

ELECTRIC BASKETBALL
Model 64-X

A. BRIEF DESCRIPTION:

This is a realistic basketball game for two players in which the factors of skill and chance are well balanced. The team who has possession of the ball moves it from one position to another toward the basket until it either scores or loses possession through interception or going outside. The lights determine the distance of each pass and the accuracy of each try for a basket. The element of skill enters into the play because each player has some degree of control over the lights.

BEFORE PLAYING, make certain that all lamps are tight in their sockets.

CENTER TAP-OFF:

Place ball in Center Ring. Each player presses either one or two of his switches.

If two lights flash, Red has the ball on the red spot bearing the same number as the one indicated by the lights: 2, 4 or 6.

If one or three lights flash, Blue has the ball on the blue spot indicated: 1, 5 or 10 if one light lights, 3 if all three lights light.

PASSING:

The players continue to press the switches, each time adding the number indicated by the lights to the number of the spot where the ball is, and moving the ball to the spot bearing the number of the total.

Until a basket is scored or the ball is lost through interception, going outside, etc., it stays on spots of the same color.

INTERCEPTIONS:

When the ball stops on one of the No. 14 spots, it is automatically placed on the No. 7 spot opposite. This is an interception.

SCORING:

When the total of the indicated number and the spot where the ball is, is one of the numbers that appear in the basket, two points are scored for that basket. Example: Blue has the ball on the No. 19 spot and the two upper lights flash, indicating the number "2" between them. 19

plus 2 are 21. Since 21 is one of the numbers in the basket Blue scores two points.

After a basket is scored, the opponents put the ball in play from any of their first row of spots: 1, 2, 3 or 4.

FOULS AND FREE THROWS:

When the ball lands on No. 15 spot this is a Foul. The team with the ball places it in the free throw circle, both players press switches. The number indicated is added to 20. One point is scored if the total is a number in the basket. Otherwise play exactly as if the ball had been on No. 20.

When the ball lands on No. 29, the team with the ball takes two free throws. This indicates that the player was fouled in the act of throwing for goal, and missed the basket.

When a basket is scored on a total of 27, this indicates a foul committed on a player who is in the act of throwing a goal. The goal counts and the player takes one free throw in addition.

OUT OF BOUNDS:

When the ball lands on one of the numbers in the back court (except No. 29) it is out of bounds. The arrow indicates where the ball is passed: 22 to 4, 24 to 18, etc. In the case of No. 29, the arrow points to the free throw circle.

TIMER:

At the beginning of each game, the Timer Peg is placed in the "10" hole of the Timer. This shows that there are ten "minutes" left to play in the quarter.

Each time the ball goes to one of the spots outside of the playing court, this peg is moved one hole toward the figure "2". When the peg is in hole No. 2 there are two "minutes" left to play. At the next out of bounds or two free throw foul (No. 29) the quarter is over. The Timer Peg is moved back to the 10 minute hole and the Quarter Peg is moved forward one hole. When this occurs the fourth time, the game is over, unless the score is tied. In this case the timer peg is left in the "2 minute" hole until the tie is broken.

CARE OF THE GAME

In replacing the battery request a size D battery. These can be purchased in any store selling flashlights. If your dealer does not carry them we will supply two for twenty-five cents postpaid. Be sure and state size D.

Two or three batteries, if interchanged daily will last longer than two or three batteries used one at a time until each wears out. The battery may easily be removed by pushing your finger through the hole underneath the game.

The lamps used are 1.2 volt lamps. You may be able to buy these at your dealer. If not, we can send you two bulbs for 25c or three for 35c, postpaid. Be sure and state model number of game when ordering. Playing pieces will be sent free with an order of batteries or lamps.

The ELECTRIC GAME CO., Inc., Holyoke, Mass.

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