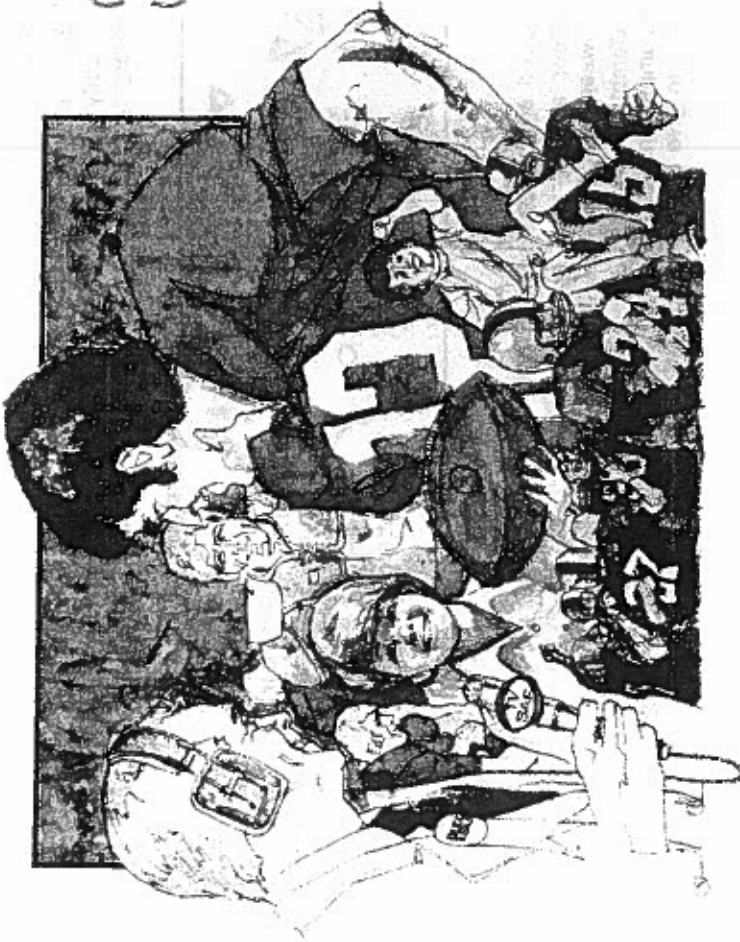
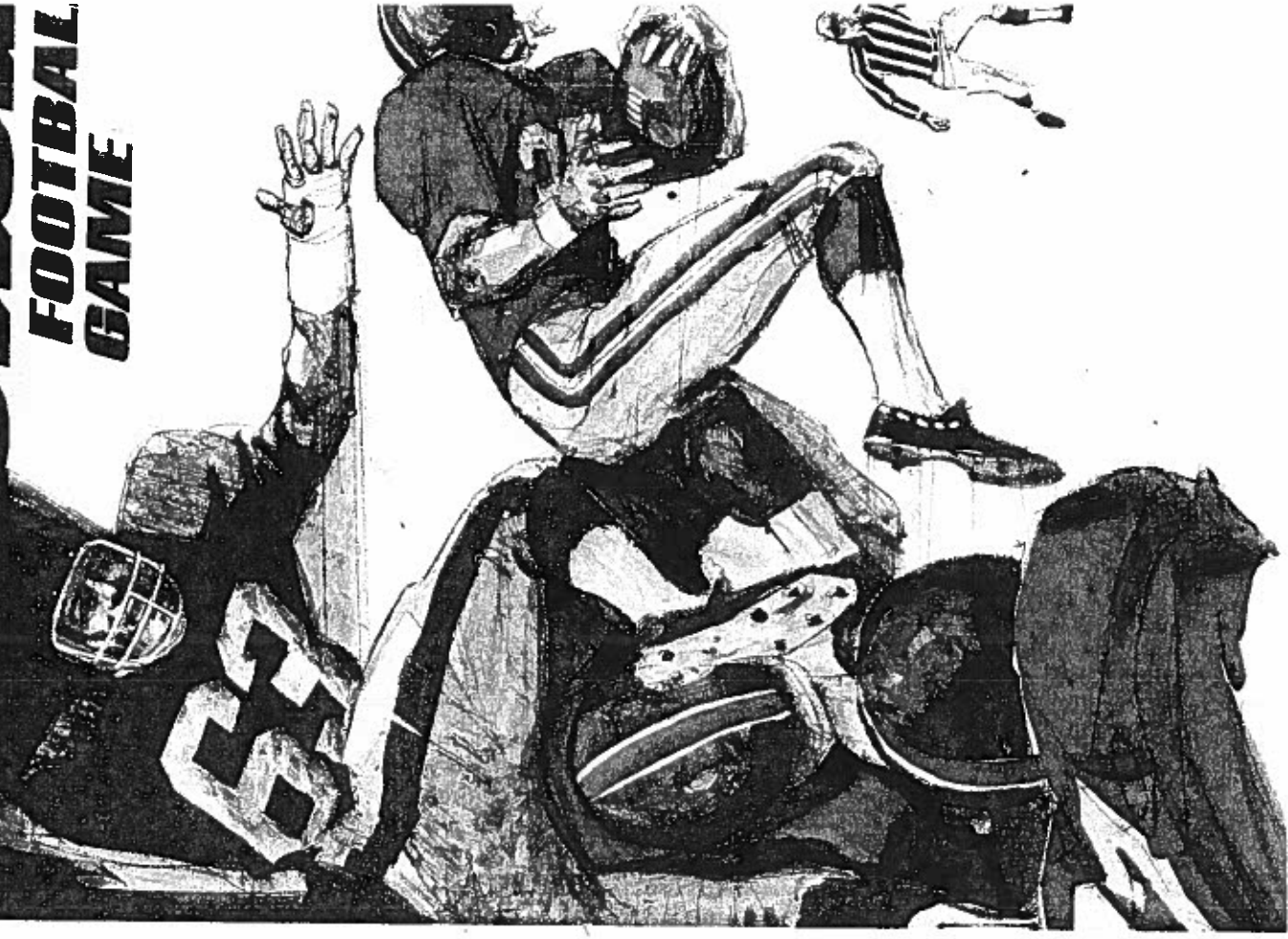


SEEFAHILL FOOTBALL GAME



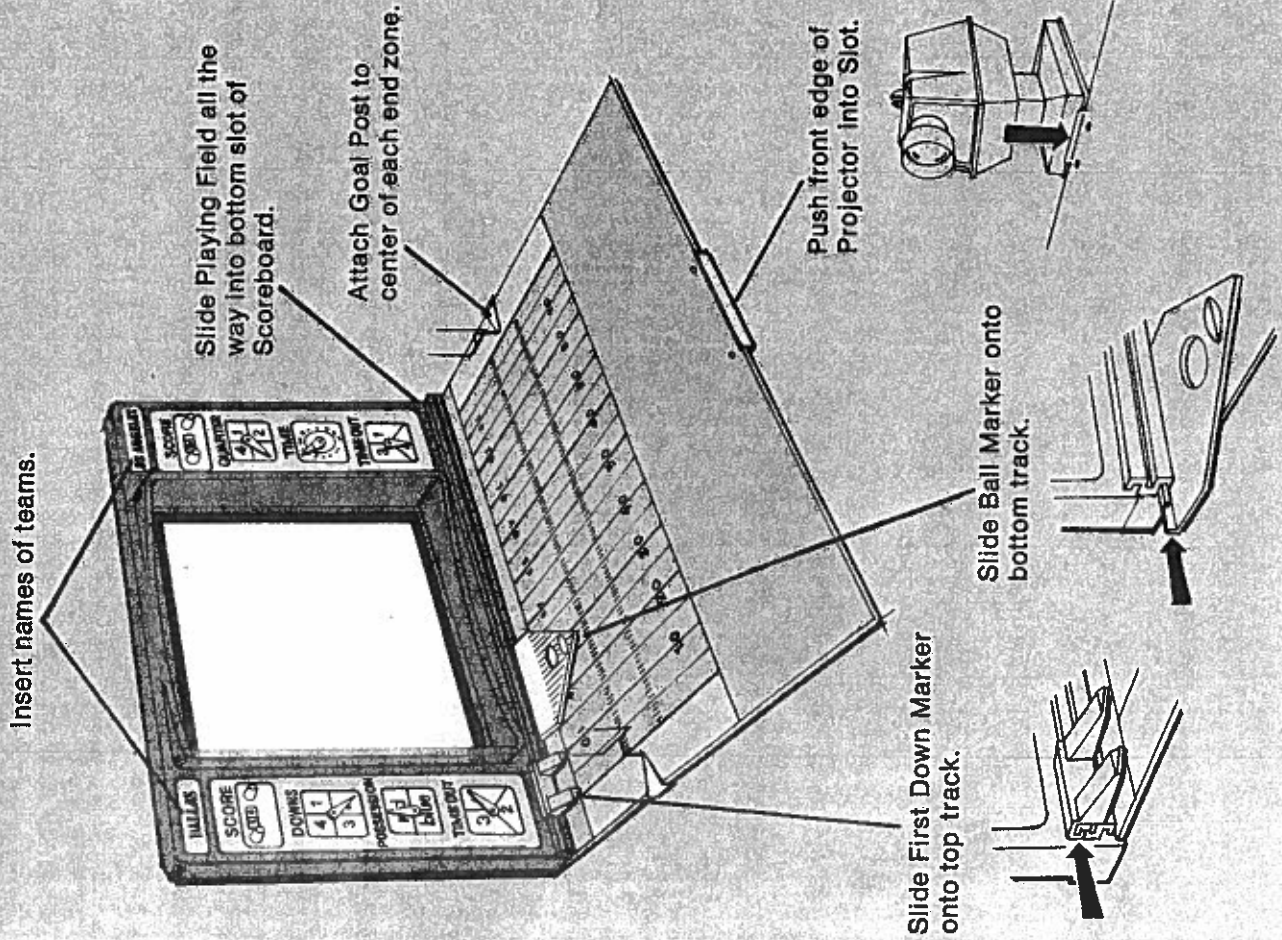
Kenner.
General Mills

REPLACEMENT SLIDES AVAILABLE

If you need replacement slides, you may order them direct from the factory. Send \$2.50 for a complete set of 28 slides (8 offensive and 6 defensive slides for each team, red and blue), check or money order. Sorry, no C.O.D.'s. Include your name, address and zip code. Ohio residents add 4% Ohio Sales Tax and 1/2% Hamilton County Tax. Please allow 30 days for processing of order. Mail to—

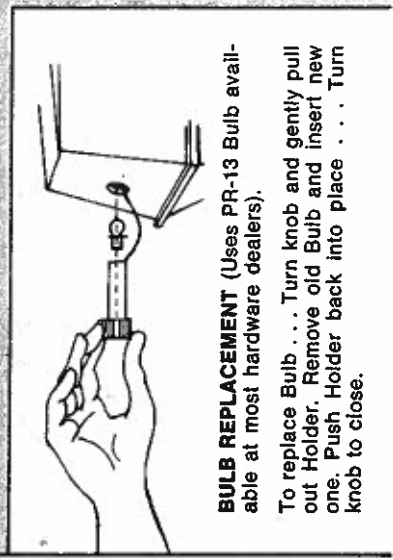
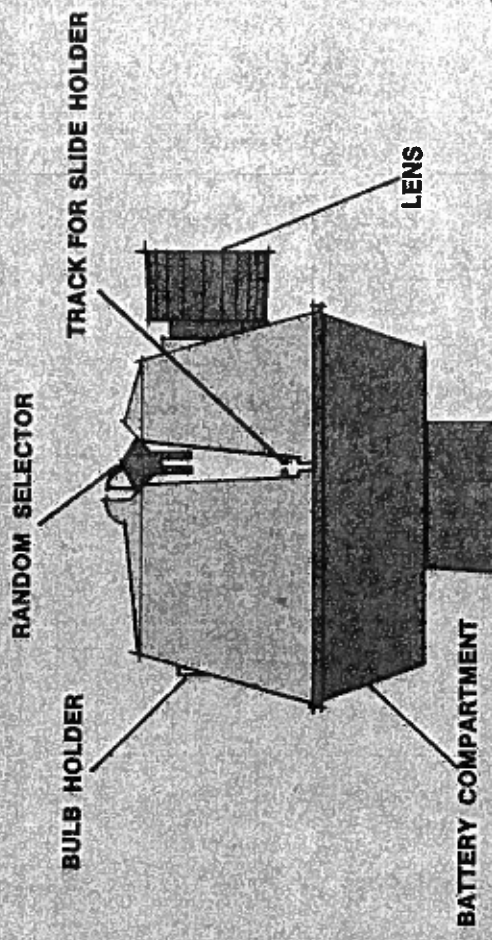
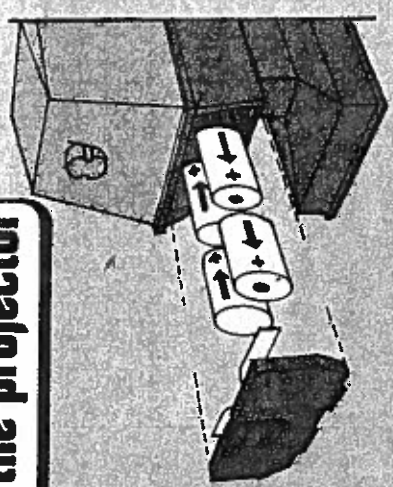
KENNER PRODUCTS, Dept. SE
912 Sycamore St., Cincinnati, Ohio 45202

set up the playing field



set up the projector

BATTERIES (Uses 4 "D" size Batteries, not included). Slide Batteries into Compartment as shown. Attach Battery Door. Fit bottom tabs on Door into slots in Compartment. Push up Latch to lock.

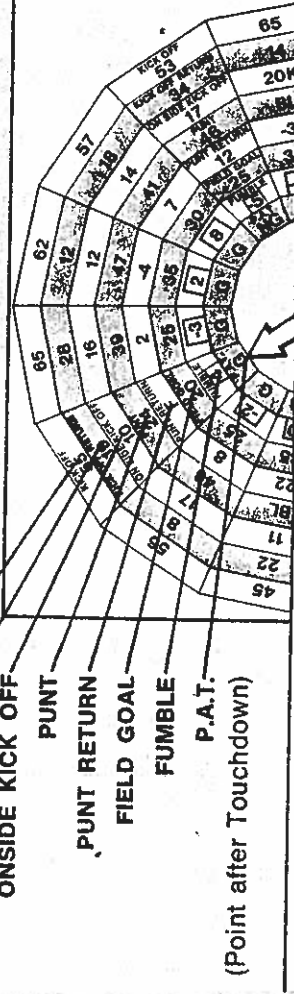


Focus the picture by slowly moving Lens in and out until picture is sharp.

Spinner for specialty plays

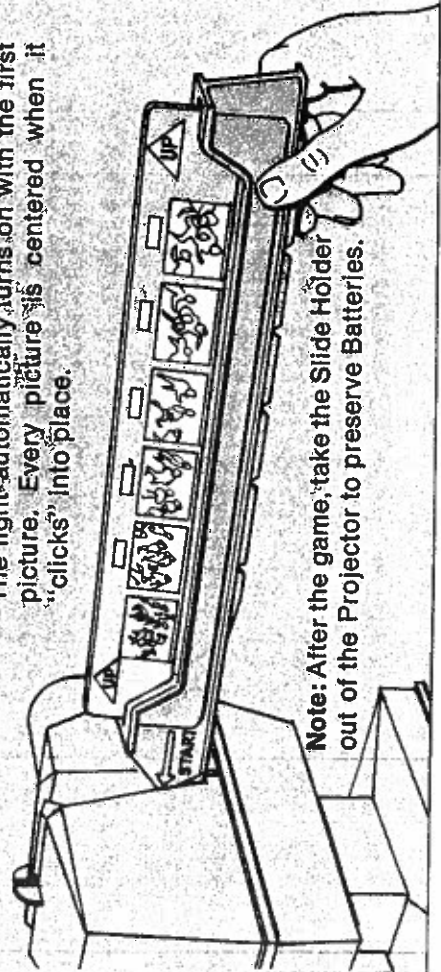
The Spinner is used for all Specialty Plays.

Game Rules Section on page 8 explains when to use the Spinner and how to read the results.



Slides for play action

Slides (offense for one team, defense for the other) are placed together into the Slide Holder... arrows pointing UP and names of plays reading towards you. Insert Slide Holder into right side of Projector. Be sure Slide Holder is in the Track and the Slides move through the slot of the Random Selector. The light automatically turns on with the first picture. Every picture is centered when it "clicks" into place.



Note: After the game, take the Slide Holder out of the Projector to preserve Batteries.

CODE ON SPINNER AND SLIDES

- BL Blocked Kick
- P Penalty
- F Fumble
- TD Touchdown
- PI Pass Interference
- K Outside Kick Recovered by Kicking Team
- INT Intercepted Pass
- INC Incomplete Pass
- G Good (Point After Touchdown)
- NG No Good (Point After Touchdown)

record play on the scoreboard

SCORE
 Touchdown 6 points
 Field Goal 3 points
 Safety 2 points
 P.A.T. 1 point

QUARTER □ A game consists of 4 quarters. There are 16 plays per Quarter.

TIME CLOCK □ After each play, move time clock ahead one number. Do not move Clock for Kick Off, Returns, Penalty, P.A.T. or Time-Out. Start each Quarter on number 1. When Clock completes number 16, Quarter ends.

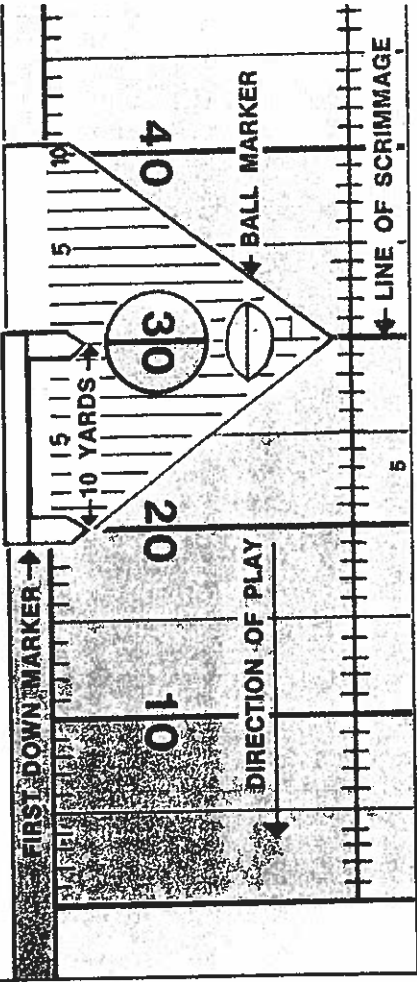
TIME OUT □ Each team has 3 time-outs per half. A Time-Out gives one extra play without moving the Clock ahead.

DOWNS □ Offensive team has 4 downs to gain at least 10 yards for a first down. A First Down allows a team to keep the ball for another set of 4 Downs . . . and so on.

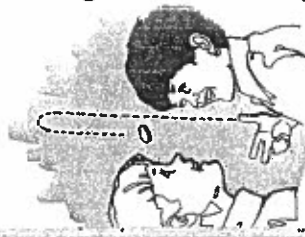
POSSESSION □ Show color of team in possession of ball.

mark play on the field

- BALL MARKER** □ Point on ball marker marks the Line of Scrimmage. Line of Scrimmage is where each play begins. Ball Marker moves on each play . . . unless no gain is made.
- FIRST DOWN MARKER** □ Shows how many yards are needed for a first down. First Down Marker moves ONLY when a First Down is made . . . or when the other team takes over the ball.
- ON THE FIELD** □ First pointer on First Down Marker is lined up with zero (point) on Ball Marker and second pointer is 10 yards forward. The second pointer must be reached or passed by the Ball Marker to make a First Down.



Let's play football!



HEADS



TAILS

COIN TOSS Winner of toss has one of two choices . . . loser has the other.

1. To Kick Off or to Receive
2. Color of Team
(Receiving team in first half kicks off to begin second half.)

SLIDES Each team, red and blue, has a set of 14 slides —8 offensive and 6 defensive slides.

OFFENSIVE PLAYS

- OFF TACKLE
- DRAW PLAY
- TRAP PLAY
- END AROUND
- POWER SWEEP
- SHORT PASS
- SCREEN PASS
- LONG PASS

DEFENSIVE PLAYS

- 4-3 BASIC PRO
- PREVENT
- 4-3 ZONE
- BLITZ
- 4-3 BUMP & RUN
- 8-MAN LINE

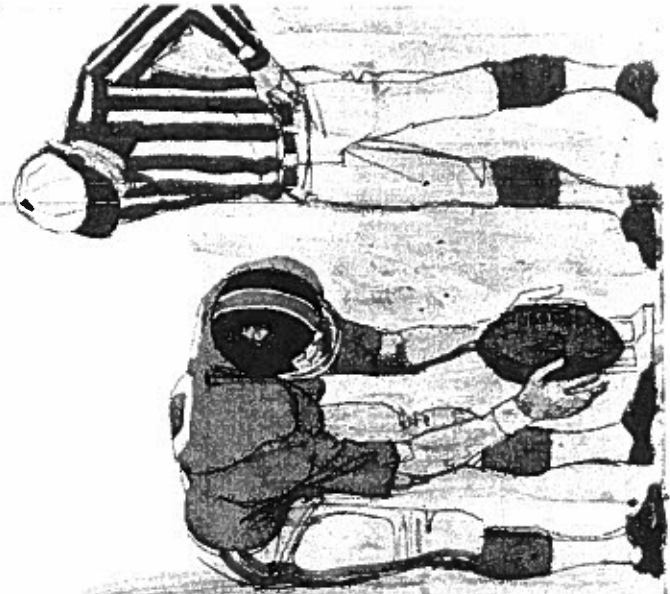
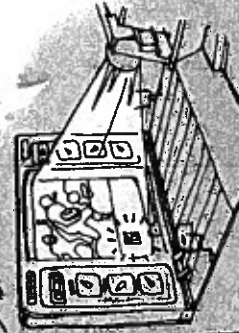
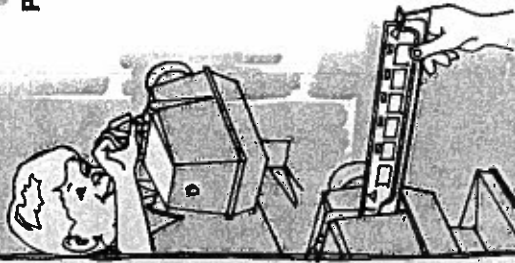


SPIN TO KICK OFF

Use Spinner for kick off and all other Speciality Plays . . . kick off return, onside kick off, punt, punt return, field goal, fumble, point after touchdown.

PLAY ACTION

1. Offensive player secretly selects an offense play slide.
2. Defensive player secretly selects a defense play slide and sets the Random Selector on top of the Projector to 1, 2 or 3.
3. Place slides together into the Slide Holder, arrows pointing up and names of plays reading towards you.
4. Push Slide Holder slowly through the Projector, stopping at each play. When a result appears in the window at the bottom of Screen, play is complete.
5. Mark play result on the Field. Record play on the Scoreboard. See Game Rules Section.



game rules



KICK OFF

USE SPINNER

Kick Off to begin the game, to begin the second half, after a Field Goal and following a try-for-point after a Touchdown.

Kicking team spins to **kick off** from its own 40-yard line. Move ball distance kicked.

Receiving team spins **kick off return**. Move ball distance run back.

KICK INTO END ZONE Receiving team may spin for **kick off return** or call a Touchback and take the ball on its own 20-yard line.

KICK OUT OF BOUNDS Kicking team must kick again from its own 35-yard line. (5 yard penalty)

NUMBER OF YARDS FOLLOWED BY "F" (on Return) Ball is fumbled. See rule for fumble.

ONSIDE KICK OFF

USE SPINNER

May be called after a score in place of regular Kick Off. Usually used towards end of game when a team is behind by one or two touchdowns and needs to get the ball back quickly.

Kicking team spins **onside kick off**. Move ball distance kicked. Receiving team takes over the ball after the kick. No runback.

NUMBER OF YARDS FOLLOWED BY "K" Ball recovered by kicking team. Number shows distance ball was kicked.

PUNT

USE SPINNER

Offense usually punts on 4th down when far from the goal and out of Field Goal range.

Offense spins **punt**. Move ball distance kicked. Receiving team may spin **punt return** for a runback or call for a Fair Catch.

FAIR CATCH Used in order not to risk a fumble. Fair Catch must be called after ball is punted in place of the runback. Ball is not run back and is put into play where it is caught.

KICK BEYOND END ZONE (More than 10 yards beyond goal line) Automatic Touchback. Ball placed on the 20-yard line.

BLOCKED KICK (BL) See Rule for fumble.

FUMBLE

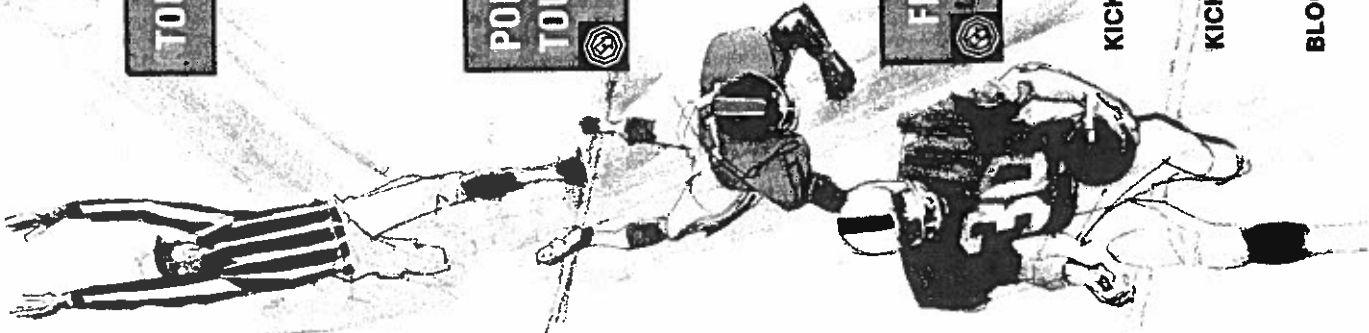
USE SPINNER

(F) (also Blocked Kick)

Offense spins **fumble**. Color in block shows which team recovers the ball. Number shows yards gained or lost from Line of Scrimmage.

IN DEFENSIVE END ZONE If defensive team recovers, it is a Touchback. Ball placed on 20-yard line. If offensive team recovers, it is a Touchdown.

IN OFFENSIVE END ZONE If defensive team recovers, it is a Touchdown. If offensive team recovers, it is a Safety.



TOUCHDOWN

Scored when a team moves the ball over the opponent's goal line.

If a running play or Screen Pass gains more yards than needed to score a Touchdown, it is ruled a **touchdown**. If a Long or Short Pass is thrown beyond the end zone (more than 10 yards beyond goal line), it is ruled **incomplete**. No score.

POINT AFTER TOUCHDOWN USE SPINNER

(P.A.T.)

After a Touchdown, the scoring team is allowed a try-for-point.

Offense spins for point after touchdown.

"G" Point is good.

"NG" Point is no good.

"BL" Point is no good.

FIELD GOAL USE SPINNER

A place kick, usually used on fourth down when long yardage is needed to make a first down.

Offense may spin **field goal** on any down within 45 yards of opponent's goal.

KICK IS GOOD If number on Spinner is same or larger than number of yards from the ball to the goal line. Scoring team then **kicks off**.

KICK IS NO GOOD If number is less than number of yards from the ball to the goal line. Defense receives ball at that point and spins **kick off return**.

BLOCKED KICK (BL) See Rule for fumble.

PASSES

INCOMPLETE PASS (INC) Ball returns to Line of Scrimmage and moves to next down.

INCOMPLETE PASS ON 4TH DOWN When offensive team is inside opponent's 20-yard line and 4th down pass is Incomplete in the end zone, it is an automatic Touchback. Opponent's ball first down and ten yards to go on the 20-yard line.

LONG PASS Should not be used on opponent's 20-yard line or closer.

LONG OR SHORT PASS BEYOND END ZONE (More than 10 yards beyond goal line) It is ruled **Incomplete**. No score.

(INT)

INTERCEPTIONS

Pass has been caught by the opposing team.

Number on slide shows distance pass was thrown before the Interception.

Team making the Interception spins **punt return** for a runback from point of Interception.

INTERCEPTION IN END ZONE Receiving team may spin for **punt return** or call a Touchback and take the ball on the 20-yard line.

(PI)

PASS INTERFERENCE

Defense interferes with offensive pass receiver.

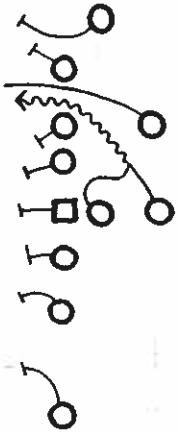
PASS INTERFERENCE (PI) Pass is ruled **complete**. Number shows yards gained. Automatic First Down.

PASS INTERFERENCE IN END ZONE Ball is placed on the one-yard line.



calling the offensive plays

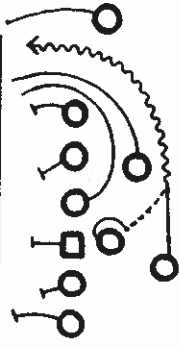
OFF TACKLE



A steady running play especially good to make a first down when short yardage needed.

Runner powers through hole between tackle and end.

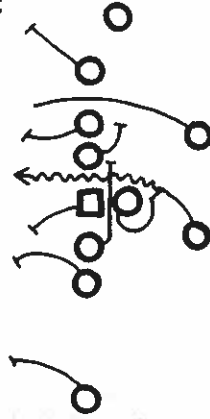
POWER SWEEP



A reliable running play around the end to make average gains. Good call for first or second down.

Guards generally pull out to assist in blocking for running back.

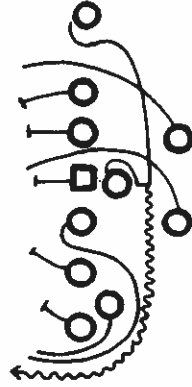
TRAP PLAY



A sound running play to gain 5 to 6 yards or more... especially against a hard-charging defense.

Offense double teams defensive tackle. Opposite guard pulls out to help block tackle and open a hole for running back.

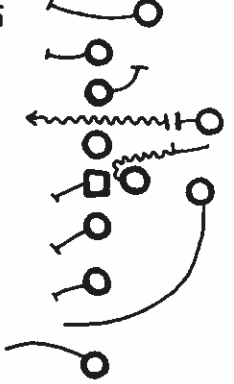
END AROUND



A surprise play. If successful, it will gain better than average yardage. Risks loss of yardage.

Ball is faked to running back, then handed off on a reverse to the end who carries it around opposite end.

DRAW PLAY



A gambling play when long yardage needed. Good against a hard-charging defensive line.

Quarterback fakes to pass, then hands off to fullback. Fullback delays to draw in defense before running through hole in line.



1
2
3
4

PENALTIES (P)

Loss of yards for violation of a Rule. 15 yard penalties are for violations such as clipping, personal fouls, roughing the kicker, offensive holding, etc. 5 yard penalties are for violations such as offsides, delay of game, backfield in motion, illegal procedure, etc.

Number on slide shows yards penalized from Line of Scrimmage.

Offense spins **fumble**. Color in block shows which team is penalized. Down marker does not go ahead.

HALF THE DISTANCE PENALTY

15 YARD PENALTY Within 30-yard line, ball placed half the distance from Line of Scrimmage to goal line.

5 YARD PENALTY Within 10-yard line, ball placed half the distance from Line of Scrimmage to goal line.

PENALTY ON LAST PLAY OF HALF OR GAME

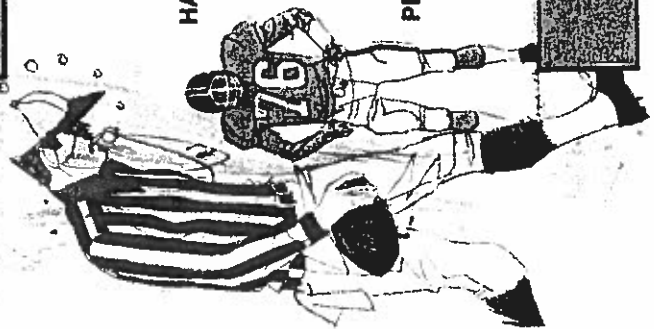
PENALTY BY OFFENSE Down is not replayed.

PENALTY BY DEFENSE Down is replayed.

SAFETY

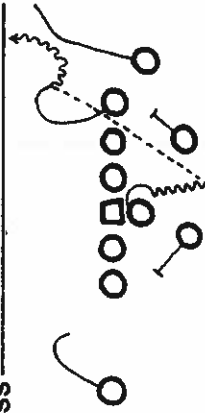
If offense is tackled in its own end zone, it is a **Safety** and defense is awarded 2 points.

After a Safety, offense spins **punt** to kick ball from 20-yard line. Receiving team spins **punt return**.



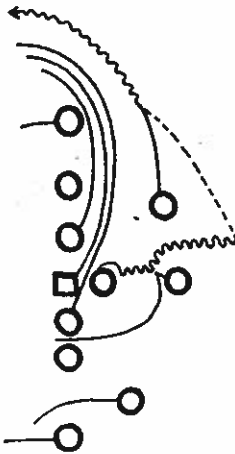
SHURI PASS

A good pass used on second or third down. Successful pass will gain up to 15 yards. Quarterback throws quickly over charging line, usually to one of the ends.



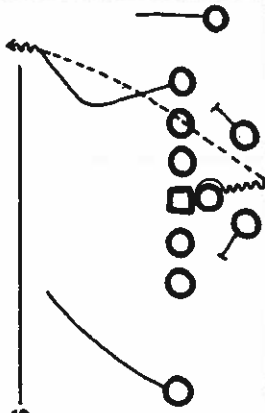
SCREEN PASS

A pass play used on second or third down against a hard-rushing defense. Gains up to 25 yards. Quarterback throws short, quick pass to running back behind a screen of blockers. With defensive line drawn in, receiver can gain long yardage.



LONG PASS

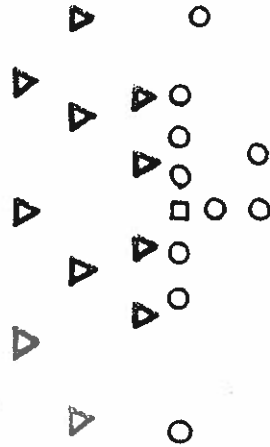
A long yardage gamble. Risks Interception and Pass Interference. Should not be used within 20 yards of opponent's goal line. A pass thrown beyond end zone is ruled Incomplete.



Calling the defenses

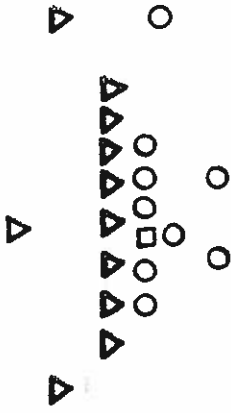
4-3 BASIC PRO

Good against Screen Pass and runs through the middle.
 Poor against Long Pass if pass receiver fakes his defensive man.
 Conservative basic man-to-man defense. Each defensive player guards an offensive player.



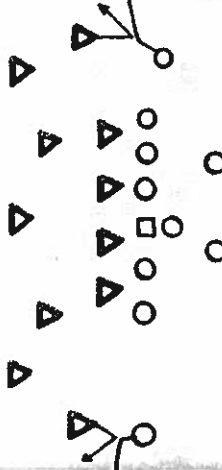
8-MAN LINE

Good against short yardage plays, especially goal line defense.
 Poor against quick passes.
 Eight men on the line...linebackers directly behind the line will stop hard-charging drives.



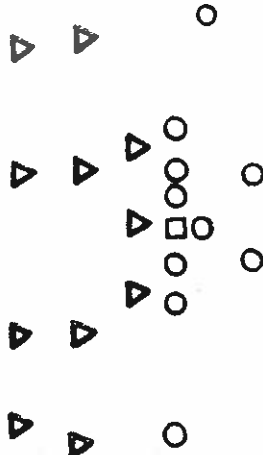
4-3 BUMP & RUN

Good against Short Pass.
 Poor against Long Pass.
 An average defense against most runs. Defensive cornerbacks bump and slow down wide receivers to break up the pattern and kill timing of short pass.



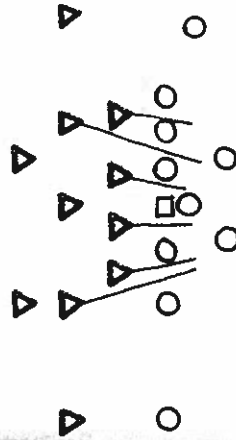
PREVENT

Good against passes, especially long.
 Poor against runs, especially Power Sweep, End Around, Trap Play.
 Gambling defense to prevent long pass completion. Defense stays deep, is willing to give up short yardage.



BLITZ

Good against Long Pass and will stop some runs through the line.
 Poor against Short Pass and end runs.
 Defensive linebackers rush in to smear quarterback. If quarterback gets ball away quickly, as on a short pass, receivers are generally wide open.



4-3 ZONE

Good basic defense against long yardage plays, especially passes.
 Poor against short yardage plays.
 Each backfield player guards a certain area. A floating safety will cover long passes.

