



SPORTS TALK FOOTBALL

'93

starring

JOE
MONTANA™

and all 28
NFL teams



INSTRUCTION MANUAL

NFL SPORTS TALK FOOTBALL '93

starring Joe Montana

TEST PERSONNEL

Coach:	Steve Apour	
Quarterback:	Scott Rohde	
Halfbacks:	Gerald DeYoung	Vincent Nason
Offensive Line:	Javone Alonzo	Rich Hideshima
	Jon Apour	Jeff Kessler
	Terry Banks	Jerry Markota
	Ron Calenje	Vy Nong
	Chris Cutliff	Steve Patterson
	Aron Drayer	Unni Pillai
	Alex Fairchild	Chris Sinclair
	Jef Feltman	Ben Szymkowiak
	Ivan Foong	Conan Tigard
	Casey Grimm	Martin Villalovos
Special Teams:	C. A. Hanshaw	Chris Smith
	Neil Hanshaw	Greg Suarez
	Kelly Ryan	

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic 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.

CONTENTS

YOU'RE IN THE NFL!	2
STARTING UP	3
TAKE CONTROL!	4
PLAYING THE GAME	7
SETTING UP FOR THE KICKOFF	8
THE KICKOFF	10
CALLING YOUR NEXT PLAY	12
BONE-CRUSHING ACTION!	15
USING THE PAUSE MENU	18
GAME SETUP	20
LEAGUE PLAY	22
TEAM SELECTION	23
GAME OPTIONS	24
PLAYBOOK	26

FOR GAME PLAY HELP, CALL
1-415-591-PLAY

YOU'RE IN THE NFL!

Suit up for hard-hitting pro football action! Now you've got all 28 NFL teams, like the Oilers, Redskins and Niners. Multiple field views. Real NFL plays — over 1000 combinations!

Rally your favorite NFL club. Set up key personnel in formations like Quads, Hippo and Heavy Jumbo. Shift into the shotgun position, find the pocket, then fire downfield to a streaking receiver for six points. Or sweep left in helmet-smashing, rib-cracking gridiron warfare.

On defense, you're a wrecking crew as your Monster Storm set stifles the opposition's passing game. Select your safety, then blitz through the line and smash the quarterback!

"Boom! Sacked for a five-yard loss."

Sharpen your strategy in Exhibition games. Then dive into League action. Slice a path to the Super Bowl® calling real NFL plays, like the Skins' Double Tight.

Real digitized players and play-by-play Sports Talk commentary intensify the NFL action. Instant replay lets you relive the close calls and great plays. Pick the ball from the air for a game-saving interception or pound your way through the line for a hard-earned first down. This is all-pro action!

"Four seconds left in the game. The defense sets up for short yardage. Montana drops back . . . he's in trouble . . . he throws . . ."

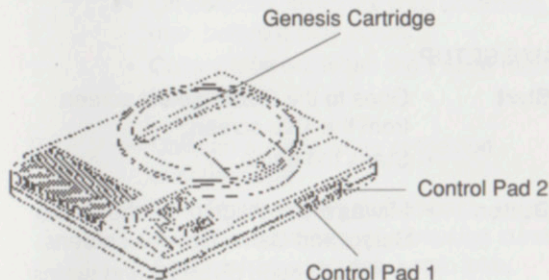
Zoom in on every play as you attempt that impossible touchdown drive.

"A great catch! The crowd goes wild!"

Strap it up and get in the game with the REAL NFL!

STARTING UP

1. Set up your Genesis System and plug in one or two control pads for 1 Player or 2 Player games.
2. Make sure the power switch is OFF. Insert the **NFL Sports Talk Football '93** cartridge into the console.
3. Turn the power switch ON. You'll see the opening SEGA screens, and then the **NFL Sports Talk Football '93** Title screen will appear.
4. Press the **Start** button to begin.



- If you don't see the opening screens, turn the power switch OFF. Check that your Genesis system is set up correctly (see your instruction manual for details). Make sure the cartridge is **firmly** inserted in the console, and the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the cartridge.

TAKE CONTROL!



GAME SETUP

Start

- Goes to the Game Select screen from the Title screen.
- Starts the game.

D-Button

- Moves the highlighter on the Game Select and Game Options screens.
- Scrolls through divisions and teams on the Team Select screen.

A

- Changes a highlighted setting or advances to a subscreen for special settings. (B and C also do this.)
- Moves the entry box on the Password screen to the left.

B

- Enters a character on the Password screen.

C

- Moves the entry box on the Password screen to the right.
- Exits the Statistics screen.

GAME ACTION

Start

- Toggles the Pause menu on or off.

D-Button

- Moves your controlled man.
- Sets the direction and angle of the ball in the Kick meter for kickoff, punt and field goal attempts.

A

- Starts and stops the Kick meter for kickoff, punt and field goal attempts.
- On offense, as the quarterback, snaps and passes the ball. As a runner, executes a stiff arm.
- On defense, switches your controlled man before a play is run.
- Calls a time out when the Pause menu is displayed.

B

- Calls an audible while at the line of scrimmage.
- On offense, as the quarterback, selects a receiver or moves the passing cursor. As a runner, executes a spin juke.
- On defense, switches control to the defender closest to the ball after the play starts.

C

- On offense, during a kickoff, switches your controlled man before the kick.
- On defense, switches your controlled man before a play is run.
- Makes a player dive or jump after a play starts.

PLAYBOOK

Start • Toggles the Pause menu on or off.

D-Button • LEFT/RIGHT switches between Play Calling mode and ABC Control mode.
• In Play Calling mode, UP/DOWN changes the plays.
• In ABC Control mode, UP/DOWN changes the setting.
• On the Pause menu, UP/DOWN scrolls through the field view choices.

A • In Play Calling mode, calls the **A** play.
• In ABC Control mode, highlights "Personnel." Press the **D-Button** UP/DOWN to change your personnel setting.
• On the Pause menu, calls a time out.

B • In Play Calling mode, calls the **B** play.
• In ABC Control mode, highlights "Formations." Press the **D-Button** UP/DOWN to change your formation.
• On the Pause menu, calls for an instant replay.

C • In Play Calling mode, calls the **C** play.
• In ABC Control mode, highlights "Options." Press the **D-Button** UP/DOWN to move the quarterback either behind the center or into the shotgun position.
• On the Pause menu, flips plays to reverse their strong/weak sides.

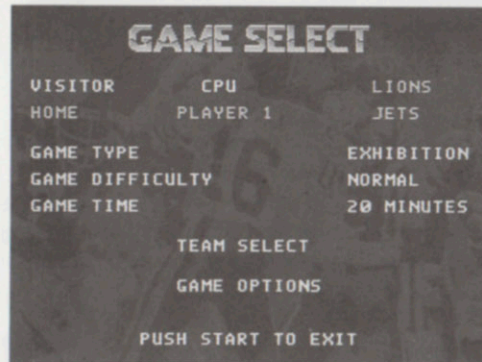
PLAYING THE GAME

You can watch a demo game by getting to the Title screen and then doing nothing. To start playing right away, press **Start** at the Title screen. The Game Select screen will come up.



Use the control pad buttons on page 4 to set up your game from the Game Select screen. Or turn to pages 20-25 for detailed instructions. Otherwise, keep reading for immediate NFL action.

Press **Start** again to go straight to the Playbook screen and set up for the kickoff.



➡ Press **Start** to begin the game.

SETTING UP FOR THE KICKOFF

The Playbook screen always shows the Visitors at the top and the Home team at the bottom. (You'll be the Home team if you went to this screen without changing any game settings.)

Check the plays to see if your team is kicking or receiving. (The computer randomly selects the kicking team for the start of a game.)

If you're kicking, your opening play options are:

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

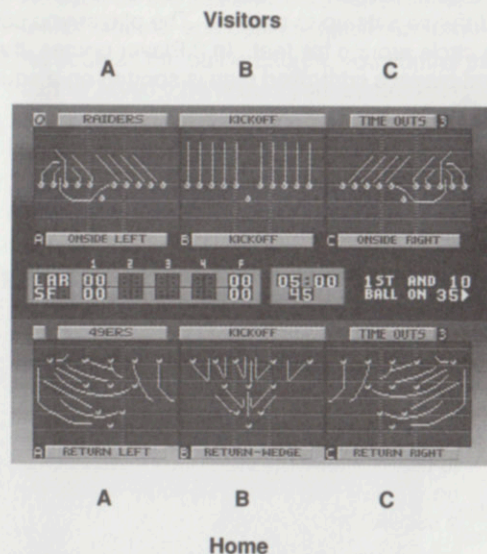
If you're receiving, your opening play options are:

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

Call your opening play by pressing the button listed next to the play you want. You have 45 seconds to look the plays over and make a decision. The game clock is in the center of the screen. You'll receive a 5-yard delay of game penalty if you let the clock reach zero before snapping the ball.

The teams move onto the field as soon as you select your play. (In 2 Player head-to-head games, teams take the field as soon as both players choose their plays.)

SETTING UP THE KICKOFF PLAY



⇒ Press **A**, **B** or **C** to call your play.

⇒ Kick off before the 45-second clock reaches zero.

THE KICKOFF

The teams line up. The offense faces the opposing team's goal, with the ball spotted at the 35-yard line. The defense sets up to receive. The player you control has a circle around his feet. In 2 Player games, the second player's controlled man is spotted on a square.



*The kickoff is automatic if a CPU team is kicking.
Get your return man ready for the catch!*

Using the Kick meter:

1. Tap **A** to start the meter.
2. Press the **D-Button** UP or DOWN to move the red bar, controlling the angle of the kick. The ball in the Kick meter begins moving, indicating its distance.
3. Tap **A** again to kick. The closer the ball is to the end of the meter, the longer the kick will be. (You'll flub the kick if you forget to tap **A** a second time.)

If you're the kicking team:

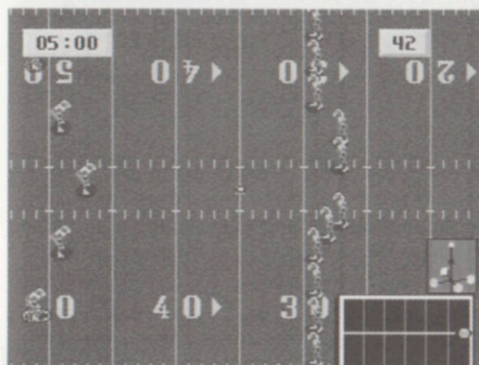
1. Press **C** before the kick to change your controlled man. Press **B** to call an audible, and then press **A**, **B** or **C** (see page 15).
2. Use the Kick meter to start the kickoff.
3. Press **B** any time after the kick to switch your control to the player nearest the ball.
4. As soon as the ball is kicked, use the **D-Button** to run your man. Get him in line to tackle the ball carrier.
5. If he flubs, punch **B** again to switch control and go after the runner with a new defensive player.

If you're the receiving team:

1. Press **A** or **C** before the kick to switch players.
2. As soon as the ball is kicked, the game will select a kick receiver and position him automatically.
3. As soon as the ball is caught, you control the ball carrier (even if he wasn't your controlled man).
4. Sprint and maneuver toward the opposing team's end zone. Go for a TD return!

Game Time
(per quarter)

45-Second Clock



Weather
Vane

Kick
Meter

- ⇒ Check the weather vane for wind advantage or interference. A breeze blowing in your favor will carry the ball, so go for shorter kicks. If the wind is blowing against you, put the longest distance on the ball.
- ⇒ Kick before the 45-second clock runs down or you'll receive a 5-yard penalty for delay of game.
- ⇒ If you catch a kickoff in the end zone, you can stay there for a touchback. The next play will start with the return team getting the ball at its own 20-yard line.
- ⇒ In 2 Player co-op games, Player 1 controls the kick.

CALLING YOUR NEXT PLAY

The ball carrier is down! The play's over, the teams go into a huddle, and the Playbook screen comes up. It's time to plan your next strategy.



On offense, the red lines on a play show the direction the ball carrier will run. The white lines show the passing patterns of the receivers, and the yellow lines show their blocking routes.

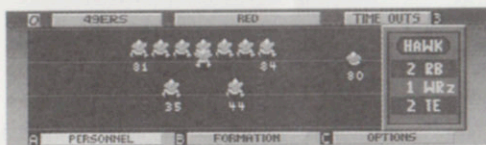
On defense, the yellow lines show the defensive patterns, and the red lines indicate defensive players who blitz.

If you're on offense:

1. Press the **D-Button** LEFT/RIGHT to switch between ABC Control mode and Play Calling mode. ABC Control mode gives you three choices: Personnel (**A**), Formations (**B**) and Options (**C**).
2. Press **A** for Personnel, and press the **D-Button** UP/DOWN to flip through the choices. Watch the numbers change, showing what players will be on the field. Personnel groups range from Quads (4 wide receivers and 1 running back) to Heavy Jumbo (4 tight ends and 1 running back).



Different teams have different Personnel choices, depending on their capabilities.



Personnel
Choice

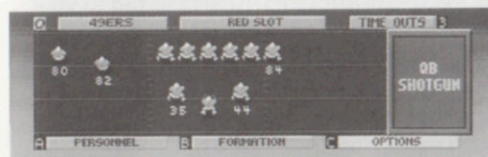
3. Press **B** to set up a formation. Press the **D-Button** UP/DOWN to scroll through your team's choices.

Formation



Not all teams or personnel groups have the same formations. The choices you'll have depend on the team you're running and the talents of your personnel group. See the Playbook starting on page 26.

4. Press **C** for Options. Now set your quarterback's position, either behind the center or shotgun, by pressing the **D-Button** UP/DOWN. (Not all Personnel/Formation combinations allow a quarterback adjustment.)

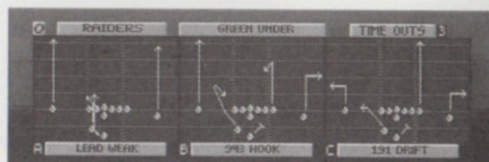


QB
Position



*As long as you're in ABC Control mode, you can highlight and use any choice by pressing **A**, **B** or **C**.*

5. Choose Play Calling mode (**D-Button** LEFT/RIGHT). Press the **D-Button** UP/DOWN to see your available plays. Some formations will have more plays than others. Look through them all so you won't be shortchanged.



A

B

C

6. Press **A**, **B** or **C** to call your play and return to the field. In 2 Player competition, the game resumes when both players have selected a button.



You can change your play on the field by calling an audible. See page 15.

If you're on defense:

1. Press the **D-Button** LEFT/RIGHT to get to your formations. You may see jersey numbers showing who your key defensive players are. Press the **D-Button** UP/DOWN to choose a formation.
2. Press the **D-Button** UP/DOWN to flip through your available plays.
3. Press **A**, **B** or **C** to call your play



In 2 Player co-op, Player 1 calls the plays on offense and Player 2 calls them on defense.

BONE-CRUSHING ACTION!

Get the most out of every play on offense and defense. Use your **D-Button** to move your player, and use **A**, **B** and **C** as shown below.

When you're on offense:

Before the snap	Press A to snap.	Press B to call an audible. Then press A , B or C .	Press C to call hut-hut signals.
QB before passing	Press A to throw the pass.	Press B to change receivers.	Press C to jump (slow) or dive (at a run).
In play	Press A to stiff arm.	Press B to spin.	Press C to jump (slow) or dive (at a run).

When you're on defense:

Before the snap	Press A to cycle through players.	Press B to call an audible. Then press A , B or C .	Press C to reverse cycle through players.
In play	_____	Press B to choose player closest to ball.	Press C to jump (slow) or dive (at a run).

Calling an audible on the field:

1. Press **B** before the snap.
2. Press **A**, **B** or **C** to call one of the three plays on your last Playbook screen.

Executing a passing play:

1. Press **A** to snap.
2. Drop the quarterback into position behind the line of scrimmage.
3. Press **B** to scan your wide receivers.
4. Press **A** to pass. Once the pass is complete, you control the receiver. Start running him up the field.
5. Press **A**, **B** or **C** to stiff arm, spin, jump or dive.

Executing a running play:

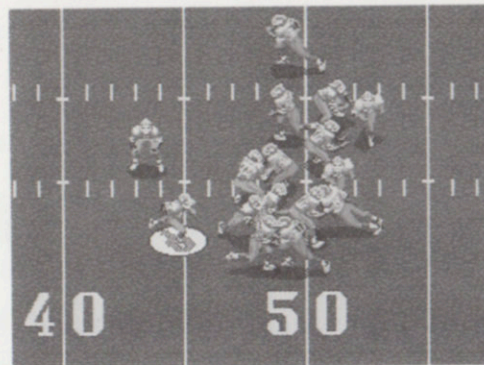
1. Press **A** to snap.
2. Let the quarterback drop himself back. He will hand off to the correct running back automatically.
3. Once the running back is in possession of the ball, you can press **A**, **B** or **C** to stiff arm, spin, jump or dive.

Using the passing cursor:

1. Press **A** to snap.
2. Hold down **B** to activate the cursor.
3. Move the cursor with the **D-Button**. Release **B** to set it.
4. Press **A** to pass.



Turn the passing cursor ON or OFF during game setup, before you start play. See page 25 for details.



- In 2 Player co-op games, on offense, Player 1 controls the quarterback, and then any other man after the pass. Player 2 controls any man besides the quarterback. On defense, both players control the defenders of their choice.
- You'll go into a huddle (and back to the Playbook) after every play. In 2 Player co-op, Player 1 calls the plays on offense; Player 2 calls them on defense.
- You've got NFL talent. Put it to work. Call plays that use your team's proven abilities. Check the Playbook starting on page 26 for player skills and sample plays.
- Use the Kick meter for kickoff, punt and field goal attempts. See pages 10-11 to refresh your memory on the controls.
- The defense is out there to stop you. Don't make it easy. Fight for yardage with spin jukes and stiff arms. If you're about to be buried, dive or spin. You just might gain an extra yard or two.
- Great defenses go where the ball is. Don't chase the ball carrier; get in front of him. Keep your finger near **B** so you can switch players fast and maintain control on the man nearest the ball.
- Remember: every play's a gamble. A sack, interception or fumble could happen in an instant.

USING THE PAUSE MENU

You'll see up to five options on the Pause menu, depending on the game situation:

- Paused
- Time Out
- Replay
- Flip Plays
- Field View

Pausing the game:

1. Press **Start** to freeze all game action. Press it again to resume play.

Calling a time out:

Use a time out to rethink or change your strategy. Each team gets three time outs per half.

1. Press **Start** on the field, right before a play begins.
2. Press **A** on the Pause menu. The official calls a time out, the game clock is halted, and the teams return to the huddle.
3. After the time out, you go back to the Playbook screen. Now you can change your offensive plan or set up a new offense.
4. You can also call a time out on the Playbook screen to reset the 45-second clock and stop the game clock.

Watching an instant replay:

1. Press **Start** any time except when a play is underway.
2. Press **B** to see a playback of the last game action.
3. Hold down **A** for slo-mo.
4. Press **C** to go through the replay frame by frame.
5. Press **B** to return to the game.

Flipping plays:

1. Press **Start** on the Playbook.
2. Press **C** to flip your plays, reversing their strong/weak sides.
3. Call any reversed play, just like a normal play.

Changing the field view:

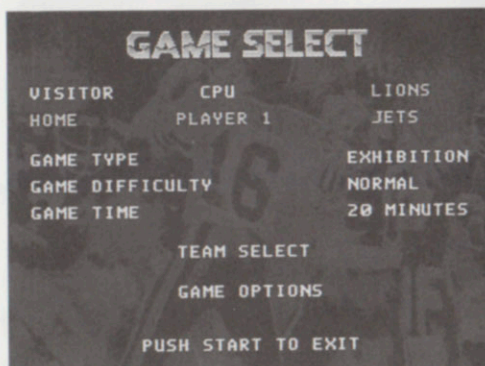
1. Press **Start** on the Playbook.
2. Press the **D-Button** UP/DOWN to change your field view. You have four choices: horizontal; vertical – offense view, vertical – defense view, and overhead blimp.
3. You'll see the new view when you return to the field.



*To see a replay in a different view, first press the **D-Button** to change the view, and then press **B** for the replay. The view will return to its original setting when you resume play.*

GAME SETUP

Press **Start** at the Title screen to set up your Game Select options.



Using the Game Select screen:

- **D-Button** UP/DOWN moves the highlight.
- **A, B or C** changes a highlighted setting.
- **Start** begins play.

VISITOR/HOME

Options: Player 1 Player 1 Coach Player 1/2
 Player 2 Player 2 Coach CPU

In Coach games, you select the plays and the computer runs them.

In 2 Player co-op, Player 1 controls the quarterback while Player 2 controls any other man. On defense, both players have free choice of the man they'll control. Player 1 calls plays on offense, and Player 2 calls them on defense.

GAME TYPE

Options: Exhibition
 League

An Exhibition game is a single game played by any two teams. League play starts a 16-game schedule where you'll have the chance to make the playoffs.

When you change the setting to League play, you'll go on to the League screen (see page 22). Make sure you've chosen your team with the Team Select option before choosing League play.

GAME DIFFICULTY

Options: Beginner
 Normal
 Difficult

These skill levels control how well the CPU will play. In Beginner, the Playbook screen shows what play the CPU chooses. In Normal, you'll see the CPU's chosen formation. Difficult games are closest to real pro football — you've got to figure out through sight and savvy what your opponent is up to.

GAME TIME

Options: 20, 40 or 60 minutes

Games will have four quarters of 5, 10 or 15 minutes each, depending on your setting.

TEAM SELECT AND GAME OPTIONS

These choices take you to subscreens where you'll choose competing teams and set more game options (see pages 23-25).

LEAGUE PLAY

Start up a 16-week season that can take you to the playoffs. If you finish on top in the playoffs, you're going to the Super Bowl!

On the Game Select screen, highlight "Game Type: Exhibition" and press **A**, **B** or **C**. You'll go on to the League screen. Then highlight "Password" or "New Season" and press **A**, **B** or **C** again.

PASSWORD

A password appears at the end of every League game. Write down the password. Enter it on the Password screen later to return to an ongoing season.

Using the Password screen:

- **D-Button** moves the box in the character grid.
- **A** moves the entry box to the left in the bottom line.
- **B** enters the marked character into the entry box.
- **C** moves the entry box to the right.
- **Start** begins play. If your password is invalid, you can either correct it or press **Start** again to return to the Game Select screen.

NEW SEASON

Choosing this option initiates a new League season. Press **Start** to return to the Game Select screen.


TEAM SELECTION

The Team Select option takes you to the NFL Team Selection screen. You can choose actual NFL teams from the American and National Football Conferences.

Using the NFL Team Selection screen:

- **D-Button** LEFT/RIGHT scrolls through the divisions. UP/DOWN scrolls through the teams.
- **A**, **B** or **C** selects the team.
- **Start** returns to the Game Select screen.

Choose both teams. (You can even play a team against itself.) In League play, the schedule will determine what team you'll play against. Be sure to choose your own team before selecting League play on the Game Select screen.

	
AMERICAN	NATIONAL
<i>East</i>	<i>East</i>
Buffalo Bills	Dallas Cowboys
Indianapolis Colts	New York Giants
Miami Dolphins	Philadelphia Eagles
New England Patriots	Phoenix Cardinals
New York Jets	Washington Redskins
<i>Central</i>	<i>Central</i>
Cincinnati Bengals	Chicago Bears
Cleveland Browns	Detroit Lions
Houston Oilers	Green Bay Packers
Pittsburgh Steelers	Minnesota Vikings
<i>West</i>	<i>West</i>
Denver Broncos	Atlanta Falcons
Kansas City Chiefs	Los Angeles Rams
Los Angeles Raiders	New Orleans Saints
San Diego Chargers	San Francisco 49ers
Seattle Seahawks	

GAME OPTIONS

Game Options takes you to a subscreen of game selections.

Using the Game Options screen:

- **D-Button** UP/DOWN moves the highlight.
- **A, B or C** changes a highlighted setting.
- **Start** returns to the Game Select screen.

SPEECH

Leave this option ON to get second-by-second game commentary and color rap.

MUSIC

When this option is ON, you'll hear music and sound effects, including players grunting and helmets clashing.

SEGAVISION

Leave this option ON to see the official's signals on the SEGA Vision screen.

ZOOM VIEW

With Zoom View ON, you'll enjoy action closeups whenever the ball crosses the line of scrimmage, or when it's handed to or pitched to a running back.

PASSING CURSOR

Passing Cursor ON gives you a moveable target. Before a pass, move the cursor to a spot on field. The ball will be thrown to that spot, with the receiver running like heck to catch it. When OFF, the cursor will be automatically set on the field depending on the receiver you throw to and his pattern.

FIELD VIEW

Options: Horizontal Vertical Off.
Blimp Vertical Def.

This option sets the initial perspective for the next game. The vertical views are behind the offense or the defense. Blimp view shows you the entire field.

PENALTIES

NFL Sports Talk Football '93 plays by the rules. With this option ON, the official will impose a loss of yardage when a team is charged with a violation.

WEATHER

Options: Fair, Rain, Snow

Set the weather for your next Exhibition game (unless you're playing in a domed, weather-proof stadium). In League games, weather depends on the time of year and the city you're in.

STADIUM

Options: Natural, Artificial, Domed

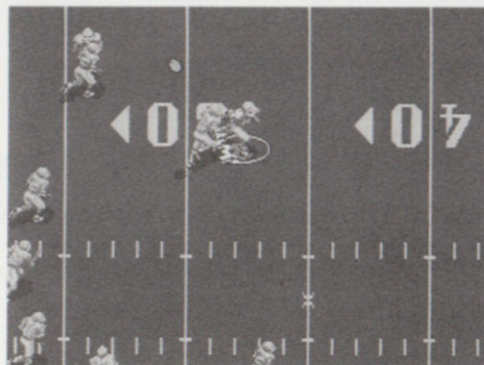
Set the kind of stadium you'll play in.

PLAYBOOK

Knowing your players' abilities and studying your plays gives you the winning edge. So put this Playbook to work. It lists the skills and attributes of key players, and shows you two classic plays — one running and one passing — for each team.

Player skills are rated from 00 to 100. A rating of 50 shows an average ability; anything above 87 is outstanding.

Use the ratings to line up your personnel on offensive formations. Pick players with the right skills for the job. Running is always important — you gotta run to play. Speed and agility are necessary assets in every player. Since different positions require different skills, check the vital attributes. You'll want your wide receiver to have good hands. Running backs need speed and great blocking capabilities. A punter doesn't demand a high IQ, but he better know how to kick.



The plays show real setups used by each NFL team. They are examples of winning combinations based on the abilities of each team. They show how you can combine different personnel sets, formations and plays for effective strategy. You can select these combinations from the Playbook on screen. Or test your own tactical abilities by setting up the combination you think is best for putting points on the board.

Vary your calls. Even the most successful plays aren't effective all the time, and the defense is smart enough to "read" plays you use too often. Every situation is different. Consider the current down, yards-to-go, and your opponent's position before calling a play. Take into account the game clock and the current score. Even think about the players on the other team. Match up their skills with formidable players of your own.

That's how they do it in the REAL NFL.

ABBREVIATIONS

Players

C	Center
DB	Def. Back
DLE	Def. Left End
DLT	Def. Left Tackle
DRE	Def. Right End
DRT	Def. Right Tackle
K	Kicker
LB	Line Backer
LG	Left Guard
LT	Left Tackle
P	Punter
QB	Quarterback
RB	Running Back
RG	Right Guard
RT	Right Tackle
TE	Tight End
WR	Wide Receiver

Ratings

#	Jersey Number
AGL	Agility
BLK	Blocking
HAN	Hands
IQ	Game Smarts
KIK	Kicking
PAS	Passing
POS	Position
RUN	Running
SPD	Speed
TCK	Tackling

AMERICAN FOOTBALL CONFERENCE

Team: **Buffalo Bills**
Conf/Div: **American East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	12	44	40	39	22	37	79	00	10	94
RB	34	76	82	67	32	59	30	75	10	88
WR	83	99	69	44	20	47	10	99	10	83
LB	97	87	78	40	87	54	10	66	10	81
LB	56	41	48	48	89	51	10	67	10	89

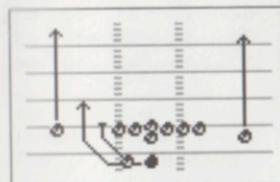
Team: **Indianapolis Colts**
Conf/Div: **American East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	11	40	42	32	20	21	89	00	10	62
DB	39	72	51	46	73	35	10	54	10	56
LB	50	51	42	40	73	56	10	63	10	80
LB	54	50	31	33	76	44	10	45	10	50
P	3	36	42	22	23	22	11	30	99	53

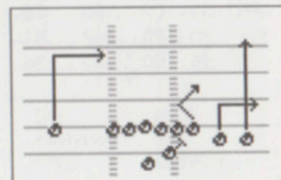
Team: **Miami Dolphins**
Conf/Div: **American East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	13	32	30	26	19	11	92	00	10	87
WR	83	83	71	33	21	30	10	84	10	80
WR	85	62	51	33	21	36	10	77	10	82
DB	25	82	61	37	76	52	10	57	10	53
LB	56	43	42	30	93	47	10	65	10	81
K	10	36	12	10	12	13	22	26	78	42
P	4	30	20	25	22	10	10	73	88	80

Bills

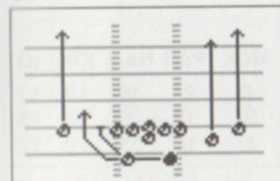


Set: **Regular**
Formation: **Brown**
Play: **Flip Weak**



Set: **Fleet**
Formation: **Gold**
Play: **619 Sail**

Colts

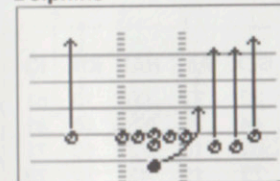


Set: **Open**
Formation: **Red**
Play: **Flip Weak**

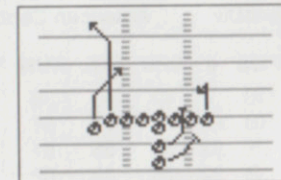


Set: **Quads**
Formation: **Gold**
Play: **444 Flat**

Dolphins



Set: **Quads**
Formation: **Tan**
Play: **Slash Strong**



Set: **Jumbo**
Formation: **Green Slot**
Play: **Fake Lead 072**

Team: **New England Patriots**
 Conf/Div: **American East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	32	62	60	73	40	52	23	55	10	60
WR	80	79	68	41	23	30	10	76	10	92
LB	56	52	42	36	74	30	10	63	10	98

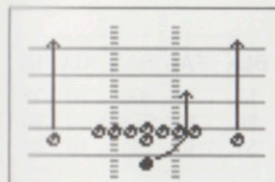
Team: **New York Jets**
 Conf/Div: **American East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	32	62	61	60	32	48	27	55	10	57
WR	88	61	73	63	36	57	10	90	10	83
LB	59	42	36	31	90	47	10	53	10	72

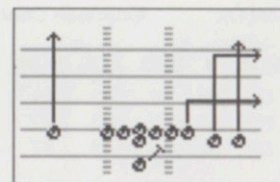
Team: **Cincinnati Bengals**
 Conf/Div: **American Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	7	42	41	38	19	22	77	00	10	61
RB	28	73	77	51	32	44	28	68	10	81
TE	82	55	55	51	36	63	10	72	10	71
DB	33	76	38	62	91	73	10	42	10	73

Patriots

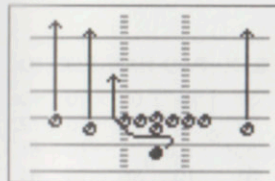


Set: **Dot**
 Formation: **Black**
 Play: **Slash Strong**

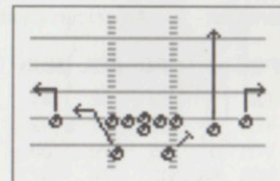


Set: **Fleet**
 Formation: **Tan**
 Play: **939 Flat**

Jets

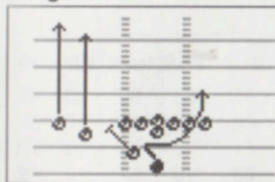


Set: **Fleet**
 Formation: **Gold Slot**
 Play: **Counter Gap Weak**



Set: **Open**
 Formation: **Red**
 Play: **191 Drift**

Bengals



Set: **Regular**
 Formation: **Green Under Slot**
 Play: **Counter Gap Strong**



Set: **Dot**
 Formation: **Silver Slot**
 Play: **628 Drag**

Team: **Cleveland Browns**
 Conf/Div: **American Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	19	36	22	21	10	17	71	00	10	78
WR	84	83	82	27	13	25	10	71	10	64
DB	31	70	44	57	96	51	10	60	10	61

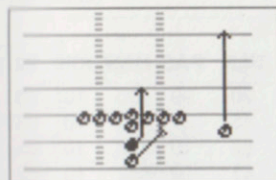
Team: **Houston Oilers**
 Conf/Div: **American Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	1	53	70	41	23	35	97	00	10	70
WR	80	80	61	42	27	31	10	70	10	72
WR	81	85	72	38	21	37	10	75	10	61
WR	84	82	76	37	20	31	10	88	10	84

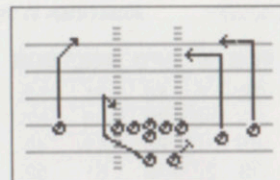
Team: **Pittsburgh Steelers**
 Conf/Div: **American Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	14	43	52	31	26	37	58	00	10	61
RB	33	56	60	79	40	62	28	63	10	57
WR	83	85	85	41	36	31	10	75	10	73
TE	86	67	63	80	55	83	10	67	10	49
DB	26	93	62	48	53	49	10	57	10	82
K	1	21	16	13	11	10	20	20	81	83

Browns

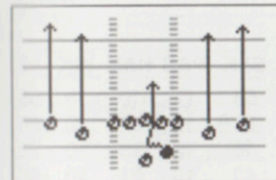


Set: **Hawk**
 Formation: **Green**
 Play: **Buck Strong**

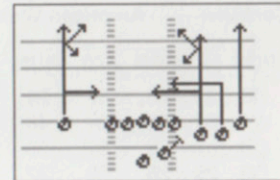


Set: **Open**
 Formation: **Blue**
 Play: **866 Hook**

Oilers

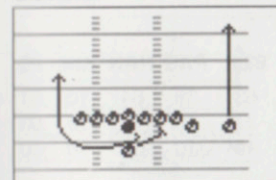


Set: **Quads**
 Formation: **White**
 Play: **Draw Solid**

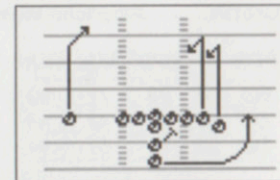


Set: **Quads**
 Formation: **Tan**
 Play: **80 X Choice**

Steelers



Set: **Hippo**
 Formation: **Silver**
 Play: **Fake Slash Boot**



Set: **Eagle**
 Formation: **Green**
 Play: **844 Swing**

Team: **Denver Broncos**
 Conf/Div: **American West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	7	68	71	52	27	30	99	00	10	63
RB	28	72	68	67	30	45	21	60	10	63
WR	80	80	61	40	33	52	10	72	10	63
DB	27	72	61	52	90	41	10	52	10	62
LB	77	50	53	42	80	43	10	36	10	52
P	2	42	43	30	24	33	21	60	93	42

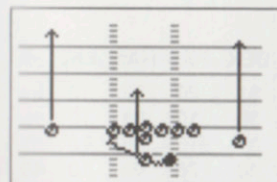
Team: **Kansas City Chiefs**
 Conf/Div: **American West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	35	64	53	94	42	53	12	10	10	63
WR	83	87	64	46	20	31	10	87	10	80
DB	31	82	51	36	67	56	10	63	10	72
DB	29	86	59	32	61	40	10	51	10	90
LB	58	73	80	41	89	43	10	50	10	72
K	8	23	37	10	10	10	22	41	98	98

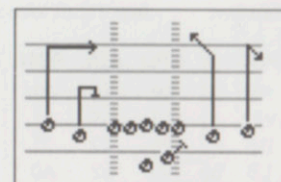
Team: **Los Angeles Raiders**
 Conf/Div: **American West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	32	78	72	99	51	63	38	64	10	61
DB	42	53	42	45	98	37	10	70	10	93
DB	33	70	51	44	87	49	10	52	10	60

Broncos

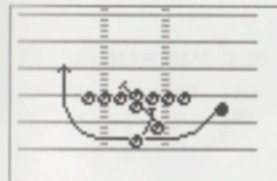


Set: **Regular**
 Formation: **Blue**
 Play: **H-Draw**

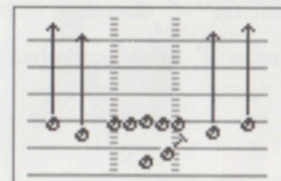


Set: **Quads**
 Formation: **White**
 Play: **685 Pass**

Chiefs

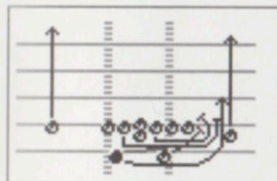


Set: **Hawk**
 Formation: **Green Over**
 Play: **Fake Wham Reverse**

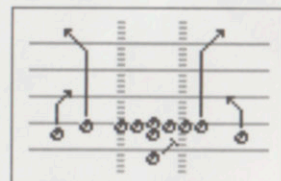


Set: **Quads**
 Formation: **Gold Slot**
 Play: **999 Seam**

Raiders



Set: **Regular**
 Formation: **Red**
 Play: **Sweep Strong**



Set: **Fleet**
 Formation: **Purple**
 Play: **272 Corner**

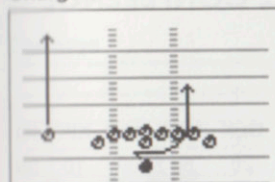
Team: **San Diego Chargers**
 Conf/Div: **American West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	35	62	56	76	48	51	20	53	10	59
WR	83	77	65	31	20	30	10	88	10	65
DB	22	80	42	31	50	31	10	68	10	51
LB	55	40	52	40	76	40	76	42	10	40

Team: **Seattle Seahawks**
 Conf/Div: **American West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	32	62	56	66	30	68	31	65	10	59
WR	89	89	57	39	21	30	10	74	10	50

Chargers

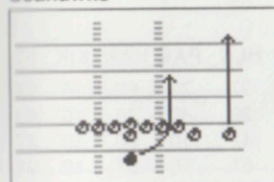


Set: **Rhino**
 Formation: **Silver Slot**
 Play: **Counter Gap Strong**

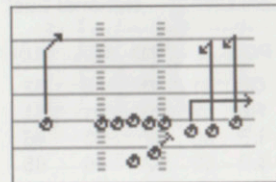


Set: **Quads**
 Formation: **Purple**
 Play: **HB Pass**

Seahawks



Set: **Jumbo**
 Formation: **Gold**
 Play: **Slash Strong**



Set: **Quads**
 Formation: **Tan**
 Play: **844 Flat**

NATIONAL FOOTBALL CONFERENCE

Team: **Dallas Cowboys**
 Conf/Div: **National East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	8	42	45	40	11	20	66	00	10	68
RB	22	60	65	61	39	44	28	57	10	62
WR	88	81	56	44	27	29	10	68	10	53
TE	84	53	47	52	26	55	10	70	10	51
P	4	46	33	12	37	29	24	65	81	58

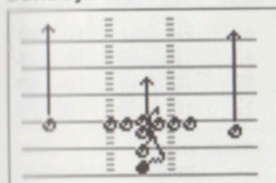
Team: **New York Giants**
 Conf/Div: **National East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	11	30	48	32	11	27	72	00	10	92
RB	27	90	91	51	28	39	40	78	10	63
LB	56	67	63	46	89	42	10	60	10	97
LB	52	52	46	65	94	61	10	67	10	91
P	5	31	34	27	39	42	10	53	93	72

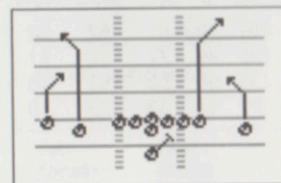
Team: **Philadelphia Eagles**
 Conf/Div: **National East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	12	71	92	63	21	38	71	00	48	61
RB	41	81	63	57	38	41	43	81	10	58
TE	88	68	72	55	31	56	10	80	10	67
DB	21	85	51	42	45	47	10	67	10	57
LB	59	51	52	55	83	50	10	42	10	68

Cowboys

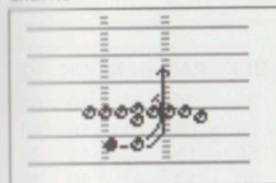


Set:
 Formation: **Regular Green**
 Play: **Delay Strong**

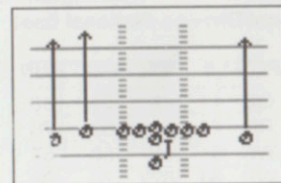


Set:
 Formation: **Fleet Gold Slot**
 Play: **272 Corner**

Giants

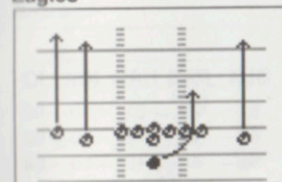


Set:
 Formation: **Jumbo Brown**
 Play: **Lead Strong**

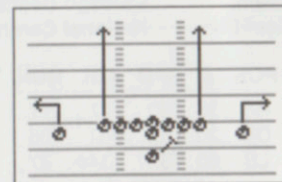


Set:
 Formation: **Fleet Purple**
 Play: **Fake Buck 999**

Eagles



Set:
 Formation: **Fleet White**
 Play: **Slash Strong**

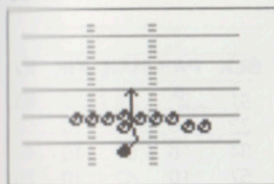


Set:
 Formation: **Dot Black**
 Play: **191 Seam**

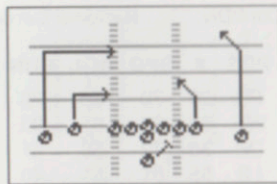
Team: **Phoenix Cardinals**
 Conf/Div: **National East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	39	61	62	63	31	42	22	61	10	63
DB	46	77	60	41	68	43	10	82	10	71
LB	56	52	51	48	77	32	10	41	10	58
P	16	39	22	10	22	17	19	50	78	71

Cardinals



Set: **Heavy Jumbo**
 Formation: **Silver**
 Play: **Buck Strong**

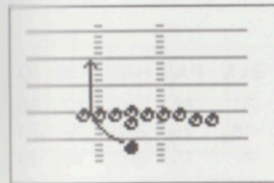


Set: **Fleet**
 Formation: **Purple**
 Play: **628 Drag**

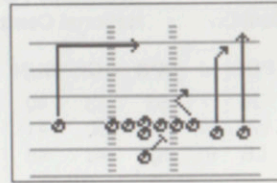
Team: **Washington Redskins**
 Conf/Div: **National East**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	11	42	31	30	10	26	78	00	10	63
RB	21	56	63	76	47	53	22	51	10	60
WR	81	66	68	57	32	50	10	92	10	93
WR	84	67	79	68	32	50	10	87	10	82
WR	83	83	61	36	34	41	10	63	10	51
DB	28	96	52	31	52	32	10	53	10	91

Redskins



Set: **Heavy Jumbo**
 Formation: **Silver**
 Play: **Blunt Weak**

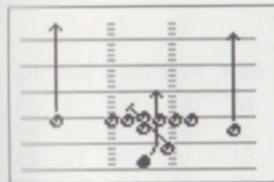


Set: **Fleet**
 Formation: **Tan**
 Play: **679 Sail**

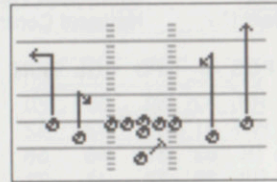
Team: **Chicago Bears**
 Conf/Div: **National Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	35	60	71	77	38	51	29	61	10	89
DB	20	82	61	56	83	49	10	92	10	92
LB	50	33	34	37	78	32	10	40	10	98

Bears



Set: **Regular**
 Formation: **Green Over**
 Play: **Wham Strong**



Set: **Quads**
 Formation: **White**
 Play: **349 Hook**

Team: **Detroit Lions**
 Conf/Div: **National Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	20	70	96	76	32	41	20	74	10	83
WR	80	88	61	30	21	32	10	71	10	52
DB	36	72	56	41	76	34	10	51	10	42
LB	55	51	51	40	99	57	10	42	10	70
LB	54	42	32	46	93	43	10	37	10	85
P	6	31	20	20	20	20	16	83	74	62

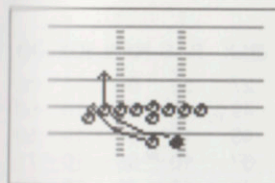
Team: **Green Bay Packers**
 Conf/Div: **National Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	7	53	63	40	22	31	68	00	10	60
WR	84	82	60	41	20	48	10	91	10	76
LB	91	52	43	48	81	47	10	46	10	65

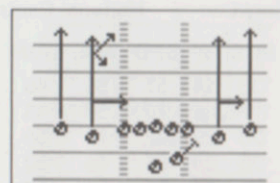
Team: **Minnesota Vikings**
 Conf/Div: **National Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
RB	33	62	59	70	40	88	23	52	10	58
WR	81	81	73	42	21	36	10	85	10	82
TE	83	51	45	56	37	61	10	79	10	83
DB	39	72	41	73	73	52	10	41	10	61

Lions

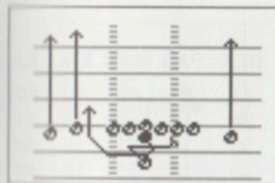


Set: **Jumbo**
 Formation: **Blue Slot**
 Play: **Blunt Weak**

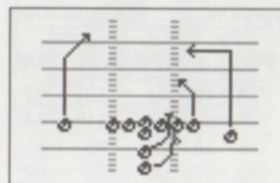


Set: **Quads**
 Formation: **White**
 Play: **60 Streak**

Packers



Set: **Fleet**
 Formation: **Purple**
 Play: **Fake Counter Gap**



Set: **Regular**
 Formation: **Green**
 Play: **Fake Lead 826**

Vikings



Set: **Regular**
 Formation: **Brown Slot**
 Play: **Power Strong**



Set: **Fleet**
 Formation: **Gold Slot**
 Play: **212 Shoot**

Team: **Tampa Bay Buccaneers**
 Conf/Div: **National Central**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	14	51	50	46	17	27	56	00	10	62
WR	88	78	52	43	22	49	10	73	10	62
DB	29	82	71	56	57	43	10	84	10	59
DB	30	61	50	30	68	37	10	68	10	71
LB	51	62	51	48	67	40	10	40	10	53

Team: **Atlanta Falcons**
 Conf/Div: **National West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	12	41	50	32	10	21	62	00	10	60
WR	80	92	61	44	20	31	10	87	10	64
DB	22	81	65	31	56	30	10	71	10	58
DB	21	99	71	62	50	40	10	51	10	40
DB	25	89	42	48	67	30	10	72	10	55

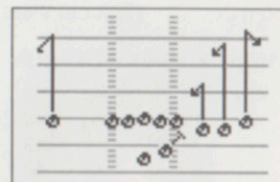
Team: **Los Angeles Rams**
 Conf/Div: **National West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	11	42	44	38	10	22	80	00	10	67
WR	80	79	81	46	23	43	10	99	10	90
WR	83	99	51	36	21	33	10	62	10	56
LB	91	50	44	30	81	35	10	39	10	89

Buccaneers



Set: **Eagle**
 Formation: **Green**
 Play: **Lead Strong**

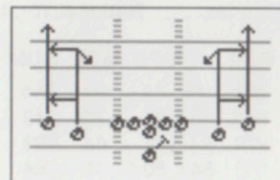


Set: **Quads**
 Formation: **Tan**
 Play: **545 Stop**

Falcons

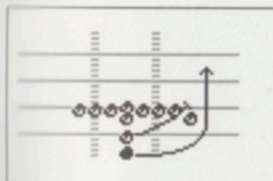


Set: **Regular**
 Formation: **Green**
 Play: **Lead Weak**

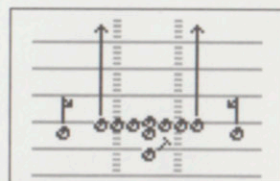


Set: **Quads**
 Formation: **White**
 Play: **80 Hook**

Rams



Set: **Jumbo**
 Formation: **Green**
 Play: **Pitch Strong**



Set: **Dot**
 Formation: **Black**
 Play: **090 Seam**

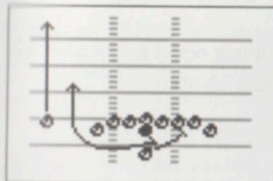
Team: **New Orleans Saints**
 Conf/Div: **National West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
WR	84	62	63	51	38	54	10	72	10	68
LB	51	41	36	48	88	57	10	39	10	78
LB	57	41	56	49	87	42	10	39	10	63
LB	56	68	42	50	87	40	10	53	10	71
K	7	31	22	10	28	21	10	32	99	97

Team: **San Francisco 49ers**
 Conf/Div: **National West**

POS	#	SPD	AGL	RUN	TCK	BLK	PAS	HAN	KIK	IQ
QB	16	49	62	44	12	21	94	00	10	99
WR	80	97	71	43	22	51	10	98	10	93
WR	82	71	64	33	20	33	10	74	10	62
TE	84	50	43	54	23	47	10	78	10	46
DB	29	72	51	20	44	40	10	42	10	93
K	6	31	28	11	29	16	17	13	75	57

Saints

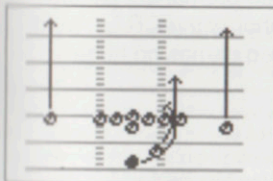


Set: **Rhino**
 Formation: **Silver Slot**
 Play: **Fake Slash Boot**



Set: **Fleet**
 Formation: **White**
 Play: **496 Drag**

49ers



Set: **Regular**
 Formation: **Green Over**
 Play: **Power Strong**



Set: **Fleet**
 Formation: **Purple**
 Play: **628 Drag**

HANDLING YOUR CARTRIDGE

- ⇒ The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- ⇒ Do not bend it, crush it or submerge it in liquids.
- ⇒ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⇒ Be sure to take an occasional break during extended play to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TVS

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 televisions.

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, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

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, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your 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.

Limitations on Warranty

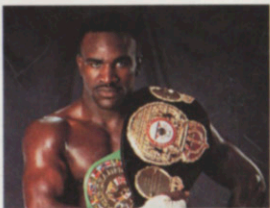
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Evander "REAL DEAL" Holyfield's Boxing™

A message from Evander Holyfield:

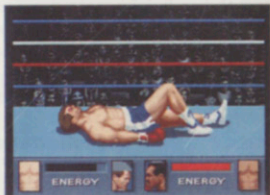
"You better Duck 'cause this ain't no two-bit sports simulation!" Sweats gonna fly and bloods gonna spurt in Evander Holyfield's "Real Deal" Boxing™ - 16-bit Genesis realism right in your face.



Speed. Stamina. Power. Defense. You design your own Boxer: right down to the haircut. But you gotta be strategic. There are twenty-eight hungry contenders lookin' to make you kiss can vas long before you get a title shot at the champ - Holyfield. But you've got 360 degrees of freedom.



So throw the jab, uppercut, a left hook maybe, then duck & drop 'em with a haymaker. The more you win, the more formidable you become. Evander Holyfield's "Real Deal" Boxing. It's tough, It's bloody. It's the Real Deal. Got the message!



**1 OR 2
PLAYERS**

672-0871

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