

The Anthony D. Burgess Collection



THE MAN AND HIS SYSTEM



The Anthony D. Burgess Collection



Recently we became the custodians of the collection of Miniature Professional Football League (MPFL) founder and creator Anthony Burgess.

This is perhaps the most historically significant collection of artifacts that we have ever had the opportunity to possess.

The history of this collection stretches back to at least 1996, when Anthony first became a prominent figure in the electric football community with his creation of - along with Vance Warren - the Professional Electric Football League (PEFL), forerunner to the MPFL.

Athony and the MPFL have been featured in just about every electric football publication as well as in several newspaper articles all of which are a part of this collection.

His greatest innovation? Passing Sticks, the system of passing that has been copied over and over and used by many in the game and hobby without fully giving him the recognition for being its creator.

Hopefully, by exhibiting this collection, we can help to set the record straight and give Anthony the recognition he so honorably deserves as one of the most significantly historical innovators of the game and hobby.

Football played with miniatures, this is the chess, a higher level of this hobby. It's a procedures-based structure that transforms electric football that had no structure into a whole entirely new game.

Due to the foundation of the MPFL (Based on the NFL RULES OF THE GAME) it isn't electric football but a first of its kind hands on football simulation played with miniatures.

MPFL doesn't use the TTQB in the passing game as this tool isn't consistent with the play structure.

- Anthony D. Burgess, September 24, 2016

The Uniqueness of the MPFL, 25 years and running strong!

•Scale Size Boards 35''-40'' X 60''-65'' • Home Field Advantage (Board Speed)

- Stoppages on kickoffs and punts**
- Neutral Zone Rule**
- Snap & 3 Stoppages**
- 3 Yrd. Rule •Magnet Rule (3 Offense, 5 Defense)**
- Magnet Holding Rule (Offense & Defense)**
- OL Downfield Rule**
- Passing Chart**
- TE Release Rule**
- Crossfield & Touching Passing Rule**
- No TTQB, Passing Sticks Only 3,5,7,9,12,15 yrd stick**
- QB Barrier Rule 12 yrds**
- Ball Carrier Identification By The Defense.**

This style of play provides me with the most enjoyment out of this hobby. In my opinion, it's the closest rule set that allows me to play this simulated game of football.

- Rene Smith, April 29, 2025

The Anthony D. Burgess Collection

Saturday, September 12, 2026, drove to Beaufort, SC to pickup items belonging to Anthony Burgess, longtime collector and player of electric football and creator of the Miniature Professional Football League (MPFL).

Monday, September 14, 2026, began the process of inventorying and documenting this collection.

Large-Size Game Board

- Label on underside of gameboard indicates that it was manufactured by EFG, Electric Football Gameboards, Owners: Mark & Karen Villanueva, 14334 Indian Woods, San Antonio, Texas 78249, Phone: (210) 408-0383. Ink notation: © 2006, March 20, 2006, w/ unreadable signature.
- Magnetic “Carolina Panthers / MPFL Field cover”
 - 67” x 34 1/4” (Playing Field 60” x 26 1/2” true 1/2” = 1 yd scale)
- Underneath the magnetic field cover is a “Carolina Panthers” vinyl field cover.
 - Original vinyl field cover 61” x 27 1/2” including 1 1/2” wide white sideline and end line border. Actual playing field 58” x 24 1/2” (not a true 1/2” = 1 yd scale).
 - Plex goal post nets with mounts.
- Wood framing and 24 ga. “pan” metal playing surface construction w/ 2 electromagnetic motors and light switches mounted to each side,

Game Board Accessories

- Sideline figures
 - 28 Next Level Cheerleaders w/ magnets attached, painted in black and blue uniforms.
 - 3 small scale cameraman, sound technician, and dish microphone.
 - 6 sideline photographers, 3 orange triangle sideline markers
- Accessories
 - 8 1/8” square pylons, 8 1/4” square pylons (Tudor?)
 - 2 sets of 3d printed sideline yard markers
 - 1/8’ square white endzone magnetic border (10 pieces)

ITZ Motor

Storage Boxes of Teams - 34 total

- Panthers White jersey, Panthers Dark jersey (both with misc. gameplay accessories)
- Houston Texans W, Arizona Cardinals W, Washington Redskins W, Kansas City Chiefs W, Indianapolis colts W, New York Giants D, Detroit Lions D, Chicago Bears D, Green Bay Packers D, Oakland Raiders D, New England Patriots W, Cincinnati Bengals W, Philadelphia Eagles D, Houston Oilers W, St. Louis Rams W, Buffalo Bills W, Baltimore Ravens D, New York Jets W, San Francisco 49ers D, Cleveland Browns W, Miami Dolphins W, Pittsburgh Steelers D Tennessee Titans W, Seattle Seahawks D, Atlanta Falcons W, New Orleans Saints W, Tampa Bay Buccaneers W, Jacksonville Jaguars W, Denver Broncos D, San Diego Chargers W, Minnesota Vikings D, Dallas Cowboys W

Cardboard Box of MacFarland Figures and Misc.

- Misc. MacFarland Figures in various states of complete and broken, (34 figures total, 6 bases, 2 footballs.
- NFL Super Bowl 50 Coin
- Prime remote electrical outlet

Cardboard Box of Trophies and Misc.

- Trophies (4 total)
 - PEFL 1999/2000 Super Bowl I (Broken) , MPFL 2006/2007 Super Bowl II, MPFL 2007/2008 Super Bowl III, MPFL 2008 2009 Super Bowl
 - 2 black, magnetic Field Goal Nets
 - LonPoo CD Micro System LP 886 User Manual
 - 2 “Ball in the Air” passing apparatus
 - Pack of photos, (3) clipboards, pencil, Panthers QB figure, Patent paperwork, (23) Mini Panthers Flags, 8 furniture moving pads. back brace.
 - Panthers “Growl Towel”, Panthers XL Polo “Anthony D. Burgess, Head Coach”

Cardboard Box

- Business Cards and Holder (28 total) PEFL
- NFL Souvenir Ring “Baltimore Ravens”
- Panthers Helmet Cart
- (2) Buzzball ‘Speed Diamond’ Bases -Grey
- 2 index carts and tripod instruction manual

Cardboard Box

- Danbury Mint “Panthers Tailgater” Pickup.

Cardboard Box

- 1995 Team NFL Panthers Tractor Trailer Rig, Riddell Pocket Pro “Panthers” Helmet
- Gumball Helmet set of 32 NFL Teams (current teams)
- Ornament Helmet set of 30 NFL Teams (prior to Cleveland Browns and Houston Texans)
- 27 player set of Tudor QBs
- 42 player set of misc. figures
 - 23 player set of misc. Tudor Figures
 - 19 player set of misc. custom figures (12 Panthers D jersey and 7 Panthers W jersey)

White Box “Blank Football Figures”

- 3 bags Tudor Haiti Repro Figures
 - 1 bag Blocker Figures (25 green platform, 43 all white)
 - 1 bag All Purpose Figures (199 green platform, 30 all white)
 - 1 bag DB figures (174 green platform, 26 All white.

White Box “Blank Football Figures”

- Misc. tools:Q-Tip, 8” / 20cm ruler, hobby scissors, (3) X-Acto knives w/ blades, (2) dental tools, (4) tweezers, (2) small clear storage boxes

- Bases: 44 total - (2) ITZ, (2) Buzzball SD, (4) Tudor Single Clip, (5) Tudor "Rookie", (3) Tudor Polo Green TTC w/ white dials, (15) Tudor TTC w/ dials, (13) Tudor Proline "Rookie" Double Clip
- Misc. Figures: (1) Unpainted grey Referee w/broken hand, (4) Mega Watts, (6) Tudor Proline, (7) Buzzball, (11) Next Level - all either unpainted or partially painted
- Misc. Figures: (1) TTQB, (10) Tudor QB's, (17) Haiti Repos -various paint, (23) Haiti Repros -W jersey w/ Burgandy helmets and pants.
- Misc. Figures Unpainted: (23) Haiti Repros all white Backs and Ends, (179 total) Haiti Repros w/ green platform - (12) complete team sets, (5) Backs, (10) All Purpose, (17) Ends, (15) Blockers.

Football Books

- "The Read Zone" Volume III, Issue 2
- "The Tweek" (9) Issues - Summer 2007 - Summer 2009
- Baltimore Sun, 1.26.2006 "Super Charged" by Rob Hiaason

MPFL Scoreboard

- Ipad, power pack, (2) Charger cords, (4) hotmelt glue sticks, instructions

MPFL Manual

- Washington Post, January 29, 1999 "It's Electric", Book 'Make the Right Call', Pass Placement Chart, (2) MPFL 2024 Official Playing Rules Manual, (5) MPFL Official Rule Book for League Play. (27) MPFL Brochures, Various photos.

MPFL Stuff

- Misc. Patent Info
- Misc. Panthers Info, 1997 Panthers Magazine, 2017 "Roar" Magazine, 2017 Panthers Training Camp Guide, Misc. Panthers New Paper Clippings, Misc. Panthers swag
- Digital Scale, Tweaking Plyers, 4 pcs. "junk",
- Magnetic yardage strips, 1 Buzzball SD Base -Grey, (2) Felt football strips, (3) various "battle boxes", various "passing stick" pieces -(1) white, (1) yellow w/ ball, (1) blue, (3) orange 10 yard, (7) orange 7 yard, (7) orange 5 yard, (7) orange 3 yard.

MPFL Field Goal Post

- Prime Electric Outlet Remote w/ Panthers Fob, (2) Panthers Field Goal Post kits w/ nets, (3) 12", 1/4" rd. acrylic rods.

Football Decals

- Misc. decals. 12" ruler, Anthony Burgess MFCA Membership Card. Bag of miniature footballs, digital scale cover, 2 "Citizens watches, (1) TTC base shell (1) Rams D jersey figure, 2 boxes hobby knife blades, (1) clear box small magnets.

This is the comprehensive list of items that were included in this collection. I have completely documented and taken photos of everything. This collection is currently "on loan" to the museum and eventually will be returned. Thanks to Anthony for allowing us to temporarily house this collection.

On the following pages, we will be highlighting and featuring some of this amazing collection.

PLUGGED IN

Fall 1998, Vol. IV No. 2 * The Official Newsletter of Electric Football

ANTHONY BURGESS HAS GOOD VIBRATIONS MAKING SWITCH FROM SEMI-PRO TO ELECTRIC FOOTBALL

How does someone who has played competitive football their entire life deal with a career-ending injury? Is there anything that can substitute for the excitement, camaraderie, spontaneity and hard work needed to succeed on a high school, college or professional gridiron?

For Anthony Burgess of Alexandria, VA, his outlet has been NFL Super Bowl Electric Football, a game he likens to the real sport because of its challenging, highly-competitive and realistic characteristics.



Anthony, who currently works in the Alexandria Sheriff's Department, was a wide receiver for five years with the semi-pro Metro Buccaneers in Washington, DC before a serious knee injury short-circuited his career in 1992. Although he had played Electric Football since he was seven years old, it wasn't until that injury occurred that he became passionate about the game and decided to spend much of his spare time

involved in the growth and development of his new favorite pastime.

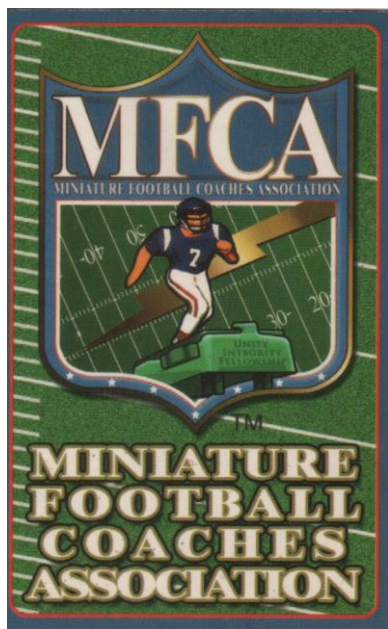
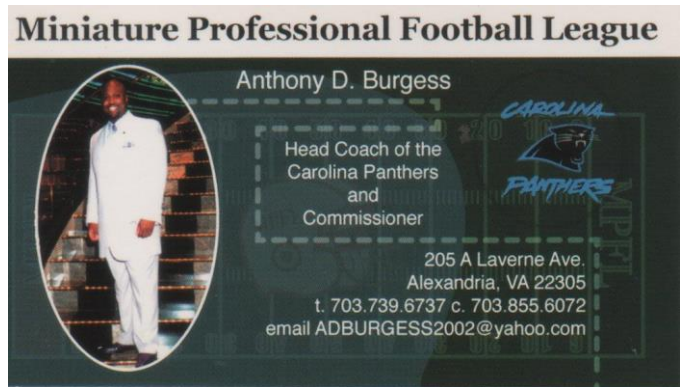
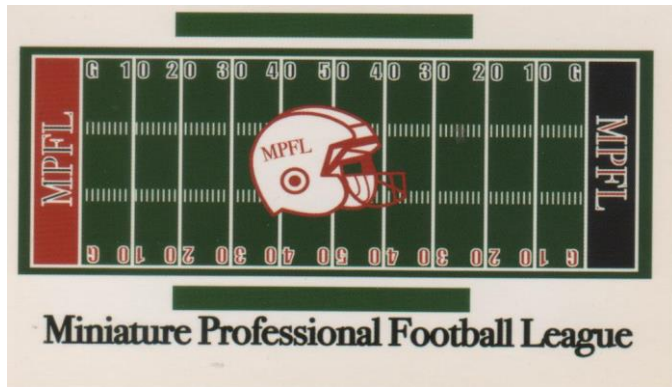
So just how passionate has Anthony gotten? First, he says he has tried to "revolutionize" the game by using what he calls "Stop Motion Animation", a style of play that allows defensive coaches to stop the action after a play has started so that their defenders can react to how the play is progressing. "In real life," Anthony pointed out, "the defensive players have an opportunity to respond to a play that is unfolding in front of them; thus, my Stop Motion Animation gives EFL coaches a chance to play the same type of game as they do in the NFL.

I feel my method is more user-friendly," Anthony continued, "since it doesn't require someone to be an expert passer or to practice many hours a day to be good-all you really need is a basic understanding of the game of football."

In addition, Anthony and his close friend, Vance Warren of Washington, DC, have

produced a "How To" video on Electric Football, called "Professional Electric Football League (PEFL)," which they have designed to help both raw rookies and seasoned veterans get more out of the game.

"Electric Football has changed dramatically since I started playing it around 1975," Burgess notes. "Back then, winning a game was 85% luck and 15% skill; but today, with our new style of play, it's 85% skill and only 15% luck."



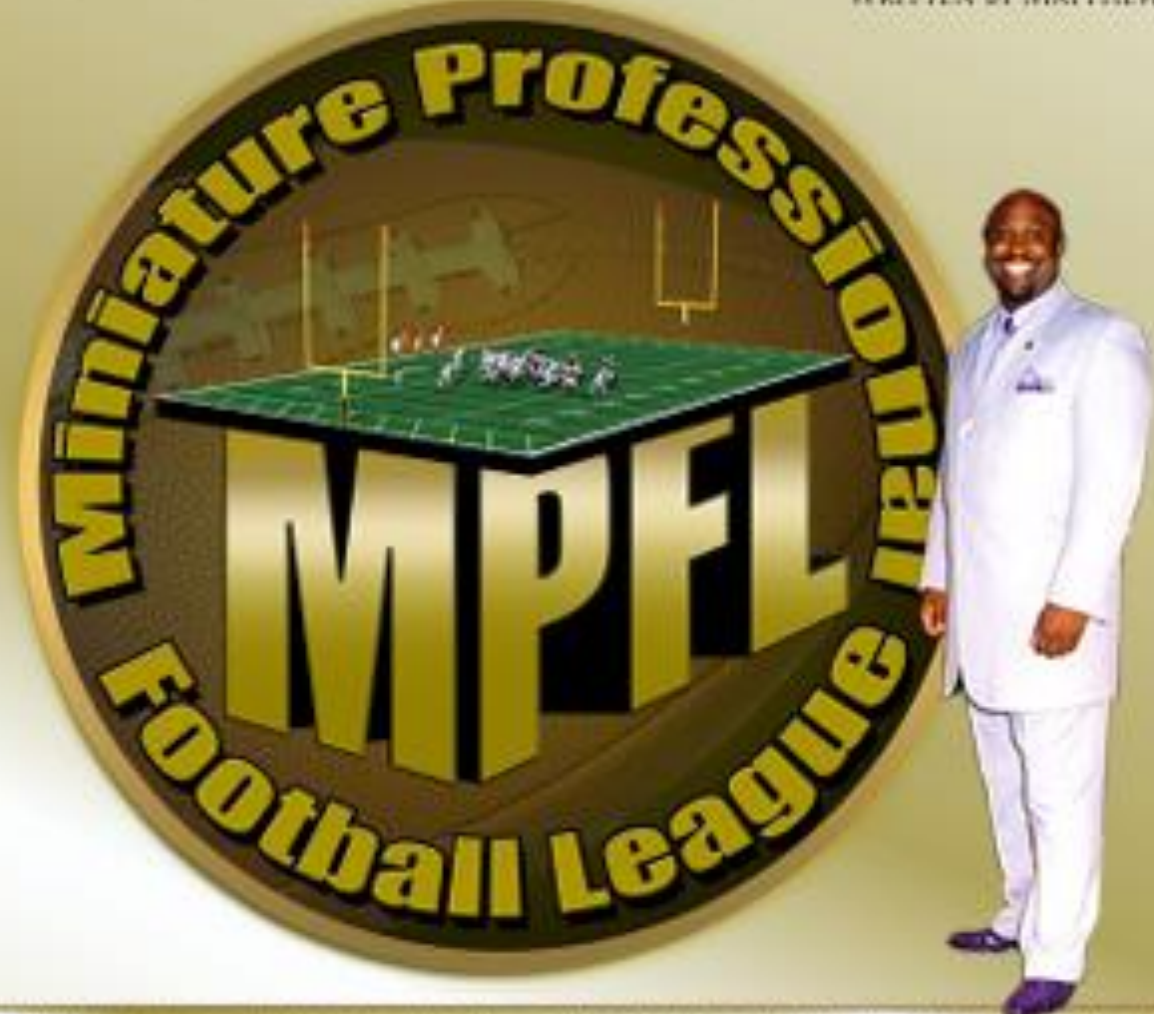
MPFL Business Card
MFCA Membership Card
Personal Photos



THE MAN AND HIS SYSTEM

THE MFCA PRESENTS ANTHONY BURGESS AND THE MPFL SYSTEM

WRITTEN BY MATTHEW CULP



"PERFECTION IS NOT ATTAINABLE, BUT IF WE CHASE PERFECTION WE CAN CATCH EXCELLENCE"
VINCE LOMBARDI

"I AGREE WITH TAKING THE TIME AND RESPECTING THE GREAT INNOVATORS OF THE PAST, BUT
THE WORD INNOVATION WOULD CEASE TO EXIST IF ALL WE DO IS LOOK TO THE PAST"
HERBIE HANCOCK

"EVERY ARTIST WAS FIRST AN AMATEUR"
RALPH EMERSON

What do all three of these quotes have in common? To me they best describe a man, who decided several years ago to take the game of electric football and make it into something more...something greater...something more real...he decided to take it to the next level. In the hobby of Miniature Football change is continually happening, with each league in every part of the country playing with their own rules, coaches developing more realistic figures and leagues finding new ways to add strategy to a game once ruled by chance. We are all different in our approach to this hobby, but we can all appreciate when a coach brings something completely new to the game to help it evolve into something better. That is why it is my pleasure to present the story of a man we have grown to know and admire, even though some of us misunderstood him in the early going, including myself, for his enthusiasm and zeal for change to the game. Change and new ideas take time to grow, but now that we have got to know him better and his system, we have learned to appreciate what he has done for our hobby, which is truly unique and spectacular...Miniature Football's evolution into a new realm of realism and strategy...I am proud to present the Anthony Burgess story.

ALEXANDRIA, POP WARNER AND THE ROOTS OF FOOTBALL

Some of us know Anthony through the early days of the Muggle Conventions. He was one of the first to be on hand for the conventions and even though he was out of the game from 1998-2005 nothing ever stopped his enthusiasm for miniature football...quite the opposite...as the years went by his enthusiasm went from a simple coach to creating one of the most realistic strategy game approaches to electric football ever conceived-the MPFL (Miniature Professional Football League) system. Anthony wanted the players to think for themselves...he wanted them not to be left to chance on whether or not their base would make that cut they needed to or would miss a dead spot in the board that would run a perfectly setup play. The very root's of his system is to make the game more realistic by removing the "chance" factor and adding more strategy to the game. The MPFL system evolved into more like chess and less like "blind folded" checkers. It was based solely on the strategies of real life football and was created to mimic on field action. But first to understand the system and Anthony you must first look into his greatest love before electric football and that is his love of playing the game.

Anthony was born on October 18, 1967 in Alexandria, Virginia to Veronica Burgess, a single mom and a remarkable hardworking woman. His mom worked two jobs to provide for Anthony and his sister Verneda, giving them a stable home and all the comforts of home. But mostly she gave them a loving home. His mother introduced him to the Christian faith, which has forever been at the core of everything about Anthony. He lives his life to please God first and to up hold everything that is good and right...fair and just. His mother was instrumental in his early years of showing him the value of speaking the truth and faith...values which has made him into the man today. But with his total dedication to Jesus, there was still room for football in his life.

As a matter of fact, some of his fondest memories of his childhood involved football...Anthony states, "I became interested in football at the age of four and I loved watching football on television with my mother", Anthony continues, "My mother was amazed at just how much I loved the game at an early age and I enjoyed our time together." Anthony wasted no time getting off the couch and into the game. He played Pop Warner for four years...he played through elementary school, middle school and High School...he learned the game at an early age and just continued to develop his skills throughout his football career. He played football at T.C. Williams High School (same High School of the movie "Remember the Titans"), on track

and field, ran the indoor relay team and excelled in school with a 3.5 GPA. During his High School years his knowledge and love for football excelled, as he learned all the positions, formations and strategies of coaching. It was only a matter of time before Anthony would find himself into the next level of football and a shot at playing in the NFL.

SEMI-PRO DAYS, DISAPPOINTMENT AND THE BEGINNING OF THE MPFL

Anthony graduated in 1986 and had a very bright future in front of him...a bright future in football. Anthony had talent and at 225 pounds, 5'11" he used that talent to continue his football career. For his size he was fast, running a 4.2-4.0, with his track and field experience giving him an extra burst on the playing field and he was a smart player on top of that. He did not go on to college, but did sign

on with the Metro Baccanoers in 1993, a

semi-pro team in Washington, D.C.

He enjoyed five years playing high level football, which included a try-out with the Philadelphia Eagles, but a knee injury prevented him making the team. He played semi-pro football from 1993-1998 until he tore his ACL, ending his football playing career. He was devastated when his football career came to an end, but with one door closing another opened for him.

Following his torn ACL injury, Anthony began to reflect on the game of football itself. His lifelong friend, Mike Carr, introduced him to the hobby of electric football back in the late 70's and early 80's and he played on and off for many years. During his rehab period in



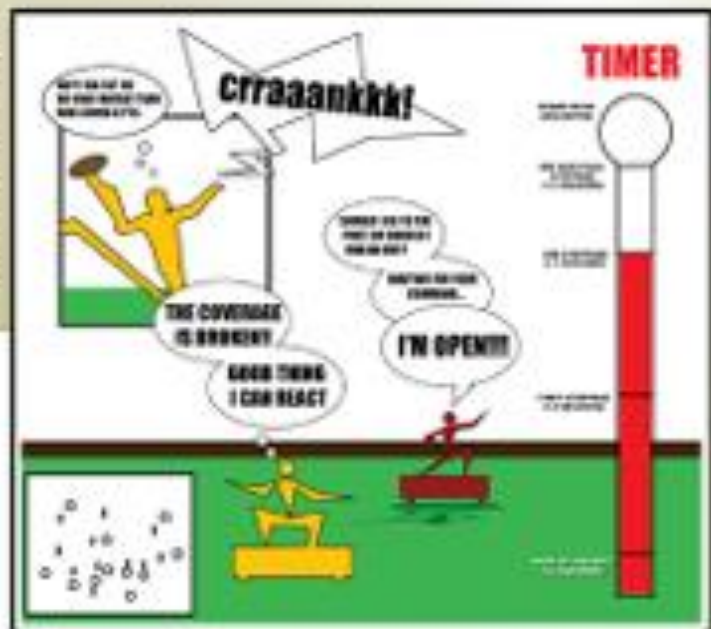
1998 he began to play electric football again, but the old style of play just did not challenge him enough and the basic strategies failed to fill his need for action. The basic problem was that there just was not enough "thinking" going on and it just seemed to him that players went off in whatever direction they wanted sometimes. It was as if the players were trying to run plays

with blindfolds on and Anthony wanted the players to be intelligent enough to react the way a real player would react. The challenge was to recapture the atmosphere of the practice field and game day action. He knew then he had to come up with an entirely new system, if he was going to get the "intelligent" player on the electric gridiron...and the system had to work properly. Anthony was not alone in wanting a new system. Good friend Vance Wamen helped him to work on this new idea. Together they worked on the new system, which included new rules for "pass placement", multi-step



rules and rules to allow learners to scout and play a big part in the game. Vance eventually started a rules set known as "Rules 2000" that took gross placement from Anthony's ideas for the system. Eventually Vance and Anthony split on the project, as Vance presented his ideas and began to compromise on the system to bring more coaches over to the Rules 2000 system. As for Anthony, he disagreed with his friend and simply did not want to compromise on the rules they had worked on. Anthony focused on pleasing himself and did not want to compromise, because he believed that by compromising would lead to losing the strategy on the game. So Vance and Anthony went their separate ways on the project.

With the split, Anthony went into hiding for seven years and continued to work on the MPFL system. He continued to experiment with players and rules that would allow them to react as in the real life game. His system was built for one purpose...to create a disciplined miniature football coach. His system was no longer about tweaking bases, but by coming up with strategies that a coach would have to utilize...a strategy that included every position of the game. The key to winning...were the skills of the coach...not tweaking or skills throwing, but knowledge of the game itself...this system was about total control of a team. It took seven years, but the results were amazing.



THE MPFL IS BORN

In the early part of 2007 Anthony Burgess presented his new system to the miniature football community. It had taken seven years... hours of game film study... hours of studying stop motion animation principals and he took a chance that coaches would take a new idea and perhaps change their approach to the game. It did not take long before coaches expressed their opinion about the new concept. Many coaches saw the timed multi-stoppages in the system as a hamper to the continuous action. Many coaches like the action to be non-stop and did not see a need to slow down the game for the sake of giving the offensive line or receivers an opportunity to make adjustments. And that is fine... as all of us have our own way of playing, but at first coaches were skeptical that this system would work. The icing on the cake for Anthony was his release of the MPFL system DVD titled "The Ultimate Sports Simulation Strategy Game".

The release of the DVD was ground breaking for many reasons. First, the DVD was professionally done and took many coaches by surprise of the quality of the production. It was produced and professionally put together by Bill "Docal Master" Somell, who did an outstanding job. Second, the DVD had everything and it was easy to understand the MPFL system, because Anthony laid everything out as a coach to go to whatever facet of the game and see an example to explain the system. Third, we also got to see the level of realism with the board, figures and setup, that it was easy to see... Anthony had put his heart into this system. With the DVD the MPFL was off the ground running and as 2007 turned into 2008 more and more coaches took a closer look at the system...tried it out and found that this was a fun system...



www.mpflfootball.com

"AB has done a fantastic job in putting together this DVD. I've watched it from beginning to end twice so far. The DVD goes into depth on the whole MPFL system and does a great job of explaining all the finer nuances of his system. It is well produced and professionally put together. And Anthony's passion for the game comes through throughout the entire DVD. So what does this video give you? It shows you in great detail the MPFL system and how you can take this game to the next level. And it does it by giving you a well thought out system that will allow you to make the game more realistic and closer to the real game of football. Is this style for everyone? If you enjoy X's and O's and a game that will test your overall knowledge of the game...then the MPFL is for you!"

Wally Jabst (Great Rivers, New York)

"In Anthony's system, the player reacts when the time is right."

Steve Miles (Alabama)

"If you are a true fan of football, seeing this system demonstrated and played, you will be hooked. I can guarantee that."

Rene Smith (Baltimore, Maryland)

As you can see from some of the reviews...the coaches liked the realism of the system, so now what is next for Anthony?

INNOVATION IS JUST A TRIP THROUGH IMAGINATION

Admittedly, in the beginning of the MPFL system, I was a skeptic. Here was a guy that came onto the MPFL forum and pushed his system onto us with the fervor of a man with the enthusiasm of Vince Lombardi at the beginning of a Championship Game. And I must be truthful...at first I did not see where Anthony was coming from...then I threw caution into the wind...I bought the DVD...I called Anthony and talked to him...and in the end I saw his vision for the hobby, even to the point of adopting some of the MPFL system into my own league. It does not matter if you agree with the MPFL system of play or not, what is important is that you give it a shot, because new ideas or new innovations is just a trip through imagination and who knows...maybe Anthony's system will spark new ideas for whatever rules you currently play with, as for Anthony he is a man of many talents and hats. Throughout his life Anthony has been a son, a Karate instructor, a personal trainer, a police officer (currently works for Homeland Security), a body guard, an artist, an athlete, a drummer in a band and even a deacon in God's church. He has always championed what was fair, just and he has always looked to the greater good...electric football has been no different...Anthony comments, "As an innovator I believe that if one person invented the wheel and nine others try to reinvent the wheel to benefit a few...this hinders the evolution process...but what I want to do is to simply invent a vehicle that the wheel could be used for the benefit of all!"

So on behalf of the MPFL and the staff of The Tweak, I want to say thank you to Anthony for all of his hard work and dedication to make this hobby better and we salute the Man and His System.

A SHORT HISTORY OF THE MPF SYSTEM BY ANTHONY D. BURGESS

The conception of miniature professional football (MPF) began in 1999 during rehabilitation from an injury I suffered playing semi-pro football. I fell back on this hobby and yearned to recreate the emotions associated with the game that I loved dearly, and was now sidelined from.

My journey began with the study of game film, and research into the principals of stop-motion animation. Both were integrated into the design process. I realized that the element missing from conventional "EF" was ability of the miniature figures to react and display realistic qualities through the user (player / coach). I came to understand that one of the main flaws in the game was the lack of fundamental procedures. The "EF" establishment had never really researched its full potential, left buyers with no clear guidelines on how to play the game itself. This lack of understanding was one of the main reason why the game went into the closet.

I wanted to simulate the ability to coach your team, understand formations, direct each position, and factor in winning with strategy, and not the simply the use of the (TTC QB or Base Tweaking). I envisioned that this game should have the detail and beauty of the model train hobby, and the respect associated with chess, while mimicking the actual game of football in every way. Months were spent on testing each area for realism, balance, pressure, and playability.

I hoped that with all things working together, I would make this game first-rate while transforming a child's toy into a true football strategy simulation game, and erase it's negative perception. I wanted to create a style of play that would gain the respect of the sports community. I designed and redesigned the system many times over a seven year period. Right before my eyes the MPF system began to take shape and the MPF philosophy was born.

The main basis of my system is timed multi-stoppages. From this, players can move, and counter move as they do in a real life. Every part of the game has been examined and treated with fresh ideas.

THIS IS NOT THE EF YOU REMEMBER GROWING UP.

Experiencing the game of football from the perspective of a player, coach, and official was the main ingredient in the creation of this system. With the release of the MPF DVD and the continued success of the MPF(L) league, the improvements that were so late in coming to the hobby of Miniature Football are finally available for all to enjoy. Purchase a copy today and begin to experience the hobby at a level you never thought possible.

MPF IS BASED ON THE UNDERSTANDING THAT MINIATURE FOOTBALL MUST USE TIMED STOPPAGES.

The main feature that separates MPF from EF is the use of timed board stoppages and mid-play adjustments. The basic idea of football is that it is a reaction sport. Players are forced to play their position and yet have the ability to act and react to different scenarios as they are presented during the game. Traditional EF was based on a one-stop method in which players are forced to "pitch, or pass" early in the play. Players on the game board are locked in a fixed position and have limited ability to change direction. The hobby of MPF cannot be enjoyed at the "chess" level without timed stoppages and player adjustments. Miniature football figures run in one of three possible ways: arch, straight line, backwards. Without mid-play coaching by way of timed adjustment stoppages, it is impossible to mimic real football action, as figures will eventually run off course and out of position.

Here are two examples of the timed stoppage system. -

PLAY 1



49er's 1st and 10 at their 20 yard line, play call pass. Panthers base defense 4-3 outside leverage cover 2.



(1ST Stoppage i.e. Snap of the ball) This is to set the play in motion, 20 seconds to make adjustments, pass or run etc.



49er's Adjustments: top to bottom; WR runs a go route, the FB flairs out, RT single block on DE, RG&C double team DT, LG single block on DT, LT single block on DE, TE chip block on DE runs a 5 yard pass, WR runs a go route.



Panthers Adjustment; top to bottom; DB outside leverage pass coverage, WLB to cover the FB out of the back field, DE outside pass rush, DT push the middle keep the LB's clean, MLB reading, DT push the pocket, DE outside pass rush, SLB cover the TE, DB outside leverage pass coverage.



(2ND Stoppage) Board runs for about 1 second. Play develops resulting in a sack by the LDE #93 M. Rucker.

PLAY 2

(PHOTO NOT SHOWN)

Panthers 2ND and 7 from the 49ER'S 48 yard line. Pass Play Twins Right, FB Motion left. Max Protection.

49er's 4-3, Inside corner inside leverage, outside corner outside leverage with over the top coverage by FS. SLB covers the FB, MLB covers the TE with over the top help by the SS, WLB reading the play.



(Stoppage 1) Play develops.



Panthers adjustments, QB J. Delhomme throws to outside receiver, Mushin Muhammad, on the combination route "post out".



49er's adjustments, all free defenders react.



Play completion gain of 6 yards.



(Snap of the ball i.e. Free stoppage)



Panthers Adjustments: Top to bottom, TE blocks the DE, FB blocks the SLB "O Linemen" max protection, RB delay flare route, slot receiver, Steve Smith, 10 yard post, outside receiver, Mushin Muhammad, combination route post & go or post out.



49er's Adjustments: Top to bottom, SLB picks up the FB, M&WLB's reading the play, slot DB inside leverage pass coverage, outside DB outside leverage pass coverage, FS over the top coverage, board runs for 1 second.

[The Washington Post]

JANUARY 29, 1999

Weekend



It's Electric!

Forget the Redskins ~ Anyone Can Own a Pro Team

It's a clash of the Titans in an electric preview of the Broncos - Falcons Super Bowl. Photo by Mark Finkendaedt for the Washington Post.



Doing the Electric Slide

By DALLAS HUDGENS
Special to The Washington Post

Do you want the inside buzz on the Super Bowl? Well, there's no need to call one of those 800 numbers in Vegas. A well-connected source is about to provide you with the outcome of Sunday's game. Free of charge.

All right, so the source is an electric football game (that old war horse of the Sears catalogue), and the connection is an electrical outlet in the basement of Anthony Burgess's home in Alexandria. Not exactly millennial technology. But a lot of fun, nonetheless.

Burgess, 31, and his pal, Vance Warren, 29, are electric football aficionados from way back. Yes, they can even make their plastic players run in a straight line, a feat that should boggle the collective minds of former game owners everywhere.

"I bought my first game for \$5 at a

thrift store," says Warren, a D.C. police officer. "I was 8 years old, and I've been hooked ever since."

Actually, Warren did quit playing when he was 16. But three years ago, while getting dressed for church, he heard a familiar buzz emanating from his TV. There was no mistaking the sound of an electric football game. Warren looked up, and there was Burgess, who he'd never met before, playing in the Super Bowl of Electric Football, a yearly competition organized by Miggle Toys Inc., the only company still making electric football games.

"I saw him, and I said, 'Hey, I can beat that guy,'" says Warren.

And with those fighting words, a friendship was born.

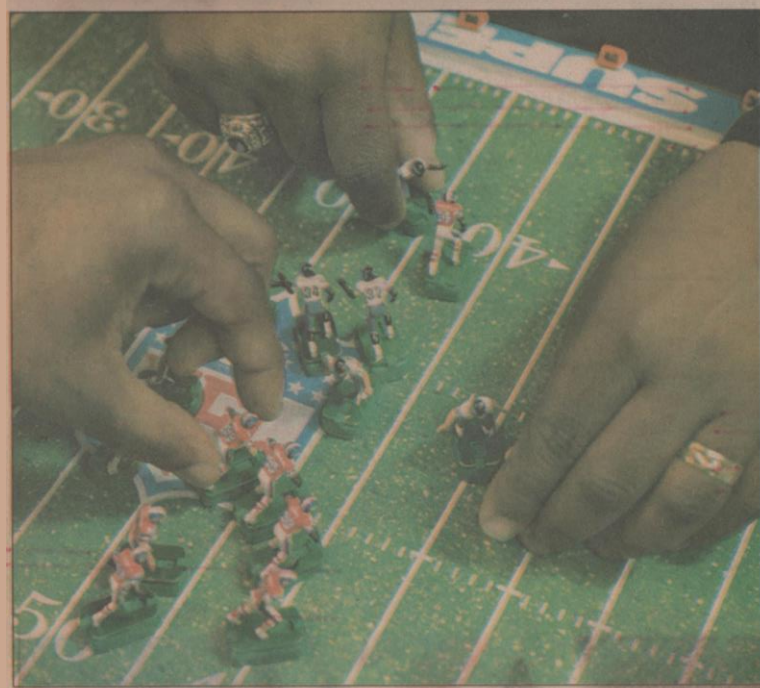
"He called me when I got back from the Super Bowl, and we got together and started developing our own playing system," Burgess says. "We've been so busy with that, we never really get a chance to play against each other."

PHOTOS BY MARK FINKENSTAEDT
FOR THE WASHINGTON POST

Amazingly detailed
"spectators" fill
the stands.



Anthony Burgess set the mood with the voice of NFL Films narrator John Facenda , but now it is time to get down to business



No detail is too small, whether it's a player's name on a jersey or a logo on the side of a helmet.

Countdown to Kickoff

That's about to change, as the stage is set for their electrified Falcons-Broncos clash. The scene? Burgess's basement, which can only be described as Electric Football Nirvana. If plastic players had souls, this is where they'd want to go when they died. Hand-painted figures from the '60s and '70s, forever frozen in blocking stances and long strides, line shelves along the walls and rise from the brims of storage drawers. It takes Burgess about 15 minutes to paint each player, sometimes longer if a helmet logo requires excessive detailing. The results of his brushworks are spectacular. His John Elway figure is so realistic it makes you want to peer inside the face mask to see if he painted a big set of choppers on the legendary QB.

Steel gridirons are also plentiful; scattered like practice fields at a preseason training complex. But the centerpiece of the room is a plastic and wood replica of

Anybody who has ever played electric football must be wondering how these guys are actually completing passes. If there's one critical deficiency

in electric football, it has to be the difficulty in mastering the game's brittle-armed "triple threat quarterback. "It's a task that has frustrated even seasoned vets like Burgess and Warren.

That's why they've developed their own playing system, which benches Mr. Triple Threat. In their passing game, the ball doesn't travel through the air. Instead, a magnetic football is placed on the board where a pass is projected to land, and both the intended receiver and the defensive back are given the opportunity to chase it down.

The passing rule is just one of the duos many ideas on how to update the game and give it appeal to a new generation of players. They have even produced a video called "Professional Electric Football League", which offers tips to both rookies and veterans. They hope to start a league of their own next fall. They've already had a hand in organizing three tournaments set to be played this year, including one slated for October in Washington.

"We don't want new players to be intimidated," Warren says. "I'll sit down and work with anybody. I won't tell you all my secrets, but I'll help you."

Throwbacks

The second half is nothing but offense, Burgess throws on operatically every down, while Warren mixes the run and the pass. With the game tied at 35, there's time for one last play. Elway takes a shot at the end zone. Incomplete.

"Overtime", says Warren with a relieved sigh. "See. This is better than the real Super Bowl."

Both of them are smiling, clearly enjoying the game and each other's company.

If you had asked me 20 years ago, would I still be playing this, I would still be playing this, I would have laughed," says Burgess, who works for the Alexandria Sheriff's department. "I would have said, 'Yeah, by myself, maybe.'"

So, why do he and Warren still play the game? Wouldn't be more fun to toss those 110-volt dinosaurs into a closet and buy a PlayStation?

With a video game, you're getting John Madden's evaluation of a particular team," Warren says. "But with this game, you build the team from scratch. You fine-tune the players, clip their prongs and attach weights to their bases to get them to run a certain way."

He's not exaggerating when he talks about controlling a player's movements. his halfbacks run

fast and straight. his receivers can be altered to run slants, sideline patterns and deep routes. As for linemen, their bases are loaded with copper weights to help them win the wars in the trenches. Both he and Burgess are truly the architects of their teams - owners, coaches and general managers.

"When I first started playing, winning a game was 85 percent luck and 15 percent skill," Burgess says. "With our new style of play, its 85 percent skill and 15 percent luck."

And so, there'll be no joysticks in the Burgess basement. Instead, he reaches into his pocket and pulls out a quarter for the overtime coin toss.

OT

The Falcons win the toss. Their return man, Tim Dwight, streaks through an opening in traffic and heads down the sideline.

"Take it to the house," says Warren.

But alas, his little hero runs out of bounds on the Broncos' 19-yard line. The Falcons push the ball inside the 5-yard line before the Broncos make a stand. On fourth down, Warren brings out his hinge-legged version of Falcons placekicker Morton Anderson.

"Morten better not miss," he says.

He sets Anderson up at the 23-yard line. There's a slight cross breeze coming out of the air duct above the game, but Warren blasts the foam ball through the uprights and right out of the stadium. And just like that, Super Bowl XXXIII is history. The Dirty Birds put Elway out to pasture with a big L.

"Morten made sure," says Warren. "Somebody got a nice souvenir."

"What a game," Burgess says. "Now that's a game."

"Goal-line stand and everything," Warren says.

They exchange high fives and hugs and then set to work on the final task of the evening - finding the game ball. ■

Electric Football Coaching Manual

You don't have to understand the West Coast Offense in order to coach an electric football team. However, it will take practice to develop a feel for the game. Here are some playing tips to help you enjoy the game while you are learning.

1. THE CLOCK: Rookie coaches might want to play without a game clock. Instead divide each quarter (or half) into a certain number of plays. Start with 15 plays per half. you can add or subtract plays depending on how long you want the games to last. You can prepare yourself for the pressures of the game clock and keep the game moving by instituting a one-minute play clock.

2. TACKLING: A tackle occurs when an opposing player's base touches any part of the ballcarrier's base. The ball is then spotted at the front of the ballcarrier's base. If the ballcarrier suddenly turns and starts running toward his own goal line (this might happen until you learn how to fine-tune your player bases), The game is stopped at the position of the carrier's forward progress.

3. PASSING: You might want to give the Triple Threat QB his walking papers right out of the box. Few people have managed to tame this guy's crooked barreled shotgun of a right arm. Out of necessity, they usually turn to the running game. Boring!

Burgess and Warren may have come up with the best alternative to the Triple Threat: a passing system in which the ball never travels through the air. It



On this playing field, Anthony Burgess (left) and Vance Warren could teach Mike Holmgren and Jimmy Johnson, a thing or two.

works like this: The play starts, and the offensive coach spots an open receiver. He then calls, "pass" and turns off the game. Then, a magnetic ball is placed on the field a certain distancer from the receiver (5 yards for a 6-to 20-yard pass, 7 yards for a 21- to 30-yard pass and 9 yards for a 31- to 40-yard pass). The ball is placed on a trajectory line from the quarterback. Once the ball is spotted, the coaches can reposition players to chase down the pass. Then the game is turned on again. If the offensive player touches the ball first, it's a completion. If the defensive player touches it first, it's an interception. The player who gains possession may then advance the ball. If neither touch it, it's an interception.

4. THE KICKING GAME: Keep the kicking game simple. On kickoffs, position the kicking team at its own 30-yard line, the receiving team at midfield. Place a return man at the goal line, turn on the game and hope for a wedge to develop.

On field goal attempts, position your Triple Threat QB (he also kicks, though much better than he passes) 10 yards behind the line of scrimmage. Turn on the game for three seconds to simulate a snap, hold and a defensive rush. Turn off the game and boot the ball through the uprights.

For punts, position the punter 15 yards behind the line of scrimmage, a receiving man 50 yards downfield. Tun on the game for three seconds. Turn it off, then kick.

5. POSTGAME CELEBRATIONS: Don't give the winning coach a Gatorade bath while the game is turned on. You might electrocute him.

- By Dallas Hudgens

TODAY



PHOTOS BY ALGERINA PERA (SUN PHOTOGRAPHER)

Fans get a buzz from electric football, which will stage its 12th Super Bowl in Hunt Valley this weekend

Super Charged

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BY ROB HIAASEN (SUN REPORTER)



Rene Smith examines his Ray Lewis electric football figure and sets up the game table.

M

ATT STOVER BLEW IT IN LAST year's Super Bowl. Missed it wide right. Matt Stover - the greatest offensive weapon the Raven's have ever known!

"The kicker let me down", says Rene Smith. "He sure did."

Before this goes on too long, please know that Rene Smith, a 49-year-old Catonsville man, is talking about the forgotten , frustrating game of electric football. Forget about fantasy football leagues and those Madden NFL state-of-the-art graphics video games. real man still play electric football.

Well call them middle-aged guys who probably received their first Tudor Tru-Action electric football game as young football fans in the 1960's. Remember the buzzing? Remember the aimless play of your of your vibrating Bears or Cardinals football team? Scoring was just a dream some of us players had.

In the 40 years since, Tudor became Miggle Toys, which resurrected the game in the 1990's. Thanks to company chat boards and a crafty public relations effort, electric football staged an improbable comeback. More than 500 players are expected this weekend in Hunt Valley to attend the 12th annual Official Electric Football Super Bowl (yes, there been 11 others). The convention begins tomorrow and, after single game elimination rounds, The Miggle EFL Super Bowl will be held Sunday. No word on tailgating opportunities.

Smith was a field goal short of making it to the championship game at last year's Electric Football Super Bowl in Pittsburgh. But Smith managed a third-place finish among 70 "coaches" who competed. This weekend, he plans to bring ack his dream team - the '96 Ravens, of all teams - and has no plans of making any roster changes.

"Stover comes back. He's got to come back."

Is the game coming back to you now? Electric Football was played on a metal tabletop that vibrated when the motor was switched on. The game, which was introduced in 1947, promised that "Players Actually 'Block and Tackle'" - that's what the cardboard box said anyway. Families ordered the game through Sears. If you didn't get one for the holidays, you over to a friend who did. Never before did a childhood gift arrive with such promise, such potential.

The football players were plastic figures wedged onto pronged bases. You could theoretically bend or twist the player base to increase speed. To run a play, a felt football (how many of *those* were pumped up?) was

tucked under a player's arm, and the motor was switched on by the offensive "coach." The play ended when the player's base touched a defensive player's base or the player happened to score.

Electric football still has a "triple threat quarterback" that can pass, punt and kick field goals. The mechanized quarterback arm can flick the football to a receiver. If the ball touches the player or his base, it's a completion. In the old days, kids would set up V-shaped wedges on offense, but this just induced embarrassing traffic jams. Players often and unintentionally hooked their arms around a goal post in a sort of dance if death. During other plays, the rudderless running backs tended to veer out of bounds or just spin in hapless circles like drunken bumper cars. But, by God, the game was electric.

In short, electric football was one great , bad game, It was true fantasy football.

Then those boomers grew up and discovered Gameboys and PlayStations and Madden NFL video games. But, as it turns out, electric football never really went away - and its admirers say it's truly new and improved.

During the NFL playoffs, Sony's ad for high-definition TV featured an electric football game reenacting the famous 1982 Cal-Stanford football game when band members rushed the field during an improbable kickoff return. The Pro Football Hall of Fame has an electric football exhibit - and hosted Miggle's seventh Super Bowl in 2001. The classic game boards pop up[on eBay where a vintage Tudor electric football game can start at \$19.99.

The modern Miggle electric football game has NFL-sanctioned uniform colors and logos, and players come in various sizes and poses. The \$60 Super Bowl version includes accessories such as scoreboards, signage and cheerleader figures. Current players say that the motor has been improved to better control speed and player direction.

"We can get the men to run straight or run at an angle. The game is actually more organized and precise than when we were kids," says Smith, a welfare-program worker in Washington. He got re-hooked on electric football six years ago when he attended the



Rene's Johnny Unitas figure. Smith will compete in Sunday's Electric Football Super Bowl in Hunt Valley

sixth Super Bowl. "The DC area is a hotbed for electric football." Who knew?

Derell Brevard, a 38-year-old bail bondsman from Suitland, is a member of the Beltway Electric Football League - 28 members strong. "And always looking for more," as Brevard says. He brings his 1995 49ers electric football team to Hunt Valley this weekend. He is a veteran of eight Super Bowls as a spectator, and this will be his first competition. He's ready. His team is ready.

"People will be in awe of how this game evolved," Brevard says. "Electric Football has finally lived up to its hype."

So, how do you make a Jerome Bettis or Shaun Alexander run straight? It's all in the *tweaking*. The plastic bristles or prongs under the player bases can be "manipulated" to improve direction. Scoring is a reality. And fortunately for this weekend's Super Bowl participants, tampering with base is allowed, according to Tournament Rule 2.0 (2): Base prongs may be manipulated (i.e., bending, twisting, or brushing) by hand. No tools (pliers, blades, etc.) may be used.

To enforce the rules, the EFL Super Bowl will have its own official official. Debbie Weinberg, a Baltimore accountant and long-time high school official, got the call early this month from electric football's front office (Miggle headquarters in Illinois). She hadn't thought of the game in years until she remembered playing it with her brother in the 1960's. She was both fascinated and perplexed by the buzzing toy.



High school football official Debbie Weinberg will oversee the Electric Football Super Bowl.

MONICA LOPOSSAY (SUN PHOTOGRAPHER)

"How can you ever make a game of this?", Weinberg always wondered. But she jumped at the chance to officiate her first Super Bowl - even though it's the vibrating board kind.

"It's still football - who cares?"

Weinberg will wear her professional "zebra"

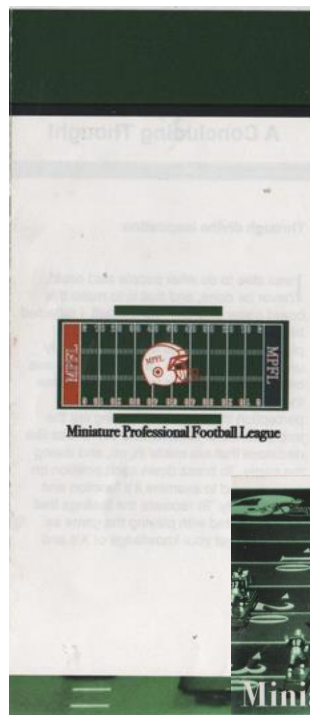
uniform and tuck her hair in her hat and forego makeup and jewelry - her routine for officiating area high school games,; she also worked the University of Maryland football chain crew during quarterback Boomer Esiason's years. To prepare for her most unusual assignment, Weinberg has been pouring over the eight pages of tournament regulations. *A possession consists of four downs only. The team that is able to score the most points with its possession wins the game. If neither team scores, then the team gaining the most yardage wins the game.*

In other words, coaches don't necessarily have to sweat the scoring. just get your men to move straight, Bend , twist, brush to your childhood's delight - just don't use pliers or blades when tweaking.

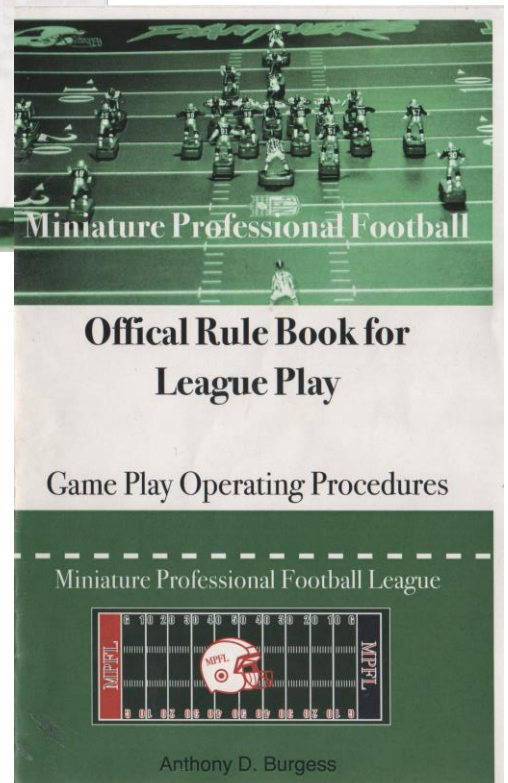
And Matt Stover, be ready.

.....

rob.hiaasen@baltsun.com



Covers of the MPFL Brochure and MPFL "Official Rule Book for League Play"



The main “artifacts” comprising this collection are the “tru-scale” game board and 34 storage boxes of NFL teams and figures. If you have seen or heard anything about the MPFL and Anthony Burgess, you will recognize these items.

“Tru-Scale” game boards are boards that have playing fields scaled to $1/2" = 1 \text{ yard}$. This is the scale that Jerry McGhee used to build his first “Big Board” and later were used exclusively in his Wounded Warrior TOC Tournaments. I first saw one at the Bama Blast Tournament held in Birmingham, Al in June of 1999. I also later found out that Anthony had also attended this tournament.

In developing his MPFL System, Anthony decided to use this scale as the “Official Playing Field” since it is the scale that is closest to the scale of the standard electric football figure that most people use when playing the game. Everything about the MPFL system works best when played on a gameboard of this scale.

This game board was built by EFG - Electric Football Gameboards, by Owners: Mark & Karen Villanueva as evidenced by the label affixed underneath it ©2006, - March 20, 2006. It is of wood construction with a panned 24 ga. galvanized steel sheet metal playing surface with 2 basic coil type electro-magnetic motors and wired to be powered on by standard electric light switches mounted to each side of the frame. It also has two adjustable-height leg units mounted to it.

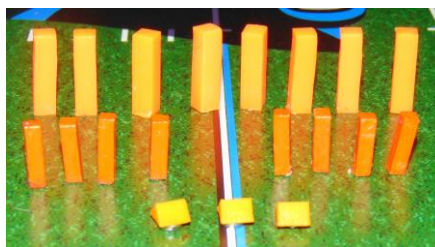
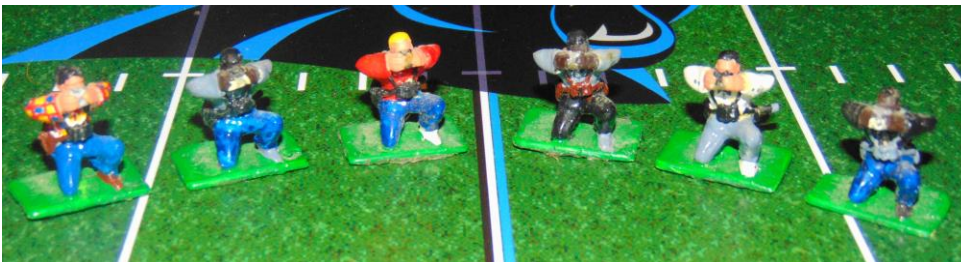


- The original “Carolina Panthers” vinyl field cover is 61” x 27 1/2” including 1 1/2” wide white sideline and end line border. Actual playing field 58” x 24 1/2” (not a true $1/2" = 1 \text{ yd}$ scale).
- The original wood framing has had “Panthers” Vinyl graphics applied to it to give it a total “Stadium look and feel”
- Upgraded with an ITZ Motor



"Carolina Panthers" home field stadium with all accessories set up for game play

Playing in the MPFL is more than just playing a game of electric football. It is about the overall "Game Day Experience". Sideline Figures and accessories help to make that experience more realistic.



Just some of the items from this collection to help achieve that ultimate "Game Day Experience".

The Teams Collection

All current 32 NFL teams custom painted and detailed plus the Houston Oilers. These teams are stored in organizers with foam trays and decorated with team “window cling” logos. This is a practice that became popular in the early 2000’s as more and more people were creating their own travel teams to take to league and tournament events and building their NFL Electric Football Team Collections.



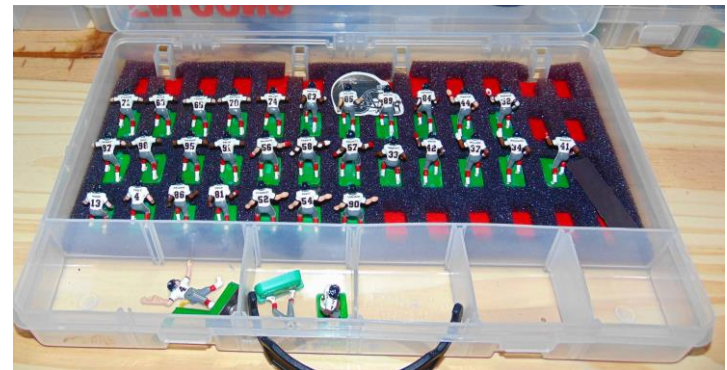
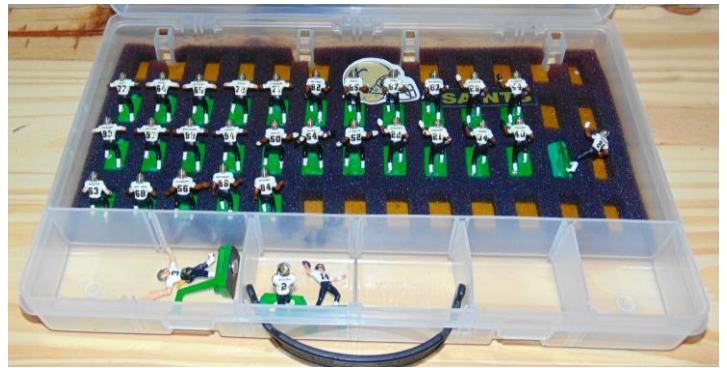
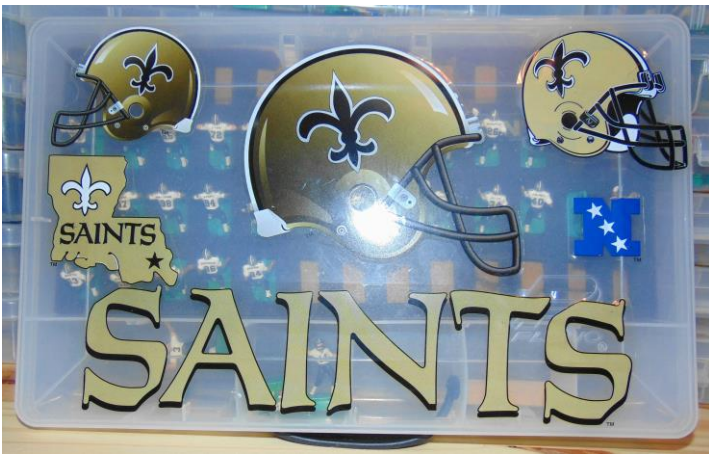
The Carolina Panthers are the “Official” team of the MPFL and Anthony has created these teams in both dark “home” and white “away” jerseys. In the MPFL you are required to have full teams in both jersey colors rather than just dark jersey offensive units and white jersey defensive units which has become the more common practice for most league and tournament competitions today.

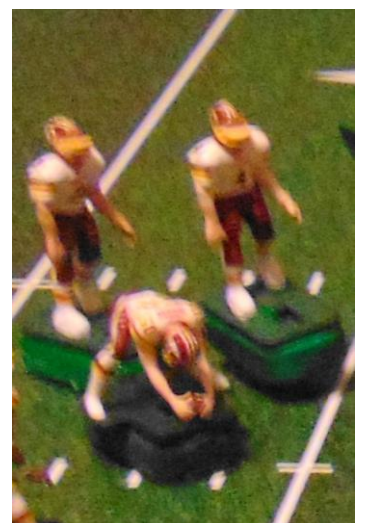
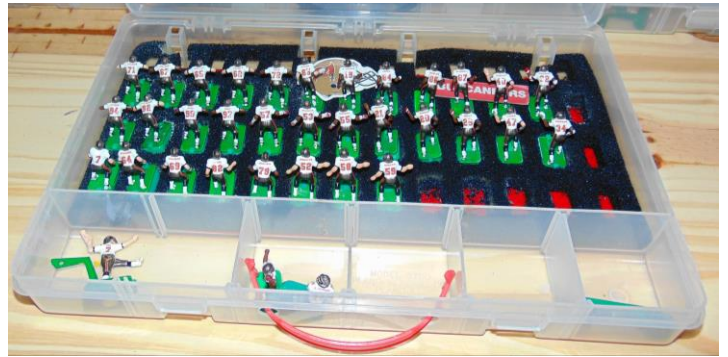


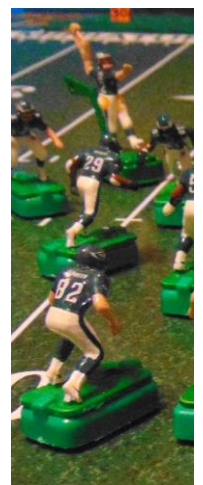
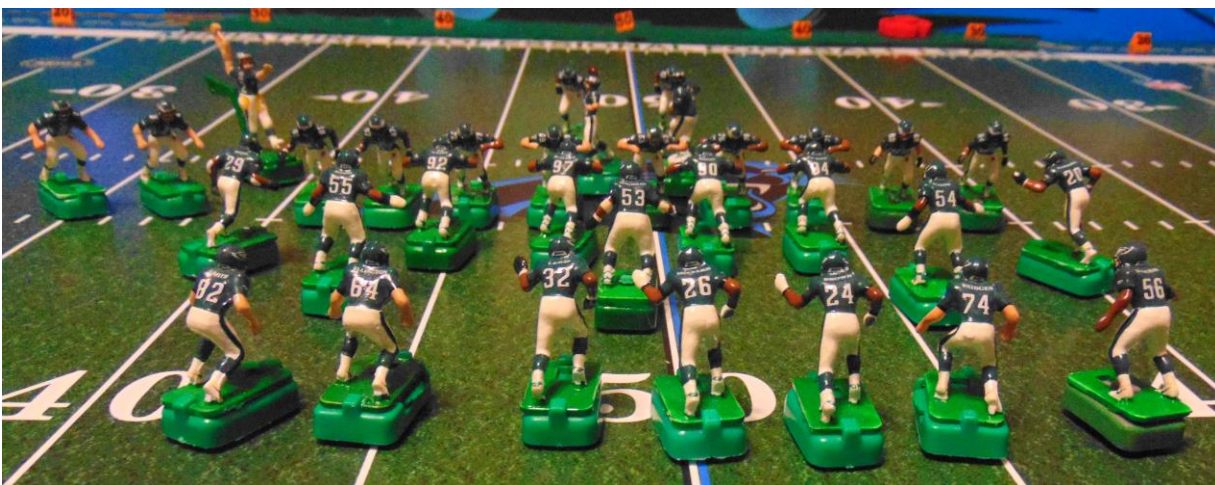
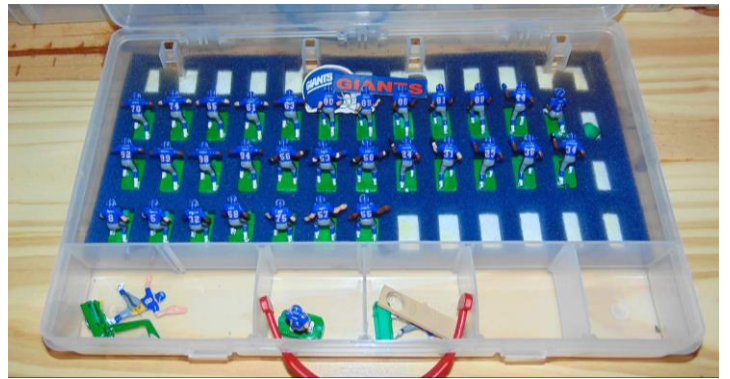


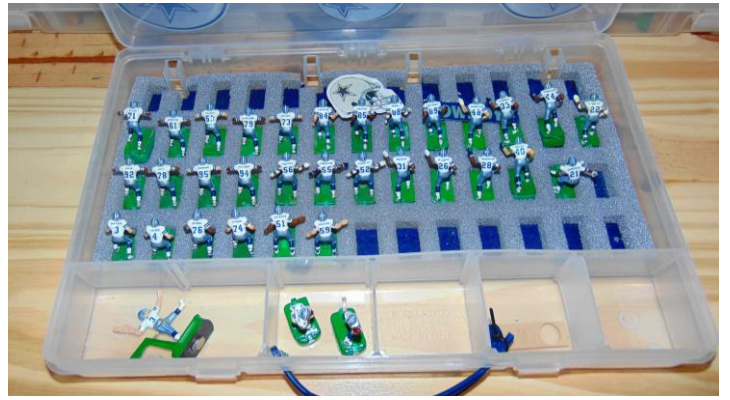
Building a team often requires a lot of research. Anthony's collection of Panther magazines, newspaper articles, training camp guide and even a trip to training camp for photos.

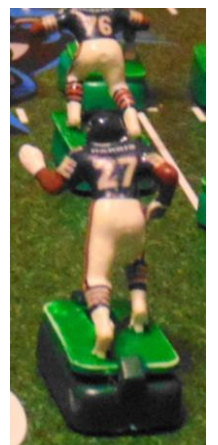
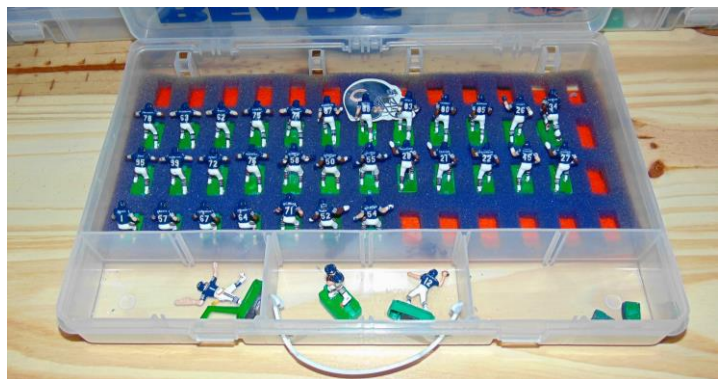
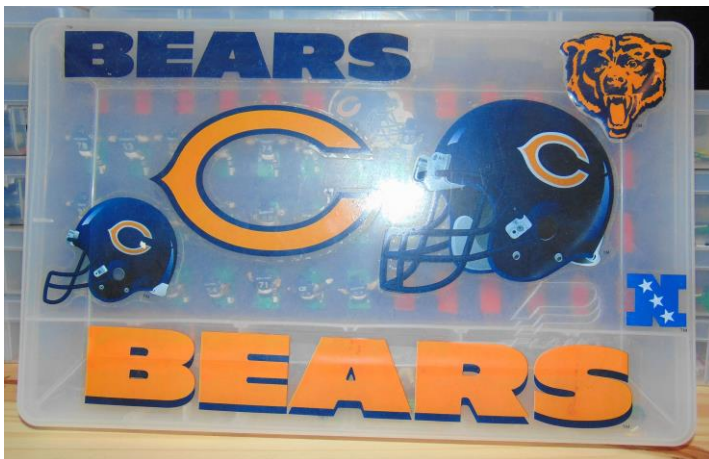


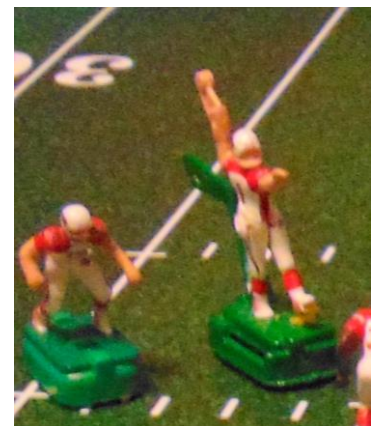
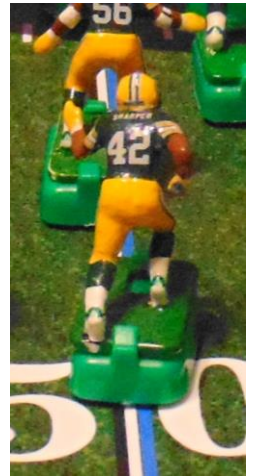




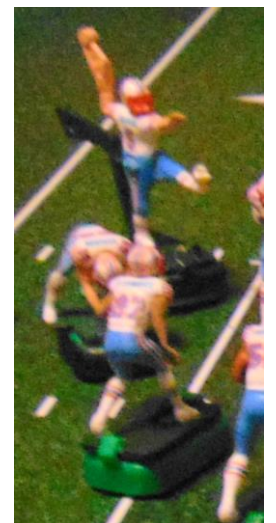
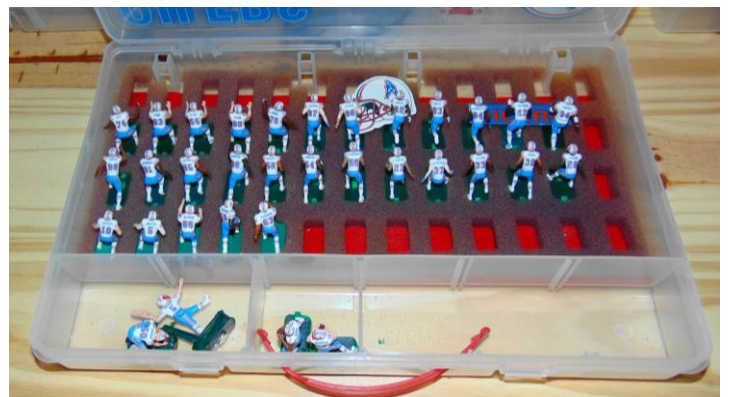
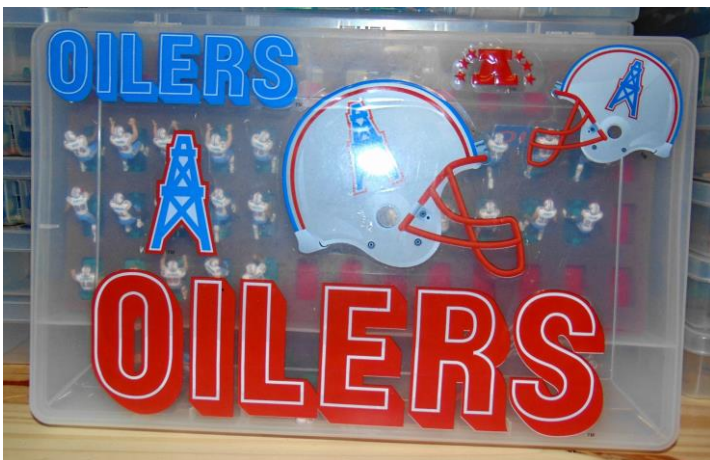
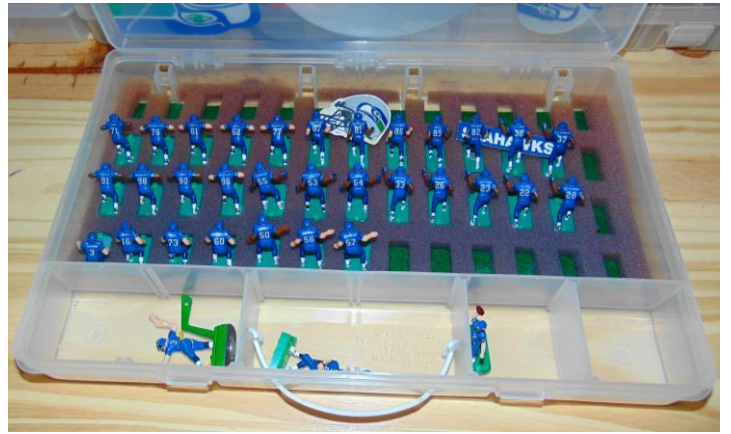


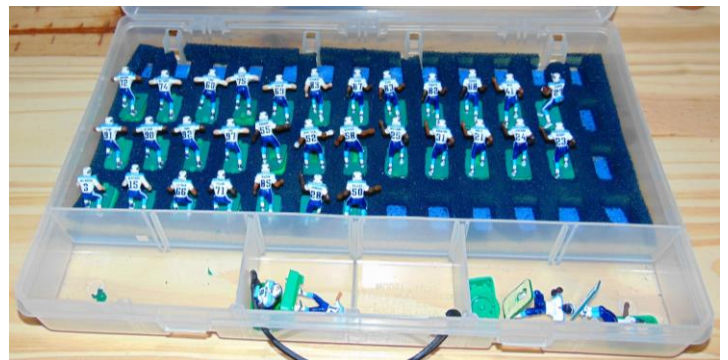


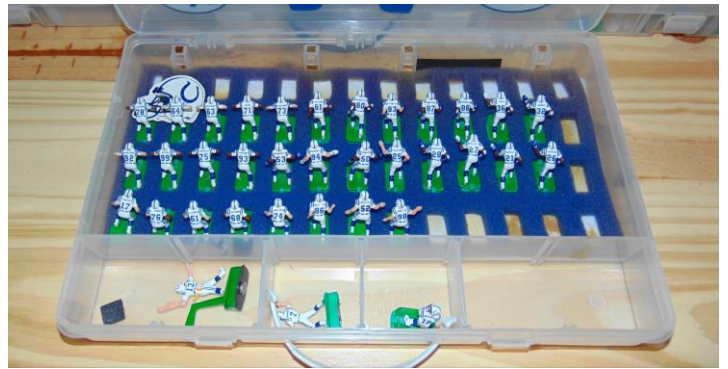


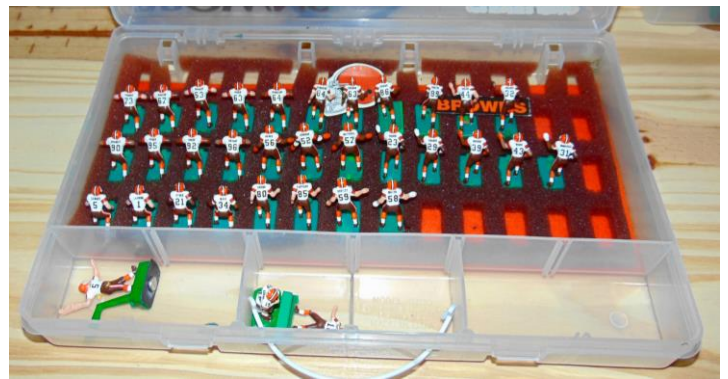
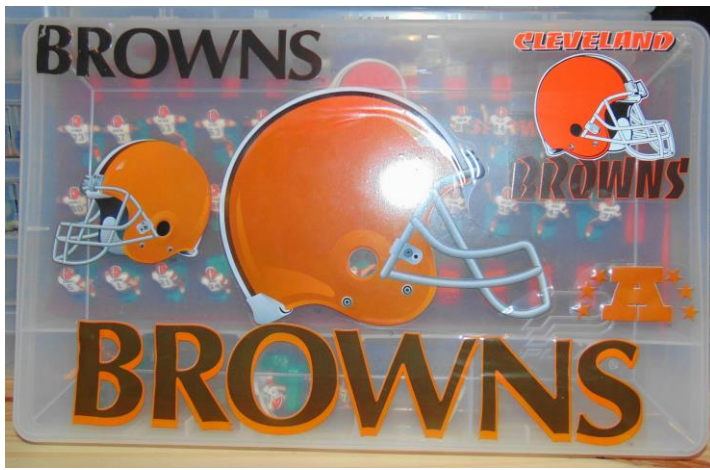


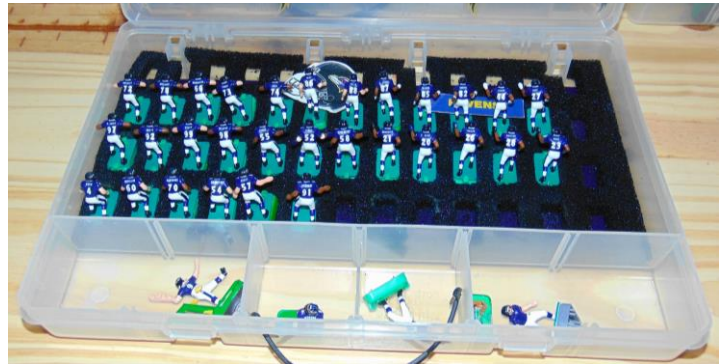


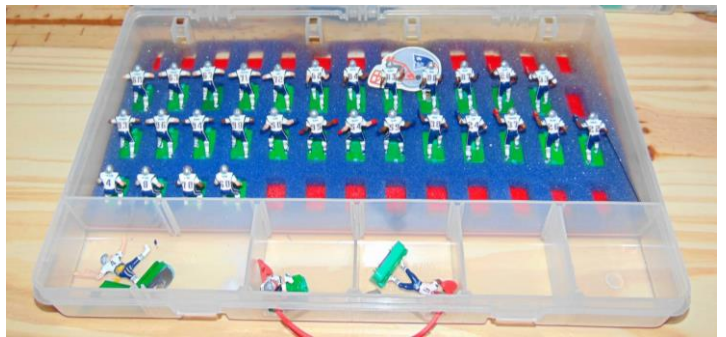




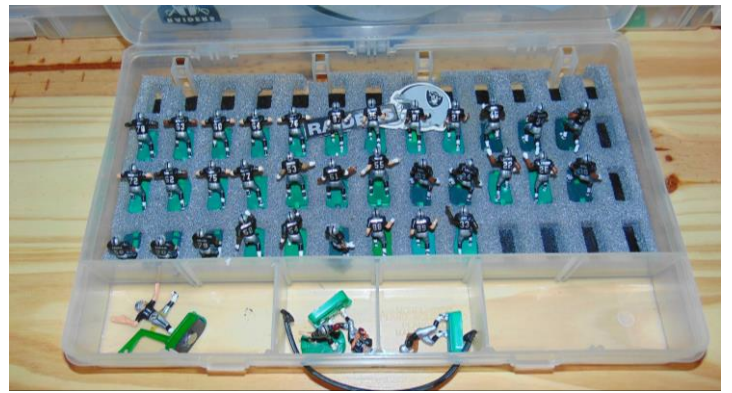
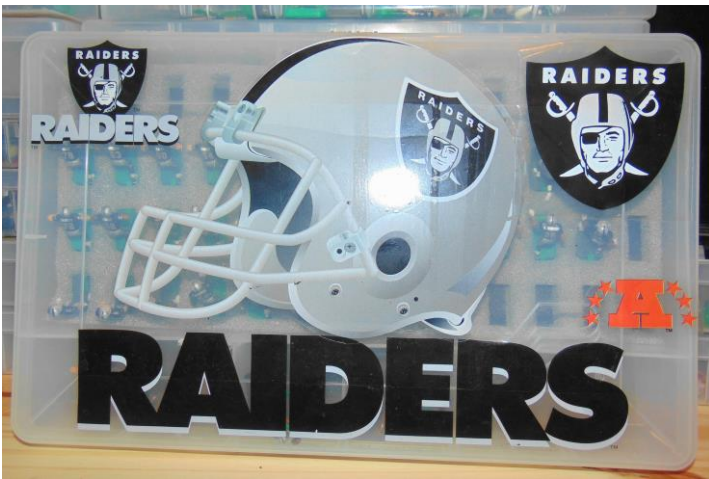


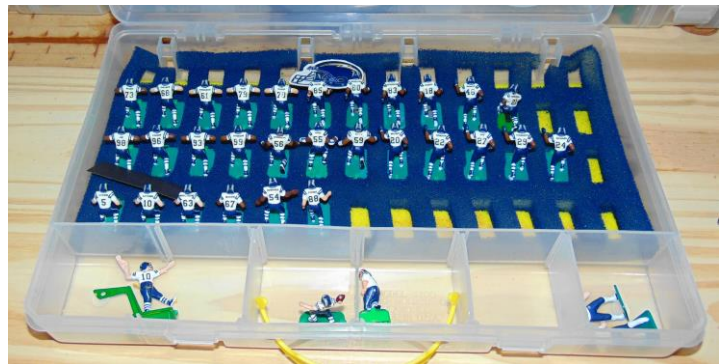
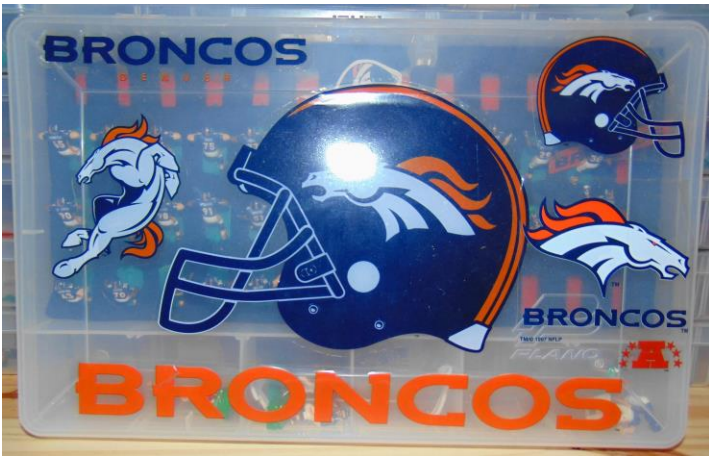










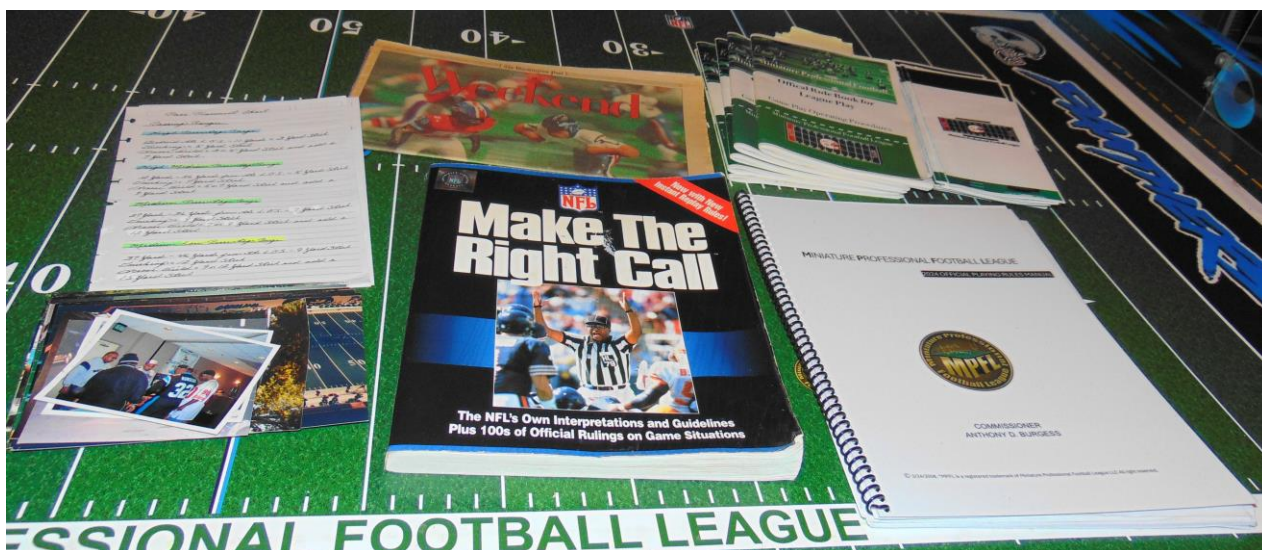


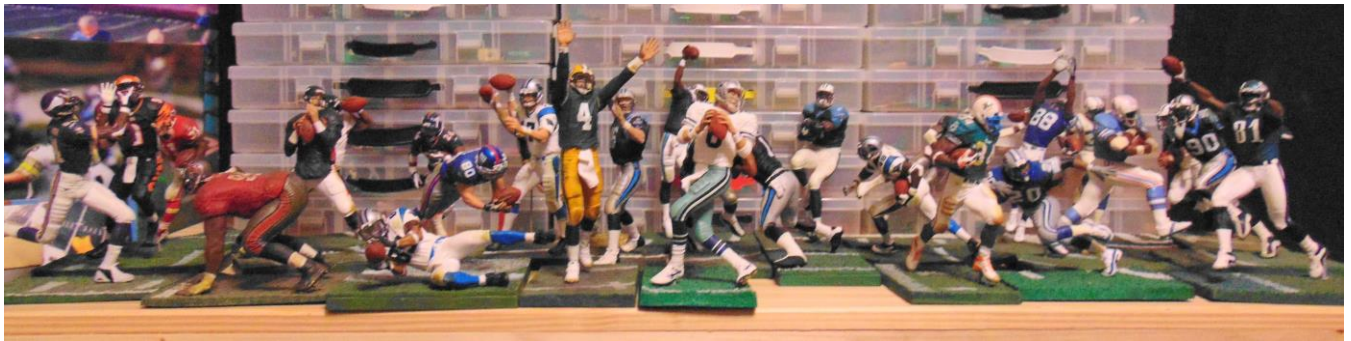
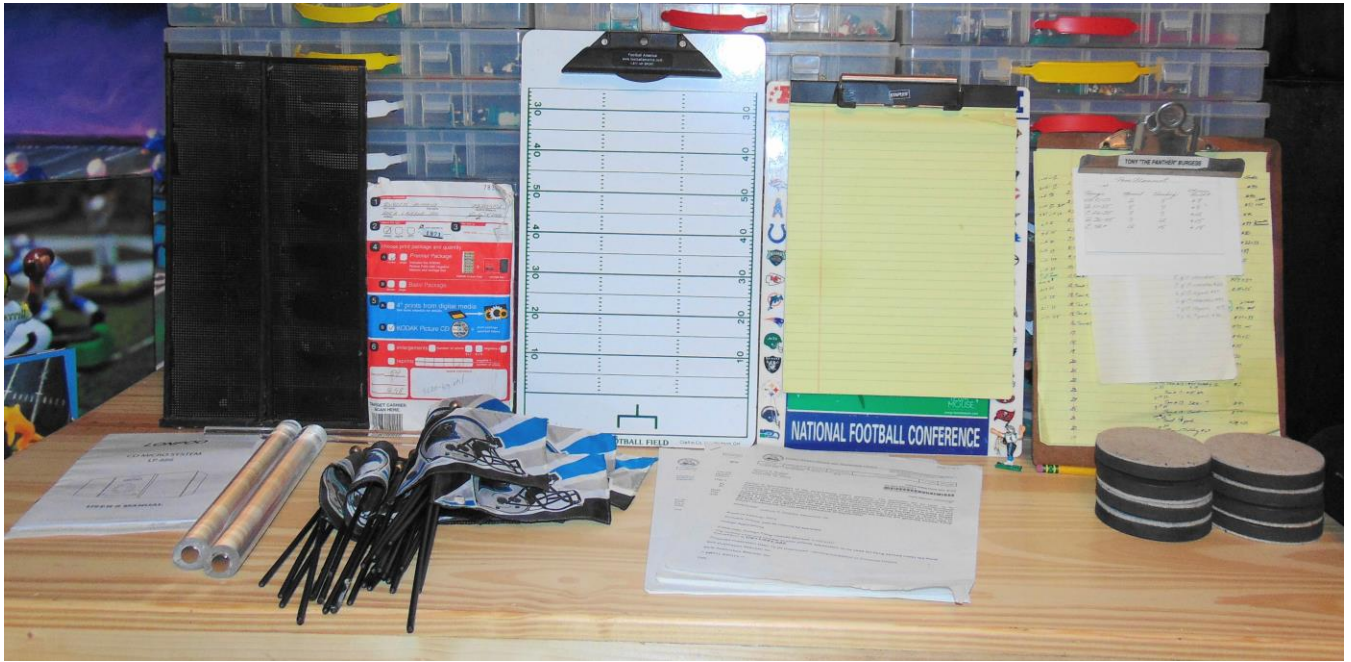
As a “coach “ Anthony has won several league championships with his Carolina Panthers MPFL team.

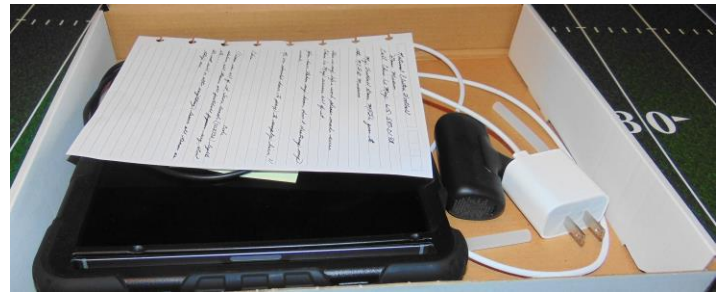


P.E.F.L. 1999/2000 Super Bowl I Champions (5 - 1 Regular Season)
M.P.F.L. 2006/2007 Super Bowl II Champions (9 - 1 Regular Season)
M.P.F.L. 2007/2008 Super Bowl III Champions (6 - 0 Regular Season)
M.P.F.L. 2008/2009 Super Bowl IV Champions (6 - 0 Regular Season)
8 - 0 Overall Postseason

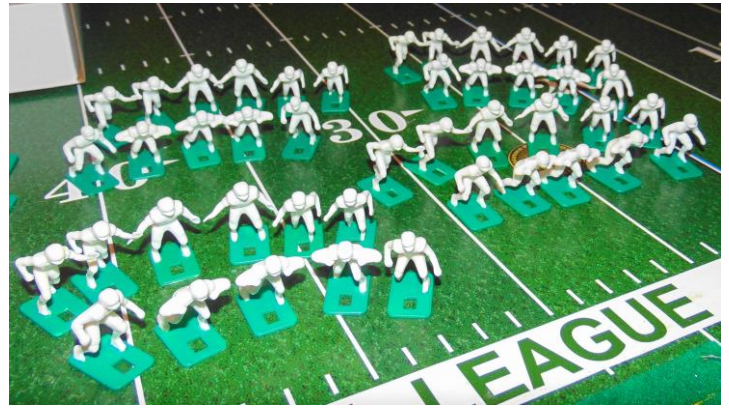
Misc. photos of the collection











I hope you have enjoyed this brief look at the collection of Anthony Burgess. It has been a great honor and privilege to be able to study and document this collection.

***Chris LeMay, Founder and Curator
The National ELELCTRIC FOOTBALL Game Museum***