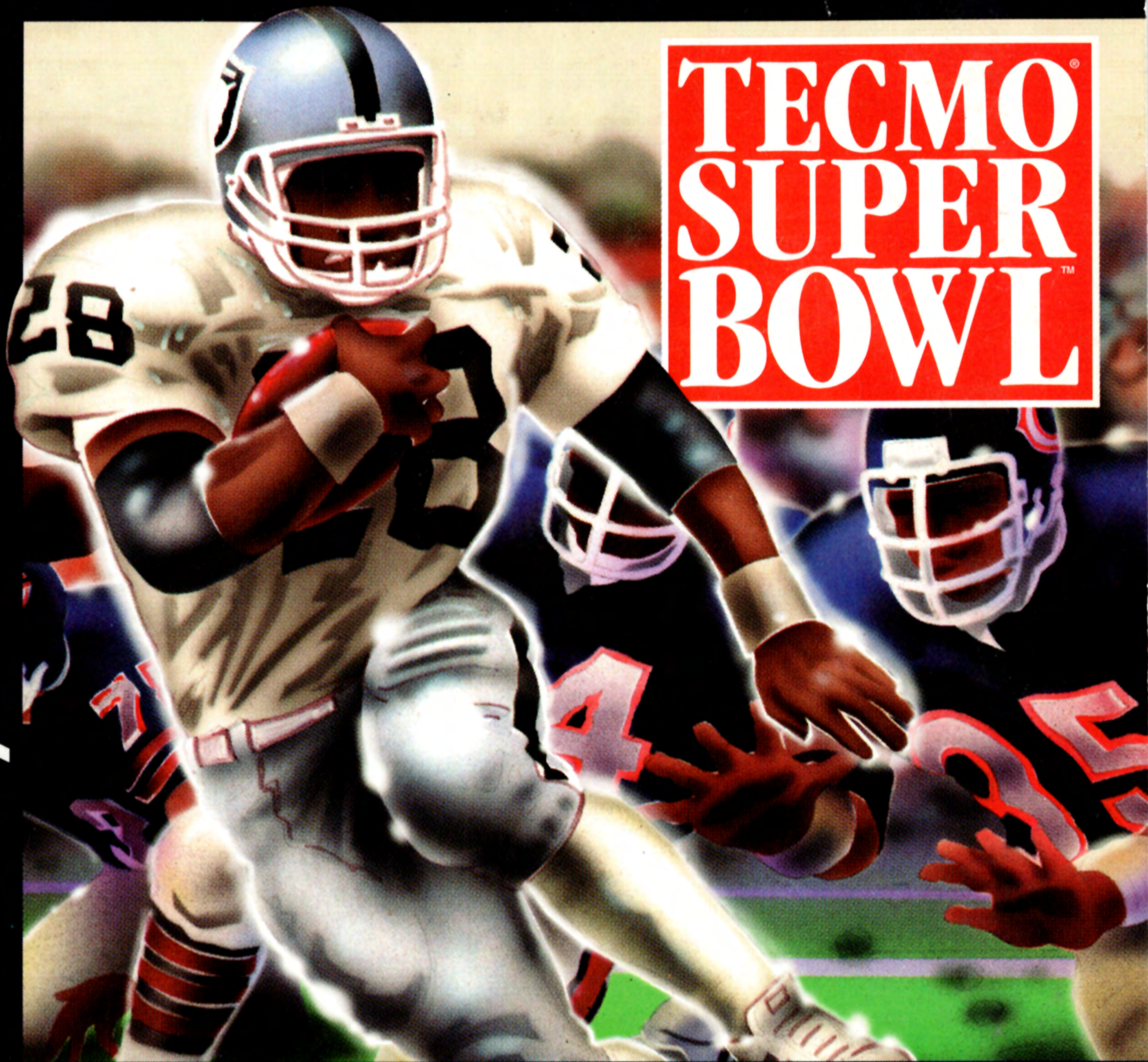




PlayStation

NTSC U/C

PlayStation™



**TECMO
SUPER
BOWL™**

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00070
TCM-1001



PLAYERS INC

TECMO®

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for choosing Tecmo® Super Bowl™ for the PlayStation™ game console.

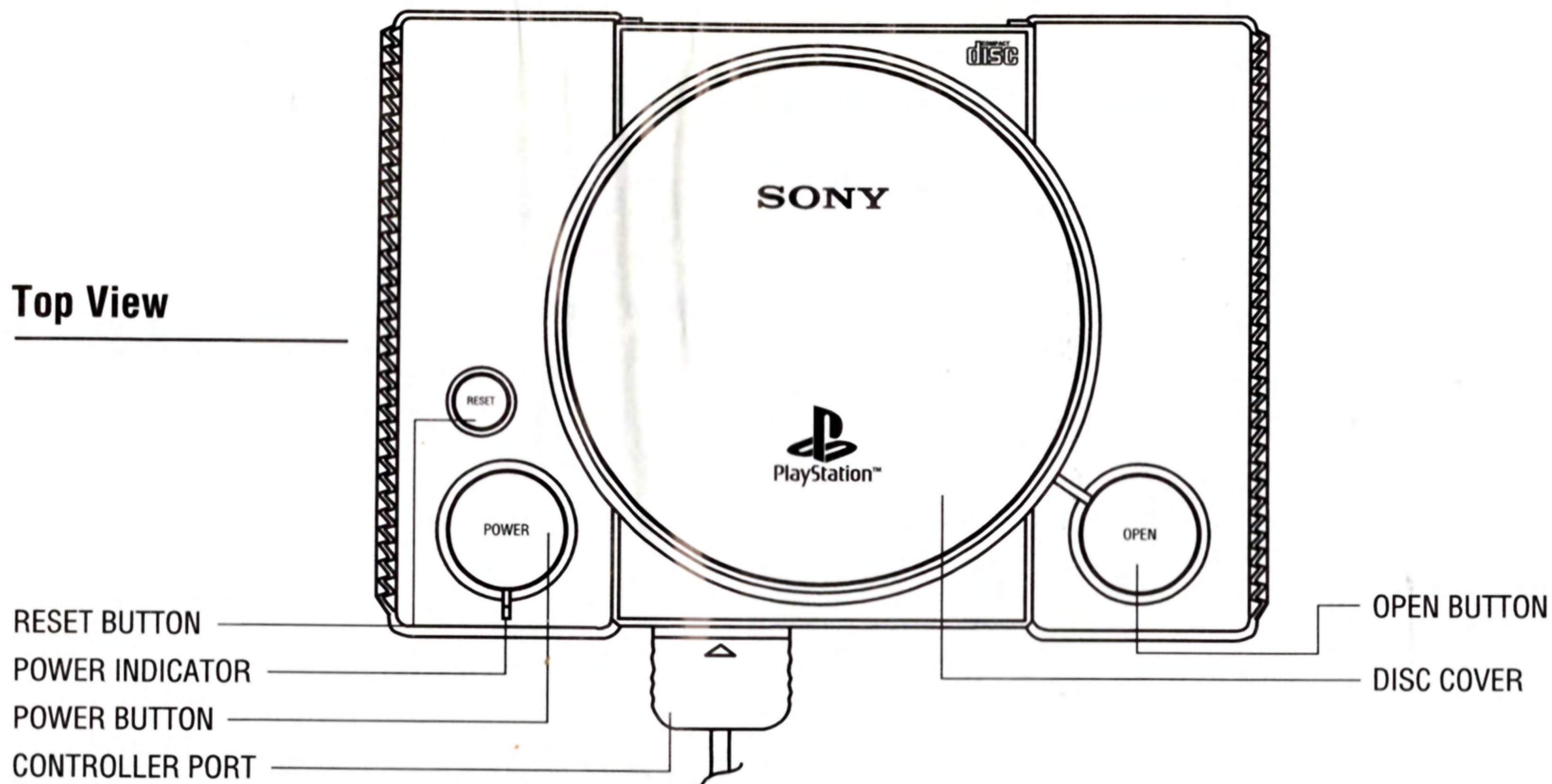
Please carefully read this instruction booklet for handling and warnings regarding correct use of your software.

Please keep this instruction booklet.

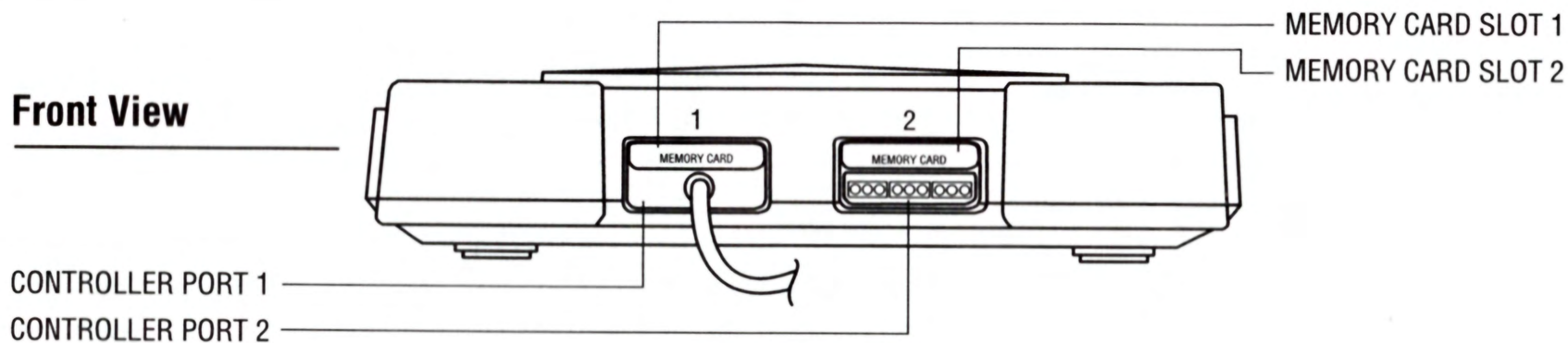
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Top View



Front View



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the TECMO SUPER BOWL™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Tecmo Super Bowl is a football game that simulates real National Football League (NFL) action. Players can experience an entire season — from the summer pre-season games to the final Pro Bowl. Tecmo Super Bowl has 30 NFL teams with 40 players like the official NFL. Each player has been given statistics based upon actual NFL player records. The initial schedule starts from the actual NFL schedule of '96 and schedules for subsequent seasons will be made in accordance with season results.

The free edit function allows you to change names of players or abilities and repeat regular season games as many times as you wish. We invite you to enjoy this realistic and exciting football game.

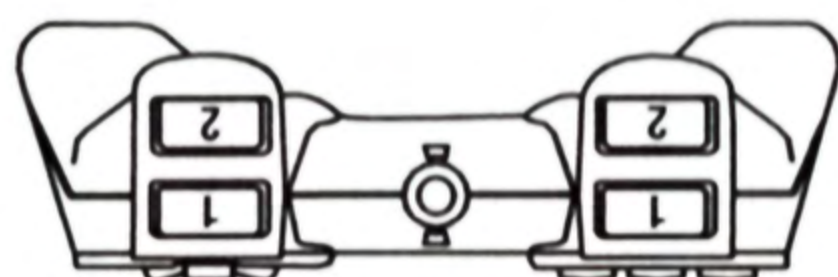
The players and statistics in Tecmo Super Bowl have been picked from actual NFC and AFC team rosters. Unfortunately, we could not include all players from all teams. In the event that we could not use real names, please accept our apology.

Basic Operations of Controller

Front View

L2 BUTTON

L1 BUTTON



R2 BUTTON

R1 BUTTON

Top View

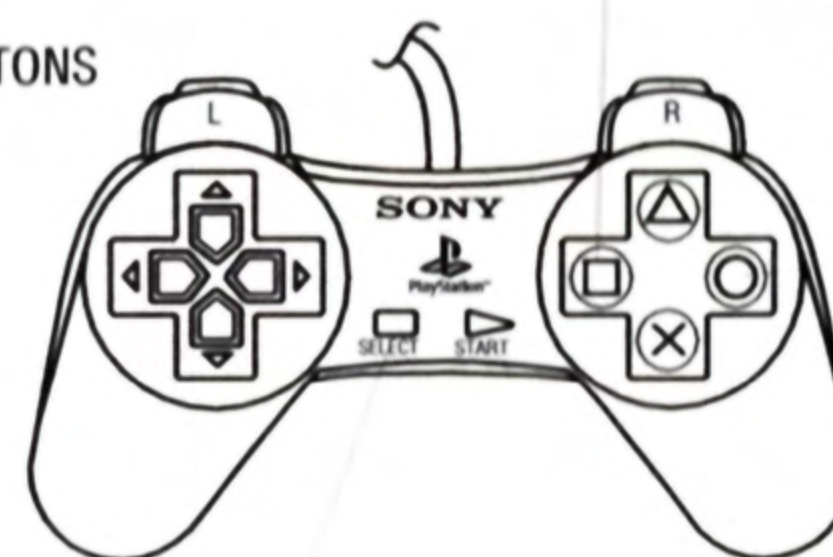
DIRECTIONAL BUTTONS

□ BUTTON

△ BUTTON

○ BUTTON

× BUTTON



SELECT BUTTON

START BUTTON

Control in Mode Select screen

To select a mode

Press the Directional buttons

To confirm a selection

Press the  button

To cancel a selection
and return to the previous screen

Press the  button.

Return Operation P.16

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.

Play Selection P.17/20


To select a play formation

Press the  or  button

To confirm a selection

Press the Directional buttons of your selection while pushing the  button

To change a player or a position

Open the window by pressing the START button on the Play Selection screen. Select with the  button.

Calling Audibles

Push  button in "Ready for Play" mode. Select the direction of your choice with Directional buttons and press the  button.

Offensive Team Operations P.17

Snap / Kick

Press the  button

Brushing off an opponent

Press the  button repeatedly if an opponent grabs on to you.

To choose a receiver

Press the  or  button.

To throw a pass

Press the  button.


To make a dive

Press the  button.

Man-in-motion



Press the L/R button

Jump and Catch

Press the  button

Defensive Team Operations P.20

To change players

Press the  or  button in "Ready for Play" mode.

To perform a diving tackle

Press the  button.

To knock down an opponent

Press the  button repeatedly after catching up with the opponent.

Jump and Catch

Press the  button

* For detailed operations please refer to the corresponding pages.

* The controller operations shown are the default settings.

Saving Games

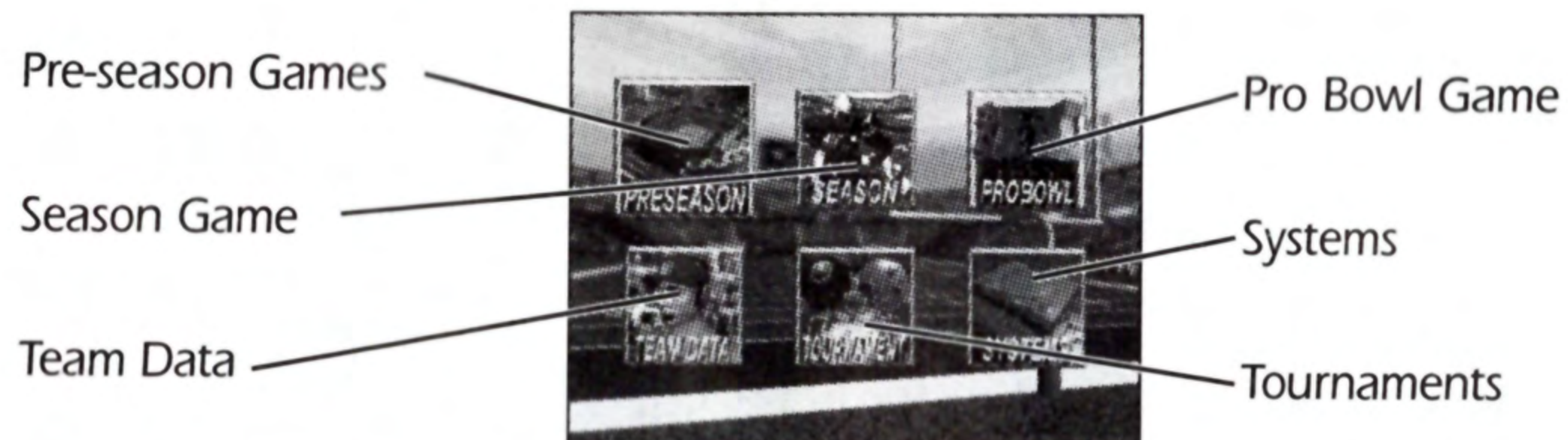
In order to save regular season records or free edit information to the memory card, enter the Systems screen and choose "Data Save". Be careful to save before the game is over as information such as records are not backed up.

If you wish to load the data from a Memory card, select the "Data Load" on the Systems screen.

1. Main Menu & Starting Games

While still on the Opening Demo screen, press any button. The Title screen will then appear. Next press the START button to bring up the Main Menu screen.

While still on the Main Menu screen, use the Directional buttons to choose from the menu and then press the **X** button. Use the **△** button to return to the Main Menu.



Pre-season 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 Team Select screen will appear.

*Selection of Control Modes

To select operation methods.

- 1P** To operate the game with the Player 1 Controller.
- 2P** To operate the game with the Player 2 Controller.
- COM** The Computer will operate the game.
- COA** You will control items like play patterns while the computer will operate players in the game.



Team selection is done first by Player1 then Player2. Switch divisions with the **L1** and **R1** buttons and select the team using the Directional buttons. Press the **X** button for selection. When the selection of both teams is completed, the game starts.

*Setting Weather Conditions

Weather conditions can be set on the Options screen. There are five different types of weather you can choose from; clear, rainy, snowy, cloudy, random. (Refer to the pages for Systems.)

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

Regular Season Games (Refer to P.8)

Pro Bowl Game

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

You can select the all-star team line-ups in the team data mode.

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 Directional buttons left/right to select the AFC or the NFC. Once the conference is determined, the game starts.

Tournament

This is a tournament with eight teams competing. Select "TOURNAMENT" from the Main Menu for the Participants Number Selection screen to appear. Select the number of participants with the **X** button and choose the same number of teams as you chose to participate. In the event that participating teams number less than eight, computer teams will be added. The combination is decided at random. The team hanging on until the end will win first prize.

Systems

To bring up the Options screen, select "OPTIONS" on the Systems screen. The Options screen allows you to select a variety of settings for the game modes. Use the Directional buttons up/down/left/right to select the options you desire.

The **X** button changes the settings. Schedules, NFL records, edit reset can also be set through this screen.

Difficulty Selection

Playing time Selection

Weather Selection

Injury/ Non-injury Selection

Fumble

Volume



Resets

- NFL record Reset
- Schedule Reset
- Edit Reset

Edit Reset

Edit Reset returns all editing and trades to the original information. If this is done during the season, names, abilities, and registered teams will be reset but not the players records as these are permanently updated as the seasons progress. Thus it may be possible for season records to differ from the ones prior to the Edit Reset. It is best if Edit Reset is done after each season.

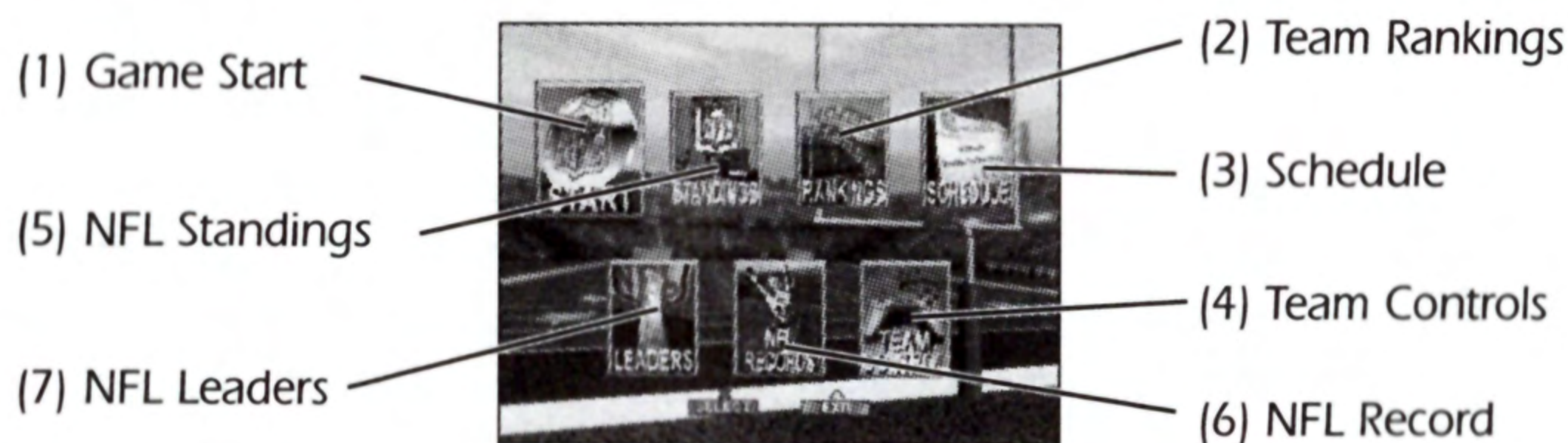
Controller configurations

To bring up the Controller configurations screen, select "CONTROLLER" on the Systems screen. Use the Directional buttons to select the controller which you want to change configuration and press the **X** button. Select the type among three (A,B or C) and press the **X** button.

2. Regular Season Games

Each NFL team plays 16 games during the 17 week season. The best teams from each division then compete against each other in the play-offs. The two best teams from the play-offs then compete for the world championship in the Super Bowl.

In this mode the records of each team and player are stored in the memory card as the season progresses. Select "SEASON GAME" on the Main Menu to bring up the Regular Season Options screen.



(1) Starting the Game

The games will begin in accordance with the schedule table. Game results and statistics are recorded in the game memory.


(2) Team Rankings

Use this mode to view the offensive and defensive rankings for rushing, passing, and total yardage for teams from both leagues and all conferences.

Use the Directional buttons left/right to select the category you want to see. If you press the Directional buttons down you can see lower ranking teams.

(3) Schedule

Verify the game schedule. Use the Directional buttons up/down to view the rest of the schedule. The progression of the schedule is recorded in the game memory.

The SKP vs. SKP games only give the results of games and until the team control mode indicates a game of MAN, COA, or COM, the games will progress automatically. If you want to quit the automatic progression, keep pressing the  button.

The schedule can be Reset in the Option menu. Please refer to P.7 for further instructions.

The Play-off Tournament Table will appear when the regular season is over and you enter the post season. Use the Directional buttons left/right to slide through the Tournament Table screens.

A screenshot of the 'AFC WEST' standings table. The table shows the following data:

	WON	LOST	TIED	PCT
1 [Team]	7	2	0	0.778
2 [Team]	5	4	0	0.556
3 [Team]	5	4	0	0.556
4 [Team]	5	4	0	0.556
5 [Team]	4	5	0	0.444

A screenshot of the 'NFL SCHEDULE' for the 11th week. It displays a grid of game matchups between various NFL teams.



(4) Team Control

This screen sets the control mode by team which the game will operate under. Use the Directional buttons to select the team whose mode you want to change and press the **X** button. The mode cycles through MAN, COA, COM, and SKP with every push of the **X** 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.



(5) NFL Standings

A table of teams win-loss records is provided for each conference and division.

During or after the regular season, the teams with enough wins to enter the play-offs are given marks

WON	Number of wins	LOST	Number of losses
TIED	Number of ties	PCT	Win percentage

	W	L	T	PCT
1	7	2	0	0.778
2	5	4	0	0.556
3	5	4	0	0.556
4	5	4	0	0.556
5	4	5	0	0.444

(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. NFL reset can be done in the Option screen. For further instructions, refer to P.7.

Play Items for NFL Records

Individual Records

Rating	Best rating of the year.
Passing Yards	Most yards passing during the year.
Touchdown	Most touchdowns for the year.
Scoring	Most points scored during the year.
Touchdown Passes	Most touchdown passes for the year.
Rushing Yards	Most yards rushed during the year.
Receiving Yards	Most yards received during the year.
Pass Receptions	Most pass receptions 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 press the **X** button. Then select the league or conference that you want to see, then again press the **X** button. Push the **▲** button to bring back the previous screen. The Directional buttons up/down allows you to look up and down through the rankings.

Play Items of NFL leaders

Passing

RAT (RATING)	Rating points (evaluation points)
ATT (ATTEMPTS)	Number of passes
CMP	Number of pass completions
CMP %	Completion percentage for passing
YRD	Total passing yards
AVG (=YRD/ATT)	Average yards per attempt
TD	Touchdown passes
INT	Lowest interception percentage

Rushing

YRD	Total rushing yards
ATT (ATTEMPTS)	Number of rushing plays
AVG (=YRD/ATT)	Average yards per carry
TD	Rushing touchdowns

Receiving

NO	Pass receptions
YRD	Total yards from pass receptions
AVG (=YRD/NO)	Average yards per reception
TD	Passing touchdowns

Interceptions

NO	Interceptions
YRD	Total yards gained on interceptions
AVG (=YRD/NO)	Average yards per interception
TD	Touchdowns on interceptions

Sacks

NO	Number of quarterback sacks
----	-------	-----------------------------

Punting

NO	Number of punts
YRD	Total yards from punts
AVG (=YRD/NO)	Average yard per punts

Kickoff Returns

AVG (=YRD/NO) Average yardage on kickoff returns
NO Number of kickoff returns
YRD Total yards on kickoff returns
TD Touchdowns on kickoff returns

Punt Returns

AVG (=YRD/NO) Average yards on punt returns
NO Number of punt returns
YRD Total yards from punt returns
TD Touchdowns on punt returns

Scoring

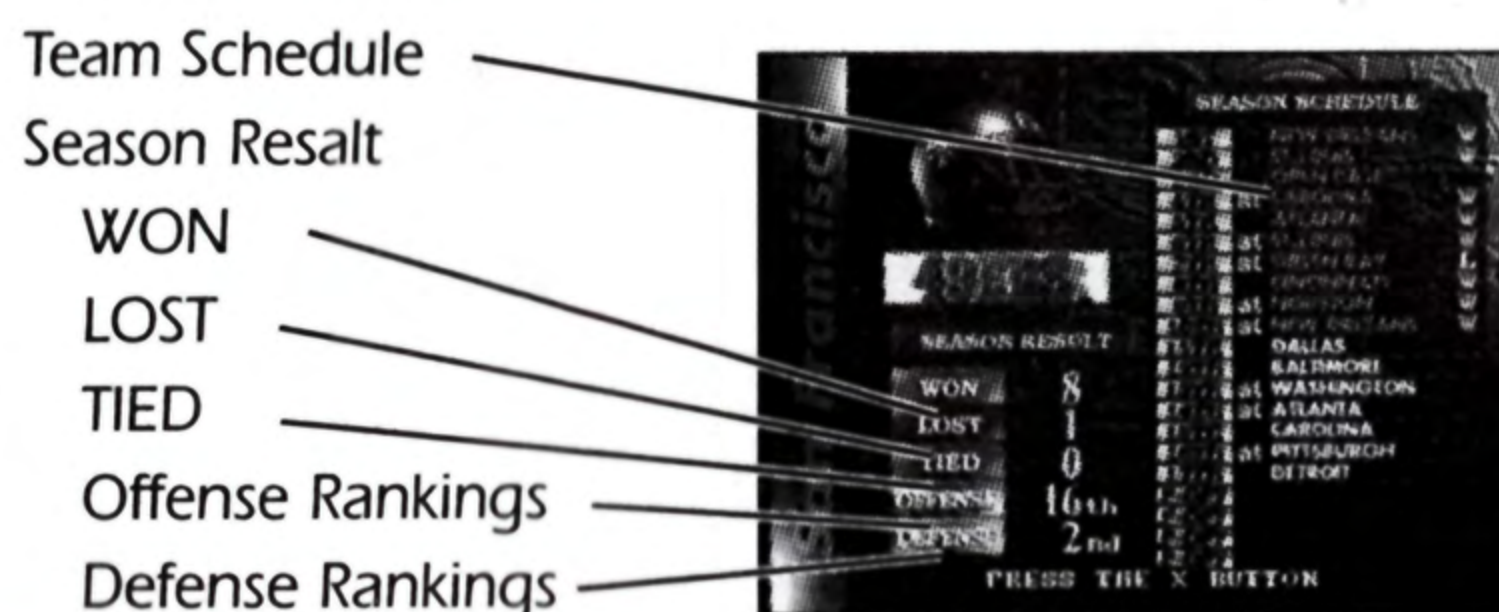
PTS (POINTS) Total points
TD Total touchdowns
2CONV Successes on 2 point conversions
XP/ATT Extra points
FG/ATT Field goals

Changing items

Press the Directional buttons right/left for your desired choice.

3. Team Data

Team data appears by choosing "TEAM DATA" in the Main Menu. Select the Division with the L/R button and choose the team with the Directional buttons and the **X** button. Then the team's data will appear. Press the **X** button to display the Players screen. Press the **△** button to return the Team Data.



Individual Data

Use the Directional buttons to select players on Players screen. A player's data can be brought up by pressing the **X** button.

(a) Physical Condition

Players have 5 different physical condition levels.

Excellent	Top condition!
Good	Good condition. Player can play at his fullest 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 game.

(b) Ability

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



How to View Individual Abilities

Abilities common to all players

RS (Running speed)	A player's dashing speed
RP (Rushing power)	Starting power of a player's dash
MS (Maximum speed)	A player's maximum running speed
HP (Hitting power)	A player's strength when blocking or hitting an opponent
AG (Agility)	Quickness
BB (Body balance)	Sense of balance

Abilities only for Quarterbacks

PS (Passing speed)	Speed of release when passing
PC (Passing control)	Control of passes
PA (Passing accuracy)	Accuracy of passing
AR (Avoid rush)	Ability to avoid being hit by opponents
CLN (Coolness)	Ability to remain calm and stable

Abilities only for Running Backs, Wide Receivers, and Tight Ends

- BC (Ball control)Ability to avoid fumbles when carrying the ball
- RC (Receptions)Ability to catch passes

Abilities only for Kickers and Punters

- KP (Kicking power)Strength of kicks
- AB (Avoid kick block)Ability to avoid opponents kick
- KA (Kicking accuracy)Accuracy of kicking

Abilities only for Defensive Players

- INT (Interceptions)Ability to intercept opponents passes
- QKN (Quickness)Reaction speed

(c) Individual Results

This is a player's individual results for the regular seasons. In Default results unique to the position are displayed. (For offensive line players return results are displayed.)

Use the **L1** and **R1** buttons to switch to the results of other positions.

Passing

- ATTNumber of pass attempts
- CMPNumber of pass completions
- TDNumber of passing touchdowns
- INTNumber of interceptions
- YDSPassing yards gained
- AVGAverage yards gained per pass
- CMP%Pass completion percentage
- RATRating points (evaluation points)

Rushing

- ATTNumber of running plays
- YDSYards gained on running plays
- AVGAverage yards gained per run
- TDNumber of rushing touchdowns

Receiving

- NONumber of pass receptions
- YDSYards gained on pass receptions
- AVGAverage yards gained per reception
- TDNumber of pass reception touchdowns

Kick Returns

- NONumber of kick returns

YDSYards gained on kick returns
 AVGAverage yards gained per kick return
 TDNumber of kicks returned for touchdowns

Punt Returns

NONumber of punt returns
 YDSYards gained on punt returns
 AVGAverage yards gained per punt return
 TDNumber of punts returned for touchdowns

Sacks

NONumber of quarterback sacks

Interceptions

NONumber of interceptions
 YDSYards gained on interception returns
 AVGAverage yards gained per interception
 TDNumber of interceptions returned for touchdowns


Kicks


PTSNumber of points obtained
 XPExtra point success rate
 ATTNumber of attempts for points
 FGField goal success rate
 ATTNumber of attempts for field goals

Punts

NONumber of punts
 YDSTotal punting yards gained
 AVGAverage number of yards per punt



All-star Team Data

Press "TEAM DATA" in the Main Menu for the Team Select screen. Select the All Star Team that you wish to view with the L/R button. Use the  button for confirmation. The players screen will then appear.



Move the cursor to the players you desire and press the  button. The Individual Data screen will appear. (Refer to P.12 for how to view the individual data.)

Change Players

It is possible to change the Pro Bowl team roster in this mode.

Select a player you wish to change on the Players screen of the all-star team and press the  button. This will bring up the group of other teams' players in the same position. Then use the Directional buttons left/right to select a team. Use the Directional buttons up/down to select the replacement player. Press the  button to exchange selected players.

Exchange Positions

Use the Directional button to select the player you wish to change position on the Players screen. Press the  button. Use the Directional button to select the replacement player and press the  button. Their positions are exchanged.

4. Free Edit

Changes including players' names, abilities, and trades of players with other teams can be done freely in this game.

Edit Players' Names

Use the Directional buttons to select the player whose name you wish to edit on the Individual Data screen. Press the **X** button then the Name Input screen will appear. Use the Directional buttons to select the letter of your choice and push the **X** button.

* Only one letter can be input for the first name.

When inputting is complete, move cursor to "END" and press the **X** button. Player's name is changed and the screen will return to the Individual Data screen.



Edit Players' Abilities

Use the Directional buttons to select the ability you wish to edit on the Individual Data screen. Press the **X** button. Use the Directional buttons right/left to move the Abilities Meter up/down. Press the **X** button for selection.

Edit Jersey numbers

Use the Directional buttons to select the Jersey numbers you wish to edit on the Individual Data screen. Press the **X** button. Use the Directional buttons up/down to change the Jersey number. Press the **X** button for selection.

Player Trades

Select the player you desire to trade with the Directional buttons on the Players screen and press the **C** button. This will bring up the group of other teams' players in the same position. Then use the Directional buttons left/right to select a team. Use the Directional buttons up/down to select the replacement player. Press the **X** button to exchange selected players. The screen will then return to the Players screen.

Edit Reset can be done on the Options screen. Please refer to P.7 for details.



1. Starting the Games


If you are through checking the team data and settings, its time to start the action!

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 two player modes such as MAN vs MAN or COA vs COA.

Coin Toss

Before starting the game, a coin will be tossed to determine the right to kickoff. The team that wins the toss can select to kickoff or receive.



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 yellow and it will produce an on-side kick which your kicking team will have a chance of recovering and returning. You can control the player that manages to recover the ball.


* For Kick-off Formations

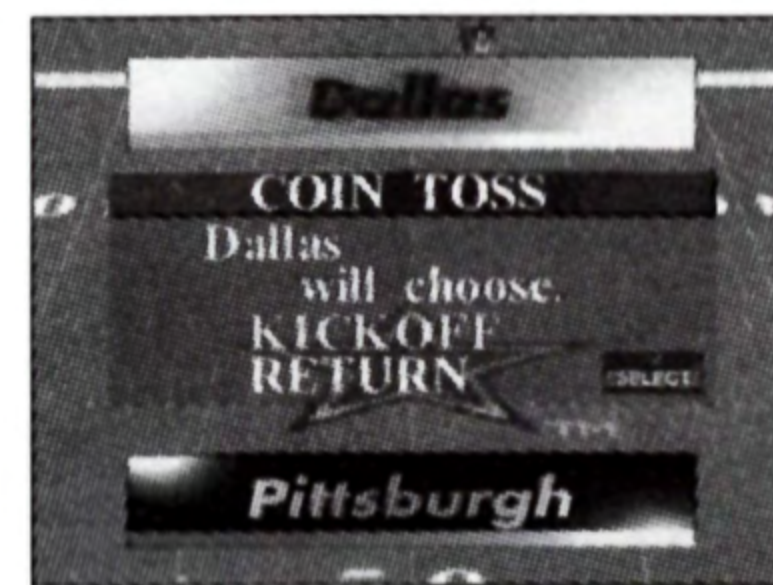
Press the  button and call an audible, the Audible Panel will be displayed. A kicking team will switch to an on-side kick formation if the  button is pressed. This formation increases the possibility of you recovering an on-side kick.

Fair Catch

To make a fair catch, press the  button while the kick is still in the air.

Touchback

To make a touchback, press the  button when your returner catches the ball in the end zone. The offense will automatically start from the 20 yard line. Note that you cannot use touchback once you have gone out of the end zone after catching the ball.



2. Offensive Team Controls

When play is interrupted by a whistle, the Formation Selection screen appears. Scroll through the Formation Sheet with the **L1** and **R1** buttons. Select the formation of your choice and press the Directional buttons and the **X** button at the same time. Then the Play Select screen will appear.

Configuration of Offensive Formations

RUN PLAY

PASS PLAY



GOAL LINE
2TE
I
STRONG T
PRO T
1 SET BACK
RUN & SHOOT
SHOTGUNS

Plays which start from the formation you have chosen in the Formation Selection screen will be displayed. Plays can basically be divided into two; Running Plays and Passing Plays. These are separated by a divider. Play Sheets can be scrolled through using the **L1** and **R1** buttons. The **L2** button scrolls through only the Running Plays Sheet while the **R2** button only scrolls through the Passing Plays Sheet. Select the play of your choice by pressing the Directional buttons and the **X** button at the same time.

* The ratio of Running Plays and Passing Plays can be changed.

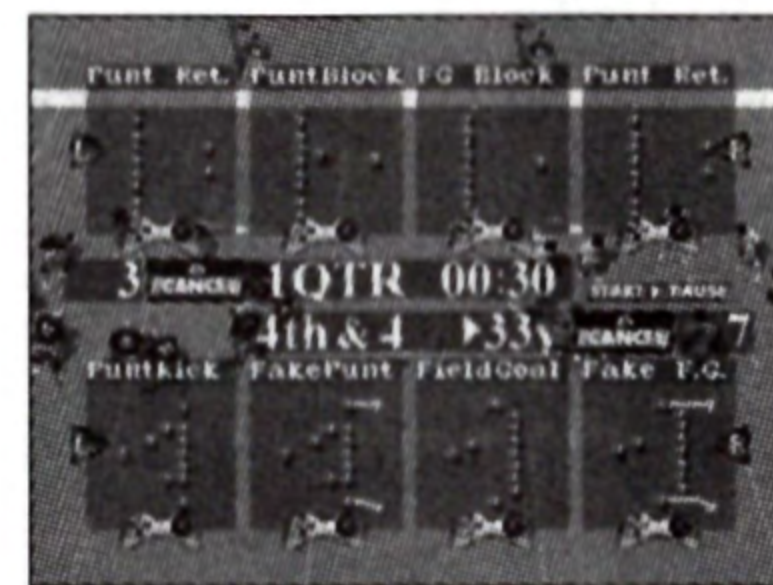
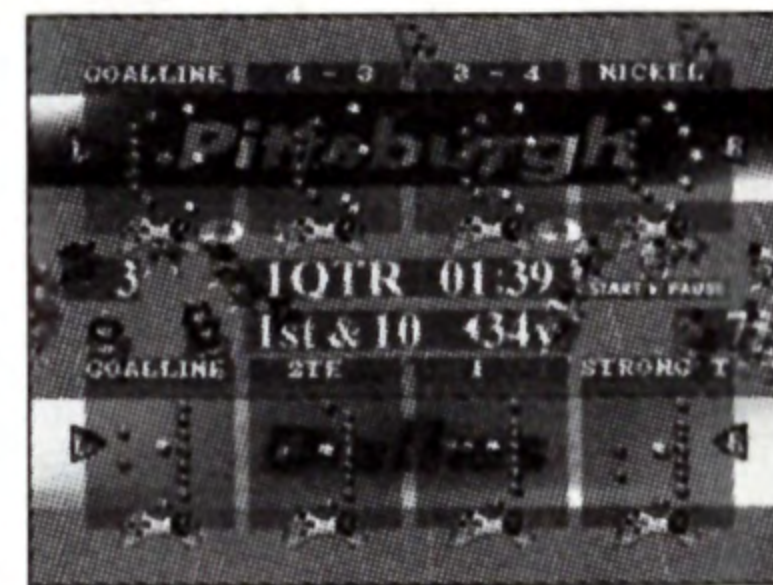
Field Goals

If you choose to attempt a field goal select Special Plays on the Formation Selection screen and select Field Goal on the Play Select screen. You also have the option to fake a field goal and continue your offensive drive. If you are on defense, select Field Goal Block in Special Plays.

If you choose Field Goal or Fake Field Goal, the field will be shown vertically. The Field Goal Window will be displayed in the top right of the screen. Upon snapping the Field Goal meter will be displayed in the bottom right of the screen and the meter will move right and left. Watch the meter carefully and press the **X** button at just the right time.

Punt

When you want to kick a punt, select Special Plays in the Formation Selection screen and select Punt in the Play Select screen. You also have the option to fake a punt and continue with your offensive drive. When you are on defense, prepare for the opponents punt by choosing Punt Return or Punt Block in the Special Plays. When punt is chosen, a Punt Meter will be displayed with the snap. Press the **X** button at the right time.



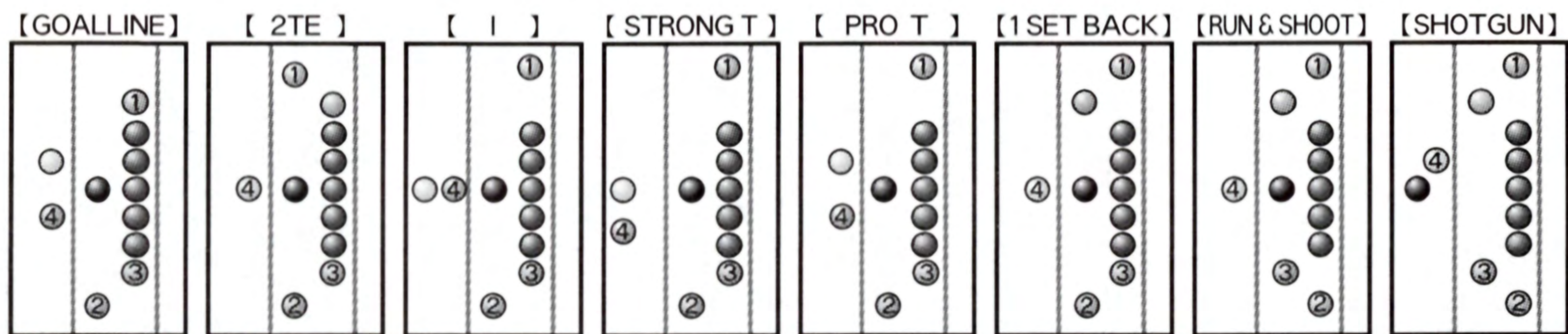
Action starts as soon as you and your opponent have selected your plays on the play select screen.

In- motion

Prior to snapping you may change one players' position . This is called in- motion. It gives a variation to the play and is good to confuse the defense.

As shown below, 4 buttons (**L1**, **L2**, **R1**, **R2**) represent 4 different formations. A designated player can be moved by pressing each button. If the same button is pressed while the player in-motion is moving the player will reverse directions. Once you have moved one player you cannot move any other players.

① = **L1** button ② = **L2** button ③ = **R2** button ④ = **R1** button



In-motion routes differ by formation and position. Try varieties in the Pre-season.

* In order to make the game even more entertaining, in motion plays not available in the actual game are possible.

Snapping

Press the **X** button.

Offensive Audibles

When in the down position, you may change the player you selected before snapping.

Press the **□** button before snapping and call an audible, the Audible panel will be displayed. Press the **△** button for cancellation.

You may change to a play you have set in the Audible Play Setting screen beforehand by pressing the Directional buttons and the

X button while the Audible panel is displayed. (Refer to P.22 for Audible Play setting.)







You can call an audible only once per play.

Control of Running Plays

- To control the ball carrierUse the Directional buttons.
- To knock down an opponentPress the **X** button repeatedly when someone has grabbed onto you.
- DivingPress the **□** button.

Control of Passing Plays

Pass plays can only be done when you have selected a Pass Play from the Play Select 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)
 - Low bullet pass Keep pressing the  button for a while.
 - Slow rainbow pass Press the  button only for a second.
- Jumping Catch Press the  button at just the right time.

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 depend 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 of scoring touchdowns.

Extra Points

After scoring a standard six point touchdown, you will try for extra points from the 2 yard line. You may try for one point by kicking an extra point or you may go for two and carry the ball into the end zone (two point conversion.)

▪ **Place Kicking 1 point**

Place kick from the 2 yard line. Select Field Goal from Special Plays in the Play Select screen.

▪ **Two Point Conversion 2 points**

Play normally again from the 2 yard line and move the ball into the end zone. It is harder than place kicking so you should choose this only when you must to have 2 points. Select the play you want the same way you select normal plays on the Play Select screen.

2. Defensive Team Controls

When play is interrupted by a whistle the Formation Selection screen will appear. The Formation Sheet scrolls with the **L1** and **R1** buttons. Select the defensive formation you want and press the Directional buttons and the **X** button at the same time. The Play Select screen will then appear.

Configuration of Defensive Formation

Versus Running Plays

Versus Passing Plays



GOAL LINE

4 - 3 (3 - 4)

NICKLE

DIME



The play, with the formation you selected in the Formation Selection screen, will appear. The Play Sheet scrolls with the **L1** and **R1** buttons. Press the Directional buttons and the **X** button at the same time to chose the play you want.

Coloring of Defensive Play Sheets

The Defensive Play Sheet is colored differently based on your intent and the impact of a defensive formation.

Defense against a running play	Blue
Defense against a passing play	Red
Defense against both	Purple




The colors will be darker in the areas with the greatest resistance. For example, if the Defense Play Sheet is colored all blue, then this formation stresses run defense. The areas where the color is particularly dark show points of greater resistance. Even if you are not able to understand the complicated movements of the defense, you will be able understand the basic effect of the defense just by looking at the colors. Use this sheet as a reference when choosing a defensive formation.

* Regarding Blitzes



In this defense the Line Backers (LB) or Defense Backs (DB) go over the line of scrimmage after the ball carrier. It is an aggressive formation. On the defensive Play Sheet it is indicated by yellow →. This play has the advantage of possibly stopping an opponent's attack and throwing them for a loss. However at the same time, the zone that the blitzing players should defend will be left empty providing a possible weakness for the opposing offense.

Action starts as soon as you and your opponent have selected your plays on the Play Select screen.

Defensive Audibles

It is possible to change the formation you have chosen in the down position before the ball is snapped. To audible, press the  button to bring up the Audible panel. Press the  button to cancel the audible. While the Audible panel is displayed, press the Directional buttons and the  button at the same time to change to a play which has been set before on the Audible Play Setting screen. (Refer to P.22 for Audible Play Setting.) Calling an audible is available only once a play.

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 use a dive tackle on an opponent

Press the  button.

To knock down a player who is blocking you

Press the  button repeatedly.

Defense vs. an Extra Point Attempt

The defense will differ based on the formations chosen by the offensive team for extra points after touchdowns. (Refer to P. 19.) You should select the defensive play after examining the opponents' formation through Play Select in Extra Points.


▪ When the offense attempts to kick an extra point.

It is most efficient to select field goal block in the Special Plays on the Play Select screen. You will go after the holder before the ball is kicked.

▪ When the offense goes for a two point conversion

Select the defensive formation in the same manner. Select an effective defensive play in accordance with to the formation chosen by the offensive team. Basically, the goal line formation is effective.

Pause Window

Press the START button in the Field screen or the Play Select screen to pause the game and open this window. You may choose the following functions in this window. Select the function with the Directional buttons and press the  button.

1. Continue

This will close the window and restart the game.

2. Time Out

Three time outs can be taken per half. However, you may not take time outs during a play.

3. Member Change

Use this mode to call up a change of players for both offense and defense. However, you may not be able to do a member change during a play.

(a) Formation Finder

Switch formations with the **L1** and **R1** buttons which will cause the players on the field to change line-ups automatically.

(b) While the formation is displayed in the Formation Finder, the line-up will appear on the field and you will be able to select a player by using up/down on the Directional buttons.

(c) Displaying the parameters of the player chosen in (b)

(d) Sideline Players List

(e) Sideline Players' Parameters

▪ How to change the players

1. Select the player you want to change from the line-up of (b) and press the **X** button.

2. The Sideline Players List of (d) will be displayed. Select the substitute you want from the list and press the **X** button. Players will then be switched.

Note: The players on the Sideline Players List are the players not in the formation shown in (a) but they may be in other formations. In short, even if a player in the (b) area is brought into the (d) area there is still a chance that this player will be in other formations. Switch the formation of (a) and confirm.

Pressing the **△** button will bring the previous screen from the Member Change screen.



4. Statistics (Stats)

You may check on the mid-game statistics of players during games. Your players will be displayed in order of best records. This is not available during a play.

5. Audibles

This is to change the setting of audibles, you may not select this during a play.

1. The four audible plays that are currently set will be displayed in the upper part of the screen. Press the Directional buttons and the **X** button at the same time to select the play you want to set.

2. The Formation Sheet will be displayed in the lower part of the screen. Select the formation which contains the play you want to set and press the **X** button.

3. The play which you selected in the lower part of the screen in 2 will be displayed. Select the play you want to set with the **L1** and **R1** buttons and press the **X** button. The play will then be added to the list of audible plays.

In Audible Play Setting, you may change both defensive and offensive audible plays.

Press the **△** button to go back to the previous screen.



6. Running and Passing

This changes the ratio between running and passing on the Offensive Play Sheet.

This item can be chosen only by the offense. It can also only be selected from the Play Select screen. You may not choose this from the Field or Formation Selection screen.

How to Select: Players are displayed in the formation currently selected. Change the ratio of running and passing with the Directional buttons right/left and press the **X** button. You can go back to the previous screen with the **△** button.

7. Replay

You are able to replay a play from just a few seconds ago.

Select this function with the Directional buttons right/left and press the **X** button.

◀◀	rewind
◀	play
▶▶	forward
■	stop
R1 ▪ R2 buttons	change the angle
L1 ▪ L2 buttons	change the zoom

The **△** button will bring the previous screen.

8. Angle

This will change the view point on the Field screen.

Change the angle by using the **R1** and **R2** buttons and change the zoom by using the **L1** and **L2** buttons right/left.

The **△** button will return to the previous screen.

9. Information

You may see the choices of plays made by the offense. Use this information when you chose defensive formations. However it may not be chosen during a play.

The meter shows the offense's ratio of passing and running plays. Also the three most frequent plays will be displayed.

The **△** button will return to the previous screen.

10. Quit

The game is automatically stopped and returns to the Title screen.

11. Level of injury

When a player is injured, the Member Change Screen appears. The color of the injured player in the the screen tells the level of injury.

Yellow	The player is slightly hurt. There's a chance he may come back in the game.
Red	He'll come back 2-8 weeks after the injury.
Purple	The player is seriously injured. He may not make it back before the season's end.



PLAY	RUN	PASS
NO1 OFF C	100%	0%
NO2 SUBSTIT	67%	33%
NO3 PRO T	100%	0%

PLAY	RUN	PASS
NO1 HOOK	100%	0%
NO2 SHOTGUN	77%	23%
NO3 OFF T	0%	100%

Cris Carter action Photo by: © Mark Brettingen/NFL Photos
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Morten Anderson action Photo by: © Darrell Sandler/NFL Photos
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19260 S. Van Ness Avenue
Torrance, CA 90501**

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