



**NFL DELUXE
ELECTRONIC FOOTBALL**

OFFICIAL RULES



Makers of Sporting Events.

NFL DELUXE ELECTRONIC FOOTBALL

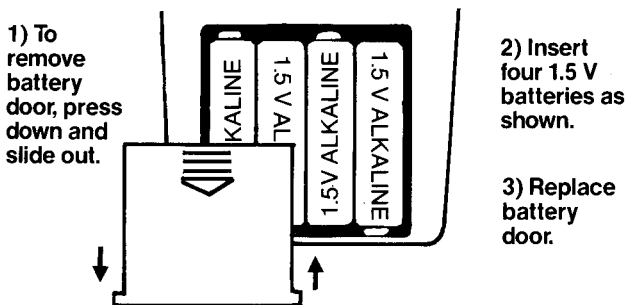
About Your Game

Congratulations, you've just bought one of the best Electronic Football Games available today. The game has been precision designed by NFL Pros, to give you a realistic football experience. One or two can play. If two play, one is designated as "Home Team", the other "Visitor" and each plays against the tough computerized defense and each other. If one plays, he represents both the "Home" and "Visiting" teams against the computerized defense. The important thing to remember is that the computer only controls the "defense". You and your opponent, if two are playing, control the "offense" by manipulating the very important run, pass, receiver and kick keys.

OPERATING INSTRUCTIONS

Batteries

For best performance use four 1.5 Volt Alkaline Batteries (not included with Game). To insert batteries, turn game over face down, remove battery door and place batteries into compartment as shown. Replace battery door before beginning play.



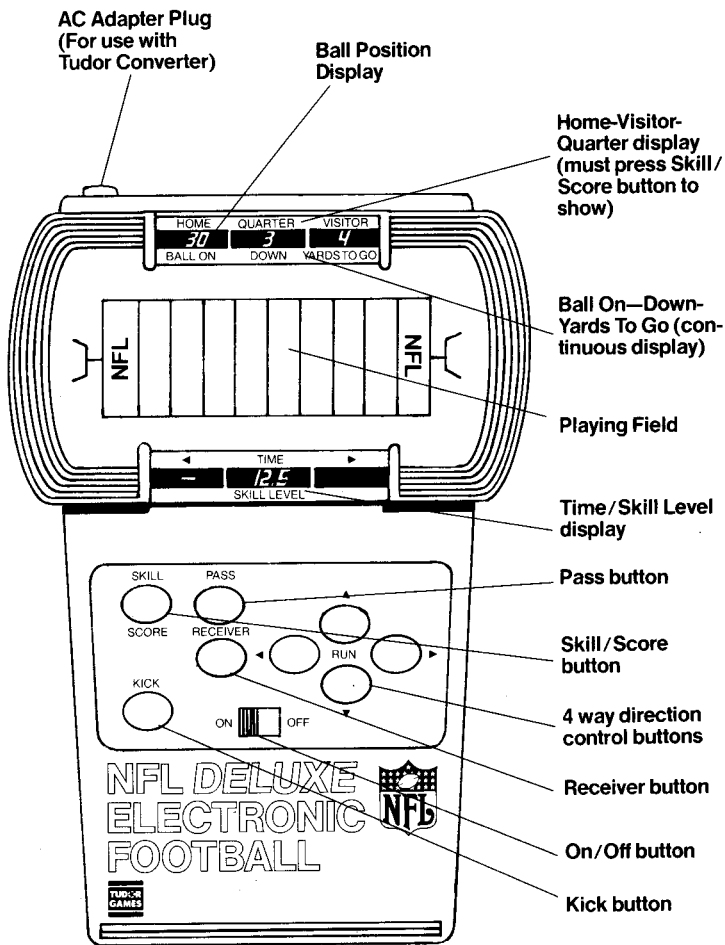
NOTE: Dim blips or erratic display are signs of weak batteries—replace them immediately!

Save Batteries

NFL Deluxe Electronic Football comes equipped for use with a 110 AC-6 V DC plug in converter.

The converter is sold separately and may be purchased from Tudor Games by using the order form at the back of this booklet.

NFL DELUXE ELECTRONIC FOOTBALL AT A GLANCE



CONTROL BUTTONS

Skill/Score

This key serves two purposes. At the start of the game it is used to select the skill level desired. During the game, the score, quarter of play and skill level selected are displayed when this key is pressed and held down.

Pass

This key is used to throw a forward pass from the quarterback to the receiver. How to use this key will be explained later.

Receiver

This key is used to switch control between the quarterback and the receiver. At the start of every play the *direction keys control* the quarterback. When the "receiver" key is pressed, the *direction keys then control* the receiver. Pressing the "receiver" key again changes control back to the quarterback. Control can be switched back and forth as often as you want before the quarterback crosses the line of scrimmage.

Kick

This key is used to kick the ball for kickoffs, punts and field goals. Use of this key will be explained later.

Four Way Direction Control

These keys are used to move the quarterback and receiver in one of four different directions. Each press of the forward and reverse direction keys is equal to one yard.

On-Off Switch

This key when moved to the left turns the game on. When moved to the right the game is turned off. Be sure that the game is always turned off when not in use.

DISPLAY PANELS

Top Display

HOME	QUARTER	VISITOR
14	3	?
BALL ON	DOWN	YARDS TO GO

When the game is first turned on the skill level numbers one through four will flash consecutively in the Quarter/Down window until a skill level has been selected.

The top panel will continuously show which yard line the ball is on (Ball On), the down (Down) and how many yards are left after each down in order to make another first down (Yards To Go).

When the Skill/Score is pressed it will then show the Home and Visitor score plus the Quarter in play.

Bottom Display

◀	TIME	▶
—	12.5	
SKILL LEVEL		

The bottom panel shows the time continuously along with which side of the 50 yard line the ball is on. If the light is on under the arrow pointing left the ball is on the left side of the 50 yard line, if on under the right arrow the ball is on the right side of the 50 yard line.

When the Skill/Score key is pressed the skill level selected will appear in the slot where the time normally appears.

THE PLAYING FIELD

The playing field is eight yards long. When a runner reaches the end of the field traveling in a direction that provides a gain in yardage, the player will re-appear at the beginning of the field and continue up the field from there.

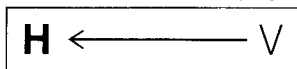
TIME

There are four simulated 15 minute quarters in each game. (These are not actual minutes, only fractions of minutes.) The clock starts, and you can hear the clock tick, only when the quarterback is first moved and stops when the play is over. The two minute warning buzzer will sound when there are two simulated minutes left to play before the end of the first half and the game. If a play ends with the time showing 2.0 (two minutes remaining) the buzzer will sound constantly until the start of the next play. (NOTE: THE CLOCK COUNTS IN DECIMALS THUS NINE AND ONE HALF MINUTES WILL READ 9.5)

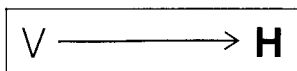
QUARTERS

VISITORS' Running Directions

1st Quarter ◀KICK OFF



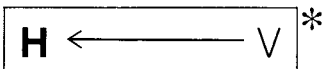
2nd Quarter



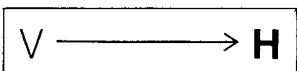
If the VISITORS had the ball last play of the 2nd quarter (running left to right) they will be running right to left at the start of the 3rd quarter.

3rd Quarter

KICK OFF▶

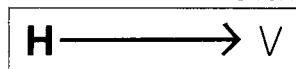


4th Quarter

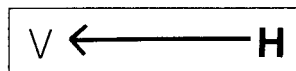


HOME Team Running Directions

1st Quarter ◀KICK OFF



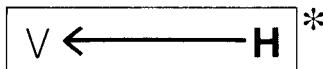
2nd Quarter



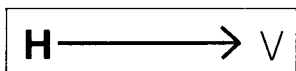
If the HOME team had the ball last play of the 2nd quarter (running right to left) they will be running right to left at the start of the 3rd quarter.

3rd Quarter

◀KICK OFF



4th Quarter



*** Important Reminder:**
At the start of the 3rd quarter HOME team
always kicks off to VISITORS. Observe
the ball in flight to double check the
HOME team side.

At the end of each quarter a long whistle will sound and the clock will automatically reset itself to 15 minutes (NOTE: IF A QUARTER HAPPENS TO END WHILE A PLAY IS IN PROGRESS, THAT PLAY WILL BE CONTINUED THROUGH TO COMPLETION). Press Skill/Score button to check which quarter you're in.

1st Quarter—At the start of the game the VISITORS will always kick off to the HOME Team and will be running from right to left. The HOME Team runs left to right.

2nd Quarter—At the beginning of the 2nd quarter the ball position will be the same, but the positions of the teams on the field will automatically change—VISITORS will now be running from left to right and HOME team will be running right to left.

3rd Quarter—At the beginning of the 2nd half the HOME Team will always kick off to the VISITORS with the ball being kicked in the same direction as it was moving in the last play of the 2nd quarter. For Example: If the VISITORS had the ball (running L to R) the HOME team will kick off L to R. If the HOME team had the ball (running R to L) they will kick off to the VISITORS R to L.

4th Quarter—At the beginning of the 4th quarter the ball position will be the same but the position of the teams on the field will automatically change—HOME team will now be running in the opposite direction from which they were running in the 3rd Quarter.

END OF GAME

At the end of the game the top display panel will automatically show the scores.

Further play will be impossible. To start a new game the switch must be pushed OFF first and then ON again.

SOUND EFFECTS

- *One Short Whistle* —indicates a tackle or incomplete pass.
- *Two Short Whistles* —indicates a turnover, touchback, missed field goal, or a safety—ball goes to other team.
- *Three Short Whistles* —indicates a successful field goal—three points.
- *Seven Short Whistles* —indicates a touchdown—seven points.
- *Buzzer* —two minute warning prior to end of first half and game.
- *One Long Whistle* —indicates end of quarter or selection of skill level.

SKILL/LEVEL

There are four skill levels to choose from; one very fast (1), one slow (4) and two intermediates (2, 3). How to select the skill level will be discussed later. However we recommend that you start playing on the slow skill (4) level until you've mastered play. . . .and then work your way up to the fast speed (1).

PLAYING THE GAME

To Turn The Game On

Simply push the switch to the ON position.

Selecting The Skill Level

When the game is first turned on the numbers one thru four will begin flashing consecutively in the Quarter/Down Slot. When the speed level desired appears in the Quarter/Down Slot, press the Skill/Score button. . . a long whistle will sound to indicate the selection.

Kickoff and Possible Return

When the Skill Level has been selected, the ball will appear near the center of the field and the display will show as follows:

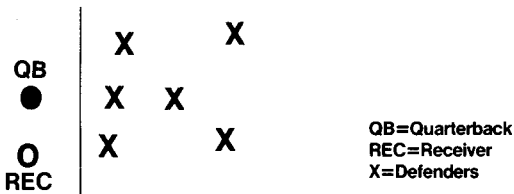
Press the "kick key" to kick the ball down field. The ball will



travel down the field as the yardage indicator changes to indicate the ball position. Once the ball stops, providing it has not gone into the end zone resulting in a touchback, the opposite team may begin running the ball back against the defense, which will for the first time appear on the field. If the ball did go into the end zone, two whistles will sound and the field will be set up for a play from scrimmage at the 20 yard line.

Plays From Scrimmage

The Scrimmage Formations
are shown below:



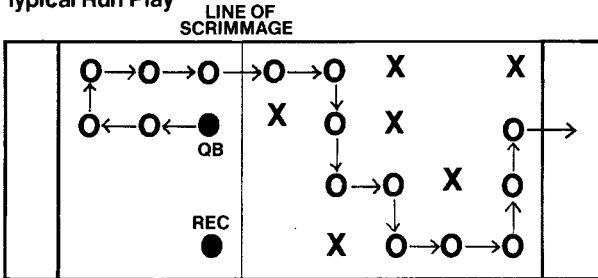
Note: The "Line of Scrimmage" is an imaginary line where the ball rests before play begins. Like in Pro football, you will get 4 downs (chances) to go 10 yards or more for a 1st down. The scrimmage formations will automatically set up at the start of each down.

(Plays from Scrimmage continued)

The quarterback is indicated by a fast blinking light on the field, the receiver is indicated by a slower blinking light. The six defenders (tacklers) are indicated by steady lights. Each vertical line represents one yard making the field 8 yards long. The rules of NFL football apply. The play begins when the quarterback is moved. (Reminder: The four way control keys are the four directions keys that move or control the quarterback at the start of each play. Each press of a direction key will move the quarterback or the receiver one yard.) The audible clock begins ticking when the quarterback is moved and will continue until the play is over.

The computer is programmed to move the defensive tacklers towards the quarterback in any direction and you will never know where the tacklers will move. To gain yardage you must move the quarterback around the field to avoid tacklers and upfield towards the opponents goal line. (Suggestion; since the quarterback is only one yard behind the line of scrimmage, it might be wise to bring him back a yard or two to give you time to react to the oncoming tacklers). If you are tackled a whistle will sound and scrimmage will be set up for the next play automatically.

Typical Run Play



- To Run:
- Drop QB back
 - Read defense
 - Run ball upfield avoiding tacklers

Passing

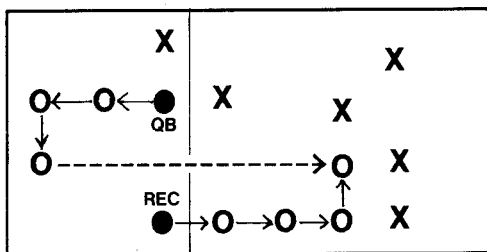
You may elect to pass on any down. To complete a pass you must first fade your quarterback back to avoid being tackled, push the receiver button and move your receiver out past the

line of scrimmage in line with the quarterback, with no defenders between the quarterback and receiver. Now push the pass button, you will see the ball move from the quarterback to the receiver at which time the receiver can run with the ball (IMPORTANT NOTE: AS SOON AS THE THROWN BALL IS IN FLIGHT ALL OTHER MOTION ON THE FIELD WILL STOP UNTIL THE OUTCOME OF THE PASS ATTEMPT IS DETERMINED. IF IT IS COMPLETED THE RECEIVER BECOMES THE BALL CARRIER AND THE TACKLERS WILL NOW MOVE TOWARD HIM)

Since control can be switched back and forth between the quarterback and receiver as often as desired before the quarterback crosses the line of scrimmage, you can re-adjust the position of your quarterback for better line up with the receiver before the pass attempt. Also if the defense is tough this gives you a chance to scramble and run with the ball.

If the pass is attempted and a defense man is between the receiver and quarterback, the pass will be intercepted. Play will stop, two whistles will sound indicating a turn-over, and scrimmage will automatically be set up for a first down for the team that intercepted the ball at the yard line the ball was intercepted on.

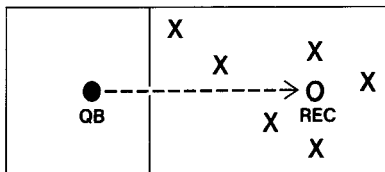
If the pass is attempted and if neither the receiver or a defense man is in line with the flight of the ball the pass is incomplete. A whistle will sound indicating incompleteness and the next play will be automatically set up from scrimmage.



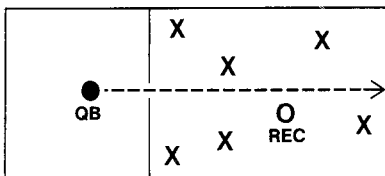
- To Pass:**
- **Fade QB back to desired position.**
 - **Press receiver button (which switches control to REC) and move REC into desired position.**
 - **Press Pass Button.**

(Passing continued)

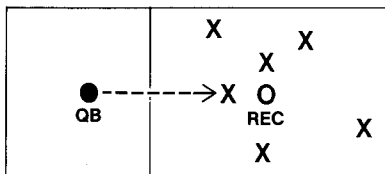
Completion



Incompletion



Interception



Punting

To punt the ball press the kick key at the start of the scrimmage play. The ball will travel down the field a random number of yards. The ball will stop at the end of the punt and the other team may run the ball back against the defense. If the ball is kicked into the end zone, two whistles will sound indicating a touchback, and the ball will be brought out to the twenty yard line for the next play.

Field Goals

A field goal may be attempted on any play by moving the quarterback back one or two yards at the start of a play, and then pressing the kick key. The closer you are to the end zone the greater your chance of making the attempt. If the field goal is successful three whistles will sound and you will be awarded three points. If the attempt is unsuccessful, the other team

will be awarded the ball at the original line of scrimmage prior to the attempt.

Touchdowns

When you cross the opponents goal line your team scores a touchdown and automatic conversion. *Seven whistles* will sound and you will be awarded seven points. You will then kickoff to your opponent.

Safety

A safety is scored when the quarterback drops back into his own end zone (indicated by a 00 in the "Ball On" position on the display) and is tackled there. When this happens *two whistles* will sound and the defense will be awarded two points. The scored upon team must then "free kick" the ball from their twenty yard line as in a kickoff situation.

Take Good Care Of Your Game

- Care for your Electronic Football Game like a good calculator. Don't drop or abuse it, keep it in a safe place when not in use.
- Don't leave it in direct sunlight or near heat.
- If the game appears to malfunction, e.g. dim blips, erratic play, replace batteries immediately.
- Use only 1.5 V Alkaline batteries.

Other Great Sporting Events From Tudor

- **NFL Electric SuperBowl**
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Battery Saver Order Form

Order our AC adaptor that lets you plug the game into your house current. When playing the game at home, we recommend that you use the Battery Saver so that the batteries will be strong when you're carrying the game with you.

Send Check or Money Order to:

**Tudor Games Inc.
176 Johnson Street
Brooklyn, New York 11201**

Please Ship Me () Battery Saver(s) at \$4.95 each.

TOTAL ENCLOSED \$ _____

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MY NAME: _____

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