# NFL Sports Talk Football '93

**Starring Joe Montana**

**Test Personnel**

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coach:</td>
<td>Steve Apour</td>
<td>Vincent Nason</td>
</tr>
<tr>
<td>Quarterback:</td>
<td>Scott Rohde</td>
<td></td>
</tr>
<tr>
<td>Hallbacks:</td>
<td>Gerald DeYoung</td>
<td>Rich Hidesthma</td>
</tr>
<tr>
<td>Offensive Line:</td>
<td>Javone Alonzo</td>
<td>Jeff Kessler</td>
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<tr>
<td></td>
<td>Jon Apour</td>
<td>Jerry Markota</td>
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<tr>
<td></td>
<td>Terry Banks</td>
<td>Vy Nong</td>
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<td></td>
<td>Ron Calonje</td>
<td>Steve Patterson</td>
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<td></td>
<td>Chris Cuthill</td>
<td>Unni Pillai</td>
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<td></td>
<td>Aron Drayer</td>
<td>Chris Sinclair</td>
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<td></td>
<td>Alex Fairchild</td>
<td>Ben Szymkowiak</td>
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<td></td>
<td>Jef Feltman</td>
<td>Conan Tigard</td>
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<td></td>
<td>Ivan Foong</td>
<td>Martin Villalovos</td>
</tr>
<tr>
<td></td>
<td>Casey Grimm</td>
<td></td>
</tr>
<tr>
<td>Special Teams:</td>
<td>C. A. Hanshaw</td>
<td>Chris Smith</td>
</tr>
<tr>
<td></td>
<td>Neil Hanshaw</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Kelly Ryan</td>
<td>Greg Suarez</td>
</tr>
</tbody>
</table>

**Epilepsy Warning**

**Read Before Using Your Sega Video Game System**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing.

If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.
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FOR GAME PLAY HELP, CALL
1-415-591-PLAY
YOU’RE IN THE NFL!

Suit up for hard-hitting pro football action! Now you’ve got all 28 NFL teams, like the Oilers, Redskins and Niners. Multiple field views. Real NFL plays — over 1000 combinations!

Rally your favorite NFL club. Set up key personnel in formations like Quads, Hippo and Heavy Jumbo. Shift into the shotgun position, find the pocket, then fire downfield to a streaking receiver for six points. Or sweep left in helmet-smashing, rib-cracking gridiron warfare.

On defense, you’re a wrecking crew as your Monster Storm set stifles the opposition’s passing game. Select your safety, then blitz through the line and smash the quarterback!

“Boom! Sacked for a five-yard loss.”

Sharpen your strategy in Exhibition games. Then dive into League action. Slice a path to the Super Bowl® calling real NFL plays, like the Skins’ Double Tight.

Real digitized players and play-by-play Sports Talk commentary intensify the NFL action. Instant replay lets you relive the close calls and great plays. Pick the ball from the air for a game-saving interception or pound your way through the line for a hard-earned first down. This is all-pro action!

“Four seconds left in the game. The defense sets up for short yardage. Montana drops back ... he’s in trouble ... he throws ...”

Zoom in on every play as you attempt that impossible touchdown drive.

“A great catch! The crowd goes wild!”

Strap it up and get in the game with the REAL NFL!
STARTING UP

1. Set up your Genesis System and plug in one or two control pads for 1 Player or 2 Player games.

2. Make sure the power switch is OFF. Insert the NFL Sports Talk Football '93 cartridge into the console.

3. Turn the power switch ON. You'll see the opening SEGA screens, and then the NFL Sports Talk Football '93 Title screen will appear.

4. Press the Start button to begin.

- If you don't see the opening screens, turn the power switch OFF. Check that your Genesis system is set up correctly (see your instruction manual for details). Make sure the cartridge is firmly inserted in the console, and the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the power switch ON again.

- Always make sure the power switch is OFF before inserting or removing the cartridge.
GAME SETUP

Start
- Goes to the Game Select screen from the Title screen.
- Starts the game.

D-Button
- Moves the highlighter on the Game Select and Game Options screens.
- Scrolls through divisions and teams on the Team Select screen.

A
- Changes a highlighted setting or advances to a subscreen for special settings. (B and C also do this.)
- Moves the entry box on the Password screen to the left.

B
- Enters a character on the Password screen.

C
- Moves the entry box on the Password screen to the right.
- Exits the Statistics screen.
GAME ACTION

Start
• Toggles the Pause menu on or off.

D-Button
• Moves your controlled man.
• Sets the direction and angle of the ball in the Kick meter for kickoff, punt and field goal attempts.

A
• Starts and stops the Kick meter for kickoff, punt and field goal attempts.
• On offense, as the quarterback, snaps and passes the ball. As a runner, executes a stiff arm.
• On defense, switches your controlled man before a play is run.
• Calls a time out when the Pause menu is displayed.

B
• Calls an audible while at the line of scrimmage.
• On offense, as the quarterback, selects a receiver or moves the passing cursor. As a runner, executes a spin juke.
• On defense, switches control to the defender closest to the ball after the play starts.

C
• On offense, during a kickoff, switches your controlled man before the kick.
• On defense, switches your controlled man before a play is run.
• Makes a player dive or jump after a play starts.
PLAYBOOK

Start
- Toggles the Pause menu on or off.

D-Button
- LEFT/RIGHT switches between Play Calling mode and ABC Control mode.
- In Play Calling mode, UP/DOWN changes the plays.
- In ABC Control mode, UP/DOWN changes the setting.
- On the Pause menu, UP/DOWN scrolls through the field view choices.

A
- In Play Calling mode, calls the A play.
- In ABC Control mode, highlights "Personnel." Press the D-Button UP/DOWN to change your personnel setting.
- On the Pause menu, calls a time out.

B
- In Play Calling mode, calls the B play.
- In ABC Control mode, highlights "Formations." Press the D-Button UP/DOWN to change your formation.
- On the Pause menu, calls for an instant replay.

C
- In Play Calling mode, calls the C play.
- In ABC Control mode, highlights "Options." Press the D-Button UP/DOWN to move the quarterback either behind the center or into the shotgun position.
- On the Pause menu, flips plays to reverse their strong/weak sides.
PLAYING THE GAME

You can watch a demo game by getting to the Title screen and then doing nothing. To start playing right away, press Start at the Title screen. The Game Select screen will come up.

Use the control pad buttons on page 4 to set up your game from the Game Select screen. Or turn to pages 20-25 for detailed instructions. Otherwise, keep reading for immediate NFL action.

Press Start again to go straight to the Playbook screen and set up for the kickoff.

→ Press Start to begin the game.
SETTING UP FOR THE KICKOFF

The Playbook screen always shows the Visitors at the top and the Home team at the bottom. (You’ll be the Home team if you went to this screen without changing any game settings.)

Check the plays to see if your team is kicking or receiving. (The computer randomly selects the kicking team for the start of a game.)

If you’re kicking, your opening play options are:

- Kickoff (B)
- Onside Left (A)
- Onside Right (C)

If you’re receiving, your opening play options are:

- Return Wedge (B)
- Return Left (A)
- Return Right (C)

Call your opening play by pressing the button listed next to the play you want. You have 45 seconds to look the plays over and make a decision. The game clock is in the center of the screen. You’ll receive a 5-yard delay of game penalty if you let the clock reach zero before snapping the ball.

The teams move onto the field as soon as you select your play. (In 2 Player head-to-head games, teams take the field as soon as both players choose their plays.)
SETTING UP THE KICKOFF PLAY

Visitors

A B C

Home

- Press A, B or C to call your play.
- Kick off before the 45-second clock reaches zero.
THE KICKOFF

The teams line up. The offense faces the opposing team's goal, with the ball spotted at the 35-yard line. The defense sets up to receive. The player you control has a circle around his feet. In 2 Player games, the second player's controlled man is spotted on a square.

The kickoff is automatic if a CPU team is kicking. Get your return man ready for the catch!

Using the Kick meter:

1. Tap A to start the meter.
2. Press the D-Button UP or DOWN to move the red bar, controlling the angle of the kick. The ball in the Kick meter begins moving, indicating its distance.
3. Tap A again to kick. The closer the ball is to the end of the meter, the longer the kick will be. (You'll flub the kick if you forget to tap A a second time.)

If you're the kicking team:

1. Press C before the kick to change your controlled man. Press B to call an audible, and then press A, B or C (see page 15).
2. Use the Kick meter to start the kickoff.
3. Press B any time after the kick to switch your control to the player nearest the ball.
4. As soon as the ball is kicked, use the D-Button to run your man. Get him in line to tackle the ball carrier.
5. If he flubs, punch B again to switch control and go after the runner with a new defensive player.
If you're the receiving team:

1. Press A or C before the kick to switch players.
2. As soon as the ball is kicked, the game will select a kick receiver and position him automatically.
3. As soon as the ball is caught, you control the ball carrier (even if he wasn't your controlled man).
4. Sprint and maneuver toward the opposing team's end zone. Go for a TD return!

- Check the weather vane for wind advantage or interference. A breeze blowing in your favor will carry the ball, so go for shorter kicks. If the wind is blowing against you, put the longest distance on the ball.

- Kick before the 45-second clock runs down or you'll receive a 5-yard penalty for delay of game.

- If you catch a kickoff in the end zone, you can stay there for a touchback. The next play will start with the return team getting the ball at its own 20-yard line.

- In 2 Player co-op games, Player 1 controls the kick.
CALLING YOUR NEXT PLAY

The ball carrier is down! The play's over, the teams go into a huddle, and the Playbook screen comes up. It's time to plan your next strategy.

On offense, the red lines on a play show the direction the ball carrier will run. The white lines show the passing patterns of the receivers, and the yellow lines show their blocking routes. On defense, the yellow lines show the defensive patterns, and the red lines indicate defensive players who blitz.

If you're on offense:

1. Press the D-Button LEFT/RIGHT to switch between ABC Control mode and Play Calling mode. ABC Control mode gives you three choices: Personnel (A), Formations (B) and Options (C).

2. Press A for Personnel, and press the D-Button UP/DOWN to flip through the choices. Watch the numbers change, showing what players will be on the field. Personnel groups range from Quads (4 wide receivers and 1 running back) to Heavy Jumbo (4 tight ends and 1 running back).

Different teams have different Personnel choices, depending on their capabilities.
3. Press B to set up a formation. Press the D-Button UP/DOWN to scroll through your team's choices.

Formation

Not all teams or personnel groups have the same formations. The choices you'll have depend on the team you're running and the talents of your personnel group. See the Playbook starting on page 26.

4. Press C for Options. Now set your quarterback's position, either behind the center or shotgun, by pressing the D-Button UP/DOWN. (Not all Personnel/Formation combinations allow a quarterback adjustment.)

QB Position

As long as you're in ABC Control mode, you can highlight and use any choice by pressing A, B or C.
5. Choose Play Calling mode (D-Button LEFT/RIGHT). Press the D-Button UP/DOWN to see your available plays. Some formations will have more plays than others. Look through them all so you won’t be shortchanged.

![Diagram of formations](image)

6. Press A, B or C to call your play and return to the field. In 2 Player competition, the game resumes when both players have selected a button.

You can change your play on the field by calling an audible. See page 15.

If you’re on defense:

1. Press the D-Button LEFT/RIGHT to get to your formations. You may see jersey numbers showing who your key defensive players are. Press the D-Button UP/DOWN to choose a formation.

2. Press the D-Button UP/DOWN to flip through your available plays.

3. Press A, B or C to call your play

In 2 Player co-op, Player 1 calls the plays on offense and Player 2 calls them on defense.
**BONE-CRUSHING ACTION!**

Get the most out of every play on offense and defense. Use your D-Button to move your player, and use A, B and C as shown below.

### When you're on offense:

<table>
<thead>
<tr>
<th>Before the snap</th>
<th>Press A to snap.</th>
<th>Press B to call an audible. Then press A, B or C.</th>
<th>Press C to call hut-hut signals.</th>
</tr>
</thead>
<tbody>
<tr>
<td>QB before passing</td>
<td>Press A to throw the pass.</td>
<td>Press B to change receivers.</td>
<td>Press C to jump (slow) or dive (at a run).</td>
</tr>
<tr>
<td>In play</td>
<td>Press A to stiff arm.</td>
<td>Press B to spin.</td>
<td>Press C to jump (slow) or dive (at a run).</td>
</tr>
</tbody>
</table>

### When you're on defense:

<table>
<thead>
<tr>
<th>Before the snap</th>
<th>Press A to cycle through players.</th>
<th>Press B to call an audible. Then press A, B or C.</th>
<th>Press C to reverse cycle through players.</th>
</tr>
</thead>
<tbody>
<tr>
<td>In play</td>
<td></td>
<td>Press B to choose player closest to ball.</td>
<td>Press C to jump (slow) or dive (at a run).</td>
</tr>
</tbody>
</table>

**Calling an audible on the field:**

1. Press B before the snap.
2. Press A, B or C to call one of the three plays on your last Playbook screen.
Executing a passing play:

1. Press A to snap.
2. Drop the quarterback into position behind the line of scrimmage.
3. Press B to scan your wide receivers.
4. Press A to pass. Once the pass is complete, you control the receiver. Start running him up the field.
5. Press A, B or C to stiff arm, spin, jump or dive.

Executing a running play:

1. Press A to snap.
2. Let the quarterback drop himself back. He will hand off to the correct running back automatically.
3. Once the running back is in possession of the ball, you can press A, B or C to stiff arm, spin, jump or dive.

Using the passing cursor:

1. Press A to snap.
2. Hold down B to activate the cursor.
3. Move the cursor with the D-Button. Release B to set it.
4. Press A to pass.

Turn the passing cursor ON or OFF during game setup, before you start play. See page 25 for details.
In 2 Player co-op games, on offense, Player 1 controls the quarterback, and then any other man after the pass. Player 2 controls any man besides the quarterback. On defense, both players control the defenders of their choice.

You’ll go into a huddle (and back to the Playbook) after every play. In 2 Player co-op, Player 1 calls the plays on offense; Player 2 calls them on defense.

You’ve got NFL talent. Put it to work. Call plays that use your team’s proven abilities. Check the Playbook starting on page 26 for player skills and sample plays.

Use the Kick meter for kickoff, punt and field goal attempts. See pages 10-11 to refresh your memory on the controls.

The defense is out there to stop you. Don’t make it easy. Fight for yardage with spin jukas and stiff arms. If you’re about to be buried, dive or spin. You just might gain an extra yard or two.

Great defenses go where the ball is. Don’t chase the ball carrier; get in front of him. Keep your finger near B so you can switch players fast and maintain control on the man nearest the ball.

Remember, every play’s a gamble. A sack, interception or fumble could happen in an instant.
USING THE PAUSE MENU

You'll see up to five options on the Pause menu, depending on the game situation:

- Paused
- Time Out
- Replay
- Flip Plays
- Field View

Pausing the game:

1. Press Start to freeze all game action. Press it again to resume play.

Calling a time out:

Use a time out to rethink or change your strategy. Each team gets three time outs per half.

1. Press Start on the field, right before a play begins.
2. Press A on the Pause menu. The official calls a time out, the game clock is halted, and the teams return to the huddle.
3. After the time out, you go back to the Playbook screen. Now you can change your offensive plan or set up a new offense.
4. You can also call a time out on the Playbook screen to reset the 45-second clock and stop the game clock.
Watching an instant replay.

1. Press **Start** any time except when a play is underway.
2. Press **B** to see a playback of the last game action.
3. Hold down **A** for slo-mo.
4. Press **C** to go through the replay frame by frame.
5. Press **B** to return to the game.

Flipping plays.

1. Press **Start** on the Playbook.
2. Press **C** to flip your plays, reversing their strong/weak sides.
3. Call any reversed play, just like a normal play.

Changing the field view:

1. Press **Start** on the Playbook.
2. Press the **D-Button** **UP/DOWN** to change your field view. You have four choices: horizontal; vertical — offense view, vertical — defense view, and overhead blimp.
3. You’ll see the new view when you return to the field.

To see a replay in a different view, first press the **D-Button** to change the view, and then press **B** for the replay. The view will return to its original setting when you resume play.
GAME SETUP

Press Start at the Title screen to set up your Game Select options.

Using the Game Select screen:

- D-Button UP/DOWN moves the highlight.
- A, B or C changes a highlighted setting.
- Start begins play.

VISITOR/HOME

Options: Player 1 Player 1 Coach Player 1/2
          Player 2 Player 2 Coach CPU

In Coach games, you select the plays and the computer runs them.

In 2 Player co-op, Player 1 controls the quarterback while Player 2 controls any other man. On defense, both players have free choice of the man they'll control. Player 1 calls plays on offense, and Player 2 calls them on defense.
GAME TYPE
Options: Exhibition
League

An Exhibition game is a single game played by any two teams. League play starts a 16-game schedule where you'll have the chance to make the playoffs.

When you change the setting to League play, you'll go on to the League screen (see page 22). Make sure you've chosen your team with the Team Select option before choosing League play.

GAME DIFFICULTY
Options: Beginner
Normal
Difficult

These skill levels control how well the CPU will play. In Beginner, the Playbook screen shows what play the CPU chooses. In Normal, you'll see the CPU's chosen formation. Difficult games are closest to real pro football — you've got to figure out through sight and savvy what your opponent is up to.

GAME TIME
Options: 20, 40 or 60 minutes

Games will have four quarters of 5, 10 or 15 minutes each, depending on your setting.

TEAM SELECT AND GAME OPTIONS

These choices take you to subscreens where you'll choose competing teams and set more game options (see pages 23-25).
LEAGUE PLAY

Start up a 16-week season that can take you to the playoffs. If you finish on top in the playoffs, you’re going to the Super Bowl!

On the Game Select screen, highlight “Game Type: Exhibition” and press A, B or C. You’ll go on to the League screen. Then highlight “Password” or “New Season” and press A, B or C again.

PASSWORD

A password appears at the end of every League game. Write down the password. Enter it on the Password screen later to return to an ongoing season.

Using the Password screen:

- D-Button moves the box in the character grid.
- A moves the entry box to the left in the bottom line.
- B enters the marked character into the entry box.
- C moves the entry box to the right.
- Start begins play. If your password is invalid, you can either correct it or press Start again to return to the Game Select screen.

NEW SEASON

Choosing this option initiates a new League season. Press Start to return to the Game Select screen.
TEAM SELECTION

The Team Select option takes you to the NFL Team Selection screen. You can choose actual NFL teams from the American and National Football Conferences.

Using the NFL Team Selection screen:

- **D-Button LEFT/RIGHT** scrolls through the divisions. **UP/DOWN** scrolls through the teams.
- **A, B or C** selects the team.
- **Start** returns to the Game Select screen.

Choose both teams. (You can even play a team against itself.) In League play, the schedule will determine what team you'll play against. Be sure to choose your own team before selecting League play on the Game Select screen.

---

**AMERICAN**

*East*
- Buffalo Bills
- Indianapolis Colts
- Miami Dolphins
- New England Patriots
- New York Jets

*Central*
- Cincinnati Bengals
- Cleveland Browns
- Houston Oilers
- Pittsburgh Steelers

*West*
- Denver Broncos
- Kansas City Chiefs
- Los Angeles Raiders
- San Diego Chargers
- Seattle Seahawks

**NATIONAL**

*East*
- Dallas Cowboys
- New York Giants
- Philadelphia Eagles
- Phoenix Cardinals
- Washington Redskins

*Central*
- Chicago Bears
- Detroit Lions
- Green Bay Packers
- Minnesota Vikings
- Tampa Bay Buccaneers

*West*
- Atlanta Falcons
- Los Angeles Rams
- New Orleans Saints
- San Francisco 49ers
GAME OPTIONS

Game Options takes you to a subscreen of game selections.

Using the Game Options screen:

• D-Button UP/DOWN moves the highlight.
• A, B or C changes a highlighted setting.
• Start returns to the Game Select screen.

SPEECH
Leave this option ON to get second-by-second game commentary and color rap.

MUSIC
When this option is ON, you'll hear music and sound effects, including players grunting and helmets clashing.

SEGAVISION
Leave this option ON to see the official's signals on the SEGAVision screen.

ZOOM VIEW
With Zoom View ON, you'll enjoy action closeups whenever the ball crosses the line of scrimmage, or when it's handed to or pitched to a running back.
PASSING CURSOR
Passing Cursor ON gives you a moveable target. Before a pass, move the cursor to a spot on field. The ball will be thrown to that spot, with the receiver running like heck to catch it. When OFF, the cursor will be automatically set on the field depending on the receiver you throw to and his pattern.

FIELD VIEW
Options:    Horizontal    Vertical Off.
            Blimp            Vertical Def.

This option sets the initial perspective for the next game. The vertical views are behind the offense or the defense. Blimp view shows you the entire field.

PENALTIES
NFL Sports Talk Football '93 plays by the rules. With this option ON, the official will impose a loss of yardage when a team is charged with a violation.

WEATHER
Options:    Fair, Rain, Snow

Set the weather for your next Exhibition game (unless you're playing in a domed, weather-proof stadium). In League games, weather depends on the time of year and the city you're in.

STADIUM
Options:    Natural, Artificial, Domed

Set the kind of stadium you'll play in.
PLAYBOOK

Knowing your players' abilities and studying your plays gives you the winning edge. So put this Playbook to work. It lists the skills and attributes of key players, and shows you two classic plays — one running and one passing — for each team.

Player skills are rated from 00 to 100. A rating of 50 shows an average ability; anything above 87 is outstanding.

Use the ratings to line up your personnel on offensive formations. Pick players with the right skills for the job. Running is always important — you gotta run to play. Speed and agility are necessary assets in every player. Since different positions require different skills, check the vital attributes. You'll want your wide receiver to have good hands. Running backs need speed and great blocking capabilities. A punter doesn't demand a high IQ, but he better know how to kick.
The plays show real setups used by each NFL team. They are examples of winning combinations based on the abilities of each team. They show how you can combine different personnel sets, formations and plays for effective strategy. You can select these combinations from the Playbook on screen. Or test your own tactical abilities by setting up the combination you think is best for putting points on the board.

Vary your calls. Even the most successful plays aren't effective all the time, and the defense is smart enough to "read" plays you use too often. Every situation is different. Consider the current down, yards-to-go, and your opponent's position before calling a play. Take into account the game clock and the current score. Even think about the players on the other team. Match up their skills with formidable players of your own.

That's how they do it in the REAL NFL.

**ABBREVIATIONS**

**Players**

- C Center
- DB Def. Back
- DLE Def. Left End
- DLT Def. Left Tackle
- DRE Def. Right End
- DRT Def. Right Tackle
- K Kicker
- LB Line Backer
- LG Left Guard
- LT Left Tackle
- P Punter
- QB Quarterback
- RB Running Back
- RG Right Guard
- RT Right Tackle
- TE Tight End
- WR Wide Receiver

**Ratings**

- # Jersey Number
- AGL Agility
- BLK Blocking
- HAN Hands
- IQ Game Smarts
- KIK Kicking
- PAS Passing
- POS Position
- RUN Running
- SPD Speed
- TCK Tackling
### AMERICAN FOOTBALL CONFERENCE

#### Buffalo Bills
**American East**

<table>
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<th>POS</th>
<th>#</th>
<th>SPD</th>
<th>AGL</th>
<th>RUN</th>
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<th>BLK</th>
<th>PAS</th>
<th>HAN</th>
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Patriots

Set: Dot
Formation: Black
Play: Slash Strong

Set: Fleet
Formation: Ton
Play: 939 Flat

Jets

Set: Fleet
Formation: Gold Slot
Play: Counter Gap Weak

Set: Open
Formation: Red
Play: 191 Drift

Bengals

Set: Regular
Formation: Green Under Slot
Play: Counter Gap Strong

Set: Dot
Formation: Silver Slot
Play: 628 Drag
### Cleveland Browns
**American Central**

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**Browns**

Set: Hawk
Formation: Green
Play: Buck Strong

Set: Open
Formation: Blue
Play: 666 Hook

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**Oilers**

Set: Quads
Formation: White
Play: Draw Solid

Set: Quads
Formation: Tan
Play: 80 X Choice

---

**Steelers**

Set: Hippo
Formation: Silver
Play: Fake Slash Boot

Set: Eagle
Formation: Green
Play: 844 Swing
### Denver Broncos
**American West**

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**Broncos**

Set: Regular  
Formation: Blue  
Play: H-Draw

Set: Quads  
Formation: White  
Play: 685 Pass

**Chiefs**

Set: Hawk  
Formation: Green Over  
Play: Fake Wham Reverse

Set: Quads  
Formation: Gold Slot  
Play: 999 Seam

**Raiders**

Set: Regular  
Formation: Red  
Play: Sweep Strong

Set: Fleet  
Formation: Purple  
Play: 272 Corner
### San Diego Chargers
#### American West

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Chargers

Set: Rhino
Formation: Silver Slot
Play: Counter Gap Strong

Set: Quads
Formation: Purple
Play: HB Pass

Seahawks

Set: Jumbo
Formation: Gold
Play: Slash Strong

Set: Quads
Formation: Tan
Play: 844 Flat
### NATIONAL FOOTBALL CONFERENCE

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### Chicago Bears
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Lions

Set: Jumbo
Formation: Blue Slot
Play: Blunt Week

Set: Quad
Formation: White
Play: 60 Streak

Packers

Set: Fleet
Formation: Purple
Play: Fake Counter Gap

Set: Regular
Formation: Green
Play: Fake Lead 826

Vikings

Set: Regular
Formation: Brown Slot
Play: Power Strong

Set: Fleet
Formation: Gold Slot
Play: 212 Shoot
### Tampa Bay Buccaneers
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### Atlanta Falcons
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Buccaneers

Set: Quads
Formation: Tan
Play: 545 Stop

Falcons

Set: Quads
Formation: White
Play: 80 Hook

Rams

Set: Dot
Formation: Black
Play: 090 Seam
### New Orleans Saints
**Conf/Div:** National West

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Saints

Set: Rhino
Formation: Silver Slot
Play: Fake Slash Boot

Set: Fleet
Formation: White
Play: 496 Drag

49ers

Set: Regular
Formation: Green Over
Play: Power Strong

Set: Fleet
Formation: Purple
Play: 628 Drag
HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TVs

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.
Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega’s Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega’s Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
A message from Evander Holyfield:

"You better Duck 'cause this ain't no two-bit sports emulation!" Sweats gonna fly and bloods gonna spurt in Evander Holyfield's "Real Deal" Boxing - 16-bit Genesis realism right in your face.


So throw the jab, uppercut, a left hook maybe, then duck & drop 'em with a heymaker. The more you win, the more formidable you become. Evander Holyfield's "Real Deal" Boxing. It's tough, it's bloody. It's the Real Deal. Got the message!