



# ***ELECTRIC FOOTBALL***



115 V • 6.00 W  
60 Cycles

A. C. ONLY

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

**ASSEMBLY INSTRUCTIONS AND RULES FOR PLAYING**

**GOTHAM PRESSED STEEL CORPORATION,  
411 WALES AVE. BRONX, N.Y. 10454**

# PRE GAME PREPARATIONS

There are several steps to be taken to set up the field prior to playing a game.

## 1. PLAYER ASSEMBLY

There are 22 men in four different action positions. Each team consists of 11 men.

To assemble each player, place one metal plate over a plastic base lining up the holes. Lock both pieces together by pushing the nib under the players feet through the holes in the metal and plastic base (See illus).

You will notice each base has little vanes facing in one direction. These vanes control the direction in which the players move. You can alter the direction in which the player will run by twisting the player slightly to the right or left.

When the vanes face to the rear, the players move forward. By brushing one set of vanes in the opposite direction the players will turn either right or left.

Another method of changing directions is to twist the player slightly to the right or left.

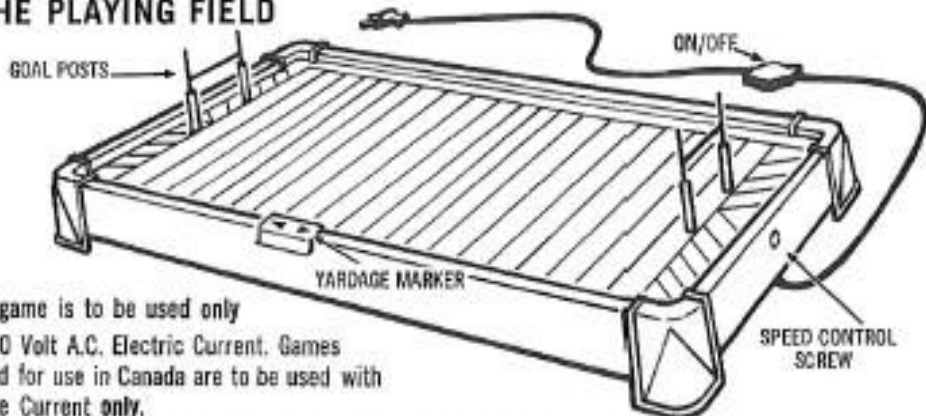
A little experimenting will enable you to add more interest and realism to all your plays.



**IMPORTANT:** Do not cut or remove "Vanes".

# PRE GAME PREPARATIONS

## 2. THE PLAYING FIELD



This game is to be used only with 110 Volt A.C. Electric Current. Games approved for use in Canada are to be used with 60 Cycle Current **only**.

Unwind the Cord Set and plug into house outlet. Play is controlled by turning the switch on or off to start and stop vibration of the playing field. The rate of vibration is pre-set at the factory. Vibration speed can be changed if necessary. At one end of the game you will find a hole in the metal frame. In this hole is the Speed Control Screw. By placing a screwdriver in the hole and turning slightly to the right or left vibration will be increased or decreased. **CAUTION:** Do not turn the screw more than 1 or

2 turns in either direction.

Now insert the Goal Posts into the holes provided at each end of the playing field on the Goal Lines.

Place the Yardage Marker over one of the long metal frames. Squeeze the sides of the marker to create a slight tension. This will keep the marker from moving during play. The Yardage Marker will be used for measurements for 1st Downs and will be moved up and down the field as the game progresses.

# PRE GAME PREPARATIONS

## 3. THE KICKER-PASSER

**TO KICK . . .** Pull back the leg of Kicker. Place the magnetic football in the groove at the base of the Kicker (See illus.). The football may be placed either on its flat or narrow side. Release leg to kick.



**TO PASS . . .** Holding Passer's base firmly with one hand, pull back and place the magnetic football in player's hand. Release player's passing arm to "pass" football (See illus.).

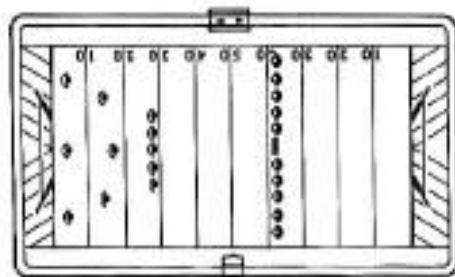


# PRE GAME PREPARATIONS

## SETTING UP FOR KICK-OFF

Toss a coin to determine who will kick-off. The winner of the toss can choose either to kick or to receive. The Offensive Team (in this case the receiver) controls the switch.

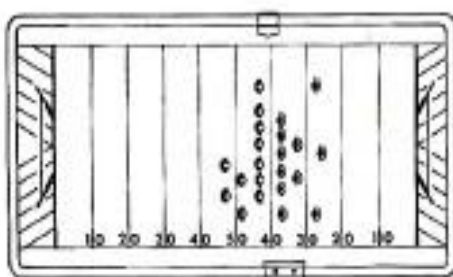
After choosing who will kick-off, the field is set up as follows:



LINE-UP FOR KICK-OFF

The Defensive Quarterback places the Kicker-Passer and his players on the 40 Yard Line (refer to illus.). The Offensive Quarterback sets out his receivers and lines up the rest of his players as shown.

**You are now ready to begin playing a game.**



LINE-UP FOR OFFENSE

# PLAYING A GAME

## THE KICK-OFF

The Defensive Team "Kicks-Off" and the Offensive Quarterback starts his team in motion down field by turning on the switch.

Play stops when:

1. The football is "caught" by any of the Offensive players. This happens when the football touches any of the Offensive players before going "Out of Bounds" (over the side lines) or into the "End Zone" (over the Goal Line). The player touched becomes the ball carrier and the magnetic football is placed on his metal base.

The switch is again turned on and play is resumed without lining up the teams for scrimmage. Play continues until the Ball Carriers forward motion is "halted" (until he is touched by a defensive player), or he runs out of bounds.

2. The football rolls out of bounds after landing on the field. The line of scrimmage is set on the Yard Line where the ball went out of bounds.

3. The football falls or rolls into the End Zone (over the Goal Line) for a "Touch Back". The ball is then brought out to the Offensive Team's 20 Yard Line as the line of scrimmage.

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## PLAYS FROM LINE OF SCRIMMAGE

After a ball carrier is halted, play resumes at the point where he was halted or at the "line of scrimmage".

The Offensive Quarterback decides the type of play his team will use. Refer to page 9 for examples of a few popular plays used by Famous football teams or create your own formations.

"Back" (player) who will carry the ball.

The Defensive Quarterback selects his defense formation and sets up his team opposing the Offensive Team. A distance of approximately the length of the base of a player should be maintained between both teams.

Play is started by the Offensive Quarterback. He must move the ball forward a distance of 10 Yards or more. Use the Yardage Marker on the frame to determine the distance to be covered. Place the near end opposite the line of scrim-

# PLAYING A GAME

mage and the far end toward the Goal line. The marker is not moved until a 1st Down is made or the Offensive Team loses the ball.

The Offensive Team has 4 plays (downs) to gain 10 Yards and make a 1st Down. Each time there is a gain of 10 yards or more another 1st Down is scored and the Offensive Team retains possession of the ball. If the Offensive Team fails to move the ball 10 yards in four downs they lose possession of the ball to the opposing

team. Play then begins from the line of scrimmage with the opposing team now controlling the switch, and attempting to move the ball in the opposite direction.

On 4th down, if the Offensive Team chooses, they can turn over possession of the ball by kicking, this is called Punting. The same rules apply as when a Kickoff is made, but the ball is kicked from 10 yds. behind the line of scrimmage.

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## SCORING

The Objective of each team is to outscore its opponent. The team having the most points when the game ends is the winner.

Points are scored by:

1. A Touchdown. When a player carrying the football crosses his opponents' goal line or receives a forward pass or recovers a free ball in his opponents end zone, he scores a touchdown. A touchdown is scored as 6 points and with each touchdown goes the chance of trying to make extra points. This is called a Conversion. 1 point is scored by kicking the ball over the goal posts

from the 3 yard line. 2 points are scored by running or passing the football over the goal line from the 2 yard line.

2. A Field Goal. Kicking the football from the line of scrimmage over the crossbar of the opponents goal post. Each field goal is scored as 3 points.

3. A Safety. Each time a defending player in possession of the ball is driven into the end zone by an opposing player a safety is scored. Each safety is scored as 2 points. If the defending player moves into his end zone by his own power a "Touchback" is made and not a safety, and no points are scored.



# PLAYING A GAME

## VARIATIONS OF PLAYS

Instead of designating a particular back to carry the ball, the Offensive Quarterback may place the magnetic football on the field behind the line of scrimmage and in front of the running backs. When the switch is turned on and the backfield is in motion, the ball will adhere to one of the "Backs" who will become the ball carrier.

For passing plays you may want to "scramble" your Quarterback. To do this simply turn his base around so that the vanes face in the opposite direction to the player. This will give him a backwards motion away from the onrushing line and will allow the receivers more time to move downfield.

When a receiver is clear, stop the play by turning off the switch and replace the QB with the Kicker-Passer. Pass as explained previously.

If the ball touches or adheres to the receiver before touching the field, a Forward Pass is completed. The switch is turned on and the player can run downfield until he is "tackled". If the ball touches or adheres to a defending player, the ball is "intercepted" and the Defensive Quarterback takes over the switch and can run his man downfield. If the ball touches the field before a player, the pass is incomplete and one down is used up. Play resumes at the previous line of scrimmage.

If an Offensive player carrying the ball should drop the ball while in motion, he has fumbled the ball and either team can recover.

If a ball carrier reverses his direction and runs towards his own goal line, play can be stopped and a forward pass called for.



# PLAYING A GAME

## NUMBERING PLAYERS

On each team there are: four Backs, (QB) Quarterback, (RB) two Running Backs, (WR) Wide Receiver or Flanker, and seven Linemen, (E) Left End, (T) Left Tackle, (G) Left Guard, (C) Center, (G) Right Guard, (T) Right Tackle, (TE) Right End (Tight).

Numbers are always assigned as follows:



Backs — 1 through 49



Tackles, Guards and Centers — 50-79



Ends — 80-99

## TIME

A Game is 60 minutes long divided into 15 minute quarters and 30 minute halves.

There are time outs taken between the first two quarters and the last two quarters. During these timeouts Teams change goals and the ball is relocated in the same position on the

opposite end of the field.

There is a Time out taken between Halves. At the resumption of play after the 1st Half, the loser of the toss at the beginning of the game will now either kick or receive. Play will again begin with a Kick Off as at the start of the game.

# PLAYING A GAME

## FORMATIONS

When a scrimmage begins each team must be "on side" and the offensive team must have

at least 7 players on it's forward line. One offensive player can be in motion in the backfield, either laterally or backward.

Here are a few famous Offensive formations.

<p>ETGCGTE QB H FH</p>	<p>EGCGTTE H QB H F</p>	<p>ETGCGTE QB H H F</p>	<p>EGCGTTE H QB F H</p>
Balanced Line & Backfield	Warner Double Wing	Notre Dame F'mtn	Warner Single Wing

Here are a few famous Defensive formations.

<p>ETGCGTE F H QB H</p>	<p>ETGCGTE H F H QB</p>	<p>ETGGTE C H F H QB</p>	<p>ETG GTE C F H QB H</p>
Diamond Defense	Box Defense	6-3-2 Defense	6-2-2-1 Defense

## ACCESSORY LIST

If any parts are lost, you may obtain new ones by ordering from:

**GOTHAM PRESSED STEEL CORPORATION**  
**411 WALES AVENUE**  
**BRONX, NEW YORK 10454**

When ordering additional accessories be sure to specify game number.

Vibrator .....	\$1.50 each
Paint set and brush .....	.39 each
Complete team(set of 11 men with metal and plastic bases) .....	2.00 each
Moulded plastic kicker-passer .....	.50 each
Magnetic ball (6 for \$1.00) .....	.20 each
Goal posts .....	.15 each
Yardage marker .....	.10 each
Players (specify color & position) .....	.20 each
Plastic bases .....	.10 each
Metal bases (6 for 35¢) .....	.10 each

On all small parts orders totaling less than \$1.00, please add 25¢ to cover postage and handling.

**IMPORTANT: BE SURE TO INCLUDE YOUR NAME & ADDRESS.**

BE SURE TO ASK YOUR DEALER ABOUT THESE  
**GOTHAM "FAMILY OF STARS" GAMES**

**JOE  
 NAMATH**

ELECTRIC FOOTBALL



No. 812

**DOUBLE DYNAMITE  
 REED • FRAZIER**

PRO-BASKETBALL GAME



No. 1910

**TOM SEAVER**

ELECTRIC  
 BASEBALL



No. 851

**ROMAN GABRIEL**  
 ELECTRIC FOOTBALL



No. 818

**LEW ALCINDOR**  
 PRO-BASKETBALL GAME



No. 933

**PHIL ESPOSITO**  
 HOCKEY  
 GAME



No. 1575

**TONY ESPOSITO**  
 HOCKEY GAME

No. 1580

**NFL Players Association**  
 GIANT SIZE  
 ELECTRIC FOOTBALL  
 No. 1506

**NFL Players Association**  
 ELECTRIC FOOTBALL  
 No. 895

**JOHNNY BENCH**  
 ELECTRIC BASEBALL GAME  
 No. 871

**JOHNNY BENCH**  
 MAGNETIC BASEBALL GAME  
 No. 8

**BATTLING BROTHERS**  
 PRO-HOCKEY GAME



No. 715