



ELECTRIC FOOTBALL®

OFFICIAL RULES and Assembly Instructions

For all battery-operated Tudor Games Electric Football®
sets featuring PlayAction™ Remote Control



**CAUTION: NEVER MIX BATTERY TYPES AND NEVER MIX OLD AND NEW BATTERIES.
FOR BEST RESULTS USE ALKALINE BATTERIES AND REMOVE WHEN NOT IN USE.**

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INTRODUCTION TO ELECTRIC FOOTBALL®

Welcome to the exciting world of Electric Football! You now own America's most loved football game. To better understand your game, assemble it correctly, and learn how to play, please begin by reading this Official Rules and Assembly Instructions booklet. It will guide you through setup, explain Electric Football rules, and teach you how to play Electric Football.

OBJECT OF THE GAME

Electric Football allows one or more coaches to command two teams of eleven moving football players to victory! Each coach, as manager of their team, runs plays and sets up offensive and defensive formations.

The strategy and skill used in directing the teams determines the winner of the game, using standard football rules and scoring.

Electric Football can be enjoyed on many levels by one to four players. You can compete with other coaches in organized leagues and participate in national tournaments, like TudorCON. Learn more at www.TudorGames.com.

VIBRATION MAKES THE ACTION HAPPEN!

When you press the button on your PlayAction™ Remote Control, your Electric Football field vibrates. This vibration makes your players move when they are placed on the field.

Just like real football, you're the coach and you call the plays. You train your players using their Invisibase™ Cleats to go fast, or to be strong, and to go where you want them to go.

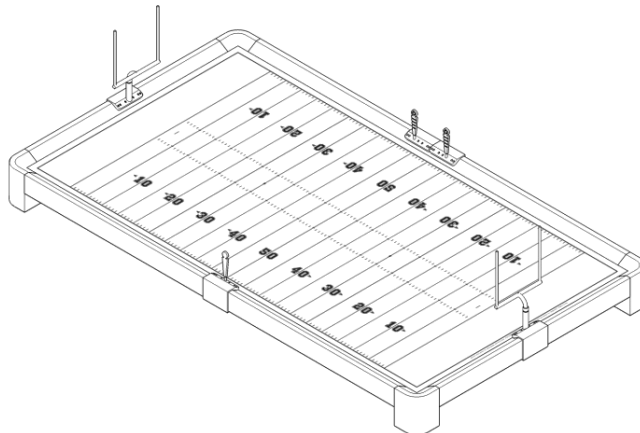
While the action is happening, you can even control the speed of the play and how the action unfolds. You do this by rotating the large dial located on the PlayAction™ Remote Control while pressing its side button.

For example, at the start of a play, turn the vibration down to see how your play develops. When you see an opening in the line, or an open man downfield, turn it up and make in-play decisions just like the pros. You can also play at a full-action, hard-hitting constant setting where your players will make pancake blocks and hits hard enough to knock each other down!

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CUSTOMIZATION

Electric Football action figures have been commercially made for decades and as a result, many collectors are involved in the hobby. Some figures are highly sought after and a trained eye can identify their country of origin, history, material, and molding style.

From the oldest metal figures to molded one-piece plastics to today's figures, a colorful history and considerable marketplace exists for collectable Electric Football items.

By painting and customizing your figures you can create amazing miniature works of art. Find tips, techniques, paints, figures, facemasks, chinstraps, and more accessories online at www.TudorGames.com.



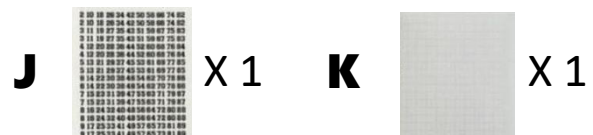
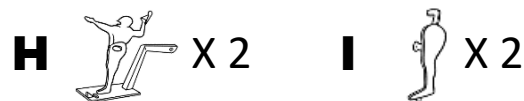
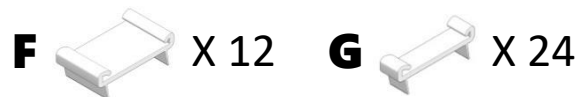
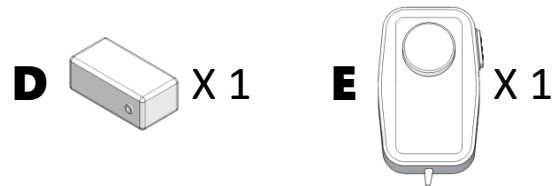
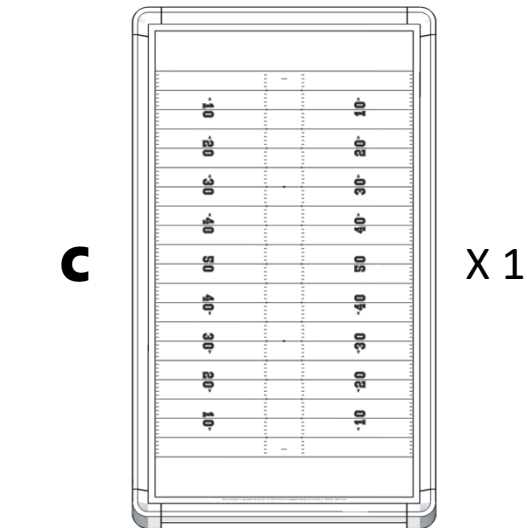
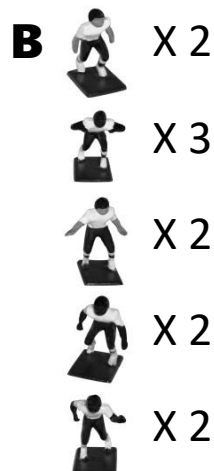
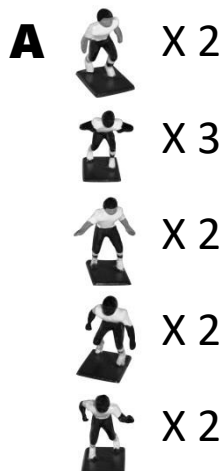
PARTS LIST

THE EQUIPMENT ROOM

Every football team has equipment—and your Electric Football team is no different. Spend the next few minutes reading this booklet and setting up your new field and players.

First, let's make sure you have what you need for proper assembly. You should have everything pictured on this page. Please note that items are not drawn to scale and some contents may differ by the model of the game you purchased. Match the item below with the picture and the item in your set.

- A** Football Team "A" Figures in 5 Positions
- B** Football Team "B" Figures in 5 Positions
- C** Electric Football® SpeedTurf™ Playing Field
- D** FieldDrive™ Motion Generator
- E** PlayAction™ Remote Control with Cord
- F** Invisibase™ Strength Cleats
- G** Invisibase™ Speed Cleats
- H** Triple Threat Quarterback™ Bodies
- I** Triple Threat Quarterback™ Kicking Legs
- J** Black Uniform Number Sheet
- K** White Uniform Number Sheet
- L** Official Tudor Games Felt Football Strip
- M** Goal Post
- N** Yardstick Marker
- O** Sliding Frame Clip

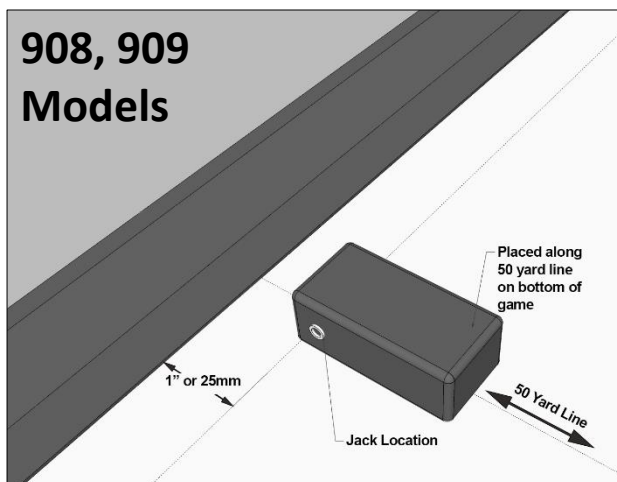
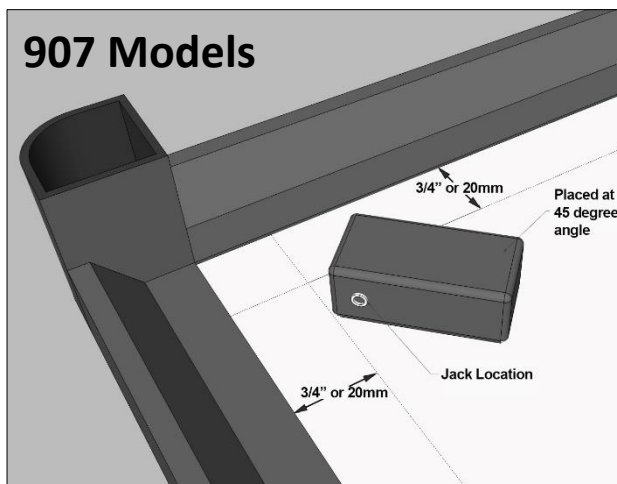




ASSEMBLY INSTRUCTIONS: PART 1

MOUNT THE MOTOR, PLUG IN THE REMOTE

1. The FieldDrive™ Motion Generator (“Motor”) should be placed correctly on the underside of the game for best performance.
2. Turn the Playing Field upside down so that the non-printed side is facing you. Read this page before placing.
3. To determine the correct placement, mount the Motor depending on the **first three numbers of the model number of the game you purchased**.
4. See diagrams at right to determine the proper location of the Motor for your particular model. You can find your model number printed behind one of the end zones of your game, or on the outside packaging.
5. Note: For best results, mount the Motor with the jack opening closest to the outside frame edge, as shown.
6. AFTER determining the correct position of the motor for your game, remove the adhesive tape liner from the Motor. **LIGHTLY** stick the Motor onto the underside.
7. Slide your palm beneath the Playing Field directly under the Motor. Using your palm as a brace, **GENTLY PUSH** the Motor down against your palm to secure it. Plug the PlayAction™ Remote Control’s jack into the side hole of the Motor. Unwind the cord.
8. To install the batteries, turn the PlayAction™ Remote Control over and squeeze its latch to open the battery door. Observe the (+) and (-) markings and install batteries as indicated inside the battery compartment. Requires 2 “AA” (LR6) batteries.
9. Set game upright and press the button on the side of the PlayAction™ Remote and rotate the speed control dial. The Playing Field should vibrate slower and faster as you rotate the dial. Play on a cushioned surface for best results.



Made a mistake? To remove the Motor, grab it with one hand and quickly turn it, as you would turn a door knob. It should snap off the surface with a little effort. Ask an adult for help.

BATTERY SAFETY INFORMATION

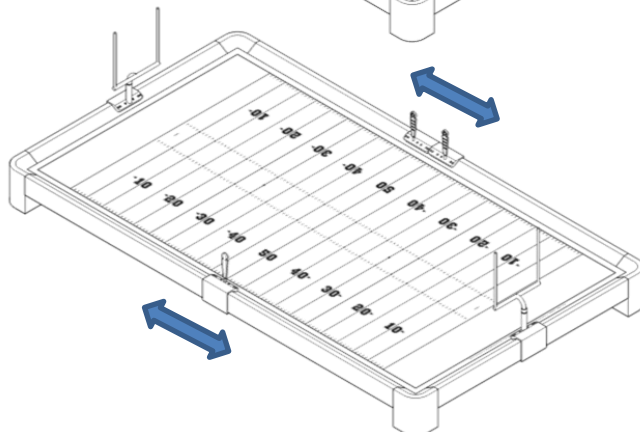
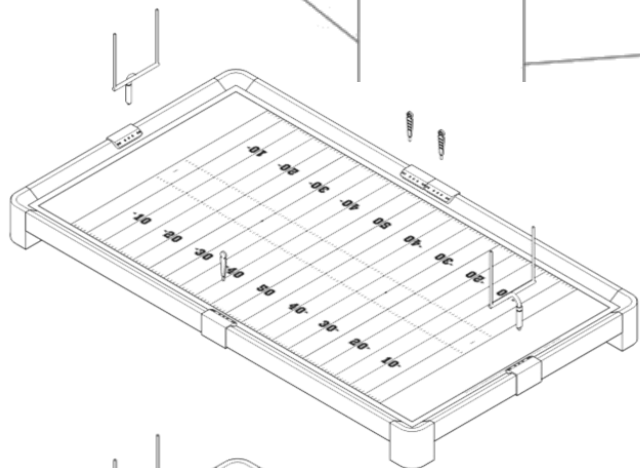
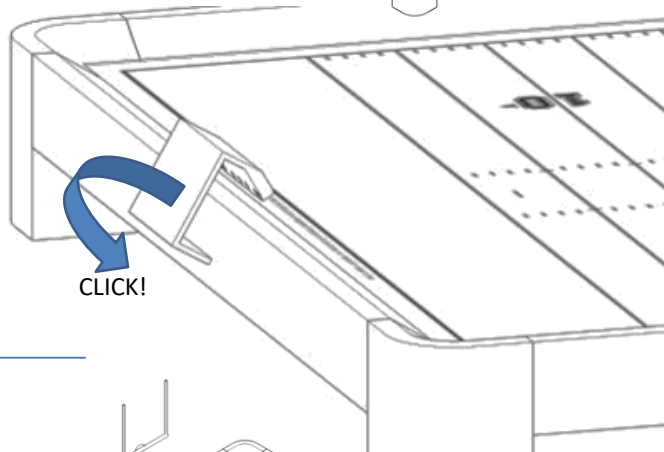
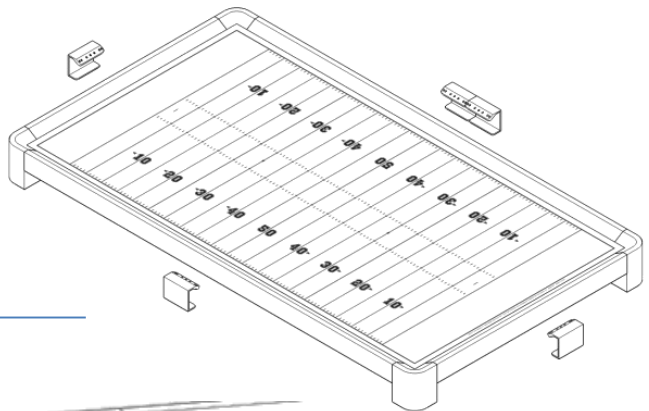
- We recommend the use of alkaline batteries.
- In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:
 - Non-rechargeable batteries are not to be recharged.
 - Rechargeable batteries are to be removed from the product before being charged.
 - Rechargeable batteries are only to be charged under adult supervision.
 - Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.



ASSEMBLY INSTRUCTIONS: PART 2

INSTALLING SLIDING FRAME CLIPS, GOAL POSTS, AND YARDSTICK MARKERS

1. Arrange the five (5) Sliding Frame Clips around the playing field as shown to the right. In the next step, you will install one Sliding Frame Clip onto each Playing Field frame, with an extra Sliding Frame Clip on one sideline.
2. One by one, angle each Sliding Frame Clip as shown to the right, placing the angled side with holes onto the angled top of the Playing Field frame. Then press gently downward until the Sliding Frame Clip locks into place. Repeat for the other four Sliding Frame Clips. All Sliding Frame Clips should now slide along the Playing Field frame. You can remove the Sliding Frame Clips, if necessary, by reversing the procedure.
3. With the Sliding Frame Clips in place as shown to the right, insert the Goal Posts into the center holes behind both end zones. Center the Goal Post/Sliding Frame Clip combination behind both end zones.
4. Insert one Yardstick Marker in the center hole of the single Sliding Frame Clip on one sideline.
5. Move the two Sliding Frame Clips together on the other sideline and place two Yardstick Markers in two holes so that they measure 10 yards on the field between them.
6. Your assembled Playing Field should look like the drawing shown to the right. As you play, slide the single Yardstick Marker/Sliding Frame Clip combination on one sideline back and forth to mark the line of scrimmage. Slide both Yardstick markers together on the other sideline to mark the original line of scrimmage and first down.



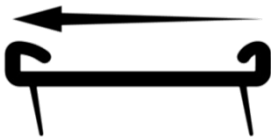
ASSEMBLY INSTRUCTIONS: PART 3

ATTACHING PLAYERS TO INVISIBASE™ CLEATS

Attaching your players to an Invisibase™ Cleat is simple, just slide the player into the slot as shown. You can only use one Strength Cleat per player. Speed Cleats are narrower and require two Cleats per player.

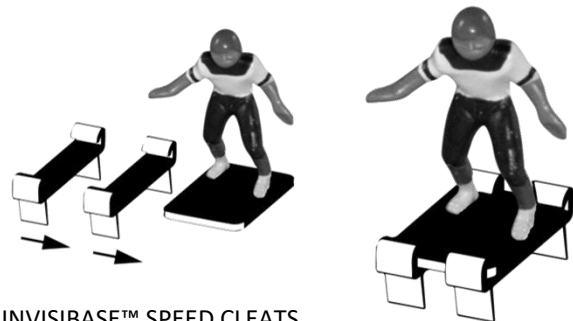
INVISIBASES™ AND DIRECTION OF TRAVEL

For forward motion, refer to the Invisibase™ diagram below and match the arrow.

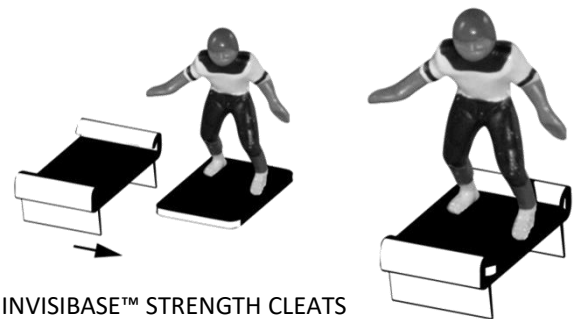


Invisibases™ are omni-directional, meaning they can be worn forwards, backwards, or in the case of Speed Cleats, in both a forward AND backward configuration by placing one Speed Cleat forward and the other Speed Cleat backward on the same player. This can provide various quarterback and zone defense coverage options.

See pages 8 and 9 for more information.



INVISIBASE™ SPEED CLEATS



INVISIBASE™ STRENGTH CLEATS

TRIPLE THREAT QUARTERBACK™ (TTQB)

Assembly

Hold the Kicking Leg at right angle to Body, insert peg into hole, and press firmly.

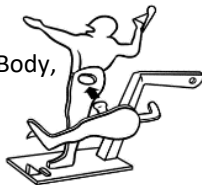
Passing

Remove a football from the felt strip.

One end of every football has a small slice in it. Push the center of the football to split the end. Place the football on the raised passing hand of the TTQB. To pass, hold the base in one hand. Use your thumb and middle finger to hold the handle and use your index finger to aim the ball. Pull back firmly and let your index finger slide off quickly. The passing arm will flick forward and the ball will fly toward the receiver.

Passing Tips

1. Tilt the TTQB forward slightly when passing
2. Place the ball loosely on the passing hand so that it is parallel with the Playing Field
3. Practice lining up the passing hand and the front arm with the receiver
4. Flick the TTQB hand as shown, above the ball

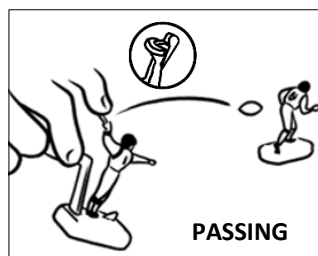


Kicking

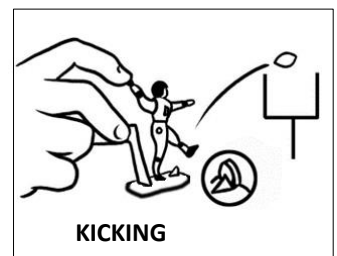
Push the Kicking Leg back beyond the tee until it locks. Place the football on the tee of the TTQB. By squeezing the handle and the passing hand together the Kicking Leg releases, sending the football downfield or through the Goal Posts.

Kicking Tips

1. Angle the ball back on the kicking tee. Angle the TTQB base up so that the front is in the air
2. If your TTQB tends to kick to one side, angle him slightly to the opposite side
3. Straighten Kicking Leg lever after repeated use



PASSING



KICKING



FOOTBALL ACTION FIGURES

YOUR PLAYERS

OK, coach. Let's get to work. The first task is to scout your team. The head coach of a football team doesn't just randomly pick players for positions, they work to understand their players, their skills, and their body types. For example, the wide receiver and the defensive lineman positions are very different. This principal also applies to Electric Football.

Each player action figure and each set of Invisibase™ Cleats they wear combine to provide a unique skill and purpose at every position. To win, you must find a way to use each combination to its best advantage when running your plays. See the chart on this page for a player overview and quick reference.

Now let's examine the action figures. There are 5 different player poses, plus the special TTQB.

First is the **LINEMAN** figure. Notice that he is bent over, with his elbows out so he can make contact with players beside him. Because his body position is lower than the more upright figures, he has a low center of gravity. This makes him less likely to get knocked over. Because his mass is spread out equally, it makes him harder to push. Linemen are best on the offensive and defensive lines, where you want strength and the ability to push players around.







Next we have the **ALL PURPOSE** figure. This player is squatting, with his arms hanging to his sides. He is very well balanced. He is a versatile figure capable of playing many positions. Use one at quarterback and the other at running back or tight end. On defense, use them as cornerbacks or defensive tackles.

The **BACKER** figure is the tall player standing with his hands out to his sides. He is often used at the offensive tackle and tight end positions on offense, and can be used at the linebacker, defensive end, and safety positions on defense. His height makes it more difficult for the TTQB to throw over him. His wide stance offers a greater chance of an errant pass hitting him, increasing the odds of an interception.

The **RUNNER** figure, while intended to be a stiff-arming running back, can also be used as a slot receiver on offense. On defense, they make great pass rushers at the defensive end position. He also makes a good cornerback because he can grab opposing receivers, preventing them from getting open.

The **SPRINTER** figure makes a good wide receiver, and works well as a safety on defense. Because of their slim design, they can be devastating as blitzing defensive linemen because they are harder to block.

See the **POSITION CHART** on page 13

Player Type	On offense can be...	On defense can be...
 LINEMAN	Center (C) Guard (G)	Defensive Tackle (DT)
 ALL PURPOSE	Quarterback (QB) Running Back (RB) Tight End (TE)	Cornerback (CB) Defensive Tackle (DT)
 BACKER	Offensive Tackle (OT) Tight End (TE)	Linebacker (LB) Defensive End (DE) Safety (S)
 RUNNER	Running Back (RB) Slot Receiver (SLT)	Defensive End (DE) Cornerback (CB)
 SPRINTER	Wide Receiver (WR)	Safety (S) Defensive End (DE)
 TTQB	Quarterback (QB) Kicker (K) Punter (P)	

The **Triple Threat Quarterback™** or **TTQB** is a player that is able to pass, kick, and run. He is used in specialized situations. For passing, the TTQB enters the game only as a mid-play substitution after the offensive coach decides to throw a pass.

For kicking, the TTQB enters the game at the beginning of the play for a kickoff, field goal, or extra point.



INVISIBASE™ CLEATS

MATCHING INVISIBASE™ CLEATS TO ACTION FIGURES

Now that you know your players, let's talk footwear.

OFFENSE

Offensive Line

On the offensive line, speed isn't the issue—it's strength. You want the strongest players for your line. Outfit them with Invisibase™ Strength Cleats. You want good blockers to give your quarterback time to throw the ball. Use them to push people around, opening holes in the defensive line for your running backs to shoot through.

Running Backs and Blocking Backs

You need speed and directional capability for your main back, so use Invisibase™ Speed Cleats. You want the main back to slip between the linemen, so consider sliding your Speed Cleats toward the center, angled like a snowplow for a focused punch. Be aware that if you place your Cleats too close to the center, you will create a running back that falls down easily. For your blocking backs, use Strength Cleats.

Quarterback

At quarterback, your choice of Invisibase™ Cleats will depend on the play and on the rule set. Some leagues prohibit the quarterback from being a lead blocker. In this situation, use a Strength Cleat worn backwards, or a set of Speed Cleats set in opposite directions, so that the quarterback can immediately get out of the way of the running backs, simulating a hand off. If you allow the quarterback to be a lead blocker, use either Strength Cleats or Speed Cleats, depending on the play called. Use the same Cleat options for the TTQB.

Receivers

You need speed, the ability to slip past a defender, and control so you can run a good route. Use Speed Cleats and angle them to hit the seam or go deep.

Tight Ends

The tight end needs to block and also needs to slip out and catch a pass. Depending on the play you're calling, use either Speed Cleats or Strength Cleats.

DEFENSE

Defensive Line

When you want your linemen to hold their position, stay in their lane, and make a tackle on a running back that comes near, use Strength Cleats. When you want your linemen to penetrate the offensive line, give them Speed Cleats and adjust them to glide around the sides of the offensive linemen. Mixing and matching action

figures and Cleats on the line can take your game to the next level.

Linebackers

Linebackers must do two things. First, they need to help the linemen stop the run. Second, they need to drop back in pass coverage. Both Speed and Strength Cleats are useful. Because of their unique duties, you may want many different types of Cleats for linebackers. Expecting the run? Swap in Strength Cleats. Looking for the pass? Have some Speed Cleats on standby. Want to blitz the quarterback? Use Speed Cleats angled like a snow plow.

If your league allows it, snip the outside front edges of a Strength Cleat with a nail clipper or safety scissors so players can slip in between the linemen or glide around them. See page 9 for advanced Invisibase™ Strength and Speed Cleat tuning.

PRO TIP On a third and short yardage play, top coaches might substitute five LINEMAN players into the game, instead of swapping players and Cleats. Having several extra sets of figures and bases allows them to keep a consistent roster of specialized players with specialized skills for different situations. Top coaches know their team and they make rapid substitutions, finding players on the sidelines by jersey number, often managing a roster of 40 to 50 players per team.

Cornerbacks and Safeties

The cornerback's main job is to keep the receiver from getting open. He must outrun the receiver in case the receiver breaks free and catches the ball. The safety must catch any player that gets past the line or any receiver who gets free from the cornerback. Use the fastest Speed Cleat configuration you can create.

JERSEY NUMBERING SYSTEM

Player jersey numbers are pre-cut and ready to use. Once you have decided in what positions you will use your players, peel off the numbers and place them on the back and front of your player's jerseys.

1-19	Quarterbacks, Kickers, Punters
10-19	Wide Receivers
20-49	Running Backs, Cornerbacks, Safeties
50-59	Linebackers
50-79	Offensive Line, Defensive Line
80-89	Receivers, Tight Ends, Halfbacks
90-99	Defensive Line, Linebackers



INVISIBASE™ CLEATS: TIPS

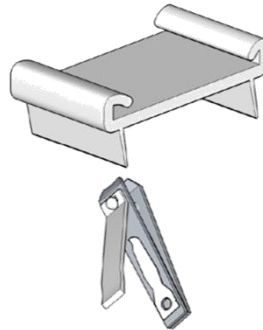
INVISIBASE™ CLEATS

Coaches new to Electric Football may think that all players should go as straight and as fast as possible. You will find it's best to use a variety of Cleats that travel in different directions, with different strength and speed capabilities.

Speed Cleats and Strength Cleats can be trimmed with safety scissors or nail clippers to make them run as you wish. On the top, you can trim off the corner edges to move past other players, or leave them squared off for maximum blocking. Underneath, think of the Cleat as your canvas and trim away the material in the front and back that is touching the playing field. Generally, the less material touching the field, the faster your players will be. The more material touching the field, the stronger your players will be.

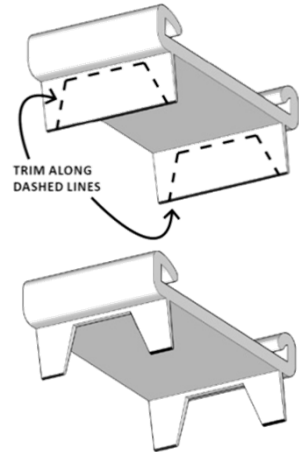
IMPORTANT: Be careful to always keep the overall height of the Cleat the same. You may cut the material down to points, but you should never reduce the overall height of the Cleat, or create a tilted Cleat. This is illegal.

Experiment with different trimming patterns on the front and back as shown in the examples on this page. Always be careful when trimming Cleats.



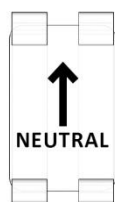
In this example, a Strength Cleat is trimmed with a pair of nail clippers to produce a faster hybrid Cleat.

PLAYER WEARING INVISIBASE™ STRENGTH CLEATS.



INVISIBASE™ SPEED CLEATS: DIRECTION

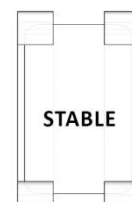
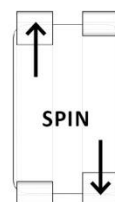
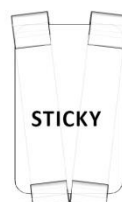
The Speed Cleat is a thinner Strength Cleat. Two are required. To control a player's direction of travel, try angling one Cleat and then the other, then run them to see how they perform. See the Speed Cleat examples below. You are looking at the bottom of the player and Cleat combination.



PLAYER WEARING TWO INVISIBASE™ SPEED CLEATS IN NEUTRAL POSITION

INVISIBASE™ SPEED CLEATS: PERFORMANCE

The performance configurations below are useful to get the most out of each position. Shown left to right, the **PUNCH** is used along the defensive line or at running back to bust through the pile. The **FOCUSED PUNCH** is good for receivers to break away from coverage. The **STICKY** is good for blockers to stay stuck to defenders. The **SPIN** is good for pocket passers and zone defenders as it keeps the player spinning in place. The **STABLE** is good for any player who needs to stay upright against a tough opponent. What works for you? Share your experience with other coaches on our Chat Board. You must be over age 13 to post.





DEFINITIONS

OFFENSE

The team with the ball. The goal of the offense is to move the ball into the opponent's end zone for a touchdown.

DEFENSE

The defensive team's goal is to keep the offense from moving the ball into their end zone.

KICKOFF

A placekick made from the kicking team's 35 yard line to start each half or after a score (kicking team is the defensive team). If the kicked ball travels off the playing field without first striking any part of the field, then the receiving team is awarded the ball at their own 35 yard line.

FIRST DOWN

The offensive team has 4 tries (called "downs") to gain 10 yards. If 10 yards are gained, the team earns a first down and a new set of downs begins. On 4th down, it is typically wise for the offense to either punt or kick a field goal unless the yardage needed is short.

PUNT

Kicking the ball to the opponent instead of running a play. If offense did not make its 10 yards in 3 downs they usually punt the ball away, or kick for a field goal on 4th down. If the punted ball travels off the playing field without first striking any part of the field, then the receiving team is awarded the ball 20 yards past the spot of the kick.

TACKLE

1. Ball carrier is considered tackled when opposing player's Cleats or player platform touches ANY part of ball carrier's Cleats or player platform.
2. Ball is downed at the front of ball carrier's Cleats.
3. If ball carrier turns and starts running towards his own goal line, play stops and the ball is marked at the furthest yardage gained (furthest forward progress) by the ball carrier.

PIVOT

Rotating a player within his original resting footprint and/or adjusting his Speed Cleats without lifting him from the field. A pivot is also a type of offensive audible and defensive shift.

MOTION

Moving a player from his original resting footprint to another place on the Playing Field. When motioning a player, you may also adjust his Cleats but you cannot change to another set of Cleats. A motion is also a type of offensive audible and defensive shift.

FUMBLE

Fumbles happen when the **back** of the ball carrier's Cleats are touched by the **front** of the defender's

Cleats OR when a defender knocks over the ball carrier.

The game is turned off and the following happens:

Fumble Procedure

1. A coin is flipped to determine possession: Heads – offense retains; Tails – defense recovers.
2. If the defense recovers, they may attempt to advance the ball; the defender may be pivoted to advance the ball and all offensive and defensive players whose Cleats are not touching an opponent's Cleats may be pivoted as well to attempt either a block or tackle. Note: a knocked over ball carrier cannot be touched or repositioned in any way to make a tackle.
3. If both the ball carrier and the defender are knocked over, then the ball cannot be advanced if the defense recovers.
4. If the offense recovers, play stops and the ball is placed at that yard line for a new down.

OUT OF BOUNDS

Any portion of ball carrier's Cleats that touch the sideline or break the plane of the sideline causes the play to stop. Play resumes on next down on yard line where the front of ball carrier's Cleats went out of bounds.

TOUCHDOWN

The offensive team is awarded 6 points when any part of the ball carrier's Cleats break the plane of the opponent's goal line or cross the opponent's goal line; also when a pass is completed to a player in the opponent's end zone or when a fumble is recovered in an opponent's end zone.

SAFETY

When the ball carrier is tackled behind his own goal line, or when a player recovers a fumble made by himself or a teammate behind his own goal line. The defensive team is awarded 2 points and also receives the ball on a free kick, which is made from their opponent's 20 yard line.

TOUCHBACK

Occurs on a kickoff when the ball lands on the field of play and travels through the back of the end zone, or if receiving team chooses not to run a kickoff out of the end zone. The ball is spotted on 20 yard line of offensive team.

START OF THE GAME

Now you're ready to play Electric Football. The next section will cover the game from start to finish. Toss a coin to decide which team receives the ball first. The winner may choose to receive (become the offense) or kick off (play defense).



HOW TO PLAY: PART 1



KICKOFF

The Triple Threat Quarterback™ is placed on the kickoff mark (35 yard line, at center) with the ball placed on his kicking tee. The ball is then kicked toward the opponent's goal line. If the ball lands on the board and is not a touchback, the ball is considered live and it must be recovered or "touched" to gain possession.

Players are pivoted toward the ball by both teams to gain possession. Once both teams declare that they are ready, the power is switched on by the receiving team at any speed they like for a count of three (one-thousand-one, one-thousand-two, one-thousand-three), then the switch is released. If any player touches the ball during the three count, they gain possession and the game is immediately switched off. If the kicking team gains possession, the play is dead at the spot of possession. If the receiving team gains possession, the player who touched the football is now the ball carrier and may be pivoted to advance the ball. Both teams may pivot any of their players whose Cleats are not touched by an opponent's Cleats to attempt to either block or tackle. Power is switched on until the return player is tackled, runs out of bounds, fumbles, turns around, or scores a touchdown.

If the ball is kicked out of the back of the end zone, the receiving team may call a touchback and take the ball at the 20 yard line, or the receiving team may return the kick from the end zone, as outlined above.

PLAYING FROM SCRIMMAGE

The line of scrimmage (where the ball is placed) is determined by the front part of the ball carrier's Cleats at the end of the previous play. In setting up your teams for play, use the following sequence:

1. Offense sets their players, declares, "SET"
2. Defense sets their players, declares, "SET"
3. Offense makes any audible calls (see below)
4. Defense may then shift, but ONLY if offense calls an audible
5. Offense declares RUN or PASS play. If a RUN play, then the offense must declare the number of the ball carrier. If a PASS play is called then the quarterback has the ball.
6. Offense presses the power switch on the PlayAction™ Remote, also controlling the speed. Switch is released (vibration stops) for a pass, pitch-out, or at the end of the play.

AUDIBLES AND SHIFTS

After both the offense and defense declare "SET" the offense has the option to call an audible. An audible allows **up to** any two offensive players to be pivoted or motioned to another location. Linemen CANNOT be motioned. ONLY 2 players per play may be audible.

If the offense audibles, then the defense may react by making a shift. A shift allows for any defensive players to be pivoted or motioned. The number of defensive players able to be shifted is equal to the number of offensive players audible. For example, if the offense pivots one WR, then the defense may motion one player.

RUNNING GAME

If a RUN play is called by the offensive coach, the ball carrier is declared and the play is run until the ball carrier is tackled, runs out of bounds, fumbles, turns around, or scores a touchdown. Only ball carriers in the backfield may run with the ball. The backfield is defined as the area between the offensive tackles.

THE PASSING GAME

Passing is a skill that takes practice to master, but the thrill of completing passes is well worth the effort. Here's what happens on a passing play.

When you set up your team, make sure your quarterback figure has Cleats that will make him drop back, roll out, or stay in the pocket. Be careful that your quarterback doesn't fade back beyond 20 yards of the line of scrimmage. If he does, he is considered "sacked" and the ball is moved to that yard line. Also, be careful not to get flagged for an Illegal Forward Pass. See the Penalties section on page 13.

Start the play by pressing the power button on the PlayAction™ Remote and watch to see if an eligible receiver breaks open. If he does, and before a defender touches your quarterback, release the power button to stop the play and call "PASS."

TO PASS

To pass, replace your quarterback with the TTQB, place the ball in the passing hand and fire away at an eligible receiver (review the passing technique for the TTQB on page 6). Beginners get 3 attempts, while advanced players get just 1 attempt to hit the receiver. The TTQB can be pivoted, tilted, or angled, but cannot be moved from the original quarterback location. Eligible receivers are all offensive players except the five interior linemen (center, guard, and offensive tackles).

30

40

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40

30

13



HOW TO PLAY: PART 2

PASS COMPLETION

If the ball hits a receiver or his Cleats without hitting the field or a defender first, the pass is completed (beginners may allow the ball to hit the field first, then the player, and still be complete). Following the completion, the defense is allowed to pivot any unblocked players toward the receiver.

Following the completion, the offensive coach may pivot the receiver. The defense is then allowed to pivot any unblocked players toward the receiver. Then the offensive coach presses the power switch on the PlayAction™ Remote until the receiver is tackled, turns around, runs out of bounds, fumbles or scores. The offense can change the speed at any time during the play.

INCOMPLETE PASS

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

INTERCEPTION

If the ball hits a defensive player first, instead of the intended receiver, the ball is intercepted. The defender may be pivoted to advance the ball and all offensive and defensive players whose Cleats are not touching an opponent's Cleats may also be pivoted to attempt either a block or tackle. The defensive coach is then handed the PlayAction™ Remote and presses the power button and adjusts speed until the player that intercepted is tackled, turns around, runs out of bounds, fumbles, or scores.

PASS DEFENSE

Defensive backs (the two outermost players lined up outside of the tackles) are not allowed to hold receivers at the line of scrimmage. Defensive backs may run backward (back-pedal), side-by-side (man-to-man coverage), be angled to push the receiver (chuck or redirect), or have their Cleats set to turn in a small circle to cover an area of the field in a zone defense. These concepts are covered in the Invisibase™ Cleats: Tips section on page 9.

OPTION PITCH-OUT

On any RUN play where the quarterback is the ball carrier, the offense may run with the quarterback, or it may call a pitch-out. Here's how it works: the offensive coach must release the power switch before a defender tackles the quarterback to stop the play and call "pitch-out." Then, the coach must declare the number of the player who will take the pitch.

The quarterback can pitch to any player who is behind or lateral to him and within 10 yards. This player becomes the new ball carrier. No player adjustments can be made on a pitch-out.

PUNTING

It is usually wise to punt on fourth down, unless you are close to your opponent's goal line or within field goal range.

To punt, set up your team with the TTQB 15 yards behind the center. The return team should place at least one player 50 yards behind the line of scrimmage to receive the punt. When both teams have called "SET", switch on the power for two seconds (one-thousand-one, one-thousand-two) allowing the return team a chance to block the kick by tackling the punter. Then release the power switch to stop play.

If the TTQB is not tackled, place the ball on the kicking tee and kick it. Rules for returning a punt are the same as for returning a kickoff except that the ball is not live, cannot be recovered by the defense, and it can only be downed.

CONVERSION

After your team scores a touchdown, you can run a play from the 2-yard line to attempt to score two points, or kick a "point after" for one point. Rules for the set-up of a point after are similar to punts and kickoffs (the defense gets 2 seconds to rush).

FIELD GOAL

You must be at or within 50 yards of the opponent's goal line to attempt a field goal. To kick a field goal, set up players similar to a punt with the TTQB 15 yards behind the center figure.

The defense lines up and tries to block the kick by tackling the TTQB. When both teams are set, the offensive coach switches on the power for two seconds (one-thousand-one, one-thousand-two) then releases the power switch to stop play.

If the TTQB is not tackled, place the ball on the tee and kick the field goal. Beginners get 3 attempts, while advanced players get just 1 attempt to kick the ball through the Goal Posts.



HOW TO PLAY: PART 3

USING THE FOOTBALL FROM SCRIMMAGE

The felt or rubber football is typically used only for passing and for kicking. For all other plays, the offensive and defensive coach are both aware of which action figure is the ball carrier.

SCORING POINTS

Touchdown = 6

Field Goal = 3

Safety = 2

Conversion by run or pass = 2

Conversion by kick = 1

GAME TIMING

A game consists of four quarters, two quarters per half. Coaches agree before the start of the game on a certain number of plays to be run in each quarter or half. The number of plays allowed per quarter may be as little as few as eight (8) or as many as fifteen (15). This allows each team to have at least one possession of the ball per quarter and gives each team an equal opportunity to score during that period of play.

After each quarter the two teams switch sides of the field. The second half begins with a kickoff to the team that lost the coin toss, unless the winner of the coin toss chose to kick off in the first half. If the score is tied at the end of four quarters, play an extra quarter. The first team to score in overtime wins.

KEEPING SCORE

The scoring sheet format below can be used to track the score and number of plays per quarter. Photocopy the last page of this booklet for additional score sheets.

PENALTIES

Offsides

Occurs when a team lines up one or more of their players across the line of scrimmage. Opposing team can either accept the offsides penalty for 5 yards or decline it and keep any gain made on the play. If penalty is accepted, the 5 yards are marked off, but the down remains the same.

Ineligible Receiver

Occurs when a pass hits an ineligible receiver (offensive tackle, guard or center) on the fly. Offensive team is penalized 5 yards and the loss of a down.

Defensive Holding

Occurs when the defender's arm "hooks" the receivers arm and prevents him from going up field by spinning together in circles. Defensive team is penalized 5 yards, automatic first down.

Illegal Forward Pass

Occurs when a quarterback crosses the line of scrimmage on a called PASS play. Offensive team is penalized 5 yards and the loss of a down.

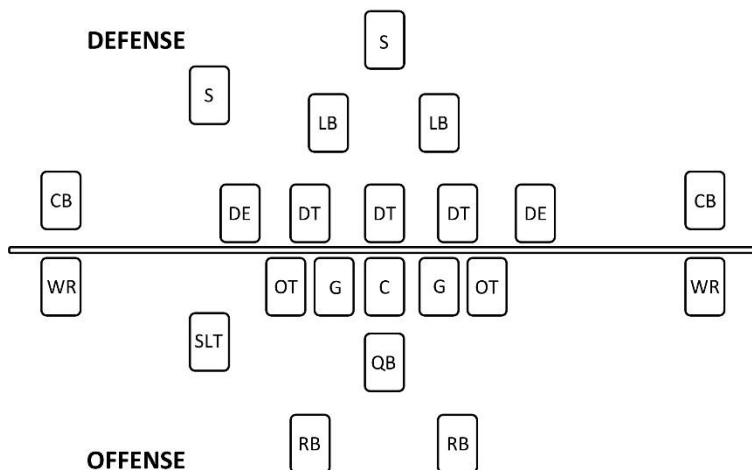
In order for the quarterback to scramble on a called PASS play without penalty, the offensive coach must stop the game and declare a RUN/SCRAMBLE. The defensive coach may then pivot any unblocked defender to chase down the quarterback and make the tackle. The game is turned back on and play resumed until the quarterback is tackled, runs out of bounds, turns around, fumbles, or scores a touchdown.

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DOWNS AND PLAYS PER QUARTER															
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POSITION CHART AND SAMPLE PLAYS

POSITION CHART

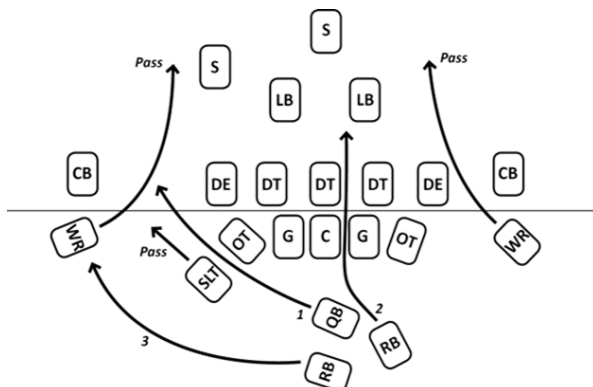


SAMPLE PLAYS

1. Option Pass or Running Play

Below is a basic triple option play that forces your opponent to cover the entire field. A fast quarterback and running back are set to sweep outside, along with receivers and a diving running back streaking up field. This will make your opponent spread the field, opening gaps in their defense.

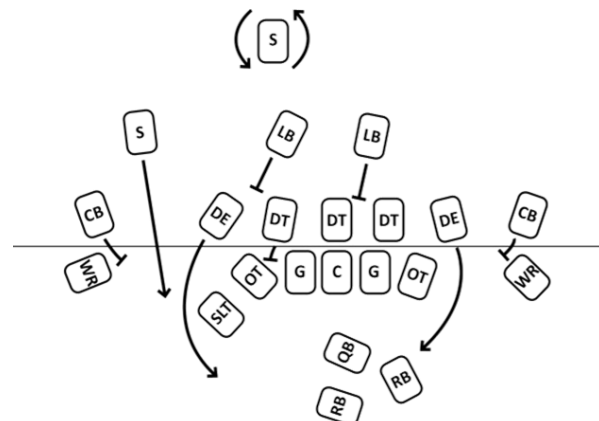
Set the quarterback and one running back to sweep around the end. This running back should be set to run outside and then turn up the side line (run a clock-wise arc). The other running back will dive into the line looking for an opening. The slot receiver may audible to take on a blitz, or may streak up field. A RUN or PASS should be called based on how the defense lines up. If a PASS, then the quarterback will roll out and look for an open receiver. If a RUN play, then all three backs are able to run with the ball and the quarterback can keep it or pitch it using a pitch-out.



2. Base Defense

This base defense is designed to cover the entire field. The defensive tackles are clogging up the rushing lanes and the defensive ends are protecting the edge and rushing the passer by running in loops.

The cornerbacks are jamming the receivers and trying to push them up field, while the safeties are deep enough to react to runs or passes. The linebackers are in position to fill gaps, to make tackles inside, or they can be angled to catch outside rushers as shown below. You can also set one of your safeties to spin in circles to protect against the deep pass.





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Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

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