FOOTBALL U.

It's time to get your degree in football with 32 of the toughest college teams in the nation! Take control of your favorite gridiron squad. Be the Fighting Irish of Notre Dame. Go long as the Alabama Crimson Tide, chomp all corners as the Florida Gators, or maul a backfield as the Michigan Wolverines!

Battle it out just the way you want. With a burst of speed, make the QB stiff arm and spin juke through a murderous Defensive line. Annihilate a sledgehammer Offensive play with a devastating blitz. Fly into a dive and take out a running back — inches from the goal.

Show off for the fans in an Exhibition game. Fight it out with regional rivals in Division Challenge play. Scramble for #1 position. Fight to victory in Tournaments that can include from 4 to 32 teams.

Want a quick battle? Set the game time to 20 minutes. Or go the distance with a full hour of play. Be a weekend warrior in beginner level or feel the fire of a murderous blitz in difficult level. If you get sick of seeing the Ref, turn him off!

This is rough, all-weather football. Play!
1. Set up your Genesis system. Make sure the power is turned OFF.

   Always turn the power OFF before inserting or removing the cartridge.

2. Plug a Sega 6-Button Arcade Pad™ (sold separately) or 3-button controller into control port 1.

   — OR —

   For real team play or head-to-head action with up to 4 players, plug the Sega Team Player™ (sold separately) into control port 1. Then plug in up to 4 control pads, one for each player.

3. Insert the game cartridge into the cartridge slot, and press it down firmly.

4. Turn the power ON. In a short time the Sega logo will appear, followed by the Title screen.

5. Watch the game demos to see some awesome gridiron magic!

6. Press Start to begin the toughest combat of your life!

   If you don’t see the Sega screen, turn the power OFF. Check your Genesis setup, make sure the cartridge is firmly inserted in the console, and then turn the power ON.
PRE-GAME CONTROLS

START BUTTON
- Advances through pre-game screens to the Title screen.
- Advances to the Options screen from the Title screen.
- Advances to the Team Select screens from the Options screen.
- Advances to the Tournament screen from the Team Select screen for Tournament play.

D (DIRECTIONAL) PAD
- Moves the highlight on the Options screen and Tournament Team Select screen.
- Brings up Teams and Conferences on the Exhibition Team Select screen.

BUTTON A OR C
- Changes the highlighted settings on the Options screen. (D-Pad also does this.)
- Highlights Home or Visitor teams on the Exhibition Team Select screen.
- In all modes except Exhibition, Button A simulates play for all non-player controlled teams on the Weekly Match-Up screen.
- In all modes except Exhibition, Button C begins play from the Weekly Match-Up screen.
PLAY SELECTION CONTROLS

START BUTTON
* Pauses game and displays the Options screen.
* Returns to gameplay from the Options screen.

D-PAD
* When “Personnel” is selected, LEFT / RIGHT scrolls through the Personnel options.
* When “Formations” is selected, LEFT / RIGHT scrolls through the formations.
* When “Plays” is selected, LEFT / RIGHT scrolls through the plays.
* DOWN displays Timeout, Flip Plays and Quarterback Formation. DOWN + LEFT / RIGHT displays Formation Shift and Man-in-Motion.

BUTTON A
* Selects the play at the top of the screen.
* Returns to gameplay from the Options screen when “Resume Game” is highlighted.

BUTTON B
* Selects the play in the middle of the screen.

BUTTON C
* Selects the play at the bottom of the screen.
* Returns to gameplay from the Options screen when “Resume Game” is highlighted.
START BUTTON
- Pauses the game.

BUTTON A
- Calls Timeout when the game is paused.
- Selects the controlled man (highlighted by a circle) on Defense.

BUTTON B
- Changes the primary receiver (indicated by a yellow arrow).
- Selects the controlled man (highlighted by a circle) on Defense.

BUTTON C
- Signals for an audible. On Offense, press Button A, B or C to select the following plays:
  A FB Punch (a run up the middle)
  B Double Slant (a short pass)
  C Hail Mary (a long pass)
- On Defense, press Button A, B or C to select an audible from the last Play Calling screen.
PLAY CONTROLS

D-PAD
- Controls the selected player.

BUTTON A
- Snaps the ball.
- Hands off, throws a pass or pitches out.
- After a pass, hand-off or pitch-out, makes the ball carrier stiff arm attacking defenders.
- Spikes the ball after a touchdown.

BUTTON B
- Changes the intended receiver.
- After the catch, hand-off or pitch-out, makes the ball carrier do a 360° spin juke.
- Celebrate!

BUTTON C
- Press and hold to give the controlled man a furious burst of speed.
- Press twice to make the controlled man dive. Press once for a ball carrier dive after a speed burst.
KICKING CONTROLS

A kicker can boot his team to victory. The Kick Meter helps you execute kicks with just the right amount of juice and position.

1. Press Button A to start the Kick Power Meter, which sets the football in the meter in motion.
2. Press D-Pad LEFT or RIGHT to aim the ball up the middle or to the sidelines.
3. Press Button A again to adjust the kick distance. The closer the ball is to the end of the meter, the farther the ball will travel.
STARTING UP

Check out the demo, then press Start and advance through the opening sequence to the Game Options screen.

GAME OPTIONS

Highlight a category by pressing D-Pad UP, DOWN. Make a selection by pressing D-Pad LEFT, RIGHT or pressing Button A or C.

GAME TYPE

Exhibition
Battle any team in a ONE-GAME shakedown event. Exhibition play lets you shut off penalties, pick the stadium style and even dictate the weather conditions.

Tournament
Fight in a 4, 8, 16 or 32 team tournament.

Division Challenge
Rumble in your own region before taking on the rest of the nation.

Race for #1
Customize your own 12 week season with 6 home and 6 away games.
GAME DIFFICULTY
Select Beginner, Normal or Difficult gameplay.

GAME TIME
Select a 20, 40 or 60 minute game.

SPEECH ON/OFF
Mutes the Play-by-Play announcing when turned off.

MUSIC ON/OFF
Silences the game's music when turned off.

REFEREES ON/OFF
If turned off, theRefs don't appear after a call.

PENALTIES ON/OFF
In Exhibition play, you can turn off penalties. The call is made, but there is no yardage lost.

STADIUM
In Exhibition play, choose artificial turf, on grass or in a domed stadium.

WEATHER
In Exhibition play, choose fair, rain or snow conditions.

RECORD BOOK
This is where all YOUR personal best plays are stored. The Record Book begins compiling stats in your first game. Better your last effort and the Record Book makes an update. Highlight the Record Book and press Button A or C to view the records. Press D-Pad LEFT/RIGHT to select the categories. Press Start to return to the Options screen.
COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

SELECTING TEAMS

EXHIBITION PLAY

- Highlight Home or Visitor windows by pressing Button A or Button C.
- Select a division by pressing D-Pad UP/DOWN to highlight the four divisions on the U.S. map.
- Press D-Pad LEFT/RIGHT to scroll through teams.
- Press Start to make your choice and exit to the Runway screen.

LEAGUE PLAY

- Highlight any team with the cursor. Press Button C to select it. The team name will change color when chosen.
- Press Button B to highlight the personal team designator box. You can create an 8 character designator. D-Pad UP/DOWN selects a letter, number or symbol. D-Pad LEFT/RIGHT moves to a new character position. Press Button B again to exit the box.
- Press Start to Exit the Team Select screen.
Division Challenge

- Enter the Weekly Match-Up screen. Your team will be highlighted in white.

**RACE FOR #1**

- Enter the 12 week Schedule screen.
- Press D-Pad UP/DOWN to scroll through the teams. Hold Button A and press D-Pad UP/DOWN to position a team next to the desired play week. Press Button B to designate a home game or Button C for an away game. You can also press Start for an automatic schedule.
- Press Start to enter the Weekly Match-Up screen. Your team will be highlighted in white.

**TOURNAMENT PLAY**

- When you exit the Team Select screen, view the Tournament Tree by pressing D-Pad LEFT/RIGHT. Also, Buttons A, B or C quickly shift view to show left, center or right sections of the tree. Your team will be highlighted in red. Press Start again to enter the Weekly Match-Up screen.
It's time to hit the field! Before the kickoff, a man representing each player comes down the runway. Player 1's man has a yellow circle at his feet. Player 2's has a red circle. If you are using Team Player, Player 3's circle is green and Player 4's is blue.

Each player runs his man in front of the team logo he wants to play on. Each player's team jersey will change to the chosen team's colors.

* In 2 Player co-op play, Player 1 will quarterback and call plays for Offense. Player 2 will call plays on Defense.
KICKOFF SET-UP

The Playbook screen displays the Visitor play options on the left and Home team options on the right. Look at the Plays to see if your team is kicking or receiving. Call your play by pressing the button matching the play letter.

Kicking Team Plays
If you’re kicking, select from 5 plays. The first 3 selections are:

- A  Onside left
- B  Kickoff
- C  Onside right

Press D-Pad RIGHT / LEFT for 3 more:

- A  Squib Kick
- B  Kickoff (same as above)
- C  Onside middle

Receiving Team Plays
If you’re receiving, select from 3 plays:

- A  Return left
- B  Return wedge
- C  Return right

Make it snappy. You have 25 seconds to call the play and kick the ball. Use up your time, and it's a 5 yard penalty. Watch the countdown at the top of the Playscreen.
THE KICKOFF

KICKING TEAM
1. Press Button B before the kick to change your controlled man (the player with the circle around his feet).
2. Use the Kick Meter to select how far the ball will travel.
3. Press Button B after the kick to switch control to the player closest to the ball.
4. Use the D-Pad to charge in for the tackle.

RECEIVING TEAM
1. When the ball is kicked, a receiver is positioned automatically.
2. You control the ball carrier as soon as he catches the ball.
3. Remember those Offensive moves: straight arm, 360° spin, and speed burst.
4. If you receive in the end zone, down the ball or try to bring it out for some positive yardage.
CALLING PLAYS

It's first down and time to call the first plays from scrimmage. The Play Calling screen displays the play options for Offense and Defense. The lines on each play diagram show routes for important player moves.

OFFENSIVE ROUTE LINES
- Red: Running
- Blue: Primary Receiver
- White: Other Receivers
- Yellow: Blocking

DEFENSIVE ROUTE LINES
- Yellow: Coverage
- Red: Blitzing Players

CALLING AN OFFENSIVE PLAY

1. MAKE PERSONNEL DECISIONS
View personnel options by pressing D-Pad LEFT/RIGHT. View Timeout, Flip Plays and Quarterback positions by pressing D-Pad DOWN. Then press D-Pad LEFT/RIGHT to view Man in Motion and Formation Shift options. Press Button A, B or C to make a choice and open Formation options.
2. **SELECT A FORMATION**

Press D-Pad LEFT / RIGHT to view formations. Press Buttons A, B or C to choose a formation and open the Play options.

3. **SELECT A PLAY**

Press D-Pad LEFT / RIGHT to view the plays that match your previous personnel and formation choices. Don’t forget the Flip Plays Option (D-Pad DOWN) if you want to run a play to the other side of the field.

Press Button A, B or C to call the play and break the huddle.

Remember: You have 25 seconds. If you need time to think, call a Timeout by pressing D-Pad DOWN and then pressing Button A to call a Timeout.

---

**CALLING A DEFENSIVE PLAY**

1. **SET FORMATION**

View formation options by pressing D-Pad LEFT / RIGHT. Press Button A, B or C to make a selection and open the Play Options.

To call a Timeout, press D-Pad DOWN to open the Timeout option and press Button A.

2. **SELECT A PLAY**

View the Play Options by pressing D-Pad LEFT / RIGHT.

Press Button A, B or C to call a play and break the huddle.
... AND THERE'S THE SNAP!

When both sides have called a play, the action goes to the field. Before the snap and in play, use the D-Pad to maneuver the controlled man. Buttons X, Y and Z listed below are for the Sega Arcade Pad.

**OFFENSIVE MOVES**

**BEFORE THE SNAP**

- Snap Ball .................. Button A
- Select Primary Receiver .... Button B
- Call an Audible ............ Button C
- Preset Formation Change .... Button X
- Preset Motion Man .......... Button Y
- QB Cadence ................ Button Z

**QB AFTER THE SNAP AND BEFORE PASSING**

- Pass .......................... Button A
- Change Receivers ............. Button B
- Speed Burst .................. Button C (hold)
- Dive ........................ Button C (twice)
- Throw Ball Away ............. Button X
- Spin ........................ Button Y
- Dive ........................ Button Z
BALL CARRIER AFTER HAND-OFF OR RECEPTION

Stiff Arm .................................. Button A
360° Spin .................................. Button B
Speed Burst ................................ Button C (hold)
Dive ........................................ Button C (twice)
Hurdle ....................................... Button X
Spin ......................................... Button Y
Dive ........................................ Button Z

DEFENSIVE MOVES

BEFORE THE SNAP

Cycle Player Control ......................... Button A
Reverse Cycle ................................ Button B
Call an Audible .............................. Button C

AFTER THE SNAP

Switch to player ............................ Button B
closest to ball

Speed Burst ................................ Button C (hold)
Dive ......................................... Button C (twice)
Hurdle ....................................... Button X
Spin ......................................... Button Y
Dive ........................................ Button Z
OPTIONS SCREEN DURING PLAY

Press Start while in the Play screen to open up the Options screen. Press D-Pad UP/DOWN to highlight an item. Access the top information area options by pressing Button A or C. Press Start to exit back to the Options screen. Adjust the Bottom Play Features by pressing Button A, C or D-Pad LEFT/RIGHT. Press Start to re-enter the Play screen.

INSTANT REPLAY

Relive the glory or misery of the last play. Press Button A to activate Instant Replay. Press Button B to freeze the action. Press Button C for frame-by-frame analysis. Use Field View to get different angles on the action.

CONTROL SETUP

Want to change sides? Just move your controlled man in front of the opposing team’s logo. A Sooner turns into a Gator instantly.

VIEW STATS

Press D-Pad LEFT/RIGHT to highlight categories and press Button A or C to view the stat.

LEAGUE TEAM SELECT

Open the League Team Select screen to place a personal team designator or get control of a new team for a future game.
COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

RECORD BOOK
Press D-Pad LEFT / RIGHT to select categories.

FIELD VIEW
- Vertical Per Offense .... from behind Offense
- Vertical Per Defense .... from behind Defense
- Horizontal ................ from sideline
- Vertical Offense ........ from behind Offense
- Vertical Defense ........ from behind Defense
- Blimp .................... straight down aerial view

ZOOM VIEW (ON/OFF)
Zooms in tight on the play hot spots when turned ON.

SPEECH (ON/OFF)
Delivers non-stop play-by-play and color commentary when turned ON.

MUSIC (ON/OFF)
Plays the game music when turned ON.

REFEREES (ON/OFF)
Includes Refs as well as penalty calls when turned ON.
The Refs disappear but the penalty calls stay when turned OFF.

PASSING CURSOR (ON/OFF)
Quarterback chooses where to place the pass on the field when turned ON. Press Button B, and guide using the D-Pad.
LEAGUE PLAY

Want to be the National Champ? League play is where you take the air and ground attack to the nation! The Exhibition Games were a great Saturday skirmish. Now here's the whole war!

DIVISION CHALLENGE

Go for the Playoffs! Battle for division dominance through 11 games and 3 rounds of Playoffs. Take on the other division champs and wildcard teams in the winner-take-all Playoff. Survive all that and play quarter-finals, semi-finals and the National Championship.

RACE FOR #1

Take your team soaring to the top of a 25 team poll. Play 12 games, 6 away and 6 home. Drive to the summit based on ranking and score differential. Every category of gameplay is tallied: Offense, Defense, Passing, Pass Defense, Interceptions, Rushing and more. No Playoffs here. The whole thing is one big play-off from beginning to end.

TOURNAMENT PLAY

The advantage of Tournament play is that you can choose how long you want the Championship campaign to last. The 4-team Tournament is 2 games to Championship. The 32-team Tournament can make you a champ in 5 games.
ARE YOU IN THE RUNNING?

In League play, you can watch the progress of your team and other teams too. The following screens show vital stats.

**DRIVE SUMMARY**

After a score, the Drive Summary screen gives you a detailed view of your progress to the goal. A color-coded breakdown of each down shows yardage and how your team made its gains. Press Start to continue the game.

**GAME STATS**

At the quarter, the half and after the game, check the Game Stats screen. Press D-Pad LEFT, RIGHT to highlight a category. Then press Buttons A, B or C to display the stats of both teams. You can check out the Offense and Defense, Passing, Kicking and Miscellaneous. Break it down by the quarter or by the game. Press Start to exit the screen.
STANDINGS
View the Standings screen after a League Game to see how you stack up with everyone else. Press D-Pad LEFT/RIGHT to select the conference you want to review. Press Start to exit the screen.

TOP 25
In Race for #1, this screen shows rankings for the 25 best teams. Press D-Pad UP/DOWN to check out this screen. Press Start to Exit.

LEAGUE LEADERS
In Division Challenge and Race for #1, this screen gives a detailed breakdown of all the teams and performance categories. Check it out to really see how you stack up and how the other teams play ball.
Press D-Pad LEFT/RIGHT to pick a category. Press D-Pad UP/DOWN to scroll through the leaders. You can select a single conference or take an overall look. Press Button A, and then press D-Pad LEFT/RIGHT to select the conference.

WEEKLY, SEMI-FINAL AND CHAMPIONSHIP SCREENS
These screens appear before you begin a game. Which one you see depends on how far you have progressed through the season. They show the team you are about to play and all the other scheduled games. Your team is listed in white.
To see the results of another game, press D-Pad UP/DOWN to highlight it and press Button C. To see the results of all the other games except yours, highlight any other game and press Button A.
To begin your game, highlight it and press Button C.
SAVING A GAME

College Football's National Championship has a battery backup to store stats and standings if you quit the game during League play.

When you return to play, the Game Options screen will display the word "Continue" in the Game Type option. Press Start and your League play will begin where you left off.

You can select an Exhibition game in place of Continue without affecting the League in progress. If you select any other play type, the stored League information will be erased.

GRIDIRON TIPS

- Watch where you're going! Your quarterback can sack himself by banging into his own backs.
- Pass quick. The longer you hold the ball in the pocket, the better the chance the Defense will cover your receivers.
- Trouble completing passes? Try letting your receiver run out to the pass on his own. When he catches it, take control.
- Spin! Slide by those tackles by spinning (Button B).
- Speed! Use Speed Burst on Offense and Defense.
- Follow your blockers. Your line is clearing the way.
- On an option play, hold the ball until the last second before you pitch to the running back.
- When you're behind, the 2-point conversion can be a game saver. But use it wisely. College coaches follow a general rule: go for 2 at home. Kick when you're playing away.
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COMING FALL '94

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