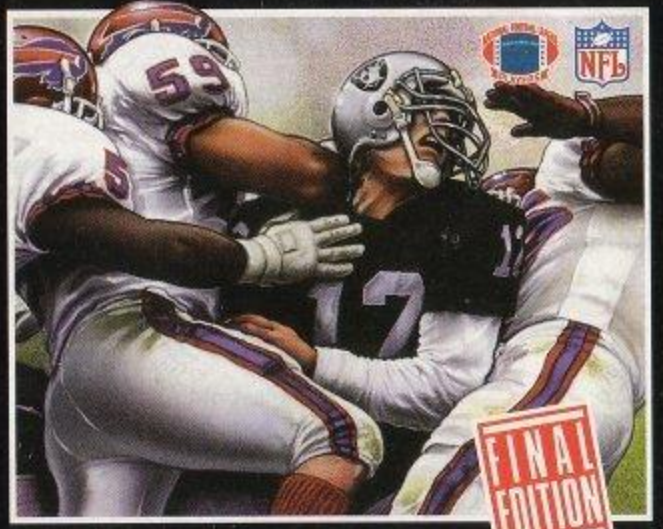
SNS-AW4E-USA



TECMO® SUPER BOWL III™

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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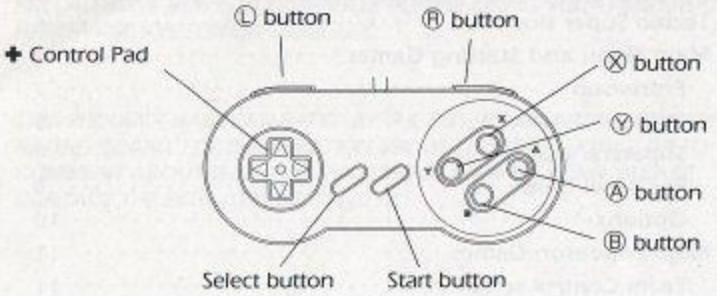
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1. Basic Operations of Controller



Control table in window

To select a mode	Press the ✚ Control Pad
To confirm a selection	Press the Ⓐ button
To cancel a selection and return to the previous screen	Press the Ⓑ button.

Play Selection

To select a running play or run defense	Press the ✚ Control Pad in the direction of your selection while pushing the Ⓐ button.
To select a passing play or pass defense	Press the ✚ Control Pad in the direction of your selection while pushing the Ⓑ button.
Punting Field Goal Position Change Player Change	Open the play strategy window with the Ⓨ button and choose with the Ⓐ button.
Audible	Press the Ⓧ button in the "Ready for Play" mode and enter with the Ⓐ button

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 Ⓐ button
To shake of an opponent who has grabbed onto you	Press the Ⓐ button repeatedly.
To choose a receiver	Press the Ⓐ or Ⓧ button.
To throw a pass	Press the Ⓑ button.
To make a dive	Press the Ⓨ button.

Defensive Team Operations

To change players	Press the Ⓐ 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 Ⓐ button repeatedly after catching up with him.

* For detailed operations, please refer to the corresponding pages.

2. Tecmo Super Bowl III

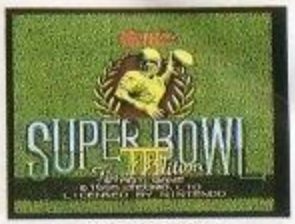
Tecmo Super Bowl III — Final Edition — is a football game that simulates real NFL (National Football League) action. Players can experience an entire season - from the summer preseason games to the final Pro Bowl.
Each of the 37 players on the 30 NFL teams in Tecmo Super Bowl III have been given the 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.

*Convenient battery back up memory function
This game pak contains a back up 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.

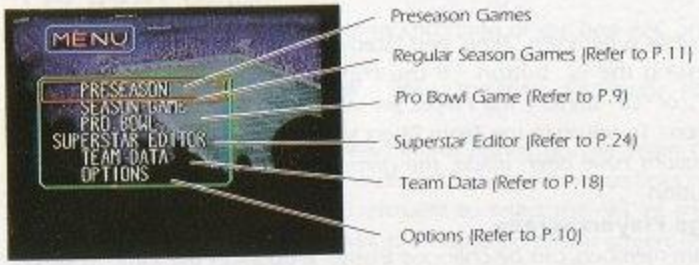
3. Main Menu & Starting Games

While still on the opening demo screen, press the Ⓑ button. The title screen will then appear. Next press the Ⓐ button to bring up the Main Menu screen. While still on the Main Menu screen, use the ✚ Control Pad to choose from the Menus and then press the Ⓐ button. Use the Ⓑ button to return to the Main Menu.



Title screen

Main Menu screen



Preseason Games

Select "Preseason" from the Main Menu.
The Team Control screen will then appear.
Choose the game control mode you desire.
After entering the team control mode, the Conference Select screen will appear.



Conference Select screen

Select the conference that the team of your choice belongs to in this screen. Use the ✚ Control Pad left/right to select the roster you like from among the 30 NFL teams on the Team Map screen.
The Game Condition screen will appear once you and your opponent have chosen teams.

Team Map screen



Selected Teams Names

Game Condition screen



In the Game Condition screen, you can set the environment of the game. Choose the item you want to select by moving the cursor with the ✚ Control Pad up/down.

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

OF Starter / DF Starter screen

This screen is used to change starting members. It is the same as the Member Change screen during games.

***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.11)

Pro Bowl Game

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

You can select the all-star teams line ups in the team data mode. (Refer to P.22)

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 ✚ Control Pad left/right to select the AFC or the NFC. Once you have selected your team, the Game Condition screen (P.8) 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 List screen. (Refer to P.24)

Options

To bring up the Options screen, select "Options" from the Main Menu. The Options screen allows you to make a variety of settings for three different game modes.

Use the ✚ Control Pad up/ down/left/right to select the options you desire. The Ⓐ button changes the settings. Settings increase with each push of the Ⓐ or Ⓧ buttons, and decrease with each push of the Ⓨ button. The Ⓑ button will bring back the Main Menu.

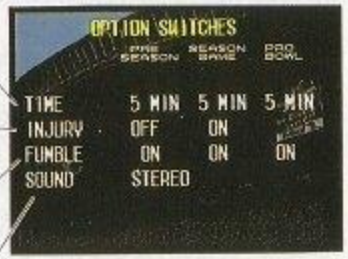
The playing time for each quarter can be varied.

Games can be played in a non-injury mode.

Games can be played with or without the fumbling mode.

The back ground music can be switched between stereo and mono.

Options screen



4. Regular Season Games

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



① Team Control screen



This screen sets the control mode by team which the game will operate under. Use the ✚ Control Pad to select the team whose mode you want to change and press the Ⓐ button. The mode cycles through MAN, COA, COM, and SKP with every push of the Ⓐ button. To change the division, press the Ⓛ or Ⓡ button. To change the control mode of each team to a single common mode, select one of the four icons at the top of the screen. Use the Ⓑ button to go back to the previous screen.

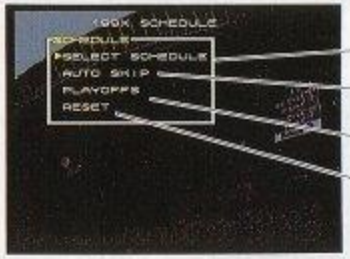
② Schedule

You can make sure about the schedule of the games. Use the ✚ Control 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 Ⓨ button on the Schedule screen.



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 Ⓐ button. A "To week 0." window will appear. Use the ✚ Control Pad up/down to select the number of weeks you would like to skip and press the Ⓐ button.

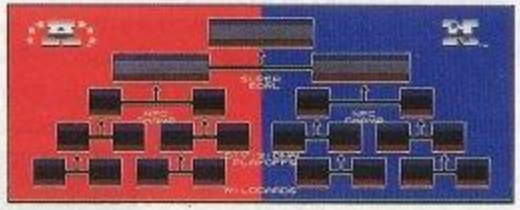
The next time you start a game, the schedule will automatically go to the specified week or the games set in different control modes, skipped games are handled through the SKP vs. SKP mode. To cancel "Auto Skip," hold down the Ⓑ button.

c) Playoffs

To view the Playoff Tournament Table, select "Playoffs" and press the Ⓐ button.

Use the ✚ Control Pad left/right to slide through the Tournament Table screens.

Playoff Tournament Table



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 exchange its members.

Trade Methods



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



Use the ✚ Control Pad to select the team member you wish to replace and press the Ⓐ 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 Ⓐ 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 Ⓐ button.)

Once you select the player you want to replace, the Naming window appears. Use the ✚ Control Pad left/right to select the team of the player you want to add to your own team. Use the ✚ Control Pad up/down to select the name of the player and press the Ⓐ 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.)

Trade Results screen



Original team New team

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 Ⓑ 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 screen allows you to obtain FAs from the FA points you have acquired.



a) Players on your team

Available FA points

b) FA players

a) Roster Area

It is an area that lists your players. Move the cursor to the "Roster Area" and change positions with the ✚ Control Pad left/right. Move the cursor to the player you want to fire and press the Ⓐ 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 ✚ Control 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.

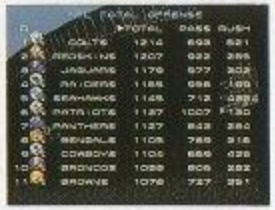


W - Number of wins
L - Number of losses
T - Number of ties
PCT - Win percentage
PTS - Total points
OP - Opponent points

(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 ✚ Control Pad left/right to select the category you want to see. If you press ✚ Control 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. The actual NFL records are shown first. The NFL records remain in the memory when resetting a regular season game.

To reset to the original 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

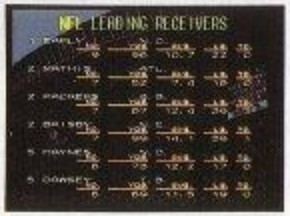
Rating:	Best rating of the year.
Passing Yards:	Most passing yards gained during the year.
Touchdown Passes:	Most touchdown passes for the year.
Rushing Yards:	Most rushing yards gained during the year.
Receiving Yards:	Most receiving yards gained during the year.
Pass Receptions:	Most pass receptions 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:	Total offensive yards
Rush:	Total offensive rushing yards
Pass:	Total offensive passing yards
Defense Total:	Fewest yards allowed
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 Ⓐ button. Push the Ⓑ button to bring back the original screen. The ✚ Control Pad up/down allows you to look up and down through the rankings.



Play Items of NFL leaders

PASSING

Rating:	Rating points (evaluation points)
Comp. %:	Completion percentage for passing
Attempts:	Number of passes
Comp.:	Number of pass completions
Yards:	Total passing yards
Yards/ATT.:	Average yards per attempt
TD. Passes:	Touchdown passes
LST. INT. % :	Lowest interception percentage

RUSHING

Yards:	Total rushing yards
Attempts:	Number of rushing plays
Yards/ATT.:	Average yards per attempt
Touchdowns :	Rushing touchdowns
Longest:	Longest run recorded

RECEIVING

Receptions:	Pass receptions
Yards:	Total yards from pass receptions
Yards/RCT:	Yards gained per reception
Touchdowns :	Passing touchdowns
Longest:	Longest reception recorded

PUNTING

Average:	Average yards per punt
Punts :	Number of punts

SCORING

Points:	Total points
Touchdowns :	Total touchdowns
Extra Pts.:	Extra points
FG.:	Field goals

SACKS

Forced fumbles :	Number of fumbles
Sacks:	Number of quarterback sacks
Tackles:	Total number of tackles

INTERCEPTIONS

Int.:	Interceptions
Yards:	Total yards gained from interceptions
Touchdowns :	Touchdowns on interceptions

KICKOFF RETURNS

Average:	Average yardage on kickoff returns
Yards:	Total yards on kickoff returns
Returns:	Number of kickoff returns
Longest:	Longest kickoff return recorded
Touchdowns :	Touchdowns on kickoff returns

PUNT RETURNS

Average:	Average yards on punt returns
Yards:	Total yards from punt returns
Returns:	Number of punt returns
Longest:	Longest punt return recorded
Touchdowns :	Touchdowns on punt returns

Changing items Press the ✚ Control Pad to the right. The Play Item window will then appear. Use the "▶" mark to select the item you want and then press the Ⓐ button to confirm your selection. Press the ✚ Control Pad to the left to exit the window.

5 Team Data

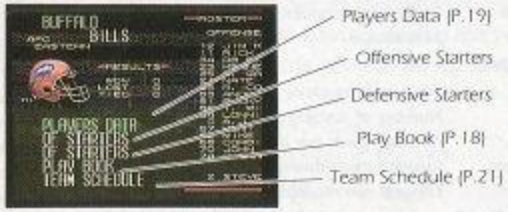
Team data is separated into regular season, preseason, and Pro Bowl data.

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".



Team Data screen



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 "Starter" column through the ✚ Control Pad and the Ⓐ button (See P.37 for details). You can check the individual data of players by pressing the Ⓨ button after selecting the players name.

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

Play Book

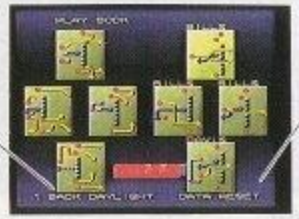
For an offensive team during a game, you can choose 8 different types of play patterns from two play books, play books one and two.
Use this mode to edit the play books which are to be used during games.
Select "Play Book" when you wish to do editing and press the Ⓐ button. The Play Book Replacement screen will appear.

Play Book Edit screen



Play Book Replacement screen

Name of play pattern selected for replacement.

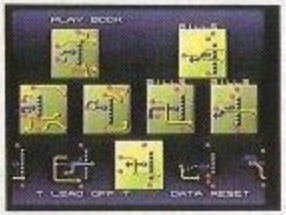


Select this mode if you want to return to the beginning of the Play Book.

In the Play Book Replacement screen, select the pattern of the play you want to replace with the ✚ Control Pad. If you press the Ⓐ button the Play Pattern Select screen shown right will appear.

In the Play Pattern Select screen use the ✚ Control Pad left/right to choose the play pattern you want and then press the Ⓐ button. Press the Ⓑ button to cancel replacement.

Play Pattern Select screen



Player Data

This screen allows you to view the data and results of individual players. Upon select ion of Player "Data" a "▶" mark will appear in the roster column (player's list). Use the ✚ Control Pad left/right to select OF/DF, and up/down to select players. The Player's Data screen can be brought up by pressing the Ⓐ button.

Team Data screen



Roster column

Individual Data screen

c) record (result)



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: Sidelined 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
Kicking accuracy : Accuracy of kicking
Avoid kick block : Ability to avoid opponents kick blocking attempts

Defensive Player Abilities

Interceptions: Ability to intercept opponents passes
Quickness: Reaction speed

c) Individual Results

To view a player's individual results, use the ✚ Control Pad right while on the Individual Data screen.

Passing

ATT.: Number of pass attempts
YDS.: Passing yards gained
COMP.: Number of pass completions
AVG.: Average yards gained per pass
TD.: Number of passing touchdowns
COMP.%: Pass completion percentage
INT.: Number of interceptions
Rating: Rating points (evaluation points)

Receiving

No.: Number of pass receptions
YDS.: Yards gained on pass receptions
AVG.: Average yards gained per reception
TD.: Number of pass reception touchdowns
LG.: Longest reception distance

Rushing

ATT.: Number of running plays
YDS.: Yards gained on running plays
AVG.: Average yards gained per run
TD.: Number of rushing touchdowns
LG.: Longest run

Interceptions

NO.: Number of interceptions
YDS.: Yards gained on interception returns
AVG.: Average yards gained per interception
TD.: Number of interceptions returned for touchdowns

QB Sacks

TAC.: Number of tackles
SACKS: Number of quarterback sacks
FUMB. F.: Number of opponent fumbles

Punts(P)

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

Kicks (K)

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

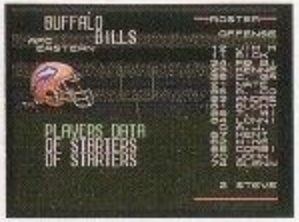
Kick Returns

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.

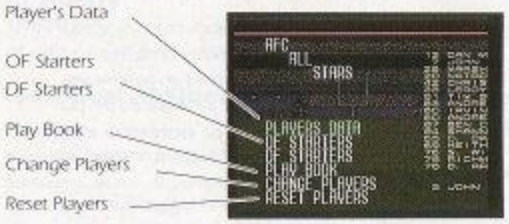
2. Preseason Team Data



Selecting "Preseason Team Data" brings up the Conference Select screen. Use the ✚ Control Pad left/right to select the conference. Choose the team whose data or roster you wish to confirm by pressing the Ⓐ 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.

3. All-star Team Data



Player's Data

Select "Player's Data" and press the Ⓐ button. The screen will then slide over to the offensive roster. Use the ✚ Control Pad right to display the defensive roster. To view the data of individual players, after selecting a player press the Ⓐ button. (Refer to P.19)

OF Starters, DF Starters

You can confirm or reorganize offensive and defensive team starters (see page 18).

Play Book

Allows you to confirm or edit the play book (see page 18).

Change Players

Use this mode to change the Pro Bowl team roster.

Select "Change Players" and press the Ⓐ button. This will bring up the offensive roster. Then use the ✚ Control Pad right to display the defensive roster.



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

Reset Players

This allows you to return the Pro Bowl team roster back to the way it was originally.

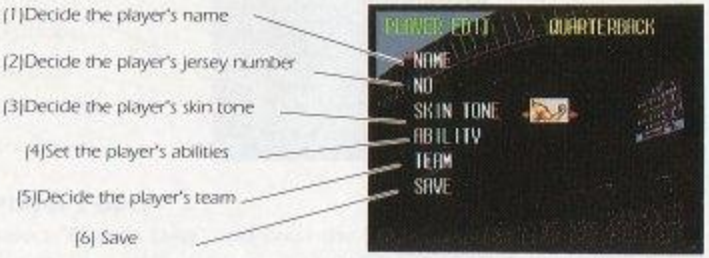
6 Custom Players

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 Entry" is displayed in places where no players have been registered.



Registering Players

Move the cursor to the space you want to register a player on the Player Line Up screen and press the Ⓐ button. The window will then appear on the screen. Move the cursor to "Edit Player" in the window and press the Ⓐ button to select the 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 ✚ Control Pad up/down/left/right to select letters. Use the Ⓐ button to enter. Use the "←" or Ⓑ button to delete a letter. Complete the name entry by choosing "End" in the window.



(2) Enter Jersey Number

Move the cursor with the ✚ Control Pad up/down/left/right. Your entry can be made by pressing the Ⓐ 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 ✚ Control Pad left/right and then pressing the Ⓐ button.

(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 ✚ Control Pad up/down.

The ability increases by pressing the ✚ Control Pad right, while it decrease by pressing it left. As you increase ability scores the points in "Total Points" decreases. You can divide points until "Total Points" reaches "0".



Total Points

Press the Ⓑ button after setting each ability. Then you will be asked "OK?". You can complete the setting of abilities by pushing the Ⓐ 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 ✚ Control 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 Ⓐ 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) Registered Players

After you set all of the items, select "Save" and press the Ⓐ 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 "Quit Edit Player ?" Selecting "No" will allow you to complete your current player. Selecting "Yes"(twice) will delete the player you are currently registering.

*** Even if there are some remaining points in "Total Points" for "Ability", if you save, the points will be lost. If you wish to Quit Edit Player at any time while editing your custom player, press the Ⓑ button and answer "Yes"(twice).**

Deleting Players

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

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 "!?" 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 Ⓐ button to bring up the window. Select "Improve Player" to make the Ability Set screen appear.

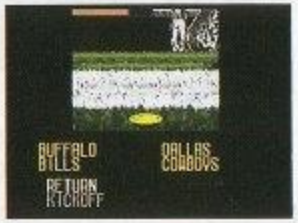
The procedure to divide points is the same as earlier. However, points for any ability can not be set below the original settings.

7. Starting the Games

If you are through checking the data and setting up the teams, its 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 kickoff. The team that wins the toss can select to kick off or receive. To skip the Coin Toss screen, press the Ⓑ button.

Kickoff



Watch the kickoff meter at the bottom of the screen carefully and press the Ⓐ button at just the right time. If the kickoff is executed when the meter is at its maximum the ball will travel further.

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

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 ✚ Control Pad as displayed on the screen. Then the Play Select screen will appear.



Play Book screen



Play Select screen

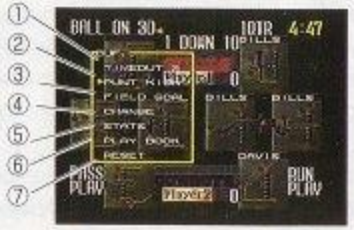
While on the Play Select screen, press the ✚ Control Pad and the Ⓐ or Ⓑ button at the same time to choose the kind of play you want.

Running Play ··✚ Control Pad and the Ⓐ button

Passing Play ··✚ Control Pad and the Ⓑ button

Play Strategy window

To bring up the Play Strategy window, press the Ⓨ button. (Use the Ⓑ button to close the window.)



Play Strategy window

① Time Out

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.



Punt Tactics screen

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 34 on how to change offensive team members.)

⑤ Statistics (Stats)

Select this mode to check on the mid-game statistics of players.

⑥ Play Book

Select this mode to change the play pattern of a play book.

⑦ Reset

Select this mode to close the Play Strategy window. The screen will then return to the Play Book screen.

* Reset can be done by pushing Ⓛ/Ⓡ even if the window is closed.

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 ✚ Control 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 Ⓐ or Ⓧ button

To pass the ball to the receiver indicated by the pass indicator ("▼" mark) — Press the Ⓑ button

*** Throwing different types of passes**

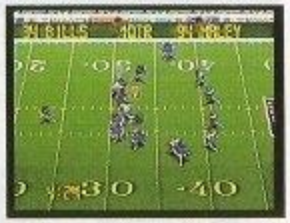
If you keep pressing the Ⓑ button after you release the pass it will be a bullet pass. If you release the Ⓑ button immediately after releasing the ball, you will throw a rainbow pass. Use these techniques to throw different types of passes depending upon the situation.

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 "Kick" with the ✚ Control 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 ✚ Control Pad and Ⓐ button.

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



* The Play Book 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.



Play Book screen



Play Select screen

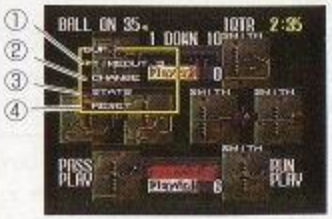
Choosing "Formation" brings up the Play Select screen. Press the controller button that you think represents the play pattern the offense is likely to choose.

To stop a running play — Use the ✚ Control Pad with the Ⓐ button

To stop a passing play — Use the ✚ Control Pad with the Ⓑ button

Defense Window

To open the defense window — Press the Ⓨ button
(The Ⓑ 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 34 for details about how to substitute defensive players.)

③ 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

Closes the Play Strategy window and returns to the Play Book screen. You can reset by pressing the Ⓛ or Ⓡ buttons while the window is closed.

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 ✚ Control Pad to select the defensive formation and press the Ⓐ button. Press the Ⓑ button to cancel the audible.



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

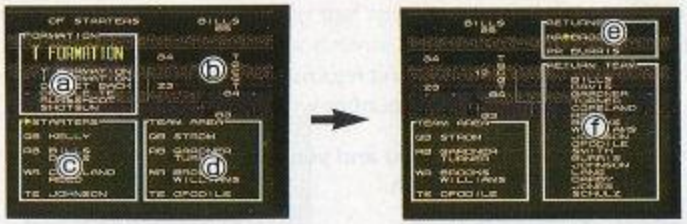
To dive tackle an opponent — Press the Ⓑ button after catching up to the player you want to tackle. (This can knock down almost any player.)

To shake off a player who has grabbed you — Press the Ⓐ button repeatedly

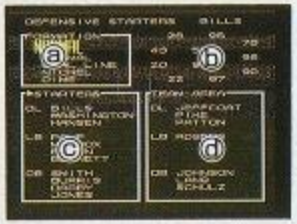
10. Player Substitutions

Offense Team

Return Team



Defense 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**

ⓓ **Names of players on sideline**

Injured players names are shown in red.

These players can not enter games.

When you want to make changes to the return team press the ✚ Control 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 ✚ Control Pad to select players you want to substitute in the "Players" (or "Returners") column. Then press the Ⓐ 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 Ⓐ 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 Ⓨ 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.

Position		Position available for substitution
QB	→	QB only
RB, WR, TE	→	RB, WR, TE
DL	→	DL
LB	→	LB
DB	→	DB
KR, PR	→	Players listed in "Return Team" column

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 an entire season to heal.

11. The Road to the Super Bowl

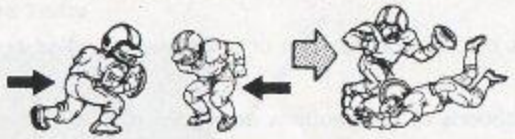
The road to Super Bowl is long and rigorous. Without outstanding technique and play strategy the Super Bowl is an unattainable goal. Keep polishing your skills and use your best play strategy to achieve victory.

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.**

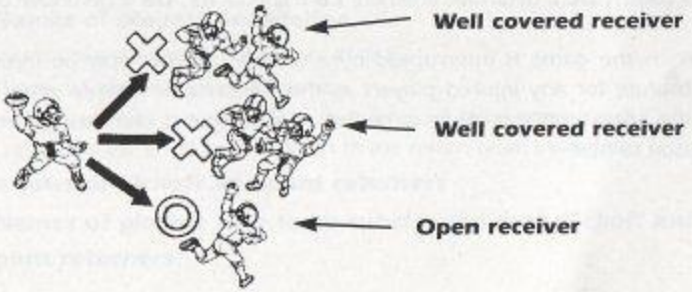
Make the most of your running back's talents

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 opponents 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 quarterbacks, 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.

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

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 had 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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