



RULES and INSTRUCTIONS

for playing

**GOTHAM
OFFICIAL**



NATIONAL FOOTBALL LEAGUE QUALITY APPROVED

ELECTRIC FOOTBALL GAME

with

KEY PLAYS OF ALL NFL TEAMS

NO. G - 1502 - S



Manufactured by

GOTHAM PRESSED STEEL CORPORATION

200 Fifth Avenue

New York, N.Y., U. S. A.

Accessories:

44 Plastic Men in 4 positions (22 each of 2 colors), 44 Plastic Activator Bases, 44 metal Plates, 1 Snap Action Kicker-Passer, 3 Magnetic Footballs, 2 Goal Posts, 3-man Yardage Marker, 10 Flagpoles, Sheet of NFL Team Pennants. A Paint Set containing 5 colors and Paint Brush, 6 sets Stadium Clips, 36 Chipboard Grandstand Parts, 1 Plastic Grandstand Support, 1 Scoreboard, 1 Plastic Scoreboard Frame and Arrows.

1. Operation... This game is to be used only with 110 Volt-A.C. Electric Current. Unwind cord set and plug into house outlet. Switch is turned on and off to start and stop vibration of board, which causes movement of players.

2. Players... The players for this game are to be assembled by placing metal plate over plastic base (so that holes line up) and locking unit together with player by pushing nib under feet of player through hole in metal and base. Player should be aligned in attitude shown in Figure 1. By slightly turning player to left or right, you can control the direction in which player will run.



Figure 1

3. Movement... The board vibration is factory regulated but can be adjusted, if necessary, by

putting a screwdriver through hole at end of game where vibrator is attached. By turning the screw slightly either to the left or right the vibration is increased or decreased. (Do not turn the screw more than 1 or 2 turns in either direction).

4. Goal Posts... Insert Goal Posts in holes provided at each Goal Line.

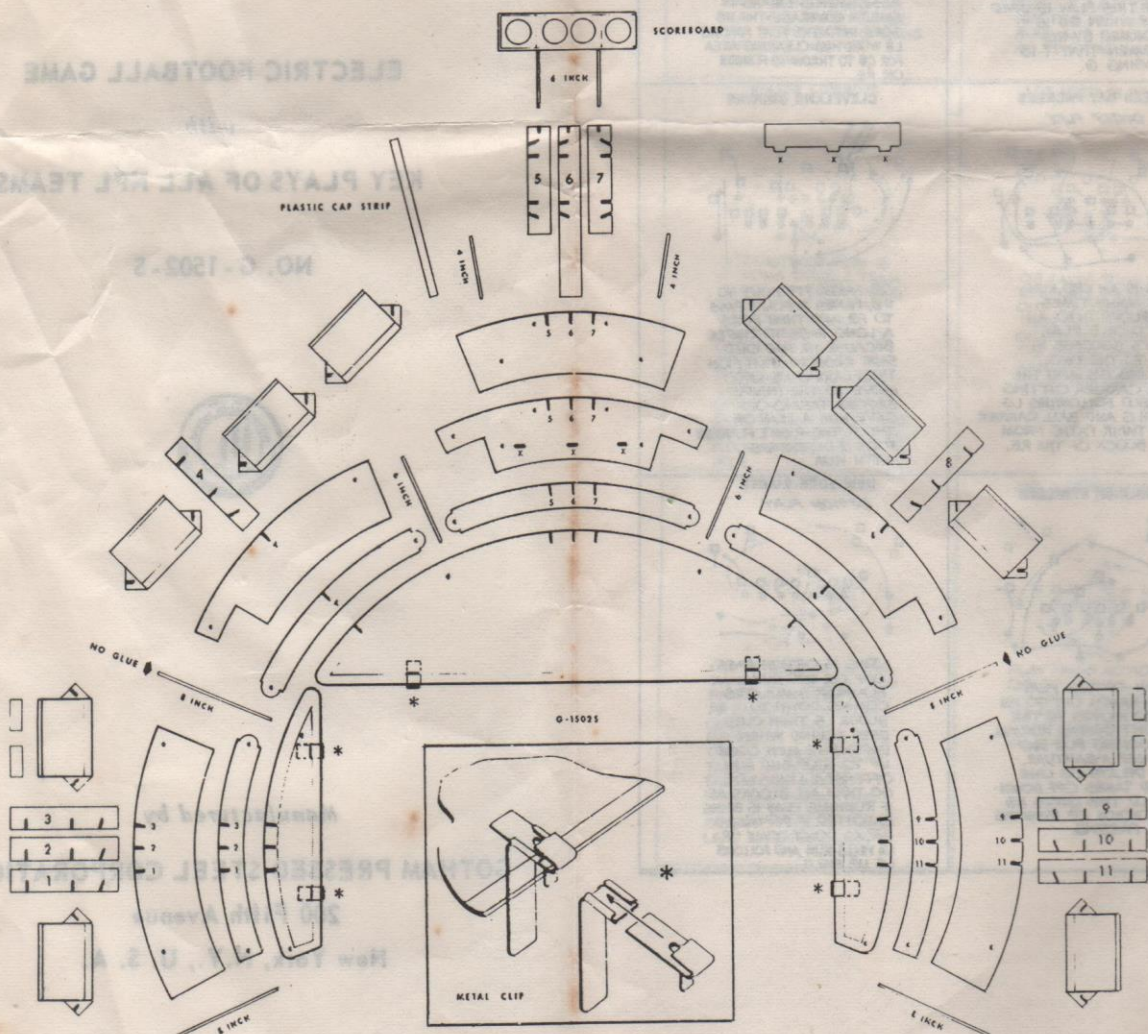
5. Yardage Marker... Attach it over the top of either side of frame. Squeeze sides so there will be a slight tension to hold it on frame. This should be moved along as the game is being played.

6. To Set Up Grandstand:

1. Arrange the parts around the game exactly as you see them in the "exploded" drawing below. Find the numbers imprinted on the parts and check their locations against the numbers on the drawing. Notice that the assembly "sticks" are three different sizes as indicated on the drawing below.

2. Assemble the six metal clips. These will fasten the grandstand to the game. Each clip consists of two parts which merely slide together as shown in the smaller separate drawing. Follow the directions of the arrow.

3. Slide the clips on the grandstand parts as shown and located by the asterisks (*). Now



slide the lower grandstand pieces, printed with spectators in full color (clips attached) down over the frame of the game. The clips should be snug to the frame.

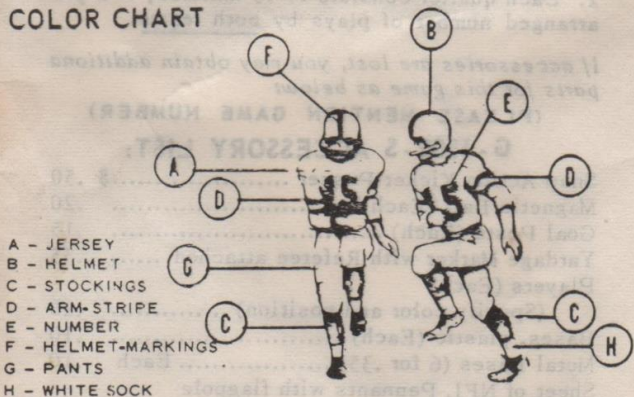
- Assemble the numbered uprights (large numbers on drawing) in their correspondingly numbered positions by interlocking their lower (slanted) notches with the notches in the lower grandstand pieces (printed). Notice that a plastic cap-strip has been provided to stiffen the long upright (#6 on the drawing). This serves as a foot to hold up the main section of the grandstand. The plastic strip should be eased over the rear (notchless) edge of the upright by starting one end and then sliding on carefully.
- Next interlock the notches of the intermediate (narrow) pieces with the center notches of the uprights. Check your progress with the photograph.
- Then interlock the notches of the upper (wide) roof pieces with the upper notches of the uprights. Notice that the center section of the grandstand has a raised separate roof, so the continuation of the outer (wing section) roofs becomes the floor at this point. The floor piece can be identified by its three elongated holes (marked with "Xs" on the drawing). This piece should be interlocked with the next to the top notches in the three center section uprights. A narrow printed piece ("BIG BOWL" sign) is shown in the drawing. There are three tabs (marked with "Xs") on this piece which should be pressed into the elongated holes in the floor piece.
- At this point, it is advisable to rigidize the whole assembly by inserting six of the sticks or upright posts through the alignment holes. These posts tie together the various sections of the grandstand. If the holes do not line up, adjust carefully until they do. Two suggestions here may be helpful. First, make sure that all notches are fully interlocked and seated. Second, the wing sections may need to be moved in or out by sliding the clips on the frame.
- Assemble the center section roof to the upper (not the top) notches of the three center section uprights.
- The remaining two short 4" sticks are used as flagpoles and are inserted in the forward holes of both the roof and floor of the raised center section.
- Flags may be mounted on both of these flagpoles and on the four long sticks. Simply moisten the gummed portion of each flag you choose and wrap tightly around the stick.
- Now prepare each of the ten identical sections of the upper stands (printed with spectators in full color and showing one exit each) by bending back the two slotted tabs at right angles. Now slide the two slots of each section over the front edge of the intermediate (narrow) pieces of the grandstand. They should be located between the uprights and the vertical posts (sticks) as you see them in the photograph.
- Assemble the scoreboard by (a) inserting the two 6" sticks in holes in the plastic frame; (b) by pressing the printed scoring-dial panel in place; and (c) by inserting the four plastic arrows in the four holes at centers of dials. Now mount the assembled scoreboard to the

grandstand center section by pressing the upright sticks through the remaining sets of holes at the back of both roof and floor.

- If you have assembled your grandstand correctly, you should have no pieces left over except the flags you did not choose to use and some little rectangular pieces which measure about $\frac{3}{4}$ " x $2\frac{1}{4}$ ". These little rectangles should be used as diagonal braces to keep the outboard wings upright and free of twist or droop. They should be inserted from the rear of the grandstand between uprights 1 & 2, 2 & 3, 9 & 10, 10 & 11, in the space between the lower and the intermediate grandstand pieces.
- Final adjustments should now be made to insure that the "verticals" are all vertical and that the main roofs and intermediate pieces are horizontal and parallel.
- To keep your grandstand in permanent alignment, it is recommended that you add a drop of glue (white glue such as Elmer's is excellent) to each of the joints except the two long sticks which join the outboard (end) wings to the main section. This will provide you with a rigid, three-piece structure which may be removed and stored easily by removing the two "NO GLUE" sticks (see drawing) and sliding the clips off the frame.
- You can paint your favorite teams by using the official NFL Color Chart of all the League Teams.
- Your game also includes two extra teams of 11 men each. A different colored base is supplied so that you may two-platoon your teams.

PLACE GAME ON LEVEL TABLE -
NOW THE GAME IS READY TO BE PLAYED.

COLOR CHART



- A - JERSEY
- B - HELMET
- C - STOCKINGS
- D - ARM-STRIPE
- E - NUMBER
- F - HELMET-MARKINGS
- G - PANTS
- H - WHITE SOCK

Baltimore Colts	Chicago Bears	Cleveland Browns	Detroit Lions
A - BLUE	A - DK. BLUE	A - BROWN	A - BLUE
B - WHITE	B - DK. BLUE	B - ORANGE	B - SILVER
C - BLUE	C - DK. BLUE	C - ORANGE	C - BLUE
D - WHITE	D - ORANGE	D - WHITE	D - NONE
E - WHITE	E - ORANGE	E - WHITE	E - WHITE
F - BLUE	F - NONE	F - WHITE	F - BLUE
G - WHITE	G - WHITE	G - WHITE	G - SILVER
H - WHITE	H - WHITE	H - WHITE	H - WHITE
Los Angeles Rams	New York Giants	Green Bay Packers	Chicago Cardinals
A - DK. BLUE	A - BLUE	A - GREEN	A - RED
B - DK. BLUE	B - BLUE	B - ORANGE	B - WHITE
C - BLUE	C - RED	C - GREEN	C - RED
D - ORANGE	D - NONE	D - WHITE	D - NONE
E - ORANGE	E - WHITE	E - WHITE	E - WHITE
F - ORANGE	F - RED	F - GREEN & WHITE	F - RED, YEL. & BLACK
G - WHITE	G - WHITE	G - ORANGE	G - WHITE
H - WHITE	H - WHITE	H - WHITE	H - WHITE

Phila. Eagles	Pittsburgh Steelers	San Francisco 49's	Wash. Redskins
A - GREEN	A - BLACK	A - RED	A - DK. RED
B - GREEN	B - GOLD	B - SILVER	B - DK. RED
C - GREEN	C - BLACK	C - RED	C - DK. RED
D - NONE	D - GOLD	D - WHITE	D - NONE
E - WHITE	E - WHITE	E - WHITE	E - WHITE
F - WHITE	F - BLACK	F - RED	F - WHITE
G - WHITE	G - GOLD	G - SILVER	G - GOLD
H - WHITE	H - WHITE	H - WHITE	H - WHITE
Dallas Cowboys		Minnesota Vikings	
A - BLUE	A - BLUE	A - VIOLET	A - VIOLET
B - WHITE	B - WHITE	B - VIOLET	B - VIOLET
C - BLUE	C - BLUE	C - VIOLET	C - VIOLET
D - NONE	D - NONE	D - WHITE	D - WHITE
E - WHITE	E - WHITE	E - WHITE	E - WHITE
F - BLUE	F - BLUE	F - WHITE	F - WHITE
G - WHITE	G - WHITE	G - WHITE	G - WHITE
H - WHITE	H - WHITE	H - WHITE	H - WHITE

Basic Rules:

1. The offensive team controls the switch.
2. Play is stopped by turning off the switch when player carrying the ball is touched by any opposing player, or when player "carrying" ball goes out of bounds by touching the frame.
3. The yard-line where a play is stopped is where the ball is put down for the next play; this is known as the "line of scrimmage". After each play is completed, the teams are set up along a new line of scrimmage.
4. When setting up formation of teams for start of play at the line of scrimmage, the opposing teams should be separated by a distance approximately the length of the base of a player. The same distance should be maintained between the players on each team.
5. If an extra person is available, he could serve as referee and line man, etc.
6. All of the basic rules of regulation football may be applied to the playing of this game.



Figure 2 PRESS DOWN TO KICK OR PASS

Types of Play:

1. Kick-off . . . After choosing for which team will kick-off, the spring action Kicker-Passer, representing a defensive player, is brought into the game and placed on the 40-yard line. The ball is "kicked into the air". (See Figure 2.) The kick-off is made toward the offensive team's end zone. If the ball falls or rolls beyond the goal line (in the end zone), it should be brought back to the offensive team's 20-yard line. If the ball falls or rolls and touches the side frame in front of goal line, play is stopped. The line of scrimmage is set on the yard line where the ball went out of bounds, by touching the frame. If ball touches any one of the offensive players, before going out of bounds or over the goal line, he becomes the ball carrier and play is stopped. (Ball will adhere to metal base.) The switch is turned on and play resumes without lining up the players for scrimmage.

2. Plays from Line of Scrimmage . . . A team captain can designate a particular back to carry the ball, by attaching magnetic football to the

base of that player. The captain may also place the magnetic ball on the base of the game, behind the line of scrimmage and in front of the backs. Then the switch is turned on, vibration is started, and the backfield is in motion. The magnetic ball should adhere to one of the backs, who thereby becomes the ball carrier, and keeps going toward opposing team's goal line until he is "tackled" by an opposing player touching him. If the ball carrier "reverses" — and starts to move toward the goal his team is defending — play could be stopped and a lateral or forward pass could be called for. If the magnetic ball adheres to a player of the defensive team, it is considered a "fumbled ball," and that player retains possession of the ball. His team is then on the offensive and has control of the switch, and play continues.

(Refer to end of instructions for the favorite plays of National Football League Teams.)

3. First Down . . . A first down is made when a player carries the ball forward a distance of 10 yards or more (length of marker represents 10 yards). The offensive team has four downs to do this. If they do not carry the ball forward the 10 yards, the other team takes over control of the ball at the last location of the ball. They then line up for scrimmage and play continues.

4. Punt . . . If the offensive team has not been able to make the required 10 yards on the first three downs (a down is any kind of a play) and is more than thirty yards from the other team's end zone, it is customary to kick the ball, although they do not have to do this. If they elect to kick, it is done before starting the switch, and then the same rules apply as when a regular kick-off is made.

5. Forward Pass . . . When attempting a forward pass, the offensive team calls the play, shuts off the switch, and places the spring shooter where the player holding the ball was standing. He aims the ball toward a receiver and if the ball hits the receiver, the pass is considered as completed. If it falls to the base of the game, before hitting the receiver, the pass is considered incomplete (a down is used up) and ball goes back to the line of scrimmage, from which the pass was attempted. If the ball hits an opposing player, it is considered an intercepted forward pass and the opposition takes over control of the switch and "runs" the player with the ball toward the other team's goal.

6. Free Kick . . . A free kick after a safety has been scored is made by the offensive team from their 20 yard line. Teams line up and ball is kicked before switch is turned on.

Scoring:

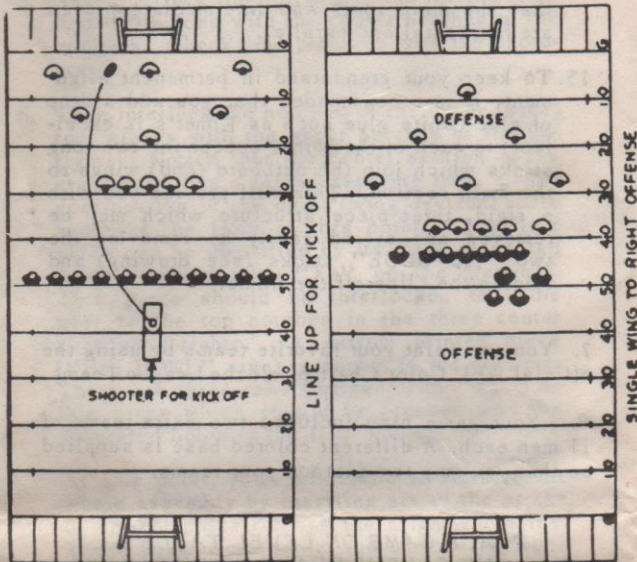
1. Safety . . . is worth 2 points. A safety is made when the offensive team's player carrying the ball is touched, by the opposition, in his own end zone. The offensive team retains possession of ball and continues play with a first down from his own 20 yard line.

2. Field Goal . . . is worth 3 points. At any time the offensive team may attempt a field goal, by bringing in the spring shooter and "kicking" the ball between and over the goal post. If goal is made, the teams line up for regular kick-off by the team scored against. If the

ball does not go directly over the goal post it is brought back to the location of ball when kick was attempted and the opposition takes over.

3. Touchdown . . . is worth 6 points. A touchdown is scored when the offensive player "carries" the ball over the goal line into the end zone of the defensive team. A touchdown can also be the result of a completed forward pass into the end zone.

4. Point-after-touchdown . . . 1 point for kick, 2 points for completed pass or run. The team scoring a touchdown may try for the point after touchdown, from line of scrimmage two yards or more from the goal line. They may either "kick" the ball between and over the goal posts, make a forward pass, or rush the ball over the goal line.



Timing:

1. There are four quarters to a game.
2. Each quarter consists of 15 minutes, or a pre-arranged number of plays by both teams.

If accessories are lost, you may obtain additional parts for this game as below:

(PLEASE MENTION GAME NUMBER)

G-1502-S ACCESSORY LIST:

Snap Action Kicker-Passer	\$.50
Magnetic Ball (Each)20
Goal Posts (Each)15
Yardage Marker with Referee attached35
Players (Each)	
(Specify color and position)20
Bases, plastic (Each)10
Metal Bases (6 for .35)	Each .10
Sheet of NFL Pennants with flagpole	
sticks and brackets75
Paint Set & Brush39
Scoreboard25
Scoreboard Frame and Arrows25

On Small Parts Orders totalling less than one dollar (\$1.00), please add twenty-five cents (25¢) to cover cost of handling and postage.

NO C.O.D. s, PLEASE!

Send check or money order to:

GOTHAM PRESSED STEEL CORPORATION
411 Wales Avenue
Bronx 54, N. Y.

NOW HERE'S THE PART OF OUR PROGRAM THAT COULD MAKE YOUR TEAM CHAMPIONS... HERE ARE THE FAVORITE PLAYS OF FAMOUS NATIONAL FOOTBALL LEAGUE TEAMS GIVEN TO ME BY THE HEAD COACHES THEMSELVES!

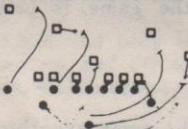


QB REVERSES, THEN FAKES TO FB & HANDS OFF TO LB WHO GOES AROUND LE.

SAN FRANCISCO 49ERS

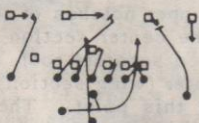


ST. LOUIS CARDINALS



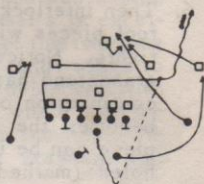
QB LATERALS BALL TO LH COMING IN MOTION. QB LEADS PLAY AND BLOCKS S. KEY TO BLOCKING IS THE DOUBLE TEAM BY E AND HB ON DEFENSIVE CORNER LB. FB MUST BLOCK CORNER HB TO MAKE PLAY WORK.

CHICAGO BEARS



THE LINE DRIVES HARD AND MOVES THE OPPONENTS LATERALLY. THE ENDS GO DOWNFIELD AND BLOCK THE DEFENSIVE BACKS FROM THE PATH OF BALL CARRIER. THE FB DRAWS THE DEFENSIVE MEN TO HIM WITH FAKE PLUNGE. THE HB PICKS HIS OPENING THROUGH LINE FOR LONG GAIN.

DETROIT LIONS



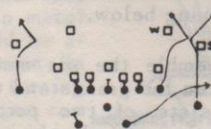
QB FOOLED THE DEFENSE COMPLETELY BY CALLING 15 YARD PASS. THE DEFENSIVE LH MADE A MISTAKE BY FOLLOWING RE. HE SHOULD HAVE LEFT HIM FOR THE INSIDE MAN AND PICKED LE AS HE CAME ACROSS.

MINNESOTA VIKINGS



3-4 FALSE-TRAP-GIVE IS USED WHEN DEFENSIVE T CHARGES OUR PULLING G. DEFENSIVE T ISN'T BLOCKED BUT SUCKERED G PULLING AWAY FROM HIM. THIS PLAY IS USED ONLY WHEN QB IS INFORMED THAT T IS CHASING G.

WASHINGTON REDSKINS



FLANKER GOES AT DEFENSIVE W THEN BREAKS TOWARD S AND THEN BREAKS TOWARD GOALLINE FLAG. RE GOES DIRECTLY AT S THEN BREAKS TOWARD W AND TOWARD GOAL POST. THIS CAUSES DEFENSIVE MEN TO SWITCH ASSIGNMENTS ENDING IN FAULTY COVERAGE. THE HB GOES INTO THE FLAT FORCING LB WITH HIM CLEARING AREA FOR QB TO THROW TO FLANKER OR RE.

DALLAS COWBOYS



STRENGTH OF PLAY IS STRONG DOUBLE TEAM BLOCK ON DEFENSIVE E. THIS OPENS HOLE LB CAN COME UP FOR POSSIBLE END RUN OR CLOSE OFF TACKLE. IF LB COMES UP THE FB HAS AN EASY BLOCK. IF LB CLOSING DOWN THE OFF GUARD PULLING CAN DOUBLE TEAM WITH THE FB THUS CREATING DOUBLE TEAM BLOCKS ON BOTH SIDES OF THE HOLE.

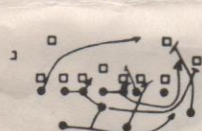
LOS ANGELES RAMS



QB FAKES TOSS TO RHB. FAKE PULLS LB OUT TO COVER RH. THEN PULL THE "OFF" GUARD TO BLOCK THE E OUT AND HANDOFF INSIDE TO FB BETWEEN T AND E.

GREEN BAY PACKERS

SWEEP PLAY



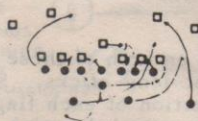
THIS IS AN END RUN BUT MANY TIMES DEVELOPS INTO AN OFF TACKLE PLAY. PLAY'S SUCCESS IS DUE TO THE TWO PULLING GS AND THE BALL CARRIER CUTTING UPFIELD FOLLOWING LG. BOTH G AND BALL CARRIER KEY THEIR PATHS FROM THE BLOCK OF THE RE.

CLEVELAND BROWNS



QB FAKES PITCHOUT TO RHB. FAKES A FLARE PASS TO FB AND THEN FIRES A LONG PASS TO THE LE BECAUSE HE HAD OUTSIDE RESPONSIBILITY ON THE FLARING FB. LE'S MOVE TO THE INSIDE BEFORE TAKING OFF GAVE HIM A LEAD ON THE S. THE RIGHT FLANKER TOOK 2 DEFENDERS WITH HIM.

BALTIMORE COLTS



QB REVERSE SPINS AND HANDS OFF TO LHB-THEN FAKES A BOOTLEG PLAY. FB FAKES BLOCK FROM OUTSIDE. RT HITS DEFENSIVE E THEN CUTS THROUGH MIDDLE G-RE TAKES OVER BLOCK TAKING HIM INWARD. RG-C & LT BLOCK THEIR MEN. LE & RH TAKE A PASS PATTERN TO LEAD INTERFERENCE.

PHILADELPHIA EAGLES



PLAY PASS ACTION QB REVERSES, FAKES HANDOFF, PASSES TO RE CUTTING OVER CENTER ON SLANT PATTERN

PITTSBURGH STEELERS



RUN-OPTION PLAY-QB HANDS OFF TO HB WHO MOVES TO THE RIGHT BEHIND MORAL BLOCKS FOR END SWEEP. MEANTIME, LE DELAYS ON LINE AND TAKES OFF DOWNFIELD. THIS GIVES HB A CHOICE OF RUNNING OR PASSING.

NEW YORK GIANTS

OPTION PLAY



THIS IS OPTION PASS OFF OR END RUN. FLANKER SIMULATES COMING DOWN TO BLOCK LS THEN CUTS DEEP BEHIND WHEN DEFENSIVE MEN COME UP TO STOP END RUN. OFFENSIVE LINESMEN GO THRU ALL BLOCKS AS IF RUNNING PLAY IS BEING EXECUTED. IF DEFENSIVE BACKS DON'T COME UP LH YELLS RUN AND FOLLOWS LO UP FIELD...