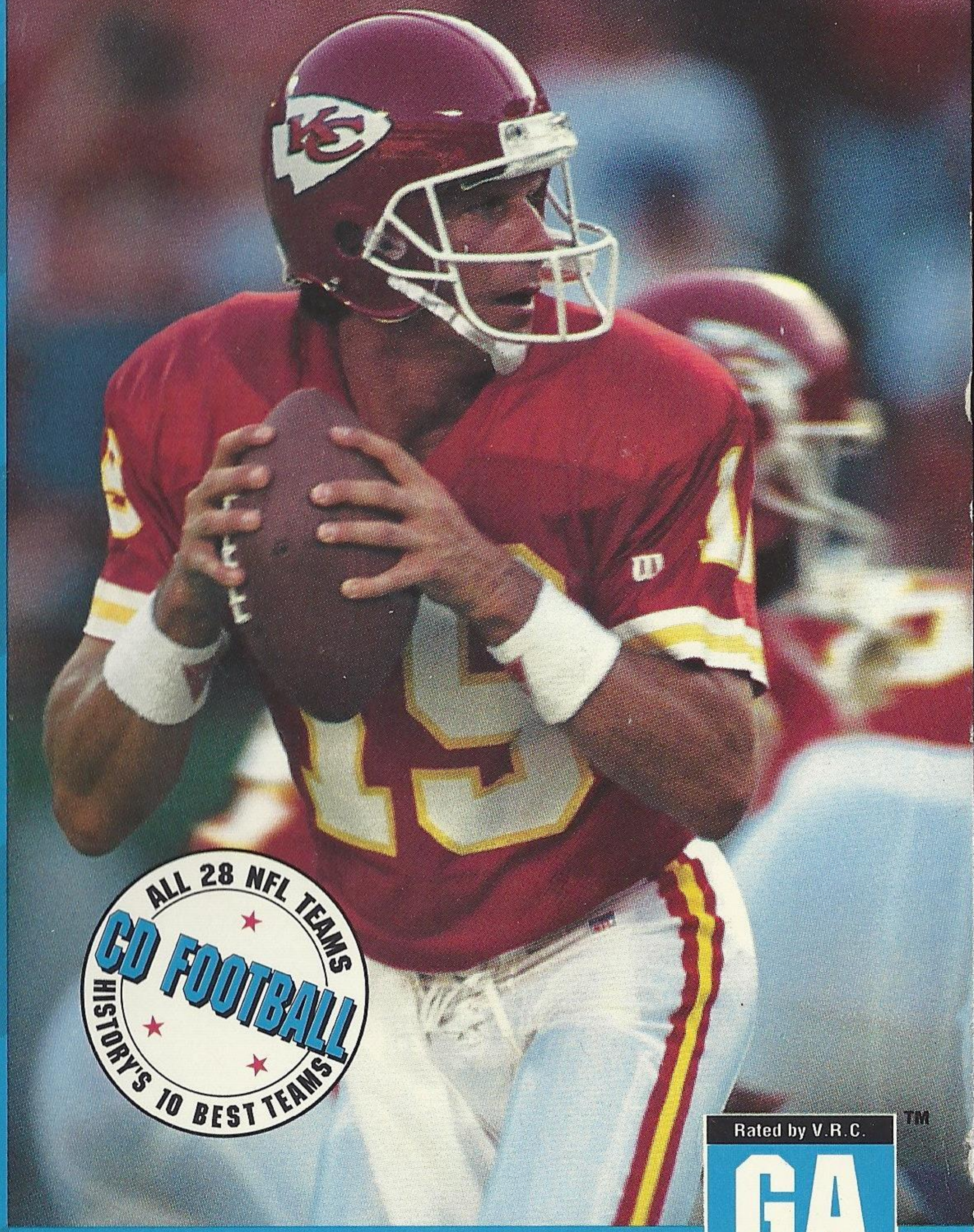
SEGA CD™

SEGA SPORTS™

NFL™

Joe Montana's NFL FOOTBALL



ALL 28 NFL TEAMS

CD FOOTBALL

HISTORY'S 10 BEST TEAMS

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

™

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

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

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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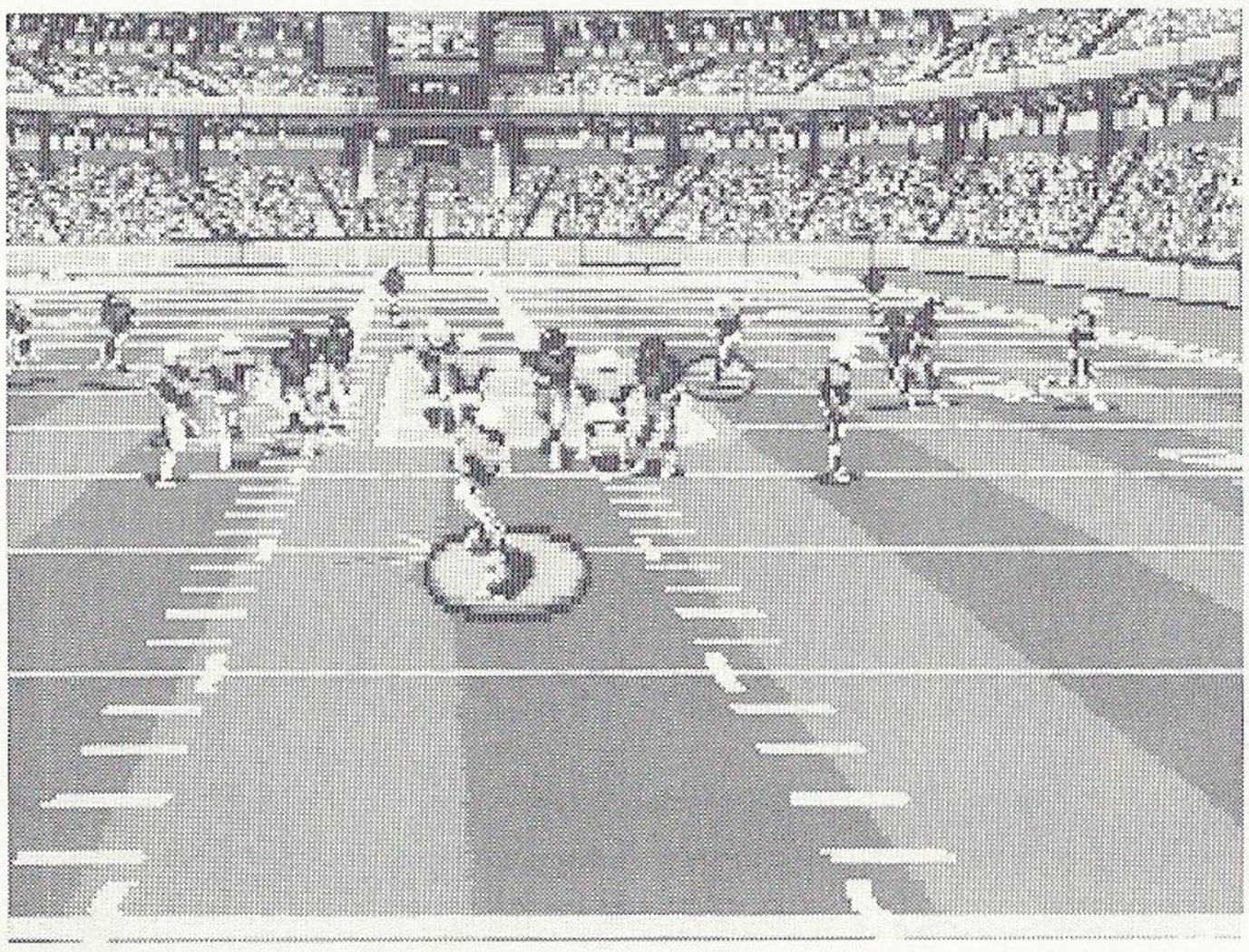
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Joe Montana, State-of-the-Art Quarterback



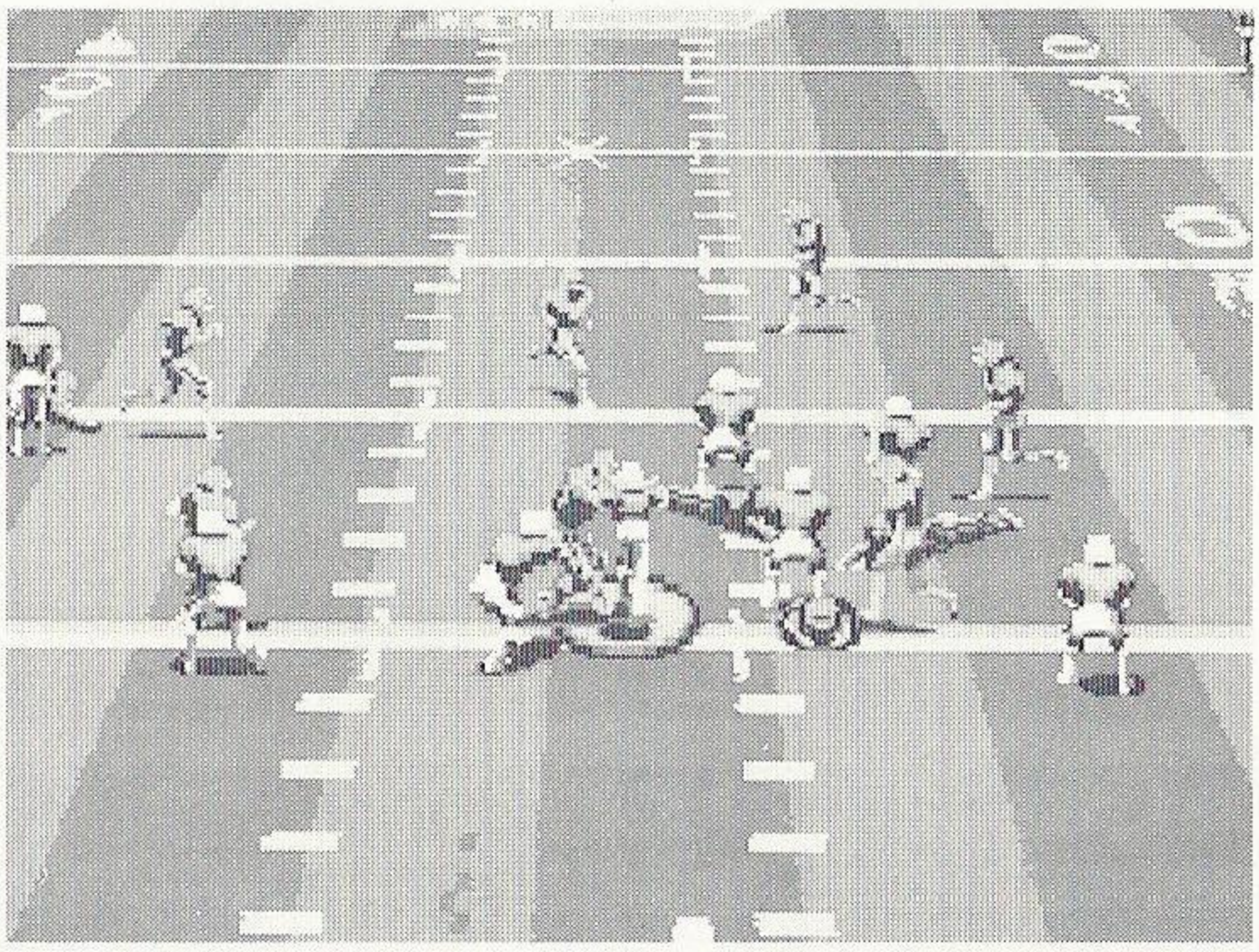
Football experts call him the greatest quarterback ever to play the game. The ultimate quarterback. The man with the golden arm. He's Joe Montana, 3-time Super Bowl MVP, and the highest rated passer in NFL history.

Montana possesses all the attributes of a superstar quarterback -- superb field vision, exceptional mobility, a detailed understanding of offensive and defensive formations. But it is Montana's unequalled desire to win -- no matter how steep the odds -- which has set him apart from other great NFL quarterbacks.

En route to four Super Bowl championships, Montana and the San Francisco 49ers utilized the most sophisticated offense in NFL history. And if the Niners offense was state-of-the-art, so was their quarterback.

With *Joe Montana's NFL Football*, Sega has created the most realistic, technologically advanced video football game ever. We designed the game around the most versatile, sophisticated player ever to strap on a helmet -- Joe Montana.

Joe Montana's NFL Football, State-of-the-Art CD Football



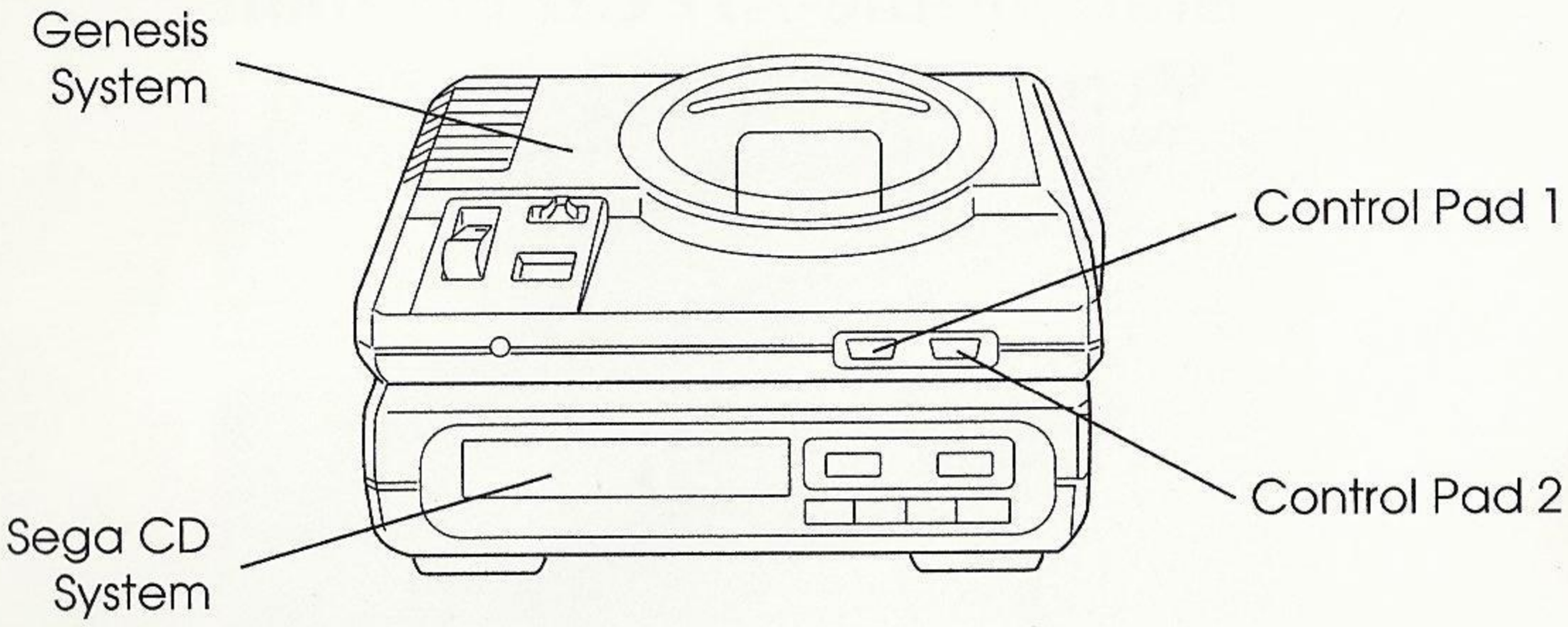
Using breakthrough CD technology, *Joe Montana's NFL Football* rocks your world with realistic game action, plus something no other sports game has ever delivered -- motion video.

Joe Montana's NFL Football is loaded with Sega's proprietary "TruVideo". Via TruVideo, Joe Montana steps in to give you expert play-calling advice in pressure situations. He also appears throughout the game to offer colorful commentary.

Joe Montana's NFL Football delivers the ultimate in 3-D graphics. Get the view from the pocket with dynamic 3-D Field View. Scan the field sideline to sideline to read the defense and find open receivers.

Joe Montana's NFL Football also gives you unprecedented game control. Put your head down, break a tackle and drive ahead for a first down. Spin 360° and explode into the secondary. Dive to make an unbelievable fingertip catch. Feel the awesome NFL adrenaline rush!

Starting Up



1. Set up your Genesis™ and SEGA CD™ systems and plug in Control Pad 1.

2. Turn on your TV or monitor, then turn on the Genesis.

3. Press START or the A,B or C Button when you see the Sega CD Logo to display the Sega CD Control Panel.

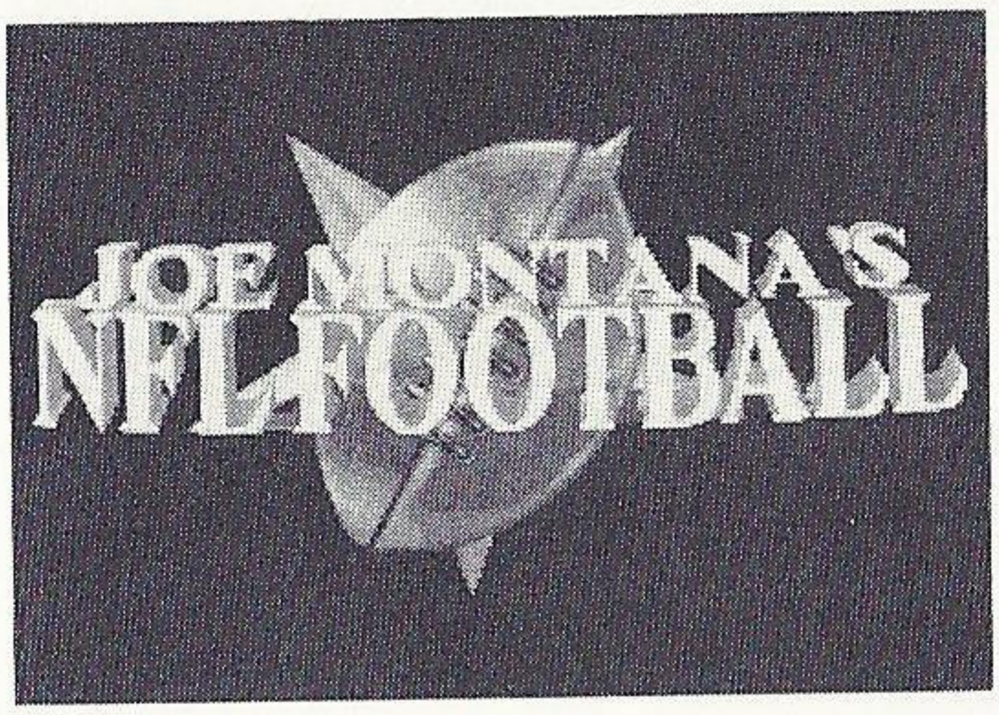
4. Press START or the A, B or C Button to open the disc tray.

5. Place *Joe Montana's NFL Football* CD on the disc tray, label side up. Press the A, B, or C Button to close the tray.

6. Press START to move the hand cursor on the Control Panel to the CD-ROM Button.

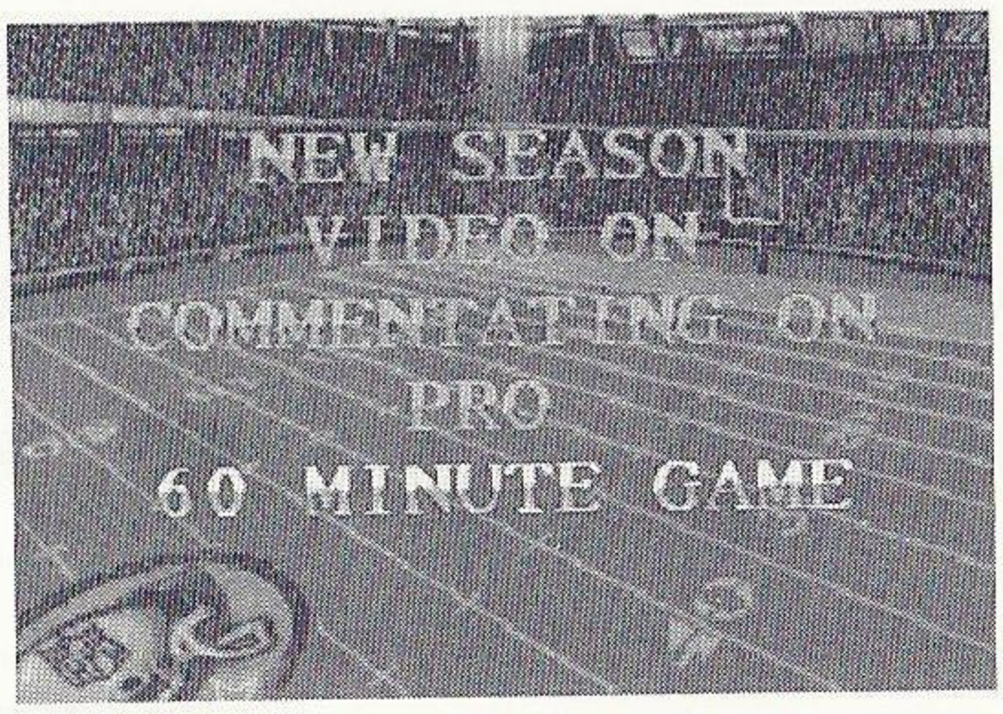
Important: If you don't see the Sega™ screen, turn the power switch off. Check your Genesis and SEGA CD setup, make sure the CD is firmly in the disc tray, then turn the power switch on again.

Title Screen



After a brief introduction, the Title Screen will appear for *Joe Montana's NFL Football*. Press the A-Button at the Title Screen to advance to the Options Screen.

Setting the Options



The Options Screen allows you to set the following parameters:

Game Selection

Choose EXHIBITION mode to play any team in the league in a pre-season test of skill and strategy.

Setting the Options (continued)

Choose NEW SEASON to start a sixteen-week season. In season play, *Joe Montana's NFL Football* tracks records and standings for all 28 teams throughout the season. You can lead one team through the entire season, or play all the games scheduled each week.

Select CONTINUE SEASON to continue a season in progress. (You can play up to eight seasons simultaneously.) When you choose CONTINUE SEASON, the game will advance to the Password Screen.

Commentary

Select ON for play-by-play voiceover.

Difficulty Level

ROOKIE mode is the easiest. Before each down, you'll see which play your computer opponent plans to run against you.

In NORMAL mode, you'll see the computer's formation, but it's up to you to anticipate the play.

PRO is the most challenging. You won't know what your opponents are going to do until they line up for the snap -- just like in the NFL.

Length of Game

Choose between 20, 40 and 60-minute game lengths. Games will have 5, 10 and 15-minute quarters respectively.

To set options, move the D-Button UP/DOWN to select a category. Press the A, B or C Button to choose a setting. To exit the Options Screen, press START.

Take Control of the Game!



Joe Montana's NFL Football is the most realistic sports simulation game ever introduced. By mastering the controls, you'll develop the skills to call plays, signal for audibles, break tackles, spin 360˚, make diving catches, kick field goals, and a lot more. The better you know the controls, the greater your chances of winning.

Game Setup

Start Button:

- Advances to Options Screen from Title Screen.
- Advances to Game Select Screen from Options Screen.

D (Directional) Button:

- Moves the highlighter on the Options and Game Select Screens.

Take Control of the Game! (continued)

A-Button:

- Changes a highlighted setting on the Options Screen (B and C Buttons also do this).
- In Exhibition mode, scrolls through teams and conferences on Game Select Screen (C-Button also does this).
- Selects division on Game Select Screen.

Play Selection

Start Button:

- Pauses game.

D-Button:

- LEFT/RIGHT scrolls through offensive and defensive formations.
- UP/DOWN scrolls individually through every play.
- When game is paused on offense, RIGHT/LEFT shifts play direction.

A-Button:

- When game is paused, calls Time Out.
- After Time Out is called, selects "Ask Joe!" option.
- Selects play on left of screen.

B-Button:

- When game is paused, selects Instant Replay.
- Selects play in center of screen.

Take Control of the Game! (continued)

C-Button:

- When game is paused on offense, selects Shotgun Formation.
- Selects play on right of screen.

Before the Snap

Start Button:

- Pauses game.

D-Button:

- RIGHT/LEFT scans field.

A-Button:

- On defense, selects controlled man, which is highlighted by a circle (C-Button also does this).
- When game is paused calls Time Out, selects "Ask Joe!" option.

C-Button:

- Calls an audible.

Take Control of the Game! (continued)

Controlling the Action

D-Button:

- Controls selected player.

A-Button:

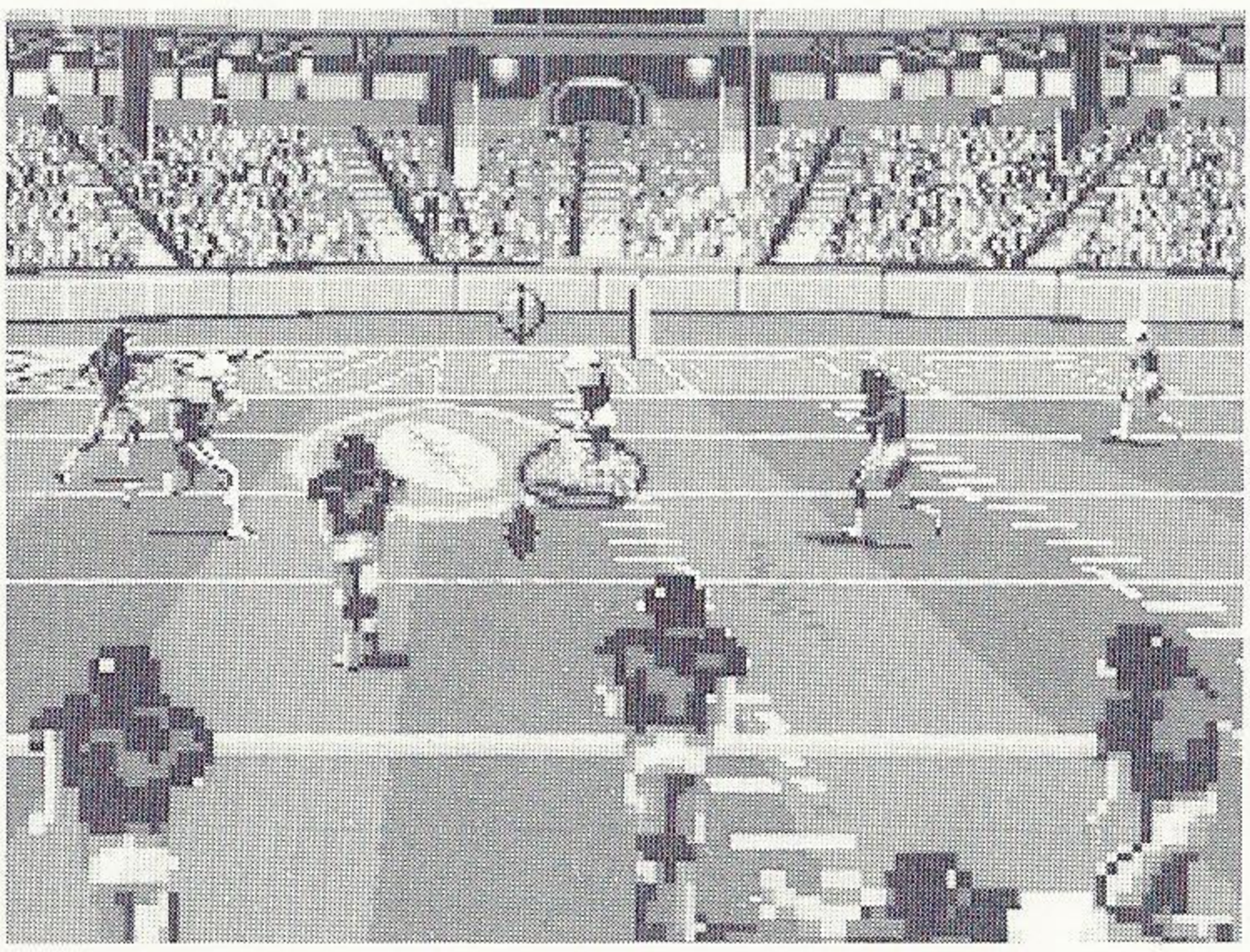
- Snaps the ball.
- Throws pass or hands off.
- After the catch or handoff, makes player with ball drive through defenders.

B-Button:

- Changes intended receiver.
- After the catch or handoff, makes player with the ball spin 360°.

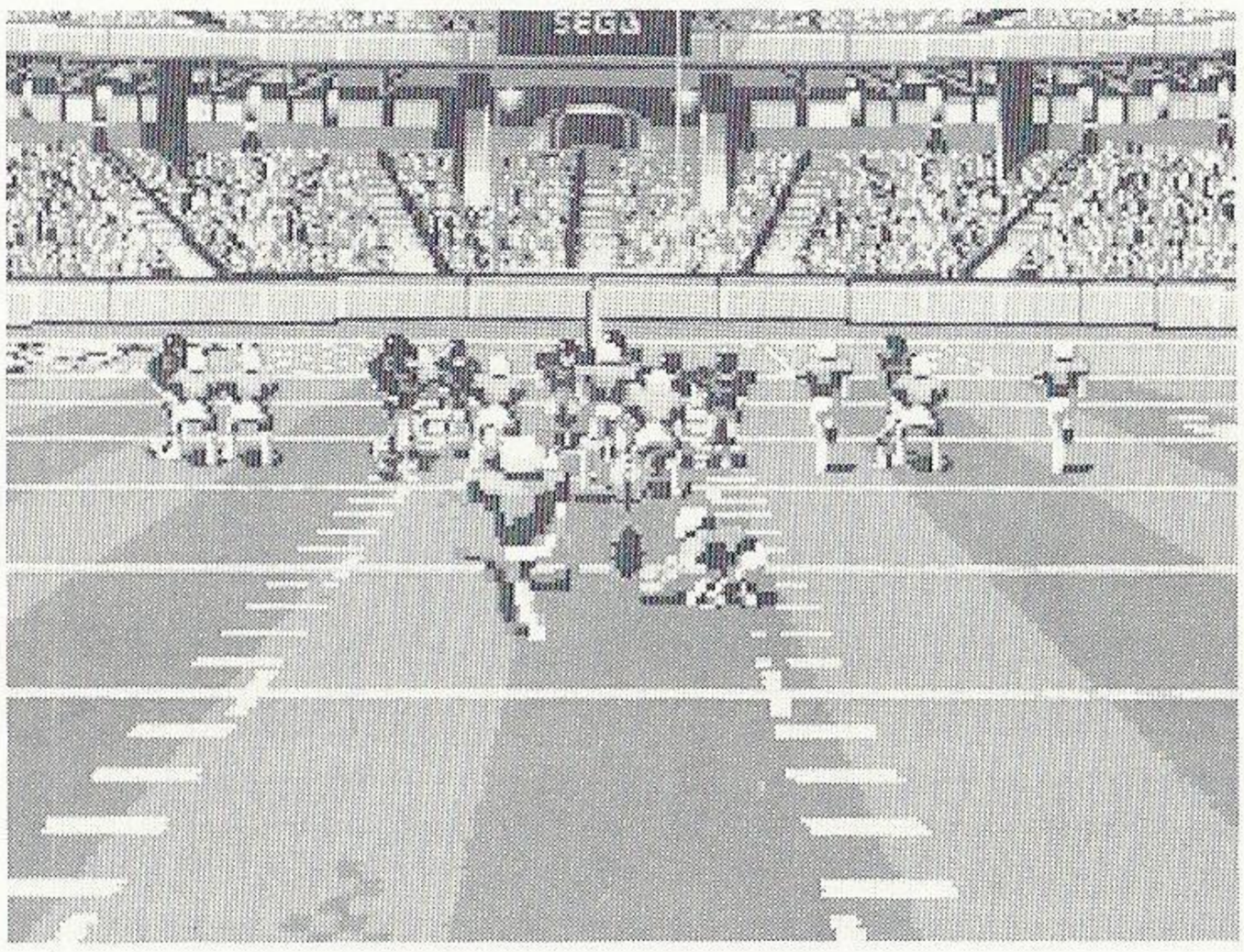
C-Button:

- Makes player with ball dive.
- On defense, makes selected player dive.



The Kicking Game

A strong kicking game is critical if you want to win in the NFL. You'll need excellent timing for kickoffs, field goals and punts.



The Kick Meter is displayed on the upper left portion of your screen. Here's how it works:

1. Press the A-Button to start the Kick Power Meter. The ball in the meter will begin to move.

2. Press the D-Button to aim the kick down the middle or toward the sidelines.

3. Press the A-Button again to select the length of the kick. The closer the ball is to the end of the meter, the longer your kick.

With practice, you'll boot towering kickoffs, 45-yard field goals and punts that nail the "coffin corner".

Welcome to the NFL!

You're in the big time now. In *Joe Montana's NFL Football*, you can quarterback or play against all 28 NFL teams in each of the 6 conferences. Each team in the game reflects the strengths and weaknesses of the real NFL team. The Giants have strong linebackers, but slow defensive backs. The Seahawks have a weak offensive line, but excellent running backs.



American

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

Central
Cincinnati Bengals
Cleveland Browns
Houston Oilers
Pittsburgh Steelers

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

National

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

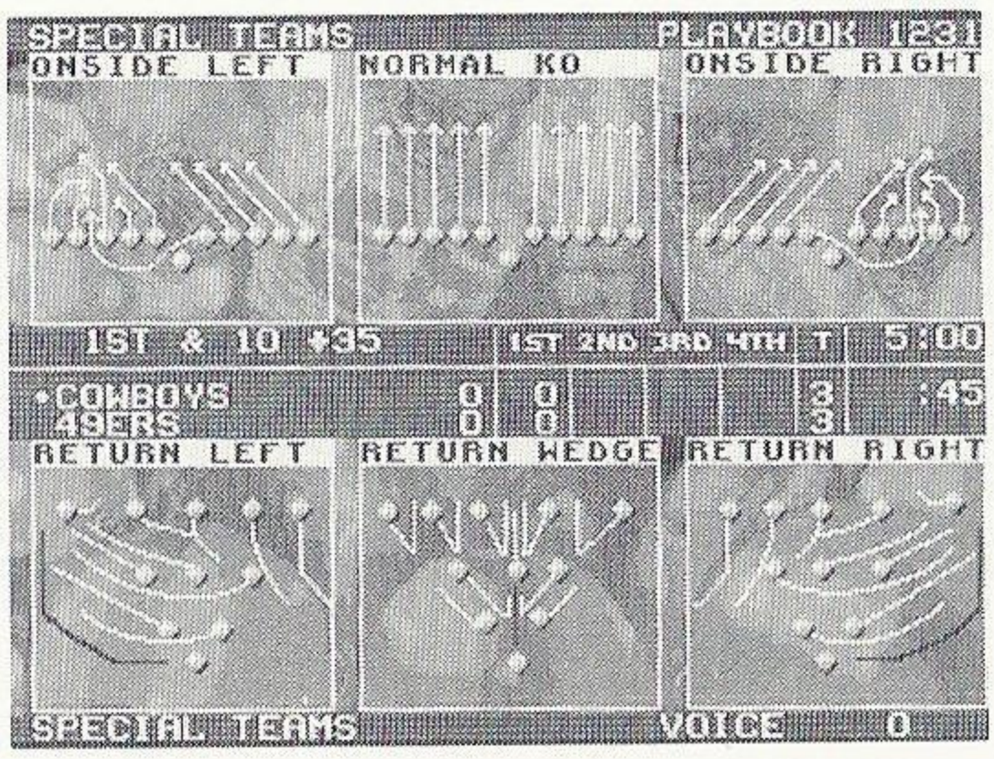
Central
Chicago Bears
Detroit Lions
Green Bay Packers
Minnesota Vikings
Tampa Bay Buccaneers

West
Atlanta Falcons
Los Angeles Rams
New Orleans Saints
San Francisco 49ers

You can play the Bears against the Raiders. The Chiefs against the Cowboys. You can even pit the Steelers against themselves!

Setting Up for The Kickoff

The Playbook Screen displays the Visitor's play options on top and the Home team's options on the bottom. Check the plays to see if your team is kicking or receiving.



If you're kicking, choose between:

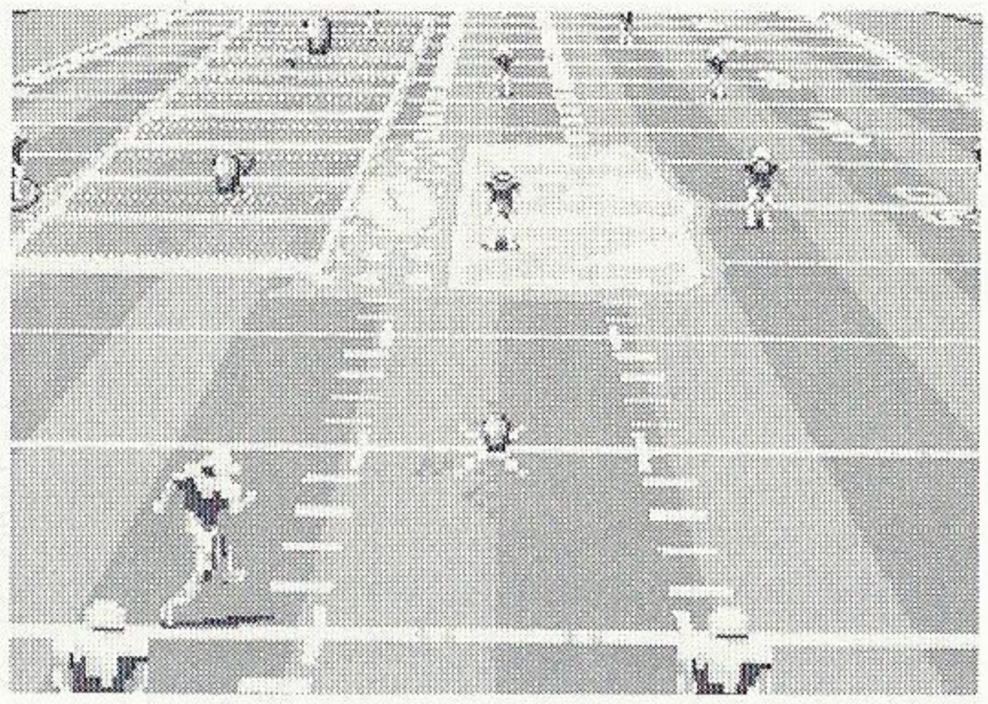
- Onside Left (A-Button)
- Kickoff (B-Button)
- Onside Right (C-Button)

If you're receiving, choose between:

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

Call your play by pressing the button of the play you want. But don't wait too long. If the 45-second clock runs out, you'll receive a 5-yard penalty for delay of game. As soon as you select your play, the teams move into position for the kickoff.

The Kickoff



If you're the kicking team:

1. Press the C-Button before the kick to change your controlled man (the player with the circle around his feet).

2. Press the C-Button to call an audible, then press the A, B or C Button to select a play from the Kickoff Play Select Screen.

3. Use the Kick Meter to kick off.

4. Press the B-Button any time after the kick to switch control to the player closest to the ball.

5. After the ball is kicked, use the D-Button to guide your man. If you get burned, don't forget you can always hit the B-Button to switch control to the player nearest the ball.

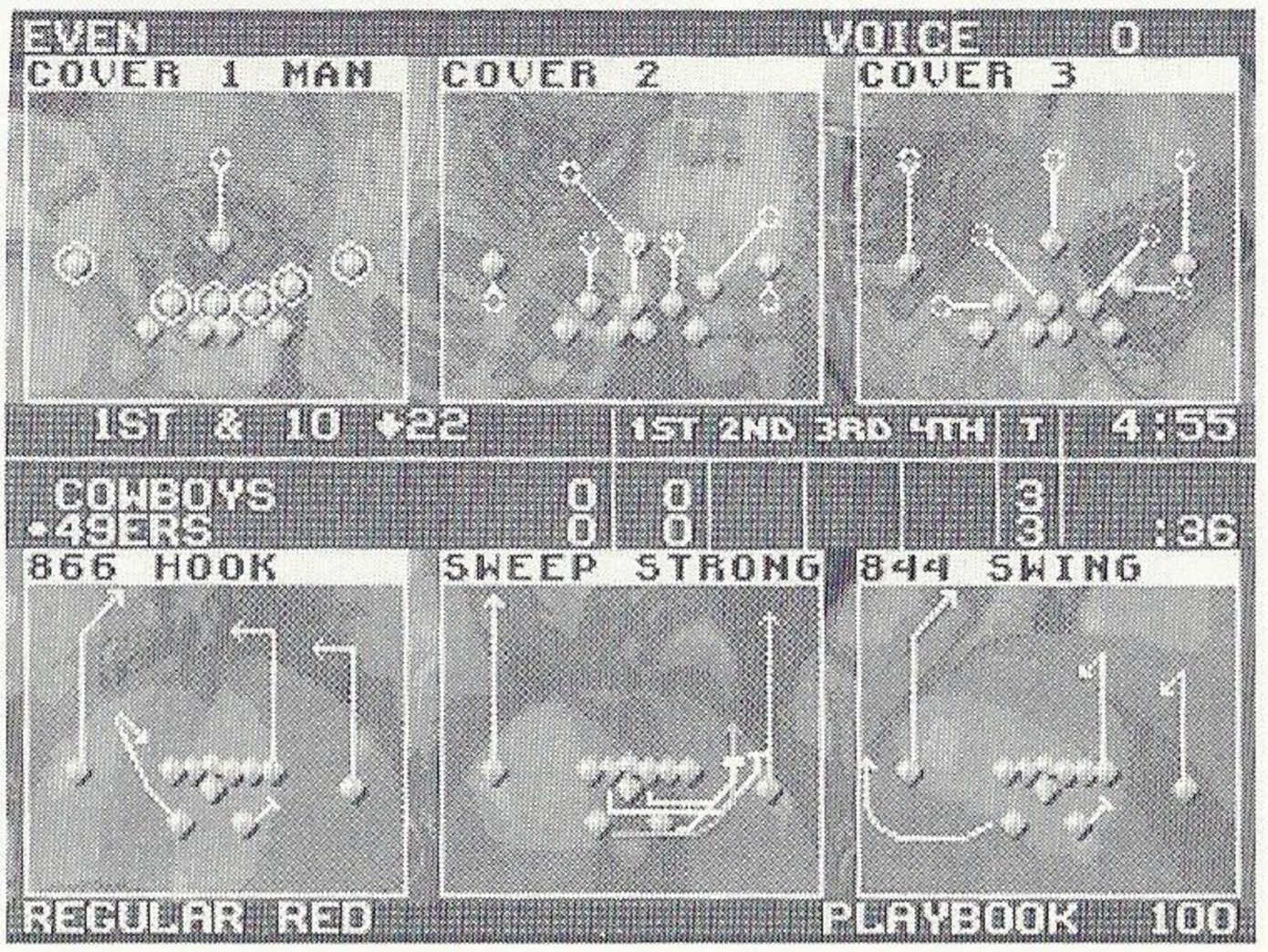
If you're receiving:

1. When the ball is kicked the game will automatically select and position a kick receiver.

2. As soon as the ball is caught, you control the ball carrier.

3. Make your way upfield, using the A-Button to bowl over tacklers or the B-Button to spin 360•. (If you receive the ball in the end zone, you can call for a touchback by staying in the end zone.)

Calling Plays



After the ball carrier is tackled, it's time to call your first play from scrimmage. The Play Calling Screen displays your play options. On offense, white lines are passing routes, red lines are running routes and yellow lines are blocking routes. On defense, yellow lines are coverage routes and red lines indicate players who will blitz.

Here's how to call plays:

1. Press the D-Button LEFT/RIGHT and UP/DOWN to scroll through your formations and plays. (Remember the home team's plays are at the bottom of the screen.)

2. Press the A, B or C Button to select a play.

33 . . . 75 . . . Hut . . . Hut . . . Hike!

Before the snap and in play, use the D-Button to maneuver your controlled man. The following chart summarizes your additional play controls on offense and defense.

Offense

Before the snap:

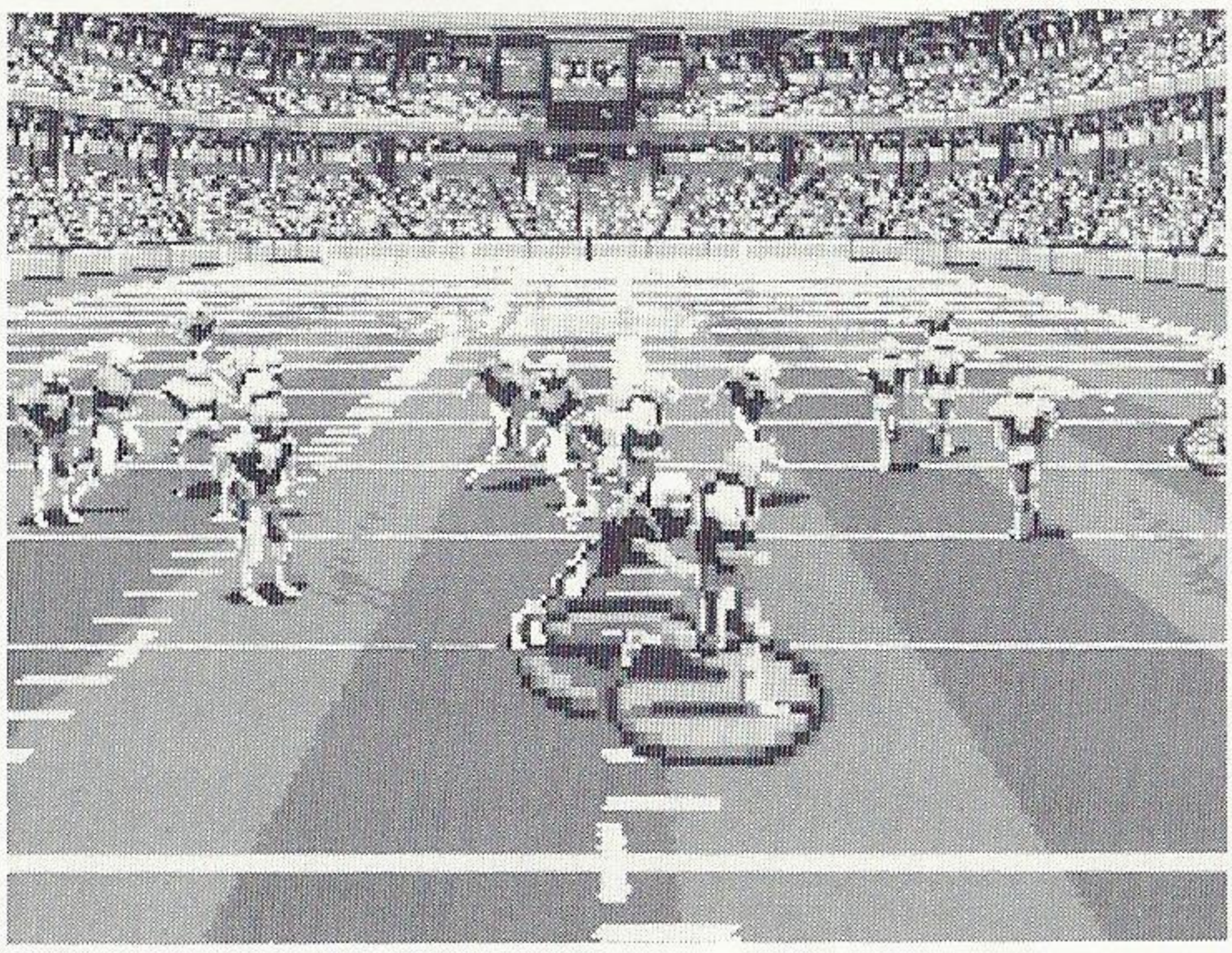
- Press the A-Button to snap.
- Press the C-Button to call an audible. Then press the A, B or C Button to choose a play from the previous Play Select Screen.
- Press the B-Button to change primary receiver.
- Press the D-Button LEFT/RIGHT to scan the defense sideline to sideline on pass plays.

QB before passing:

- Press the B-Button to change receivers.
- Press the A-Button to pass.
- Press the C-Button to dive.

After handoff, reception or QB sneaks:

- Press the A-Button to lower shoulders.
- Press the B-Button to spin 360˚.
- Press the C-Button to dive.



Defense

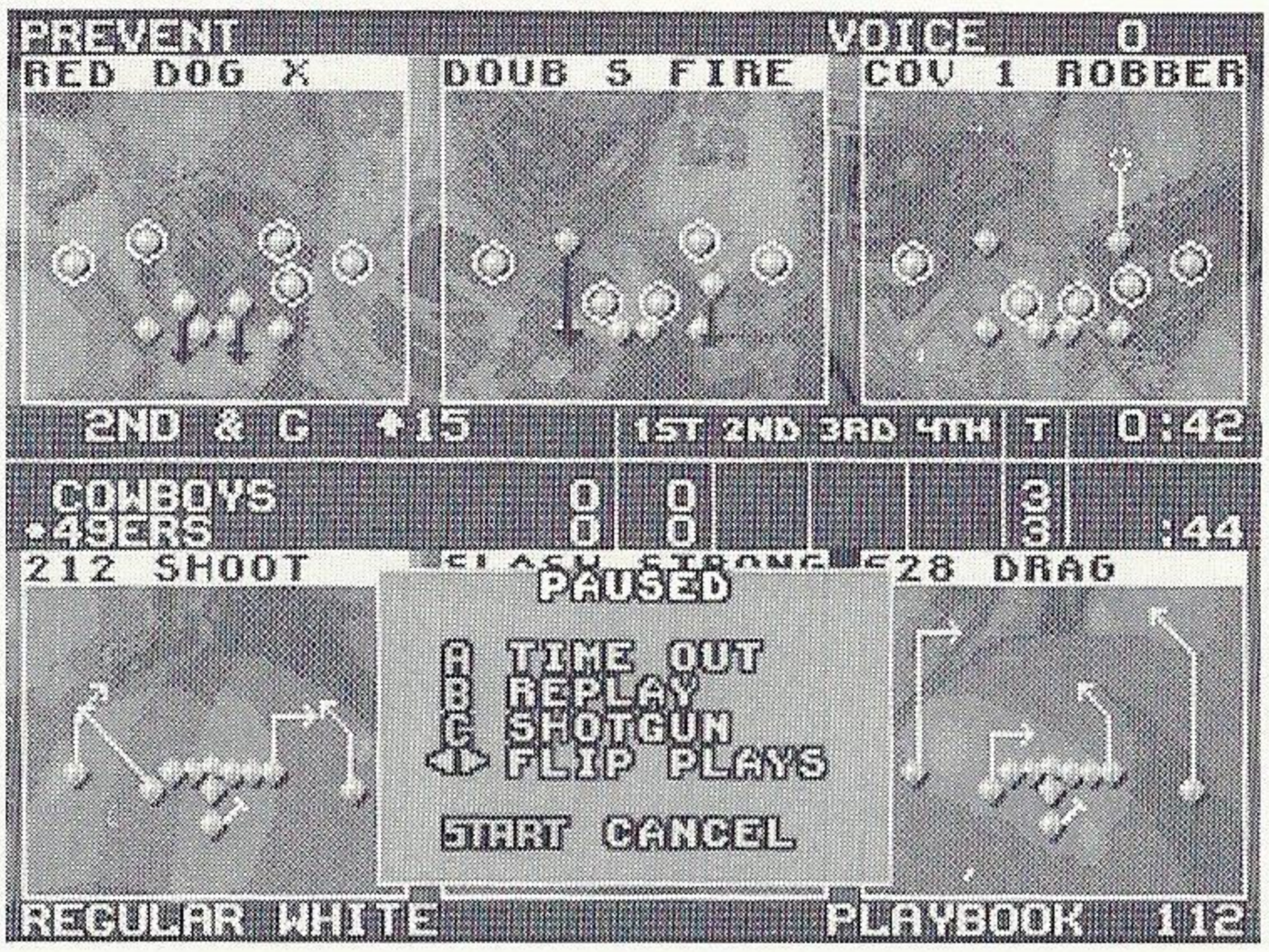
Before the snap:

- Press the A-Button to cycle through players.
- Press the B-Button to call an audible. Then press the A, B or C Button to select a play.
- Press the C-Button to reverse cycle through players.

After the snap:

- Press the B-Button to choose player closest to ball.
- Press the C-Button to dive.

The Pause Menu



When you select START on the Play Selection Screen, the Pause Menu will appear. The Pause Menu gives you the following options.

Offense

Time Out Press the A-Button to call time out. Once you have called time out, you can press the A-Button again to select "Ask Joe!".

Instant Replay Press the B-Button to select Instant Replay.

Shotgun Press the C-Button to run play from the Shotgun Formation.

Flip Plays Press the D-Button LEFT/RIGHT to reverse the direction of any play on the screen.

Defense

Time Out Press the A-Button.

Replay Press the B-Button.

Ask Joe!

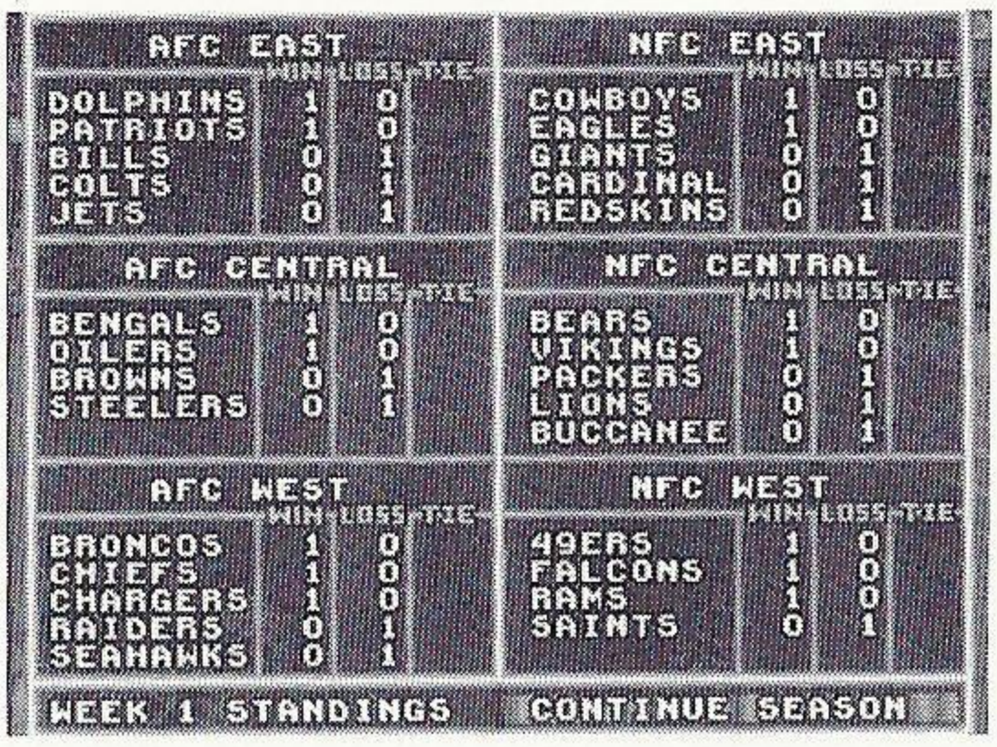


In *Joe Montana's NFL Football*, you can get expert coaching from Joe Montana in do-or-die situations. You have the option to "Ask Joe!" any time you call a time out (3 times each half). Joe analyzes the game situation, then advises you via TruVideo on play calling and strategy.

Watch the Clock

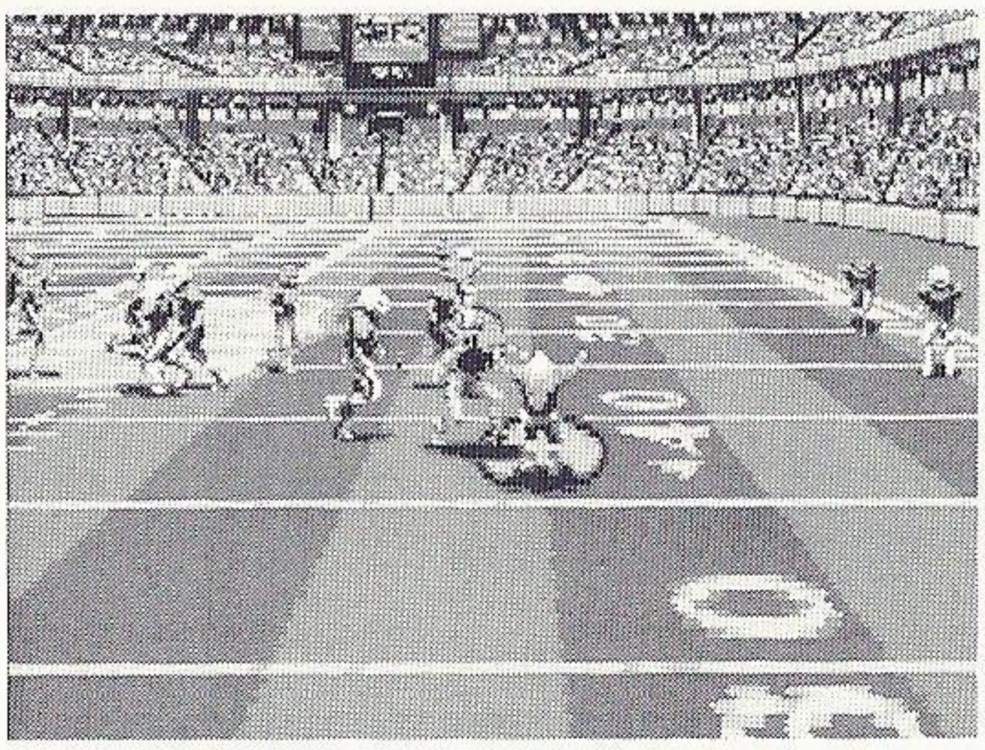
Just like in the NFL, you'll need to keep an eye on the clock. You've got 45 seconds to call a play. Let the play clock run out, and you'll be slapped with a 5-yard penalty for delay of game. Also like in the NFL, the game clock stops if you run out of bounds, call time out or throw an incomplete pass.

League Play



If you select NEW SEASON or CONTINUE SEASON on the Options Screen, you'll advance to the League Screen. If you're starting a new season, press START to advance to the Team Select Screen. In League Play and Playoff modes, you also can select two-player action from the Team Select Screen.

Hard-Hitting Playoff Action



If you have a great season, you'll be rewarded with a berth in the playoffs. But be prepared -- playoff action is intense. If you're cool under pressure, you just might get a chance to play in the Super Bowl, the ultimate challenge of brains, guts and raw determination. Win the Super Bowl and prepare to face the legends of the NFL!

Take On History's 10 Mightiest Super Bowl Champs!

Winning the Super Bowl puts you among the NFL elite. Now it's time to face the legends. Get your team prepped for a showdown with the NFL's greatest Super Bowl champs.

'67 Packers



In Super Bowl II, the Green Bay Packers crushed the Oakland Raiders by the lopsided score of 33-14. Leading the Packers to victory was one of the NFL's most famous coaches, known for his "total dedication to winning". The Packers, who also won Super Bowl I, triumphed with great quarterbacking, ferocious defense and an exceptional kicking game. Beware, the '67 Packers have few weaknesses.

'68 Jets



The Jets' quarterback was well known for his battered knees, and for his supreme confidence. His opponents called him "the best pure passer in the game". Despite their 12-2 season record, the Jets were 18-23 point underdogs in Super Bowl III. At crunch time, the Jets subdued the Baltimore Colts 16-7. Once again, the Super Bowl oddsmakers were dead wrong. In prime time, anything can happen!

'72 Dolphins



The '72 Dolphins are the only team in NFL history to complete a perfect undefeated season. The Dolphins capped their 17-0 season with a 14-7 victory over the Redskins in Super Bowl VII. How did the Dolphins dominate the NFL in 1972? A great passing game, tough defense and an awesome running attack. You've got your work cut out for you when you take on the '72 Dolphins.

'76 Raiders



The rowdy Raiders are notorious for wreaking havoc on the field and off. In 1976, nobody could stop the "Silver and Black Attack". Their 32-14 stomping of the Vikings in Super Bowl XI was the finishing touch on a near perfect season. The Raiders' offensive line was nearly impenetrable, giving their famed southpaw quarterback plenty of time to go deep to some of the game's most talented receivers. While the Raiders' defense helped to carry off the Super Bowl Championship, many of their opponents were simply carried off the field. Take your best shot!

'77 Cowboys



Led by one of the NFL's all-time great quarterbacks, the Cowboys rode in and squeezed the juice out of Denver's much-touted "Orange Crush" in Super Bowl XII. The final score -- 27-10. The Cowboys' game was precise, physical and unemotional, reflecting the personality of the NFL's most stoic coach. The key to the Cowboys' success was tough blocking and tackling in the trenches. You'll need to fight power with power if you want to beat the '77 Cowboys.

'78 Steelers



Behind the awesome Steel Curtain, the '78 Steelers outlasted the Cowboys 35-31 in a classic Super Bowl shootout. The '78 Steelers had it all. In addition to a flawless defense, the Steelers' offense featured a premier quarterback, a powerful running game and lightning quick receivers. You'll need to be your best to beat the '78 Steelers.

'84 49ers



The '84 49ers demolished the Miami Dolphins 38-16 in Super Bowl XIX. En route to a 15-1 regular season, Joe Montana directed one of the most potent offensive attacks in league history, featuring an explosive arsenal of passing and rushing weapons. The 49ers also proved that defense wins Super Bowls. The San Francisco defense combined a formidable pass rush with the league's best defensive secondary, leaving their opponents nowhere to hide. Good luck against this team -- you'll need it!

'85 Bears



Many experts believe the '85 Bears had the NFL's all-time greatest defense. The Bears used intimidating defense and a powerful offense to snuff out the New England Patriots 46-10 in Super Bowl XX. The Bears' offense was built around one of the NFL's all-time leading rushers, and one of the league's most outrageous and unpredictable quarter-backs. To win against the '85 Bears, you'll need flawless play calling on offense and extra-tough D against the run.

'86 Giants



In their first NFL championship appearance since 1963, the New York Giants triumphed over the Denver Broncos 39-20 in Super Bowl XXI. The Giants boasted a fired-up defense led by the NFC MVP and league leader in quarterback sacks. The Giant defense was #1 in the league in stopping the run, holding their opponents to a meager 80 yards per game. The Giants' quarterback set three Super Bowl records in Super Bowl XXI. You better get fired up to go head-to-head with the Giants!

'91 Redskins



The '91 Redskins are another team for the ages that "did it with D". The Redskins were revered for their punishing defense, featuring a corps of Pro Bowl caliber linebackers and cornerbacks. Despite their fearsome defense, however, the Skins' 37-24 defeat of Buffalo in Super Bowl XXVI was a showcase for one of the league's most underrated quarterbacks. If you can beat the '91 Skins, you're Hall of Fame material!

How to Win

In *Joe Montana's NFL Football*, fundamental skills and hard work are your tickets to stardom. To win, you've got to study your opponents carefully.

On offense, learn which offensive formations work best against defensive sets. Can you run it up the middle for extra yards, or throw downfield for big gains? On defense, anticipate your opponent's next play call. Do they like to run on third down? Or do they use screen passes to catch the defense by surprise?

As in the NFL, you'll want to mix up your play calling. Even the weaker teams will adjust to your style of play. Just because you score a touchdown on a long bomb, doesn't mean next time your pass won't get picked off.

Start by studying the charts next to each team helmet on the Team Select Screen. Learn your opponents' strengths and weaknesses. If their defensive line is weak, grind out yardage up the middle. If their offensive line is weak, try a blitz.

On the field, play smart. What down is it? How much time is left? How many yards do you need for a first down? What play was successful in this situation before? Remember, if you're not sure what to do, you've got the best quarterback in the NFL ready to give you advice.

Finally, to win in the NFL, you've got to execute. Learn to time your passes perfectly. Work on your kicking game. Know where to position yourself on defense to break through the line and throw the QB for a loss. Get psyched for the '93-'94 season!

More Tips For Winning

Offense

- On third and ten, try short crossing patterns.
- Practice and learn the passing plays.
- Try to read the defense and call audibles when appropriate.

Passing

When throwing the ball, hold down the A-Button to increase the arc of the pass. Tap the A-Button to decrease the arc of the pass, making it a bullet pass. Throw bullet passes to increase your chances of completing short passes and crossing patterns.

To increase your chances of completing an overthrown pass, hold the D-Button in the direction of the ball destination marker and press the C-Button to dive for the ball.

Running

- Follow your blocker and hit the holes in the defense.
- Don't spin into a crowd of tacklers or you might fumble.
- Avoid direct hits that can result in fumbles.
- Try to break tackles just before contact by pressing the A-Button.
- If a defender is tackling you from an angle, spin to break the tackle.

More Tips for Winning (continued)

Defense

- Stay in a basic defense; don't gamble too much.
- Occasionally, dive at the ball carrier to try to cause a fumble.
- After a pass is thrown, try to stop receivers from reaching the ball destination marker.

Handling Your Compact Disc

- The Sega CD Compact Disc is intended for use exclusively on the SEGA CD.
- Always use the button controls to open and close the disc tray. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Disc or touching, smudging or scratching its surface.
- Do not leave the Compact Disc in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Disc in its protective case.

The Front Office

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Game Programmer:	Joey Headen
Shell Programmers:	Rob Neve, Mike Livesay
Video Programmer:	Mike Livesay
Sound Programmer:	Eric Hammond
Additional Programming:	Andrew Green, John O'Brien
Player Animation:	Mike Hume
Graphic Design:	Stephen Thompson
Additional Artist:	Brian Ranson
Music Composed & Produced by:	Spencer Nilsen, Brian Coburn
Lead Tester:	Smūv
Game Testers:	Keith Higashihara, Harry Chavez, Chris Cutliff, Glen Cureton, Mike Palser and the rest of the homies . . .
Marketing:	Doug Rebert, Kelly Ryan
Manual:	Mike Yoffie

Special thanks to BLUESKY Software, John O'Brien and the legendary Joe Montana.

Limited Warranty

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

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

1-800-872-7342

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

Repairs After Expiration of Warranty

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

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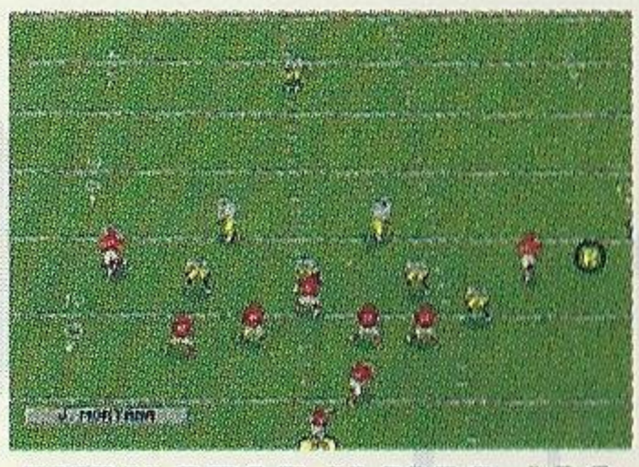
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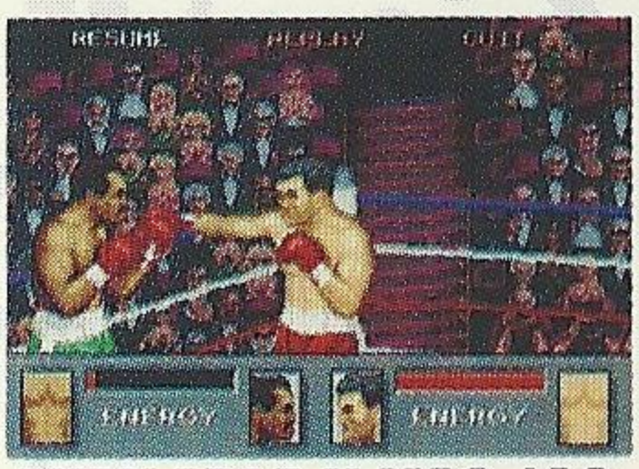
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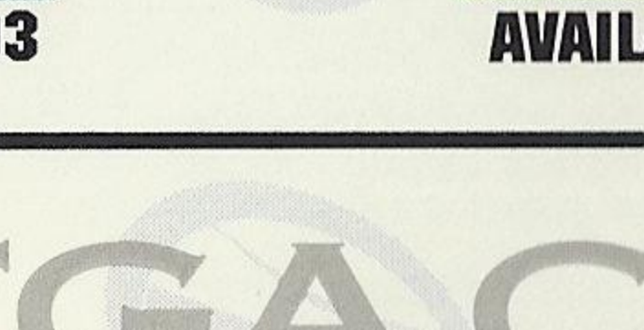
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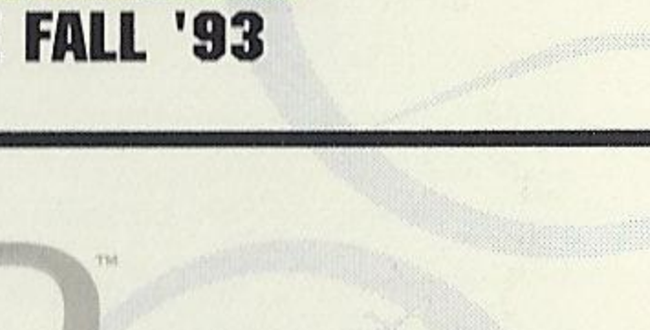
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