast!
Now let's play some football!*

