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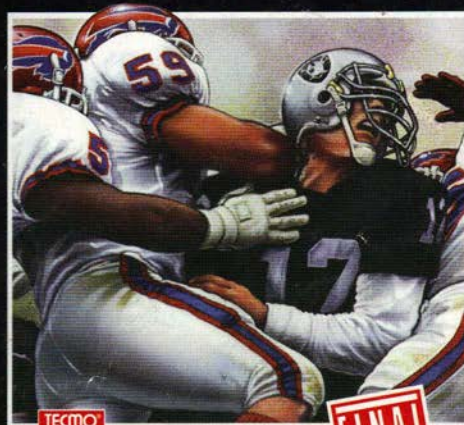
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SEGA™

GENESIS™



TECMO SUPER BOWL III™



INSTRUCTION MANUAL

KIDS TO ADULTS



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

AGES 6+

**Thank you for choosing the fun-filled
TECMO SUPER BOWL III —Final Edition—
game pak by TECMO, LTD.**

**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 previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Handling Your Cartridge

The Sega Genesis Cartridge is intended for use exclusively with 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 reset yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or image may cause permanent picture-tube damage or mark the phosphor of the CRT.

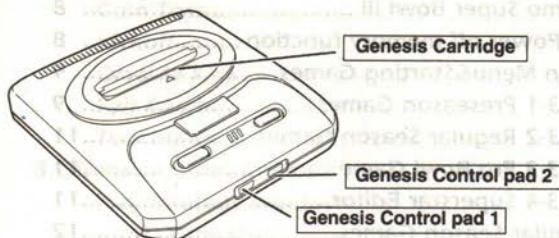
Avoid repeated or extended use of video games on large-screen projection televisions.



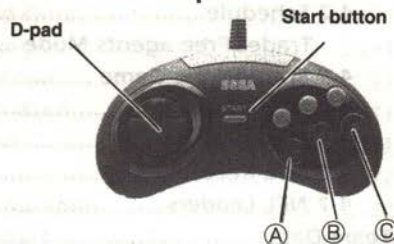
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Starting up Tecmo Super Bowl III

Genesis system



Genesis Control pad



1. Set up your Genesis System and plug in Control Pad 1. For 2 Player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Insert the TECMO SUPER BOWL III cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen will appear.
4. If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is firmly inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel(3or4). Then turn the power switch ON again. Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

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1. List of control techniques

Genesis Control pad



Control table in window

To select a mode	Press the D-Pad
To confirm a selection	Press the (A) button
To cancel a selection and return to the previous screen	Press the (B) button.

Play Selection

To select a running play or run defense	Press the D-Pad in the direction of your selection while pushing the (A) button.
To select a passing play or pass defense	Press the D-Pad in the direction of your selection while pushing the (B) button.
Punting Field Goal Position Change Player Change	Open the play strategy window with the (A) button and choose with the (A) button.
Audible	Press the (C) button in the "Ready for Play" mode and enter with the (A) button

Return Operation

To make a touchback after catching the ball in the end zone	Press the (B) button while the returner is in the end zone.
To make a fair catch	Press the (B) button while the ball is still in mid air.

Offensive Team Operation

Snap / Kick	Press the (A) button
To shake of an opponent who has grabbed onto you	Press the (A) button repeatedly.
To choose a receiver	Press the (A) button.
To throw a pass	Press the (B) button.
To make a dive	Press the (C) button.

Defensive Team Operations

To change players	Press the (A) or (B) button in "Ready for Play" mode.
To perform a diving tackle	Press the (B) button after closing in on the player with the ball.
To knock away an opponent	Press the (A) button repeatedly after catching up with him.

* For detailed operations, please refer to the corresponding pages.

2. Tecmo Super Bowl III

Tecmo Super Bowl III —Final Edition — is a football game that simulates real NFL (National Football League) action. Players can experience an entire season - from the summer preseason games to the final Pro Bowl.

Each of the 37 players on the 30 NFL teams in Tecmo Super Bowl III have been given the same statistics as the real players.

The built in trade mode even allows you to change the 1995 roster and repeat the regular season games as many times as you wish. We invite you to enjoy this realistic and exciting American football game.

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

*Power off memory function

This game pak contains a back up battery for saving the results of the games played. To minimize the possibility of memory loss, avoid switching the power on off and in rapid succession.

3. Main Menu & Starting Games

While still on the opening demo screen, press the **B** button. The title screen will then appear. Next press the Start button to bring up the Main Menu screen. While still on the Main Menu screen, use the D-Pad(up/down) to choose from the Menus and then press the **A** button. Use the **B** button to return to the Main Menu.



- ① Preseason Games
- ② Regular Season Games (Refer to P.12)
- ③ Pro Bowl Game (Refer to P.11)
- ④ Superstar Editor (Refer to P.26)
- Team Data (Refer to P.20)

Main Menu screen

① Preseason Games

Select "Preseason" from the Main Menu. The Conference Select screen will appear.

Select the conference that the team of your choice belongs to in this screen. Use the D-Pad (up/down/left/right) to select the roster you like from among the 30 NFL teams on the Team Map screen.

The Game set up screen will appear once you and your opponent have chosen teams.



Conference Select screen



Selected Teams Names



In the Game Set up screen, you can set the environment of the game. Choose the item you want to select by moving the cursor with the D-Pad (up/down)

If the cursor is between "Time" and "Stadium", the setting can be changed by pressing the D-Pad (left/right). If the cursor is in "Change Players", "OF Starter", or "DF Starter", the Player Set screen will appear by pressing the **A** button. To return to the Team Select screen press the **B** button. When all selections have been made, the game can be started by choosing "Game Start" and pressing the **A** button.

Change Players screen

The team members can be changed freely. It operates the same as player changes in the "Pro Bowl Game" (The screens are also the same. Refer to P.25)

OF Starter / DF Starter screen

This screen is used to change starting members. It is the same as the Member Change screen during games. (Refer to P.20)

*Selection of Control Mode

To select operation methods

- MAN:** You will operate the game.
COM: Computer will operate the game.
COA: You will call the plays and the computer will run them for you.

*Setting Weather Conditions

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

② Regular Season Games

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

In this mode the records of each team and player are stored in the game pak memory as the season progresses.

Select "Season Game" on the Main Menu to bring up the Regular Season Options screen. It is possible to confirm data or change settings in games. (Refer to P.12)

③ Pro Bowl Game

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

You can select the all-star team line-up in the team data mode. (Refer to P.24)

Selecting "Pro Bowl" from the Main Menu brings up the Team Control screen. Once the control mode is entered, the Conference Select screen appears. Use the D-Pad (left/right) to select the AFC or the NFC. Once you have selected your team, the Game Set up screen (P.10) will appear.

④ Superstar Editor

The Superstar Editor mode allows you to create and register/delete your own original character to play in the games. Custom players will improve their abilities by playing well throughout the regular season.

Select "Superstar Editor" in the Main Menu to bring up the Custom Player Line up screen. (Refer to P.26)

4. Regular Season Games

The Regular Season Options screen will be brought up by selecting "Season Game" in the Main Menu.

③ Game start (P.16)

② Schedule

① Team Controls

④ NFL Standings (P.16)

⑤ Team Rankings (P.17)

Season Team Data (P.20)

⑦ NFL Leaders (P.18)

⑥ NFL Record (P.17)



① Team Control screen



• To change the control mode of each team into a single common mode, select one of the 4 icons at the top of the screen.

• Press the D-Pad to slide screens to the right or left.

This screen sets the control mode by team which the game will operate under. Use the D-Pad (up/down) to select the team whose mode you want to change and press the **A** button. The mode cycles through MAN, COA, COM, and SKP with every push of the **A** button. To change the conference, select "Change Conference" in the upper left hand corner of the screen and press the **A** button. Use the **B** button to back to the previous screen.

② Schedule

You can make sure about the schedule of the games. Use the D-Pad (up/down) to view the rest of the schedule. The progression of the schedule is recorded in the game memory.

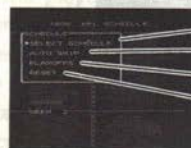
The team control modes by team name are represented by three different colors.

Red: MAN, COA : You need to operate the team.

White: COM : The computer operates the team.

Blue: SKP: The computer operates the team.

To view the playoff schedule or to reset the regular season data, press the **A** button on the Schedule screen.



a) Select schedule

b) Auto skip

c) Playoffs

d) Reset

a) Select Schedule

Choose "Select schedule" to bring up the Trade Questions window shown here on the right. Decide whether to choose the trade mode or not. If you choose the trade mode, trades and FAs will be inserted in the beginning of the season.



b) Auto Skip

Select the "Auto Skip" mode and press the **A** button. A "To week 00." window will appear. Use the D-Pad (up/down) to select the number of weeks you would like to skip and press the **A** button.

The next time you start a game, the schedule will automatically go to the specified week or the games set in different control modes, skipped games are handled through the SKP vs. SKP mode. To cancel "Auto Skip", hold down the **B** button.



c) Playoffs

To view the Playoff Tournament Table, select "Playoffs" and press the **A** button. The tournament table screen will then appear.

Use the D-Pad (left/right) to slide through the Tournament Table screens.

Playoff Tournament Table

d) Reset

Choose "Reset" if you want to reset the options to start from the beginning of the regular season you have been playing. The contents of the battery back up in the pak will be deleted.

Trade and Free agents (FA) Mode

At the beginning of every season, team trades and designated FAs for teams with control modes set in "MAN" are conducted for season games.

If the requested trades and FAs are accepted, the team will be able exchange its members.

Trade Methods

Use "Select Schedule" to select the trade option (Refer to P.13). Reset the data. Set the team control mode of your team to MAN. Choose "Game Start" from the Regular Season Option Menu(P.12). The first of your trade screens will then appear.



Use the D-Pad to select the team member you wish to replace and press the **A** button. You are only able to replace one player from each team at a time.

When you want to choose a player from a defensive team, move the cursor to "Offense" on the offensive column and press the **A** button. The defensive team roster will then appear. (To return to the offensive team roster, move the cursor to "Defense" in the defense column and press the **A** button.)



Once you select the player you want to replace, the Naming window appears. Use the D-Pad (left/right) to select the team of the player you want to add to your own team. Use the D-Pad (up/down) to select the name of the player and press the **A** button. The trade screen for the next team will appear then. (When choosing a new member, you are only allowed to nominate team members who play the same position as the player you want to replace.)



Original team

New team

Once you have finished naming your trade requests in teams in MAN control modes, the Trade Results screen appears, informing you of your success. Up to three trades may be made at the beginning of each season. If you wish to stop mid-way press the **B** button to finish. Then the Trade Results screen will appear. (The Trade Results screen always appears three times.)

After trading is concluded, you can obtain free agents.

FA Methods

The FA (Free Agents) screen allows you to obtain FAs from the FA points you have acquired.



Available FA points

a) Players on your team

b) FA players

a) Roster Area

It is an area that lists your players. Move the cursor to the "Roster Area" and change positions with the D-Pad (left/right). Move the cursor to the player you want to fire and press the **A** button. The player will be fired adding FA points for you to use.

b) Free Agent Area

This area lists FA players. Move the cursor to the "Free Agent Area" and change positions with the D-Pad (left/right.) Move the cursor to the player you want to hire and press the **A** button. That player will be hired.

However in the situations below you are unable to hire players.

When you do not have enough FA points to hire the desired player.

When there is no more space on your roster.

You will exit the FA screen if you press the **B** button. The first weeks games will then start.

To restart FA from the beginning press the **C button**

(3) Starting the Game

The games will begin in accordance with the schedule table. The flashing game on the schedule table will be the next to start. Game results and statistics are recorded in the game memory.

(4) NFL Standings

A table of team win-loss records is provided for each conference and division. As the regular season progresses, the teams with enough wins to enter the playoffs are given a ranking score which appears in red numerals.



TEAM	W	L	T	PTS
AFC	1	1	0	10
NFC	1	1	0	10
AFC	2	0	0	20
NFC	2	0	0	20
AFC	3	0	0	30
NFC	3	0	0	30
AFC	4	0	0	40
NFC	4	0	0	40

W - Number of wins **T** - Number of ties **PTS** - Total points
L - Number of losses **PCT** - Win percentage **OP** - Opponent points

(5) Team Rankings

Use this mode to view the offensive and defensive rankings for rushing, passing, and total yardage for both league and conference teams.



TEAM	RUSH	PASS	TOTAL
AFC	100	111	210
NFC	100	111	210
AFC	100	111	210
NFC	100	111	210
AFC	100	111	210
NFC	100	111	210
AFC	100	111	210
NFC	100	111	210

Use the D-Pad (left/right) to select the category you want to see. If you press D-Pad down you can see lower ranking teams.

(6) NFL Records

This screen shows you the season game records of the great players by play item. Use the D-Pad (up/down/left/right) to view the records. The actual NFL records are shown first. The NFL records remain in the memory when resetting a regular season game. To reset the NFL records, press the **C** button. The reset window will then appear. Select "Yes", to reset the records back to its original state.

Play Items for NFL Records

Individual Records

Rating: Best rating of the year.
Passing Yards: Most passing yards gained during the year.
Touchdown Passes: Most touchdown passes for the year.
Rushing Yards: Most rushing yards gained during the year.
Receiving Yards: Most receiving yards gained during the year.
Pass Receptions: Most pass receptions received during the year.
Touchdowns: Most touchdowns for the year.
Scoring: Most points scored during the year.
Sacks: Most sacks for the year.
Interceptions: Most interceptions for the year.

Team Records

Offense Total: Total offensive yards
Rush: Total offensive rushing yards
Pass: Total offensive passing yards
Defense Total: Fewest yards allowed
Rush: Fewest rushing yards allowed
Pass: Fewest passing yards allowed

(7) NFL Leaders

Use this mode to view the records and rankings of the top players in each category. Choose the category and league or conference that you want to see. Then press the **A** button. Push the **B** button to bring back the original screen. The D-Pad (up/down) allows you to look up and down through the rankings.



Play Items of NFL leaders

PASSING

Rating:	Rating points (evaluation points)
Comp. %:	Completion percentage for passing
Attempts:	Number of passes
Comp.:	Number of pass completions
Yards:	Total passing yards
Yards/ATT.:	Average yards per attempt
TD. Passes:	Touchdown passes
LST. INT. %:	Lowest interception percentage

RUSHING

Yards:	Total rushing yards
Attempts:	Number of rushing plays
Yards/ATT.:	Average yards per attempt
Touchdowns:	Rushing touchdowns
Longest:	Longest run recorded

RECEIVING

Receptions:	Pass receptions
Yards:	Total yards from pass receptions
Yards/RCT:	Yards gained per reception
Touchdowns:	Passing touchdowns
Longest:	Longest reception recorded

PUNTING

Average:	Average yards per punt
Punts:	Number of punts

SCORING

Points:	Total points
Touchdowns:	Total touchdowns
Extra Pts.:	Extra points
FG.:	Field goals

SACKS

Forced fumbles:	Number of fumbles
Sacks:	Number of quarterback sacks
Tackles:	Total number of tackles

INTERCEPTIONS

Int.:	Interceptions
Yards:	Total yards gained from interceptions
Touchdowns:	Touchdowns on interceptions

KICKOFF RETURNS

Average:	Average yardage on kickoff returns
Yards:	Total yards on kickoff returns
Returns:	Number of kickoff returns
Longest:	Longest kickoff return recorded
Touchdowns:	Touchdowns on kickoff returns

PUNT RETURNS

Average:	Average yards on punt returns
Yards:	Total yards from punt returns
Returns:	Number of punt returns
Longest:	Longest punt return recorded
Touchdowns:	Touchdowns on punt returns

Changing items To change the play items, press the **A** button. The Play Item window will then appear. Use the D-Pad to move the "►" mark to select the item you want and then press the **A** button to confirm your selection. Press the **B** button to close the Play Item window.

5 Team Data

Team data is separated into regular season, preseason and Pro Bowl data.

1 Regular Season team data

This screen enables you to view the team data for the present season. To bring up the Team Data screen, select "Team".

Offensive Starters

Defensive Starters

"OF Starters" and "DF

Starters" on the Team

Data screen brings

up a screen for

confirming and

editing the starters of

the offensive and

defensive teams.

You can also replace

the players in the

"Starters" column through the D-Pad and the **A** button (See

P.36 for details). You can check the individual data of players

by pressing the Start button after selecting the players name.

*Move the "►" mark to the "Starters" section and press the **A** Button. Then the reset window will appear. Choose "Yes" to change the line up back to the original starting members.

Play Book

For an offensive team during a game, you can choose 8 different types of play patterns from two play books, play books one and two.

Use this mode to edit the play books which are to be used during games.

Select "Play Book" when you wish to do editing and press the **A** button. The Play Book Replacement screen will appear.



Team Data screen

Players Data (P.21)

Offensive Starters

Defensive Starters

Play Book

Team Schedule (P.25)



Name of play pattern selected for replacement.

Select this mode if you want to return to the beginning of the Play Book.



Play Book Replacement screen

In the Play Book Replacement screen, select the pattern of the play you want to replace with the D-Pad. If you press the **A** button the Play Pattern Select screen will appear.



Play Pattern Select screen

In the Play Pattern Select screen use the D-Pad (left/right) to choose the play pattern you want and then press the **A** button. Press the **B** button to cancel replacement.

Players Data

This screen allows you to view the data and results of individual players. Upon selection of "Player Data" a "►" mark will appear in the roster column (player's list). Use the D-Pad (left/right) to select OF/DF, and (up/down) to select players. The Player's Data screen can be brought up by pressing the **A** button.

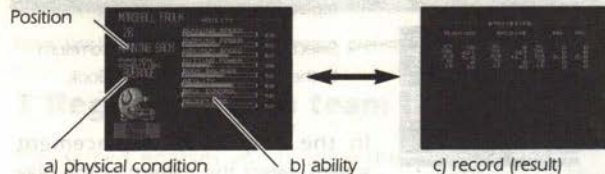
Team Data screen



Roster column



Individual Data screen



a) Physical Condition

Players have 5 different physical condition levels.

Excellent: Top condition! Player is in optimum condition.

Good: Good condition Player can fully display his ability.

Average: Average condition Player is in normal condition.

Bad: Bad condition Player is in a slump.

Injured: Sideline with injury Player can not participate in games.

b) Ability

The Ability screen indicates the players' abilities.

Abilities vary depending on player's position.

Individual Abilities

Abilities common to all players

Running speed:	A player's dashing speed
Rushing power:	Starting power of a player's dash
Maximum speed:	A player's maximum speed
Hitting power:	A player's strength when blocking or hitting an opponent
Body balance:	Sense of balance
Agility:	Speed at which a player changes direction

Quarterback Abilities

Passing speed:	Speed of release when passing
Passing control:	Control of passes
Passing accuracy:	Accuracy of passing
Avoid rush:	Ability to avoid being hit by opponents
Coolness:	Ability to remain calm and stable

Abilities of Running Backs, Wide

Receivers, and Tight Ends

Ball control:	Ability to avoid fumbles when carrying the ball
Receptions:	Ability to catch passes

Punter Abilities

Kicking power:	Strength of kicks
Avoid kick block:	Ability to avoid opponents kick blocking attempts

Kicker Abilities

Kicking power:	Strength of kicks
Kicking accuracy:	Accuracy of kicking
Avoid kick block:	Ability to avoid opponents kick blocking attempts

Defensive Player Abilities

Interceptions:	Ability to intercept opponents passes
Quickness:	Reaction speed

c) Individual Results

To view a player's individual results, use the D-Pad right while on the Individual Data screen.

Passing

ATT.:	Number of pass attempts
YDS.:	Passing yards gained
COMP.:	Number of pass completions
AVG.:	Average yards gained per pass
TD.:	Number of passing touchdowns
COMP. %:	Pass completion percentage
INT.:	Number of interceptions
Rating:	Rating points (evaluation points)

Receiving

No.:	Number of pass receptions
YDS.:	Yards gained on pass receptions
AVG.:	Average yards gained per reception
TD.:	Number of pass reception touchdowns
LG.:	Longest reception distance

Rushing

ATT.:	Number of running plays
YDS.:	Yards gained on running plays
AVG.:	Average yards gained per run
TD.:	Number of rushing touchdowns
LG.:	Longest run

Interceptions

No.:	Number of interceptions
YDS.:	Yards gained on interception returns
AVG.:	Average yards gained per interception
TD.:	Number of interceptions returned for touchdowns

QB Sacks

TAC.:	Number of tackles
SACKS:	Number of quarterback sacks
FUMB. F.:	Number of opponent fumbles

Punt Kicks

NO.:	Number of punts
YDS.:	Total punting yards gained
AVG.:	Average number of yards per punt

Kicks

PTS.:	Number of points obtained
XP/ATT.:	Extra point [try for points] success rate
FG/ATT.:	Field goal success rate

Punt Returns

NO.:	Number of punt returns
YDS.:	Yards gained on punt returns
AVG.:	Average yards gained per punt return
TD.:	Number of punts returned for touchdowns
LG.:	Distance of longest punt return

Kick Returns

NO.:	Number of kick returns
YDS.:	Yards gained on kick returns
AVG.:	Average yards gained per kick return
TD.:	Number of kicks returned for touchdowns
LG.:	Distance of longest kick return

Team Schedule

During the regular season, weekly team results are displayed.

* The team schedule is only available for regular season games.

2 Preseason Team Data

Selecting "Preseason Team Data" brings up the Conference Select screen. Use the D-Pad (left/right) to select the conference. Choose the team whose data or roster you wish to confirm by pressing the **A** button.

The Preseason Team Data screen enables you to check the team data or change starting players. No statistics from the preseason are saved. There are no individual results, playbooks, or team schedules in this data screen.

NOTE

All preseason game selections use base line team and player data. The preseason does not use accrued data from season play.

3 All-star Team Data

To view or change the team data of All-star teams, select the "Team Data" listed in the Main Menu. The Conference Select screen will then appear. Use the D-pad (up/down/left/right) to select the conference you want. Choose the team whose data or roster you wish to confirm by pressing the **A** button. All-star games on the other hand do use team and player data from games played during regular season play.

- ① Reset Players
- ② Change Players
- ③ Players Data
- ④ OF Starters
- ⑤ DF Starters
- ⑥ Play Book



① Reset Players

This allows you to return the Pro Bowl team roster back to the way it was originally. Select "No" to cancel the window.

② Change Players

Use this mode to change the Pro Bowl team roster. Select "Change Players" and press the **A** button. This will bring up the offensive roster. Then use the D-Pad right to

display the defensive roster.

To select the player you wish to replace use the D-Pad and then press the **A** button. A window which shows the all-star players by team will appear. Then use the D-Pad (left/right) to select a team. Use the up/down controls to select team members. Press the **A** button to exchange selected players. Press the **B** button to go back to the previous screen.



③ Players Data

Select "Players Data" and press the **A** button. The screen will then slide over to the offensive roster. Use the D-Pad right to display the defensive roster. To view the data of individual players, after selecting a player press the **A** button. (Refer to P.21)

④ ⑤ OF Starters, DF Starters

You can confirm or reorganize offensive and defensive team starters (see page 20).

⑥ Play Book

Allows you to confirm or edit the play book (see page 20).

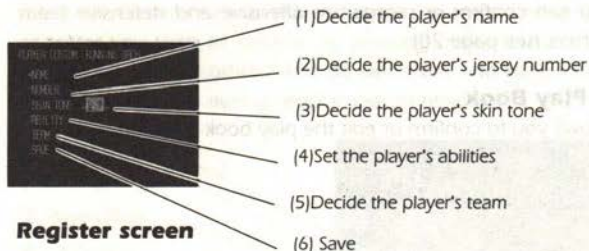
6 Custom Player

If you choose "Superstar Editor" in the Main Menu, the Custom Player Line Up screen will appear. On this screen, the names, teams, and jersey numbers of registered custom players are displayed in a list. The maximum number of custom players is 37. "No Data" is displayed in places where no players have been registered.



1) Registering Players

Move the cursor to the space you want to register a player on the Player Line Up screen and press the **A** button. The window will then appear on the screen. Move the cursor to "Make Player" in the window and press the **A** button to select the Register screen.



Register screen

(1) Enter Name

It is possible to enter one letter for the first name and up to 11 letters for the last name. In all cases it is necessary to enter at least one letter. Move the cursor with the D-Pad (up/down/left/right) to select letters. Use the **A** button to enter.

Use the "DEL" or **B** button to delete a letter. Complete the name entry by choosing "End" in the window.



(2) Enter Jersey Number

Move the cursor with the D-Pad (up/down/left/right). Your entry can be made by pressing the **A** button. First the 10's digit and then the 1's digit will be entered.



(3) Decide the Player's Skin tone

Select the skin tone by pushing the D-Pad (left/right).

(4) Set Player's Abilities

In the Ability Set screen, you have to split the points between each "Ability".

The "Total Points" will be displayed on the left of the screen, and a list of abilities will be displayed on the right side of the screen.

The cursor can be used to set ability scores through the D-Pad (up/down).

The ability increases by pressing the D-Pad right, while it decreases by pressing it left. As you increase ability scores the points in "Total Points" decreases. You can divide points until "Total Points" reaches "0".



Total Points

Press the **B** button after setting each ability. Then you will be asked "Are you ok?". You can complete the setting of abilities by pushing the **A** button. The former Register screen will then appear.

(5) Decide the Team

Newly created characters and players of the same position will be displayed by teams in the Team Select window. Use the D-Pad (left/right) to choose the team you wish to place your original character on. Move the cursor (up/down) to select players you want your original character to substitute in for and press the **A** button.



Note: Once a new player is in a season game, the player he was substituted for can not play in a season game because he is not registered anymore.

If you want to re-activate that player, you have to delete the custom player you registered by using the delete command. Then the custom player will disappear and the previous player will return to the screen. You can not exchange one custom player for another custom player.

(6) Save

After you set all of the items, select "Save" and press the A button. The original character is now registered if all items are set. If all settings have not been input, a message that you have not completed your player appears. Now you will be asked if you wish to "Complete data" or "Abandon data and exit". Abandoning data will delete the player. Otherwise, you can continue and complete your custom player's data.

*** Even if there are some remaining points in "Total points" for "Ability", if you save, the points will be lost.**

2) Deleting Players

To delete your own original characters from the register, move the cursor to the player you want to delete and press the A button. A window will then appear on the screen. Move the cursor to "Delete Player" and push the A button. The player registered in the selected space will be cleared and the space retains a not registered status.

3) Improvement

Custom players improve their skills each game in each season. Improvement points will be obtained if players experienced a couple of games with good results.

The "I" mark will appear on the Player Line up screen for players that have gained improvement points. Move the cursor to the player you want to improve and press the A button to bring up the window. Select "Improve Player" to make the Ability Set screen appear.

The procedure to divide points is the same as earlier. However, points for any ability can not be set below the original settings.

7. Starting the Games

If you are through checking the data and setting up the teams, its time to start the action! Press the start button on the Game Condition screen.

Note: Always check the Schedule and Team Control modes before starting if you are playing regular season games by yourself. You will not be able to play by yourself if the schedule is set to a two-player mode such as MAN vs MAN or COA vs COA.

Coin Toss

Before starting the game, the referee tosses a coin to determine which team will kickoff. The team that wins the toss can select to kick off or receive. To skip the Coin Toss screen, press the B button.

Kickoff

To kickoff, press the A button.

A kickoff meter then appears at the bottom of the screen. The meter grows longer and then restarts. The longer the meter, the further the ball will travel at the kickoff. Watch the meter carefully and press the A button when the meter has reached its longest point.

Try to keep your kicks on-side-Kick the ball when the meter is blue.

Try to keep your kicks on-side, so that you'll have a good chance to recover the ball and return it. You can control any of your players that manages to recover the ball.



On-side Kick

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



Fair Catch

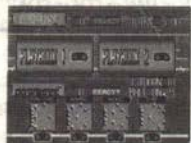
To make a fair catch, press the B button while the kick is still in the air. You can take a time out by pressing start whenever play is interrupted by a whistle.

Touchback

Making a Touch back in the end. To make a touchback, press the B button when your returner catches the ball in the end zone.

8. Offensive Team Controls

When play is interrupted by a whistle, the Play Book screen appears. Select a play book one or two by pressing the D-Pad as displayed on the screen. Then the Play Select screen will appear.



Play Book screen



Play Select screen

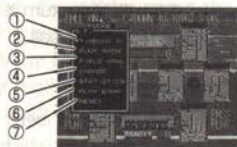
While on the Play Select screen, press the D-Pad and the **A** or **B** button at the same time to choose the kind of play you want.

Running Play D-Pad and the **A** button

Passing Play D-Pad and the **B** button

Play Strategy window

To bring up the Play Strategy window, press the **A** button. Use the **B** button to close the window. Use the D-pad to choose the play category you want. Press the **A** button to enter your choice.



Play Strategy window

① Time Out

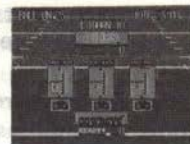
Use the timeout mode when you want to take timeout. Three time outs can be taken per half. You can also take a time out anytime by pressing the Start button when the ball is dead.

② Punt Kick

Use this mode when you want to kick a punt. The Punt Tactics screen will then appear. This screen gives you the options of kicking a punt or faking a punt and continuing with your offensive drive.

Choose the type of play you want according to the controller that appears on the screen with the diagrams.

If you have chosen to punt, a kick meter will appear as the center snaps the ball. While watching the meter press the **A** button at just the right time.



Punt Tactics screen

③ Field Goal

Select this mode to attempt a field goal. Like the punt this screen allows you to try a field goal or fake it and continue your drive. Make your choice by following the controller that appears with the diagrams.

If you chose to attempt a field goal a "►" mark appears in front of the kicker.

This moves up or down once the center has snapped the ball. The direction of the mark determines the direction the ball will travel. Press the **A** button while carefully watching the timing.

④ Change

Use this mode to call up the Offense Change screen. The Offense Change screen also appears when a player is injured. (See page 36 on how to change offensive team members.)

⑤ Statistics

Select this mode to check on the mid-game statistics of players. The Statistics screen then appears. Choose the play items you want. The players are ranked according to performance.

⑥ Play Book

Select this mode to change the play pattern of a play book. See page 20 for details on how to change the Play Book.

⑦ Reset

Select this mode to close the Play Strategy window. The screen will then return to the Play Book screen.

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

To snap the ball — Press the **A button**
Offensive Audibles

— **At the time of "Ready set" but before the ball is set for the snap, you are able to change plays from run to pass or pass to run. To use an audible, press the **C** button during "Ready set". "Audible" will appear on the screen. Then press the **A** button to change the play. The line will then shift according to the new play settings. Press the **B** button to cancel the audible.**



Control of Running Plays

To control the ball carrier — Use the D-Pad

To shake off a player who has grabbed you

— **Press the **A** button repeatedly**

Control of Passing Plays

Pass plays can only be done when you have selected "Pass Play" from the Play Selection screen.

To select the receiver after the snap — Press the **A button**

To pass the ball to the receiver indicated

by the pass indicator ("▼" mark) — Press the **B button**

* Throwing different types of passes

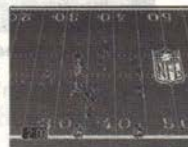
If you keep pressing the **B** button after you release the pass it will be a bullet pass. If you release the **B** button immediately after releasing the ball, you will throw a rainbow pass. Use these techniques to throw different types of passes depending upon the situation.

Your pass may not be as good as expected if you have a poor quarterback or if he is not in good physical condition. As the success of your passes depends greatly on the ability and physical condition of both your quarterback and receiver, it is wise to avoid passes with a high risk of failure. Careful use of passes can help you to penetrate the defense and improve your chances for touchdowns.

Controlling Dive Plays

To make a dive—Press the **C button**

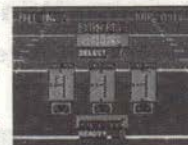
You can choose dive plays from the Play Patterns on the Play Select screen, or by pressing the **C** button during normal plays. This makes the ball carrier dive.



Try-for-Point

One Point Conversion

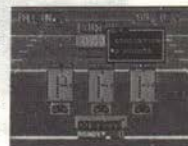
After scoring a standard six point touchdown, the "Try-for-Point" Tactics screen will appear. If you select "Field Goal" with the D-Pad and the **A** button, you will be able to attempt a one point conversion.



Two Point Conversion

There are two ways to make a two point conversion.

- 1) Select "Fake Pass" or "Fake Run" in the Try-for-Point Tactics screen with the D-Pad and **A** button.
 - 2) Press the **C** button in the Try-for-Point Tactics screen to display the window for "2-Point Conversions".
- * The Play Select screen will appear if you choose "2-Point Conversion". You will be able to make a selection from among the normal plays using the normal process.



9. Defense Team Control

When the Play Book screen appears, select the Defense Formation you want according to the controller that appears. It is a good idea to choose your defense according to the amount of space behind the defensive line.



Play Book screen



Play Select screen

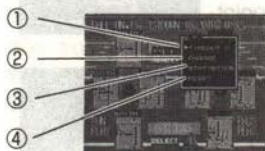
Choosing "Formation" brings up the Play Select screen. Press the controller button that you think represents the play pattern the offense is likely to choose.

To block a running play — Use the D-pad with the **A button.
To block a passing play — Use the D-pad with the **B** button.**

Defense Window

To open the defense window — Press the **A button**

(The **B** button closes it.)



① Timeout

You can have three timeouts per half. (You may take timeouts by using the start button.)

② Change

Use this mode to bring up the Defense Substitution screen. The Defense Substitution screen also appears when a player is injured. (See page 36 for details about how to substitute defensive players.)

③ Statistics (Stats)

This allows you to check the mid-game performances of players. Choose the play items you want to examine. Team members will be listed in accordance to performances.

④ Reset

Select this mode to close the Defense window. The Play Book screen will then reappear.

The action begins as soon as you and your opponent have selected plays from the Play Select screen.

Defense Audible

For an audible, press the **C** button during the "Ready set" period before the ball is snapped. The Formation Select panel then appears along with "Audible". Use the D-Pad (up/down/left/right) to select the defensive formation and press the **A** button. Press the **B** button to cancel the audible.

To select the player you want to control— Press the **A** or **B** button while you are in "Ready-for-Play". (The defender you control changes with every push of the buttons.)



To control a player — Use the D-pad

To dive tackle an opponent — Press the **B button after catching up to the player you want to tackle (This can knock down almost any player.)**

To shake off a player who has grabbed you — Press the **A button repeatedly**

10. Player Substitutions

Offense Team



Return Team



a Formation Finder

If you change the formation on this screen, you may change the formation as shown in b "Position Finder". The line up then changes to the new formation.

b Position Finder

The players are shown in formation with positions and jersey numbers.

c Names of players entered in game

d Names of players on sideline

Injured players have "X"s after their names.

These players can not enter games.

When you want to make changes to the return team press the D-Pad right and the screen will slide on to the return team's window.

e Names of kickoff and punt returners

f Names of players able to be substituted with kickoff and punt returners

Player Substitutions

Use the D-Pad to select players you want to substitute in the "Players" (or "Returners") column. Then press the (A) button. Then a "►" mark will appear in the "Team Area" column ("Return Team" column for returners). Move the marker to the players you want to enter into the game and press the (A) button again. The players will then be substituted for each other.

If the formation has been changed, the substitute line up will return to its former status.

Press the Start button to view the personal data for players you have selected.

In the player's column the position of the players marked by the "►" flashes.

There are limitations to substitutions depending on the position of a player.

Position	Position available for substitution
QB	QB only
RB, WR, TE	RB, WR, TE
DL	DL
LB	LB
DB	DB
KR, PR	Players listed in "Return Team" column

QB = quarterback, **RB** = running back, **WR** = wide receiver, **TE** = tight end, **KR** = kick off returner, **PR** = punt returner, **T** = tackle, **G** = guard, **C** = center, **DL** = defensive linemen, **LB** = linebacker, **DB** = defensive back

When the game is interrupted by a whistle, players may be injured. Substitute for any injured players as they will not be able to enter the game again until the injury is healed. Some injuries can take on entire season to heal.

Game composition

A game is made up of the first and second quarters, followed by half time (which can be skipped by pressing the (B) button) and then by the third and fourth quarters.

11. The Road to the Super Bowl

The road to Super Bowl is long and rigorous. Without outstanding technique and play strategy the Super Bowl is an unattainable goal. Keep polishing your skills and use your best play strategy to achieve victory.

TECHNIQUE SECTION

Running Plays

Avoiding a diving tackle

When the COM is about to make a diving tackle, the defensive player will get ready to dive, then he will attempt to tackle your player. To avoid being tackled get out of the way just as he is getting ready to dive.



* If the defensive player gets ready to dive, — get out of the way.

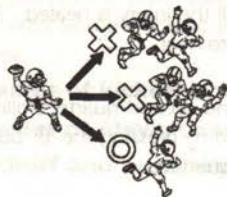
Make the most of your running back's talents

Some running backs like to use their strength to bowl over the defense and plow straight ahead, while others like to use special techniques and speed to avoid tackles. When you are controlling a powerful runner (a runner with great hitting power), have confidence in his strength and run him straight at the defense. When you are controlling a skillful running back (a runner with running speed and rushing ability), head upfield by eluding the defense's tackle attempts.

Pass Plays

Look for an open receiver

Don't throw a pass to a receiver who is well covered by the defense or the pass may be knocked down or intercepted. Look for an open receiver and then pass the ball to him.



Well covered receiver

Well covered receiver

Open receiver

The success of your passes depends on the ability of your quarterback and receiver

The greater the ability of your quarterback and receiver the easier it will be for you to complete passes. With talented players it is possible to make passes even when your players are covered. However, if your receiver is not talented, he might drop the ball even though he's wide open. Likewise, if your quarterback isn't talented, he might throw the ball so badly that your receiver can't catch it.

Use your ace receiver when it really counts

If you have an ace receiver on your team who is extremely talented, try throwing the ball to him in situations where it really counts.

Defense

Intercepting the other team's passes

Move your defenders into the area that the offensive team's pass is heading. Then, if your defenders are talented enough, they might be able to make an interception.

STRATEGY SECTION

Make the most of your team's talents

There are many different types of teams — good passing teams, good running teams, strong defensive teams, etc. Find out what your team's strengths are and then make your play choices based on those strengths.

Take away your opponents strong points

Study your opponent to discover his strengths and weaknesses.

During the game concentrate on shutting down your opponent's favorite plays and upsetting his game plan.

WEATHER SECTION

The weather condition is an important factor of the game. The weather will be determined as follows.

In preseason and Pro Bowl games:

You are able to choose the weather conditions. You can simulate your team-ability under snow and rain conditions, and can develop a plan of tactics under any weather.

In the regular season game:

The weather condition is determined by the season, by the region where the game is being held and by the probability of rain or snow. For example, a winter game, played in a wet northern area will have a high probability of snow. On the contrary a game played in a dry southern area is likely to have nice weather. To win the game under bad weather conditions, you must consider a plan of tactics for your team by playing preseason games under bad weather conditions.

When playing in rain or snow, the player you are controlling may slip and fall.

Play Patterns

The five basic play patterns used in Tecmo Super Bowl III.

T-formation

Formation where the running backs line up side by side behind the quarterback, forming a "T" shape.

I-formation

Formation where two running backs are placed directly behind the quarterback, resembling an "I" shape.

Oneset Back

Formation where running backs are placed just behind the quarterbacks.

Double Tight End (TE)

Formation where tight ends are placed on both sides of linemen. Running back can select the direction freely in this formation.

Run and Shoot

Formation where a fourth wide receiver takes the place of a tight end to enable a better passing offensive.

Shot Gun

Formation where the quarterbacks are placed 7 yards behind the center, enabling the center to make a long snap.

This formation allows for better passing offensive. The lower position also gives the quarterbacks more room to maneuver. Running play can also be conducted in this formation.

12. Team introductions

AFC EAST



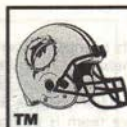
Buffalo Bills

There is no denying the destructive power of the Bills hyper-offense which is spear-headed by quarterback Jim Kelly, running back RB Bills, and wide receiver Andre Reed. The defense has certainly increased its girth with the additions of defensive end DE Bills, linebackers C. Bennett and Bryce Paup. In order not to forsake the glory of four straight AFC championships, this season the team needs to strive together as one.



Indianapolis Colts

The offensive lineup is all set for battle. In addition to running back Marshall Faulk, who demonstrated his extraordinary ability in his spectacular debut, they have also picked up quarterback Craig Erickson, and wide receiver W. Anderson. The key for the team is how successful they will be at rebuilding their pass defense, which is supported mainly by linebackers Tony Bennett and Q. Coryatt.



Miami Dolphins

They have picked up tight end Eric Green to add to their offensive lineup, which includes super quarterback Dan Marino and Pro Bowl wide receiver Irving Fryar. The defensive lineup is strong with the unsurpassed youthful combination of defensive linemen DE Dolphins, Tim Bowens, strong pass rush linebacker Bryan Cox, and the quick cornerback Troy Vincent. They also have defensive lineman T. Armstrong, and safety Louis Oliver. For this all-star cast, the only target is the Super Bowl.



New England Patriots

Quarterback Drew Bledsoe has displayed his worth by developing his flashy pass attack. The Pro Bowl tight end Ben Coates established himself as Bledsoe's favorite target. The raging onslaught waged mainly by these two athletes has been unstoppable for some time. The defense is also starting to show cohesion, primarily through the efforts of linebacker Vincent Brown, and cornerback Maurice Hurst. The countdown to their long cherished dream of being division champions has already begun.



New York Jets

They signed tight end Kyle Brady who has gained attention as a new talent. He creates new offensive options together with the swift and sure-handed tight end J. Mitchell and signal caller quarterback Boomer Esiason. The performances of the defense, led by highly talented linebacker Mo Lewis, and the young wide receivers will set the course for the season.



Cincinnati Bengals

The hot shot rookie running back Ki Jana Carter has been added to the young and developing offense of quarterback Jeff Blake, and wide receivers Carl Pickens, and Darnay Scott. Their pass defense, with its strong front line as the foundation, has gained a good reputation. When this offense and their defense start working together, the revenge of the Bengals will begin.



Cleveland Browns

The Browns give the impression of a team who is destined to completely regain their prestige through the significant improvement of their defense. Up until now the defensive image has been paramount; however, recently the offense, consisting primarily of quarterback V. Testaverde, Pro Bowl running back Leroy Hoard, and the very mobile offensive terror, wide receiver Andre Rison, has been developing a steady offensive thrust. This season's Browns are of a bit different color.



Houston Oilers

Their unaltered stalwart pass defense with talented players, like defensive lineman Ray Childress, linebacker Al Smith, cornerback Chris Dishman, and safety M. Robertson, all positions, guarantees that they will be a major obstacle for any teams passing attack. The offensive team is pulling together mainly around running back Gary Brown. A quarterback who can demonstrate stable leadership is their biggest requirement.



Jacksonville Jaguars

This season the Jaguars are a new addition to the NFL. They will be challenging with an offense bolstered by quarterback S. Beuerlein, powerful running back Reggie Cobb, veteran wide receiver Ernest Givins and big rookie tackle Tony Boselli. Though an expansion team, they have a team whose power can not be looked upon lightly, making it possible for them to make great strides in their first year.



Pittsburgh Steelers

The destructive power of the "Steel Curtain" peerless defense consists of Pro Bowl players linebacker Greg Lloyd and linebacker Kevin Greene, safety Darren Perry, who is the division-leading pick off artist, and the most devastating cornerback, Rod Woodson. In order for the division-leading Steelers to be Super Bowl victors, significant contributions from hefty running back Byron Morris, and wide receiver C. Johnson are absolutely essential.



Denver Broncos

In addition to their high-powered offense, which mainly consists of the NFL's most dangerous quarterback John Elway and the preferred targets of his accurate aerial assault, wide receiver Anthony Miller and tight end Shannon Sharpe, their defense is supported by Pro Bowl defensive lineman M.D. Perry and linebacker Dante Jones, who has unleashed his awesome potential. The Broncos, who at long last have a balanced offense and defense, have their sights set firmly on the Super Bowl.



Kansas City Chiefs

Quarterback Steve Bono has gained the reins following the retirement of their superstar quarterback. The key to the offense is his arm and if he can become the team leader. As always their defense is loaded with talent like defensive lineman Neil Smith, linebacker LB Chiefs, and cornerback Dale Carter. Thus the doggedness of the offense, which includes running back Marcus Allen is the essential ingredient for their playoff hopes.



Oakland Raiders

Quarterback Jeff Hostetler has great mobility but his fortunes in have fluctuated widely. They have their AFC leading, blistering trio of wide receivers Tim Brown, Raghbi Ismail, and James Jett. On the other side, the defensive line combination of the speedy Anthony Smith, Pat Swilling, and the promising cornerback Terry McDaniel. The conditions for victory through the season and playoffs are set. Make the Raiders a hard team to score upon.



San Diego Chargers

The Chargers suddenly and unexpectedly participated in the Super Bowl by skillfully riding the tides as they came. The main features of the offense are quarterback Stan Humphries, who has nurtured a stable attack, and big running back Natrone Means, who is leading the team and still shows room for improvement. The defense is led by Pro Bowl defensive lineman Leslie O'Neal and linebacker Junior Seau, who swarms his opponents offense with his intense fighting instincts and good mobility. Once they start riding the crest, they have already proven that they are nearly unstoppable.



Seattle Seahawks

They have a well equipped offense and defense. The offense has running back Chris Warren, who has finally risen to the top of the AFC card, and the 1,000 yard wide receiver Brian Blades. The defense is supported by defensive lineman Cortez Kennedy, who uses his energetic drive to overpower opposing linemen, and cornerback Nate Odomes and safety E. Robinson with their uncanny interception skills. The key to their fate lies in their leaders, young quarterback Rick Mirer.



Arizona Cardinals

Strong defenses are prominent in this league and the Cardinals have the rough defensive lineman Eric Swann, who demolishes offensive lines through sheer power, all-round linebacker Seth Joyner, and the interception king, cornerback A. Williams. In order for them to conquer their division, which is crowded with veterans, they need stirring performances from their offense which has just received Pro Bowl wide receiver Rob Moore.



Dallas Cowboys

The Cowboys hearts are burning to take back the Super Bowl championship. In order to compensate for the loss of a strong offensive linemen, more offensive production is required from players like quarterback Troy Aikman, running back Emmitt Smith, and wide receiver Michael Irvin. Can the offense show the backbone of a prestigious team and rise to the level of their strong defense?



New York Giants

With ball control being its forte, the Giants supplemented the 1,000 yardster with running back Rodney Hampton by picking up the good blocking and receiving running back H. Walker, who adds even more polish to their offense. Their seamless defense is supported by a stout linebacker corps, including the nearly perfect linebacker Michael Brooks. Nobody can take this team lightly as it had great potential to begin with.



Philadelphia Eagles

The combination of quarterback R. Cunningham, who scampers about the field with his great athletic prowess, and wide receiver Fred Barnett, is as breathtaking as always. This superb offensive attack is complimented by the development of a reliable backfield in running backs Ricky Watters and Kevin Turner. The defense led by defensive lineman William Fuller, already has established a reputation. If they can grab the momentum, the Eagles could conquer their division without too much difficulty.



Washington Redskins

They are a close-knit group, with NFL sack leader linebacker Ken Harvey as the centerpiece of an aggressive effort to strengthen the defense, which has been this team's main goal. Hopes lie with rookie wide receiver WR Redskins and talented running back Terry Allen, who join an offense which was previously dominated by wide receiver Henry Ellard and his 1,000 yards. Now they wait for young quarterback Heath Shuler to blossom. The time has come to put the slump of the last few years behind them and re-distinguish themselves.



Chicago Bears

Their defense is very stable with cornerback D. Woolford and safety Mark Carrier. Their main area of concern, offensive striking power, has been bolstered by the addition of wide receiver M. Timpson. Because it is a previously established team, it should be a simple matter for them to have a successful season. However, it will be the play of quarterback Steve Walsh which will have the greatest influence on the teams outcome.



Detroit Lions

Nobody can stop the leagues fastest runner running back Barry Sanders, who tears up the field with his overwhelming speed and uncanny sense of balance. It is also noteworthy that wide receiver Herman Moore has developed into one of the leagues top players. They have reasonable chances for success depending on the performance of their defense, which includes defensive lineman Henry Thomas, who has as much potential as any player in the league.



Green Bay Packers

Their defense led by the "Minister of Defense" defensive linemen Reggie White and Sean Jones, and safety Leroy Butler is an ever present threat to opposing teams. Their offensive general, quarterback Brett Favre, is also highly skilled. They seem to have no real weaknesses; however, the path to the top of their division is certain to be highly contested. The development of an ace wide receiver is an immediate concern.



Minnesota Vikings

The Vikings have a newly established spectacular aerial attack led by veteran quarterback Warren Moon, who seems to show no signs of deterioration at all, wide receiver Chris Carter, who set a new NFL receiving record, and wide receiver Jake Reed, whose magnificent performance launched him to sudden fame. Furthermore, the awesome "Purple People Eater" defense, led by defensive lineman John Randle, simply overwhelms opponents by offering few if any chances. It is highly expected that the Vikings will take their division.



Tampa Bay Buccaneers

The Buccaneers have been struggling under a long-term slump. However that does not mean that they do not have bright spots in their offense such as a long awaited 1,000 yard ball carrier in running back Eric Rhett and the development of wide receiver Alvin Harper, who constantly pressures defenses with his fast moves. If the defense, headed up by linebacker H. Nickerson who is well known for his stability, puts together some good performances, they have a reasonable chance of making the playoffs.



Atlanta Falcons

Quarterback Jeff George has fully demonstrated his ability to lead a "Run & Shoot" offense. They have talent at running back and wide receiver positions as well. These include good all-around running back Eric Metcalf - who can catch passes and return punts as well; the powerful driving defense beating, running back Craig Heyward, and the wide receiver Terance Mathis. Their defense is bolstered by a row of reliable veterans that gives them greater stability. It is in the Falcon character that once they have gained power, there is no stopping them.



Carolina Panthers

The Panthers are another one of this season's expansion teams. However, they will compete in their first year with a team which can hardly be called an inexperienced team. The offense is lead by come-from-behind quarterback Frank Reich and storming running back Barry Foster. While on defense they have linebackers Sam Mills and Darion Conner, and safety Budda McDowell in the secondary. They may put together a surprisingly good season, if they can catch a groove.



St. Louis Rams

This will be the Rams first season in St. Louis, and they are mentally refreshed for a comeback. Their strong defensive line, which is expected to be a major threat to opponents, is in good shape and includes Sean Gilbert, Robert Young, and the highly anticipated big rookie DE Rams. Their is no doubt about their big running back Jerome Bettis, who single handedly leads the offense, but he will need to watch out for injuries. A good season is not a dream if players like speed demon wide receiver A. Wright deliver the goods.



New Orleans Saints

The Saints have developed some new lines of attack through the excellent match-ups between quarterback Jim Everett and the fleet wide receivers Michael Haynes and Quinn Early. They can not complain about their deep lineup of talented running backs. If the efforts of Pro Bowl cornerback Eric Allen to rebuild the traditional pass defense are successful they should be able to regain their previous defensive glory.



San Francisco 49ers

The 49ers simply overwhelm opponents with their astonishing offensive prowess. The hot connection between quarterback Steve Young and wide receiver Jerry Rice is the driving force. There is room for a little uneasiness concerning their running game due to the exit of their ace running back, but their is no room to doubt that they lead the league in offense. Their multi-talented defense is also in good condition. It goes without saying that they are the odds-on favorite to be victorious in the Super Bowl for the second straight year.

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling:
1-310-787-2900

* Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

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REPAIR AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

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