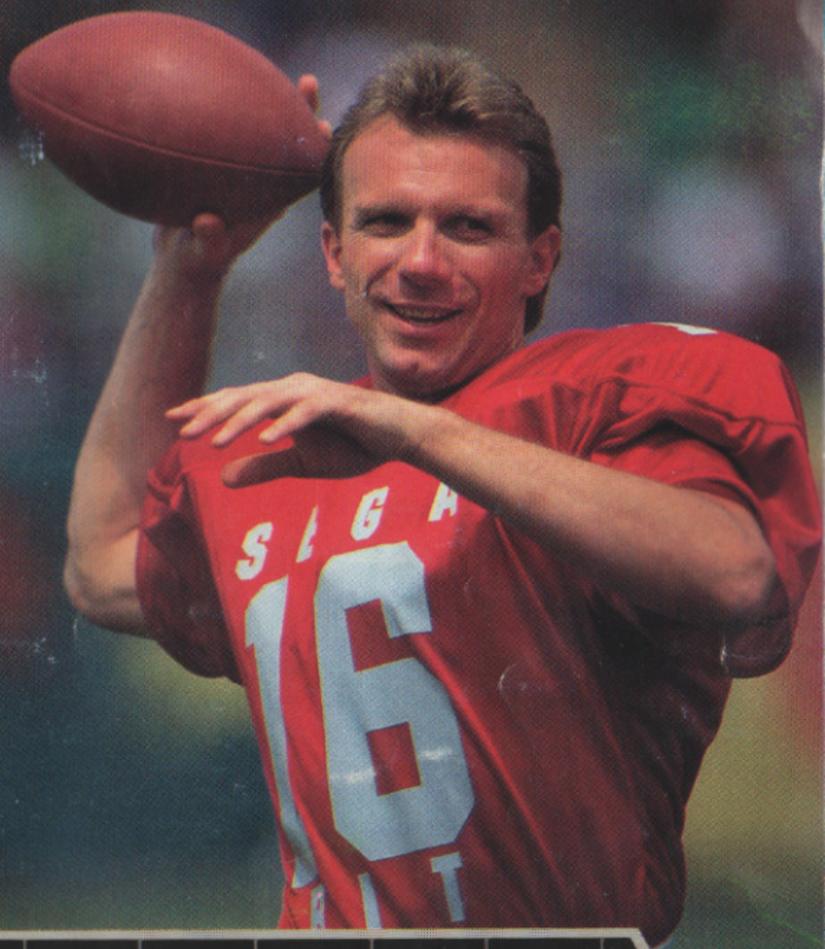


SEGA
GENESIS
16-BIT CARTRIDGE



Joe Montana

FOOTBALL™

INSTRUCTION MANUAL

Contents

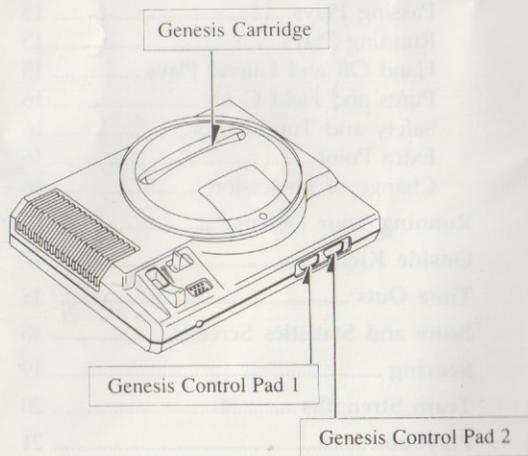
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Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the Joe Montana Football cartridge into the console.
3. Turn the power switch ON. In a few moments, the Joe Montana Football Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

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

Note: Joe Montana Football is for one or two players.



Joe Montana, MVP

Suit up! You're about to hit the field with Joe Montana, the greatest quarterback to ever call a play. Head into the contest with the master of the pass and get ready to make your own football history.



Choose your team. Before the game, decide what team you'll quarterback, and who your opponent will be. You can choose from 16 of the best pro teams in football. Or play in the Sega Bowl, facing four teams in a fast-paced contest to determine the superstars of football.

Call your own plays. Huddle with Joe Montana and take his advice on the best strategy for your gridiron situation. Or make your own decision from a Playbook of 48 winning plays!

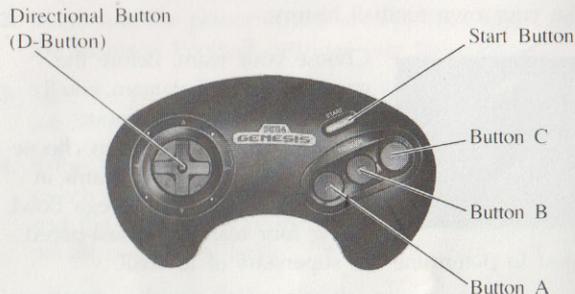
Now you can hurl pinpoint passes while running an unstoppable offense. Feel your strength and speed kick in as you switch receivers in a flash. On defense, tackle with bone-crushing power on a pass rush. Or intercept with lightning-quick reflexes that leave your opponents scrambling, and get that turnover!

Joe Montana is the highest-rated passer in football history, snapping up three Superbowl MVPs. He is controlled, agile, and brilliant. Now he's on your team!



Take Control!

Here's how to use your Genesis Control Pad to play Joe Montana Football:



D (Directional) Button

- Highlights different options on the Options screen.
- Moves your man. Also controls the direction of a pass and the angle and distance of a kick.
- Selects a play on the Play Select screen.
- Selects Resume Game or Time Out in the Time Out box.

Start Button

- Advances through the opening screens (use Control Pad 1).
- Exits the Options screen and shows Joe's Game Plan screens. Press again to start the game.
- Pauses the action when pressed during a play. Press again to resume.

- Brings up the Time Out box before the snap or on the Play Select screen. Press any button to resume play. Or, move the pointer to Time Out and press any button.
- Returns to the game from the Statistics and Score screens.

Buttons A, B, and C

- Any button advances you through the opening screens (use Control Pad 1).
- Any button exits Joe's Game Plan screens and starts the game.
- In the Time Out box, any button will either resume play or call a time out.

Button A

- Shows the next setting for the highlighted option on the Options screen.
- Kicks the ball on a kick play. Normally used to snap the ball on all other plays. (If used, Receiver 1 will appear first in the Passing Window.)
- After the snap, brings up the Passing Window and starts passing mode.
- In passing mode, initiates and controls the pass.
- Selects the controlled man on defense.
- Shows the next play set on the Play Select screen.
- Toggles between the Statistics and Score screens.

Button B

- Before the kickoff, puts the kicking team into an onside kick formation on the left.
- Can be used to snap the ball. (If used, Receiver 2 will appear first in the Passing Window.)
- In passing mode, shows the positions of your three possible receivers in the Passing Window. Press repeatedly to cycle through the three views.
- Stiff-arms on offense to break away from would-be tacklers.
- Causes bone-crushing tackles.
- Selects Joe's Play on the Play Select screen.

Button C

- Shows the previous setting for the highlighted option on the Options screen.
- Before the kickoff, puts the kicking team into an onside kick formation on the right.
- Can be used to snap the ball. (If used, Receiver 3 will appear first in the Passing Window.)
- In passing mode, throws the ball away.
- Dives on both offense and defense.
- Shows the previous play set on the Play Select screen.

Reset Button (on Console)

- Restarts the game from the Sega screen.

Chalk Talk

Quick Steps for Passing

1. Press Button A to snap the ball.
2. Press the D-Button down and left or right to fade back the quarterback.
3. Press Button A to see the Passing Window.
4. Press Button A to pass. Or press Button C to throw the ball away.

Helmet View

JoeCam



Passing Like a Pro

1. Press Button A to snap the ball.
2. Press the D-Button down and left or right to fade back your quarterback. Keep him behind the line of scrimmage.
3. While the quarterback is scrambling, press Button A to see the Passing Window and go into passing mode.

Helmet View shows one of your three eligible receivers.

JoeCam shows your quarterback as he looks for the receiver and passes.

4. Press Button B to cycle through your three eligible receivers in the Helmet View.

5. When your intended receiver is open, press Button A: A **quick click** throws a high, slow pass.
Holding down the button launches a fast, low pass.
6. While Button A is held down, you'll see a crosshair in the Helmet View. Use the D-Button to move it and control where your pass will go. For example, if your receiver is being defended from the left, move the crosshair to the right (leading the receiver) for a better chance at completing the pass.
7. Once the ball is in the air, you'll have control of your chosen receiver. If you're not pressing the D-Button, he'll automatically run his route. Or you can press the D-Button to move him in the direction you want. If the ball is going closer to a receiver other than the one you chose, or if the ball is tipped, you can press Button A to take control of the man nearest the ball.
8. While still in passing mode, press Button C to throw the ball away. If you decide to run instead of pass, take your quarterback across the line of scrimmage.
9. As soon as you pass or cross the line of scrimmage, the Passing Window closes.

Note: The team on offense always runs up the screen. When ball possession changes, the screen FLIPS. Be ready for a quick flip on an interception, a punt, or a fumble that is recovered by the defense. Remember, when your team has the ball, always advance your man UP the screen.

Choosing Receivers

Every passing play has three eligible receivers. When you snap with Button A, Receiver 1 will be the first to appear in the Helmet View. To see your other receivers, you must press Button B. This takes time.

When you're at the line of scrimmage and checking out the defense, you may change your mind about your intended receiver. And you might not have time to cycle through the Helmet View. Instead, you can choose a different receiver by pressing Button B or C to snap:

When you press Button B to snap, Receiver 2 will appear first in the Helmet View.

When you press Button C to snap, Receiver 3 will appear first in the Helmet View.

Kicking Like a Pro

1. Start a kick play by pressing Button A. If you do nothing else, the result is an average kick.
2. To control your kick, press the D-Button after pressing Button A, but before connecting with the ball:
Up: Short kick for kickoff. Long kick for all others
Down: Long kick for kickoff. Short kick for all others.
Left or Right: Ball goes to the left or the right.

Note: The longer you hold down the D-Button, the more the ball will move in the direction you press.

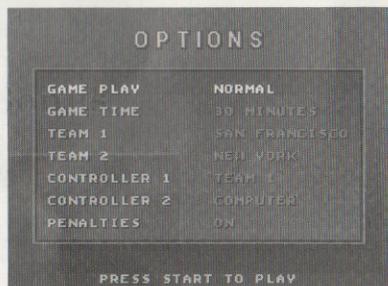
3. **For a kickoff,** press Button A. From the time the kicker starts his run until he kicks, you can use the D-Button to control the kick. This is also true for onside kicks (see *Onside Kicks*).
4. **For a punt,** press Button A. While the punter is taking his steps, you can press the D-Button to control the kick. You can kick early to avoid a block by the advancing defense by pressing Button A again.
5. **For field goals and extra point attempts,** press Button A to hike. While the kicker is running up and before he kicks, use the D-Button to control the kick.
6. Release the D-Button as soon as you kick.

Getting Started

Watch the opening screens to catch Joe Montana's football fever! At any time, you can press the Start Button (or Button A, B, or C) to go on to the Options screen. Use this screen to choose your game settings.

Using the Options Screen

Press the D-Button up or down to highlight the option you want. To change the option's setting, press Button A to see the next setting or Button C to see the previous one. When all the options are set the way you want, press the Start Button to continue.



Game Play

Choose a Normal game, a two-minute drill, or compete in the Sega Bowl.

Normal: Play a full game against the computer or a friend.

2:00 Drill: Play out the end of a game against the computer. You'll start with random scores, with seven points or less difference between them. After two minutes, the highest-scoring team wins. (Tied drills go into sudden death overtime.)

Sega Bowl: Last through three playoff games to go for the glory in a final championship contest! You'll play against teams that get progressively stronger and more skillful. This setting is for one player only.

Game Time

Set how long your game will last. You can choose from 10 to 60 minutes, in 10-minute increments. This option is for Normal and Sega Bowl games only.

Team 1/Team 2

Each team is unique, with different skills and strengths. Choose your team, then choose your opponents. Try different combinations to see how the teams match up. You can choose any two of the 16 teams listed in the Team Roster. Or you can choose the same team twice, and see what happens when a team plays itself.

Controller 1/Controller 2

Decide which Control Pad will control each of your teams. In one-player games, you'll play against the computer. In two-player games (Normal only), players compete against each other. You can also have two computer teams play, while you sit back and enjoy the game!

Penalties

ON: Pass interference is possible during play. Offsides will be called on the defense if a player either crosses the line of scrimmage and doesn't get back before the snap, or if he touches one of the offensive players before the ball is snapped. The defense moves back 5 yards. Finally, a delay of game penalty will be assessed if the 45-second clock expires (5 yards).

OFF: There is no pass interference. Offsides will be called, but there is no penalty. On the Play Select screen, there is no time limit for choosing a play.

Kickoff!

Press Start at the Options screen to see Joe's Game Plan screens for both teams. Read them for important information on your own team, and how to approach your opposition. Then press Start or Button A, B, or C. The confrontation begins!

The referee tosses a coin, points to the receiving team, and blows the whistle signalling the start of the game.



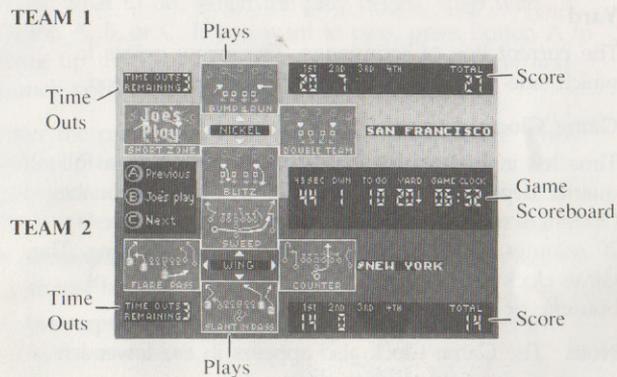
The teams automatically take their positions, with the kicking team at the 35-yard line. Each team has 11 players, including a quarterback, running back, linemen, and skill positions. On the field, the players under control are marked with a circle around their feet.

Press Button A to begin the kickoff. As soon as the return team's man catches the ball, begin running him up toward the opponent's end zone. Go for yardage. Once he's downed, the play ends and the Play Select screen appears.

Note: If the computer's team receives a kickoff in the end zone, it will down it for a touchback. (It will not run it back.) If a Control Pad player catches a kickoff in the end zone and doesn't run it out right away, the ball carrier will be automatically downed for a touchback.

Making Game Decisions

The Play Select screen appears between plays and during a time out. Use it to check scores, see how many time outs you have left in the half, and call your next play.



Reading the Game Scoreboard

45-Second Clock

This clock counts down while you're selecting your play. The offense must choose its play within 45 seconds. Once the offense chooses, the defense has only about 10 more seconds to choose, regardless of the time remaining on the clock.

Note: The offense must also return to the field and snap within the 45-second time limit. Don't wait until the last second to choose a play, or a delay of game will result.

If the defensive team runs out of time without choosing a play, then Joe's Play is automatically selected. If you set penalties OFF on the Options screen, the 45-second clock is stopped. Unless you're in a time out, the Game Clock continues to run while you're selecting a play, even with penalties OFF.

Down

The current down.

To Go

Yardage the offense must gain for a first down.

Yard

The current line of scrimmage. The arrow points to which side of the field the line of scrimmage is on.

Game Clock

Time left in the quarter. The amount of time in a full quarter depends on the Game Time you set from the Options screen. For example, if your Game Time is 20 minutes, each quarter will be five minutes long. The game clock stops when an incomplete pass, out of bounds, or change of possession occurs.

Note: The Game Clock also appears in the lower left corner of the field during play.

Using Your Playbook

Your Playbook has 48 plays — 24 for offense and 24 for defense. During the huddle, you can look at all the available plays in groups of four at a time.

One of the first four plays will be marked “Joe’s Play.” This is Joe Montana’s personal recommendation for a smart call, based on the current score and game situation. Choosing Joe’s Play is always a wise move.

To use your Playbook, press the D-Button up, down, left, or right to select the play in the direction you press. To see more play sets, press Button A (next play set) or Button C (previous play set). Press Button B to choose Joe’s Play, whether or not it’s showing on screen. The action resumes when both teams have chosen a play.

Note: All 48 plays are shown on pages 21 to 26.

Running Your Offense

Passing Plays

First, read the information in *Passing Like a Pro* so you’ll know what to do. When the play begins, snap with Button A, B, or C. If you want to pass, press Button A to bring up the Passing Window. Find your receiver and launch your pass by pressing Button A again.

After the catch, run your ball carrier for yardage. Press Button B to make him straight-arm the defenders and gain ground. If you need to, press Button C to dive. If the receiver doesn’t make the catch, one of these occurs:

- **Incomplete:** The ball falls to the field, or the receiver almost makes the catch but drops the ball.
- **Interception:** The defense catches the ball and a turnover results.
- **Tip:** The ball rebounds into the air. Press Button A to take control of the closest receiver. If there’s no catch, the result is an incomplete pass. If the defense catches the ball, the result is an interception.

Running Plays

If you call a passing play but decide to run the ball instead, take the quarterback across the line of scrimmage. Once he crosses the line of scrimmage, the Passing Window closes and he can no longer pass.

Hand Off and Lateral Plays

For these plays, press Button A to snap. The quarterback automatically moves into position (he is not under your control on these plays). At the hand off, you gain control of the ball carrier as soon as he receives the ball.

Punts and Field Goals

A punt is run like a regular play, with a punter replacing the quarterback. At the snap (and before the punter kicks), press the D-Button to control the distance and angle of the ball. (See *Kicking Like a Pro.*)

On a field goal, the kicker attempts to kick the ball through the goal post. Press Button A to begin the play, and use the D-Button to control the ball's angle and distance. (See *Kicking Like a Pro.*)

Safety and Touchback

A safety occurs when you put the ball in your own end zone and are tackled there. The result is two points for the defense. The team charged with the safety kicks to the opposing team from its own 20-yard line.

A touchback occurs when you catch the opponent's ball in your own end zone, and are tackled there. You are now in possession on your own 20-yard line.

Extra Point

An extra point attempt follows a touchdown, with the offense lining up for the kick. Press Button A to begin the kick, and control the ball's angle and distance with the D-Button. (See *Kicking Like a Pro.*)

Change of Possession

After the offense is intercepted, fumbles, kicks, or punts, ball possession passes to the other team. At a sudden turnover, such as a fumble, both players can press Button A to take control of their man nearest the ball.

The team on offense always runs up the screen. When ball possession changes, the screen flips. Be ready for a quick flip on an interception or fumble.

Running Your Defense

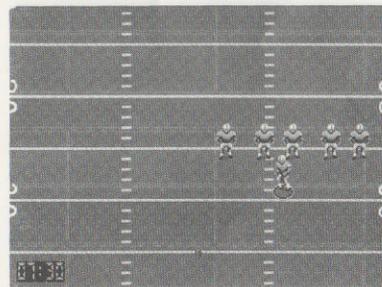
Before the offense snaps, you can switch your controlled man. Press Button A to cycle through your players. Knowing the plays and sizing up the offense will come in handy, as you can quickly gain control of your best man. You can also move him around with the D-Button. (If he crosses the line of scrimmage, an offsides penalty will be called— see Penalties, page 11.)

One good strategy is to take control of a lineman or line backer. At the snap, either blitz or stay around the line in case of a sweep or a short flare pass. As soon as the offense passes, press Button A to gain control of your man nearest the ball carrier.

Then make your defender work! Press Button C to dive and Button B for a bone-crushing tackle! If you're good, they'll have to carry off the injured on a stretcher.

Onside Kicks

For an onside kick, press Button B or C to move your team left or right into onside kick formation. Press Button A, then quickly press the D-Button up and to the correct side for a short, angled kick.



Time Outs

Each team has three time outs per half, during which the Game Clock is stopped. To call a time out, press the Start Button before the snap. The Time Out box will appear.

◆ RESUME GAME

TIME OUT:
SAN FRANCISCO
3 LEFT

Use the D-Button to move the pointer up and down. To call the time out, move the pointer

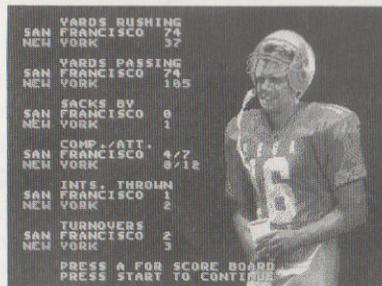
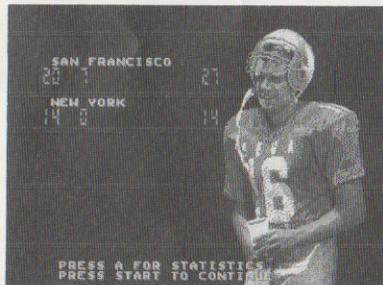
to Time Out and press Start or Button A, B, or C. The Play Select screen will appear. The time out will last until you choose a play or the 45-second clock expires.

If you decide not to call a time out, move the pointer to Resume Game and press Start or Button A, B, or C. You'll return to the field.

Note: If you press Start during a play, the game will pause. Press Start again to resume play.

Score and Statistics Screens

The Score screen appears after every score, at the end of each quarter, and at the end of a game. Press Button A to toggle between the Score screen and the Statistics screen.



Check your stats and score, then press Start to return to the game. After half-time, play resumes with a kickoff from the 35-yard line.

At the end of a Normal game or two-minute drill, press Start to restart the game from the Sega screen. If you're competing in the Sega Bowl, press Start after a playoff game to see your next opponent.

Scoring

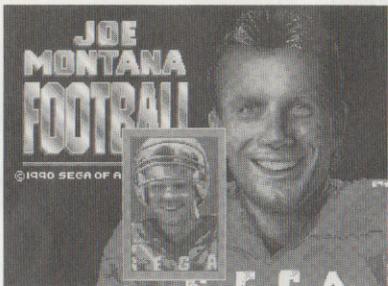
Touchdown	6 points
Field goal	3 points
Extra point	1 point
Safety	2 points for the defense

Team Strengths

Some teams are excellent at pass plays. Others are best at running plays. A team's players also have different individual characteristics depending on their positions.

You'll want to know what your team can do before the opening kickoff. Play some two-minute drills or turn the penalties OFF to learn your own tactics and scout out the opposition.

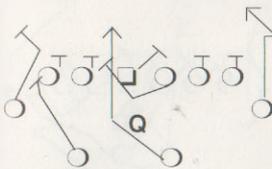
Then go for the toughest challenge — the Sega Bowl!
Good luck!



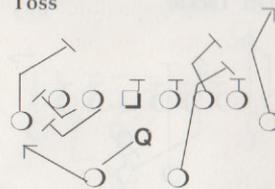
Offense Playbook

Split

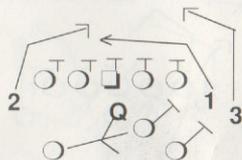
Trap



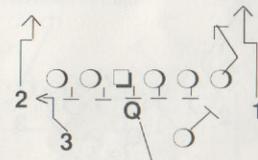
Toss



Cross Pass

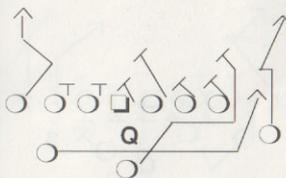


Fly Pass

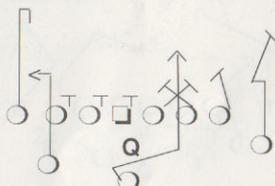


Wing

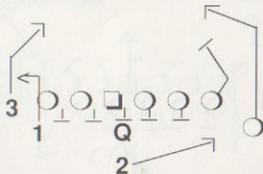
Sweep



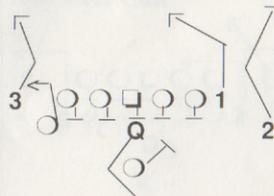
Counter



Flare Pass

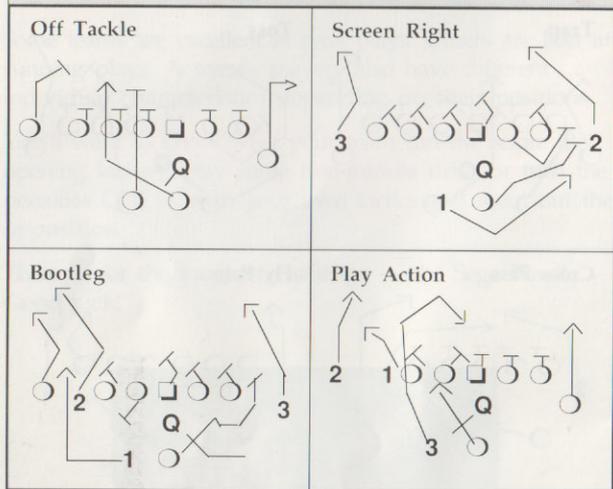


Slant In Pass

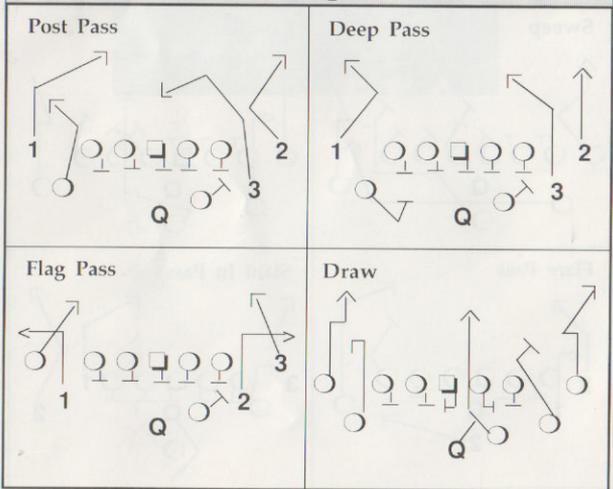


Offense Playbook

Near

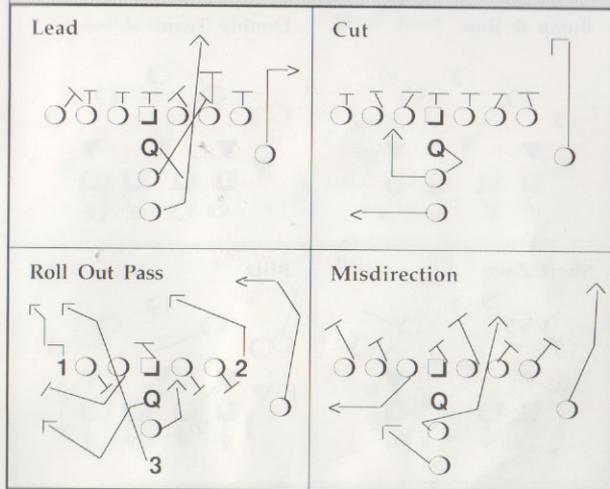


Shotgun

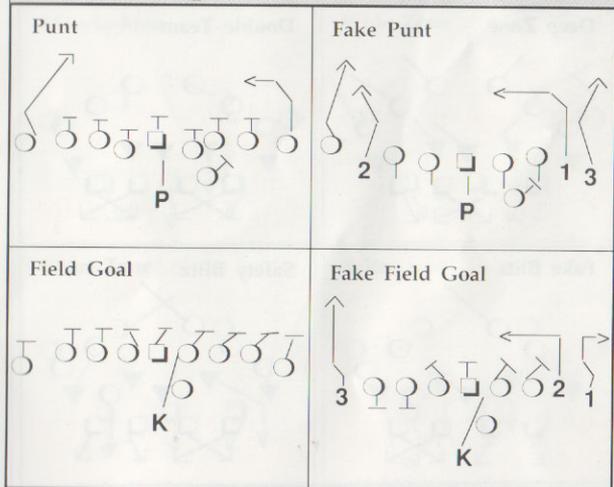


Offense Playbook

I Formation

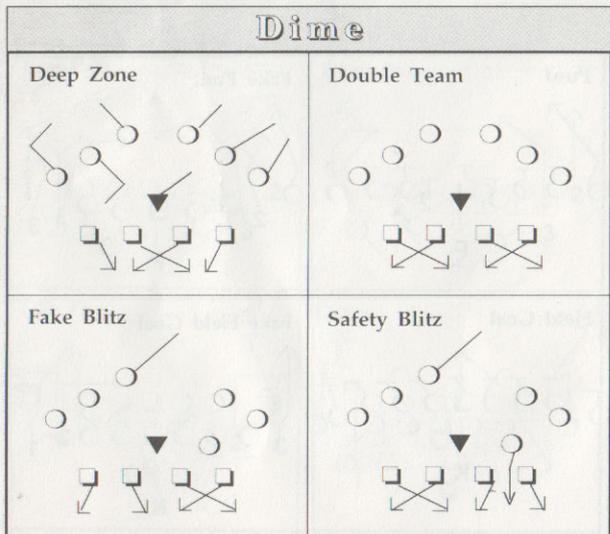
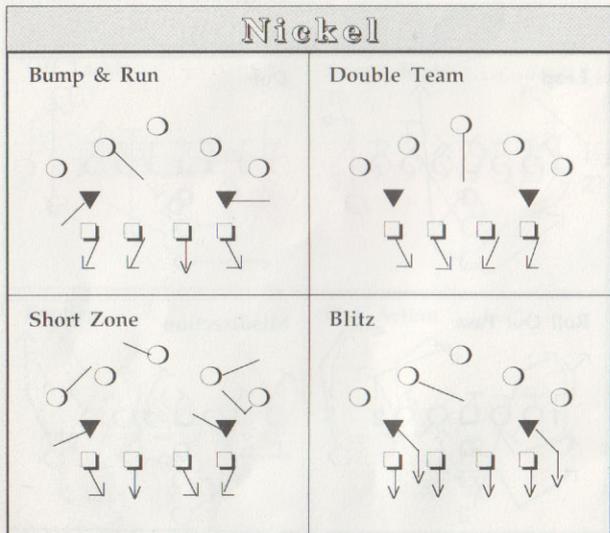


Special Teams



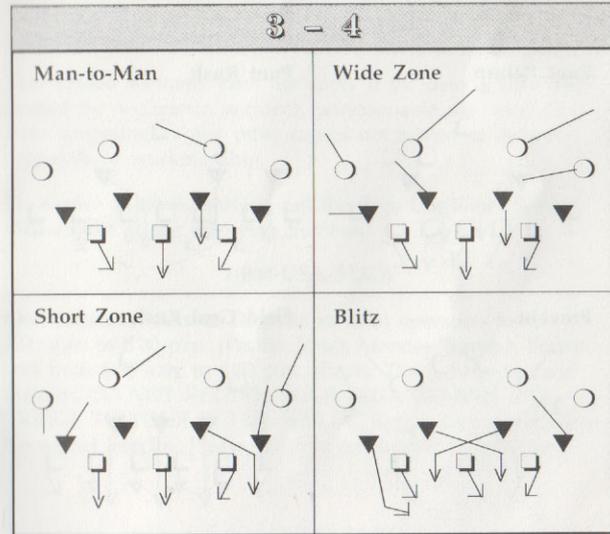
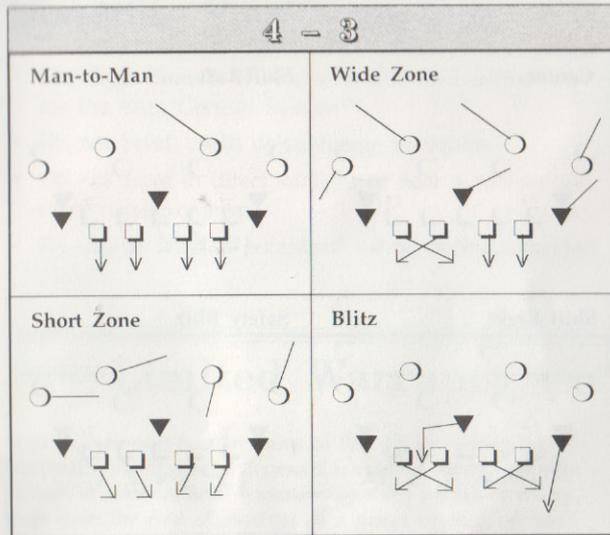
Defense Playbook

Nickel

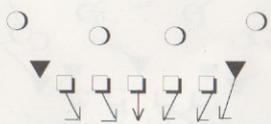
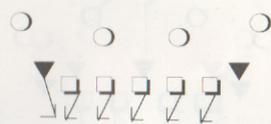
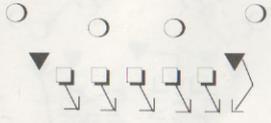
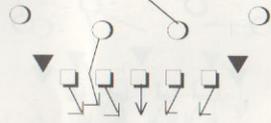


Defense Playbook

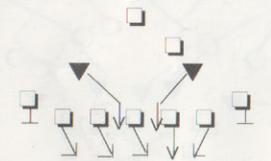
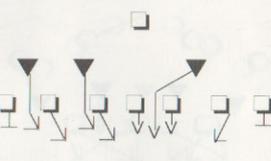
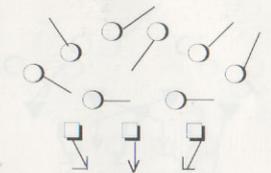
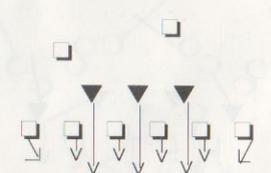
4 - 3



Goal Line

<p>Center</p> 	<p>Shift Left</p> 
<p>Shift Right</p> 	<p>Safety Blitz</p> 

Special Teams

<p>Punt Return</p> 	<p>Punt Rush</p> 
<p>Prevent</p> 	<p>Field Goal Rush</p> 

Handling Your Cartridge

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

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, 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 the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return 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.

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