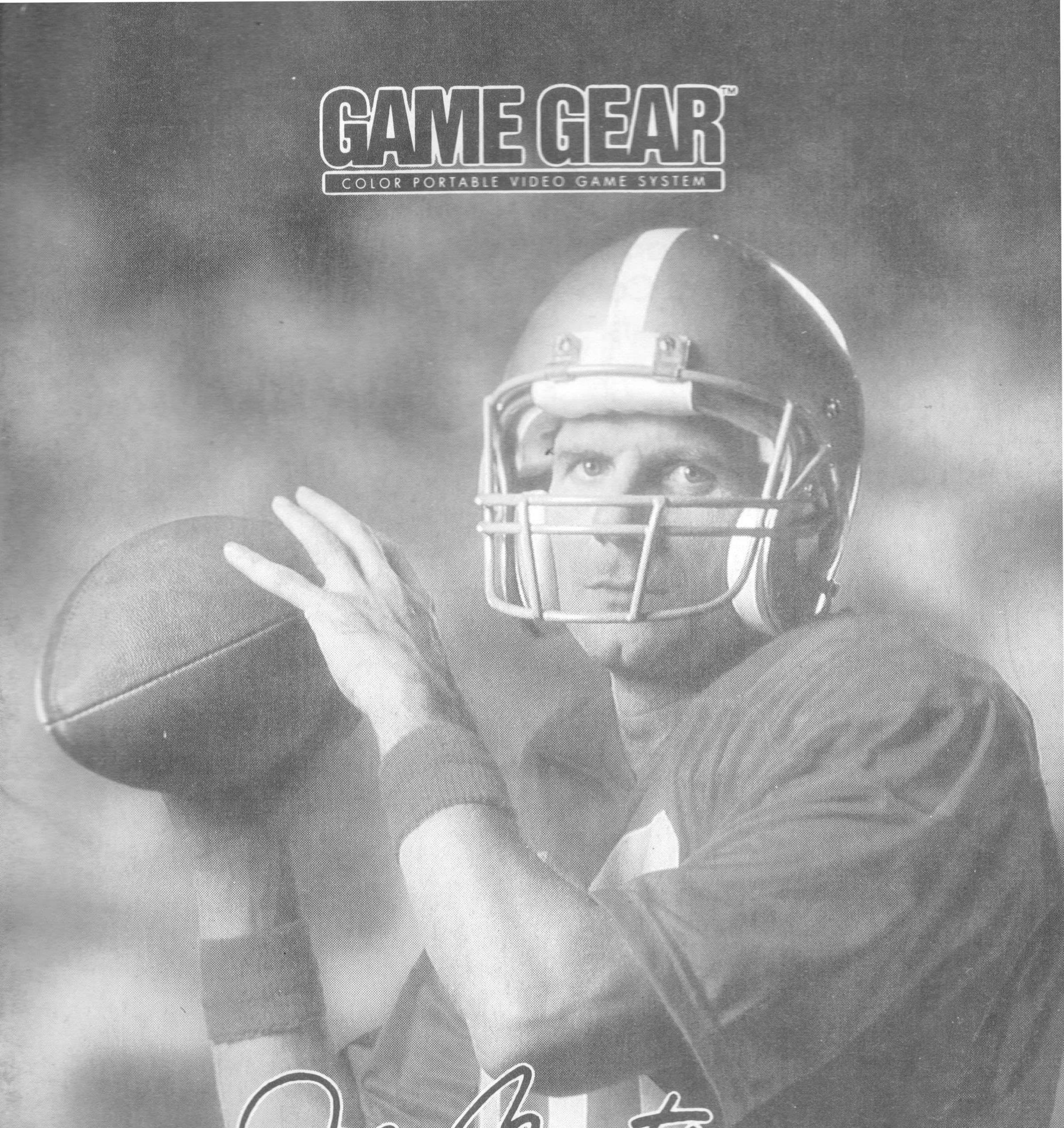
GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



Joe Montana FOOTBALL™

SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.

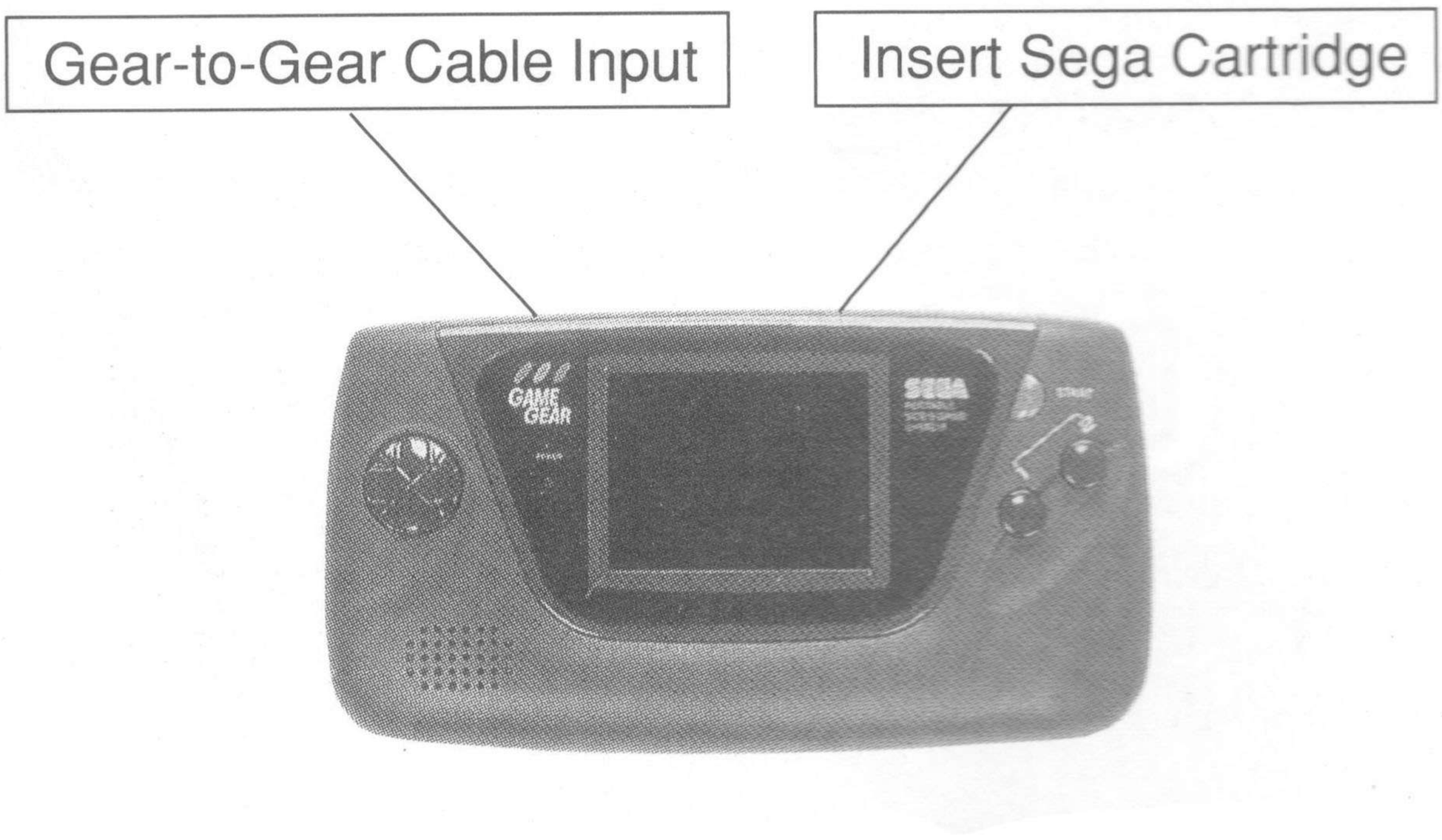
2. Make sure the power switch is OFF. Then insert the JOE MONTANA FOOTBALL cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the JOE MONTANA FOOTBALL Title screen will appear.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

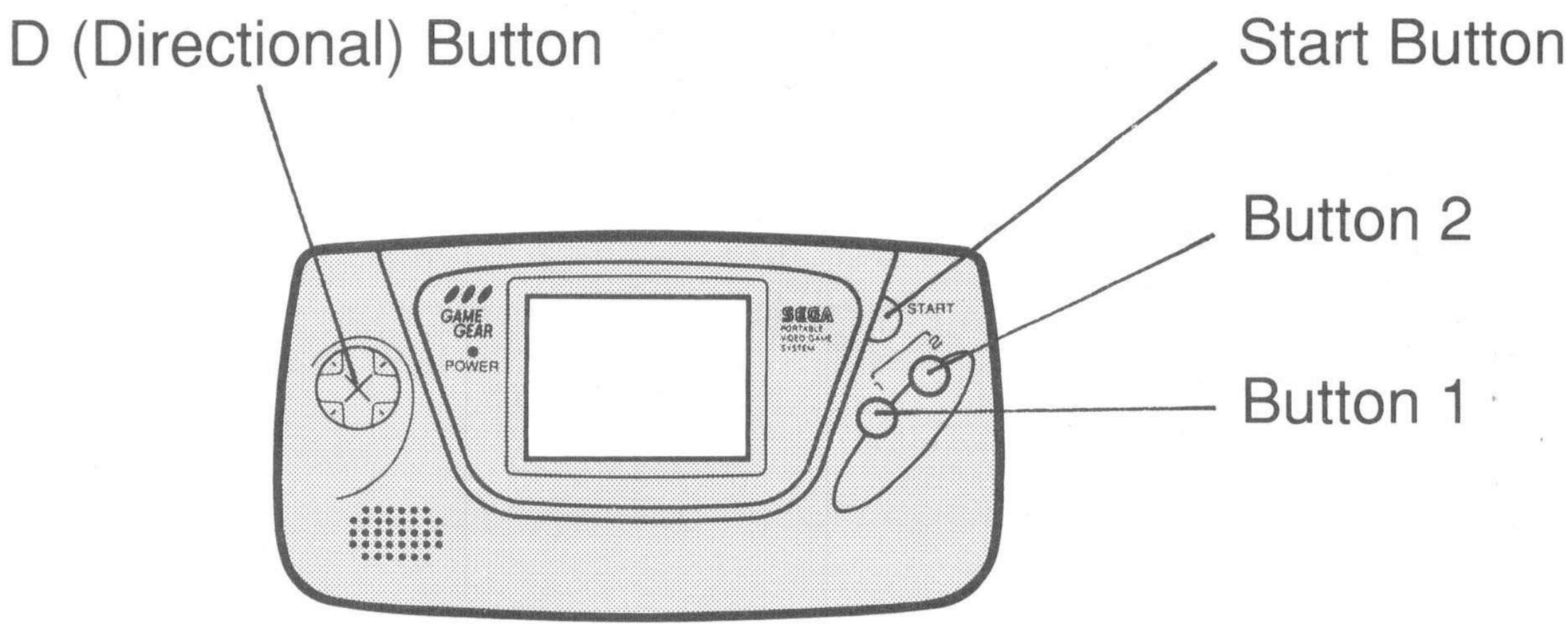
Note: JOE MONTANA FOOTBALL is for one or two players.



Joe Montana, MVP

Suit up! You're about to hit the field with Joe Montana, the greatest quarterback to ever call a play. Joe is the highest-rated passer in NFL history, snapping up three Superbowl MVPs. He is controlled, agile, brilliant and on your team!

Take Control!



D (DIRECTIONAL) Button

Player 1 presses:

- UP to switch between one-player and two-player game modes on the Title screen. (Then press Button 1 to confirm your game mode selection.) Do the same to choose a Beginner, Normal or Professional skill level.
- UP to call heads or tails at the coin toss. (Press Button 1 to flip the coin.) The winner of the coin toss (Player 1 or Player 2) then presses UP to choose whether to kick off or receive.

Both players press:

- UP or DOWN to highlight a team on the Team Select screen. Press LEFT or RIGHT to view teams from different divisions. (Press Button 2 to toggle between the National and American conferences, and press Button 1 to confirm your team selection.)

On offense only:

- Hold UP or DOWN while kicking to aim the ball toward either sideline.
- Press in the correct direction to fade back your quarterback after the snap.

On both offense and defense:

- Press in any direction to move your man.
- Press UP or DOWN to move the highlighter on the Play Select screen. When you highlight "Playbook," press LEFT or RIGHT to cycle through the plays.

Button 1

Player 1 presses to:

- Confirm your game mode and skill level selection on the Title screen, and go on to the next screen.
- Flip the quarter at the coin toss.

Both players press to:

- Confirm your own team selection on the Team Select screen.

Either player presses to:

- Kick off at the beginning of a game.
- Continue play from the Stat screen. (In two-player games, both players must press Button 1 to continue.)

On offense only, press to:

- Snap the ball at the beginning of a play. (Do this while on both offense and defense in one-player mode.)
- Pass during a play.
- Take control of your man nearest the ball carrier after an interception, kick or punt. Your team is now on defense.

On defense only, press to:

- Take control of your man nearest the receiver after a pass.

On offense and defense, press to:

- Call a play on the Play Select screen.

Button 2

Both players press to:

- Toggle between the National and American conferences on the Team Select screen.

On offense only:

- Press while your quarterback is fading back, to designate a receiver. Press repeatedly to cycle through different receivers.
- Press after throwing a pass, to take control of your receiver before he makes the catch.

On defense only:

- Press before the snap, to switch control of your man. Press repeatedly to cycle through the players.

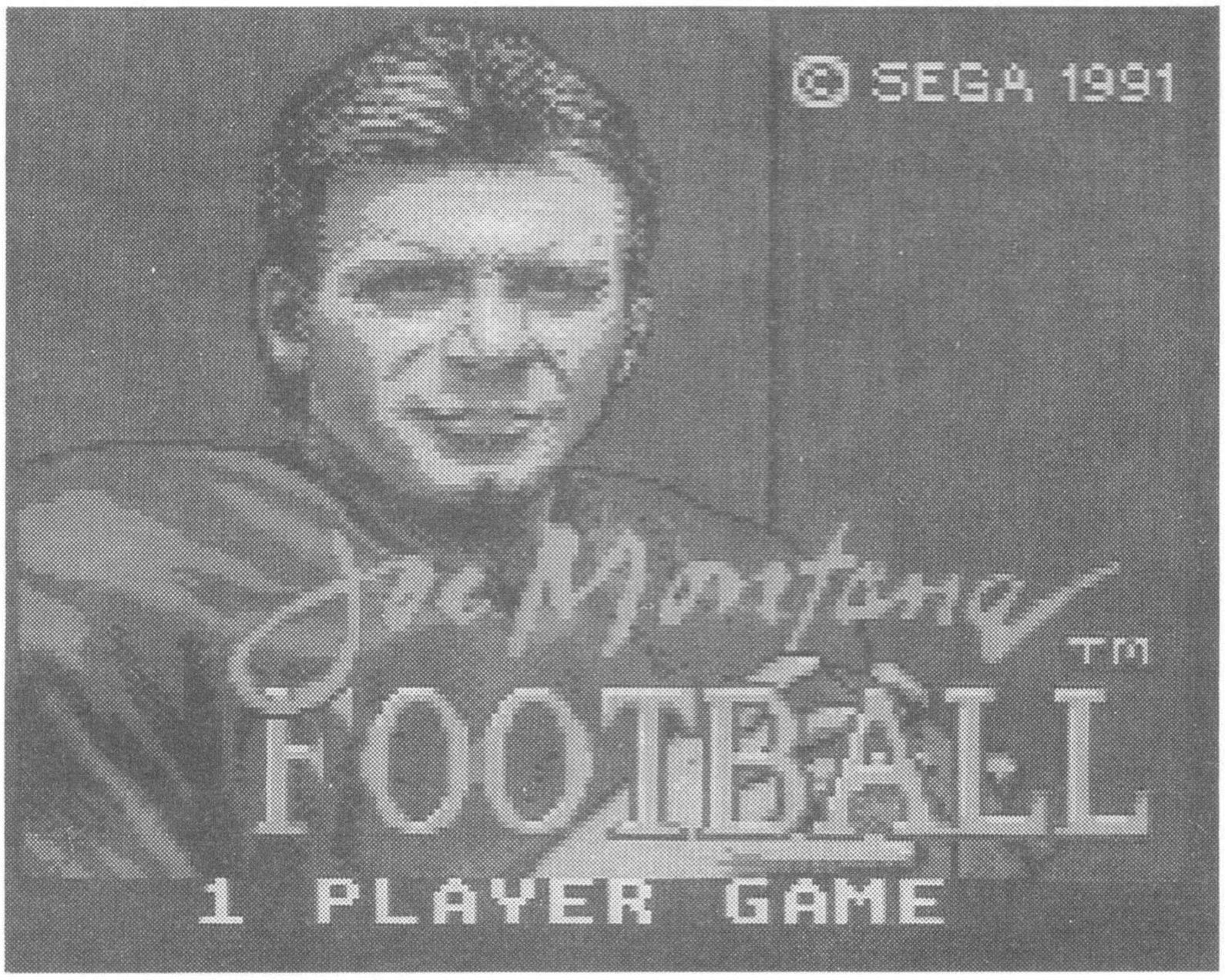
Start Button

- Press to pause or resume the action. (You can only pause when a play is in progress.)

Getting Started

Selecting a Game Play Mode

At the Title screen, press the D-Button UP to switch game modes. Then press Button 1 to confirm your selection.

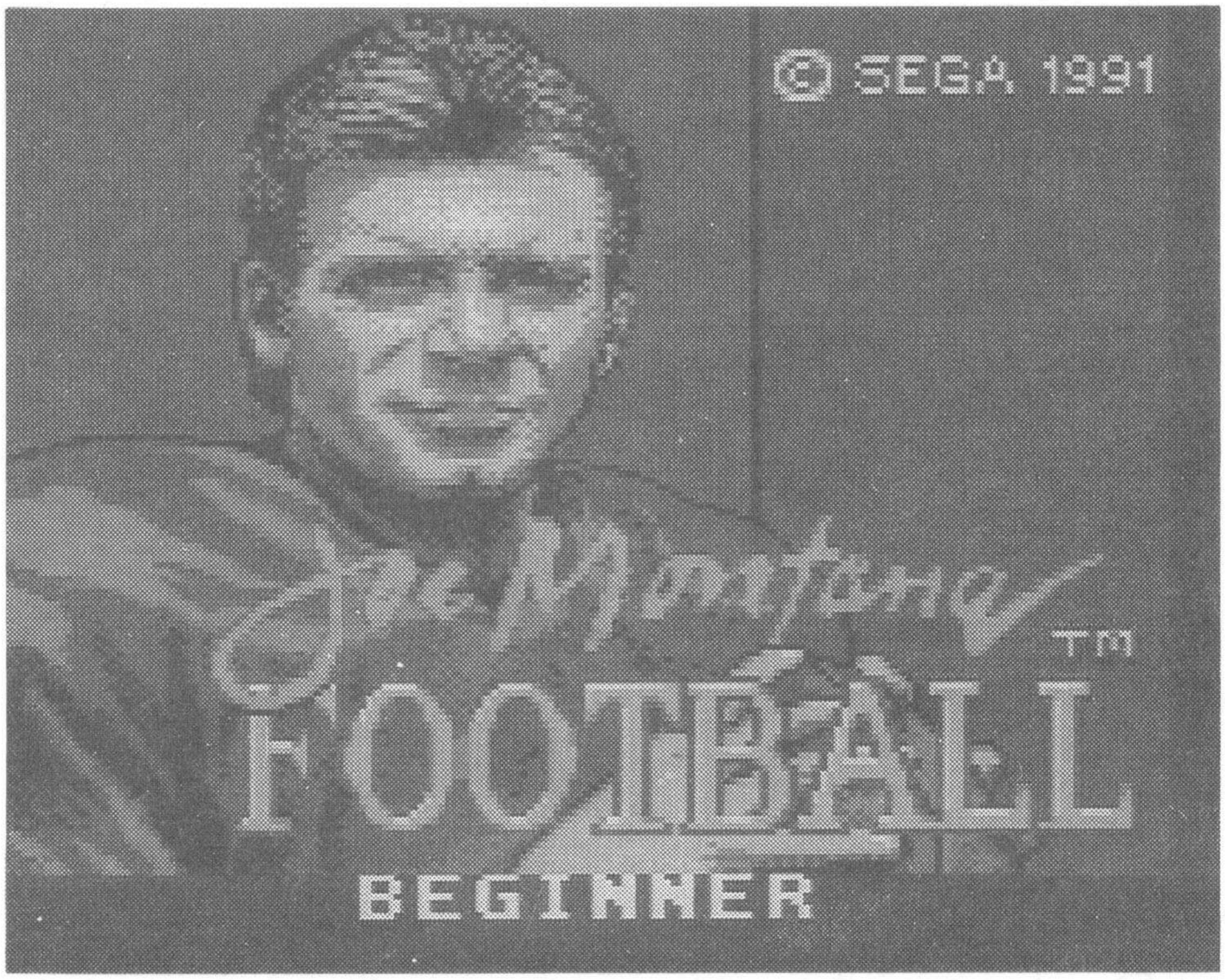


1 Player Game: Play against the computer. (**Important:** The Gear-to-Gear Cable must NOT be plugged in while playing in one-player mode.)

2 Player Game: Two competitors play against each other by connecting their Game Gear units with the Gear-to-Gear Cable.

Selecting a Skill Level

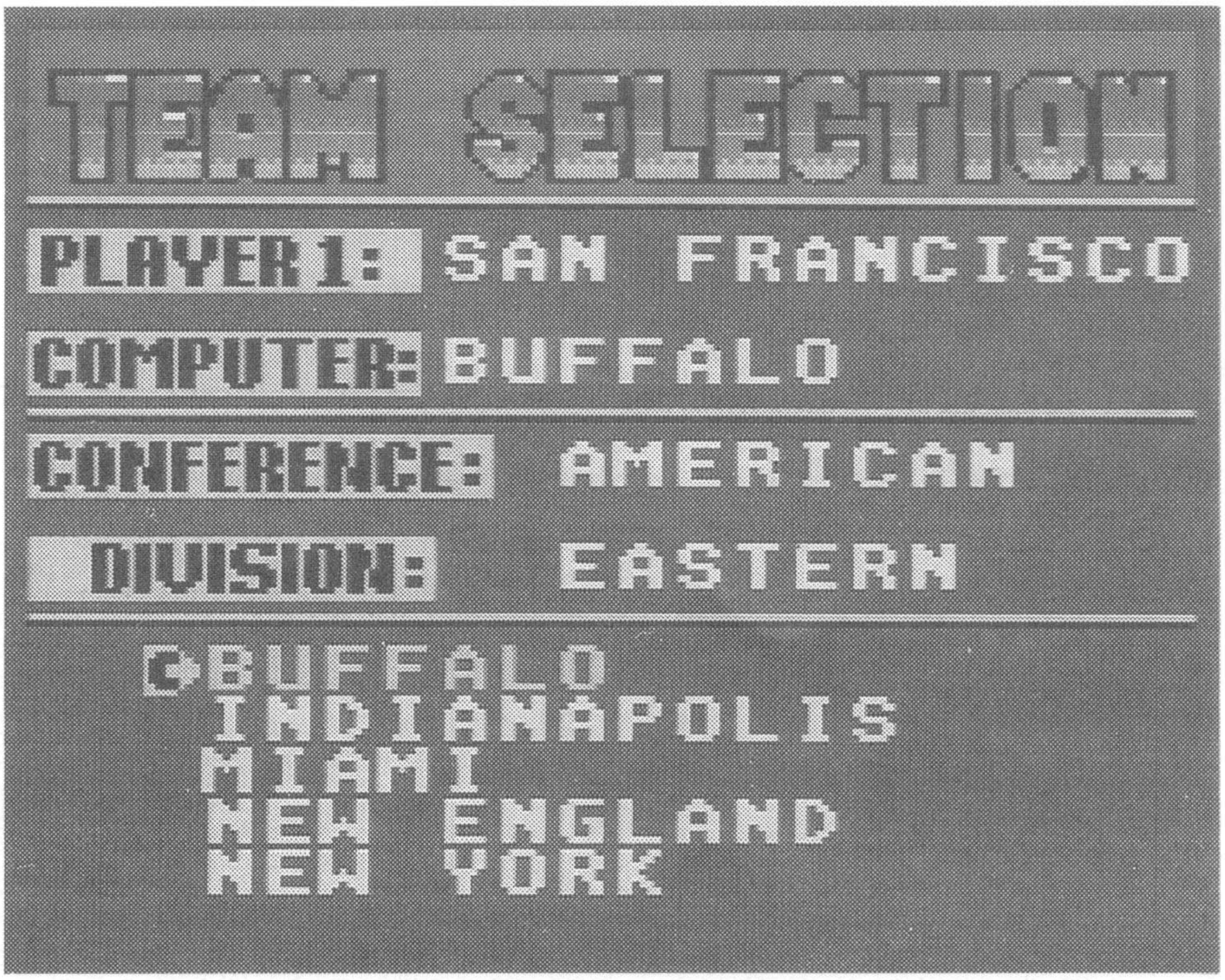
After selecting a mode, press the D-Button UP to cycle through the Beginner, Normal and Professional skill levels. Select a skill level by pressing Button 1.



Selecting a Team

Next, the Team Select screen will appear. At this screen:

- Press the D-Button UP or DOWN to highlight a team.
- Press the D-Button LEFT or RIGHT to view teams from different divisions.
- Press Button 2 to toggle between the National and American conferences.
- When the team you want is highlighted, press Button 1 to confirm your selection.



In one-player games, select your own team first, and then select the computer's team. In two-player games, each player selects his or her own team.

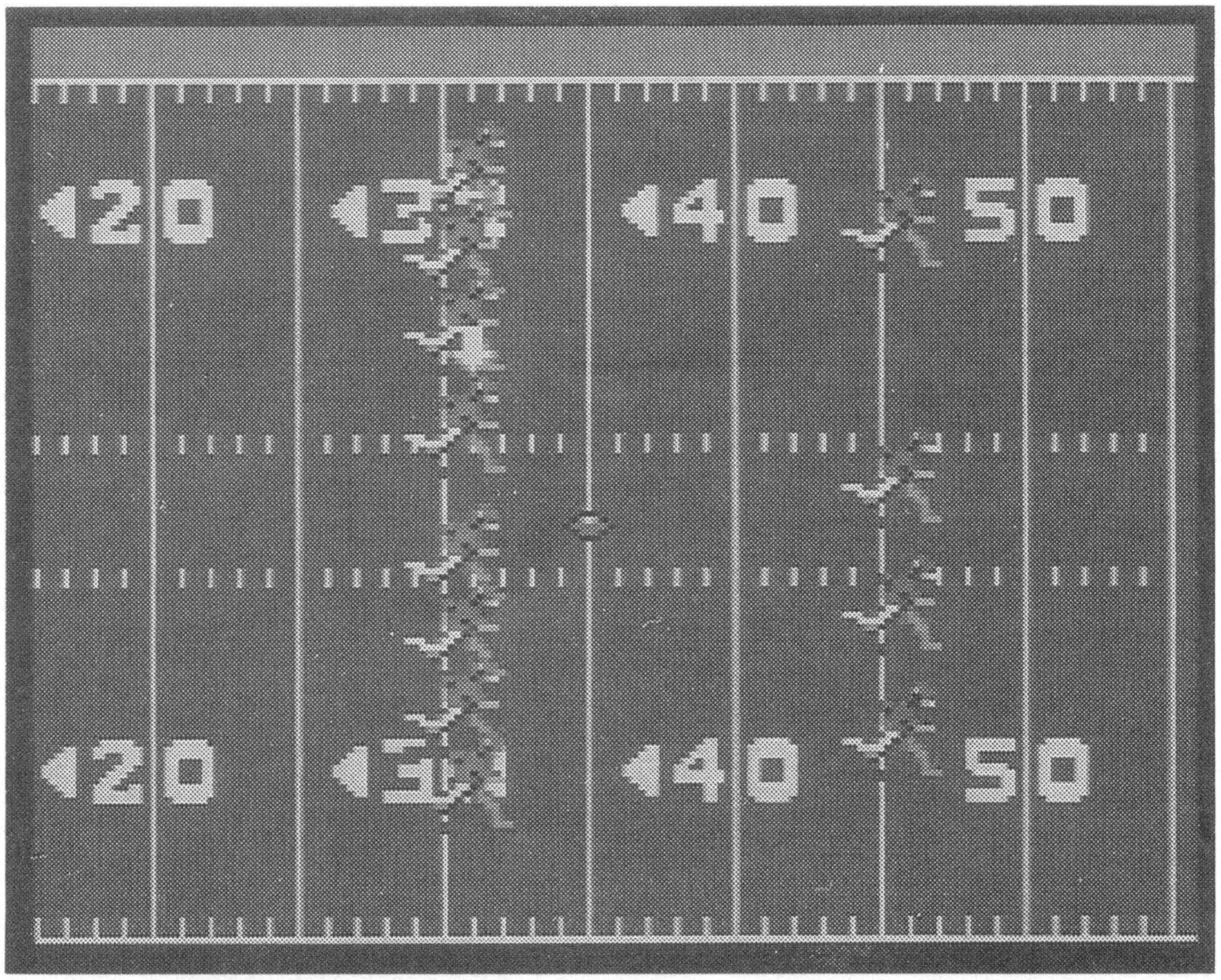
Kickoff!

Feeling lucky? Player 1 will press UP on the D-Button to call heads or tails for the coin toss. Then, that player presses Button 1 to flip the quarter.



The winner of the toss (either Player 1 or Player 2) presses the D-Button UP to choose whether to kick off or receive. That player then presses Button 1 to confirm the selection.

Note: If the computer wins the toss, it selects automatically.

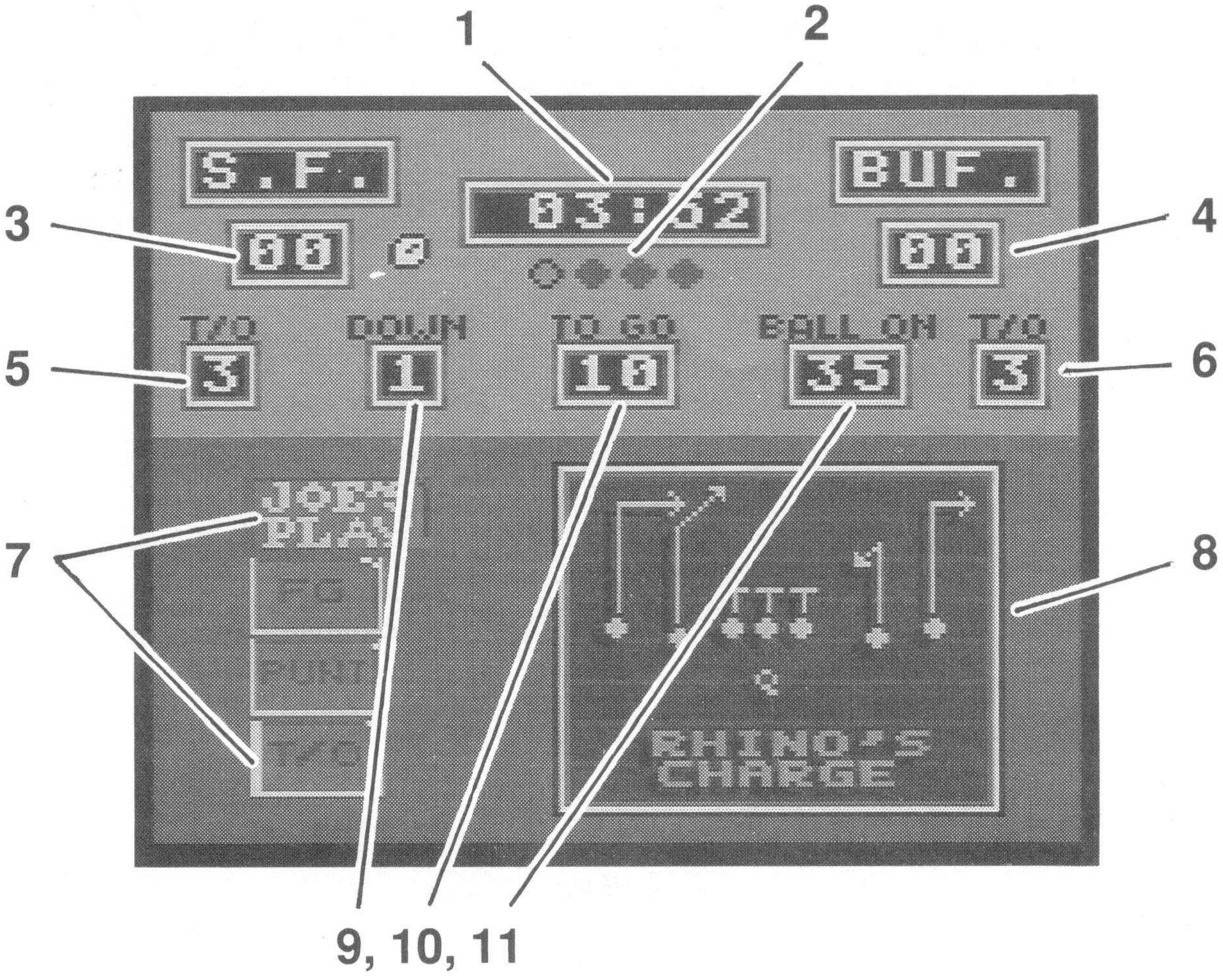


The teams automatically take their positions, with the kicking team at the 35-yard line. Each team has eight players, including a quarterback, running back, linemen and skill positions. Player 1 is in red, and Player 2 is in blue. On the field, the players under control are marked with flashing arrows.

Press Button 1 to start the kickoff, and hold the D-Button UP or DOWN to control the direction of the ball. (If you don't press Button 1, the kickoff will occur automatically after a few seconds.)

On offense, as soon as your man catches the ball, run him back toward the opponent's end zone. Go for yardage. Once he's downed, the play ends. The two teams form huddles at the line of scrimmage. At this point, press Button 1 to see the Play Select screen (or wait for it to appear automatically).

Making Game Decisions



The Play Select screen has important information about the game in progress:

1 **Clock:** Each quarter is five minutes long. The clock shows how much of that time remains. (Remaining time also appears at the top of the field between plays.)

2 **Quarter Indicator:** The four lights under the clock show what quarter is currently in progress.

3 **Player 1 Score:** Points earned so far in the game.

4 **Player 2 or Computer Score:** Points earned so far.

5 **T/O (Player 1):** Both teams have six time outs, three per half. This number shows how many time outs Player 1 has left.

6 **T/O (Player 2 or Computer):** How many time outs Player 2 or the computer team has left.

7 **Play Selection:** Press the D-Button UP or DOWN to call a play. On offense, you can call Joe's Play, a field goal (FG), a punt or a time out. On defense, you can call Joe`s Play or a time out. Press Button 1 after selecting to return to the field.

8 **Playbook:** When the highlight is on Joe`s Play (described above), you can look through the Playbook to select a different play. (For instructions, see the information below in *Using Your Playbook*.)

9 **Down:** The current down.

10 **To Go:** The yardage the offense must gain for a first down.

11 **Ball On:** The current line of scrimmage.

Using Your Playbook

Your Playbook is loaded with strategic offensive plays and defensive formations. You can make your own call from the Playbook when Joe's Play is highlighted on screen.

- Press the D-Button LEFT or RIGHT to cycle through the plays in the Playbook until you find the one you want.
- Press Button 1 to select the play currently showing.

In one-player games, you`ll immediately return to the field. In two-player games, you`ll return to the field when the second person presses Button 1. In Normal and Professional levels, if you don`t select a play after 30 seconds, you`ll automatically return to the field and run the play that was last showing in the Playbook.

Playing the Offense

It`s time for action! Press Button 1 to snap the ball.

Pass Play
Use the D-Button to fade back the quarterback while looking for your receiver. If your selected receiver is not open, press Button 2 to select another one. At just the right instant, press Button 1 to pass. With skill, the receiver will make the catch. Your control switches to him, and you can run him up the field.

Strategy: After passing, quickly press Button 2 to take control of the receiver before the catch. By doing this (and with skill) you can position him under the ball to guarantee the catch.

If the receiver doesn`t make the catch, one of two things will occur:

- **Incomplete:** The ball falls to the field.
- **Interception:** The defense catches the ball.

Run Play
After snapping the ball, run your quarterback. He has the option to pass until he crosses the line of scrimmage. Once he passes, you can quickly take control of a receiver. If the quarterback runs the ball across the line of scrimmage, he can no longer pass.

Hand Offs and Laterals
Choose a running play (running backs are red in the Playbook). Then snap the ball. When the running back crosses the quarterback`s path, press Button 1.

The quarterback will hand off or lateral to the running back, and you`ll begin controlling the running back. If you press Button 1 any time before or after the quarter-back and running back cross, the quarterback will throw to the running back.

Punt

A punt is run like a regular play, except that the quarter-back is replaced by the punter. At the snap (and before the punter kicks), press the D-Button UP or DOWN to control the angle of the kick. Right before the punt, the defense automatically takes its punt defense formation, with one player back for the return.

Field Goal

On a field goal, the kicker attempts to kick the ball through the goal post. You can control the angle of the kick by pressing UP or DOWN on the D-Button, just as you do for a punt.

Safety

A safety occurs when the offensive player carrying the ball is tackled in his own end zone. The result is two points for the defense and a change of possession. The team charged with the safety kicks to the opposing team from the 20-yard line.

Touchback

A touchback occurs when you catch the opponent`s ball in your own end zone and are tackled there. You are now in possession on your own 20-yard line.

Extra Point

An extra point attempt automatically follows a touch-down, with the offense lining up for the kick. Press UP or DOWN on the D-Button to control the angle of the kick, just as you do for a punt.

Change of Ball Possession

When the offense is intercepted, or if the offense kicks or punts, the other team takes possession of the ball. The player whose team receives the ball will automatically control the ball carrier. The player losing the ball can press Button 1 to take control of the man nearest the ball carrier.

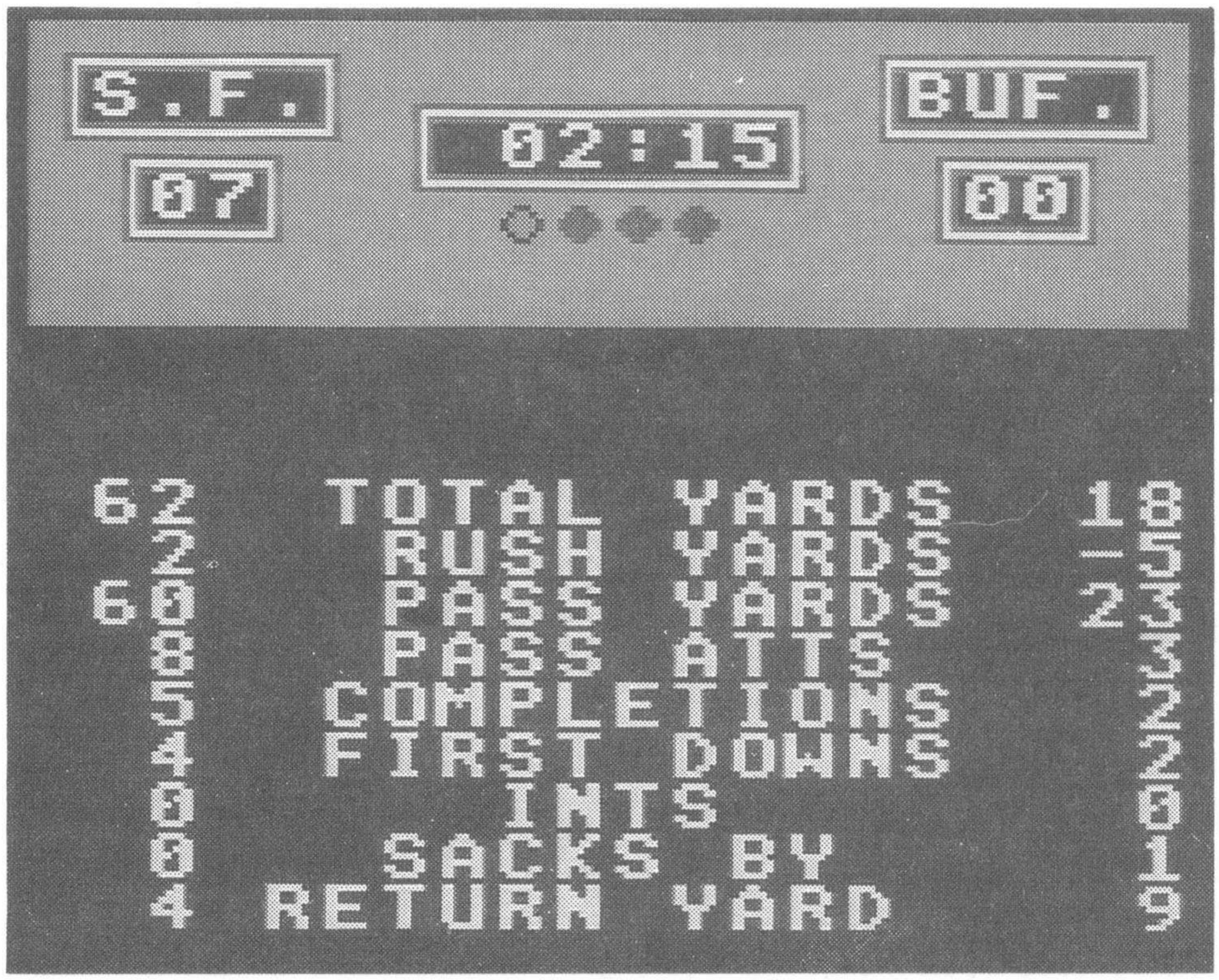
Running Your Defense

Before the offense snaps the ball, you can switch your controlled man. Press Button 2 to cycle through your players. This is a good time to know your plays inside and out, as you can quickly gain control of your best man.

After the snap, watch your defensive line work! As soon as the offense passes, press Button 1 to gain control of your man nearest the ball carrier.

Stat Screen

The Stat screen appears after every score, at the end of each quarter, and at the two-minute warning whistles. Check your stats, then press Button 1 to return to the game. At the beginning of the second and fourth quarters, play resumes at the line of scrimmage. At the beginning of the third quarter, play resumes with a kickoff from the 35-yard line.



Scoring

Touchdown: 6 points
Field Goal: 3 points
Extra Point: 1 points
Safety: 2 points for the defense

Joe Knows

Team Strengths

- Some teams are excellent at pass plays. Others are best at running plays. Each team`s repertoire will contain most (but not all) of the plays in the Playbook.

- Find out what your team can do before the opening kickoff. Play some Beginner games to learn your strategies and scout out the opposition. Then go for the tougher challenges of Normal and Professional games.

Position Strengths

A team`s players have different characteristics, depending on their positions. Learning their strengths can help you score high!

- Quarterbacks are more accurate at shorter passes. The farther you are from your receiver, the more chance you have of throwing wide.
- The receiver is the fastest player on offense.
- Defensive backs are the fastest players once the receiver catches the ball.
- Linemen are the strongest players, even though they`re not very fast.

And Remember . . .

- Snap early to catch the defense off guard. If you wait, your opponent has a chance to switch control of his or her player.

Joe's Football Lexicon

Down: A chance for the offense to gain yardage. The offense has four downs to advance the ball ten yards toward the opponent`s goal line. In order to keep the ball, the offense must either score or gain at least ten yards by the end of the fourth down.

First Down: The offense`s first play after a change of possession. Whenever the offense passes the first down marker, it earns another first down.

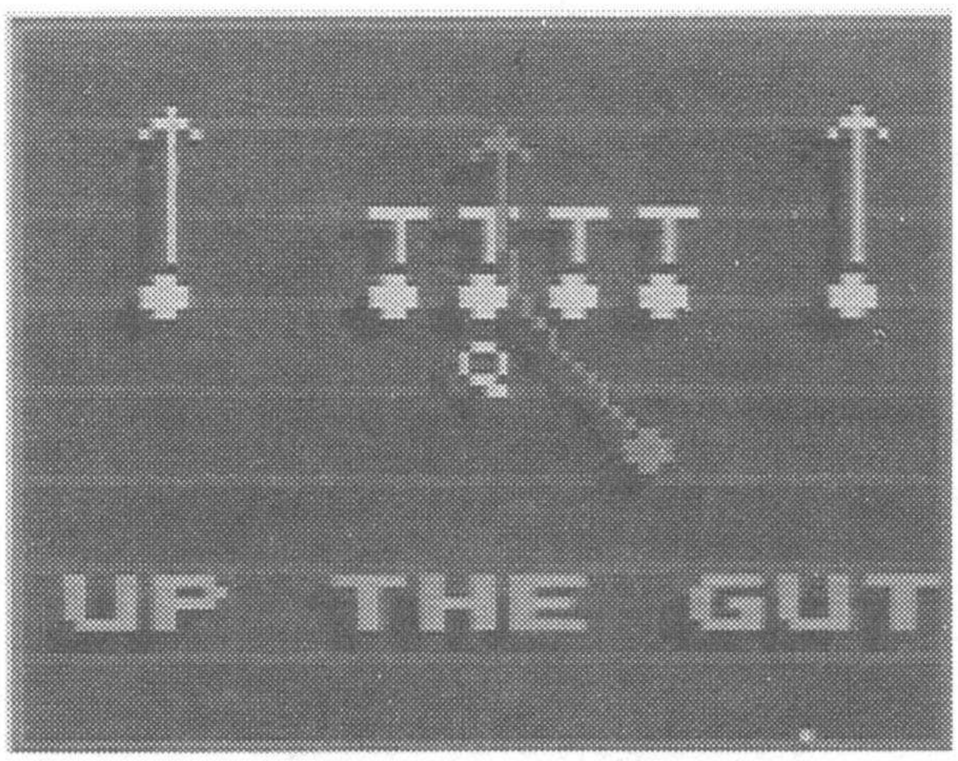
Line of Scrimmage: The place on the field where the teams square off to begin each play. The line of scrimmage is determined by where the ball rested at the end of the last play.

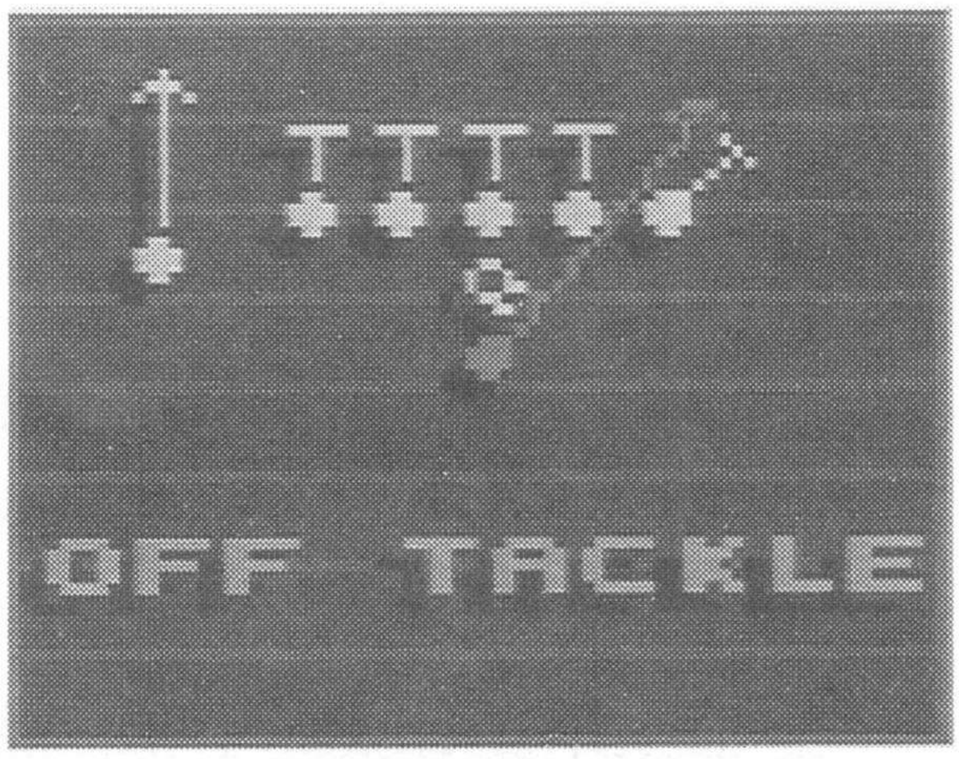
Safety: Occurs when the offense takes the ball into its own end zone and gets tackled there. A safety results in change of possession and two points for the defense.

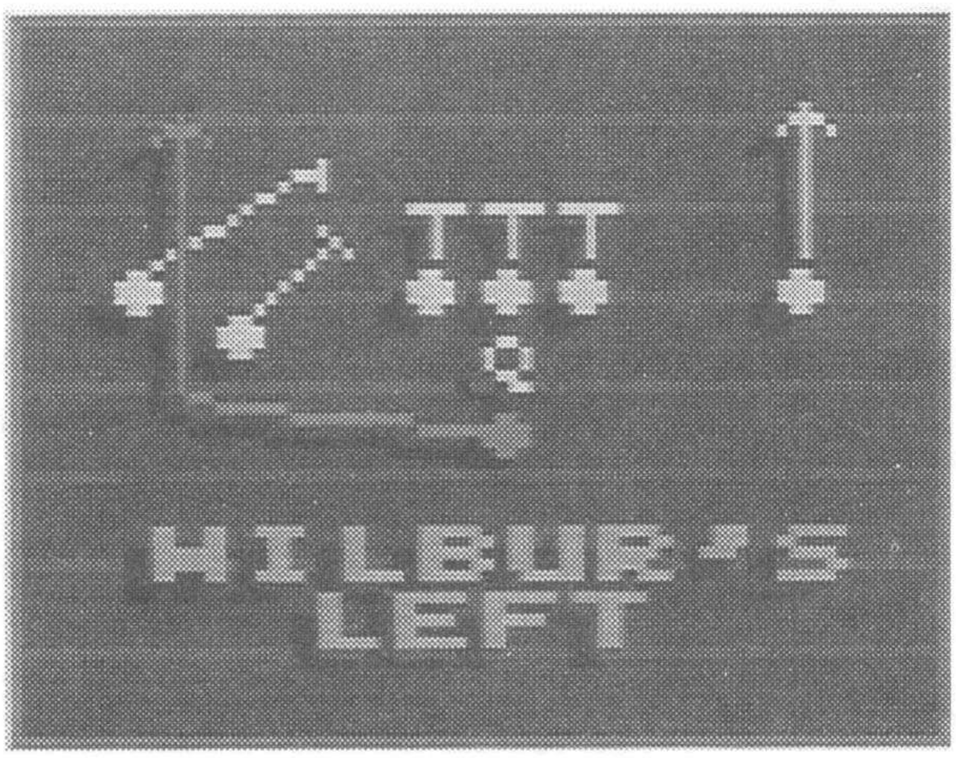
Time Out: Called by either team at the end of a play to allow for a quick strategy session. The clock stops during a time out.

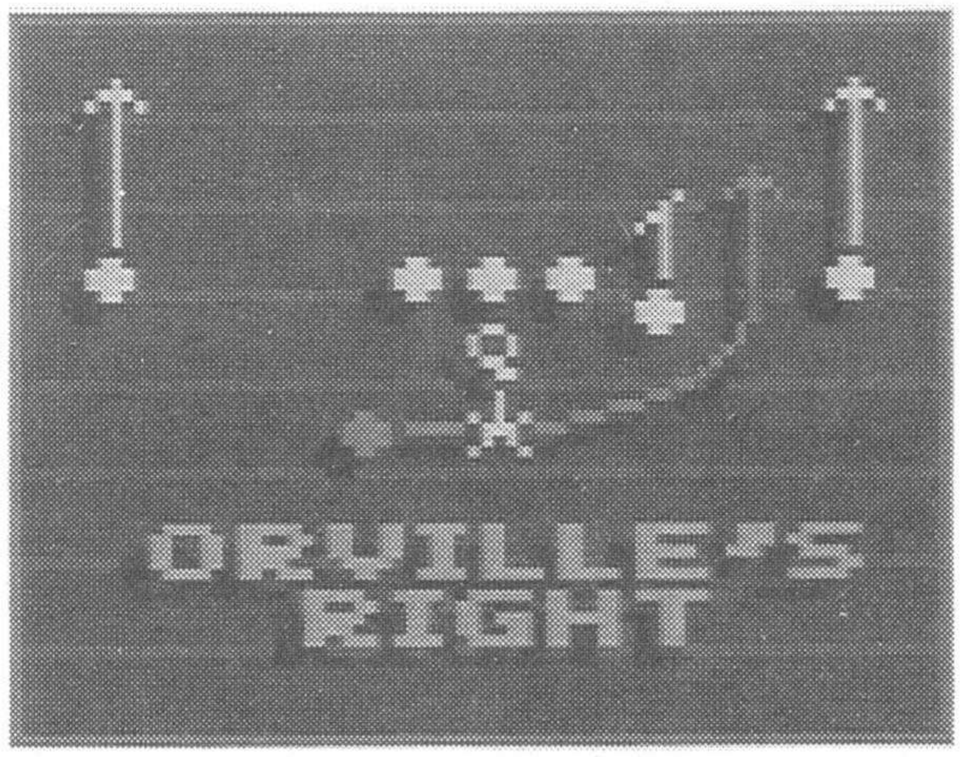
Touchback: Occurs when the defense gains possession of the ball in its own end zone and gets tackled there. A touchback results in the team now in possession getting a first down at its own 20-yard line.

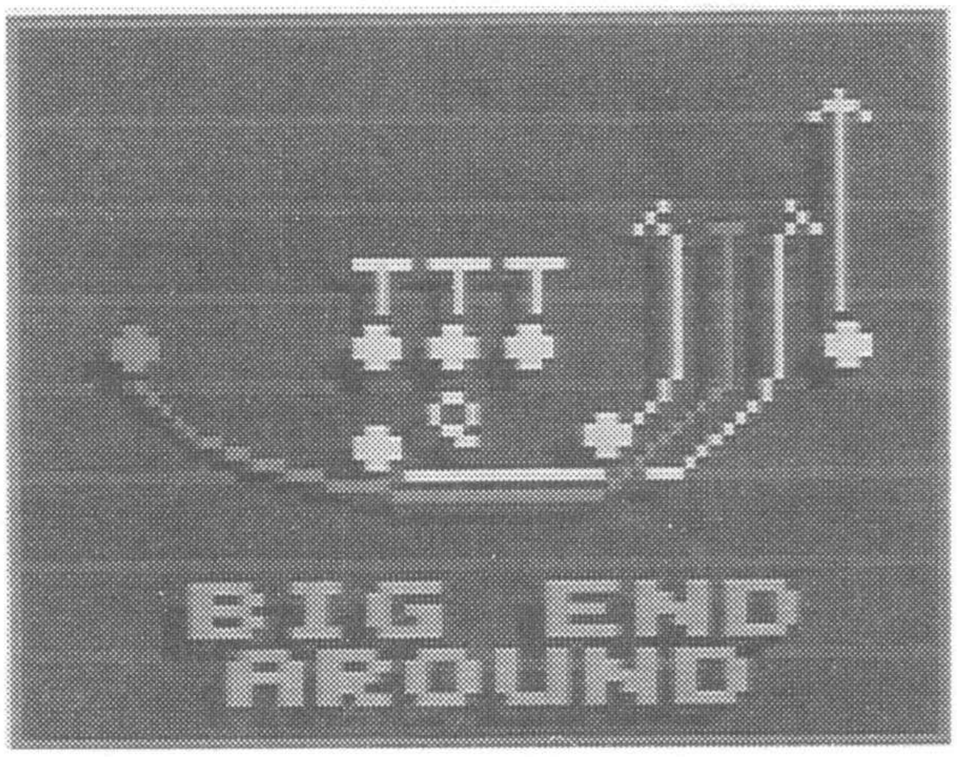
Playbook
Running Plays — Offense

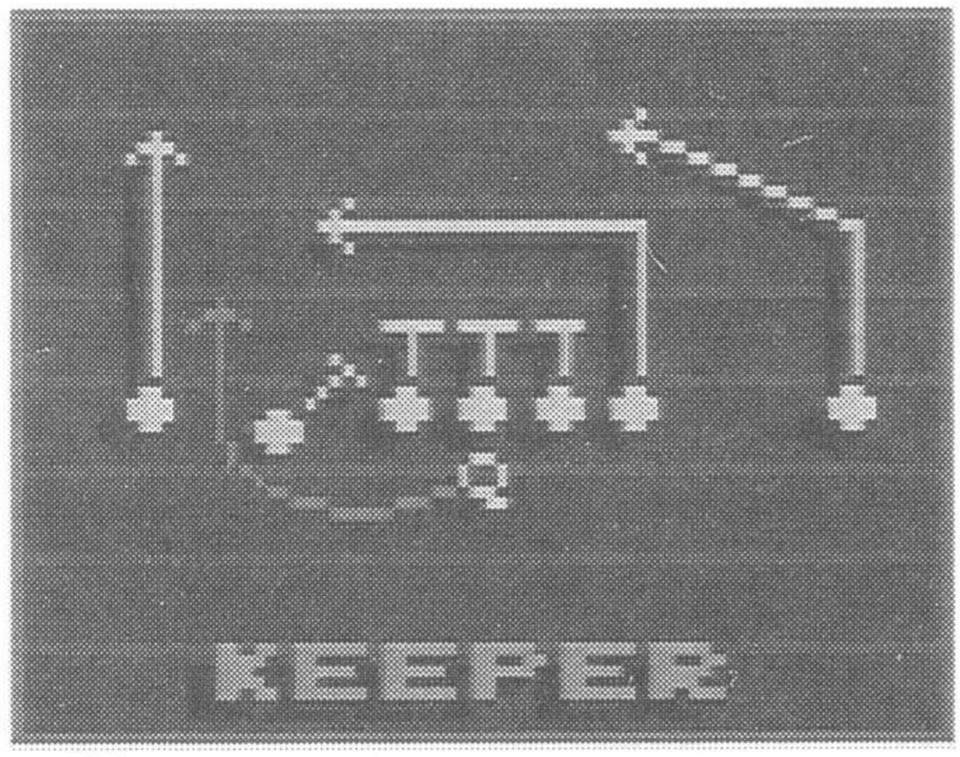




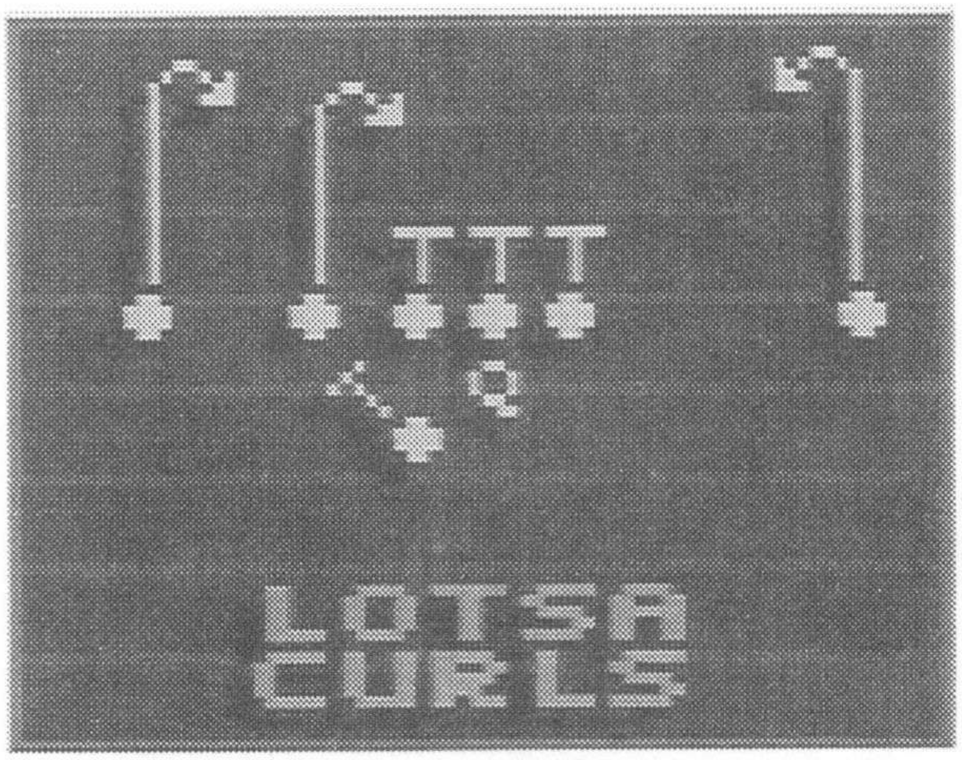


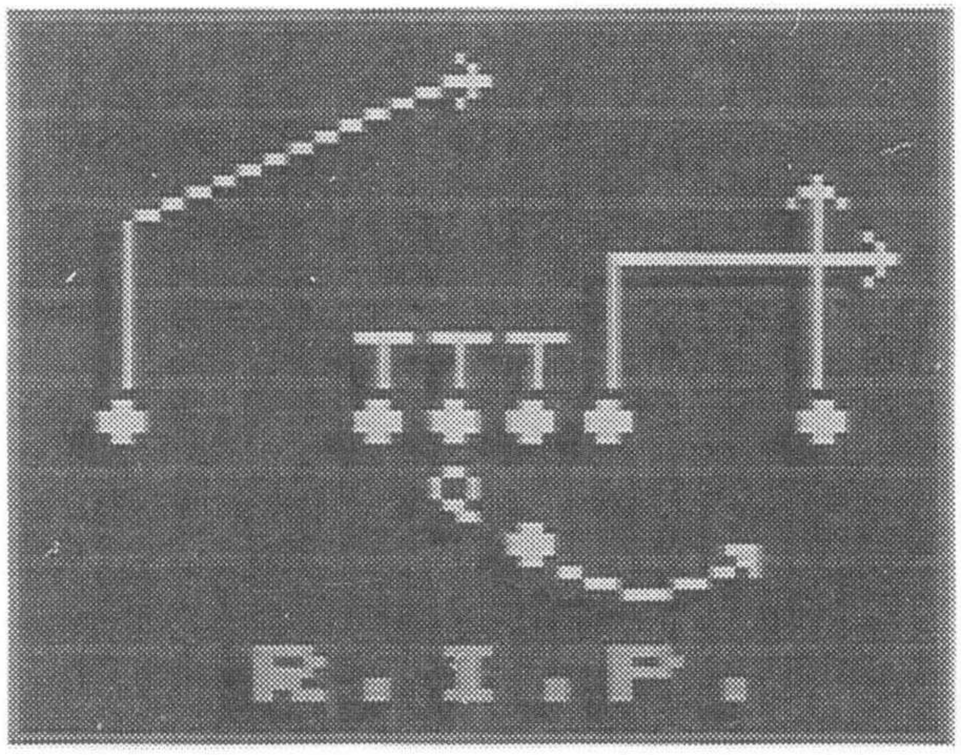


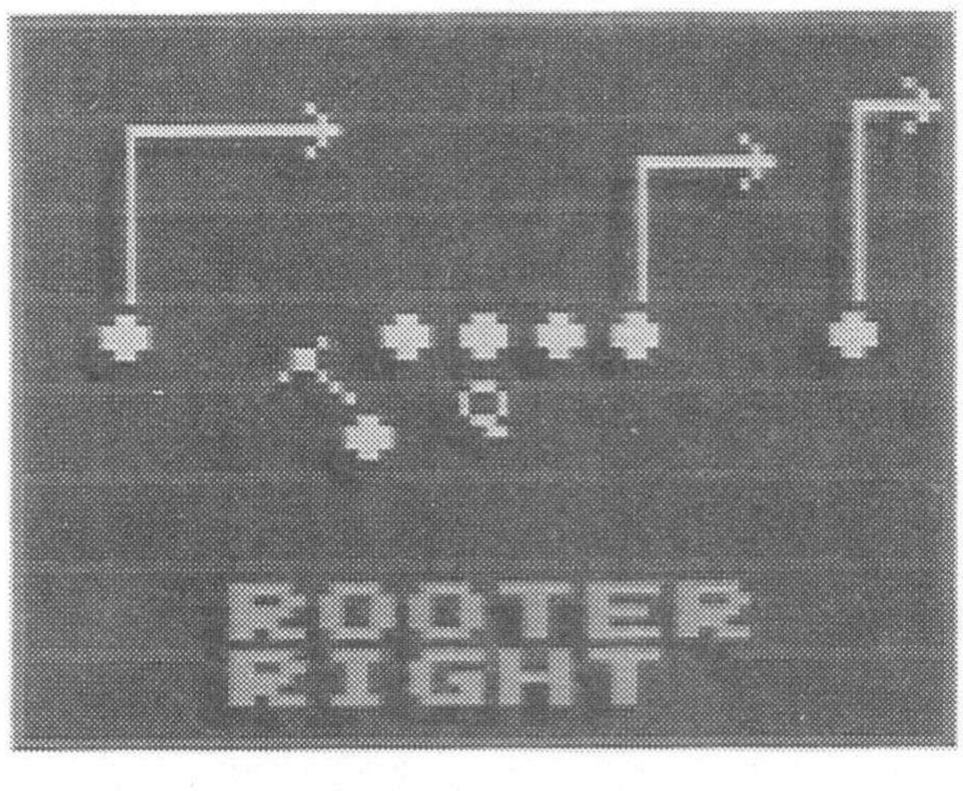


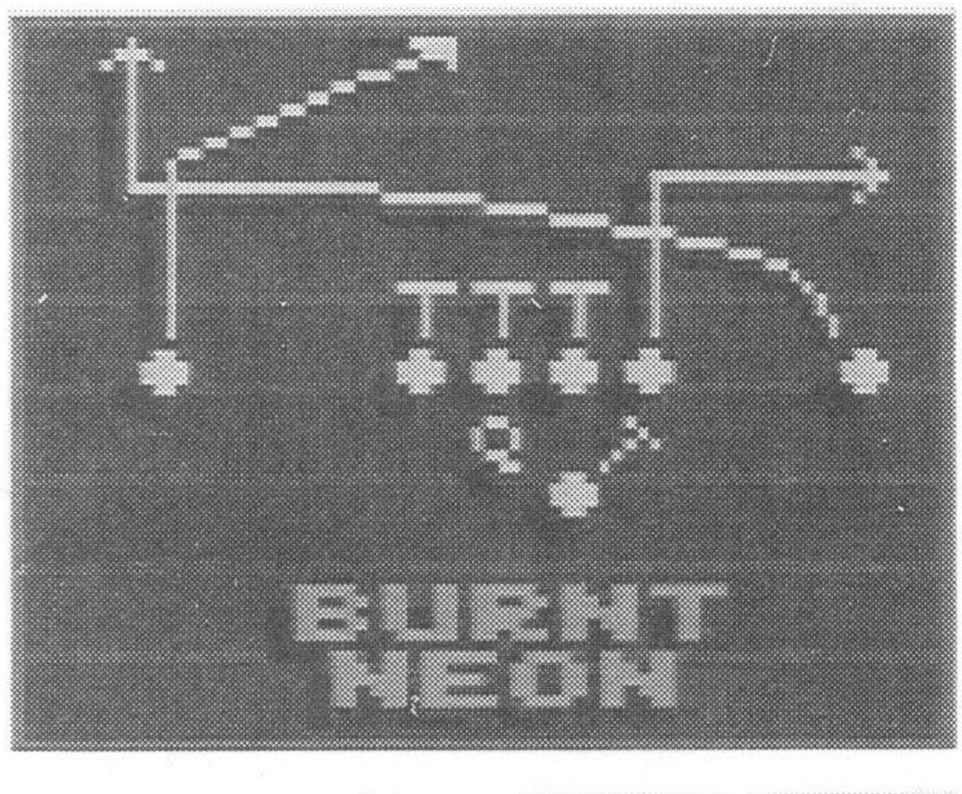


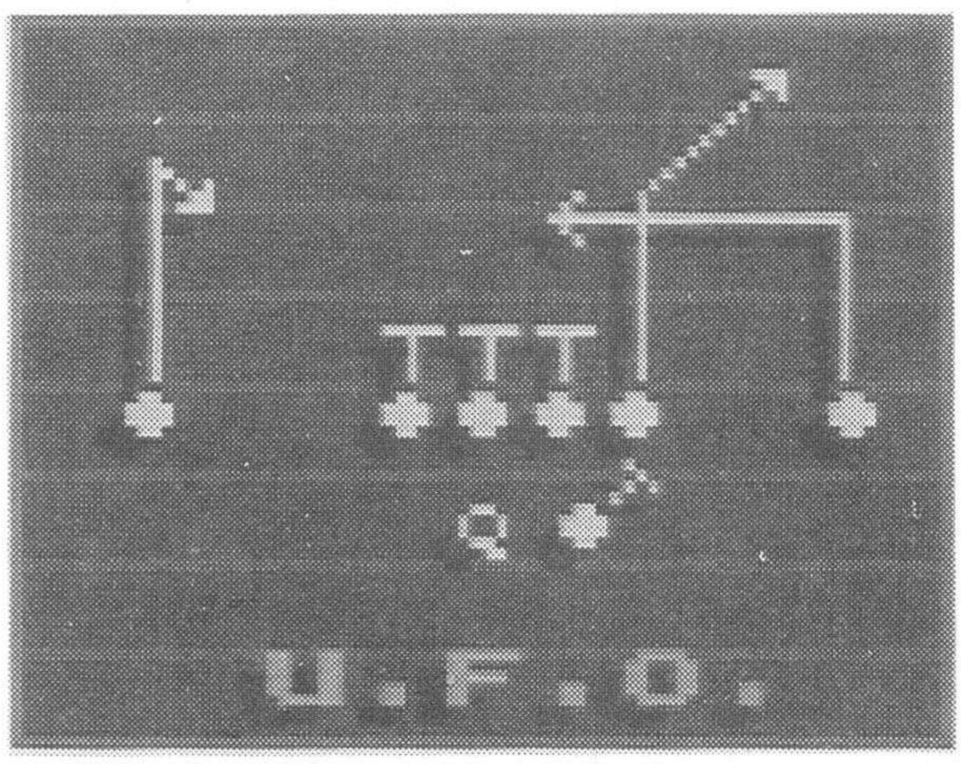
Passing Plays — Offense

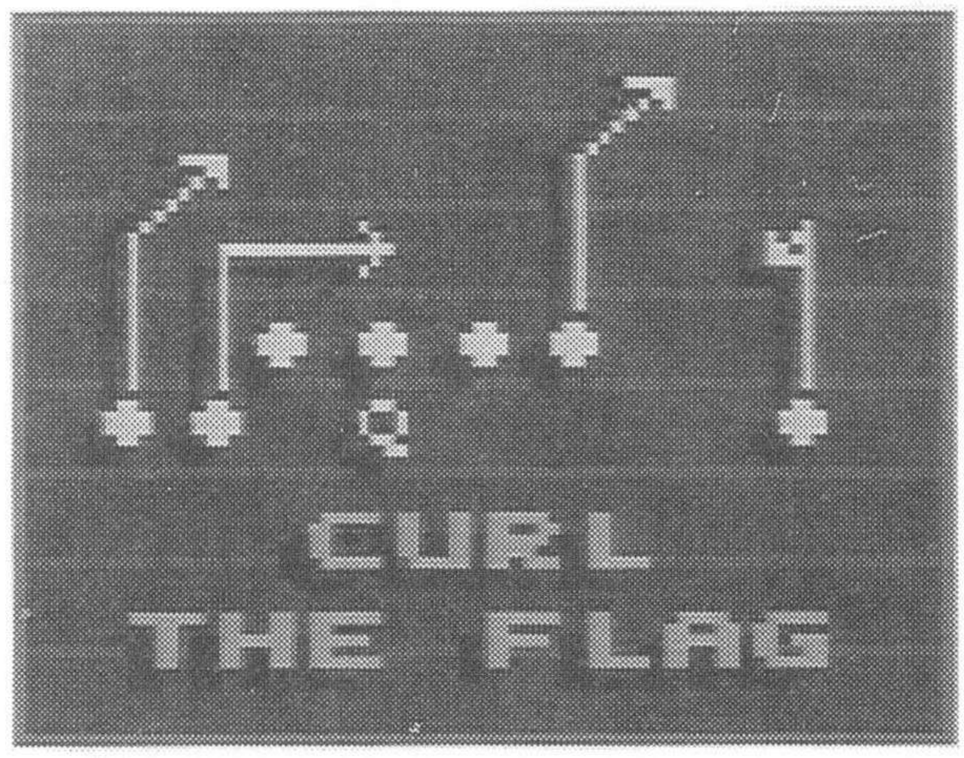


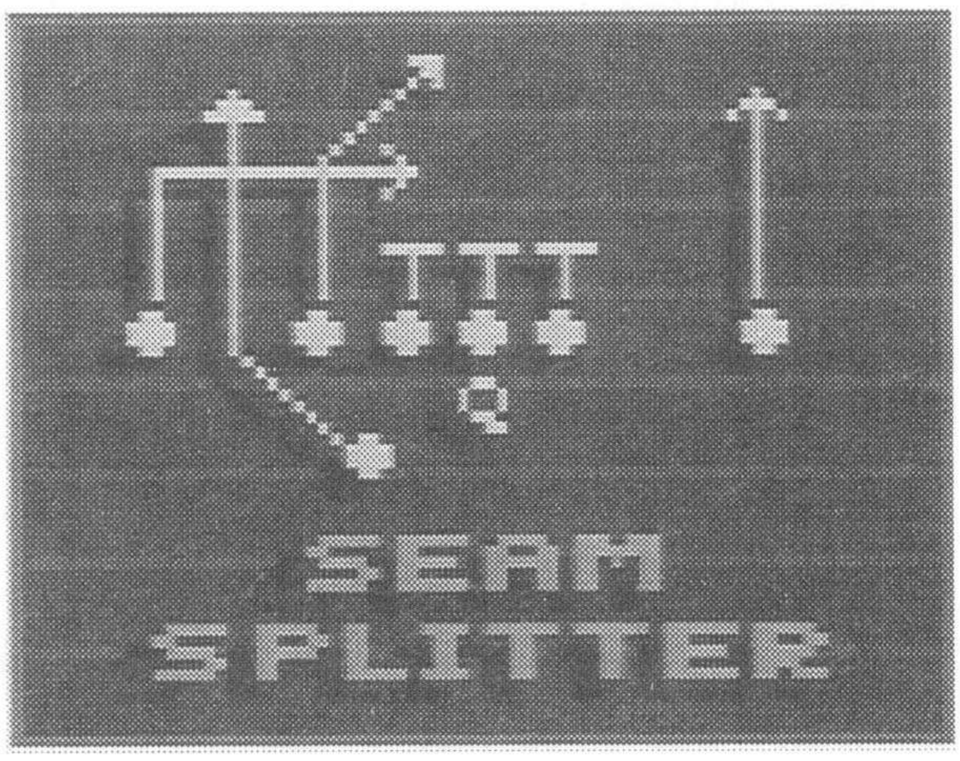




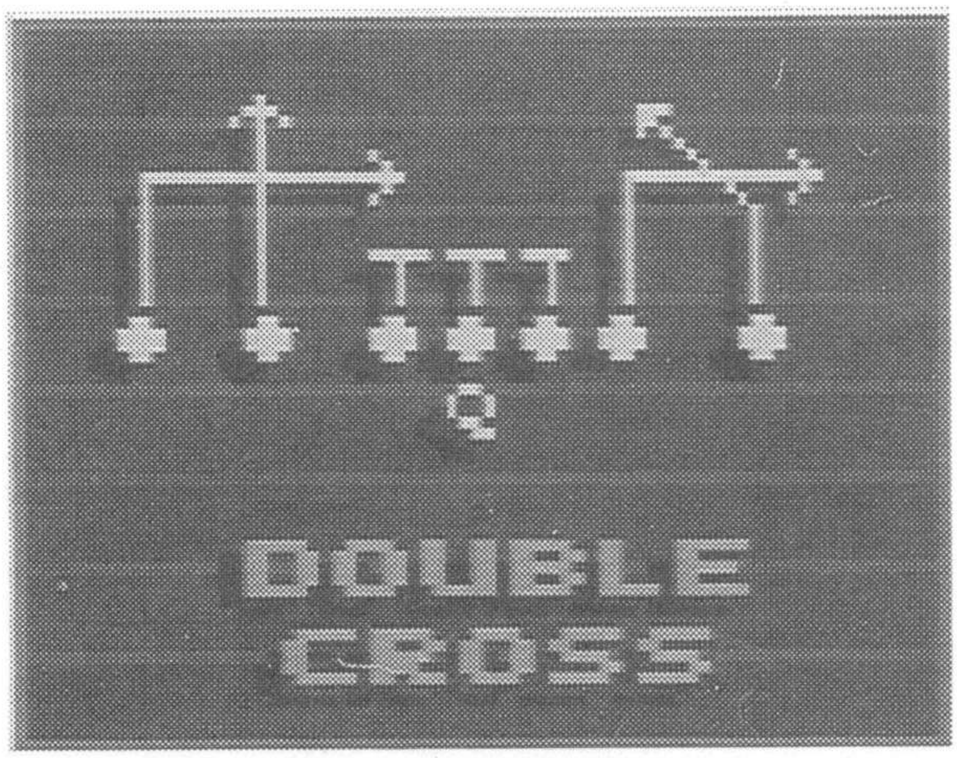


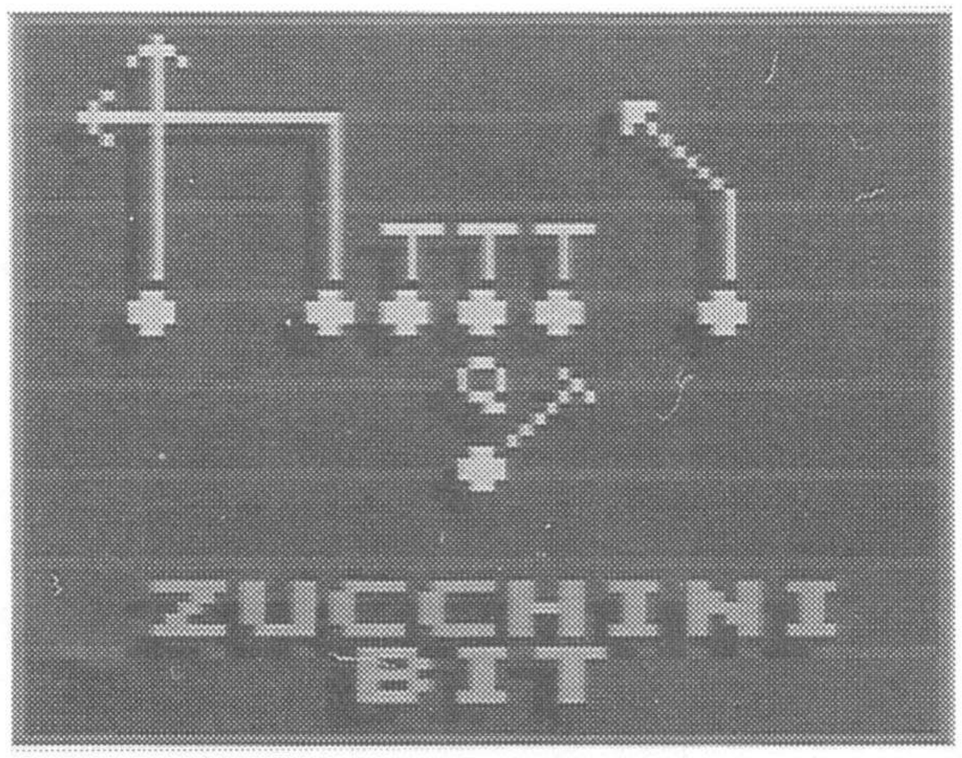


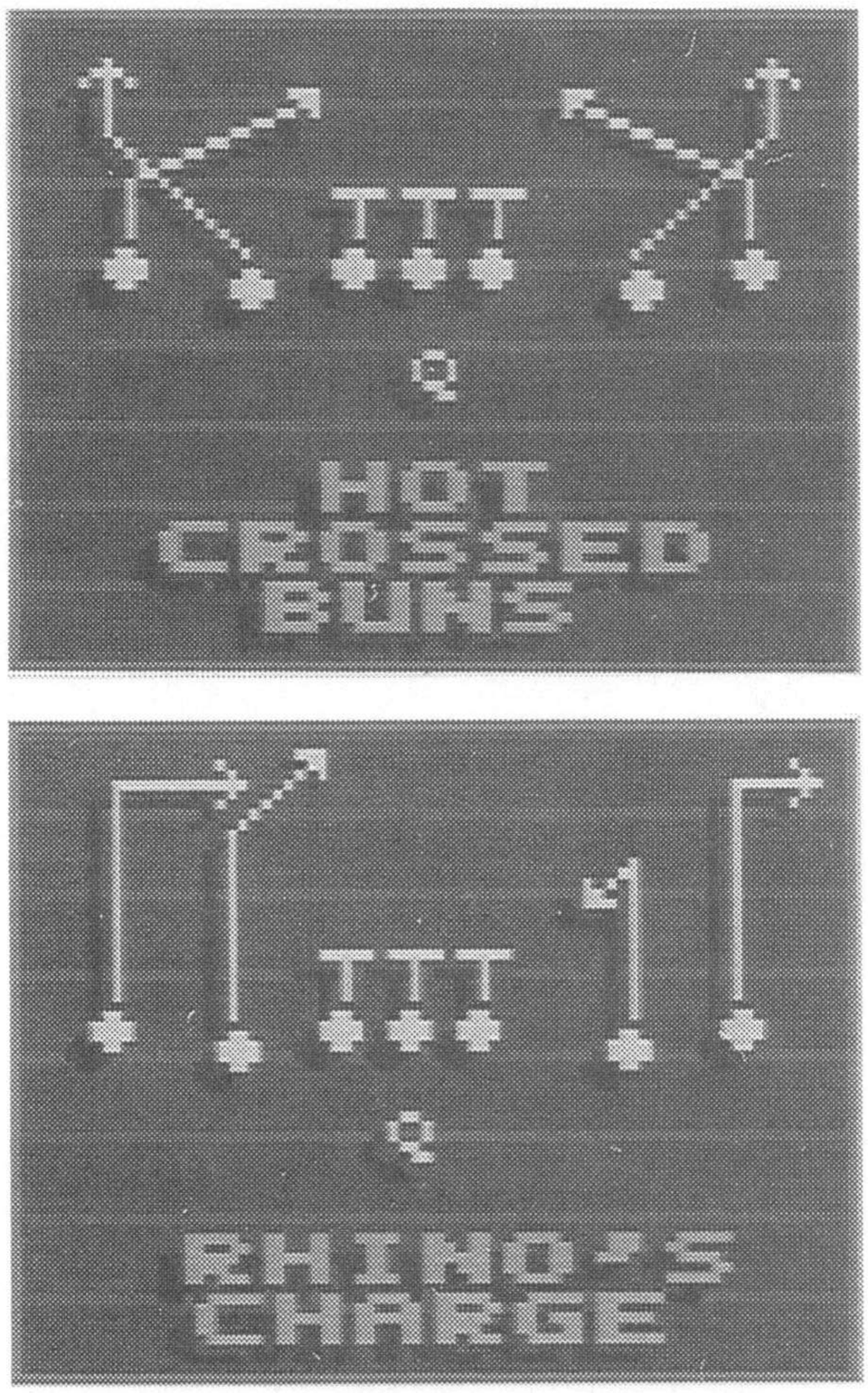


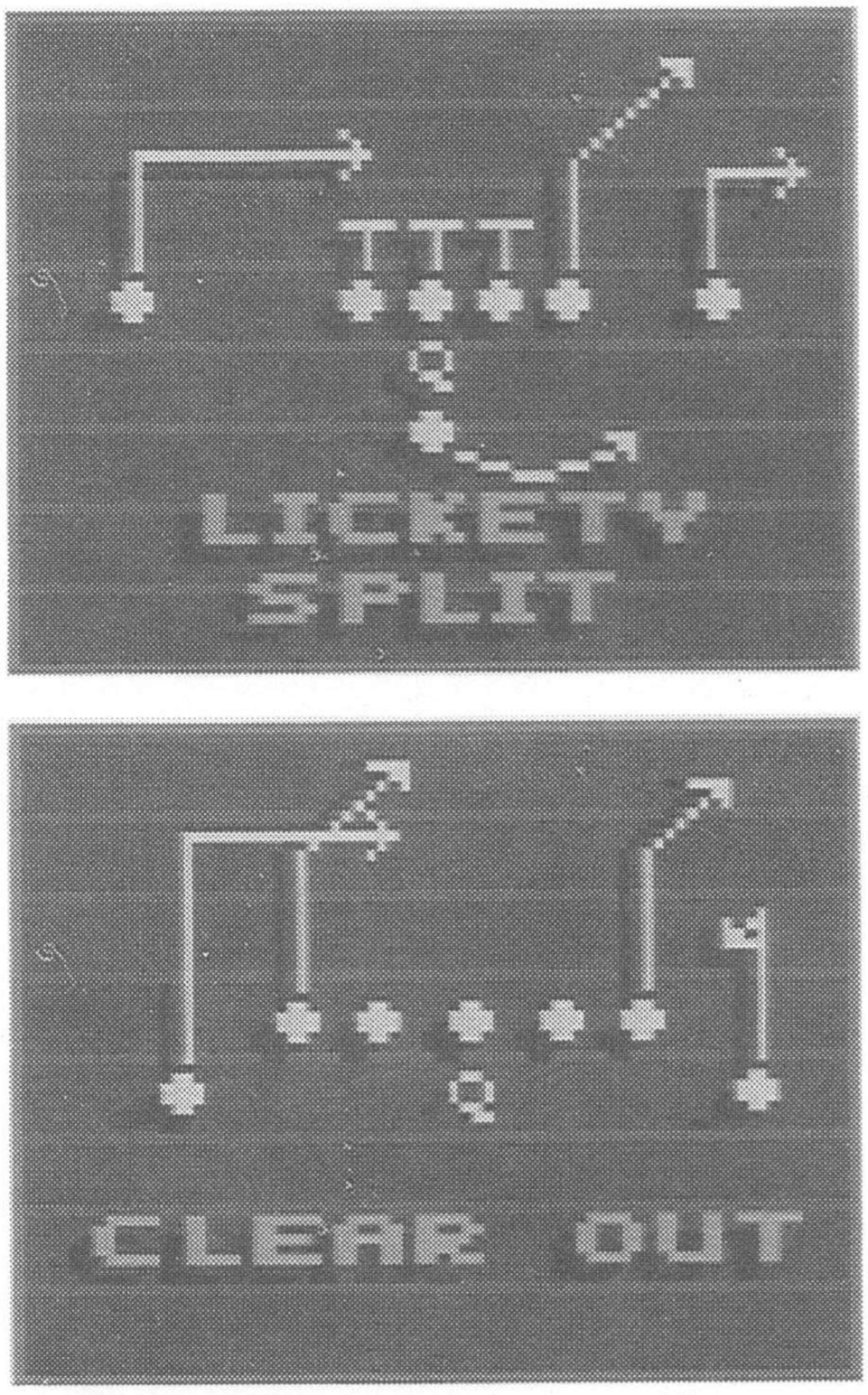


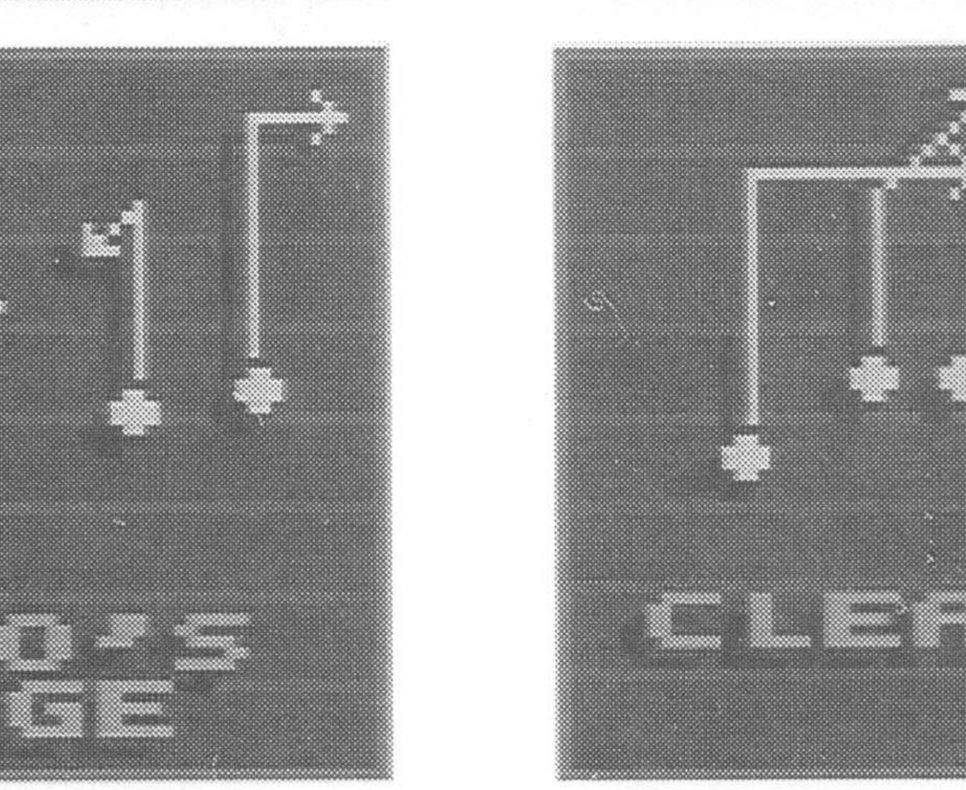
Passing Plays — Offense



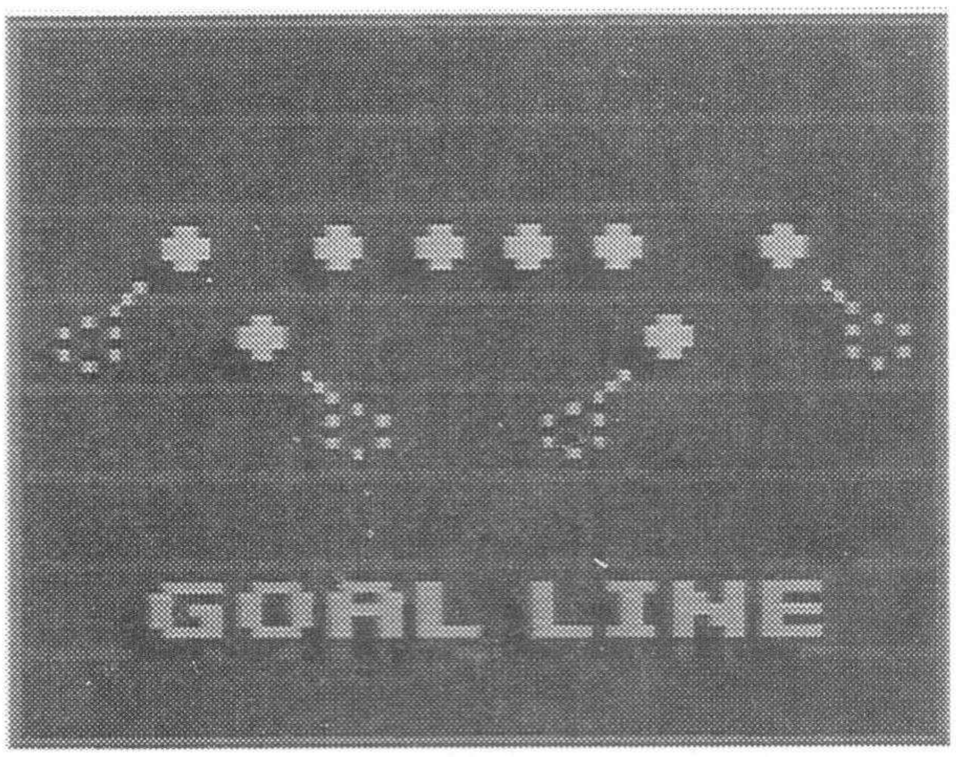


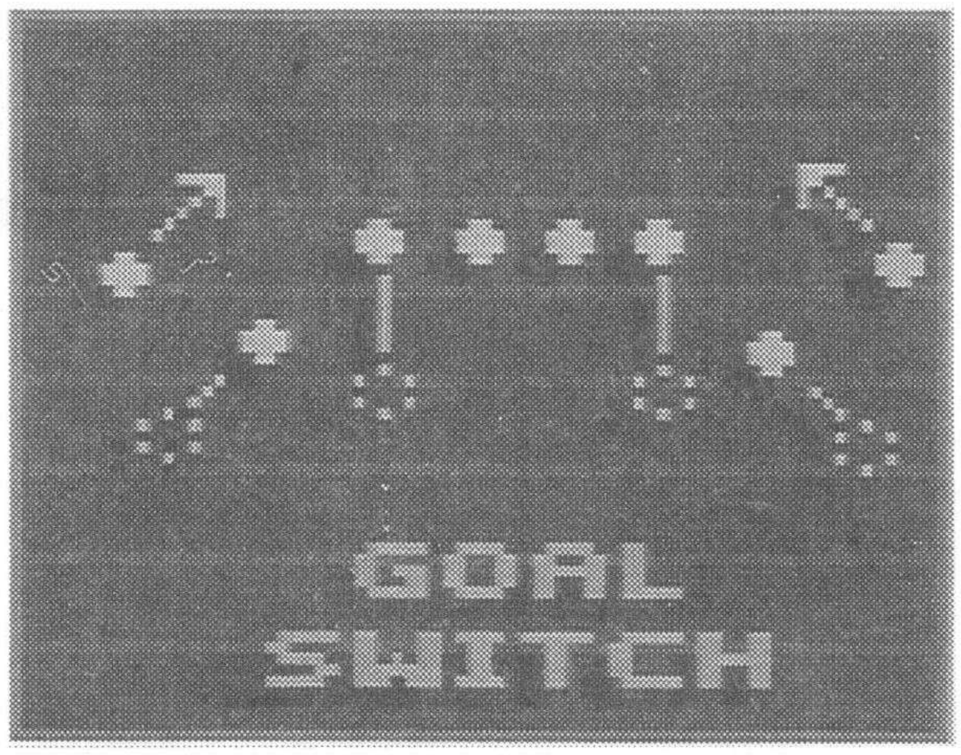


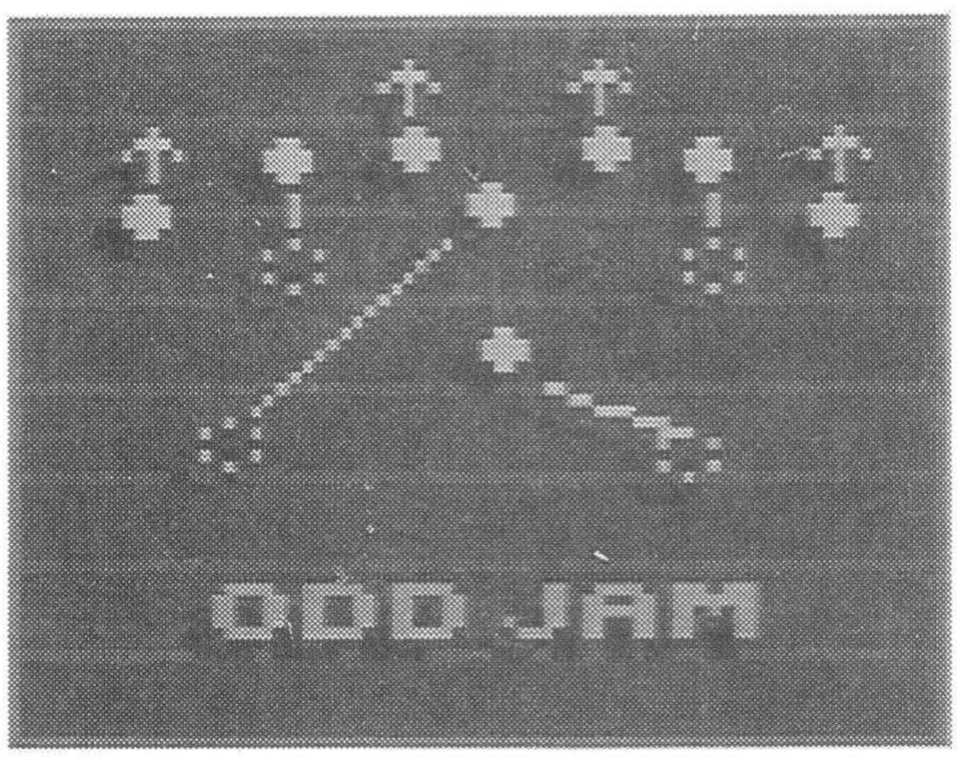


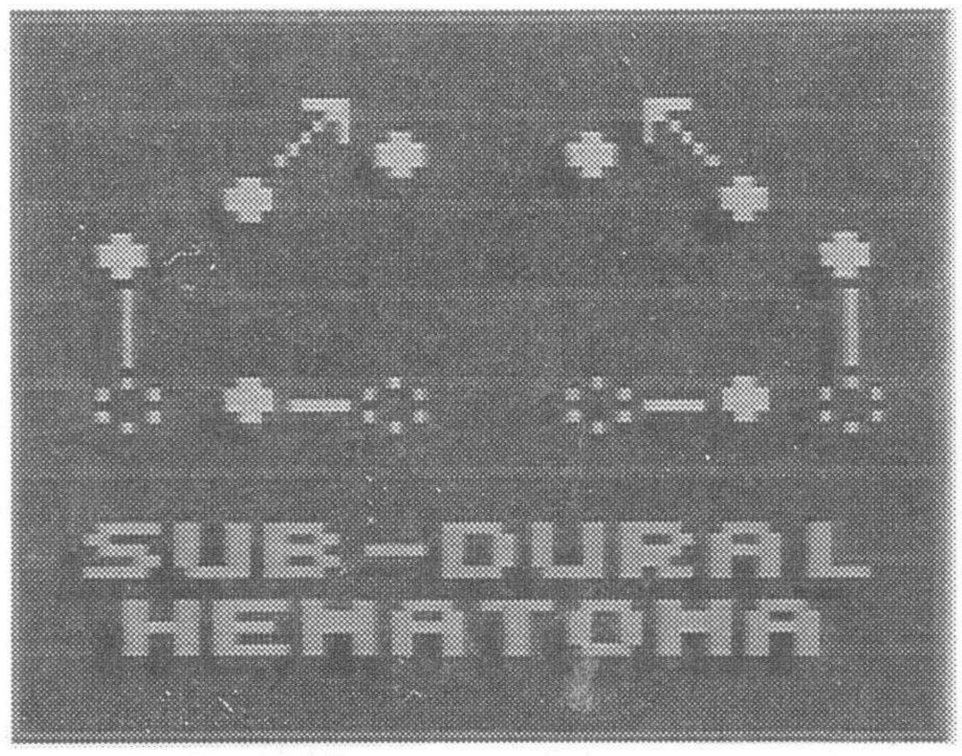


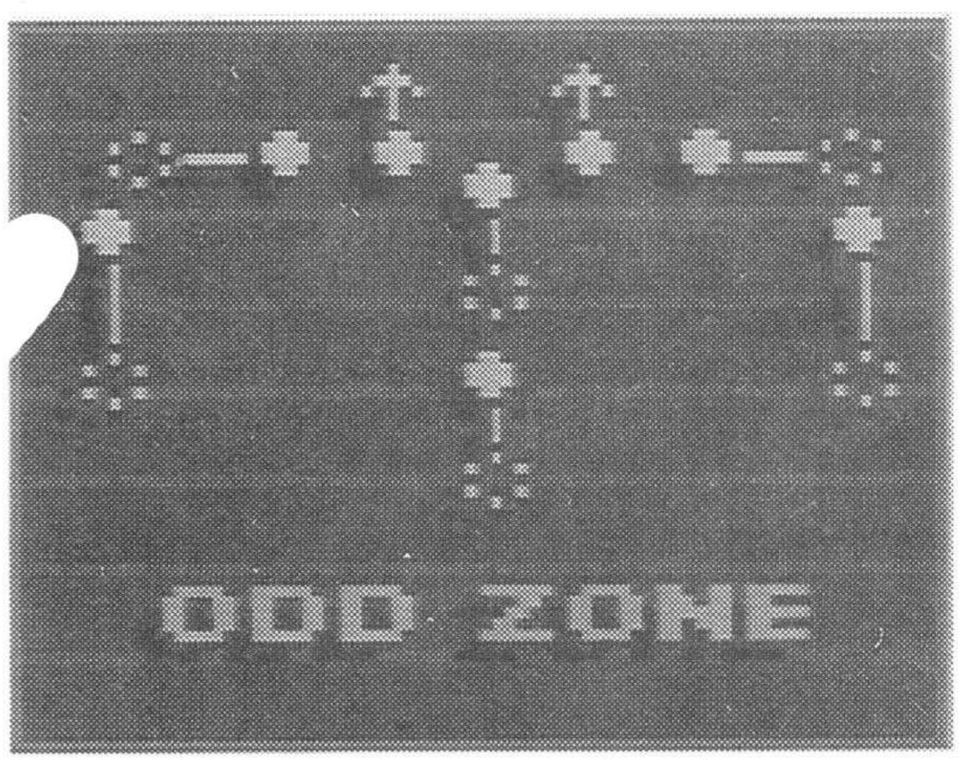
Defense Plays

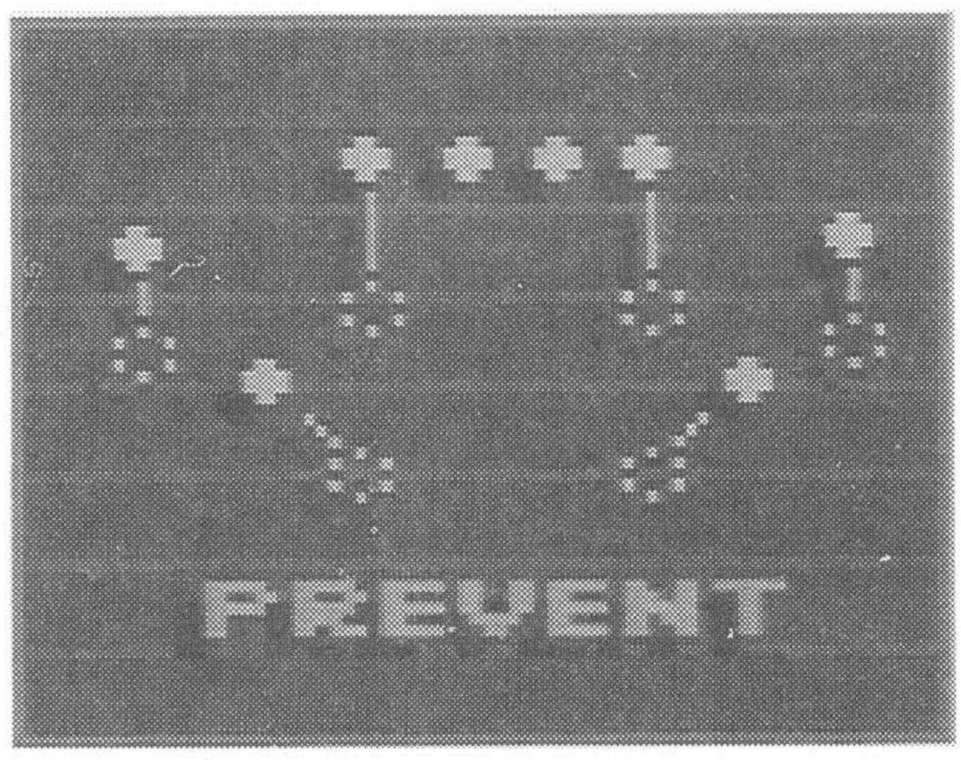












MEMO

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. 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 Cartridge requires repairs after expiration 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 ninety 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.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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