

MIKE DITKA

POWER FOOTBALL™



FOR THE SEGA® GENESIS®



AND MEGA DRIVE SYSTEMS



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CREDITS

Designer:	Tim Wilson
Producer:	Sam Nelson
Associate Producer:	Keith Orr
Artists:	Suzie Green, Carolly Hauksdottir, Roseann Mitchell, Jeff Rianda, Jeff Sturgeon
Play Design:	Jeff Sturgeon
Audio:	Russell Shiffer
Manual:	Jeff Wagner
Special Thanks:	Harry Seith
Referee's voice:	Jim Tunney*

* Jim Tunney was a referee in the National Football League for 31 years.

Important: If you have any trouble with this cartridge, please contact Accolade customer service (see **Customer Service** section for details).

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GETTING STARTED

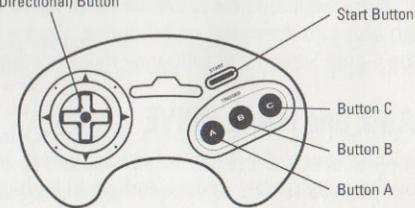
Mike Ditka Power Football is based on the actual rules of professional football, and this manual assumes that you have at least a layman's knowledge of the game.

Loading Instructions

- 1 Make sure the power switch is **OFF**.
- 2 Insert the *Mike Ditka Power Football* cartridge into your Sega Genesis or Mega Drive system by following the instructions in your system manual.
- 3 Plug a control pad into port 1 (and another into port 2 if two people are playing).
- 4 Turn the power switch **ON**. If nothing appears on screen, re-check your cartridge to be sure it is inserted securely.
- 5 At the title sequence, press the **Start** button to get to the Main Menu.

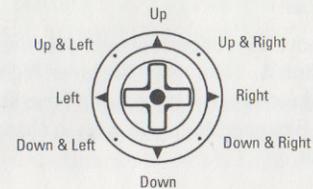
IMPORTANT: Always make sure that your system is turned OFF when inserting or removing a game cartridge.

The Control Pad



To Control a Player

Use the **D-Button** according to the diagram below:





MAIN MENU

Use the **D-Button** to highlight the menu item you wish to select, then press **Start** to select it. Menu items are as follows:

- **Single Game:** Select any two teams for a one-game contest.
- **Final Drive:** Can you lead your team to victory on the final drive?
- **Playoffs:** Aligns sixteen teams in single-elimination brackets, with the National Conference winner playing the American Conference winner for football's top prize.
- **Resume Playoffs:** A six-digit reference code enables you to continue the playoffs at your convenience.
- **Practice Kicking:** Practice your field goal and PAT (point after touchdown) kicking here.
- **Return to Demo:** Runs a demonstration of the game. Press the **Start** button to quit the demo mode and return to the Main Menu.
- **Opponent:** Play against Mike Ditka (computer) or a second player. Press **D-◀/▶** to display choice.
- **Quarters:** Press **D-◀/▶** to choose 3, 5, 10, or 15 minute quarters.
- **Music:** Turns the music on or off. Press **D-◀/▶** to display choice. You can also turn the music on/off during a game by pressing **Start** from the Game Screen and following the preceding directions.

SINGLE GAME and FINAL DRIVE

Both selections take you to the Team Selection Screen, which lists 28 teams represented by their city name. Yellow and green highlights also appear on this screen.

One Player: Pick the team you want to control and the team you want to play against. Here's how:

Use the **D-Button** to move the *yellow* highlight over the team you wish to control, then press **Button A**. Now move the *green* highlight over the team you wish Mike Ditka (the computer) to control. Press **Start**. You'll be taken to the Scouting Report (see page 4). If you wish to change a selection, press **Button C** to begin again.

Two Players: Player 1 is the home team and uses the **D-Button** on control pad 1 to control the *yellow* highlight. Player 2 is the visiting team and uses the **D-Button** on control pad 2 to control the *green* highlight. After both players highlight the teams they wish to control, press **Start** on *both* control pads to move on to the Scouting Report (see page 4). If either player wishes to re-select a team, press **Button C** to start over.

PLAYOFFS

The playoffs are set up in a single elimination bracket with 16 teams.

Selecting Teams

After choosing **Playoffs**, you will be taken to the Team Select Screen. One of the teams will be highlighted in yellow.

One Player: Pick the team you want to steer through the playoffs. The computer will then choose the remaining 15 teams. Here's how it works:

Use the **D-Button** to move the *yellow* highlight over the team you wish to control, then press **Start**. You'll be taken to the Playoff Bracket Screen, with *your* team highlighted in yellow and your first round opponent highlighted in green. Press **Start** to continue on to the Scouting Report (see page 4). If you wish to change a selection, press **Button C** to begin again.

The playoffs are over once you lose any game. The computer will then fill up the remainder of the brackets so you can see which team won the Playoffs.

Two Players: Same as **One Player**, except Player 2 is automatically Player 1's opponent throughout the playoffs. Thus, Player 2 makes no team selection, and stops playing as soon as Player 1 loses a game.

Resuming Playoffs

After every completed playoff game, a six character "password" will appear. Write it down if you wish to resume the playoffs later.

To resume a playoff series:

- 1 Use **D-▲/▼** to highlight **Resume Playoffs** on the Main Menu, then press the **Start** button. Six characters (usually AAAAAA) appear at the bottom of the screen. The first character is already highlighted for you.



- 2 Press **Button A** repeatedly to go forward through the characters (or **Button B** to go back) until you find the one that matches the *first* character in the password for the playoff series you wish to continue.
- 3 Then, use **D-▶** to highlight the second character. Again, press **Button A** to go forward through the characters (or **Button B** to go back) until you find the one that matches your password's *second* character. Continue until all six characters duplicate those in the password given to you at the end of a playoff game.
- 4 When you have the exact password, press the **Start** button. The Playoff Bracket Screen will appear. (If you entered an invalid password, you will remain on the Main Menu when you press the **Start** button.)
- 5 Press the **Start** button again to continue the playoffs.

Note: If you started the playoffs with two players, but want to resume just using one, then make sure that "Ditka" is displayed on the Main Menu under "Opponent" before choosing Resume Playoffs.

BEFORE THE OPENING KICKOFF

Scouting Reports

After the match-up is set, Mike Ditka's Scouting Report appears. Press the **Start** button to advance through the Scouting Reports.

Setting Game Conditions

After viewing Mike Ditka's Scouting Reports, you'll be taken to a screen where you can set the conditions of the game.

To set the options, use **D-▲/▼** to move up or down the list, then **D-◀/▶** to toggle between choices. When all of the desired choices appear, press **Start** to continue.

Set the following conditions for EACH team:

- **Passing (Professional, Advanced, Intermediate, Beginner):** Toggle until the mode you want appears. See **Passing Modes** on page 8 for a description of each one. Regardless of which mode you choose for Mike Ditka (the computer), he will always play Professional mode.

- **Fatigue (YES/NO):** If you select **YES**, your players can get tired and won't perform up to their abilities.
- **Injuries (YES/NO):** Choose **NO** to ensure an injury-free game.
- **Penalties (YES/NO):** Penalties are called either way, but you'll only lose the yardage associated with the penalty when **YES** is chosen.
- **Fumbles (YES/NO):** If you want to play fumble-free ball, select **NO**.
- **Wind (YES/NO):** Choosing **YES** allows the wind to influence the direction the ball travels when kicking field goals and PAT's.

To re-select game conditions in a two player game, the visiting team must press **Button C** before completing the coin toss.

The Coin Toss

Now it's time to toss the ol' coin. A box appears displaying the words **Heads** and **Tails**. The **Visiting Team** makes the call. In 2-Player mode, this is done by using the **D-Button** to highlight either **Heads** or **Tails**, then pressing **Start**. If you are playing against Mike Ditka, he'll choose.

Whoever wins the toss chooses to either **Receive** or **Kick off**. Then it's off to the playing field.

HOW TO PLAY POWER FOOTBALL

The Playing Field

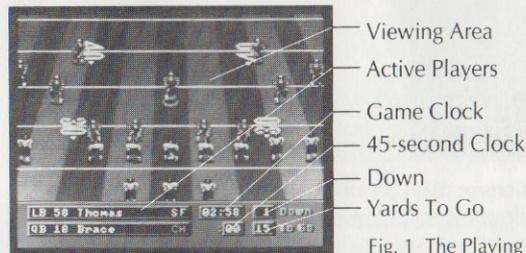


Fig. 1 The Playing Field

The Playing Field (see **Fig. 1**) is divided into the following areas:



The Playing Field (continued)

Viewing Area. This is where all of the action takes place.

Active Players. These boxes list which players are currently **Active** — that is, under player control. The top box is the defensive player, the bottom box the offensive player. (Refer to **Choosing a Player to Control** to see how to change the active player.)

Game Clock. Time remaining in a quarter.

45-second Clock. The amount of time the offense has to snap the ball. If this clock counts down to zero before the ball is snapped, the offense is charged with an automatic 5-yard **Delay of Game** penalty.

Down. Displays the current down.

To Go. Number of yards needed for a first down.

Play Selection

Before every down, both teams will be taken to the Play Selection Screen (see **Fig. 2**). Both offense and defense must (1) choose a **formation** and then (2) choose either an **offensive play** or a **defensive scheme** to be run at the next snap of the ball. There are nine offensive and six defensive formations to choose from, each containing six different plays or strategies.

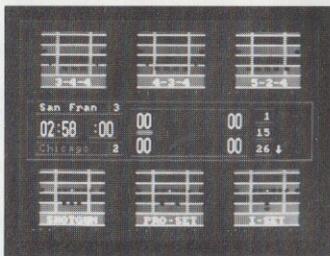


Fig. 2 The Play Selection Screen

Since only three formations or plays are displayed at a time, use **D-▲/▼** to display other available choices. Below each formation or play/strategy is the letter **A**, **B**, or **C**. Press the corresponding button on the control pad to select your choice, or press **Start** to bring up the Options Menu to call timeouts, substitute players, or to turn the music on or off.

After you choose both a formation and a play, the play boxes will go dark. At this point, you can press **Button C** to re-select a formation or play (you must do this **BEFORE** returning to the playing field). If you are on offense, be sure you have enough time on the 45-second clock!

Choosing a Player to Control

After both sides choose a play, *Power Football* returns to the playing field. When both teams reach the line of scrimmage, you'll notice a small *yellow ring* near the quarterback's feet, and a small *red ring* near a linebacker's feet. This indicates that these two positions are currently controlled by the players. This can be changed, however.

Offense

Prior to a snap, *Power Football* lets you cycle through the offensive **Skill Positions** to see who is lined up where. Repeatedly press **Button C** as soon as the offense reaches the line of scrimmage. The *yellow ring* will move from player to player, listing the player's name, number, and position in the Active Player Box. Once the ball is snapped, control (and the *yellow ring*) returns to the quarterback. After that, the yellow ring always appears under the current ball carrier.

Defense

Power Football lets you control any one of several defensive players prior to a snap. As soon as the defense breaks its huddle, repeatedly press **Button C** to move the *red ring* from position to position until it is at the feet of the player you want to control at the snap. The name and position of the player you currently control is listed at the bottom of the screen.

Remember: You take control of whatever defensive player is circled at the snap! So be quick!

Hiking the Ball

The offensive player must press **Button A** to snap the ball. When the computer is on offense, the ball is snapped automatically.



Passing

As in real football, a *Power Football* passing game requires precision, timing and lots of practice:

Passing Modes

Four different passing modes are featured in *Power Football*, each with increasing difficulty. They are:

- 1 Beginner:** Action freezes while you scroll through your receivers. Receivers automatically run to where the ball is thrown. You cannot control receivers until they arrive at the red pass spot. Please note: This is an easy "learning" mode, not intended to simulate real football.
- 2 Intermediate:** Action freezes while you scroll through your receivers, but once the pass is thrown, you must guide your receiver to the ball (see **Controlling Receivers**). Please note: This mode is not intended to simulate real football.
- 3 Advanced:** Action continues, including the defensive pass rush, but receivers will automatically run to the designated spot once the ball is thrown. You cannot control the receivers until they arrive at the red spot.
- 4 Professional:** The pass rushers are active and you must guide your receivers to where the ball is thrown.

Executing a Pass

To throw a pass in **Beginner** or **Intermediate** levels:

- Press **Button A** after the snap. Action freezes, and your quarterback will begin to flash.
- Press **Button A** again and your **Primary Receiver** will flash. Now press **Button A** repeatedly to view your receivers one at a time. After all receivers have been viewed, you'll see your quarterback displayed again. Cycle through as many times as you want.
- When the desired receiver is displayed, press **Button B**. The quarterback will throw the ball to him. Passes "lead" the receiver in the direction he is running at the moment the quarterback throws the ball — they are thrown ahead of the receiver so that he can catch the ball in stride.
- If you decide not to pass or if there are no receivers open, press **Button B** while the quarterback is flashing to reactivate him. You can then have your quarterback scramble and try to execute another pass, or guide him down field on a quarterback keeper.

To throw a pass in **Advanced** or **Professional** levels:

- Press **Button A** after the snap. Your primary receiver will flash.
- Repeatedly press **Button A** to cycle through to the receiver you want, then press **Button B** to throw the ball.

For more important tips on how to pass the ball successfully in **Advanced** or **Professional** modes, see the **PASSING** section in the enclosed **Coaching Tips**.

Bullet Pass

If one of your receivers is in a "hole" (not covered at his current position), you can throw a bullet pass to him by pressing **Button C** instead of **Button B**. The quarterback does not "lead" a bullet pass, it is thrown very close to the receiver's location.

Controlling Receivers

In both **Intermediate** and **Professional** modes, use the **D-Button** to control the designated receiver immediately after the quarterback releases the ball. You'll notice a red spot on the ground where the receiver is running. This is approximately where the quarterback's throw is going to land. Guide the receiver to or near the red spot before the ball gets there in order to catch it.

Important Tip: Hold down the **D-Button** in the direction that the receiver is running while pressing the **Button B** to pass the ball. If you do not hold down the **D-Button**, you will be unable to complete a pass.

Running

To execute a running play, press **Button A** to snap the ball, then press **Button B** to hand it to the nearest running back. If there are two runners in the backfield, press the **D-◀/▶** while handing off. This releases the ball to the desired running back and gives you control of him. (A solid yellow circle appears near his feet.) Use the **D-Button** to guide him through the melee and the **A-Button** to straight arm the defenders (break a tackler's grip). If you're within a yard or two of a first down or the goal line, **Button B** can help you dive for that extra yard.



Kicking

A vertical kicking meter (see **Fig. 3**) is used for field goals, extra points, punting, or kicking off. Notice that the bar is divided into three colored sections: yellow (top), blue (middle), and red (bottom).

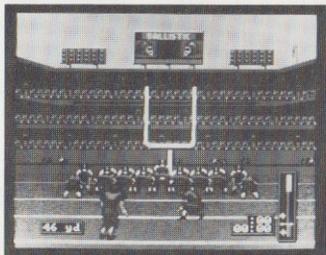


Fig. 3 The Kicking Meter

To kick, you'll need to press **Button A** a total of three times:

- 1 Press **Button A** once to get the bar moving upward.
- 2 To choose the power of the kick, press **Button A** again after the bar reaches the blue (middle) section.

Note: The line at the bottom of the blue section indicates 0% power, increasing up to the line at the top of the blue section which represents 100% power. If you let the bar run up into the yellow (top) section, the kick will go further, but will be much harder to control.

- 3 The bar will now start to go down. To choose the direction of the kick, press **Button A** a third and final time as the bar descends into the red (bottom) section. The white line at the top of the red section indicates a straight kick. If you stop the bar ABOVE this line, the kick will veer right. If you stop the bar BELOW this line, the kick will veer left.

Wind

Keep an eye on the flag at the top right of the stadium to gauge the wind at the time of your kick. The wind will blow randomly until you press **Button A** the first time — at that point, the wind direction and strength will be locked in. You must now adjust your kick to compensate for any wind.

Time-Outs

To call a time-out, press **Start** while on the Play Selection Screen or before the play starts on the Playing Field. An options menu will appear. Use the **D-Button** to highlight **Time-out**. Then press **Start** again. Each team is allowed three time-outs per half and two time-outs in overtime or sudden death. Press **Button C** if you get to the menu but decide not to call a time-out.

Substitutions

If you want to play great football, you'll have to do more than run the right play at the right time. You also have to use the right players to get the job done. Most players are good in one or two categories, but it is rare to have a player good at everything. Use the Substitution Menu to take advantage of a player's special qualities. To substitute a player during a game, do the following:

- 1 Press **Start** at the Play Selection Screen or before a play starts on the Playing Field.
- 2 Highlight **Substitution** with the **D-Button** and press **Start** again. A roster of the players currently on the field appears.
- 3 Use the **D-▲/▼** to move the highlight over the player you want to take out, then press **Button A** to bring up your reserves.
- 4 Now use the **D-▲/▼** again to choose the player you want to insert, and press **Button A** to make the switch.
- 5 Repeat with all other substitutions.
- 6 Press **Start** when you are done substituting. Players can return to a game after being removed.

Note: *Mike Ditka Power Football* gives you the freedom to substitute a player of one position with a player of another position. For example, you can substitute a fast safety (SF) for a tired wide receiver (WR) if you choose (see **Player Attributes**). When you do this, an asterisk appears on the Substitution Screen between the player's new position and his jersey number, as well as in the Active Player Box on the playing field.

For some very important tips on substituting players, see the **Substitution** section enclosed in the **Coaching Tips**.



Player Attributes

Five player attribute categories are listed to the right of every player on the Substitution Screen. The higher the number, the better the player is in that category. (The highest rating is 99.) The attributes listed are:

Ft (fatigue): When a player is tired, a dot appears in this column to the right of the player's name (as well as in the Active Player Box on the playing field). A tired player will not perform up to his other attribute ratings. If you continue to play him, he could become even more fatigued. A second dot appears when this is the case, and he'll play very poorly. You should substitute for tired players to rest them. Players become rejuvenated after sitting out several plays, or at the beginning of the 2nd half. (Offensive players rejuvenate only by resting while the offense is on the field, and defensive players rejuvenate only by resting when the defense is on the field.)

Sp (speed): How fast a player runs.

Hd (hands): How well a player catches and avoids fumbling the football.

St (strength): Usually gauges either tackling (defense) or tackle-breaking (offense) ability. For the kicker (K) and punter (P), strength indicates how far they can boot the football.

Ac (accuracy): Primarily used for quarterbacks, kickers and punters. The higher this number, the more a quarterback passes on-target, and the more a kicker or punter kicks where aimed.

Injuries

When a player is injured, two triangular symbols will appear next to the player's name, both on the Substitution Screen and in the Active Player Box on the playing field. The injured player will not perform up to his attributes and should be replaced for the remainder of the current game. However, he will fully recover in time for the next game.

CUSTOMER SERVICE

Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

- 1 **DO NOT** return your defective cartridge to the retailer.
- 2 Notify customer service of the problem by calling (408) 296-8400 between the hours of 9am and 5pm (Pacific Standard Time). Please **DO NOT** send your cartridge to Accolade before calling customer service.
- 3 If the customer service representative is unable to solve the problem by phone, you will be provided with a return authorization number. Simply record this number on the outside packaging of your defective cartridge together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade, Inc.
Customer Service
550 S. Winchester Blvd.
San Jose, CA 95128

After the 90-day period, defective media may be replaced in the United States for \$20.00 (plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)



Limitations on Warranty

The remedies provided in the warranty section are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

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