



USER'S GUIDE: NFL VIBRATING FOOTBALL



MODEL NO.: NF-07

EXCALIBUR
ELECTRONICS, INC.

Congratulations on your purchase of NFL Vibrating Football by Excalibur Electronics, Inc. One of the best games in history just got better!

NFL Vibrating Football has the classic gameplay that has been enjoyed for decades, but now that both players can control the vibration, it's more exciting and competitive than ever.

Your NFL Vibrating Football includes:

- NFL Vibrating Football Game Board (1)
- AFC Players (13)
- NFC Players (13)
- Multi-Function Quarterback (2)
- Multi-Function Quarterback Kicking Leg (2)
- Goal Posts (2)
- First-Down Chain (1)
- Scrimmage Marker (1)
- Standard Bases (14)
- 360° Control Bases (12)
- Football (6)
- Scoreboard (1)
- User's Guide (1)



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INTRODUCTION

Vibrating Football is a challenging, exciting strategy game that tests your playmaking skills with a team of eleven players and one Multi-Functional Quarterback that passes, kicks and runs. You call all the plays and set up the offensive and defensive formations, working to out-think and outmaneuver your opponent. Read your opponent, choose your play, and direct your blockers—your cunning and a little luck will determine who will emerge victorious!

Read the User's Guide thoroughly. It will show you how to assemble and set up your game. It will also teach you how to play the game, but becoming an All-Pro will take practice and dedication. Welcome to NFL Vibrating Football!

NFL Vibrating Football includes 360° Control Bases that offer superior player control, pre-painted NFL Teams and a custom scoreboard. Unlike most other electronic football games, NFL Vibrating Football features an innovative dual-control speed system. Each player can control the power of the vibration and the speed of their players while on offense.

BATTERY INFORMATION

NFL Game Time Electronic Football requires three (3) C batteries. To install batteries, turn the unit over and place it face down on a soft surface. Use a Phillips-head screwdriver to remove the screw from the battery cover. Pull the tab down and remove the cover.

Insert three (3) size C alkaline batteries in the battery compartment, making sure to match the polarity (+ and -) marked inside the compartment. Replace the battery cover and secure the screw.

- Batteries should be installed and replaced only by an adult.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.
- Avoid rough handling such as bumping or dropping.
- Clean using only a slightly damp cloth. Do not use chemical agents.
- Use between the temperatures of 39°F and 100°F (4° C and 38° C).

PLAYER ASSEMBLY

Slide your players onto their bases, as shown below. Each team may use up to seven (7) 360° Control Bases, with the remaining players on Standard Bases.



To assemble your Multi-Function Quarterback (MFQ), follow these simple steps:

1. Hold leg at right angle to MFQ body.
2. Insert peg into hole in MFQ body.
3. Press leg firmly into MFQ body.
4. Rotate leg down until foot touches base.

COMPONENTS AND ASSEMBLY

SCOREBOARD

Keep track of downs, score, players, date and place game played. Game can be timed by having 15 plays per Quarter by entering the down number in the squares provided before each play.

SCOREBOARD EASEL

Remove the paper strip from the easel to expose the adhesive strip. Position the easel so that the bottom of the easel aligns with the bottom of the scoreboard. Swing the easel stand out so that it is at a right angle to the scoreboard, and can stand on its own.

SCRIMMAGE MARKER

Use your Scrimmage Marker to track the line of scrimmage accurately. In the case of lost yardage move your Scrimmage Marker to the exact spot of the tackle, but do not move the First-Down Chain.

FIRST-DOWN CHAIN

Place the magnetic First-Down Chain on either of the sidelines. Before each series of downs, make sure the first post on the First-Down Chain is on the line of scrimmage and lines up properly with the Scrimmage Marker. The First-Down Chain should be moved only when a first down is made or when the teams exchange possession of the ball.

The First-Down Chain is to be used in making measurements out of the field. When the ball location is close to a first down, either player may call for the chain. To make a measurement on the field, move the First-Down Chain horizontally across the field to the ball location. If any portion of the ball carrier's base extends beyond end of the forward post, the first down has been made.

GOALPOST

Place in the hole located on the frame of the field as shown on the product image.

SPEED CONTROL

The playing field vibration may be regulated for fast or slow action by pressing the Blitz 1 and Blitz 2 buttons. There are three options for speed control, depending on what kind of game you want to play.



Classic Control

Choose one speed setting for your game. Before the game begins, test your players on both speeds, and decide on that you and

your opponent prefer to play. Once you have decided on a speed, it should not be changed for the duration of the game.

Most tournament games follow Classic Control rules. Because your players will move at only one speed, a well-designed play is critical.

Coach's Control

The offensive team has complete control of the game speed in this type of game. The offensive player may switch between BLITZ 1 and BLITZ 2 as often as desired, in order to get players in the best position possible.

In a Coach's Control game, the defensive player may not change the speed during the play. If the defensive player does illegally manipulate the game speed, the result is a 10-yard penalty and the down should be replayed. The offense has the option of declining this penalty, if it does not negatively impact the play.

Custom Control

Create your own rules for changing the speed of the game during the play. For best results, players should agree to a set of rules regarding how often during a play each team will be allowed to change game speeds. For example, you may decide to have the offensive player set the initial game speed, and allow the defensive team one opportunity to 'blitz' by increasing the game speed.

Important Note: Players should agree on the Speed Control rules before the game begins. For Vibrating Football Tournaments, all games should be played according to the same rules in order to maintain a fair competition.

CAUTION

NFL Vibrating Football is not designed to have two players constantly changing the game speed, pressing several buttons at once. This will result in poor gameplay, and could damage your unit.

STANDARD BASES

On the underside of the player bases you will notice backward slanted "legs" which help control the forward motion of the player. Your player's speed may be altered by slanting the legs toward the front or the back of the base.



These bases are molded with the legs set in a position that will cause the players to move in a forward direction. There is no assembly required for these bases. Players may brush the "legs" prior to any play, but should not be cut, broken, or added to in any way.

360° CONTROL BASES

These bases have two parts: a player base with a set of "legs" molded in the rear and a 360° control wheel. The 360° control wheel has front legs that let you control the movement of the player. Turning the wheel allows you to direct each player to move in the direction you want. The degree of turn is determined by the amount the wheel is turned. Use these players to run the routes and patterns that you will need to march down the field.

360° CONTROL BASE ASSEMBLY

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



Follow the diagram and simply insert or snap the wheel into the player bases. To have the wheel in the basic or starting position, make sure the two legs on the wheel are in the forward position. From this starting point you can test the movements for each player.

DIRECTION ADJUSTMENT

1. Forward—Player will move straight if the legs on wheel are in forward position. (Each player base will have slightly different characteristics. Test your bases before playing to determine which bases are best suited to each position.)
2. Right Turn—Slight right turn makes your player move in wide arc to the right. The more you turn the wheel, the tighter your player's turn will be.
3. Left Turn—Slight left turn makes player move in wide arc to the left. The more you turn the wheel, the tighter your player's turn will be.

To evaluate your team and set up your bases, turn the vibration on low, allowing your players to move in a smooth, even manner. Next, place one player at a time on the goal line, between the hash marks, facing the other goal line, and observe its movements.

To get a player to run straight, pick him up every time he turns and adjust the wheel, very slightly, in the opposite direction he ran. Repeat until he can run from one goal to the other without going out of bounds.

MULTI-FUNCTION QUARTERBACK

Your Multi-Function Quarterback may kick, pass or run depending on the situation.



Kicking

1. Pull the kicking leg back until it snaps behind the "tee".
2. Slide the split foam ball on the tee. Do not put the ball on the tee too tightly. It should rest lightly for best kicking results.
3. Hold the handle between your thumb and middle finger. Pull the hand back with your forefinger until the kicking leg releases.

Passing

1. Slide the split ball onto the passing hand, with the split toward the back.
2. Hold the handle between your thumb and middle finger.
3. Aim your QB's throwing arm.
4. Pull the passing hand back with your forefinger. Let your finger slide off quickly in order to release the ball.

KICKING AND PASSING

When you are using the Multi-Function Quarterback, move one of your offensive backs off the field.

POSITION PLAYERS



RB 1



OL



RB 2



WR 1



WR 2

These sculpted players are molded in five distinct poses. Each player's base is marked with one of the codes as shown in the image. These players may be assigned to any position on your team, but as a guideline, the following positions are best suited to your player types:

OL

Offensive Linemen (Guards, Center, Tackles), Defensive Ends, Defensive Linemen

RB1

Running Backs, Fullbacks, Linebackers, Safeties

RB2

Running Backs, Fullbacks, Linebackers, Safeties

WR1

Wide Receiver, Tight Ends, Defensive Backs

WR2

Wide Receiver, Tight Ends, Defensive Backs

ELIGIBLE RECEIVERS

If you choose to line up an OL player in an eligible receiver position (any position other than the middle 5 linemen), you should announce that your OL is eligible. Otherwise, you may be penalized for illegal touching.

DEFINITIONS

FIRST DOWN

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

TACKLE

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

OUT OF BOUNDS

If any portion of the ball carrier's base touches the sideline or frame of the playing field, he is out of bounds and play stops. Play resumes on the next down where the ball went out.

FUMBLE

If the ball carrier loses the ball for any reason, it is considered a fumble. The first player to touch the ball after it hits the playing field (including the player that dropped it) gains possession. Play is stopped and the ball is placed at the point at which the ball is recovered.

TOUCHBACK

A touchback occurs when the ball is kicked into the opponent's end zone or when a pass is intercepted by a defensive player in his own end zone and he chooses not to run the ball out. The defense then puts the ball into play at the center of the field on the 20-yard line.

TOUCHDOWN

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

SAFETY

A safety is called when a ball carrier is tackled behind his own goal line or when a player recovers a fumble behind his own goal line. Two points are awarded to the defense. Play is restarted when the team that was scored against kicks off from their own 20-yard line.

REFEREE

The referee should handle the First-Down Chains and Scrimmage Marker, operate the scoreboard, and handle any regular game duties. If there is no referee, the defensive player should handle the play counter and scoreboard.

VIBRATING FOOTBALL METHODS

Standard

The standard method to play vibrating football is to have all players set up to move without turning. Each player will move in the direction he is facing. The offense should try to set up the offensive line to block for the back he chooses to run. The defense's strategy is to set up his players to be in a position to "tackle" the chosen ball carrier, after observing the set position of the offensive line and the positions of the backs.

Professional

The professional method uses all the running patterns made possible by the 360° Control Bases. You can replicate the play patterns of real football more accurately, since the offense and defense can set each of their players to go in any direction they choose. Since there is no way of knowing how the opponent's players will move before the switch is turned on, a higher degree of ingenuity and anticipation will be required to win.

GETTING STARTED

COIN TOSS

The game begins with the opening coin toss. Players must flip a coin to decide who will kick off. One player should call 'Heads' or 'Tails' while the coin is in the air. The player that wins the coin toss may elect to kick off or receive the ball to start the game. The player who loses the coin toss may choose which goal they will face to begin the game. The team that receives the kick to open the game will kick off to start the 2nd half.

Before the game begins, players should determine which team each player will control. Players should also discuss and determine the game length, game rules, and speed control they will be using.

KICKOFF

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

Players should be lined up behind the spot of the ball. The kicker is placed on the 35-yard line. The ball may be kicked to any part of the field, but must travel at least 10 yards beyond the spot of the kick.

The figure nearest the spot where the ball hits on the fly becomes the ball carrier. This figure should be given the ball, placed where the ball hit, and then pointed in any desired direction. The vibration is turned on and the ball carrier runs until he is tackled, runs out of bounds, reverses direction, fumbles or scores.

If the ball is kicked out of bounds, the receiving player may make kicking team kick off again with a 5-yard penalty, or may choose to accept the kick. If the kick is accepted, the ball is put into play at the inbounds marker on the yard line at which the ball went out of bounds. The game resumes and the receiving team takes over on offense, 1st and 10.

PLAY FROM SCRIMMAGE

The forward point of the base of the ball carrier is considered the ball location, and will become the line of scrimmage. On plays from scrimmage, the offensive and defensive lines must be at least half of a base apart, equally distant from the line of scrimmage. If any player is forward of this point at the time the vibration is turned on, the team is flagged for an offsides penalty (see Penalties on page 10).

When setting up your teams for a play from scrimmage, a sequence must be observed. This sequence depends on the set of rules you decide to use before beginning the game.

Regular Rules

All bases are adjusted to run straight ahead, and may not be changed.

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

Professional Rules

Each team may use up to seven 360° Control Bases. These can be adjusted in any manner.

1. The offense should set each player's 360° Control Base to run the desired pattern.
2. The offense may then set the team up in the desired offensive formation.
3. The defense should set each player's 360° Control Base to run the desired pattern.
4. The defense may then set the team up in the desired defensive formation.
5. The ball is placed under the selected ball carrier's arm or on the quarterback's hand or tee. However, in this case, only the ball carrier may be pointed in a new direction.
6. The vibration is turned on and the play develops.

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

FORWARD PASS

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

If a defensive man moves "behind" the quarterback before the pass is released, the passer is under pressure, and must pass immediately. The vibration should be turned off, and the pass must be thrown. The offense is allowed time to find a receiver and aim the pass, but the quarterback must remain stationary at his place on the field.

COMPLETED FORWARD PASS

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

INCOMPLETE FORWARD PASS

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

INTERCEPTION

If the ball hits any defensive player, the pass has been intercepted. The ball should be placed in the arms of the defensive player and the vibration should be turned on. Play continues with that man as ball carrier.

PITCH-OUTS AND LATERALS

To execute a pitch-out or lateral, the offense passes the ball to a teammate behind the line of scrimmage. If the ball touches any offensive player, (on the fly or on the ground), the pitch-out is caught and the play is continued. If the ball touches a defensive player first, it is considered fumbled and the defense may

pick it up and run. If the ball falls on the field and no player touches it, the player closest to the ball (offense or defense) has recovered the fumble and may return it.

PUNT

It is usually wise to punt on fourth down unless the offense is within 30 yards of the opponent's goal line. The kick is made with the vibration on. After the kick, the defensive man nearest to where the ball hit becomes the ball carrier. The field is turned off the moment the ball touches the field.

The ball is placed under the arm of the receiver, and the receiver may be aimed in the desired direction. No other players on the field may be moved. When the ball carrier is set, the vibration is turned back on and the return is made until the player is tackled, runs out of bounds, or scores a touchdown.

In the event the defense does not have a man at least thirty yards behind the line of scrimmage, a punt return is prohibited. The receiving team must then put the ball into play at the point at which the ball has come to rest.

CONVERSION ATTEMPTS

After a touchdown is scored, the scoring team attempts a conversion by putting the ball into play at the two-yard line. The scoring team may attempt an extra point with a placekick, or a try to run or pass for a 2-point conversion.

If an extra point is attempted, the two teams line up as in a play from scrimmage. The ball is placed on the kicking tee, the vibration is turned on and the kick is attempted. The ball must be kicked over the crossbar of the goal posts and between the uprights.

FIELD GOAL

A field goal may not be attempted behind the offense's 45-yard line. The same procedure is followed as in placekicking.

PENALTIES

OFFSIDES

The team against which the penalty was made has the option of accepting or declining the penalty. If the penalty is accepted, the offending team is penalized 5 yards, and the down is repeated. If the penalty is declined, the result of the play stands and the ball is put into play at the yard line at which the play stopped. The down advances as normal.

INELIGIBLE RECEIVERS

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

SCORING VALUES

Touchdown	6 pts
Field Goal	3 pts
Safety	2 pts
Extra Point after TD	1 pt
2-Point Conversion	2 pts

GAME BREAKDOWN

Football games are divided into four quarters, with a special break in the action at halftime. You're probably familiar with how football works, but here's how it works in NFL Vibrating Football:

1ST QUARTER:

Play begins with the opening Coin Toss and the ensuing Opening Kickoff.

2ND QUARTER:

Teams switch end zones at the start of the second quarter and play continues at the opposite end of the field. The team that has the ball retains possession and continues its drive.

3RD QUARTER:

The 2nd Half begins with a kickoff. The team that received the opening kickoff must kick off to begin the 3rd quarter.

4TH QUARTER:

This is the final quarter of regulation, so pay attention to the score and plan your play accordingly. The fourth quarter begins as the second quarter, with the offense and defense swapping goals.

END OF THE GAME

At the end of 4 quarters, the team with the most points is declared the winner. If the teams are tied, a sudden-death overtime period must be played. The length of the overtime period will be equal to the length of the quarters you decided on before the game.

The first team to score wins. If neither team is able to score by the end of the overtime period, a second overtime period is played. This is continued until one team is able to score and win the game.

OVERTIME RULES

The overtime period is played following the same rules as the regulation game. The overtime period begins with a coin toss, following the same rules as those that began the game.

If a second overtime period is required, the team that received the kickoff to start the first overtime must kick off to begin the second overtime. Teams will continue alternating the overtime kickoff until one team wins.

Quarter Length: A quarter consists of 30 plays. For a faster game, the number of plays per quarter may be reduced. Players must agree to the quarter length before the game begins.

90-DAY LIMITED WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address below.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of LIMITED 90-DAY WARRANTY implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply. The only authorized service center in the United States is:

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Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton. If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

NOTE: Please do not send your unit without first receiving an estimate for servicing from EXCALIBUR ELECTRONICS, INC. Contact us before sending your unit. We cannot store your unit!

Excalibur Electronics, Inc. reserves the right to make technical changes without notice in the interest of progress.

FCC PART 15 COMPLIANCE

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.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- 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.



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