

**ELECTRIC FOOTBALL™**

# OFFICIAL RULES



Makers Of Sporting Events

CAUTION-ELECTRIC TOY

NOT RECOMMENDED FOR CHILDREN UNDER  
8½ YEARS OF AGE. AS WITH ALL ELECTRIC  
PRODUCTS PRECAUTIONS SHOULD BE OB-  
SERVED DURING HANDLING AND USE TO  
PREVENT ELECTRIC SHOCK.

110V • 6.00W • 60 C/S • AC ONLY

## INTRODUCTION

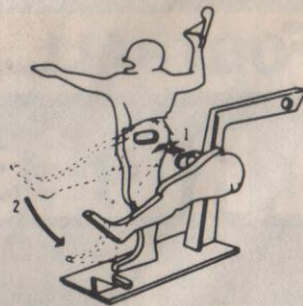
The basic feature of Tudor Electric Football Games is that each player has at his command a team of twelve moving men. Each player, as Coach of his team, calls the plays and sets up the offensive and defensive formations. The skill and strategy used in directing the teams will help determine the winner.

The rules for playing this game are almost identical to the official rules of football. Variations are possible so that players can change or add to the rules as they desire to create increased interest. Arguments over controversial points not covered by the rules can be settled by mutual agreement.

Due to the fact that the initial line charge is almost identical to that of a real game, it is possible, by setting THE TOTAL TEAM CONTROL™ steering wheels on the figure bases at different blocking angles, to get a typical result. The coach or student of football can use this game to set up various formations and study their effectiveness.

In order to avoid unnecessary arguments, it is advisable to have a third person, in addition to the players, to act as a referee, although this is not necessary.

Parents, as with all electric products it is recommended that you periodically examine the electric cordset for a potential hazard, and repair or replace if necessary.



### 1 QUARTERBACK

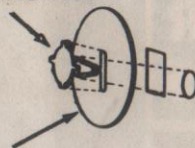
A. Hold leg at right angle to body.

- (1) Insert peg into hole in kicker body. While pressing leg firmly to kicker body,
- (2) rotate leg downward until foot touches base.



### 8 SCORING DISK ASSEMBLY

SCORING KNOB



SCORING DISK

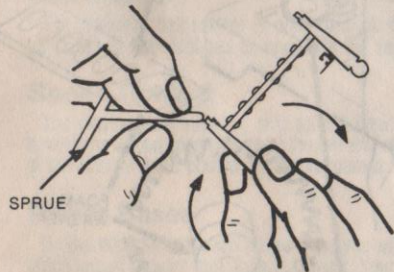
Punch out all cutouts and Score Disks in the Scoreboard *except* the team name slots. Assemble each Knob and Scoring Disk by pushing Knob through slot in back of Disk—then pushing Knob through round hole in back of Scoreboard.



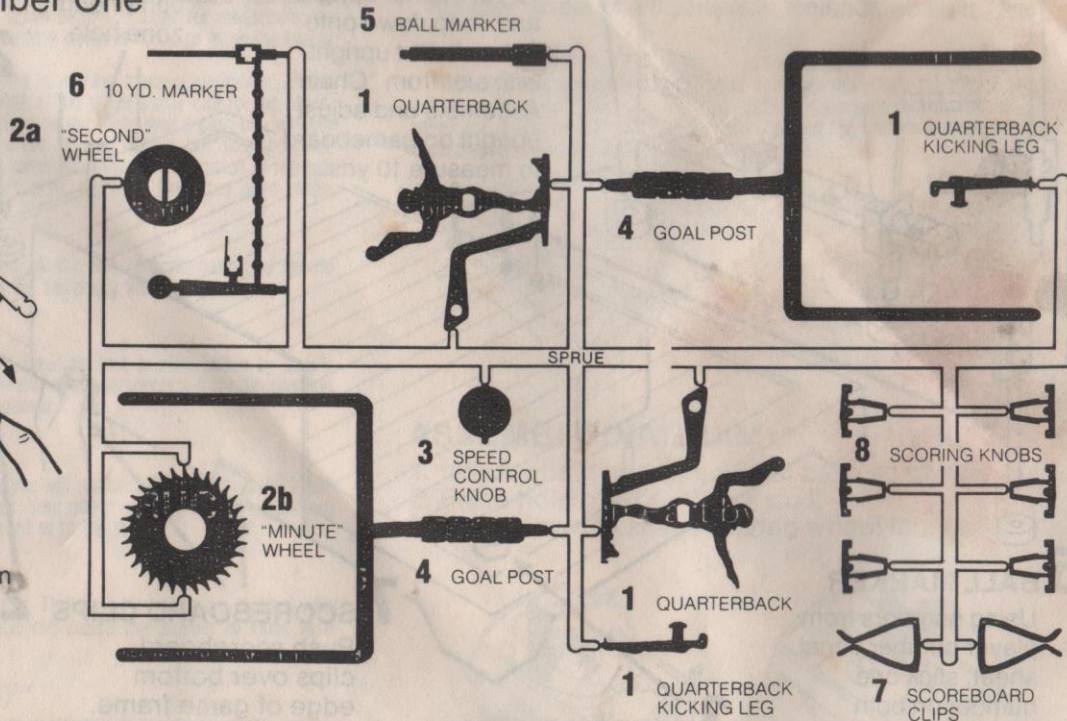
# EASY ASSEMBLY INSTRUCTIONS

## Assemble Each Part by the Numbers— Starting with Number One

To Remove parts,  
From Sprue, Twist Part  
in Same Direction Several  
Times While Pulling Away  
from Sprue—or Cut with  
Scissors.



Make your own Team Name  
Strip. Cut out shape as shown  
to fit into slots provided.



NOTE: YOUR SPRUE MAY HAVE A DIFFERENT SHAPE BUT ALL NECESSARY PARTS ARE AS SHOWN.

Rotate  $90^\circ$  and  
slide on "Chain"

CUT  
HERE

SLIDE

MAGNET

## 6 10 YARD MARKER

Cut marker slide from 10 yd. marker upright and snap down onto "Chain". Cut upright *with slot* from "Chain" Assemble and adjust upright on gameboard to measure 10 yds.

## 4 GOALPOST

Place in  
center end-  
zone hole

## 2a "SECOND" WHEEL

Drop shaft into hole  
provided in gameboard

## FOAM FOOTBALLS

FOAM  
WASHER

SHAFT

## 5 BALL MARKER

Using numbers from player number decal sheet, stick one number on both sides of down marker

**3 SPEED CONTROL KNOB**—Push down onto bolt

## 7 SCOREBOARD CLIPS

Push scoreboard clips over bottom edge of game frame. Place scoreboard between clips and game frame.

## 2b "MINUTE" WHEEL

Place foam washer on shaft as shown—  
Drop shaft into hole provided in gameboard



## 10-Yard Marker

Stick the magnetic 10-yard marker to either of the side lines. Before each series of downs the 10-yard marker post closest to the offense's goal line is placed at the point at which the first down begins. Except for measurements out on the field, it is moved only when a first down is made or when the teams exchange possession of the ball.

The 10-yard marker slide is to be used in making measurements out on the field. When it is close to a first down, one of the players may call for the chain. To make a measurement on the field, position the slide over a yard line without moving the 10-yard marker. Then move the 10-yard marker out onto the field, placing it so that the slide is over the same yard line. If any portion of the ball carriers base falls ahead of the forward post, the first down has been made.

## Ball Marker

The magnetic ball marker is used to mark the line of scrimmage and should be stuck on the sidelines as shown in the assembly instructions.

## Speed Control

The playing field vibration may be regulated for fast or slow action by slowly turning the speed control knob at the left end of the gameboard. Note the position of the control knob pointer for future games.

## Player Bases

On the underside of each player base you will notice backward slanted "legs" which impart forward motion to the player. Your player's speed may be decreased or increased by brushing the legs forward or to the rear.

## Rookie

Straight Running (Sold as an extra only). These player bases are molded with all four legs preset in a position which will cause the players to move in a forward direction only.

## Total Team Control (TTC)<sup>TM</sup>

The two front legs of these bases are molded in a "steering wheel" letting you control the movement of every offensive and defensive player. With it you can actually plan and execute strategy by making each player do what you want on each play.

The side control steering wheel lets you pre-set each player to move in the direction you want. The degree of turn is determined by the amount the wheel is turned.

Your game contains 24 TTC player bases and 24 player steering wheels.

## To Assemble

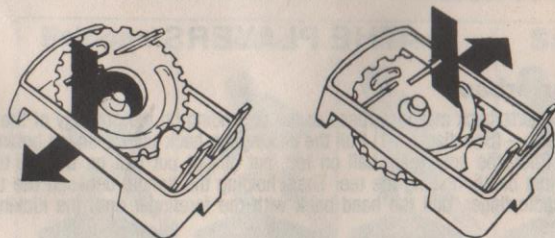
Follow the diagram and simply insert or snap the wheel into the player base.

To have the wheel in the basic or start position, make sure the two legs on the wheel are *forward*. From this position you can test the various movements for each player. (See direction adjustment on page 6).



## ASSEMBLY DIAGRAM

1. Insert wheel into one slot of base as shown.
2. Place hole of wheel over stud.
3. Press down to snap steering wheel in place.



## Direction Adjustment

1. **Forward**—Player will move straight if legs on wheel are in forward position. (Slight adjustments either left or right will be needed with each player base—they must each be individually experimented with.)
2. **Right Turn**—Slight right turn makes player move in wide arc to the right. The more you turn the wheel the smaller will be the arc or angle of turn the player takes.
3. **Left Turn**—Slight left turn makes player move in wide arc to the left. The more you turn the wheel, the smaller will be the arc or angle of turn the player takes.



The recommended procedure for the above is to first turn on the game setting the vibration on the low side causing the players to move in a smooth, even fashion. Next, taking one player at a time, place them on the goal line, between the hash marks, facing the other goal line and observe their movements.

To get a player to run straight pick him up every time he turns left or right and turn the steering wheel, very slightly, *opposite* to the direction he turned. Keep repeating this procedure until he can run from one goal line to the other without going out of bounds.

## THE PLAYERS

### Quarterback

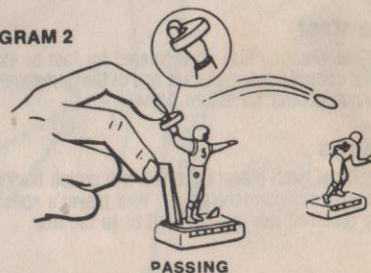
Your quarterback may kick, pass or run depending on the strategy of the play.

**To Kick:**—(See diagram 1) Pull the kicking leg back until it snaps behind the "tee". Slide the split foam ball on tee, but do not put ball on tee too tightly, rather just barely holding the tee. Then, holding the handle between the thumb and middle finger, pull the hand back with the forefinger until the kicking leg releases.



**To Pass:**—Slide the split ball on the passing hand with the split toward the rear. (See diagram 2.) Then, holding the handle between the thumb and middle finger, pull the passing hand back with the forefinger. Let the forefinger slide off quickly to the rear in order to release the ball.

DIAGRAM 2



### Linemen, Ends and Backs

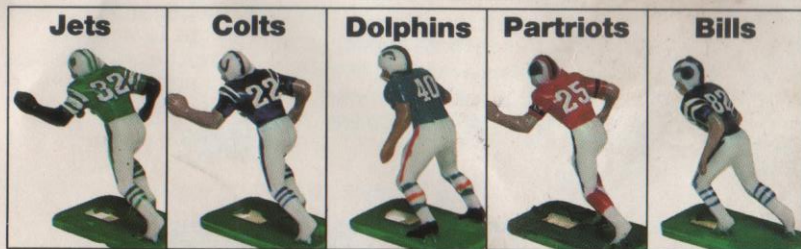
These sculpt-action players are molded in five distinct poses: blocking guards, charging tackles, sprinting ends, stiff-arming offensive backs and defensive backs with arms outstretched.

These figures also stand by themselves and therefore can be used for strategy sessions or shelf displays. The figures are available in pre-painted uniforms of the NFL and in solid red and yellow for those who want to paint their favorite college or high school teams.

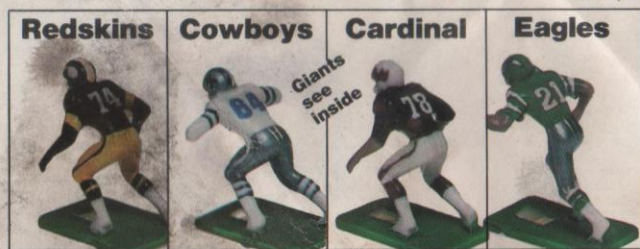


# Get more teams and have more fun!

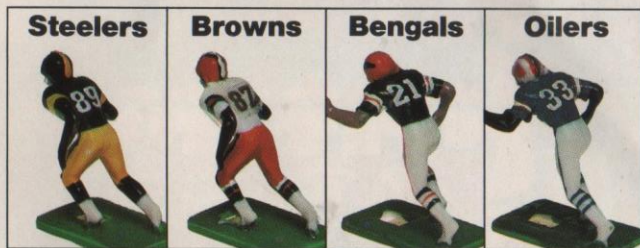
Your favorite NFL Teams now available in Home and Away uniforms...player numbers available too (order form on back).



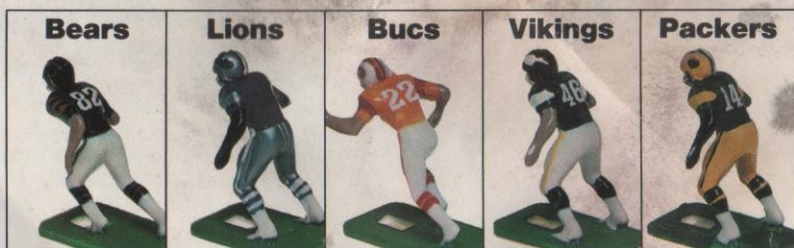
**AFC-East**



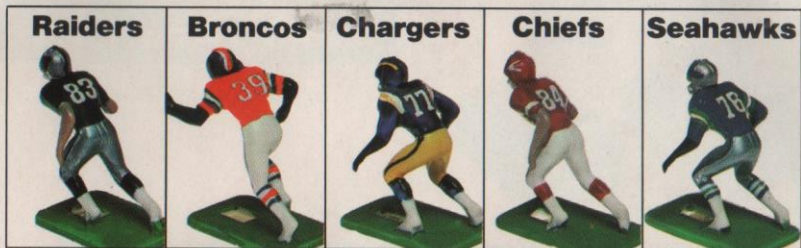
**NFC-East**



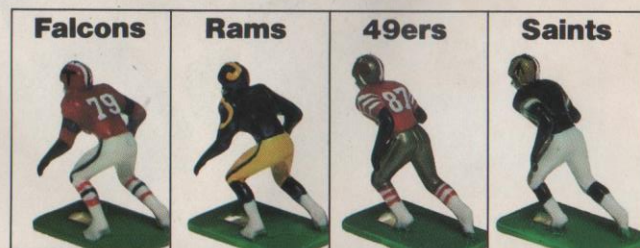
**AFC-Central**



**NFC-Central**



**AFC-West**



**NFC-West**

## NFL Team Names for Goal Posts.

- ★ Included with NFL Team Names for end zones.



## NFL Team Name Magnetic Holders.

- ★ These magnets keep Team Names in place.
- ★ By using these magnets you can pick the teams you want, change them when you want and play with all 28 NFL teams.

## Two Types of Running Bases.

- ★ Rookie Bases... which are programmed to go forward.
- ★★ Total Team Control Bases... that let you program each play to move in whatever direction you want.



★★



★



Giants

## NFL Team Names for End Zones.

- ★ Customize your gameboard to show your favorite teams.
- ★ All 28 teams available.
- ★ Can also be used to identify your Team Strategy Chest.

## Coaches Manual

16 page manual describes and diagrams how the Total Team Control bases should be set to add deception and increase rushing yardage.



Order form available in back of this book.



## Tudor NFL Strategy Case.

### Here's what it does for you:

- ★ You no longer have to constantly re-set the Total Team Control bases.
- ★ Now it's possible to have as many pre-programmed players as you want instantly available for play to speed the game.
- ★ Knowing your players' abilities lets you set them up in exact strategy formations and increases your chance of winning.

### Here's how it works:

- ★ You pre-set each player in practice sessions.
- ★ You then record their running patterns.
- ★ Then you put them in the case ready for play.

### Here is what you get:

- ★ A sturdy 8½" x 8" x 2" box with a top that also acts as a privacy shield.
- ★ A soft polyurethane nest that will hold up to 28 players without disturbing their total team control settings.
- ★ A recording system that can identify each player by his number, name, position and running pattern.

## NEW! NFL Deluxe Electronic Football

You can't buy a better electronic football game. . . .

no other game lets you do as much and gets you totally involved in every play. Designed by NFL Veterans who know the game, you'll feel the challenge, excitement and fun of a real NFL contest.

### Realistic Features:

- ★ Teams quickly set up in scrimmage formation. . . .
- ★ Quarterback and receiver can be moved in four directions independent of each other. . . . Set up and run your pass patterns.
- ★ Rushing, scrambling and back pedaling. . . you get to do this on an extra wide field of play.
- ★ Six tough computerized defenders.
- ★ Passing—but interceptions and incompletions are possible.
- ★ Kickoffs and runbacks.
- ★ Punts and runbacks.
- ★ Touchdowns, field goals, safeties.
- ★ Four skill levels.
- ★ Continuous information display.
- ★ Realistic Referee whistle sounds.
- ★ Audible Official Time Clock.



Order form available in back of this book.

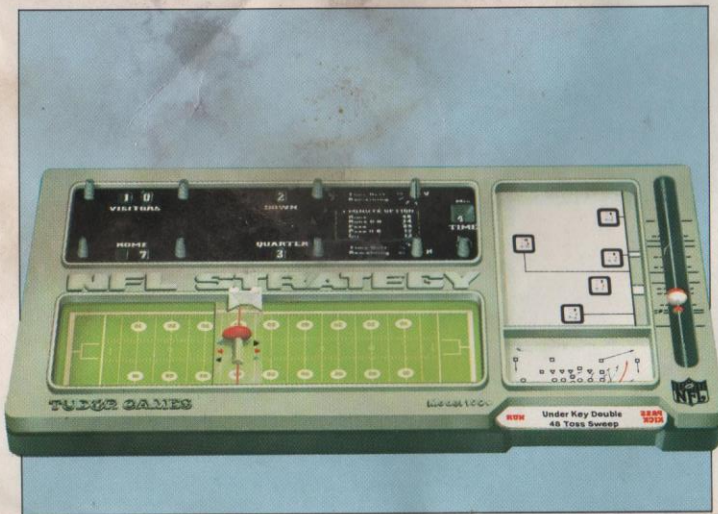
# Two more great NFL games from Tudor

## NFL Strategy

The classic of Football Games! For the dedicated football fan who really knows the game and wants a competitive challenge. All of the real rules of NFL Football are followed...you provide the game plan and send in the plays.

### Features

- ★ Automatic Timer with two minute option.
- ★ 40 Offensive and 12 Defensive Plays to choose from.
- ★ 7200 Different possible play results.
- ★ 44 Page NFL Confidential Playbook—helps you to plan your strategy and understand the thinking of quarterbacks.



## NFL Quarterback

A complete and realistic game of Football that's simple to understand and easy enough for the whole family to play.

Everyone wants to be a Quarterback! NFL Quarterback lets you enjoy the fun of calling the same plays the Pro Quarterbacks use.

### Features

- ★ 20 NFL Offensive and 8 NFL Defensive Play Cards to choose from.
- ★ 800 different possible play results.
- ★ 20 Page Playbook explains how the Pros set up for offense and defense.

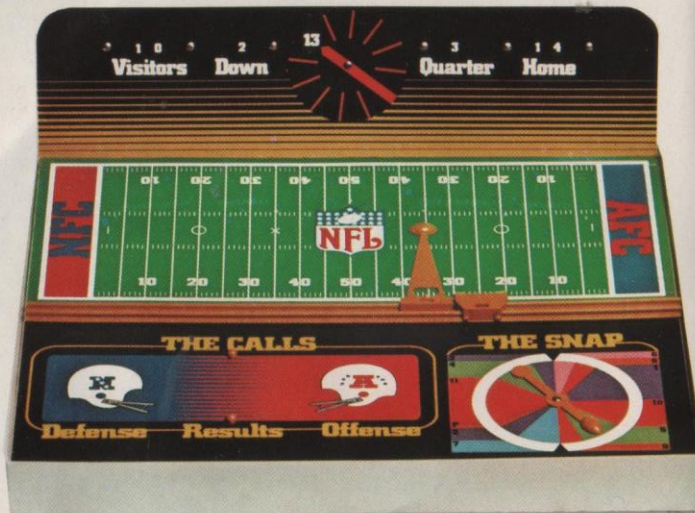
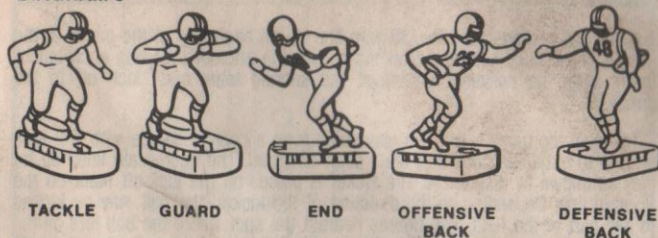




DIAGRAM 3



## Identification

You have been provided with self-sticking decals with which to number your players. To apply follow instructions on decal backing sheet. There are enough numbers (plus extras) to give you a choice in selecting front and back numbers for all figures. Following is the numbering system used by most college and professional teams:

Quarterbacks	10-19	Guards	60-69
Running Backs	20-49	Tackles	70-79
Centers	50-59	Ends & Wide Receivers	80-89

## Automatic Timer

Turn the "minute" wheel so that the 15 is over the triangular index mark on the gameboard.

Turn the "second" wheel so that the second hand points straight down. The timer will run only when the switch is turned on. When the dot on the "minute" wheel moves over the index mark and the second hand is straight down the quarter ends.

You will notice that your automatic timer has been designed to run faster than a real clock. This is to make up for the time, between plays, when the timer is turned off and the players are setting up their teams. If the players want a longer game they may allow the timer to go around any number of times mutually agreed upon before ending the quarter.

## Referee

If there is a referee, he should handle the 10-yard and ball markers, operate the starting switch, automatic timer, and handle any of the regular duties assigned to a referee in a real football game. If there is no referee, the man on the defense should handle the starting switch and timer.

## DEFINITIONS

### Tackle

The ball carrier is considered tackled only when an opposing player touches his base. The ball is downed at the point on the field directly under the forward point of the ball carrier's base. If the ball carrier turns and moves towards his own goal line, play stops and the ball is downed at the point at which he turned.

### Out of Bounds

If any portion of the ball carrier's base touches the side line of the playing field, he is out of bounds and play stops. Play is resumed on the next down at the inbounds mark on the yard line where the ball went out of bounds.

### Fumble

If the ball carrier loses the ball for any reason, it shall be considered a fumble. The first player, including the man who dropped it, to touch the ball after it has touched the playing field, obtains possession of the ball. Play is stopped and the ball is placed at the point at which the ball was recovered.

### First Down

The offensive team is allowed four downs in which to gain ten yards.

### Touchdown

A touchdown is scored when any part of a ball carrier's base crosses the opponent's goal line, or when a pass is completed or a fumble is recovered by the offense in the opponent's end-zone.

## Safety

A safety is called when a ball carrier is tackled behind his own goal line or when a player recovers a fumble behind his own goal line. Two points are given to the opposition and the ball is put into play by the side against whom the safety has been scored by a kick from their own twenty yard line.

## Touchback

A touchback occurs when the ball is kicked into the opponent's end-zone or when a pass is intercepted by a defensive player in his own end-zone and he does not choose to run the ball out. The defense then puts the ball into play at the center of the field on the twenty yard line.

## PLAYING ELECTRIC FOOTBALL

There are two basic ways to play Electric Football. The first (ROOKIE) is the simpler one and takes less time to play and is recommended for those playing Electric Football for the first time.

The second (PROFESSIONAL), using all the running patterns made possible by the TTC bases, is more complicated and therefore takes longer to play. However, you are able to more accurately duplicate the actual play patterns of real football.

When using the ROOKIE rules adjust *all* bases to run straight and leave them at this setting. The direction in which each player will run is known by the way it is facing. The offense's strategy is to set up his line in such a manner as to block for the back he chooses to run, after observing the defensive line up. The defense's strategy is to set up his players in such a way, after observing the set positions of the defensive line and the variable positions of the backs, to be in a position to "tackle" the chosen ball carrier.

The PROFESSIONAL rules lets the offense and defense set each of their players to go in any direction they want. In this case, since there is no way of knowing how the opponents players will move before the switch is turned on a higher degree of ingenuity and anticipation is required to win.

Variations may be made to the above rules, such as seven line men and defense men run straight with the option of adjusting the running patterns of the four offensive and defensive backs. However, which ever rules you decide on *both* teams *must* use them.

## Kick-off

A kick-off is made from the 35 yard line at the beginning of the game, at the start of the second half, and after the conversion attempt following each touch-down. After the conversion attempt, the scoring team must kick off to the opponent.

To begin the game — the two opponents toss a coin to decide who will kick off and to establish choice of team color and goal. The figures are lined up for play as shown by diagram 4. The kicker is placed on the kick-off mark on the 35 yard line. Depending on the direction of the kicker, the ball may be kicked to any part of the field. The figures nearest the spot where the ball hits on the fly becomes the ball carrier. This figure should be given the ball, placed where the ball hit, and then pointed in any desired direction. The switch is turned on and the ball carrier runs until he is tackled, goes out of bounds, reverses direction, fumbles or scores. If the ball is kicked out of bounds, the receiving player may make his opponent kick off again from 5 yards farther back or he may accept the kick. If he accepts the kick the ball is then put into play, first and ten, at the inbounds marker on the yardline at which the ball went out of bounds.

DIAGRAM 4

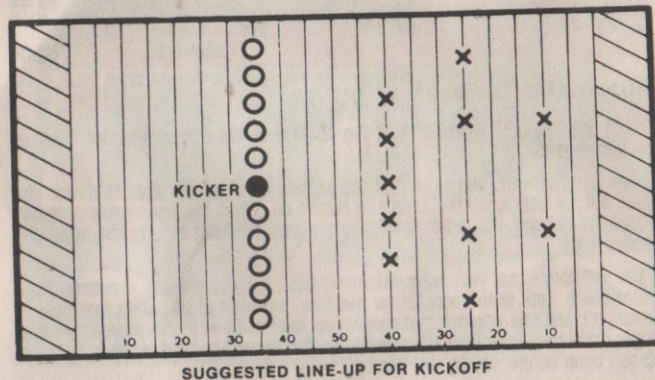
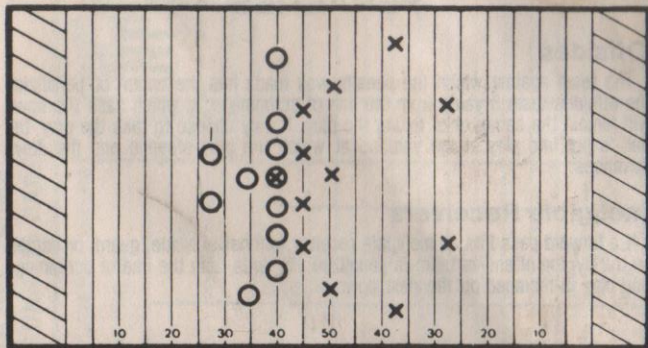




DIAGRAM 5



TYPICAL (PRO-SET) OFFENSE AND DEFENSE

## PLAY FROM SCRIMMAGE

To determine the scrimmage line, the position of the ball should be considered the forward point of the base of the ball carrier on the previous play. On plays from scrimmage, the offensive and defensive lines must be at least half of a base apart, equal distance from the line of scrimmage. If any player is forward of this point at the time the switch is turned on, the player's team is charged with offside (see penalties, page 10).

In setting up your teams for a play from scrimmage the following sequence should be used:

### A. Rookie Rules

1. The offense is set up using a seven man line and any backfield formation, such as "T", single wing, double wing, pro-set (See diagram 5).
2. The defensive team is set up in any desired formation.
3. The offensive linemen are given their blocking angles.
4. The defensive team players are turned to the desired direction for "slant-left", "slant-right", etc.
5. The ball is placed under the selected ball carrier's arm, or on the quarterback's hand or tee. Then, the offensive backs may be pointed in any direction.
6. The switch is turned on and the play develops.

## B. Professional Rules

1. The offense should set each player's TTC base to run in the pattern of his choosing and then set his team up in the desired offensive formation.
2. The defense should set each player's TTC base to run in the pattern of his choosing and then set his team up in the desired defensive formation.
3. The ball is placed under the selected ball carrier's arm or on the quarterback's hand or tee. However, in this case, only the ball carrier may be pointed in a different direction.
4. The switch is turned on and the play develops.

## Method of Play (Professional Rules)

To simplify and speed the game, it is a good idea to preset many of the player bases and assign each one to a specific player. This will enable you to set up plays quickly by moving each player into the position you want for a particular play.

A Strategy Chest has been developed, as an extra, to aid in organizing a team of up to 28 players. See color insert for details.

## Forward Pass

Once the offensive player touches the quarterback during play he must attempt to pass or kick. The quarterback may be manually faded back or to the side, but may not be moved forward. The passer cannot fade back any further than 30 yards from the line of scrimmage or the ball is downed at that point.

If a defensive man moves "behind" the quarterback while the offense is holding it and before the pass is released, the passer is considered tackled at that point. When the offense finds a receiver he must call "Pass" and the switch should be turned off immediately. At this point the pass must be thrown.

## Completion of a Forward Pass

If the ball hits an eligible receiver (on the fly or on the ground) the pass is completed, the switch turned on, and play continues with that man as the ball carrier.

## Incomplete Forward Pass

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

## Interception

If the ball hits any defensive player, the pass has been intercepted, the switch is turned on and play continues with that man as ball carrier.

## Pitch-Out

To execute a pitch-out or lateral, the offense must pass the ball to a teammate behind the line of scrimmage and toward his own goal line. If the ball touches any offensive player, (on the fly or on the ground), the pitch-out is caught and the play is continued as in a forward pass. If the ball touches a defensive player first, it is considered a fumbled pitch-out which the defense may pick up and run as in an interception.

## Punt

It is usually wise to punt on fourth down unless the offense is within 30 yards of the opponent's goal line. The kick is made with the switch on. After the kick, the defensive man nearest to where the ball hit becomes the ball carrier. The switch is turned off the instant the ball touches the field. The ball is placed under the arm of the receiver who runs from the point at which the ball hit.

In the event the defense does not have a man at least thirty yards behind the line of scrimmage, a run-back of the punt is prohibited. The defense must then put the ball into play (first and ten) at the point at which the kick hit the field.

## Conversion

After a touchdown is scored, the scoring team attempts a conversion by putting the ball into play at the two-yard line. The conversion may be attempted by a run from scrimmage, a forward pass, or a placement kick. If the placement kick is tried, the two teams line up as in a play from scrimmage with the quarterback within 20 yards of the line of scrimmage. The ball is placed on the kicking tee, the switch turned on and the kick attempted. The ball must be kicked over the cross-bar of the goal posts and between the uprights.

## Field Goal

A field goal may not be attempted behind the offensive 40-yard line. The same procedure is followed as in placement kicks.

# PENALTIES

## Offsides

The team against which the penalty was made has the option of penalizing the offsides team 5 yards from the line of scrimmage, in which case the down will remain the same, or of taking the play. If they choose to take the play, the ball is put into play at the yardline at which the play stopped and the down advances.

## Ineligible Receivers

If a forward pass hits an ineligible receiver (offensive tackle, guard, or center) on the fly, the offensive team is penalized 15 yards from the line of scrimmage and play is resumed on the next down.

# SCORING VALUES

Touchdown

6

Field Goal

3

Safety

2

Conversion by Kick

1

Conversion by Run or Pass

2 College Rules

1 Pro Rules

## Periods

A game consists of four periods of 15 "minutes" each. At the beginning of a game the team winning the toss of the coin may elect to defend the desired goal or to choose whether to kick-off or receive.

At the end of the first period the teams swap goals and play continues at the opposite end of the field. The third period (second half) begins with a kick-off in the same manner that the game was begun. The team which lost the toss at the beginning of the game now has the choice of goal or of kicking or receiving.

The last period begins as the second period, with the offense and defense swapping goals.



# ORDER YOUR FAVORITE NFL TEAMS PLAYER NUMBERS AND RUNNING BASES

- IMPORTANT - BASES ARE NOT IN- CLUDED IN COST OF NFL AND DELUXE TEAMS. ORDER SEPARATELY BELOW.	HAND PAINTED NFL FIGURES \$3.50 PER TEAM \$3.75 AFTER 1/1/81		DELUXE PLAYER NUMBERS \$.60 PER SET		\$ .60 ea.	END ZONE TEAM NAMES	TOTAL COST
	DARK JERSEY TEAM	WHITE JERSEY TEAM	FOR DARK JERSEY	FOR WHITE JERSEY			
AMERICAN FOOTBALL CONFERENCE							
BENGALS			WHITE	BLACK			
BILLS			WHITE	BLUE			
BRONCOS			WHITE	BLUE			
BROWNS			WHITE	BROWN			
CHARGERS			WHITE	BLUE			
CHIEFS			WHITE	RED			
COLTS			WHITE	BLUE			
DOLPHINS			WHITE	AQUA			
JETS			WHITE	GREEN			
OILERS			WHITE	BLUE			
PATRIOTS			WHITE	RED			
RAIDERS			WHITE	BLACK			
SEAHAWKS			WHITE	BLUE			
STEELERS			WHITE	BLACK			
NATIONAL FOOTBALL CONFERENCE							
BEARS			WHITE	BLACK			
BUCCANEERS			WHITE	ORANGE			
CARDINALS			WHITE	RED			
COWBOYS			WHITE	BLUE			
EAGLES			WHITE	GREEN			
FALCONS			WHITE	BLACK			
49ers			WHITE	RED			
GIANTS			WHITE	BLUE			
LIONS			WHITE	BLUE			
PACKERS			WHITE	GREEN			
RAMS			YELLOW	BLUE			
REDSKINS			WHITE	RED			
SAINTS			YELLOW	BLACK			
VIKINGS			WHITE	PURPLE			
How Many? Solid Color Deluxe Players for Painting Your Own Teams							
1 yellow team (1.75)			BASES NOT INCLUDED				
1 red team (1.75)			BASES NOT INCLUDED				
Bag of 22 Rookie player bases and 2 quarterback bases \$2.50							
Single Rookie player base or quarterback base .30 each							
Complete set of 24 Total Team Control™ player bases \$3.50							
New! NFL Deluxe Electronic Football \$39.95							
NFL AND UNPAINTED TEAMS AND PARTS TOTAL →							

ALLOW 6 TO 8 WEEKS FOR DELIVERY

CUT ALONG DOTTED LINE

IMPORTANT: Be sure to list Model Number of game when ordering replacement parts.

## USE THIS FORM FOR ORDERING ADDITIONAL PARTS

and mail to:

Tudor Games, Inc., 176 Johnson St., Brooklyn, N. Y. 11201

Check Below	WHAT DO YOU WANT? (Please check)	How Many Do You Want?	Each One Will Cost You	Multiply 3rd and 4th Column to Get Total Cost
	White quarterback with kicking leg		.40	
	Ball Markers		.40	
	10 yd. Marker (Specify Model # )		.40	
	NFL Goalposts		.40	
	"Minute" Wheel		.40	
	"Second" Wheel		.40	
	Speed Control Knob		.30	
	Scoring Knobs — 6 per set		.40/set	
	Marker Magnets		.40/set	
	Complete Accessory Sprue		2.75	
	End Zone Team Name Magnetic Holders		.40/set	
	Strip of 6 Foam Rubber footballs and 1 timer washer.		.40	
	Rule Book		.35	
	Coaches Manual		.75	
	Strategy Chest		3.50	
	Bag of 11 NFL uniformed figures (Bases not included)		3.50	
	Bag of 11 red or yellow unpainted figures. (Bases not included). (If you want to paint your favorite college or high school teams).		1.75	
	Bag of 22 ROOKIE player bases		2.50	
	Complete set of 24 Total Team Control™ player bases. Please Note: Total Team Control™ player bases are not sold singly.		3.50	
	Sets of colored numbers (2 to 99) Specify color or team D or W		.60	
	New! NFL Deluxe Electronic Football		39.95	
	ADD ANY NFL AND DELUXE TEAMS AND PARTS TOTAL			

ADD THESE AMOUNTS TO GET TOTAL

Gameboards, and Score boards are not sold separately.  
On All Orders Less Than \$4.00 Add \$.75 for Postage Handling.

PLEASE NOTE: Replacement part prices subject to change without notice.

Make sure you have enclosed check or  
money order for

GRAND TOTAL

NO C.O.D. ORDERS — NO STAMPS — THANK YOU.

## TO FACILITATE DELIVERY

Print Your Name and Address Plainly

NAME FIRST MIDDLE INITIAL LAST

STREET ADDRESS

RURAL ROUTE

RURAL BOX NO.

P.O. BOX NO.

POST OFFICE (Town)

STATE

ALLOW 6 TO 8 WEEKS FOR DELIVERY

ZIP CODE