

VOGELTRONICS
GAMES THAT THINK!

GRIDIRON

ELECTRONIC FOOTBALL



INSTRUCTIONS

NO. 2100 · 2 PLAYERS · 9-VOLT BATTERY

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1. BATTERY AND SETUP

1. Turn the game face down. Press the ribbed cover at the base of the cabinet and slide it free.
2. Fit one 9-volt battery to the connector. The connector seats one way only; do not force it.
3. Tuck the leads into the well so they do not bind, and slide the cover back until it clicks.
4. Move the slide switch from OFF to PRO 1. The display will light.

If the blips are faint or the tone is weak, the battery is low. Fit a fresh one. Remove the battery whenever the game will be stored for a month or more.

Important. Always leave the switch at OFF when you are finished playing. The game draws current whenever the display is lit.

2. YOUR CONTROL KEYS

KEY	WHAT IT DOES
	Advances your ball carrier one yard toward your opponent's goal. One press, one yard.
 	Shifts your ball carrier one lane up or down. A shift costs you no yardage.
	Status. Shows the down, your field position, and the yards needed for a first down. Also sets the field for the next play.
	Score. Shows the score and the time left in the quarter. Also sets the field for the next play.
	Kick. Accepted on fourth down only.
	Power and skill. PRO 2 defenders react half again as fast as PRO 1.

Beginning a play

The defense holds still until you commit. Your first press of ,  or  starts the clock and starts the rush. Until then you may study the formation as long as you like.

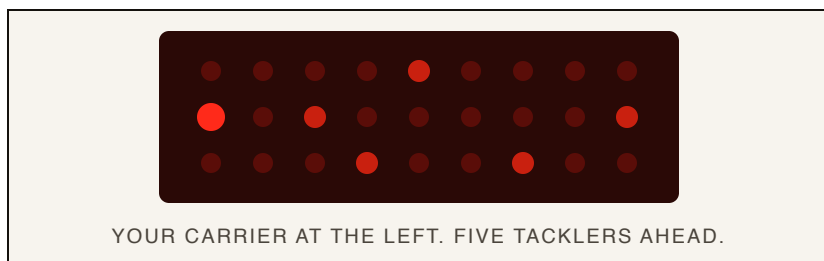
Between plays

After every play, press  or . The game will not set the next play until you do.

Changing the switch between PRO 1 and PRO 2 during a game ends that game. To begin again, move the switch to OFF and back.

3. READING THE DISPLAY

The playing field is three lanes deep and nine yards long. Your ball carrier is the **bright** blip. The five **dim** blips are the defensive tacklers.



The number windows

Press **ST** and three numbers appear: the down, your field position, and the yards to go.

Field position is shown with a small upright mark standing for the 50-yard line, and the number sits on the side of that mark where the ball lies. **42**→ is your own 42. ←**42** is your opponent's 42. At the 50 itself, no mark appears.

Inside your opponent's 10-yard line the yards-to-go window goes dark. You have goal to go, and the goal line is the only marker that counts.

The score window

Press **SC** for the score and the time left in the quarter. Time is shown in tenths of a minute: **7.5** is seven and one half minutes. At the end of a quarter the window reads **0.0**.

4. HOW TO PLAY

Gridiron is played by two, one on offense and one on defense, over four quarters of fifteen minutes. The clock runs only while a play is live.

1. The offense begins first and ten on his own 20-yard line.
2. The carrier lines up at the left of the field, in the centre lane. The tacklers take their positions ahead of him. They do not line up the same way twice.
3. The offense presses a direction key to start the play, then works the carrier upfield one yard at a time.
4. The play ends the moment a tackler and the carrier stand on the same blip — from the front, from the side, or from behind. The whistle sounds and the tackler who made the stop blinks.
5. Press **ST** or **SC**. The next play is set.

Making a first down

You have four downs to gain ten yards. Gain them and you receive a fresh first down. Fail on fourth down and the ball is lost where it lies: two whistles sound.

Running out of field

The field is one hundred yards long, but only nine are lit at once. Run past the ninth yard and the game returns your carrier to the left of the display and the field advances nine yards beneath him. Fresh tacklers will be waiting.

The half

Field position, down and yards to go carry across the breaks into the second and fourth quarters. At the half, possession changes and the second half opens first and ten on the new offense's own 20.

5. SCORING AND KICKING

Touchdown

Carry the ball across your opponent's goal line and you score **seven points**. The bugle sounds. The other side then takes the ball, first and ten, on his own 20.

The kick

On fourth down, and on fourth down only, you may press **K** instead of running. The game measures the kick — anywhere from one to sixty-five yards — and decides what it was.

1. If the kick carries as far as the goal line, it was a **field goal**. Three points. The bugle sounds.
2. If it falls short, it was a **punt**. Two whistles sound and no points are scored.

The nearer you stand to the goal, the likelier the kick will reach it. From beyond sixty-five yards no kick will ever carry that far, and every attempt from there is a punt.

Two whistles always carry the same meaning: the drive is over and no points were scored. You will hear them on a punt and on a failed fourth down alike.

After a score

Following a field goal the receiving side takes the ball first and ten on his own 20-yard line.

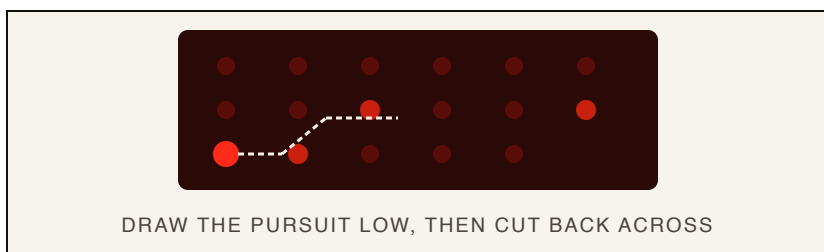
6. STRATEGY

Watch the deep man

One tackler always plays well back. He is the last man between your carrier and the goal, and he is patient. Beating the front four means nothing if you run straight into him.

Draw them, then cut

Tacklers pursue the lane you are standing in. Work toward one sideline until they commit to it, then shift back across. The lane you left will be emptier than the one you are in.



Do not simply hammer forward

A tackler will bring you down from behind or from the side just as readily as from in front. Running straight ahead as fast as the key will accept presses will not save you; it will only carry you into someone.

Mind the clock

The clock runs only while the ball is live, so a drive that ends in nothing has still cost you time you cannot get back. On fourth down, weigh three points that are likely against seven that are not.

7. CARE OF YOUR GAME

Your Gridiron is a precision electronic instrument. Treated properly it will give many seasons of play.

1. Keep the game dry. Do not use it in the rain, at poolside, or with damp hands.
2. Keep it out of direct sun and away from radiators. Heat will dull the display window and may warp the cabinet.
3. Do not drop the game or sit on it. The display is glass-faced.
4. Clean the cabinet with a soft cloth, lightly dampened. Never use scouring powder, solvent, or alcohol on the window.
5. Do not attempt to open the cabinet beyond the battery cover. There are no serviceable parts inside, and opening it voids the warranty.
6. Remove the battery before storing the game for any long period. A spent battery may leak and ruin the contacts.

Should the display show partial or scrambled numbers, switch to OFF, wait a moment, and switch on again. This clears the game's memory and begins a new contest.

8. THE YEARS AHEAD

VogelTronics does not stand still.

Our engineers have been to see a computer. It arrived as a kit, in a carton, and it is no larger than a bread box: a row of switches along the front, a row of lamps above them, and inside it a mind. A man in Albuquerque is said to have built one on his kitchen table.

We have done the arithmetic. There will be one of these in every home in America before this decade is out — in the den, beside the television, sold in the same department as the refrigerators. We may be the only toy company in Illinois that believes this. We are used to that.

When that day comes, Gridiron will be waiting on it. We expect:

A game for one

The machine will take the defense itself, and take it well. No more waiting for your brother to come home.

A field as large as you like

On a screen there is no reason the blips must stay the size we moulded them. A dial — or a small wheel, beneath the hand — and the field grows to fill the den, or shrinks back to the size it is now.

Silence

A switch for the tone, so the game may be played after the house has gone to bed. We expect this to be the most requested feature of all, and we do not entirely understand why.

The same game, played twice

Give the machine a number and it will deal the identical contest: the same defensive set, the same rush, the same length of kick. Play it once. Then play it again, knowing what is coming.

Gridiron II

THE FORWARD PASS. It says so on the box.

We may be wrong about the timing. We have been wrong about the timing before. But we would rather be early than late, and the future has always been our department.

9. VOGELTRONICS 90-DAY LIMITED WARRANTY

VogelTronics warrants to the original purchaser that this product shall be free of defects in material and workmanship for a period of ninety (90) days from the date of purchase, under normal household use. For the purposes of this warranty, "normal household use" shall mean use of a normal kind, in a household.

Should the product prove defective within that period, VogelTronics will at its option repair or replace it without charge for parts or labour. Return the complete product, postage prepaid and insured, with proof of the date of purchase and a brief note describing the fault, to:

VOGELTRONICS SERVICE DEPARTMENT
DEPT. 2100
855 BITTERSWEET LANE
ELK GROVE VILLAGE, ILLINOIS 60007

This warranty does not cover the battery, nor damage resulting from misuse, accident, immersion, unreasonable use, burial, or service or modification by anyone other than VogelTronics. It does not cover products purchased second-hand. This warranty is void if the serial plate has been removed, defaced, or improved.

Enclose the product only. The Service Department cannot return photographs, keys, or correspondence not pertaining to the fault, and does not keep them.

Any implied warranties arising out of the sale of this product, including the implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety-day period described above. VogelTronics shall not be liable for loss of use or any incidental or consequential damages.

Some states do not allow limitations on how long an implied warranty lasts, nor the exclusion of incidental or consequential damages, so the limitations above may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Service after the warranty period. Write to the department above for a service estimate before returning any product. Do not send payment with your inquiry.

Games beyond repair. A game found to be beyond repair is not returned. VogelTronics will write to you.

OTHER GAMES THAT THINK!

GRIDIRON 2 · NO. 2200

Everything the original does — and now **THE FORWARD PASS**. Two receivers downfield and a ball in the air. Coming for the new season.

ROVACON · NO. 3400

The talking sentry. Hear it call out its orders in a voice of its own. Requires 4 "C" cells.

SPEEDWAY · NO. 1800

Nine lanes of night driving, and traffic that never once does what you expect.

DOUBLE PLAY · NO. 1600

Nine innings in the palm of your hand. Two players. It fields, it throws, and it does not forgive a slow runner.

THE COMPANION · NO. 4000

Keeps the count. Learns the sound of your name in about a week. One 9-volt battery. Not sold in Ohio.

Should your Gridiron begin a game when no one has touched it, this is normal. Allow it to finish.

VOGELTRONICS · ELK GROVE VILLAGE, ILLINOIS

GAMES THAT THINK!