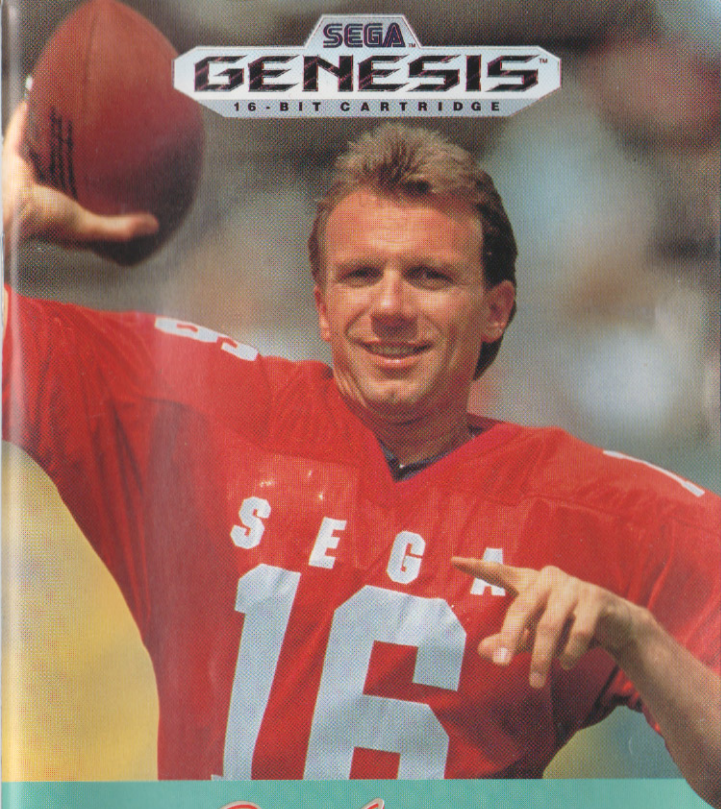


SEGA
GENESIS
16-BIT CARTRIDGE



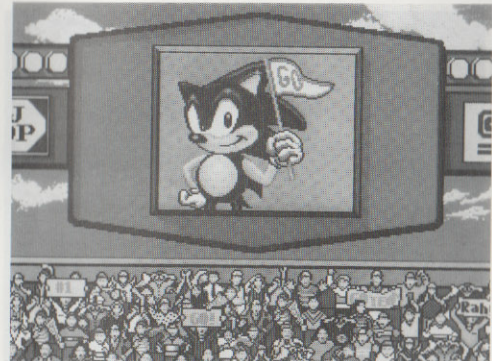
Joe Montana II
**SPORTS TALK
FOOTBALL**™

INSTRUCTION MANUAL

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**For Game Play Assistance, call
1-415-591-PLAY.**



Sound and Sight . . .

. . . combine to make *Joe Montana II Sportstalk Football* a whole new gridiron game! You hear non-stop play-by-play announcing, straight from the broadcast booth!

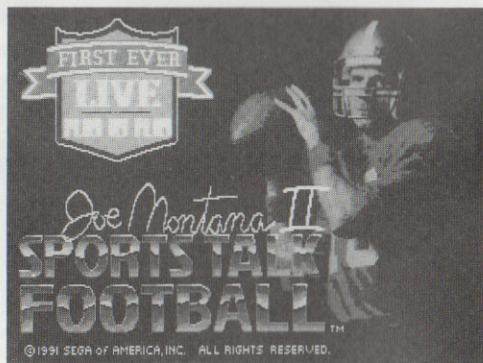
"It's third and six . . . he's going to pass . . . he throws it into traffic . . . first down."

This is eye-popping action! You'll zoom-in to dazzling closeups for every detail. It's like you're right there, charging down the turf with your team. See your receiver cut to a bullet pass, break a tackle, and dive for extra yardage. Get in on the pile-up when the stamped-defense hurls itself at a running play!

This is Joe's kind of football, where a victory is won – or lost – on every play. It's action football: you'll run, throw, catch, kick, and chase! This is loud football, with cheering, grunting, clashing bodies, and key info constantly on the air.

"He sweeps to the left . . . big hole . . . he breaks free . . . TOUCHDOWN!"

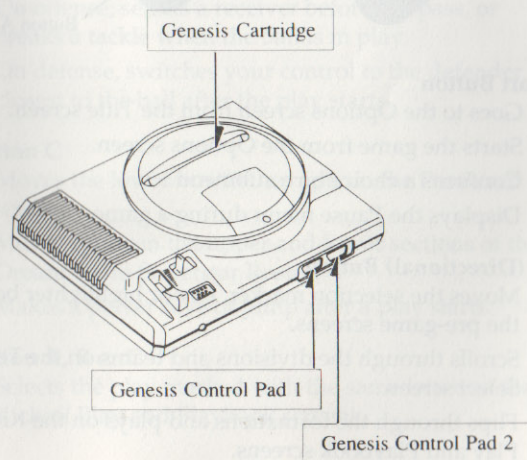
This is pro football! Grab a helmet, and GO, TEAM, GO!



Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1 for one-player games. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Joe Montana II Sportstalk Football* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen, and then, in a few moments, the Title screen will appear.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure the system is set up correctly and the cartridge is firmly inserted in the console. Then turn the power switch ON again.
5. Press the **Start** button to begin.

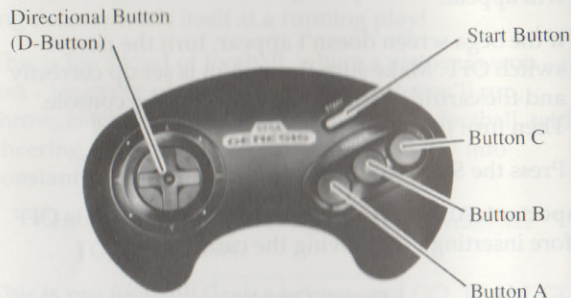
Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



Take Control!

Your timing makes the crucial difference between winning and losing. If you know how to use the control pad buttons, you'll have a special edge when calling plays and running your men on the field to score or gain yardage.

The control pad buttons have different functions, depending on the game screen you're looking at. Read this section for a brief outline of how the buttons work, or go on to the following sections for full instructions.



Start Button

- Goes to the Options screen from the Title screen.
- Starts the game from the Options screen.
- Confirms a choice on a submenu.
- Displays the Pause menu during a game.

D (Directional) Button

- Moves the selection marker, box or highlighter bar on the pre-game screens.
- Scrolls through the divisions and teams on the Team Select screen.
- Flips through the formations and plays on the Kickoff Play and Playbook screens.

- Moves your controlled man during play.
- Sets the direction of the ball in the Kick Meter at a kickoff, punt, or field goal attempt.

Button A

- Changes a marked or highlighted setting, or advances to a subscreen for special settings.
- Moves the lower box to the left on Password screens.
- Selects a highlighted Superstar on the Dream Team Superstar Roster.
- At a kickoff, punt or field goal attempt, starts and stops the Kick Meter.
- On offense, snaps the ball.
- On defense, switches your controlled man before a play is run.
- Exits the Statistics screen.

Button B

- Sets a number or letter in the lower box on a Password screen.
- Calls an Audible immediately before a play is run.
- On offense, selects a receiver before the pass, or breaks a tackle when the ball is in play.
- On defense, switches your control to the defender closest to the ball after the play starts.

Button C

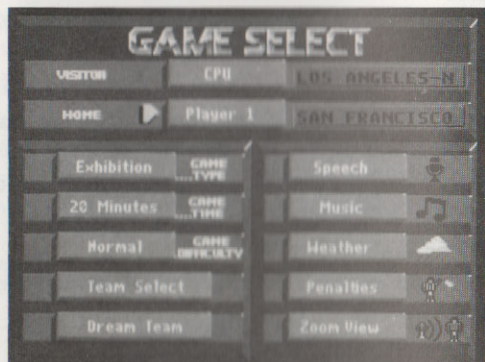
- Moves the lower box to the right on the Password screens.
- Moves between the upper and lower sections of the Dream Team Superstar Roster.
- Makes a player dive or jump after a play starts.

Button A, B or C

- Selects the play marked with the same letter on the Kickoff Play and Playbook screens.

Playing the Game

Press Start at the Title screen. The next screen you'll see is the Options screen.



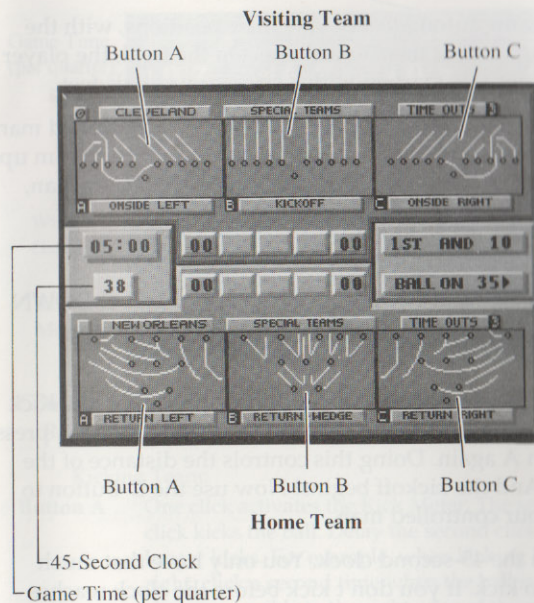
Why wait another minute? You can come back to this screen and change the options later, after you've had a taste of *Joe Montana II Sportstalk Football*. For now, press Start. You'll go straight to the Kickoff Play screen.

The kicking team is randomly selected by the computer at the start of a game. Check your plays to find out if you're kicking or receiving. The kicking team has a Kickoff play option in the center of its Playbook. (You will be the home team, at the bottom, if you went to this screen without changing any game settings.)

Call a play by pressing the button that corresponds to the play you want. Watch the 45-second clock. If it counts down to zero before you call a play, you'll be penalized for a delay of game.

You'll get out on the field as soon as you call your play. (In two-player games, you'll go out to the field as soon as both players call their plays.)

The Kickoff Play Screen



Control Pad Buttons

Action

Button A, B or C

Selects a play. Press the button that corresponds to the play you want.

The Kickoff

The teams automatically take their positions, with the kicking team at the 35-yard line. On the field, the player you control is marked with a circle around his feet.

In two-player games, the second player's controlled man has a square around his feet. When two players team up against the computer, the circle marks Player 1's man, and the square marks Player 2's man.

If you're the kicking team:

Press Button A. Then press the D-Button UP or DOWN to move the red bar in the Kick Meter up or down. Doing this controls the angle of the kick.

While you're pressing the D-Button, the ball in the Kick Meter moves. When it's traveled a certain distance, press Button A again. Doing this controls the distance of the kick. And the kickoff begins! Now use the D-Button to run your controlled man.

Watch the 45-second clock. You only have that much time to kick. If you don't kick before the clock reaches zero, you'll be charged with a delay of game.

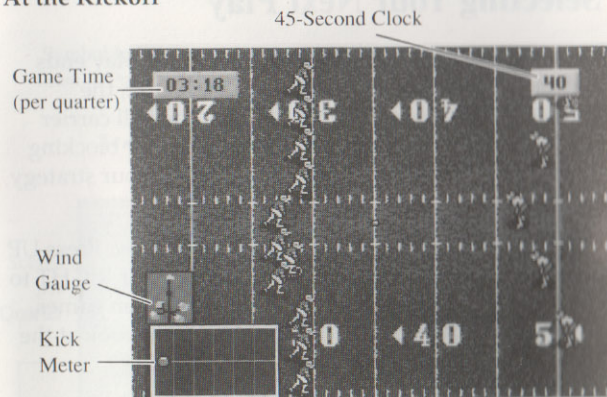
If you're the receiving team:

Wait for the kickoff. Before the kick, you can press Button A to change your controlled man.

After the kick, press Button B to change your controlled man to the player nearest the ball. Move your man (with the D-Button) into position for the catch. As soon as the kick is caught, you control the ball carrier (even if he wasn't your controlled man.) Begin running him up the field toward the opposing team's end zone. Go for yardage!

Note: If the kickoff should go out of bounds in the field of play, the receiving team starts at their own 35.

At the Kickoff



Control Pad Buttons

Actions

Kicking Team:

- Button A** One click activates the Kick Meter. The second click kicks the ball. Delay the second click for longer kicks. For example, when kicking left to right, click a second time when the ball is as close as possible to the right edge of the meter. Doing this will result in a longer kick.
- D-Button** UP/DOWN moves the bar in the Kick Meter. After the kick, any direction moves your controlled man.
- Button C** Changes your controlled man before the kick.
- Button B** Changes your controlled man after the kick to the player closest to the ball.

Receiving Team:

- Button A** Changes your controlled man before the kick.
- Button B** Changes your controlled man after the kick to the player closest to the ball.
- D-Button** Any direction moves your controlled man after the kick.

Selecting Your Next Play

Once the ball carrier is downed, the kickoff play ends and the Playbook screen appears. On offense, the animated red lines show the direction the ball carrier will run. The white lines show the passing or blocking routes of all receivers. Here you can select your strategy for the next head-to-head clash!

Use the D-Button to find a formation and play. Press UP or DOWN to change formations, and LEFT or RIGHT to change the plays within a formation. (Between games, you can study up on the plays with the Playbook at the back of this manual.)

Then press the control pad button that corresponds to the play you want. That will be the play you run (unless you call an Audible on the field).

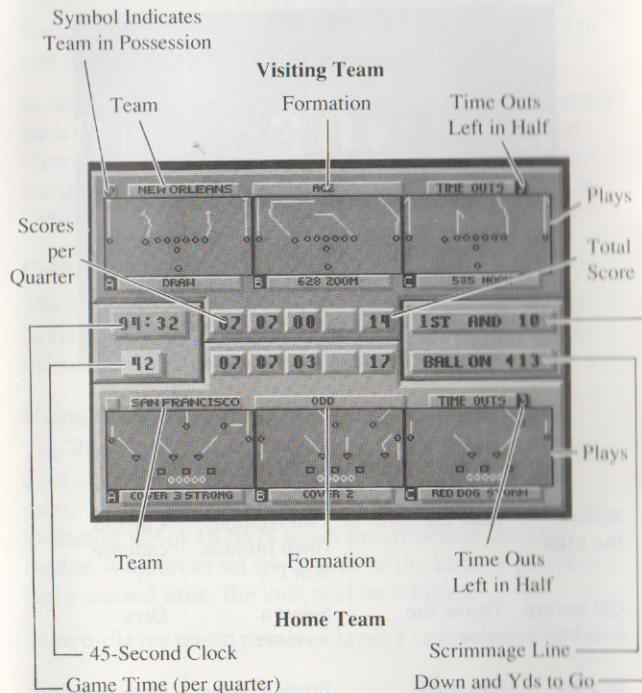
You'll return to the field as soon as you select a play. In two-player competition, you head for the field as soon as both players have selected a play.

Calling an Audible

At the lineup, you might get a feeling about the play your opponent's going to run. And you might want to change your strategy at the last second. If you're quick, you can call an Audible.

Press Button B before the snap. Then press Button A, B or C. These buttons correspond to the last three plays you saw on the Playbook screen. Pressing a button changes your play (unless you audibly call the same play you were already set to run).

The Playbook Screen

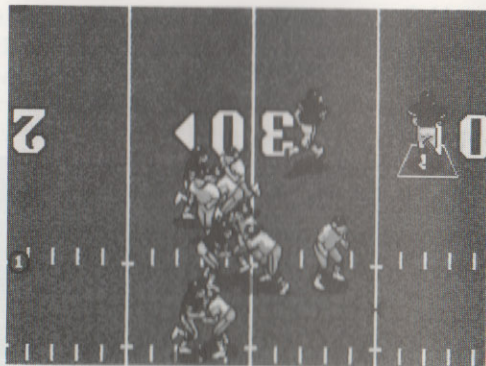


Control Pad Buttons

Actions

D-Button	UP/DOWN scrolls through the formations. LEFT/RIGHT scrolls through the plays within a formation.
Button A, B or C	Selects a play. Press the button that corresponds to the play you want.
Start Button	Brings up the Pause menu, which you can use to flip the plays or call a time-out. (See page 14.)

Action!



	Button A	Button B	Button C
Offense:			
Before the hike	Hike the ball.	Call Audible (then press A, B or C).	Call QB cadence.
QB before passing	Throw the pass.	Select a receiver.	Dive.
In play	Not used.	Break a tackle.	Dive (running) or jump (when slowed).
Defense:			
Before the hike	Cycle through players.	Call Audible (then press A, B or C).	Reverse cycle through players.
In play	Not used.	Choose player closest to ball.	Dive (running) or jump (when slowed).

Using the Buttons

Use the D-Button to move your controlled man. Use Buttons A, B and C as shown in the table on page 12 to run that play for all it's worth!

In two-player co-op games, Player 1 controls the quarterback on Offense, and can then control any other man after the pass. Player 2 can control any man other than the quarterback, using the Offense button controls. On Defense, both players use the same buttons.

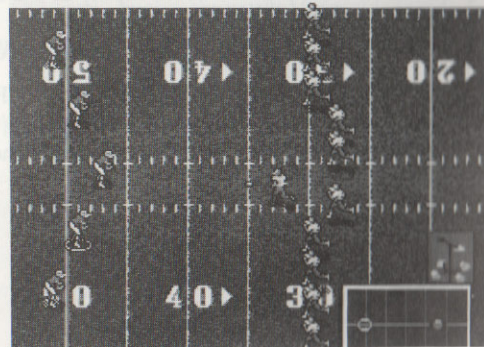
Calling Plays

The Playbook screen appears at the end of every play. In two-player co-op games, Player 1 calls the plays on offense, and Player 2 calls them on defense.

Using the Kick Meter

The Kick Meter appears at every kickoff, punt, and field goal attempt. Use it just like you did for the start-of-game kickoff. Tap Button A to begin the kick, press the D-Button UP or DOWN to set the direction, and tap Button A again to set the power of the kick. If you don't tap a second time, the kick will be whiffed.

In two-player co-op games, Player 1 controls the kicks.





Pausing the Game for Time-Outs, Instant Replays or Flipping Plays

You can press Start to pause the game at any time. The Pause menu will appear, giving you up to three options. (Options won't appear when they don't suit the situation.) Press Button A, B or C to make a selection.

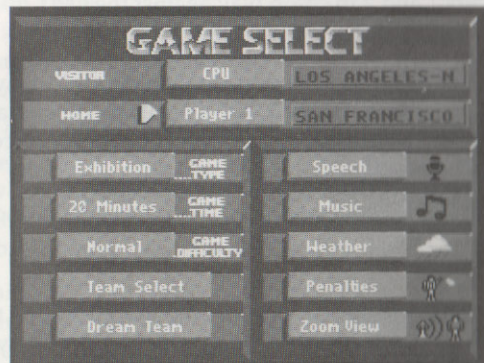
Time-Out (Button A): Time-outs stop the game clock. Each team is allowed three per half. You can call a time-out whenever a play is not in progress, and as long as you have at least one time-out left.

Replay (Button B): Enjoy an instant replay of the last spectacular play. Hold down Button A during the playback for slo-mo. Press Button B to cancel the replay.

Flip Plays (Button C): Double your play choices! Flip them to their mirror image to reverse their strong/weak sides. Call any reversed play just as you would a normal play. (Playbook screen only.)

The Options Screen

When you press Start at the Title screen, you go straight to the Options screen. This is the main screen for setting your game options and choosing your teams.



Control Pad Buttons

Actions

D-Button	UP/DOWN moves the marker to different options from top to bottom. LEFT/RIGHT moves the marker from side to side.
Button A	Changes the setting of the marked option, or advances to a subscreen for special settings.
Start Button	Begins the game from any marked option.

Visitor/Home

Set these options for the challengers who are about to play. You can have any one of these combinations:

- Player 1 vs. Player 2 or the CPU (computer)
- Player 2 vs. the CPU
- Players 1 and 2 in co-op play against the CPU
- CPU vs. itself (CPU)

When Players 1 and 2 team up against the CPU, Player 1 is the quarterback. Player 2 can control any other man on offense. On defense, both players have free choice of a controlled man.

When the CPU challenges itself, you can sit back and enjoy the game.

Game Type

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

When you change the setting to League play (by pressing Button A), you'll go on to the League screen (see page 18). Make sure you've chosen your team with the Team Select option before starting League play.

Game Time

Choose a 20, 40, or 60-minute, real-time game. All games have four quarters of 5, 10, or 15 minutes each, depending on your setting.

Game Difficulty

Choose a Beginner, Normal or Difficult game. These skill levels control how well the CPU will play. Also, in Beginner games, the Playbook screen shows what play the CPU chooses. In Normal games, 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.

Team Select

Press Button A at this option to choose any two competing teams from the American and National leagues. You'll immediately go to the Team Select screen (see page 20).

Dream Team

Mark this option and press Button A to make up a fantasy team that includes six Superstars from any of the other teams. You'll go to the Dream Team Select screen (see page 22).

Speech

Leave this option on (red) to get second-by-second game commentary and color rap. Turn it off (grayed) to silence the broadcaster.

Music

When this option is on (red), you'll hear the game music and sound effects, including players grunting and helmets clashing!

Weather

Leave this option on (red) to get rain or snow, depending on the season and the city you are playing in.

Penalties

Joe Montana II Sportstalk Football plays by the rules. With this option on (red), a loss of yardage will be imposed when a team is charged with a violation. Turn the option off (grayed) for no penalties.

Zoom View

This option pulls you into a dazzling closeup of the normal field view, whenever the ball crosses the line of scrimmage, or when it's handed to or pitched to a running back. Turn the option off (grayed) for no zoom.

League Play

League play consists of a 16-week season leading up to the playoffs. Your team competes in 16 games against other teams in a schedule set by the computer.

On the Options screen, move the marker to the Game Type option and press Button A. You'll go on to the League screen.



Control Pad Buttons

Actions

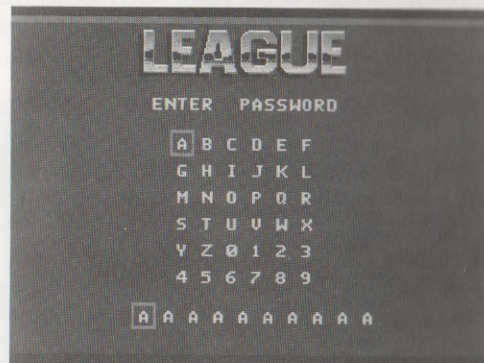
D-Button	UP/DOWN moves the highlight between Password and New Season.
Start Button	Activates your selection.

New Season

Choosing this option initiates a new round of League play, shows you the schedule for Week 1, and then takes you back to the Options screen.

Password

When you choose the Password option, the League Password screen appears.



Control Pad Buttons

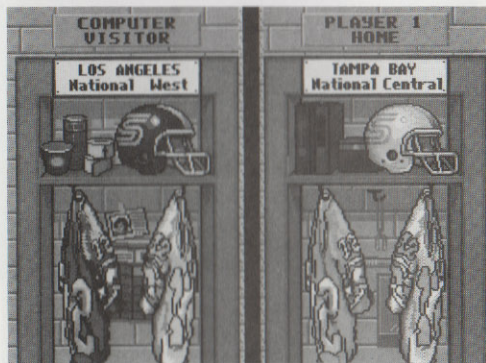
Actions

D-Button	UP/DOWN or LEFT/RIGHT moves the box in those directions in the character grid.
Button B	Duplicates the character in the upper box (character grid) into the lower box (your password), and moves the lower box to the right.
Button A	Moves the lower box to the left.
Button C	Moves the lower box to the right.
Start Button	Begins play. If your password is invalid, you can correct it, or press Start again to return to the Options screen.

A different password appears at the end of every game in League play, following the Standings screen. Write down all the passwords. Then use any password to return to that point and continue the season. Enter the password on the League Password screen and press Start to begin play.

Team Selection

When you choose the Team Select option on the Options screen, you go straight to the Team Select locker room. Here you can choose the clubs that'll go head to head on the field.



Control Pad Buttons

Actions

- | | |
|-----------------|--|
| D-Button | LEFT/RIGHT scrolls through the divisions;
UP/DOWN scrolls through the teams. |
| Button A | Press to choose the division and team listed on your locker. When playing against the computer, you also choose its team with this button. |

You can choose any team in the American or National League. In League play, the schedule determines what team you play. In Exhibition play, you can choose any two teams (even playing the same team against itself).

First choose the visitor's team, on the left. Use the D-Button to display the team's name, and then press Button A.

Use the D-Button again to select a home team, and press Button A. You'll return to the Options screen.

American League Teams

<i>West</i>	<i>Central</i>	<i>East</i>
Denver	Cincinnati	Buffalo
Kansas City	Cleveland	Indianapolis
Los Angeles	Houston	Miami
San Diego	Pittsburgh	New England
Seattle		New York

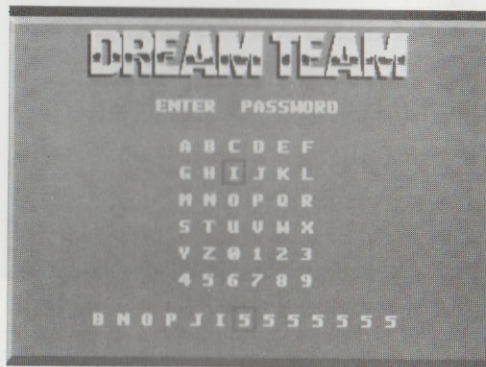
National League Teams

<i>West</i>	<i>Central</i>	<i>East</i>
Atlanta	Chicago	Dallas
Los Angeles	Detroit	New York
New Orleans	Green Bay	Philadelphia
San Francisco	Minnesota	Phoenix
	Tampa Bay	Washington

Dream Team Selection

Dedicated football fans like to dream up Superstar teams, and fantasize about being right there in the stands when they play. Here's where you make your dream come true.

Start by choosing the Dream Team option on the Options screen. You'll go on to the Dream Team Select screen.



Control Pad Buttons

Actions

- D-Button** UP/DOWN moves the highlight to different options.
- Start Button** Activates your selection.

Team Name

Choose one of the team names and press Start. You'll go on to the Superstar Roster, where you can put your fantasy team together.

DREAM TEAM						
LOS ANGELES-N				SELECTIONS REMAINING 5		
POS.	NO.	STRENGTH	SPEED	AGILITY	PASSING	HANDS
QB	★ 12	38	42	44	80	43
RB	★ 33	99	78	72	38	64
RS	10	50	50	50	20	30
WR	★ 88	46	29	81	10	99
WR	★ 85	36	29	31	10	62
WR	10	55	55	33	10	60

SUPERSTAR RUNNINGBACKS						
TEAM	NO.	STRENGTH	SPEED	AGILITY	PASSING	HANDS
K.C.	34	94	64	53	12	10
SEA	38	63	61	63	20	68
SEA	34	68	62	56	31	65
LA-A	30	62	69	63	49	52
N.Y.-N	20	51	90	91	40	78

Control Pad Buttons

Actions

- D-Button** UP/DOWN moves the highlighter bar in either the blue or red section of the screen.
- Button C** Toggles the highlighter control between the top and bottom sections of the screen.
- Button A** Selects the highlighted Superstar in the lower section and places him in the upper section. (If you change your mind, press again immediately to de-select him.)
- Start Button** Shows your password and then takes you back to the Options screen.

Use the D-Button to highlight a position on your team (upper blue section). As the highlighter bar moves through the positions, the red section changes to show the Superstars available for trade. Superstars come from all teams in both leagues. They are rated from 00 (low) to 99 (high) in five categories: Strength, Speed, Agility, Passing and Hands. (For punters and kickers, Hands is replaced with Kicking.)

Press Button C to take control of the highlighter bar in the red section, and use the D-Button to highlight the Superstar you want.

Press Button A to move that Superstar onto your team. When you press the D-Button, you'll be in control of the highlighter bar in the blue box again.

You can add up to six Superstars to your Dream Team. These players are marked with red stars. Yellow stars indicate power-players who are already on your team.

If you change your mind about a player you've added, highlight him in the blue section and replace him with another player from the red section. Or press Button A immediately after adding a player to de-select him.

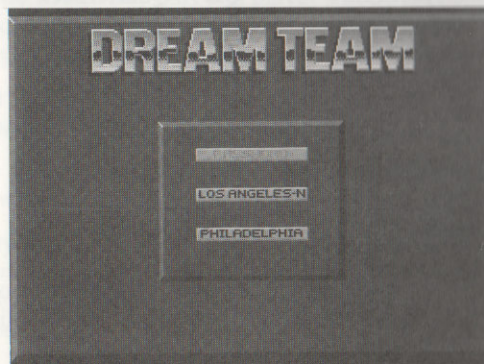
Press Start when you're through. You'll see a password that you should write down. Press Start again to return to the Options screen.

When you want to play this same Dream Team again in a later game, choose the Password option from the Dream Team Select screen and follow the instructions on the next page.



Password

Highlight Password on the Dream Team Select screen to sign-up a power team you've already created. Then press Start to go on to the Dream Team Password screen.



Control Pad Buttons

Actions

D-Button	UP/DOWN or LEFT/RIGHT moves the box in the character grid.
Button B	Duplicates the character in the upper box (character grid) into the lower box (your password), and moves the lower box to the right.
Button A	Moves the lower box to the left.
Button C	Moves the lower box to the right.
Start Button	Begins play. If your password is invalid, you can correct it, or press Start again to return to the Options screen.

After entering the password for your Dream Team, press Start to begin the kickoff!

Note: Dream team can only be used in exhibition games.

Player Abbreviations

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

Glossary

blitz A surprise defensive maneuver in which one or more linebackers and/or safeties charge across the line of scrimmage in an effort to sack the quarterback.

cadence The quarterback's call before the ball is hiked.

delay of game Any action (or inaction) by either team that prevents the ball from being put in play promptly.

down The period of action that starts when the ball is put in play and ends when it is dead.

end zones The areas at each end of the field bounded by the end lines, side lines and goal lines.

extra point The one-play, one-point scoring opportunity given to a team that scores a touchdown.

field goal Three points, earned when a place kick goes over the crossbar and between the uprights of the goal posts.

first down A team has four downs in which to gain ten yards. A first down is earned when a team gains enough yards to be entitled to another sequence of four downs.

incompletion A forward pass that is not completed.

line of scrimmage The imaginary line from side line to side line through the ball that separates the offense and defense at the beginning of each play.

offside When any part of a player's body is beyond his scrimmage line or free kick line when the ball is snapped.

punt A kick from scrimmage made when a player drops the ball and kicks it while it is in flight.

sack To tackle or otherwise dump the quarterback for a loss while he is attempting to pass.

safety A situation in which the ball is dead on or behind a team's own goal, with the impetus coming from a player on that team. Two points are awarded to the opposing team.

snap Passing the football from the center to the quarterback.

touchback When a ball is dead on or behind a team's own goal line, with the impetus coming from an opponent, provided it is not a touchdown or a missed field goal.

touchdown When an offensive player takes the ball across the opposing team's goal line. Six points are awarded to the offensive team for a touchdown.

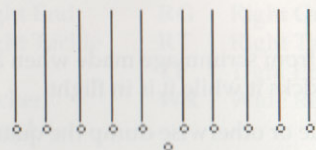
turnover Losing the ball by a fumble or interception.

two-minute warning Official's verbal notification to the head coach that two minutes of playing time remain in the half.

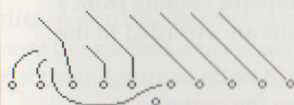
PLAYBOOK

SPECIAL TEAMS — KICKING

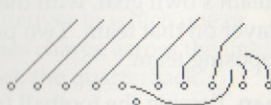
Kickoff



Onside Left

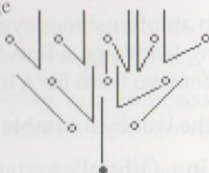


Onside Right



SPECIAL TEAMS — RECEIVING

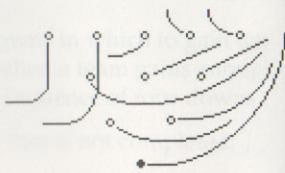
Wedge



Return Left



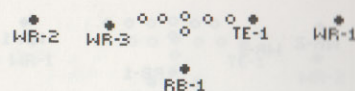
Return Right



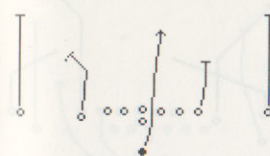
ACE

Blunt won't work against 46, but Counter should. Throw 99 inside against 2 deep, but not against 3 deep.

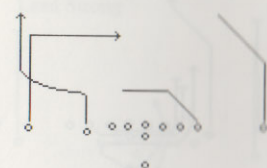
Formation



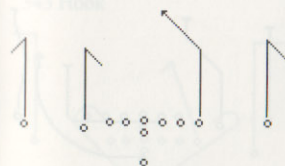
Draw



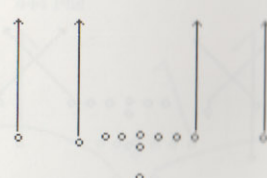
628 Zoom



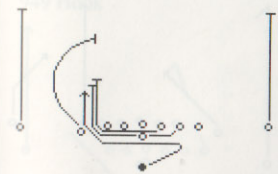
585 Hook



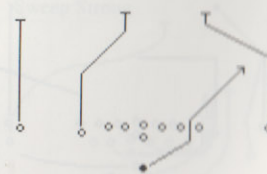
999 Seam



Counter Gap Weak

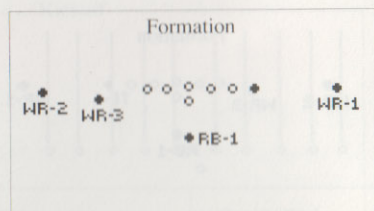


Blunt Strong



BLUE

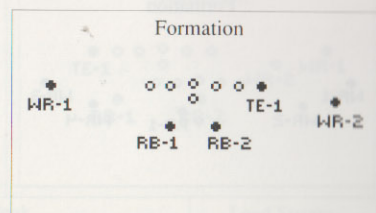
Don't throw Shoots against 2 deep zones. Throw it to the weak side against 3 deep zones.



Counter Gap Weak	272 Cover
Shoots and Slants	Sweep Strong
Halfback Pass	492 Quick

RED

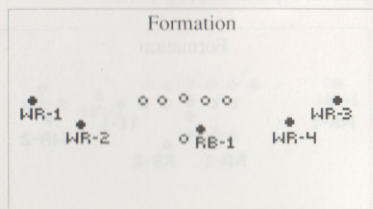
Sweep is great against Odd or Even, but can be dangerous against a 46 defense. Throw 343 outside against 3 deep zones, and to the tight end against 2 deep zones.



Flip Weak	Lead Strong
343 Hook	444 Flat
949 Hook	Sweep Strong

SHOTGUN

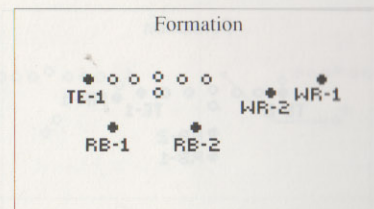
Draw works great against Nickel.



<p>999 Seam</p>	<p>Double In</p>
<p>496 Drag</p>	<p>Over-Under</p>
<p>Draw</p>	<p>Counter Gap</p>

SLOT

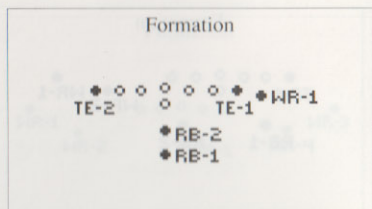
Throw 775 to the tight end against 3 deep zones.



<p>Power Weak</p>	<p>Lead Strong</p>
<p>Reverse</p>	<p>639 Hook</p>
<p>775 Hook</p>	<p>886 Flat</p>

TIGHT

Watch X for the tight end sneaking out late. Buck won't work against a 46 defense.



<p>X Delay</p>	<p>839 Swing</p>
<p>Buck</p>	<p>Naked Bootleg</p>
<p>Bootleg</p>	<p>Pitch Strong</p>

FIELD GOAL

<p>Field Goal</p>	<p>Fake Field Goal</p>
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SPECIAL TEAMS

<p>Punt</p>	<p>Fake Punt</p>
<p>Fake Punt</p>	<p>Fake Punt</p>

EVEN

<p>Formation</p>	<p>Double Safety Fire</p>
<p>Cover 2 Blitz</p>	<p>Cover 3 Cloud</p>

ODD

Switch to the Odd defenses when your opponent is annihilating you with short passes in the middle.

<p>Red Dog Storm</p>	<p>Cover 2</p>
<p>Cover 3 Strong</p>	<p>Cover 3</p>

NICKEL

Nickel works best in obvious passing situations. Be sure to watch for the draw or the sweep.

<p>Formation</p>	<p>Double Invert</p>
<p>0 Blitz</p>	<p>Dime Prevent</p>

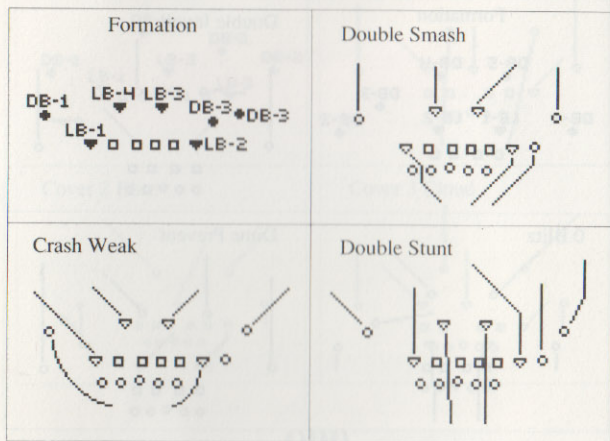
46

The 46 is hard to beat. With more players near the line, you exceed the defense's blocking ability. Watch for deep passes.

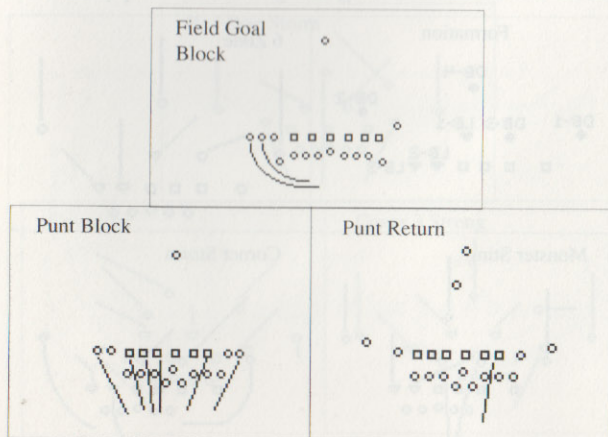
<p>Formation</p>	<p>6 Zone</p>
<p>Monster Sting</p>	<p>Corner Storm</p>

GOAL LINE

Don't run Goal Line just on the goal line. Use it also to surprise an offense that typically runs on first down.



SPECIAL TEAMS



Handling Your Cartridge

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

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection 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 ninety 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 ninety 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.

MARIO LEMIEUX HOCKEY™

CHAMPION ICE HOCKEY ACTION !

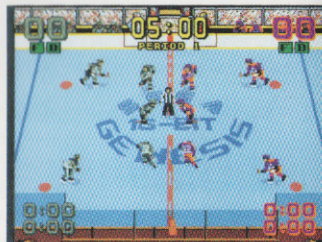
Scream over the ice, pass off, take a 90 mph slap shot. This is high powered hockey action with MVP champion Mario Lemieux.



Slam into the boards, high stick an opponent, and get knocked across the ice. Pass off, skate for daylight and call for a return pass. After you score, raise high your stick in celebration. Goalie saves include sprawls across the ice, great kick and high glove saves.



Close-ups with big figures at the face-off, shoot-out and fights. You'll need your jab, roundhouse, uppercut and duck for close-up fighting. 16 team league. An unbelievable 14 pages of stats. Set your teeth for fast and rough hockey.



672-0629

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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