



TRU-ACTION[®]

GAMES

ELECTRIC

FOOTBALL, BASEBALL
BASKETBALL, HORSE RACE

**NON
ELECTRIC**

BASKETBALL, JR. BASEBALL

Official Rules for
**ELECTRIC
FOOTBALL**
GAME



110 Volt - 60 Cycle - AC ONLY

TUDOR METAL PRODUCTS CORPORATION

176 JOHNSON STREET BROOKLYN 1, NEW YORK . . . MAIN 4-7910

GENERAL INSTRUCTIONS

The Tudor Tru-Action Electric Football Game is designed so that a game of football can be played in as near a realistic manner as possible.

The rules for playing this game are almost identical to the official rules of football. It will be noted immediately upon playing the game that 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 agreement.

For those who are not familiar with the basic formations used on attack and defense in football, diagrams (1, and 2) illustrating how to set up the figures are shown on the following pages.

Due to the fact that the initial line charge is almost identical to that of a real game. It is possible, by setting the figures at different blocking angles, to get a typical result. The coach or student of football can use this game to set up various offensive and defensive formations and note their effectiveness.

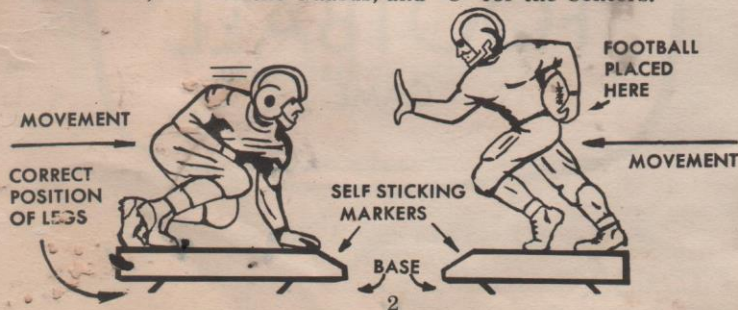
The ideal way to play the Tudor Tru-Action Electric Football Game is to have an offensive player, a defensive player and a third person to act as referee.

SETTING UP THE GAME TO PLAY

PLAYERS — On the underside of each figure you will note backward slanted NYLON "Legs" which impart forward motion to the figures. The "Legs" have been adjusted at the factory but may be changed or further adjusted by sliding your thumb tightly across the underside of the figure, thereby changing the angle of the "Legs."

ADJUSTMENTS — Playing field vibration is set at the factory but may be further regulated for faster or slower action by slowly turning the adjusting screw at the left end of the game board.

IDENTIFICATION — Both teams have four running backs and seven crouching linemen. Further identification may be obtained by applying the self sticking markings on the forward portion of the base of the figure. The backfield men should be numbered 1—2—3 and 4 and the linemen marked "E" for the Ends, "T" for the Tackles, "G" for the Guards, and "C" for the Centers.

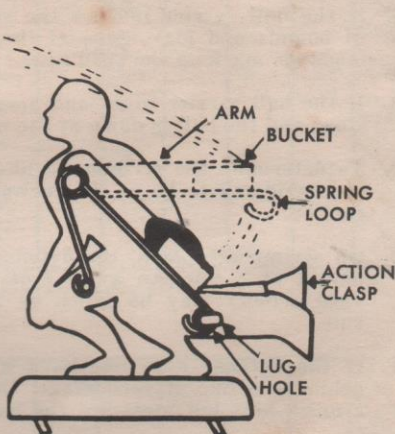


After the goal posts have been set up in the slots on the goal lines and the side line marker placed on either of the side frames, the game is ready for play.

THE COMBINATION KICKER AND PASSER

TO OPERATE:

1. Close action clasp.
2. Push down arm until spring loop covers hole.
3. Release action clasp so that projecting lug engages spring loop.
4. Place felt football in bucket.
5. Close action clasp to kick or pass.



This figure is used by both teams to kick off, punt, quick kick, kick points after touchdowns, place kick goals from the field and forward pass. He may also run with the ball. It can be readily seen that the more expert a player is with this figure the greater are his chances for scoring.

On the underside of this figure you will note backward slanted metal "legs." Further adjustment may be made by bending "legs" slightly forward or backward.

BASIC RULES

1. If there is a referee, he should handle the sideline marker, operate the starting switch, determine if a pass is caught, grounded or intercepted, and whether a goal is made after a touchdown or from the field. He should handle any of the regular duties assigned a referee in a real football game.
2. If there is no referee, the defense man should handle the starting switch.
3. The kicker is used by the defense on the kick off only. At all other times the offense may substitute the kicker for any one of the four backs and may use him to run, pass, punt or quick kick.
4. On all line plays, the ball carrier is designated by placing the football in the backs arm, or if the kicker and passer is used, in the bucket before play is started. In the case of kicks, completed passes, interceptions, and fumbles, the ball carrier is designated by pointing to him or if the markings were used by calling out his number or letter.

5. The ball carrier is considered tackled only when an opposing figure's base touches his base.
6. On line plays if the ball carrier loses the ball for any reason it shall be considered a fumbled ball.
7. If the ball carrier touches the side of the game field, he is out of bounds and play stops at the yard line. Play resumes at the inbounds mark on the yard line.
8. If the ball carrier turns and goes toward his own goal line, play stops and the ball is down at the point where he turned.
9. To determine the scrimmage line the position of the ball should be considered to be at the forward point of the base of the ball carrier.
10. On scrimmage plays, the defense line must be at least half the length of a lineman away from the line of scrimmage. A five yard penalty may be called by the referee for violation of this rule.
11. If the defense does not have a safety man at least 30 yards behind the line of scrimmage, they are not allowed to run back a quick kick but must put the ball into play where it stops.

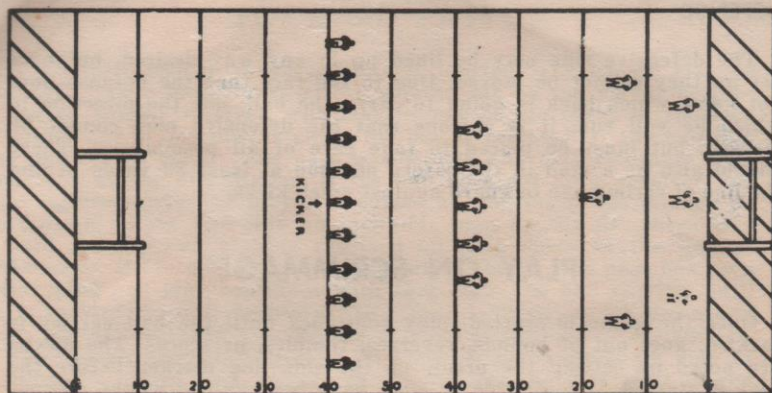
SCORING VALUES

Touchdown	6 points
Field Goal	3 points
Conversion on a Kick	1 point
Conversion on a Pass or Run	2 points
Safety	2 points

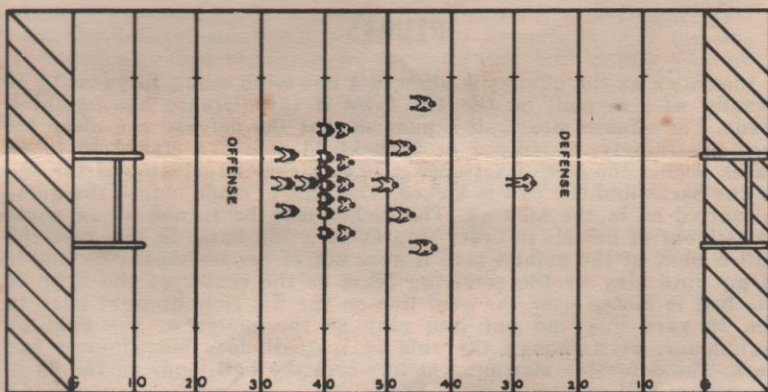
Four periods of 15 minutes each or 40 plays per quarter by both sides.

KICK OFF

The two opponents toss a coin to decide who will kick off and make the choice of goals and color of each team. The figures are then lined up as in a real football game. The kicker is placed in any position on the 40 yard kick off mark. By changing the position of the kicker, the ball can be directed to any part of the field. After the ball is kicked, the kicker is removed, the ball carrier is noted and the game is started by pressing the switch. The figure nearest where the ball lands on the fly becomes the ball carrier. He runs until he is tackled, goes out of bounds, reverses direction, fumbles, or scores a touchdown by crossing his opponent's goal line. If he does not score, first down is called and scrimmage begins where the ball was downed.



Suggested Line Up for Kick Off



T Formation Attack and Suggested Defense

SCRIMMAGE

OFFENSE

There must be seven men on the line. The backs may be lined up in any way desired such as a "T" formation, single wing, double wing, etc. After the offense has set up a basic attacking formation, the position of the linemen cannot be changed. However, after the defense has set up their men, the offensive backs may be turned, but not moved, to point in a different direction. Thereby, off tackle plays and end runs are possible. After studying the defense, the offense names the play, designates the ball carrier, and play is started.

DEFENSE

The defensive side may be lined up in any way desired, but once set up they cannot be moved. Due to the fact that the defense does not know which back is going to carry the ball, nor the direction in which he will run, it is obvious that the defensive men cannot be massed, but must be placed to take care of all possibilities. There should also be a man in the safety position at least 30 yards behind the line of scrimmage to guard against quick kicks.

PLAY ON SCRIMMAGE

Once the game is started, play continues until the ball carrier is tackled, goes out of bounds, reverses, fumbles, or scores. The downs are noted by setting the arrow on the side line marker before the play is started. If ten yards or more have been gained by the offense, it is again first down and the side line marker should be moved to the proper position.

PUNTS

Inasmuch as the offense is allowed 4 downs to make 10 yards, it is usually wise to punt on the 4th down if the distance has not been made. The offense must call a punt so that the defense can place his men accordingly. Usually 2 or 3 backfield men are placed 30 to 40 yards behind the line of scrimmage. The kicker is substituted for one of the backs and the ball is kicked. The kick is made before the game is started as in the kick off. The kicker may be turned at an angle to kick out of bounds in order to prevent a run back. In this case the ball is dead at the point where it goes out of bounds on the fly and it is put into play by the receiving team at the center of the field. If the ball is kicked over the goal line on the fly, it is brought back to the 20 yard line and put into play at the center of the field by scrimmage, even though the rule in football does not allow a run back. The defensive man nearest to where the ball lands on the fly is the return ball carrier.

QUICK KICKS

The same rules apply on quick kicks as in a punt except the quick kick is called and made after the play has been started. It is mainly an offensive play which should be used when the defensive safety man is not at least 30 yards behind the line of scrimmage.

FUMBLES

When a ball carrier fumbles, the first player, including the carrier, to touch the ball after it has touched the playing field is considered to have obtained possession of the ball. Play is stopped and scrimmage is started at the point where possession of the ball was taken.

FORWARD PASS

A forward pass is called as play is started. The passer may be manually faded back, or to either side as far as the player desires. When an eligible receiver, who may be one of the backs or the men at either end of the line, is clear, the ball is released. If the ball hits the receiver on the fly, the pass is complete and play continues with that man as the ball carrier. If the ball does not hit a receiver, the pass is incomplete and play is resumed at the line of scrimmage on next down. If the ball hits an ineligible man on the fly, there is a 5 yard penalty and play is resumed on next down at the line of scrimmage. If the ball hits any opponent on the fly, the pass has been intercepted and play continues with that man, the ball carrier, until he is tackled or until he scores. If a pass is tried on 4th down and fails, the ball is taken over by the defense at the line of scrimmage. If the passer, after fading back at least 20 yards from the line of scrimmage, cannot spot a receiver who is clear, he may elect to run with the ball. In this case the passer must be released at once. It is obvious that on calling a pass, every effort must be made to get the pass off. If a receiver is clear, the pass **MUST** be attempted. The passer should not be allowed to run except when all the eligible receivers are bottled up. It is apparent that in order to defend against a pass, the defense men must be placed far enough back of the line of scrimmage so that as they move forward, they will be in a position to tackle the receiver or intercept the pass.

CONVERSION AFTER TOUCHDOWN

After a touchdown is scored, the teams line up with the defense on the three yard line. The conversion may be attempted by a run from scrimmage, a forward pass or a placement kick.

FIELD GOAL

On any down from any point on the field, the offense may attempt a goal from the field by placement kick. The offense must call this play as in a punt. The ball must be kicked over the cross bar of the goal posts and between the uprights, at any height. If the kick fails, the defense takes the ball and puts it into play at the center of the field on the 20 yard line by scrimmage.

SAFETY

On scrimmage, if the ball carrier is tackled behind his goal line, it is a safety and counts two points for the defensive side. The ball is then put into play by the side against whom the safety is scored by a kick from their 20 yard line and play proceeds as in the kick off.

EQUIPMENT

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7 — RED LINEMEN15 ea.
4 — YELLOW BACKS15 ea.
7 — YELLOW LINEMEN15 ea.
1 — KICKER-PASSER50
6 — FELT FOOTBALLS (Pkg. of 6)10
2 — GOAL POSTS05 ea.
1 — 10 YARD AND DOWN MARKER25
1 — SET OF NUMBERS AND LETTERS10
1 — ELECTRIC GAME BOARD (#500)	3.00

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1 — KICKER-PASSER, 6 — FELT FOOTBALLS,
2 — GOAL POSTS, 1 — 10 YARD AND DOWN
MARKER, 1 — SET OF NUMBERS AND LETTERS,
and 1 — RULE BOOK.

To obtain parts for this game or other TUDOR products,* use the handy order form in the back of this book and send with check or money order to:

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176 JOHNSON STREET, BROOKLYN 1, N. Y.

No C.O.D. orders accepted — No Stamps please.

* Please Note: When ordering complete games or xylophones, \$.50 must be added to the price to cover the cost of mailing and handling.
THANK YOU.

* TUDOR PRODUCTS — 1958

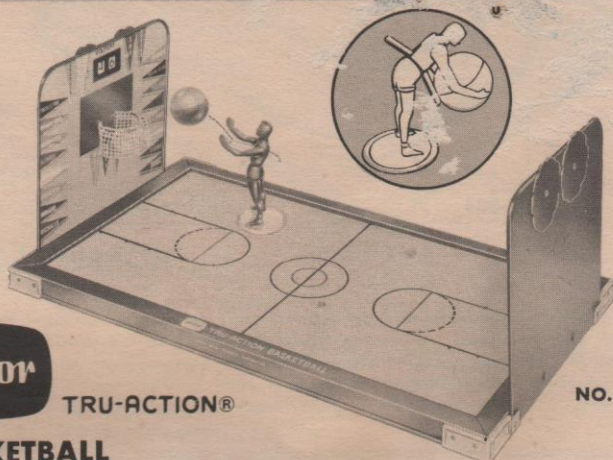
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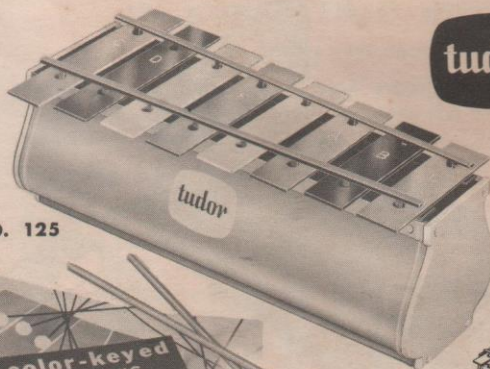
ELECTRIC

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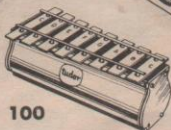
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