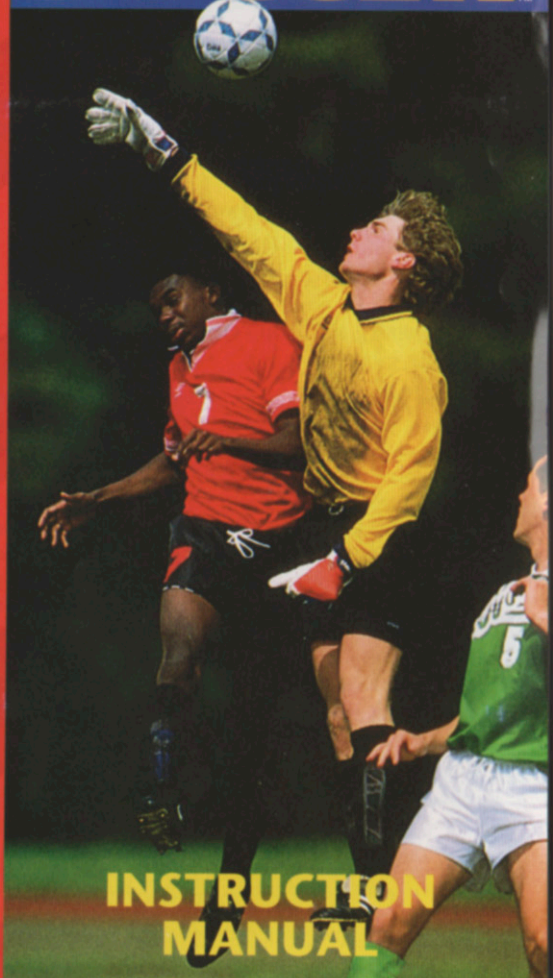
SEGA

GENESIS™

ASCIIWARE™

PRO MOVES SOCCER™



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

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 rest yourself and the Sega Cartridge.

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 seizures 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.



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PRO MOVES SOCCER™



™

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AWS™ PRO MOVES SOCCER™ is a fast-paced, competitive, and realistic Football game – that's Soccer to our American readers. Pro Moves Soccer is also easy to learn, so you can begin playing right away – we suggest reading the Control Pad Instructions and the Quick Start Instructions first. If you wish more detailed instructions and game play tips, the Table of Contents will help you find the answers.

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CONTROL PAD INSTRUCTIONS

FOR 3-BUTTON AND 6-BUTTON CONTROLLERS



* Please refer to your 6-Button control pad instructions for button location information.

THE PRO MOVES

GENERAL MOVES

RUNNING	D-Pad	
SPEED BURST	While Running, Press and Hold D-Pad Again	The player's red square will flash yellow while the player is speeding up.
SWITCH PLAYER	A Button	Release quickly to switch control to another player faster.
AIMING	D-Pad	ALWAYS aim with the D-Pad first before making any of the shots or moves below.

Note: When there are two controllers connected to the Sega Genesis only the controller in the Control 1 port will make menu selections. The controller in the Control 2 port is active to select options specific only to Player-two.

OFFENSIVE MOVES

THROW-INS	B Button	Use the D-Pad to aim then press B to release the ball.
FREE KICKS	B Button	Use the D-Pad to aim then press B to kick the ball.
LONG PASS/ GOAL SHOT	B Button	To increase distance or power, hold button down longer before passing or shooting.
SHORT PASS	C Button	Quickly tap the D-Pad to aim, then press C to pass.

DEFENSIVE MOVES

SLIDE TACKLES	B Button	Slide tackling from behind may draw a foul.
HOLDING	C Button	Holds any player with or without the ball; attacker must be close to the opponent in order to hold.

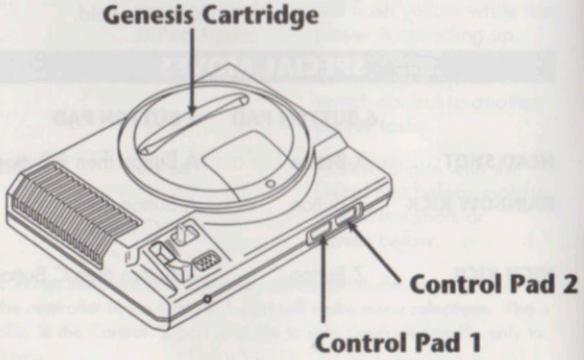
SPECIAL MOVES

	6-BUTTON PAD	3-BUTTON PAD
HEAD SHOT	X Button	A Button then B Button
RAINBOW KICK	Y Button	A Button then B + C Buttons
HIGH KICK	Z Button	A Button then C Button

QUICK START INSTRUCTIONS

STARTING UP THE GAME

1. Turn OFF the Sega™ Genesis™ power switch. **WARNING:** NEVER INSERT OR REMOVE A GAME CARTRIDGE WHEN THE POWER IS ON!
2. Make sure your controller is plugged into the left port labeled Control 1. If you are playing with or against a friend, plug their controller into the right port labeled Control 2.
3. Insert the game cartridge into the large slot on top of the Sega Genesis and press it firmly into place.
4. Turn ON the power switch.
5. When the **AWS Pro Moves Soccer** title screen appears, press the START Button on your control pad to go to the Main Menu.



PLAYING A QUICK MATCH

Quick instructions for a one player game.



When the MAIN MENU screen appears use D-Pad to move down to EXHIBITION. Press A to enter an Exhibition Match.



You will next see the SELECT TEAM screen where you can select one of the 32 teams. To select a team, use the D-Pad to move up to NEXT and press the A Button to search through the different teams.

We suggest using the German team first. Once you have a team, press D-Pad to DONE, then A to select. Next choose a computer opponent.

After pressing DONE to select the computer opponent, the Team Overview screen will appear and show you the names, positions and characteristics of your team members.



FORMATION WINDOW
Displays colors and starting positions of teams.

The **Formation Window** in the upper right corner of the screen will show you in which part of the field your team will begin the match. Be sure to note the colors of the dots representing your team.

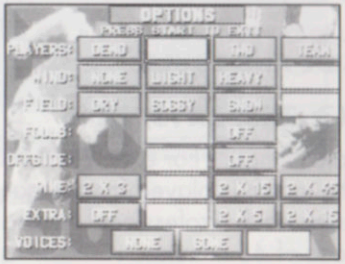
NOTE: Teams starting on the UPPER HALF of the field will MOVE DOWN towards the opponent's goal. Teams starting at the bottom half of the field will MOVE UP towards the opponent's goal.

At the Kick Off the player nearest the ball will automatically kick the ball back to another forward. From there you control the match.

To **QUIT** a soccer match during the match, press and hold the **START** Button on your control pad to bring up the Match Control Menu. Press down on the D-Pad to go to **Quit Game** then press the A Button to select. The match will end and you will return to the Main Menu.

OPTIONS

The OPTIONS MENU is used to set up how you wish to play AWS Pro Moves Soccer. Press START on your control pad to exit the menu.



PLAYERS: DEMO, ONE, TWO, TEAM

Sets the number of players for Exhibition and Tournament Play. TEAM PLAY lets you and a friend play on the same team. **NOTE:** You are not able to include your custom team in a Tournament played in Demo Mode.

WIND: NONE, LIGHT, HEAVY, RANDOM

Sets the wind condition on the play field. Windy conditions make head shots, high kicks, and long passes harder to manage.

FIELD: DRY, SOGGY, SNOW, RANDOM

Sets the condition of the grass. A dry field is the easiest condition. **NOTE:** On snowy fields the white ball is changed to orange for better visibility.

FOULS: ON, OFF

When Fouls are turned off the referees are reduced to simple ball placement managers and players become mad savages. (See **OFFSIDE AND FOULS**)

OFFSIDE: ON, OFF

Allows you to play with or without the Offside rule. (See **OFFSIDE AND FOULS**)

TIME: 2X3, 2X5, 2X15, 2X45

Sets the match length. For example if 2X5 is selected, the match is played for two equal periods of five minutes each. Professional matchs run two equal periods of 45 minutes.

EXTRA: OFF, 2X2, 2X5, 2X15

Sets how a tied game is settled. For example, if 2X2 is selected two periods lasting two minutes each is played after a tied game. If a goal is not scored by either team at the end of the two periods, a 5-shot per team Penalty Kick Competition is held. When EXTRA is turned off tied games will simply end. **NOTE:** In Tournament Mode the Extra Time rule does not apply.

VOICES: OFF, SOME, AND ALL

Adjusts the number of announcer voices that sound in the game. We suggest keeping the voices on until you know the SPECIAL MOVES. Voices set to SOME will turn off the SPECIAL MOVES voices – it's smart not to let your opponent know just exactly how you hammered the ball into the net so easily.

PLAYING



KICK OFF

Before the Kick Off the teams will enter the field and get into their playing formations.

The whistle will sound and the ball will AUTOMATICALLY be passed to one of your forwards to begin play. The team at the top will always control the ball first.

In EXHIBITION PLAY, Player ONE will control the ball first and always head down the field at Kick Off.

In TOURNAMENT PLAY, the home team begins at the top of the field. The home team is listed first when a match up is announced. So, Mexico is the home team when the match, Mexico vs. Russia, is announced.

At HALF-TIME, teams will switch field position.

SWITCHING CONTROL OF PLAYERS

Soccer is a team sport – one player, even if he is good, can't do it all. It's better to keep control of the ball and defense coverage moving between team members.

- To SWITCH the player you control on the field, press A. The red square under the player will jump to the nearest player.



For a stronger defense, switch players as the ball moves up the field or between attackers, instead of running one player up and down the field chasing attacker after attacker.

RUNNING

Running skills are basic to good soccer. Good running can shake off defenders, bring down attackers, fake out goalies, and create great passing & scoring opportunities.

- To RUN, hold D-Pad in the direction you want to run.
- For an extra BURST OF SPEED while running, press and hold down D-Pad again. Your player will suddenly increase his running speed. Also, the red square under the runner will change to a yellow square for the time of the speed burst.



A great way to shake off defenders is to quickly run in a complete circle around them and get the defender to commit to a slide tackle.

PASSING – Short and Long

The ability to deliver SHORT, accurate passes while under pressure is one of the most important skills in soccer.

- To make a SHORT PASS, quickly hold D-Pad in the direction you want to pass, press C.



Good players have a perfect NO-LOOK Pass. While running, quickly choose the direction of the pass with the D-Pad and press C, so the pass is made without the runner changing his running direction. Try perfecting the No-Look Backwards Pass – it's deadly.

The LONG PASS is a useful way to get the ball up the field fast. It is less accurate but can get you out of bad situations in a hurry.

- To make a LONG PASS, hold D-Pad in the direction you want to pass, press B. To increase the power of the pass, hold down B longer.

SCORING

There are several ways to score – the best methods take quick reaction, a little strategy, and a SPECIAL PRO MOVE or two.

- To make a BASIC GOAL SHOT, hold D-Pad to aim, press B. To increase the power of the kick, hold down B longer.

- Head Shots and Rainbow Kicks are very accurate if one of your players should happen to assist with a well placed High Kick.
- Attack the goal at an angle – avoid attacking the goal head on.

When a score is made an Instant Replay will automatically run. The game is kicked off again at center field.

To CHECK THE SCORE during the game press and hold START to bring up the menu, then select RESUME GAME. The score will appear in the Information Bar that slides in at the bottom of the screen.

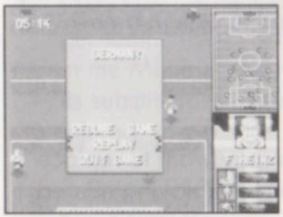
INSTANT REPLAY

At any point in a match you can replay the last 5 seconds of play except while a substitution is being made. Also, an Instant Replay appears after every score.

- To show an INSTANT REPLAY, press and hold START on the control pad to bring up the Match Control Menu, D-Pad to REPLAY and press A.

  After the Instant Replay has ended the menu will reappear with RESUME GAME highlighted – press A to continue.

PAUSE, RESUME OR QUIT A MATCH



MATCH CONTROL MENU

To PAUSE, RESUME OR QUIT any match in progress, press and hold START on the control pad. The Match Control Menu will appear in the middle of the screen with the appropriate selections. D-Pad to the selection and press A.

NOTE: The game is PAUSED when the menu is up. Selecting QUIT GAME will bring up a safety menu which will ask if you really wish to quit. D-Pad to the appropriate response and press A.

WARNING: Quitting a Tournament Match or an Exhibition Match ends the game completely. It is not possible to return to the tournament or match later.

INJURIES

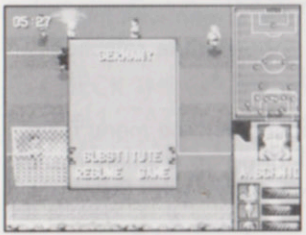
Soccer isn't considered a contact sport but sometimes players will get hurt. When a player gets injured he will fall and stay down at which point paramedics will run onto the field to check his condition.

If the athlete is still able to play, a RED CROSS SYMBOL ✚ will appear in the lower right corner of the player's profile picture. You may wish to substitute the player out later if his performance worsens.

If the injury is really bad they will take him out of the game – at that point the SUBSTITUTION Menu will appear and you will need to assign a new player to his position.

SUBSTITUTIONS

In the course of a match you may want to replace a player who isn't playing well, is playing injured, or is simply tired. You'll notice the player's abilities declining and injured players will have a Red Cross badge in the lower right corner of their profile picture.



1. Press and hold START on your control pad to bring up the Match Control menu.
2. D-Pad to SUBSTITUTE and press A to bring up the Team Roster.
3. D-Pad to the player you want to remove or Cancel to exit, press A.
4. D-Pad to the substitute player, press A.

The SUBSTITUTE SYMBOL will appear in the upper right corner of the field. At the next break in the match (usually a Foul or Throw-In) the new player will join the team.

NOTE:

1. Only two substitutions are allowed in a match per team. The Substitute Feature will not appear in the Menu Screen when a team has made all its substitutions even if additional players are injured.
2. A player removed from a game cannot return to the match.
3. It is against the rules to substitute a player into a position filled by a player ejected by a Red Card Foul. The words "RED CARD" will appear in positions that are no longer possible to cover.

PRO MOVES

SPECIAL MOVES

HIGH KICK

The High Kick is an extremely versatile move to master. Used as a pass, the kick can chip the ball over defenders to another teammate; used as an assist the high kick can get the ball up into the air for a head shot or rainbow kick.

- To HIGH KICK, D-Pad to set the direction and:

  3-Button Pad, hold A and press C.
  6-Button Pad, press Z.

HEAD SHOT

This shot requires the player to hit the ball with any part of his head. While difficult to control, it's an excellent shot for goals when you're in the penalty area.

- To HEAD SHOT:

  3-Button Pad, hold A and press B.
  6-Button Pad, press X.

  Head Shots are best made in motion.

RAINBOW KICK

Often called a Bicycle Kick or an Overhead Drop Kick, the Rainbow Kick is a difficult but devastating weapon in the player's shooting arsenal. Excellent for moving the ball up the field fast and unstoppable for goals.

This kick requires the player to jump and kick the ball in MID-AIR over his body, propelling the ball back over his head. His kicking foot follows the curve of a rainbow.

- To RAINBOW KICK:

  3-Button Pad, hold A and press B + C.
  6-Button Pad, press Y.

  Stand in place (preferably in front of the goal) when attempting a Rainbow Kick.

  NOTE: You can only Head Shot or Rainbow Kick a ball that is kicked into the air by another team member.

DEFENSIVE MOVES

The Slide Tackle and Holding moves are available when your team is on defense. These moves will help you regain control of the ball fairly and, at your own risk, unfairly.

SLIDE TACKLE

The Slide Tackle attempts to take the ball away from an opponent by letting the player slide on the ground between the opponent and the ball. A foul may be called if you happen to slide into the opponent – say from behind or at an extremely high speed.

- To SLIDE TACKE:

  D-Pad to set direction, press B.

HOLDING

Holding is against the rules and can draw a Yellow and Red Card Foul. While we are not exactly saying you should foul, there are times when the referees miss things.

- To HOLD, get close to the opponent, press C. The opponent may lose control of the ball giving you an opportunity to take over.

FREE KICKS

A Free Kick is awarded when the opposing team breaks a rule. There are two types of Free Kicks: Indirect and Direct. In Pro Moves Soccer the following Free Kicks are available:

INDIRECT KICKS

The ball is placed at the point of the foul and kicked into play.

Offside Kick: Kick resulting from an Offside Penalty (See **OFFSIDE**)

- To make an OFFSIDE KICK, D-Pad to set the direction and press B.

NOTE: The player will automatically kick the ball to the nearest player if you don't want to make the kick.

Personal Foul Kick: A kick resulting from a Yellow or Red Card foul.

- To make a PERSONAL FOUL KICK, D-Pad to set the direction and press B.

NOTE: The player will automatically kick the ball to the nearest player if you don't want to make the kick.

If you want to kick the ball, use the Overhead Field Map to locate team members.

DIRECT KICKS

The ball is placed at a specific spot of the field and the kicker can attempt to directly score a goal.

Corner Kick: Taken when the opposing team hits the ball outside of their goal line.

- To make a CORNER KICK, D-Pad to set the direction*, press B.

*D-Pad controls have a narrow range for the Corner Kick. Accuracy is also dependant on the players ball control skill level.

NOTE: The player will automatically kick the ball if you don't want to make the kick.

PENALITY KICK: See THE PENALTY KICK

THROW-INS

When the ball goes out of play along the side-lines, it is put back in with an overhead two handed throw called a Throw-In.

NOTE: It's against the rules to score directly from a Throw-In, but it's a good move to throw the ball near the goal so your teammates can knock it in.

- To THROW-IN:

  D-Pad to set the direction, press B.

NOTE: If the player should miss the field when throwing in, a re-throw is not awarded and the ball is given to the other team to throw-in. Also, the player will automatically throw-in the ball if you don't want to.

GOAL KICK

This kick is automatically made; you are not able to control this kick.

A Goal Kick is a Free Kick awarded to your team whenever your opponent kicks the ball past the your Goal Line.

OFFSIDE AND FOULS

OFFSIDE

The OFFSIDE rule makes sure that goals are made fairly – meaning the attacking team does not have an overwhelming advantage when making a shot at the goal.



Circled player is offside.

A player is OFFSIDE if he is in scoring position and is nearer to his opponent's Goal Line than the ball UNLESS:

A. There are at least two of his opponents nearer their own goal than he is.

B. The player receives the ball directly from a Goal Kick, a Corner Kick, a Throw In, or when the ball is placed by the referee.

C. The player is in his own half of the field.

When an OFFSIDE is called the opposing team is awarded an Indirect Free Kick (See **FREE KICKS**).

OFFSIDE rule can be turned OFF at the OPTION MENU.

FOULS

There are two direct ways to intentionally commit a FOUL:

1. Holding an opponent.
2. Slide-tackling into someone on the field.

When a FOUL is called outside the penalty area, the opposing team is awarded an Indirect Free Kick (See **FREE KICKS**)

When a FOUL is committed within the penalty area, the lined-off area directly in front of the goal, a penalty kick may be awarded. (See **PENALTY KICK**)

FOUL rules can be turned OFF at the OPTION MENU.

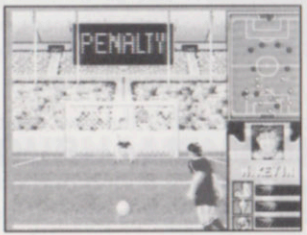
YELLOW AND RED CARDS

A YELLOW CARD is given as a caution to a player who has committed a personal foul. A Yellow Card will appear in the lower left corner of the player's profile picture and the opposing team will be rewarded a Free Kick.

A RED CARD is given to a player who has committed a flagrant personal foul or has fouled again after receiving a Yellow Card Warning. The carded player is ejected from the match and his position is held open for the remainder of the game. Another player cannot be substituted into an ejected position.

THE PENALTY KICK

A Direct Free Kick is awarded to the team when the opposition commits a personal foul within the Penalty Area (See **FOULS**). The Penalty Area is within the rectangle outline in front of the goal. In Pro Moves Soccer, the Penalty Kick is taken in the Penalty Kick Area shown below.



PENALTY KICK AREA

The goalkeeper and penalty kicker are the only players allowed in the Penalty Kick Area.

PENALITY KICKER CONTROL

- To make a PENALTY KICK:
  Aim the circle with D-Pad, press A.

  Keep the aimer moving and don't decide where to shoot until you are ready to kick.

GOALKEEPER CONTROL

- To attempt to catch a Penalty Kick, keep your thumb down on the D-Pad following the circle aimer. The goalkeeper will jump toward the last direction you are pointing to.

MATCH STATS



Match statistics appear after the two major periods of a soccer match and measure your progress and performance during and after the game. The statistics tracked are:

STATISTIC MEASURED	DEFINED AS
GOALS	Total Successful Goals
SHOTS AT GOAL	Total Scoring Attempts
CORNER KICKS	Total Corner Kicks Made
THROW INS	Total Throw-Ins Made
FOULS	Total Fouls Called Against the Team
YELLOW CARDS	Total Yellow Cards Drawn
RED CARDS	Total Red Cards Drawn
PENALTY KICKS	Total Penalty Kicks Attempted
POSSESSION	Total Percent of Time Ball is Controlled by the Team

TRAINING

You can go from Kick Off to goal without the competition on the field. Practice your moves and passing plays free of slide tackles, referees, or the clock.

Select TRAINING from the Main Menu and Enter the training session as you would a normal game. To leave the training session press and hold START on the control pad, D-Pad to Quit Game, and press A to return to the Main Menu.

TOURNAMENT PLAY

While in the Tournament Menu, D-Pad to move about, press A to enter a selection.

A Tournament is a multi-round competition against the best soccer teams in the world. You can enter the competition as one of the 32 international teams or you can enter your own custom team. When you enter your own team, each point won in competition wins the team a cash award that can go towards hiring stronger players.

1. **TO ENTER**, select TOURNAMENT from the MAIN MENU.
2. Next select the **8 NATIONS** tournament or the **WORLD CUP**.

   The **8 NATIONS** tournament involves 8 international teams. The **WORLD CUP** involves 32 teams.

3. Next select the team you wish to represent in the tournament.

4. Once you have selected the team, the TOURNAMENT MENU will appear.

5. Look to see who is playing in the NEXT MATCH of the four teams in your group. If it is your team, press PLAY.

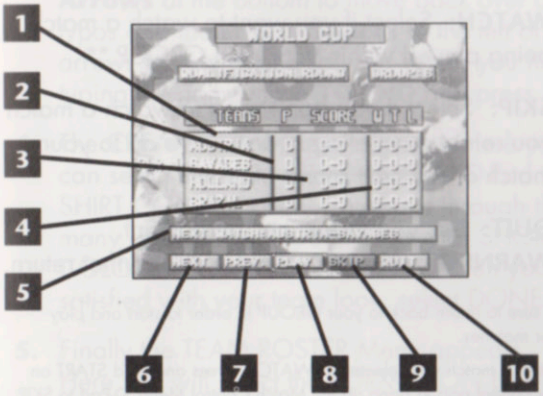
6. If it is one of the other teams, select WATCH to see the match or SKIP to move on to the next round where your team may compete.

7. After each match you will return to the Tournament Menu until your run in the tournament is complete.

8. If your own team wins or ties in the tournament, the team will receive cash prizes for $1000 per point won.

NOTE: Be sure to write down the password given to you at the end of the tournament. The new password will save your earnings which you can use later to hire better players.

THE TOURNAMENT MENU



1. **TEAMS:** The teams in the competition by qualification round.

2. **P:** Total points earned. You earn 2 points for a WIN and 1 point for a TIE. Each point is worth $1,000.

3. **SCORE:** Total score of all matches played.

4. **W, T, L:** Total matches WON, TIED, or LOST.

5. **NEXT MATCH:** The teams to play next in the selected group.

6. **NEXT:** Shows the other GROUPS of competing teams.*

7. **PREV.:** Same as NEXT, but moves the list the opposite way.*

8 **PLAY:** STARTS the match you are competing in.
OR
WATCH: Select if you want to watch a match being played within your own GROUP.**

9 **SKIP:** Select if you don't want to watch a match you're not competing in and move on to your match or the next round of play.

10 **QUIT:** Lets you forfeit the Tournament.
WARNING: Quitting is final – you cannot return.

* Be sure to return back to your GROUP in order to start and play your matches.

** To exit a match you selected to WATCH, press and hold START on your control pad to bring up the Match Control Menu, D-Pad to SKIP, and press A.

EDIT TEAM FEATURE

The Edit Team Feature lets you manage and build your own team with players you can buy from the open market. Use money you earn winning or tieing Tournament matches to buy new players.

Once created, your new team will appear in the team select menu until you turn off your Sega Genesis. See RELOADING YOUR TEAM below for how to reload your team.

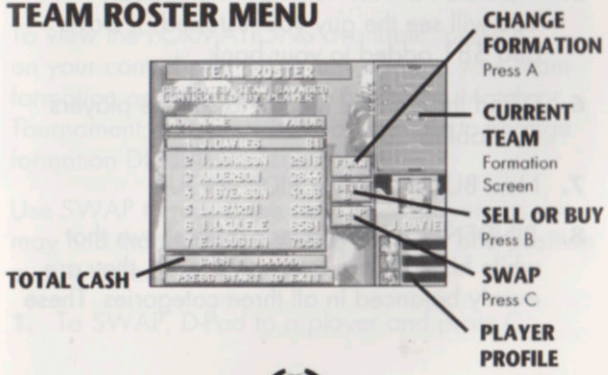
CREATING A TEAM

1. To begin, select EDIT TEAM from the MAIN MENU.
2. When in EDIT TEAM select BUILD A NEW TEAM.

3. The ENTER TEAM NAME Menu appears, D-Pad to the letters,press A to select. Use the **Arrows** at the bottom to move back over any typos and the **Empty Spaces** to the left of the arrows to enter blank spaces. When you finish typing the name move **TO END** and press A.
4. The CREATE TEAM Menu appears. Here you can select the team uniform colors. D-Pad to SHIRT COLORS, press A to move through the many color options. Do the same for SHORT COLORS and STRIPE COLORS. When you are satisfied with your team look, select DONE.
5. Finally the TEAM ROSTER Menu appears. Here you will select the FORMATION (FORM) your team will play in, SELL and BUY players, and SWAP your current players into different positions on the team.

NOTE: PLAYER 1 must select the PLAYER 2 OPTION from the EDIT TEAM Menu - from there Player 2 can control the Team Creation Tools.

TEAM ROSTER MENU



CURRENT TEAM

You start out with a bunch of below average talent and $100,000 in the bank. The team has 11 players and 4 open Substitute positions.

Use the D-Pad to view each player and their current position which is shown in the Formation Window with a flashing colored dot.

SELLING AND BUYING

We suggest selling J. Davies first.

1. D-Pad to J. DAVIES.
2. To SELL him, press B on your control pad.
3. The J. Davies position will become EMPTY.
4. To BUY, be sure the D-Pad is on "1. EMPTY POSITION" and press B, which has now automatically changed to BUY. It will do so whenever you are on an empty position.
5. Next the PLAYER MARKET will appear. You will see the guy you just fired, J. Davis and $81 added to your bank.
6. D-Pad through the market to see the players available.
7. Next BUY the player RIDENHOUR.
8. RINDENHOUR's player profile shows that while his skills are average overall, they are evenly balanced in all three categories. These traits make him the best Goalie for your money and you can also buy at least two more players.
9. To BUY, D-Pad to RIDENHOUR, press B on your control pad.
10. The new player now appears in the Goalie spot and you have $62,445 in the bank.

WHAT TO LOOK FOR IN PLAYERS BY TEAM POSITIONS:

FORWARDS	**HIGH OFFENSIVE SKILL & BALL CONTROL**
DEFENDERS	**HIGH DEFENSIVE SKILL**
GOALIES	**EVEN SKILL LEVELS IN ALL 3 CATEGORIES**

FORMATION AND SWAPING PLAYERS

To view the FORMATIONS available, press A on your control pad. You may change your team formation anytime before an Exhibition Match or Tournament; however, it is not possible to change formation DURING a Tournament.

Use SWAP to rearrange your team players as you may find that one player does better in one position over another.

1. To SWAP, D-Pad to a player and press C.

2. D-Pad to the player you wish to SWITCH WITH and press C, again.

3. The players will then trade places.

NOTE: It is helpful to use the Formation Window when swapping players.

RELOADING YOUR TEAM

To RELOAD a team once the Sega Genesis has been turned **OFF**:

1. To RELOAD a team, select EDIT TEAM from the MAIN MENU.

2. At the EDIT TEAM Menu select either PLAYER 1 or PLAYER 2.

3. Then select ENTER OLD TEAM.

4. ENTER TEAM NAME and press END. **NOTE:** MUST BE THE OLD NAME – YOU CANNOT CHANGE THE TEAM NAME.

5. Enter the team's current password, press OK (See PASSWORDS).

To EDIT a team already loaded:

- Select EDIT TEAM from the MAIN MENU.
- Select YOUR TEAM NAME from the EDIT MENU.
- This will take you to the TEAM ROSTER Menu.

Select END, to Cancel entering the password and return to the EDIT TEAM menu.

6. You will next see the Team Roster Menu.

At the end of the session you will receive a NEW password if you have made any changes. IF YOU HAVE NOT MADE ANY CHANGES, the OLD password will appear at the NEW PASSWORD Screen.

PASSWORDS

Once you finish making changes to your team, press START on the control pad. You will then be given a PASSWORD. You will use this password to save your team changes. After you have made changes to your custom team you will be given a new password.

If you simply view your team and make no new changes, the password will remain the same.

TO ENTER A PASSWORD



1. D-Pad to the selections, press A to enter.

2. Once you have completed the Password, press **OK**.

3. If the Password is correct, you will go to the Team Roster Menu.

4. If the Password is incorrect, the words

PASSWORD INCORRECT will flash.

5. Use the ARROWS in the lower left corner of the menu to move from an incorrect selection, D-Pad to the correct selection and press A to change.

6. Press **OK** again.

Select END, to Cancel entering the password and return to the EDIT TEAM menu.

TEAM PASSWORD LOG

TEAM NAME	PASSWORD
SAVAGE (Example Password)	S6ha)9h4 &9+p 3:xj

TEAM PASSWORD LOG

TEAM NAME	PASSWORD			

TEAM PASSWORD LOG

TEAM NAME	PASSWORD

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