

Electric Soccer Definitions

Formation: the way your players are set up on the field can have a great deal to do with your team's success. Your "formation" determines how many players you have in forward, center and guarding the goal. The purpose of having a "formation" is to ensure "support", "depth", "width" & field coverage on both offense & defense

Players: A match is played by two teams, each consisting of eleven players, one of whom is the goalkeeper. How these players work in their different positions can be determined by the set up of their TTC (Total team control) Soccer bases (pg. 4)

There is a twelfth player, The Designated Kicker (DK) who takes the place of one of one of the eleven whenever a Throw In, Foul or Goal shot needs to be taken.

Positions: "Forwards" (F), "Fullbacks" (FB), "Midfielders" (MF), "Goalkeeper" (GK), and "Stopper" (S) & "Sweeper" (SW) "Designated Kicker"(DK).

In designating positions, as you face the other team's goal, LF is Left F, CF is Center F, RF is Right F, etc. Right (e.g., RMF) is to your right.

Attacking: (Offense). When a team has the ball they are generally referred to as "attacking", no matter where the ball is on the field.

Defending: (Defense) The team defending their Goal from the attacking team

Center Circle: Circle in the center of the field

Halfway Line: The line across the center of the field that divides the Field into to halves

Kick-Off: (Tip Off) The beginning of a round when the attacking team passes to itself and starts moving the ball toward the defenders goal.

Ball-handler - a player has control of the ball when the soccer ball (metal ball inside) is attached to the magnet in the front of his base.

Stealing - A defensive player that gains control of the ball by gathering it into it's cowcatcher and securing it with it's magnet has taken the ball away from the offensive player. Give the new offensive player a chance to disengage himself from the defensive player. Once the player with the ball gains separation from the defensive player you must determine if the offensive player is heading in the right direction, if he is not stop the game and use the "Designated Kicker" to pass the ball to a teammate closer to the goal. Once the pass is completed or intercepted turn the receiver towards the proper net and turn the game back on.

Sandwiching: A foul occurring when 2 or more teammates "hold" an opponent by boxing him in. Penalized by a direct kick

Bunch-Up - If there is a bunch up with more then 2 players, the team with the most players takes control of the ball. The power should be turned off and the "Designated Kicker" should be brought in to make the pass. Once the pass is made the players should be turned in their positions and the power should be turned on

Lost Ball - If a ball is not controlled by any player and goes out of bounds, the power should be turned off and the team last in possession of the ball should make a throw in.

Pass Kick- When a pass kick is given to a player, the game is turned off and the designated kicker is brought in to pass the ball to a teammate (or be intercepted by the other team). A pass is complete when the passed ball touches a player's base. The players are turned in place in the direction the coaches would like them to face and the game is turned on.

Corner Arc: The small arc at each corner of the field.

Corner Kick: When the ball goes out of bounds over the end line & was last touched by the defending team, the attacking teams goalie inbounds it from the nearest corner by kicking it in from the Corner Arc. Defenders must stay 10" back .The ball may be placed anywhere inside the Corner Arc or on the Corner Arc lines. A player is not offside if he receives the ball from a Corner Kick

Passing: When a member of your team is open and closer to the net and open a passing opportunity arises. Pass is called, the game is turned off and the DK is brought in to attempt a pass. Once the pass is completed the game is turned on again.

Deliver The Ball: This refers to completing a pass, especially a pass that creates a scoring opportunity.

Distribute: Goalkeepers "distribute" the ball by kicking or punting it. Once they have the ball, the game is turned off and they have 20 seconds to punt it or kick it. When the ball touches another player (or goes foul) the pieces are moved in place in the direction the captain wants them to move and the game is turned on again.

Throw-ins - are very important because each team will take 25 or more of them during a game. When the ball goes out of bounds over the side line (i.e. the "touch line"), it is "out" on the team that last touched the ball before it crossed totally over the sideline, and the opposing team is allowed to get the ball. The game is turned off and the DK is brought in to inbound the ball by kicking it back onto the field. This is called a "throw-in".

PLAYING THE GAME

Set The Timer: The match lasts two equal periods of 15 minutes, unless otherwise mutually agreed between the referee and the two participating teams.

The timer should be set with the number of minutes desired for the first half. The game has begun

Tip Off (Kick Off):

Toss a coin to decide which team kicks off first (attacking) and toward which goal they will face.

Both teams should set their players up in a formation that will provide the best advantage for their side.

The diagram below shows a basic team formation that will be useful in understanding the terms used in the rules.

Note: After you've learned to use your TTC bases you'll be able to set up your players to perform a variety of offensive & defensive moves.

Kick Off

You have two options. 1. You can use the DK to pass the ball to one of your teammates. Or 2. You can place the ball on the magnet of the centerfielder, turn the game on and let him run.

Game Play

After kick off the player with the ball will run down the field toward the defenders goal. Players from his team will be moving down the field and the players from the defending team will be moving to block or intercept. As in any soccer game the player with the ball will be looking to pass the ball to another teammate on the field who is in a better position to shoot at the defenders net.

Passing

As the Attacking team moves toward the Defending net the team captain (you) may see an opportunity to pass the ball from the ball carrier to a teammate nearer the defending goal. The captain must yell "PASS " the game will be switched off and the "DK" will be brought in to make the pass. The pass is completed when the kicked ball either touches the player it was kicked to, touches some other member of your team, is intercepted by a member of the opposing team or goes out of bounds. If the play is completed the new ball carrier is turned toward the net and the game is turned on. If the pass is intercepted by a defending team player, the defending ball carrier is turned toward the attacking goal and the game is turned on, if the ball goes out of bounds the "Throw in" goes to the opposing team and their "Designated Kicker" is brought in.

As in any Soccer game there will be a great number of throw ins in the battle to get a goal. The ball will go out of bounds or there may be impeding by the opposing team (refer to Electric Soccer Definitions for specific information). The basic rule for foul shots is to turn off the game and bring in the teams DK to make the necessary shot.

PLAYING THE GAME... continued

Going For The Goal

When a player with possession of the ball is close enough to the enemies net to shoot for a goal , the captain shouts "SHOT".

The power is turned off and the " Designated Kicker" is brought in for a face off with the defending Goalie. Three outcomes may occur:

1. The kicker will shoot the ball toward the net. It may go in and score a point, which is posted on the Scoreboard (Refer to the Goalie kicking information in this booklet to see how to make a " Power Shot") If this happens the opposing team now gets the ball and the teams set up for a new kick-off

2. It may be intercepted by the defending Goalie so the Goalie will Kick the ball out to his team. The game is turned off and the Goalie gets 20 seconds to punt it or kick it. When the ball touches another player (or goes foul) the pieces are moved in place in the direction the captain wants them to move and the game is turned on again.

3. It may miss the net and go out of bounds behind the Goal Line in which case the defending team takes possession of the ball and gets a Corner Kick. The Corner Kick is taken on the side that the ball went out of bounds on. It can be taken anywhere in the area behind where the Goal Box and the Side Line meet

Goal Kick- When the Goalie makes a goal kick and it touches one of his teammates or an opposing teammate the players are turned in the direction they need to move and the game is turned on and play is resumed.

When the Half time Buzzer goes off all playing is stopped and the teams switch goals on the field. After this is done the timer is reset and the game is resumed. The team that received the first kick off gets to kick off to start the second half. At the end of the second half the Team with the most points is declared the winner.

ELECTRIC INTERNATIONAL SOCCER CHALLENGE

Electric Soccer Official Rules and Game Board Assembly

This booklet applies to all Plug In Electric Soccer Games 6079 + 8504*

INTRODUCTION AND ASSEMBLY

Welcome to the exciting world of Electric Soccer...! 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 soccer rules, and teach you how to play Electric Soccer.

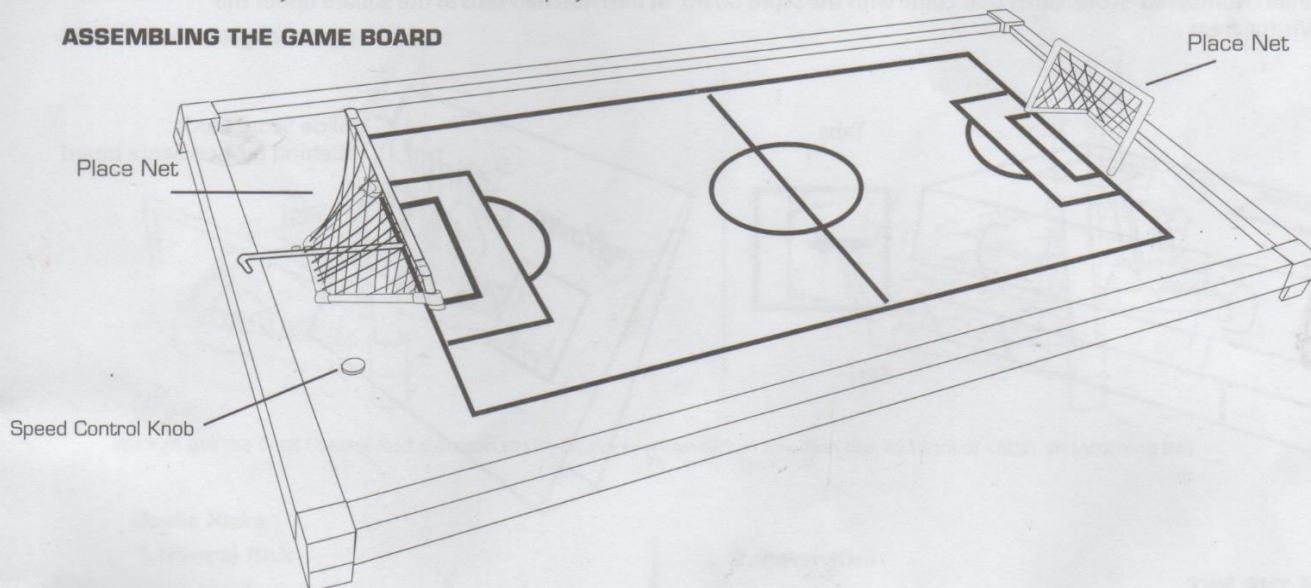
VIBRATION MAKES THE ACTION HAPPEN

Let's start at the beginning - when you switch on the power, electricity makes your Electric Soccer field vibrate. This vibration makes your players move and is accompanied by a buzzing sound, a buzz that 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 soccer strategy and your imagination. Just like real soccer, you are the coach and call the plays, you also train your bases to go where you want and, last but not least, you become the soccer player.

LEARN THE BEST STRATEGY TO WIN

Both you and your opponent have a team of eleven soccer players. The skill and strategy each of you use in setting up your team and plays will determine who wins. Tudor Electric Soccer is the only hands-on game that puts you on the field. With practice, you'll be amazed how fast you can become a skillful player.

ASSEMBLING THE GAME BOARD



SPEED CONTROL KNOB (ON GAME BOARD)

Purpose of speed control knob

1. The speed control knob creates vibration which causes movement of the players and controls the sound level.
2. Turn knob all the way left, place player with base on field, slowly turn knob to right until player moves. By testing each player you will find a level where all players move.
3. Use as little vibration as you need to move the players at your desired speed.

Like the "ROAR" of the crowd at real games, Electric Soccer will have the "BUZZ". Placing a towel or pad under the game board will absorb some of the buzz.

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

100V.6.00W.60C/S.AC ONLY

* Portable Electric Soccer
Requires 6 AA barrettes (Not Included)
CAUTION: Never mix battery types and
never mix old and new batteries.
For best results use Alkaline batteries
and remove them when not in use.

Ages 8 & Up

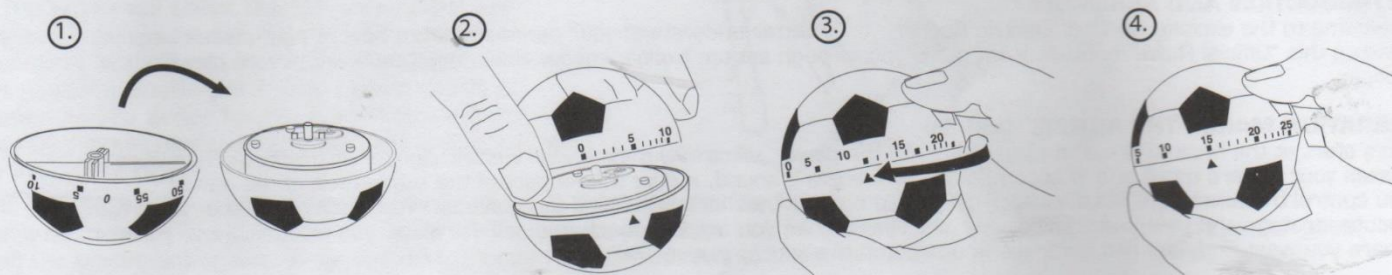


ASSEMBLING THE GAME ELEMENTS

AUTOMATIC SOCCER BALL TIMER (Only with the plug in version and not included with the battery version)

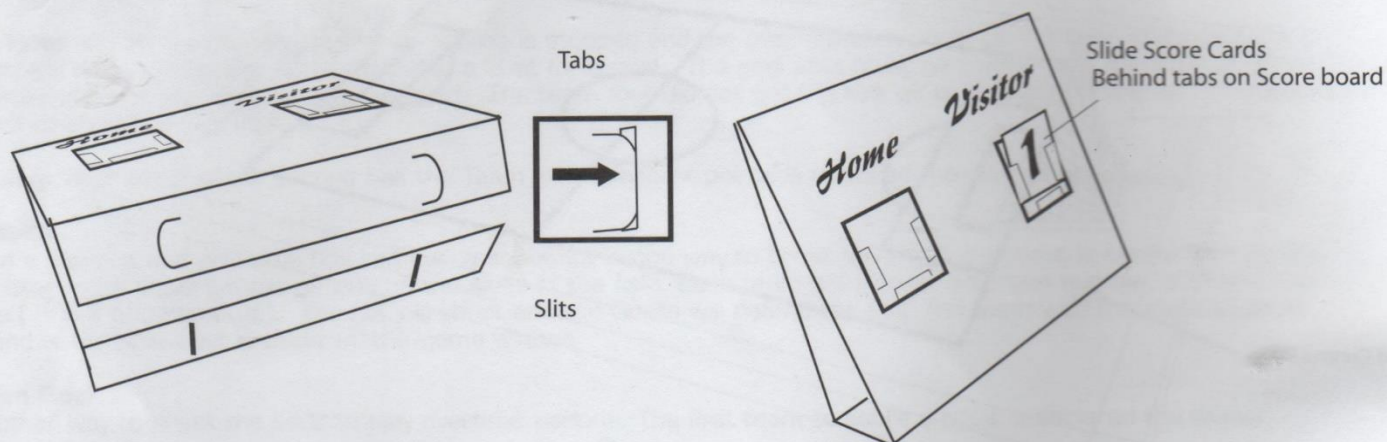
How To Set up & Use The Timer

1. Attach the top half of the timer onto the bottom half by lining up the center hole and notches with the center post and nibs on the bottom half of the timer. Gently press the two halves together until they almost touch. You will feel the pieces lock into each other.
2. Turn Top clock - wise and move the number of minutes desired for that half of the game and line up with the triangle on the bottom half of the soccer ball.
3. Place by the game board and start to play.
4. The bell will ring when time runs out.



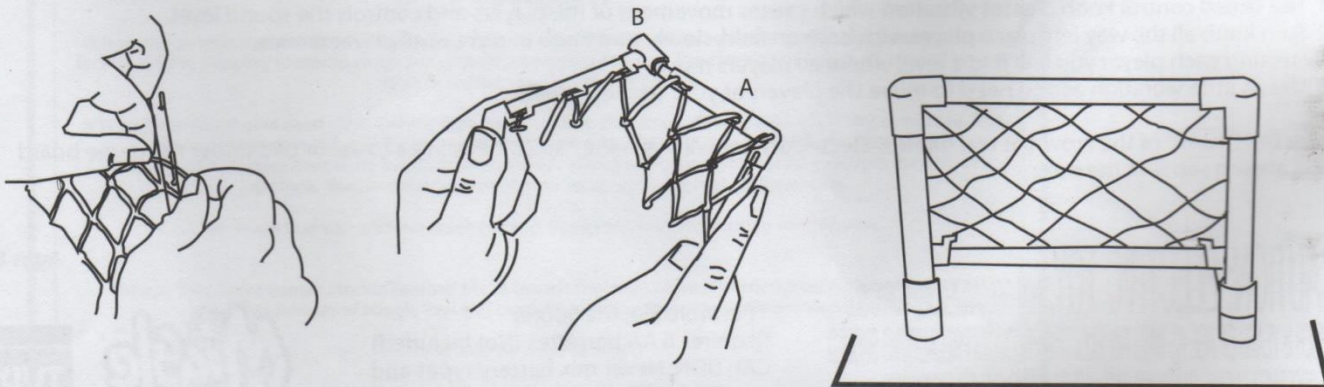
SCORE BOARD

The Soccer score board is easy to assemble, slide tabs through the slits on the bottom of the board and stand up next to timer. Numbered score cards that come with the score board fit into notched tabs in the square under the Home and Visitor areas.

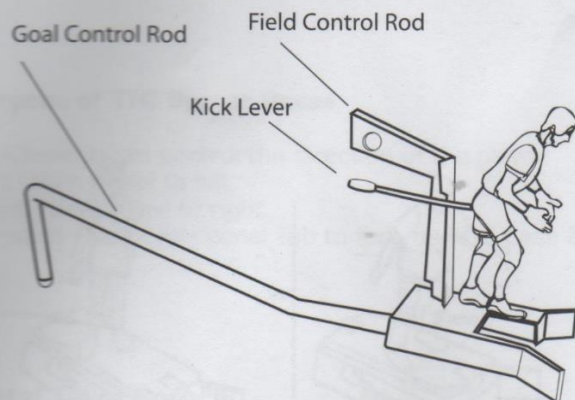


ASSEMBLE THE NET

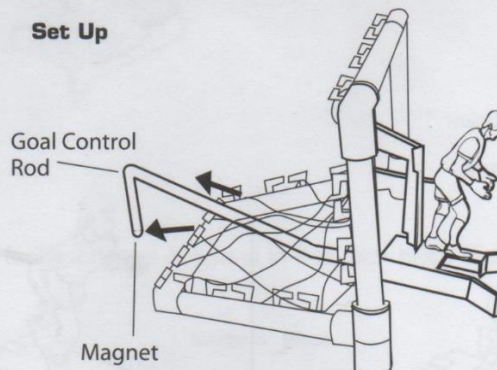
1. Loop ends of net over the hooks on the back of the net bars
2. Insert the top front post (A) into the goal post bottom back (B) and repeat on the other side.
3. Place nets in the Goal BOX area on opposing ends of the field.



Goal Keeper

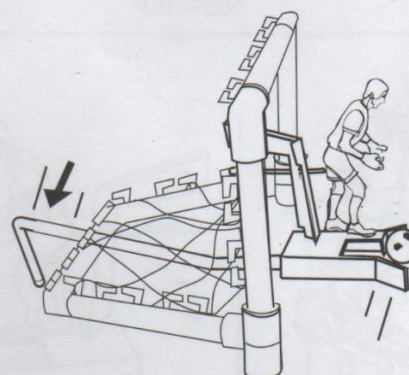
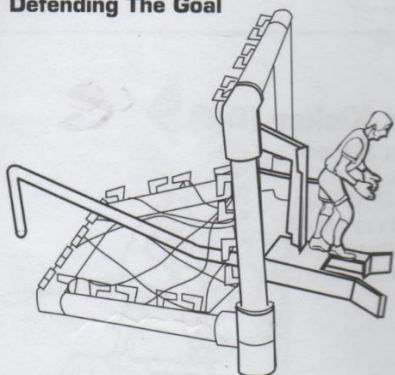


Set Up



Slide the Goal Control Rod Through the back of the net and Attach to the top of the back end wall to keep the goalie in position when game is turned on

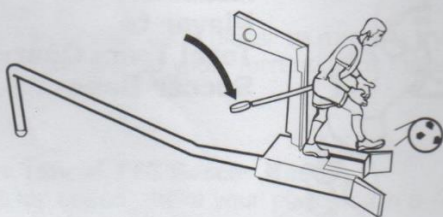
Defending The Goal



You can use the Goal Control Rod attached to the Goalie to move him in any direction to block or catch an incoming ball.

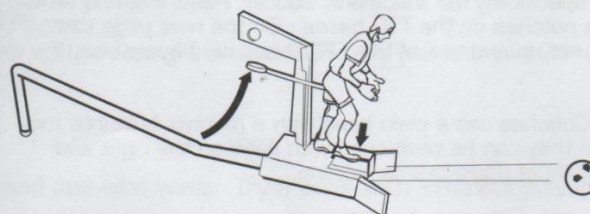
Goalie Kicks

1. Normal Kick



1. Normal Kick - Pressing down on the kick lever the ball will be kicked up. This can be effective for a short pass or in tight situations.

2. Power Kick



2. Power Kick - When shooting a goal kick or any other kick where power and accuracy are required, place the Goalie's foot on top of the ball and press the finger tab up. With practice this will give you the power to propel the ball quickly and accurately when taking goal shots.

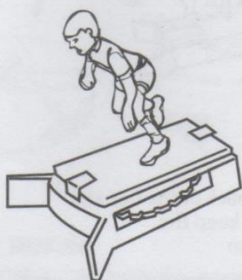
Just like real Soccer kicking and passing skills are the heart of the game. The key to soccer play is putting the ball where you want it to go. Practice kicks with your Goalie and DK. You'll be glad you did.

Electronic Soccer Team Members

Your Electronic Soccer Game comes with 2 complete teams. Each team includes 11 players in 6 different action poses

1. 2 Forwards (Strikers)
2. 2 Fullbacks
3. 2 Sweepers
4. 2 Mid fielders
5. 2 Stoppers
6. 1 Goalie
7. 1 Designated Kicker

Team Members



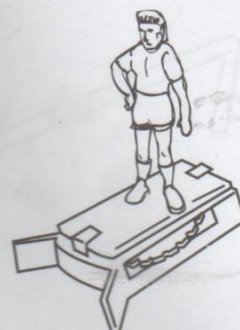
2 Forwards (Strikers)



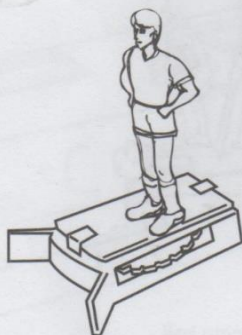
2 Fullbacks



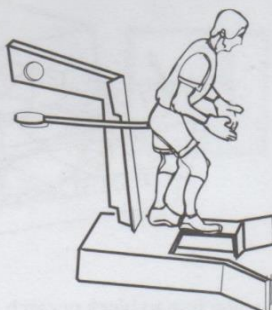
2 Sweepers



2 Mid fielders



2 Stoppers



1 Goalie

1 Designated Kicker (DK)

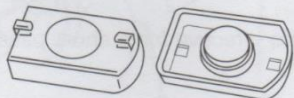
The "DK" is kept on the side lines and is brought in whenever a Pass, Goal Shot or off sides Throw-In is called for. A magnet is attached to the base so he can shoot from a stable stance.



Putting The Players On The Bases

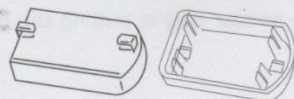
All Soccer Player bases are "Total Team Control Bases" designed specifically for Electronic Soccer. Players simply slide under the notches on the TTC bases. On the next page, the complete set up and use of the TTC bases will be explained.

The Line Coaches use a plain base with a magnet built into the bottom so they can be positioned with flags on the right and left hand side of there teams sideline.



Magnet

The Head Coach uses a plain base without a magnet so he can be easily moved around the board as needed.



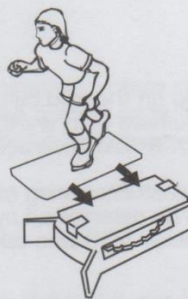
Assembly of Player to Total Team Control Soccer Base



Total Team Control Soccer Bases™

Refer to as TTC Bases

Assembly of Player to TTC Soccer Base



Purpose of TTC Soccer Bases

1. Allows you to control the direction of the player.

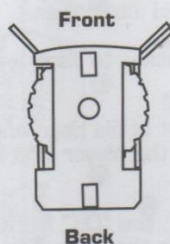
Left - turn wheel to left.

Right - turn wheel to right.

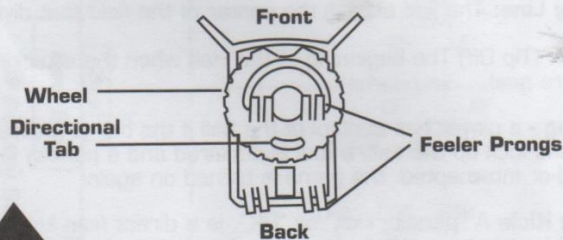
Forward- Turn Directional Tab to face back of base & have feeler prongs in wheel in line with base feeler prongs.

Total Team Control Soccer Bases™ (TTC)

Top View



Bottom View



Left

Left turn wheel to left.



Forward

Turn Directional Tab to face back of base



Right

Right turn wheel to right.

2. With practice you can run strikes, sweeps, traps or slants, and fool your opponent! You can set up defensive players to protect your net.

3. You can preset each player to move in the direction you want.

4. When you line up your formation, it looks like the bases will go straight ahead BUT only you know which direction they will run.

Expert Tips of TTC Soccer Bases

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.

Training And Conditioning Bases

1. To find the strongest TTC bases, just switch the wheels from base to base after each testing session.

2. Brushing feeler prongs on denim fabric (your jeans) seems to limber up the feeler prongs. (Brush in one direction)

3. Curl the back feeler prongs toward the back of base improves speed. Do this by brushing feeler prongs to the rear of base.

4. Once you get a base trained for a certain position, do not change.

NOTE: PLASTIC MATERIAL HAS MEMORY SO PARTS WILL ALWAYS RESUME ORIGINAL MOLDED STATE OR FORM.

Electric Soccer Definitions

Formation: The way your players are set up on the field can have a great deal to do with your team's success. Your formation determines how many players you have in forward, center and guarding the goal. The purpose of having a formation is to ensure support, depth, width & field coverage on both offense & defense.

Players: A match is played by two teams, each consisting of eleven players, one of whom is the goalkeeper. How these players work in their different positions can be determined by the set up of their TTC Soccer bases (pg. 4) There is a twelfth player, The Designated Kicker (DK) who takes the place of one of the eleven whenever a Throw In, Foul or Goal shot needs to be taken.

Positions: "Forwards" (F), Players who play closer to the oppositions goal. "Fullbacks" (FB) players who cover the area closer to their own goal, "Mid fielders" (MF), "Goalkeeper" (GK), and "Stopper" (S) & "Sweeper" (SW) "Designated Kicker" (DK). In designating positions, as you face the other team's goal, LF is Left F, CF is Center F, RF is Right F, etc. Right (e.g., RMF) is to your right.

Attacking: (Offense). When a team has the ball they are generally referred to as "attacking", no matter where the ball is on the field.

Defending: (Defense) The team defending their goal from the attacking team.

Center Circle: Circle in the center of the field.

Halfway Line: The line across the center of the field that divides the field into halves.

Kick-Off: (Tip Off) The beginning of the Half when the attacking team passes to itself and starts moving the ball toward the defenders goal.

Impeding - a player has control of the ball if the ball is touching the front of his base and he is moving. If 2 players bases collide and lock up the ball, a foul is declared and a penalty kick goes to the player who last had the ball. When the pass is received or intercepted the game is turned on again.

Penalty Kick- A "penalty kick" or "PK", is a direct free kick. On a "PK", the "DK" from the fouled team takes a shot at the goal from where the foul occurred with only the goalkeeper to stop the shot. The defending teams captain controls the goal keeper with the "Net Control Rod" If the DK scores a shot the team that was scored on gets the ball.

Goal Kick: When the attacking team kicks the ball out of bounds over the goal line of the defending team's goal, it is put back into play by the defending team, who may place it anywhere within their Goal Box (including on the line) & then kick it. The power is turned off so the goalie may kick the ball. The other goalie may guard his goal. If the ball touches a player that player takes control of the ball, the players are repositioned in their spots and the power is turned on and play resumes.

Sandwiching: A foul occurring when 2 or more teammates "hold" an opponent by boxing him in. Penalized by a Penalty Kick.

Tackle: If a defending player touches the side base of the attacking player, a tackle is declared, the power is turned off, the ball is given to the defender who is turned toward the attacker's goal (the player who was tackled must stay in the position he was in) and the power is turned back on.

Lost Ball - If a ball is not controlled by any player, the power should be turned off and a throw in should be made by the team last in possession of the ball.

Corner Arc: The small arc at each corner of the field.

Corner Kick: When the defending team kicks the ball past their own goal line, the attacking team's DK kicks it from the Corner Arc on the side it went out on. The attackers may position their forwards before the kick. The defenders may position all team members to defend the net. When the kick is made any player touched by the ball will then be in control of it. Players are repositioned in their places and power is turned on.

Passing: The idea in Soccer is always to move the ball forward toward the opposing teams goal. When a member of your team is open and closer to the net than the ball carrier a passing opportunity arises. A "Pass" should be called for, the power is turned off and the "DK" is brought in to attempt a pass. Strategy may dictate passing the ball more than once depending on the layout of the players on the field. You may call for up to 5 passes before calling for a goal shot or turning the power back on. Once the pass is completed the game is turned on again.

Deliver The Ball: This refers to completing a pass, especially a pass that creates a scoring opportunity.

Distribute: Goalkeepers "distribute" the ball by kicking or punting it. Once they have the ball, the power is turned off and they have 20 seconds to punt it or kick it. When the ball touches another player (or goes foul) the pieces are moved in place in the direction the captain wants them to move and the game is turned on again.

Throw-ins: Are very important because each team will take 25 or more of them during a game. When the ball goes out of bounds over the side line (i.e., the "touch line"), it is "out" on the team that last touched the ball before it crossed totally over the side line, and the opposing team is allowed to get the ball. The power is turned off and the "DK" is brought in to inbound the ball by kicking it back onto the field. This is called a "throw-in". When the ball touches the team mate aimed for or another member of your team or the opposing team, that player takes control of the ball and the power is turned back on.

PLAYING THE GAME

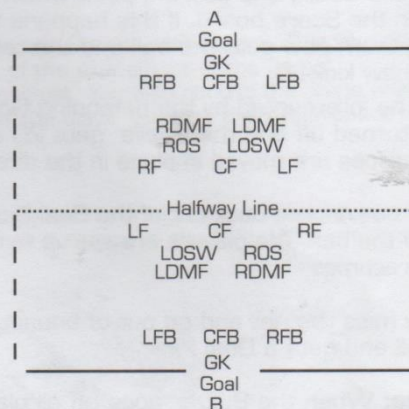
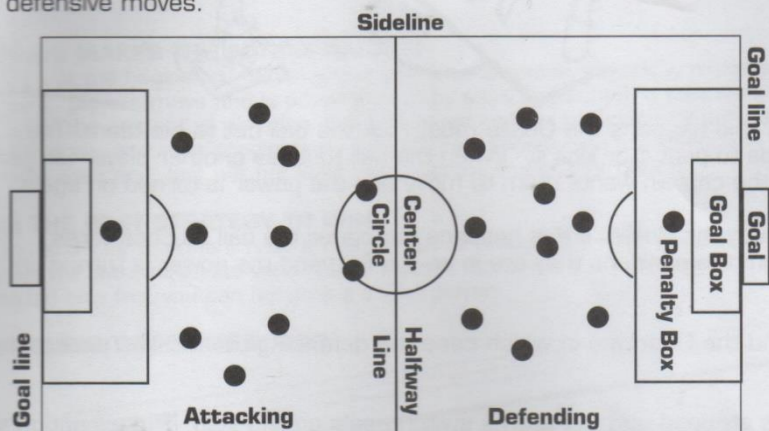
Set The Timer: The match lasts two equal periods of 20 minutes, unless otherwise mutually agreed between the referee and the two participating teams. The referee may be a third party or it may be one of the 2 players (Team Captains) while the other Captain will be in charge of controlling the power switch. These responsibilities can be switched at the start of the second half. The timer should be set with the number of minutes desired for the first half. Once the timer is set the game has begun.

Tip Off (Kick Off)

Toss a coin to decide which team kicks off first (the team with the ball is the attacking team) and toward which goal they will face. Both teams should set their players up in a formation that will provide the best advantage for their side. No player may cross over the Halfway Line before the Kick Off.

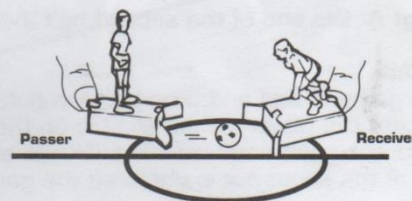
The diagram below shows a basic team formation that will be useful in understanding the terms used in the rules.

Note: After you've learned to use your TTC bases you'll be able to set up your players to perform a variety of offensive & defensive moves.



Forwards (F), "Fullbacks" (FB), "Mid fielders" (MF), "Goalkeeper" (GK), and "Stopper" (S) & "Sweeper" (SW). LF is Left F, CF is Center F, RF is Right F, etc. In designating positions, as you face the other team's goal, Right (e.g., RMF) is to your right.

Before the power is turned on the Captain of the attacking team (You) will set 2 Forwards in the Center Circle by the Halfway Line. The ball should then be placed in the front notch of the Forward who will pass the ball to his teammate in the Center Circle to start the game. Just push the Passer with the ball toward the Receiver so the ball touches his base. Once contact is made the receiving player should be turned in the direction you wish him to run and the power should be turned on.

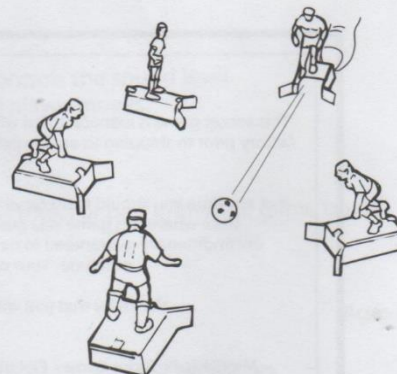


Game Play

The player with the ball will now run down the field toward the defenders goal. Players from his team will be moving down the field and the players from the defending team will be moving to block or intercept. As in any soccer game the player with the ball will be looking to pass the ball to another teammate on the field who is in a better position to shoot at the defenders net.

Passing

As the attacking team moves toward the defending goal the team Captain (you) may see an opportunity to pass the ball from the ball carrier to a team mate nearer the defending goal. The captain will yell, "PASS!" the power will be switched off and the DK will be brought in to make the pass. The pass is completed when the kicked ball either touches the player it was kicked to, touches some other member of your team, or touches a member of the opposing team (intercepted) or goes out of bounds. If the play is completed the new ball carrier is turned toward the net and the game is turned on. If the pass is intercepted by a defending team player, the defending ball carrier is turned toward the attacking goal and the power is turned on, if the ball goes out of bounds the "Throw in" goes to the opposing team and their DK is brought in.



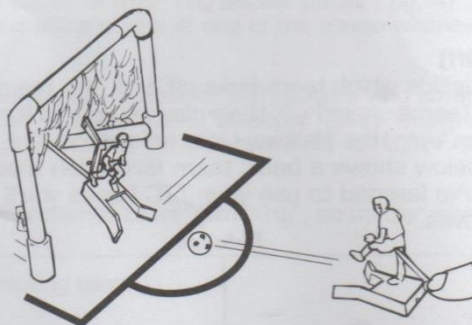
As in any Soccer game there will be a great number of throw ins in the battle to get a goal. The ball will go out of bounds or there may be impeding by the opposing team (refer to Electric Soccer Definitions for specific information). The basic rule for foul shots is to turn off the power and bring in the teams DK to make the necessary shot.

PLAYING THE GAME... continued

Going For The Goal

When a player with possession of the ball is close enough to the enemies net to shoot for a goal, the captain shouts "SHOT!".

The power is turned off and the DK is brought in for a face off with the defending Goalie. Four outcomes may occur:



1. The kicker will shoot the ball toward the net. (Refer to the Goalie kicking information in this booklet to see how to make a Power Shot) It may get past the Goalie and score a point which is posted on the Score board. If this happens the opposing team now gets the ball and the teams set up for a new kick-off.

2. It may be intercepted by the defending Goalie. If this happens the Goalie must Kick the ball out to his team. The game is turned off and the Goalie gets 20 seconds to punt it or kick it. When the ball touches another player (or goes foul) the pieces are moved in place in the direction the captain wants them to move and the power is turned on again.

3. It may be knocked back out of the Goal Box area by the Goalie. If this happens the player the ball touches takes control of the ball. The players are set up to run from the positions they are in on the field and the power is turned on and play resumes

4. It may miss the net and go out of bounds behind the Goal Line in which case the defending team takes possession of the ball and gets a Goal Kick.

Half Time: When the Buzzer goes off all playing is stopped and the teams switch goals on the field. The exception to this rule is if the teams are in the middle of a Shot for a goal. The goal shot must be played out. After this is done the timer is reset and the game is resumed. The team that did not get the kick off at the start of the game gets the kick off to start the second half.

Winning: At the end of the second half the Team with the most points is declared the winner.

Shoot-Out

When a game is tied and time has run out, a shoot-out is one way to break the tie. A shoot-out is similar to a penalty kick, except the players must all stay on the sides of the field. Each team will receive a certain number of chances to score (5 is a good amount). The DK will shoot and the Goalie will defend the net. The team with the most goals at the end of the shoot-out is declared the game winner.

Golden Goal

The other way to break the tie is to play overtime periods. The first team to score a point is declared the winner.

WARRANTY

This soccer game is manufactured with exacting care from the finest materials available. It has been pretested 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 well for storage when not in use.

If at any time you should need service of any type please contact the factory directly (847-432-0140) or write 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 soccer game.

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