

## Directions

### No 69 PUNT FOOTBALL GAME

This game is devised to play as simply as possible; to include most of football's regular plays; and yet not be complicated. The idea of the game is to line up in 2 teams, and try to advance the football over the opponents' goal line in order to score.

FIELD NOTES: There are 10 divisions of 10 yards each between the 2 goal lines. The playing board has been divided into segments with different plays noted in black type. Each team moves on their way, according to the reading of the type facing toward them. For a field goal, the ball must stop back of the goal line and between the goal posts. If the ball stops anywhere behind the goal line to the side of the goal posts, it is played as a touchdown.

CONTENTS: 1 kicking apparatus, to be held with the wood in the fingers, placing a color jack in the hole in the celluloid when flipping; 2 lead football men as linemen; and 2 color jacks for footballs. The linemen are spaced 10 yards apart at the beginning of each first down, as in regular football. The head lineman remains stationary to indicate the necessary yardage to be covered during the 4 downs, and the rear lineman is moved according to the gains, or losses, indicated by the plays.

TO PLAY: Choose 2 teams to begin (and after touch-downs) the play is started from scrimmage on the 40-yard line. After touch-backs, safeties and field goals, the play is started from scrimmage on the 20-yard line.

Hold the kicking apparatus between your own goal posts and behind your goal line, placing color jack on the celluloid. By pulling the celluloid down and releasing, the "Football" will fly into the air and land on some one of the spaces, indicating the play made. Each is allowed 4 downs (tries with ball) in which to make the minimum of 10 yards. If the 10-yards are not made the ball goes over to the opponents on the new line of scrimmage. The line of scrimmage is the position where the ball is in play last.

The gains, or losses, etc., are followed according to where the kicked ball stops on each play. Balls stopping outside of the field, either to the right or left or behind the kicker, cause the loss of one down. If the ball stops evenly on one line, it counts as no gain and loss of one down; also if the

ball goes out of the game box.

SCORING; Touch-down is scored by carrying the ball over the opponents goal line, or by the ball stopping in the space marked "touch-down."

Point after Touch-down; is scored by placing the ball on the surface of the field 20 yards from opponents' goal and kicking for the space between the goal posts marked "Field Goal."

~~Point after Touch-down is made by carrying the ball over the opponents goal line, and also stop in the space marked "Field Goal."~~

Field Goal: THE ball must pass between the 2 goal posts at the goal line, and also stop in the space marked " Field Goal."

Safties; are made when the team with the ball is forced back over its own goal line by penalties or loss of ground. The count goes to the opponents.

Touch-back; is made by kicking that carry the ball across the opponents goal line, or by the ball stopping on spaces marked " Touch-back."

The game is won when either team makes 20 points first.

Touch-down.....6	Field Goal.....- '3
Kick after Touch-down.....1	Safety.....2

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