Thank you for choosing the fun-filled
TECMO SUPER BOWL III—Final Edition—
game pak by TECMO, LTD.

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 previously 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.

Handling Your Cartridge
The Sega Genesis Cartridge is intended for use exclusively
with 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 recess during extended play,
to reset yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or
image 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.

This official seal is your assurance that
this product meets the highest quality
standards of SEGA™. Buy games and
accessories with this seal to be sure
that they are compatible with the
SEGA™ GENESIS™ SYSTEM.

---

Starting up Tecmo Super Bowl III

Genesis system

1. Set up your Genesis System and plug in Control Pad 1. For 2 Player games, plug in Control Pad 2 also.

2. Make sure the power switch is OFF. Insert the TECMO SUPER BOWL III cartridge into the console and press it
down firmly.

3. Turn the power switch ON. In a few moments, the Sega screen will appear.

4. If you don’t see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and
the cartridge is firmly inserted in the console. If the system is
connected to a TV, make sure it's turned to the correct
channel (3 or 4). Then turn the power switch ON again. Always make sure the power switch is OFF before
inserting or removing the Genesis game cartridge.
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## 1. List of control techniques

### Genesis Control pad

- **D-pad**
- **Start button**
- **A**
- **B**
- **C**

### Control table in window

<table>
<thead>
<tr>
<th>Task</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>To select a mode</td>
<td>Press the D-Pad</td>
</tr>
<tr>
<td>To confirm a selection</td>
<td>Press the A button</td>
</tr>
<tr>
<td>To cancel a selection and return to the previous screen</td>
<td>Press the button.</td>
</tr>
</tbody>
</table>

### Play Selection

<table>
<thead>
<tr>
<th>Task</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>To select a running play or run defense</td>
<td>Press the D-Pad in the direction of your selection while pushing the A button.</td>
</tr>
<tr>
<td>To select a passing play or pass defense</td>
<td>Press the D-Pad in the direction of your selection while pushing the button.</td>
</tr>
<tr>
<td>Punting</td>
<td>Open the play strategy window with the A button and choose with the A button.</td>
</tr>
<tr>
<td>Field Goal</td>
<td>Press the @ button in the &quot;Ready for Play&quot; mode and enter with the A button.</td>
</tr>
<tr>
<td>Position Change</td>
<td></td>
</tr>
<tr>
<td>Player Change</td>
<td></td>
</tr>
<tr>
<td>Audible</td>
<td></td>
</tr>
</tbody>
</table>

### Return Operation

- **To make a touchback after catching the ball in the end zone**: Press the @ button while the returner is in the end zone.
- **To make a fair catch**: Press the @ button while the ball is still in mid air.

### Offensive Team Operation

- **Snap / Kick**: Press the A button.
- **To shake of an opponent who has grabbed onto you**: Press the A button repeatedly.
- **To choose a receiver**: Press the A button.
- **To throw a pass**: Press the @ button.
- **To make a dive**: Press the @ button.

### Defensive Team Operations

- **To change players**: Press the A or @ button in "Ready for Play" mode.
- **To perform a diving tackle**: Press the @ button after closing in on the player with the ball.
- **To knock away an opponent**: Press the A button repeatedly after catching up with him.

*For detailed operations, please refer to the corresponding pages.*
2. Tecmo Super Bowl III

Tecmo Super Bowl III — Final Edition — is a football game that simulates real NFL (National Football League) action. Players can experience an entire season — from the summer preseason games to the final Pro Bowl. Each of the 37 players on the 30 NFL teams in Tecmo Super Bowl III have been given the same statistics as the real players. The built-in trade mode even allows you to change the 1995 roster and repeat the regular season games as many times as you wish. We invite you to enjoy this realistic and exciting American football game.

The players and statistics in Tecmo Super Bowl III have been picked from actual NFC and AFC team rosters. Unfortunately we could not include all players from all teams. In the event that we could not use real names, please accept our apology.

*Power off memory function*

This game pak contains a backup battery for saving the results of the games played. To minimize the possibility of memory loss, avoid switching the power on and off in rapid succession.

3. Main Menu & Starting Games

While still on the opening demo screen, press the ‹ button. The title screen will then appear. Next press the Start button to bring up the Main Menu screen. While still on the Main Menu screen, use the D-Pad (up/down) to choose from the Menus and then press the ‹ button. Use the ‹ button to return to the Main Menu.

**Main Menu screen**

1. Preseason Games
2. Regular Season Games (Refer to P.12)
3. Pro Bowl Game (Refer to P.11)
4. Superstar Editor (Refer to P.26)
Team Data (Refer to P.20)

**Preseason Games**

Select "Preseason" from the Main Menu. The Conference Select screen will appear.

Select the conference that the team of your choice belongs to in this screen. Use the D-Pad (up/down/left/right) to select the roster you like from among the 30 NFL teams on the Team Map screen.

The Game setup screen will appear once you and your opponent have chosen teams.
In the Game Set up screen, you can set the environment of the game. Choose the item you want to select by moving the cursor with the D-Pad (up/down).

If the cursor is between "Time" and "Stadium", the setting can be changed by pressing the D-Pad (left/right). If the cursor is in "Change Players", "OF Starter", or "DF Starter", the Player Set screen will appear by pressing the A button. To return to the Team Select screen press the B button. When all selections have been made, the game can be started by choosing "Game Start" and pressing the A button.

**Change Players screen**
The team members can be changed freely. It operates the same as player changes in the "Pro Bowl Game" (The screens are also the same. Refer to P.25)

**OF Starter / DF Starter screen**
This screen is used to change starting members. It is the same as the Member Change screen during games. (Refer to P.20)

*Selection of Control Mode*
To select operation methods:

**MAN:** You will operate the game.

**COM:** Computer will operate the game.

**COA:** You will call the plays and the computer will run them for you.

*Setting Weather Conditions*
Depending upon the region the teams come from, there may be cases in which teams do not perform well in certain weather. You should study this prior to regular season games.

**Regular Season Games**
Each NFL team plays 16 games during the 17 week season. The best teams from each conference then compete against each other in the playoffs. The two best teams from the playoffs then compete for the world championship in the Super Bowl.

In this mode the records of each team and player are stored in the game pak memory as the season progresses. Select "Season Game" on the Main Menu to bring up the Regular Season Options screen. It is possible to confirm data or change settings in games. (Refer to P.12)

**Pro Bowl Game**
Pro Bowl games are played by teams consisting of the best AFC and NFC players.

You can select the all-star team line-up in the team data mode. (Refer to P.24)

Selecting "Pro Bowl" from the Main Menu brings up the Team Control screen. Once the control mode is entered, the Conference Select screen appears. Use the D-Pad (left/right) to select the AFC or the NFC. Once you have selected your team, the Game Set up screen (P.10) will appear.

**Superstar Editor**
The Superstar Editor mode allows you to create and register/delete your own original character to play in the games. Custom players will improve their abilities by playing well throughout the regular season.

Select "Superstar Editor" in the Main Menu to bring up the Custom Player Line up screen. (Refer to P.26)
4. Regular Season Games

The Regular Season Options screen will be brought up by selecting "Season Game" in the Main Menu.

① Game start (P.16)
② Schedule
① Team Controls
④ NFL Standings (P.16)
⑤ Team Rankings (P.17)
Season Team Data (P.20)
⑦ NFL Leaders (P.18)
⑧ NFL Record (P. 17)

① Team Control screen

- To change the control mode of each team into a single common mode, Select one of the 4 icons at the top of the screen.
- Press the D-Pad to slide screens to the right or left.

This screen sets the control mode by team which the game will operate under. Use the D-Pad (up/down) to select the team whose mode you want to change and press the A button. The mode cycles through MAN, COA, COM, and SKP with every push of the A button. To change the conference, select "Change Conference" in the upper left-hand corner of the screen and press the A button. Use the B button to back to the previous screen.

② Schedule

You can make sure about the schedule of the games. Use the D-Pad (up/down) to view the rest of the schedule. The progression of the schedule is recorded in the game memory.

The team control modes by team name are represented by three different colors.
Red: MAN, COA : You need to operate the team.
White: COM : The computer operates the team.
Blue: SKP: The computer operates the team.

To view the playoff schedule or to reset the regular season data, press the A button on the Schedule screen.

a) Select schedule
b) Auto skip
c) Playoffs
d) Reset

a) Select Schedule

Choose "Select schedule" to bring up the Trade Questions window shown here on the right. Decide whether to choose the trade mode or not. If you choose the trade mode, trades and FAs will be inserted in the beginning of the season.

b) Auto Skip

Select the "Auto Skip" mode and press the A button. A "To week 00." window will appear. Use the D-Pad (up/down) to select the number of weeks you would like to skip and press the A button.

The next time you start a game, the schedule will automatically go to the specified week or the games set in different control modes, skipped games are handled through the SKP vs. SKP mode. To cancel "Auto Skip", hold down the B button.

c) Playoffs

To view the Playoff Tournament Table, select "Playoffs" and press the A button. The tournament table screen will then appear.

Use the D-Pad (left/right) to slide through the Tournament Table screens.
d) Reset
Choose "Reset" if you want to reset the options to start from the beginning of the regular season you have been playing. The contents of the battery back up in the pak will be deleted.

Trade and Free agents (FA) Mode
At the beginning of every season, team trades and designated FAs for teams with control modes set in "MAN" are conducted for season games.
If the requested trades and FAs are accepted, the team will be able to exchange its members.

Trade Methods
Use "Select Schedule" to select the trade option (Refer to P.13). Reset the data. Set the team control mode of your team to MAN. Choose "Game Start" from the Regular Season Option Menu(P.12). The first of your trade screens will then appear.

Use the D-Pad to select the team member you wish to replace and press the A button. You are only able to replace one player from each team at a time.

When you want to choose a player from a defensive team, move the cursor to "Offense" on the offensive column and press the A button. The defensive team roster will then appear. (To return to the offensive team roster, move the cursor to "Defense" in the defense column and press the A button.)

Once you select the player you want to replace, the Naming window appears. Use the D-Pad (left/right) to select the team of the player you want to add to your own team. Use the D-Pad (up/down) to select the name of the player and press the A button. The trade screen for the next team will appear then. (When choosing a new member, you are only allowed to nominate team members who play the same position as the player you want to replace.)

Once you have finished naming your trade requests in teams in MAN control modes, the Trade Results screen appears, informing you of your success. Up to three trades may be made at the beginning of each season. If you wish to stop mid-way press the B button to finish. Then the Trade Results screen will appear. (The Trade Results screen always appears three times.)

After trading is concluded, you can obtain free agents.

FA Methods
The FA (Free Agents) screen allows you to obtain FAs from the FA points you have acquired.

a) Roster Area
It is an area that lists your players. Move the cursor to the "Roster Area" and change positions with the D-Pad (left/right) Move the cursor to the player you want to fire and press the A button. The player will be fired adding FA points for you to use.
b) Free Agent Area
This area lists FA players. Move the cursor to the "Free Agent Area" and change positions with the D-Pad (left/right). Move the cursor to the player you want to hire and press the □ button. That player will be hired.

However in the situations below you are unable to hire players.
When you do not have enough FA points to hire the desired player.
When there is no more space on your roster.
You will exit the FA screen if you press the ○ button. The first weeks games will then start.

To restart FA from the beginning press the ○ button

(3) Starting the Game
The games will begin in accordance with the schedule table. The flashing game on the schedule table will be the next to start. Game results and statistics are recorded in the game memory.

(4) NFL Standings
A table of team win-loss records is provided for each conference and division. As the regular season progresses, the teams with enough wins to enter the playoffs are given a ranking score which appears in red numerals.

<table>
<thead>
<tr>
<th>W - Number of wins</th>
<th>T - Number of ties</th>
<th>PTS - Total points</th>
</tr>
</thead>
<tbody>
<tr>
<td>L - Number of losses</td>
<td>PCT - Win percentage</td>
<td>OP - Opponent points</td>
</tr>
</tbody>
</table>

(5) Team Rankings
Use this mode to view the offensive and defensive rankings for rushing, passing, and total yardage for both league and conference teams.
Use the D-Pad (left/right) to select the category you want to see. If you press D-Pad down you can see lower ranking teams.

(6) NFL Records
This screen shows you the season game records of the great players by play item. Use the D-Pad (up/down/left/right) to view the records. The actual NFL records are shown first. The NFL records remain in the memory when resetting a regular season game. To reset the NFL records, press the ○ button. The reset window will then appear. Select "Yes", to reset the records back to its original state.

Play Items for NFL Records
Individual Records
Rating: Best rating of the year.
Passing Yards: Most passing yards gained during the year.
Touchdown Passes: Most touchdown passes for the year.
Rushing Yards: Most rushing yards gained during the year.
Receiving Yards: Most receiving yards gained during the year.
Pass Receptions: Most pass receptions received during the year.
Touchdowns: Most touchdowns for the year.
Scoring: Most points scored during the year.
Sacks: Most sacks for the year.
Interceptions: Most interceptions for the year.

Team Records
Offense Total:
Rush: Total offensive rushing yards
Pass: Total offensive passing yards

Defense Total:
Rush: Fewest rushing yards allowed
Pass: Fewest passing yards allowed
(7) NFL Leaders

Use this mode to view the records and rankings of the top players in each category. Choose the category and league or conference that you want to see. Then press the A button. Push the B button to bring back the original screen. The D-Pad (up/down) allows you to look up and down through the rankings.

Play Items of NFL Leaders

PASSING
Rating:
Comp. %:
Attempts:
Comp.:
Yards:
Yards/Att.:
TD. Passes:
LST. INT. %:

RUSHING
Yards:
Attempts:
Yards/Att.:
Touchdowns:
Longest:

RECEIVING
Receptions:
Yards:
Yards/Rec.:
Touchdowns:
Longest:

PUNTING
Average:
Punts:

SCORING
Points:
Touchdowns:
Extra Pts.:
FG.:

SACKS
Forced fumbles:
Sacks:
Tackles:

INTERCEPTIONS
Int.:
Yards:
Touchdowns:

KICKOFF RETURNS
Average:
Yards:
Returns:

PUNT RETURNS
Average:
Yards:
Returns:

Changing items To change the play items, press the A button. The Play Item window will then appear. Use the D-Pad to move the "v" mark to select the item you want and then press the A button to confirm your selection. Press the B button to close the Play Item window.
5 Team Data

Team data is separated into regular season, preseason and Pro Bowl data.

1 Regular Season team data

This screen enables you to view the team data for the present season. To bring up the Team Data screen, select "Team".

Offensive Starters
Defensive Starters

"OF Starters" and "DF Starters" on the Team Data screen brings up a screen for confirming and editing the starters of the offensive and defensive teams.

You can also replace the players in the "Starters" column through the D-Pad and the A button (See P.36 for details). You can check the individual data of players by pressing the Start button after selecting the players name.

*Move the "▷" mark to the "Starters" section and press the A button. Then the reset window will appear. Choose "Yes" to change the line up back to the original starting members.

Play Book

For an offensive team during a game, you can choose 8 different types of play patterns from two play books, play books one and two.

Use this mode to edit the play books which are to be used during games.

Select "Play Book" when you wish to do editing and press the A button. The Play Book Replacement screen will appear.
a) Physical Condition
Players have 5 different physical condition levels.
Excellent: Top condition! Player is in optimum condition.
Good: Good condition Player can fully display his ability.
Average: Average condition Player is in normal condition.
Bad: Bad condition Player is in a slump.
Injured: Sidelines with injury Player can not participate in games.

b) Ability
The Ability screen indicates the players' abilities. Abilities vary depending on player's position.

Individual Abilities
Abilities common to all players
Running speed: A player's dashing speed
Rushing power: Starting power of a player's dash
Maximum speed: A player's maximum speed
Hitting power: A player's strength when blocking or hitting an opponent
Body balance: Sense of balance
Agility: Speed at which a player changes direction

Quarterback Abilities
Passing speed: Speed of release when passing
Passing control: Control of passes
Passing accuracy: Accuracy of passing
Avoid rush: Ability to avoid being hit by opponents
Coolness: Ability to remain calm and stable

Abilities of Running Backs, Wide Receivers, and Tight Ends
Ball control: Ability to avoid fumbles when carrying the ball
Receptions: Ability to catch passes

Punter Abilities
Kicking power: Strength of kicks
Avoid kick block: Ability to avoid opponents kick blocking attempts

Kicker Abilities
Kicking power: Strength of kicks
Ability of kicking
Avoid kick block: Ability to avoid opponents kick blocking attempts

Defensive Player Abilities
Interceptions: Ability to intercept opponents passes
Quickness: Reaction speed

Individual Results
To view a player's individual results, use the D-Pad right while on the Individual Data screen.

| QB Sacks | TAC: Number of tackles |
| SACKS: Number of quarterback sacks |
| FUN/B. F.: Number of opponent fumbles |

| Punt Kicks | NO.: Number of punts |
| YDS.: Total punting yards gained |
| AVG.: Average number of yards per punt |

| Kicks | NO.: Number of punt returns |
| PTS.: Number of points obtained |
| XP./ATT.: Extra point (try for points) success rate |
| FG./ATT.: Field goal success rate |

| Punt Returns | NO.: Number of punt returns |
| YDS.: Yards gained on punt returns |
| AVG.: Average yards gained per punt return |
| TD.: Number of punts returned for touchdowns |
| LG.: Distance of longest punt return |

| Interceptions | NO.: Number of interceptions |
| YDS.: Yards gained on interception returns |
| AVG.: Average yards gained per interception |
| TD.: Number of interceptions returned for touchdowns |
| LG.: Distance of longest punt return |

| Kick Returns | NO.: Number of kick returns |
| YDS.: Yards gained on kick returns |
| AVG.: Average yards gained per kick return |
| TD.: Number of kicks returned for touchdowns |
| LG.: Distance of longest kick return |

Team Schedule
During the regular season, weekly team results are displayed.
* The team schedule is only available for regular season games.
2 Preseason Team Data
Selecting "Preseason Team Data" brings up the Conference Select screen. Use the D-Pad (left/right) to select the conference. Choose the team whose data or roster you wish to confirm by pressing the A button.

The Preseason Team Data screen enables you to check the team data or change starting players. No statistics from the preseason are saved. There are no individual results, playbooks, or team schedules in this data screen.

NOTE
All preseason game selections use base line team and player data. The preseason does not use accrued data from season play.

3 All-star Team Data
To view or change the team data of All-star teams, select the "Team Data" listed in the Main Menu. The Conference Select screen will then appear. Use the D-pad (up/down/left/right) to select the conference you want. Choose the team whose data or roster you wish to confirm by pressing the A button. All-star games on the other hand do use team and player data from games played during regular season play.

1. Reset Players
2. Change Players
3. Players Data
4. OF Starters
5. DF Starters
6. Play Book

1. Reset Players
This allows you to return the Pro Bowl team roster back to the way it was originally. Select "No" to cancel the window.

2. Change Players
Use this mode to change the Pro Bowl team roster. Select "Change Players" and press the A button. This will bring up the offensive roster. Then use the D-Pad right to display the defensive roster.

To select the player you wish to replace use the D-Pad and then press the A button. A window which shows the all-star players by team will appear. Then use the D-Pad (left/right) to select a team. Use the up/down controls to select team members. Press the A button to exchange selected players. Press the B button to go back to the previous screen.

3. Players Data
Select "Players Data" and press the A button. The screen will then slide over to the offensive roster. Use the D-Pad right to display the defensive roster. To view the data of individual players, after selecting a player press the A button. (Refer to page 21)

4. OF Starters, DF Starters
You can confirm or reorganize offensive and defensive team starters (see page 20).

5. Play Book
Allows you to confirm or edit the play book (see page 20).
6 Custom Player

If you choose “Superstar Editor” in the Main Menu, the Custom Player Line Up screen will appear. On this screen, the names, teams, and jersey numbers of registered custom players are displayed in a list. The maximum number of custom players is 37. “No Data” is displayed in places where no players have been registered.

1) Registering Players

Move the cursor to the space you want to register a player on the Player Line Up screen and press the A button. The window will then appear on the screen. Move the cursor to “Make Player” in the window and press the A button to select the Register screen.

   (1) Decide the player’s name
   (2) Decide the player’s jersey number
   (3) Decide the player’s skin tone
   (4) Set the player’s abilities
   (5) Decide the player’s team
   (6) Save

Register screen

(1) Enter Name

It is possible to enter one letter for the first name and up to 11 letters for the last name. In all cases it is necessary to enter at least one letter. Move the cursor with the D-Pad (up/down/left/right) to select letters. Use the A button to enter.

Use the “DEL” or C button to delete a letter. Complete the name entry by choosing “End” in the window.

(2) Enter Jersey Number

Move the cursor with the D-Pad (up/down/left/right). Your entry can be made by pressing the A button. First the 10’s digit and then the 1’s digit will be entered.

(3) Decide the Player’s Skin tone

Select the skin tone by pushing the D-Pad (left/right).

(4) Set Player’s Abilities

In the Ability Set screen, you have to split the points between each “Ability.” The “Total Points” will be displayed on the left of the screen, and a list of abilities will be displayed on the right side of the screen.

The cursor can be used to set ability scores through the D-Pad (up/down).

The ability increases by pressing the D-Pad right, while it decreases by pressing it left. As you increase ability scores the points in “Total Points” decreases. You can divide points until “Total Points” reaches “0”.

Press the C button after setting each ability. Then you will be asked “Are you ok?”. You can complete the setting of abilities by pushing the A button. The former Register screen will then appear.

(5) Decide the Team

Newly created characters and players of the same position will be displayed by teams in the Team Select window. Use the D-Pad (left/right) to choose the team you wish to place your original character on. Move the cursor (up/down) to select players you want your original character to substitute in for and press the A button.
Note: Once a new player is in a season game, the player he was substituted for can not play in a season game because he is not registered anymore. If you want to re-activate that player, you have to delete the custom player you registered by using the delete command. Then the custom player will disappear and the previous player will return to the screen. You can not exchange one custom player for another custom player.

(6) Save
After you set all of the items, select “Save” and press the A button. The original character is now registered if all items are set. If all settings have not been input, a message that you have not completed your player appears. Now you will be asked if you wish to “Complete data” or “Abandon data and exit”. Abandoning data will delete the player. Otherwise, you can continue and complete your custom player’s data.

* Even if there are some remaining points in “Total points” for “Ability”, if you save, the points will be lost.

2) Deleting Players
To delete your own original characters from the register, move the cursor to the player you want to delete and press the A button. A window will then appear on the screen. Move the cursor to “Delete Player” and push the A button. The player registered in the selected space will be cleared and the space retains a not registered status.

3) Improvement
Custom players improve their skills each game in each season. Improvement points will be obtained if players experienced a couple of games with good results.

The “I” mark will appear on the Player Line up screen for players that have gained improvement points. Move the cursor to the player you want to improve and press the A button to bring up the window. Select “Improve Player” to make the Ability Set screen appear.

The procedure to divide points is the same as earlier. However, points for any ability can not be set below the original settings.

7. Starting the Games
If you are through checking the data and setting up the teams, it's time to start the action! Press the start button on the Game Condition screen.

Note: Always check the Schedule and Team Control modes before starting if you are playing regular season games by yourself. You will not be able to play by yourself if the schedule is set to a two-player mode such as MAN vs MAN or COA vs COA.

Coin Toss
Before starting the game, the referee tosses a coin to determine which team will kick off. The team that wins the toss can select to kick off or receive. To skip the Coin Toss screen, press the button.

Kickoff
To kickoff, press the A button.
A kickoff meter then appears at the bottom of the screen. The meter grows longer and then restarts. The longer the meter, the further the ball will travel at the kickoff. Watch the meter carefully and press the A button when the meter has reached its longest point. Try to keep your kicks on-side. Kick the ball when the meter is blue. Try to keep your kicks on-side, so that you'll have a good chance to recover the ball and return it. You can control any of your players that manage to recover the ball.

On-side Kick
Kick the ball when the meter is blue and it will produce an on-side kick which your kicking team will have a good chance of recovering and returning. You can control your player that manages to recover the ball.

Fair Catch
To make a fair catch, press the button while the kick is still in the air. You can take a time out by pressing start whenever play is interrupted by a whistle.

Touchback
Making a Touch back in the end. To make a touchback, press the button when your returner catches the ball in the end zone.
8. Offensive Team Controls

When play is interrupted by a whistle, the Play Book screen appears. Select a play book one or two by pressing the D-Pad as displayed on the screen. Then the Play Select screen will appear.

While on the Play Select screen, press the D-Pad and the □ or □ button at the same time to choose the kind of play you want.

Running Play  D-Pad and the □ button
Passing Play  D-Pad and the □ button

Play Strategy window

To bring up the Play Strategy window, press the □ button. Use the □ button to close the window. Use the D-pad to choose the play category you want. Press the □ button to enter your choice.

1. Time Out
Use the timeout mode when you want to take timeout. Three time outs can be taken per half. You can also take a time out anytime by pressing the Start button when the ball is dead.

2. Punt Kick
Use this mode when you want to kick a punt. The Punt Tactics screen will then appear. This screen gives you the options of kicking a punt or faking a punt and continuing with your offensive drive.

Choose the type of play you want according to the controller that appears on the screen with the diagrams.

If you have chosen to punt, a kick meter will appear as the center snaps the ball. While watching the meter press the □ button at just the right time.

3. Field Goal
Select this mode to attempt a field goal. Like the punt this screen allows you to try a field goal or fake it and continue your drive. Make your choice by following the controller that appears with the diagrams.

If you chose to attempt a field goal a “>” mark appears in front of the kicker.

This moves up or down once the center has snapped the ball.

The direction of the mark determines the direction the ball will travel. Press the □ button while carefully watching the timing.

4. Change
Use this mode to call up the Offense Change screen. The Offense Change screen also appears when a player is injured. (See page 36 on how to change offensive team members.)

5. Statistics
Select this mode to check on the mid-game statistics of players. The Statistics screen then appears. Choose the play items you want. The players are ranked according to performance.

6. Play Book
Select this mode to change the play pattern of a play book. See page 20 for details on how to change the Play Book.

7. Reset
Select this mode to close the Play Strategy window. The screen will then return to the Play Book screen.
The action starts as soon as you and your opponent have selected your plays on the Play Select screen.

To snap the ball — Press the  button

Offensive Audibles

— At the time of "Ready set" but before the ball is set for the snap, you are able to change plays from run to pass or pass to run. To use an audible, press the  button during "Ready set". "Audible" will appear on the screen. Then press the  button to change the play. The line will then shift according to the new play settings. Press the  button to cancel the audible.

Control of Running Plays

To control the ball carrier — Use the D-Pad
To shake off a player who has grabbed you — Press the  button repeatedly

Control of Passing Plays

Pass plays can only be done when you have selected "Pass Play" from the Play Selection screen.

To select the receiver after the snap — Press the  button
To pass the ball to the receiver indicated by the pass indicator ("\" mark) — Press the  button

* Throwing different types of passes

If you keep pressing the  button after you release the pass it will be a bullet pass. If you release the  button immediately after releasing the ball, you will throw a rainbow pass. Use these techniques to throw different types of passes depending upon the situation.

Your pass may not be as good as expected if you have a poor quarterback or if he is not in good physical condition. As the success of your passes depends greatly on the ability and physical condition of both your quarterback and receiver, it is wise to avoid passes with a high risk of failure. Careful use of passes can help you to penetrate the defense and improve your chances for touchdowns.

Controlling Dive Plays

To make a dive—Press the  button

You can choose dive plays from the Play Patterns on the Play Select screen, or by pressing the  button during normal plays. This makes the ball carrier dive.

Try-for-Point

One Point Conversion

After scoring a standard six point touchdown, the "Try-for-Point" Tactics screen will appear. If you select "Field Goal" with the D-Pad and the  button, you will be able to attempt a one point conversion.

Two Point Conversion

There are two ways to make a two point conversion.

1) Select "Fake Pass" or "Fake Run" in the Try-for-Point Tactics screen with the D-Pad and  button.

2) Press the  button in the Try-for-Point Tactics screen to display the window for "2-Point Conversions".

* The Play Select screen will appear if you choose "2-Point Conversion". You will be able to make a selection from among the normal plays using the normal process.
9. Defense Team Control

When the Play Book screen appears, select the Defense Formation you want according to the controller that appears. It is a good idea to choose your defense according to the amount of space behind the defensive line.

Choosing “Formation” brings up the Play Select screen. Press the controller button that you think represents the play pattern the offense is likely to choose.

To block a running play — Use the D-pad with the A button.
To block a passing play — Use the D-pad with the B button.

Defense Window

To open the defense window — Press the A button
(The B button closes it.)

1) Timeout
You can have three timeouts per half. (You may take timeouts by using the start button.)

2) Change
Use this mode to bring up the Defense Substitution screen. The Defense Substitution screen also appears when a player is injured. (See page 36 for details about how to substitute defensive players.)

Statistics (Stats)
This allows you to check the mid-game performances of players. Choose the play items you want to examine. Team members will be listed in accordance to performances.

4) Reset
Select this mode to close the Defense window. The Play Book screen will then reappear.

The action begins as soon as you and your opponent have selected plays from the Play Select screen.

Defense Audible
For an audible, press the © button during the “Ready set” period before the ball is snapped. The Formation Select panel then appears along with “Audible”. Use the D-Pad (up/down/left/right) to select the defensive formation and press the A button. Press the © button to cancel the audible.

To select the player you want to control—
Press the A or B button while you are in “Ready-for-Play”. (The defender you control changes with every push of the buttons.)

To control a player — Use the D-pad
To dive tackle an opponent — Press the © button after catching up to the player you want to tackle. (This can knock down almost any player.)

To shake off a player who has grabbed you
— Press the A button repeatedly
10. Player Substitutions

Offense Team

Return Team

Formation Finder

If you change the formation on this screen, you may change the formation as shown in "Position Finder". The line up then changes to the new formation.

Position Finder

The players are shown in formation with positions and jersey numbers.

Names of players entered in game

Injured players have "X"s after their names. These players can not enter games. When you want to make changes to the return team press the D-Pad right and the screen will slide on to the return team's window.

Names of kickoff and punt returners

Names of players able to be substituted with kickoff and punt returners

Player Substitutions

Use the D-Pad to select players you want to substitute in the "Players" (or "Returners") column. Then press the A button. Then a "△" mark will appear in the "Team Area" column ("Return Team" column for returners). Move the marker to the players you want to enter into the game and press the A button again. The players will then be substituted for each other.

If the formation has been changed, the substitute line up will return to its former status.

Press the Start button to view the personal data for players you have selected.

In the player's column the position of the players marked by the "△" flashes.

There are limitations to substitutions depending on the position of a player.

<table>
<thead>
<tr>
<th>Position</th>
<th>Position available for substitution</th>
</tr>
</thead>
<tbody>
<tr>
<td>QB</td>
<td>QB only</td>
</tr>
<tr>
<td>RB, WR, TE</td>
<td>RB, WR, TE</td>
</tr>
<tr>
<td>DL</td>
<td>DL</td>
</tr>
<tr>
<td>LB</td>
<td>LB</td>
</tr>
<tr>
<td>DB</td>
<td>DB</td>
</tr>
<tr>
<td>KR, PR</td>
<td>Players listed in &quot;Return Team&quot; column</td>
</tr>
</tbody>
</table>

QB = quarterback, RB = running back, WR = wide receiver, TE = tight end, KR = kick off returner, PR = punt returner, T = tackle, G = guard, C = center, DL = defensive linemen, LB = linebacker, DB = defensive back

When the game is interrupted by a whistle, players may be injured. Substitute for any injured players as they will not be able to enter the game again until the injury is healed. Some injuries can take on entire season to heal.

Game composition

A game is made up of the first and second quarters, followed by half time (which can be skipped by pressing the @ button) and then by the third and fourth quarters.
11. The Road to the Super Bowl

The road to Super Bowl is long and rigorous. Without outstanding technique and play strategy the Super Bowl is an unattainable goal. Keep polishing your skills and use your best play strategy to achieve victory.

TECHNIQUE SECTION

Running Plays

Avoiding a diving tackle
When the COM is about to make a diving tackle, the defensive player will get ready to dive, then he will attempt to tackle your player. To avoid being tackled get out of the way just as he is getting ready to dive.

* If the defensive player gets ready to dive, — get out of the way.

Make the most of your running back’s talents
Some running backs like to use their strength to bowl over the defense and plow straight ahead, while others like to use special techniques and speed to avoid tackles. When you are controlling a powerful runner (a runner with great hitting power), have confidence in his strength and run him straight at the defense. When you are controlling a skillful running back (a runner with running speed and rushing ability), head upfield by eluding the defense’s tackle attempts.

Pass Plays

Look for an open receiver
Don’t throw a pass to a receiver who is well covered by the defense or the pass may be knocked down or intercepted. Look for an open receiver and then pass the ball to him.

---

The success of your passes depends on the ability of your quarterback and receiver

The greater the ability of your quarterback and receiver the easier it will be for you to complete passes. With talented players it is possible to make passes even when your players are covered. However, if your receiver is not talented, he might drop the ball even though he’s wide open. Likewise, if your quarterback isn’t talented, he might throw the ball so badly that your receiver can’t catch it.

Use your ace receiver when it really counts
If you have an ace receiver on your team who is extremely talented, try throwing the ball to him in situations where it really counts.

Defense

Intercepting the other team’s passes
Move your defenders into the area that the offensive team’s pass is heading. Then, if your defenders are talented enough, they might be able to make an interception.

STRATEGY SECTION

Make the most of your team’s talents
There are many different types of teams — good passing teams, good running teams, strong defensive teams, etc. Find out what your team’s strengths are and then make your play choices based on those strengths.

Take away your opponent’s strong points
Study your opponent to discover his strengths and weaknesses.
During the game concentrate on shutting down your opponent’s favorite plays and upsetting his game plan.

WEATHER SECTION

The weather condition is an important factor of the game. The weather will be determined as follows.

In preseason and Pro Bowl games:
You are able to choose the weather conditions. You can simulate your team-ability under snow and rain conditions, and can develop a plan of tactics under any weather.
In the regular season game:
The weather condition is determined by the season, by the region where the game is being held and by the probability of rain or snow. For example, a winter game, played in a wet northern area will have a high probability of snow. On the contrary, a game played in a dry southern area is likely to have nice weather. To win the game under bad weather conditions, you must consider a plan of tactics for your team by playing preseason games under bad weather conditions.

When playing in rain or snow, the player you are controlling may slip and fall.

Play Patterns

The five basic play patterns used in Tecmo Super Bowl III.

T-formation
Formation where the running backs line up side by side behind the quarterback, forming a “T” shape.

I-formation
Formation where two running backs are placed directly behind the quarterback, resembling an “I” shape.

Oneset Back
Formation where running backs are placed just behind the quarterbacks.

Double Tight End (TE)
Formation where tight ends are placed on both sides of linemen. Running back can select the direction freely in this formation.

Run and Shoot
Formation where a fourth wide receiver takes the place of a tight end to enable a better passing offensive.

Shot Gun
Formation where the quarterbacks are placed 7 yards behind the center, enabling the center to make a long snap. This formation allows for better passing offensive. The lower position also gives the quarterbacks more room to maneuver. Running play can also be conducted in this formation.

12. Team introductions

AFC EAST

Buffalo Bills
There is no denying the destructive power of the Bills hyper-offense which is spear-headed by quarterback Jim Kelly, running back RB Bills, and wide receiver Andre Reed. The defense has certainly increased its girth with the additions of defensive end DE Bills, linebackers C. Bennett and Bryce Paup. In order not to forsake the glory of four straight AFC championships, this season the team needs to strive together as one.

Indianapolis Colts
The offensive lineup is all set for battle. In addition to running back Marshall Faulk, who demonstrated his extraordinary ability in his spectacular debut, they have also picked up quarterback Craig Erickson, and wide receiver W. Anderson. The key for the team is how successful they will be at rebuilding their pass defense, which is supported mainly by linebackers Tony Bennett and G. Coyatt.

Miami Dolphins
They have picked up tight end Eric Green to add to their offensive lineup, which includes super quarterback Dan Marino and Pro Bowl wide receiver Irving Fryar. The defensive lineup is strong with the unsurpassed youthful combination of defensive linemen DE Dolphins, Tim Bowens, strong pass rush linebacker Bryan Cox, and the quick cornerback Troy Vincent. They also have defensive lineman T. Armstrong, and safety Louis Oliver. For this all-star cast, the only target is the Super Bowl.

New England Patriots
Quarterback Drew Bledsoe has displayed his worth by developing his flashy pass attack. The Pro Bowl tight end Ben Coates established himself as Bledsoe’s favorite target. The raging onslaught waged mainly by these two athletes has been unstoppable for some time. The defense is also starting to show cohesion, primarily through the efforts of linebacker Vincent Brown, and cornerback Maurice Hurst. The countdown to their long cherished dream of being division champions has already begun.

New York Jets
They signed tight end Kyle Brady who has gained attention as a new talent. He creates new offensive options together with the swift and sure-handed tight end J. Mitchell and signal caller quarterback Boomer Esiason. The performances of the defense, led by highly talented linebacker Mo Lewis, and the young wide receivers will set the course for the season.
Cincinnati Bengals
The hot shot rookie running back Ki Jana Carter has been added to the young and developing offense of quarterback Jeff Blake, and wide receivers Carl Pickens, and Darnay Scott. Their pass defense, with its strong front line as the foundation, has gained a good reputation. When this offense and their defense start working together, the revenge of the Bengals will begin.

Cleveland Browns
The Browns give the impression of a team who is destined to completely regain their prestige through the significant improvement of their defense. Up until now the defensive image has been paramount; however, recently the offense, consisting primarily of quarterback V. Testaverde, Pro Bowl running back Leroy Hoard, and the very mobile offensive terror, wide receiver Andre Rison, has been developing a steady offensive thrust. This season's Browns are of a bit different color.

Houston Oilers
Their unaltered stalwart pass defense with talented players, like defensive lineman Ray Childress, linebacker Al Smith, cornerback Chris Dishman, and safety M. Robertson, all positions, guarantees that they will be a major obstacle for any teams passing attack. The offensive team is pulling together mainly around running back Gary Brown. A quarterback who can demonstrate stable leadership is their biggest requirement.

Jacksonville Jaguars
This season the Jaguars are a new addition to the NFL. They will be challenging with an offense bolstered by quarterback S. Beuerlein, powerful running back Reggie Cobb, veteran wide receiver Ernest Givins and big rookie tackle Tony Boselli. Though an expansion team, they have a team whose power can not be looked upon lightly, making it possible for them to make great strides in their first year.

Pittsburgh Steelers
The destructive power of the "Steel Curtain" peerless defense consists of Pro Bowl players linebacker Greg Lloyd and linebacker Kevin Greene, safety Darren Perry, who is the division-leading pick off artist, and the most devastating corner, Rod Woodson. In order for the division-leading Steelers to be Super Bowl victors, significant contributions from hefty running back Byron Morris, and wide receiver C. Johnson are absolutely essential.
NFC EAST

Arizona Cardinals
Strong defenses are prominent in this league and the Cardinals have the rough defensive lineman Eric Swann, who demolishes offensive lines through sheer power, all-rounder linebacker Seth Joyner, and the interception king, cornerback A. Williams. In order for them to conquer their division, which is crowded with veterans, they need stirring performances from their offense which has just received Pro Bowl wide receiver Rob Moore.

Dallas Cowboys
The Cowboys hearts are burning to take back the Super Bowl championship. In order to compensate for the loss of a strong offensive lineman, more offensive production is required from players like quarterback Troy Aikman, running back Emmitt Smith, and wide receiver Michael Irvin. Can the offense show the backbone of a prestigious team and rise to the level of their strong defense?

New York Giants
With ball control being its forte, the Giants supplemented the 1,000 yarder with running back Rodney Hampton by picking up the good blocking and receiving running back H. Walker, who adds even more polish to their offense. Their seamless defense is supported by a stout linebacker corps, including the nearly perfect linebacker Michael Brooks. Nobody can take this team lightly as it had great potential to begin with.

Philadelphia Eagles
The combination of quarterback R. Cunningham, who scrambles about the field with his great athletic prowess, and wide receiver Fred Barnett, is as breathtaking as always. This superb offensive attack is complimented by the development of a reliable backfield in running backs Ricky Watters and Kevin Turner. The defense led by defensive lineman William Fuller, already has established a reputation. If they can grab the momentum, the Eagles could conquer their division without too much difficulty.

Washington Redskins
They are a close-knit group, with NFL sacks leader linebacker Ken Harvey as the centerpiece of an aggressive effort to strengthen the defense, which has been this team's main goal. Hopes lie with rookie wide receiver WR Redskins and talented running back Terry Allen, who join an offense which was previously dominated by wide receiver Henry Ellard and his 1,000 yards. Now they wait for young quarterback Heath Shuler to blossom. The time has come to put the slump of the last few years behind them and re-distinguish themselves.

NFC CENTRAL

Chicago Bears
Their defense is very stable with cornerback D. Woolford and safety Mark Carrier. Their main area of concern, offensive striking power, has been bolstered by the addition of wide receiver M. Timpson. Because it is a previously established team, it should be a simple matter for them to have a successful season. However, it will be the play of quarterback Steve Walsh which will have the greatest influence on the teams outcome.

Detroit Lions
Nobody can stop the league's fastest runner running back Barry Sanders, who tears up the field with his overwhelming speed and uncanny sense of balance. It is also noteworthy that wide receiver Herman Moore has developed into one of the league's top players. They have reasonable chances for success depending on the performance of their defense, which includes defensive lineman Henry Thomas, who has as much potential as any player in the league.

Green Bay Packers
Their defense led by the "Minister of Defense" defensive linemen Reggie White and Sean Jones, and safety Leroy Butler is an ever present threat to opposing teams. Their offensive general, quarterback Brett Favre, is also highly skilled. They seem to have no real weaknesses; however, the path to the top of their division is certain to be highly contested. The development of an ace wide receiver is an immediate concern.

Minnesota Vikings
The Vikings have a newly established spectacular aerial attack led by veteran quarterback Warren Moon, who seems to show no signs of deterioration at all, wide receiver Chris Carter, who set a new NFL receiving record, and wide receiver Jake Reed, whose magnificent performance launched him to sudden fame. Furthermore, the awesome "Purple People Eater" defense, led by defensive lineman John Randle, simply overwhelms opponents by offering few if any chances. It is highly expected that the Vikings will take their division.

Tampa Bay Buccaneers
The Buccaneers have been struggling under a long-term slump. However, that does not mean that they do not have bright spots in their offense such as a long awaited 1,000 yard ball carrier in running back Erric Rhett and the development of wide receiver Alvin Harper, who constantly pressures defenses with his fast moves. If the defense, headed up by linebacker H. Nickerson who is well known for his stability, puts together some good performances, they have a reasonable chance of making the playoffs.
Atlanta Falcons
Quarterback Jeff George has fully demonstrated his ability to lead a "Run & Shoot" offense. They have talent at running back and wide receiver positions as well. These include good all-around running back Eric Metcalf - who can catch passes and return punts as well; the powerful driving defense featuring running back Craig Heyward, and the wide receiver Terance Mathis. Their defense is bolstered by a row of reliable veterans that gives them greater stability. It is the Falcon character that once they have gained power, there is no stopping them.

Carolina Panthers
The Panthers are another one of this season's expansion teams. However, they will compete in their first year with a team which can hardly be called an inexperienced team. The offense is lead by come-from-behind quarterback Frank Reich and storming running back Barry Foster. While on defense they have linebackers Sam Mills and Darion Conner, and safety Budda McDowell in the secondary. They may put together a surprisingly good season, if they can catch a groove.

St. Louis Rams
This will be the Rams first season in St. Louis, and they are mentally refreshed for a comeback. Their strong defensive line, which is expected to be a major threat to opponents, is in good shape and includes Sean Gilbert, Robert Young, and the highly anticipated big rookie DE Rams. Their is no doubt about their big running back Jerome Bettis, who single handedly leads the offense, but he will need to watch out for injuries. A good season is not a dream if players like speed demon wide receiver A. Wright deliver the goods.

New Orleans Saints
The Saints have developed some new lines of attack through the excellent match-ups between quarterback Jim Everett and the fleet wide receivers Michael Haynes and Quinn Early. They can not complain about their deep lineup of talented running backs. If the efforts of Pro Bowl Cornerback Eric Allen to rebuild the traditional pass defense are successful they should be able to regain their previous defensive glory.

San Francisco 49ers
The 49ers simply overwhelm opponents with their astonishing offensive prowess. The hot connection between quarterback Steve Young and wide receiver Jerry Rice is the driving force. There is room for a little unease concerning their running game due to the exit of their ace running back, but their is no room to doubt that they lead the league in offense. Their multi-talented defense is also in good condition. It goes without saying that they are the odds-on favorite to be victorious in the Super Bowl for the second straight year.

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Tecmo, Inc. (TECMO) warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase.
If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling:
   1-310-787-2900
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time,
   Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you
   with a Return Authorization number. Simply record this number on the outside packaging of
   your defective PAK and return your PAK freight prepaid, at your risk of loss or damage.
   together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Tecmo, Inc. Consumer/Service Department:
   Sequoia Commerce Center
   19260 S. Van Ness Avenue
   Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident,
unreasonable use, modification, tampering, or by other causes unrelated to defective materials
or workmanship.

REPAIR AFTER EXPIRATION OF WARRANTY:
If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo
Consumer Department at the phone number noted above. If the Tecmo service technician is
unable to solve the problem by phone, he may provide you with a quote for the repair cost and
a Return Authorization number. You may then record this number on the outside packaging of
the defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or
money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to
the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement
PAKS are not available, the defective PAK will be returned and your payment refunded.

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