SEGA™

Joe Montana

FOOTBALL™

CREDITS

Designed and programmed by Mike Benna and Jeff Sember
Produced by Ken Balthaser and Mike Suarez
Computer graphics and art by Katrina Lefeaux
Music by Matt Berardo and Russell Lieblich
Sound Effects by Pete Mokris
Title screen and image digitizing by Bill Volk
Product testing by Tom Bellamy, Mike Coustier, Jim Gould, and
    Wayne Townsend
Player's Guide written by Mard Naman, Larry LeVine, and Ken
    Balthaser
Box design by Michael Patrick Partners
Box and Player's Guide cover photo by David Mattison
Screen shots by Melissa Marciano
Published by International Development Group, Inc.
Thanks to International Management Group Inc.

Acknowledgements

Thanks to the many people who made important contributions to the
creation of *Joe Montana Football*. Special thanks to: Mike Benna and Jeff
Sember for their devotion and tireless effort in bringing *Joe Montana
Football* to life. Lucy Bradshaw for her constant support and for coordinat-
ing many of the internal functions without which this project could never
have been completed. Bill Volk for his time and patience in creating a
beautiful title screen in spite of severe limitations. Mike Latham and Glyn
Anderson, whose tireless efforts to build the music and sound drivers have
added so much to the game. Tom Shoenhair for adding to the realism of the
game by scouting all the professional teams and creating the scouting
reports and rosters used in the game. Don Woo, who taught me the art of
image digitizing and made all of the Joe Cams used in the game a reality.

    Ken Balthaser
    Producer
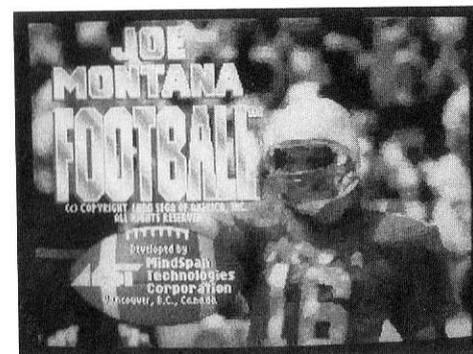
TABLE OF CONTENTS

THE JOE MONTANA STORY

Joe Montana isn't the biggest quarterback in the NFL. He's not the fastest. And he doesn't have the strongest arm. But Joe is the best. He's the highest rated quarterback in professional football history because he knows how to win, often against impossible odds. He has taken the San Francisco 49ers to four Super Bowls in the last nine years, and he has won each of them. He was named Most Valuable Player in three of those Super Bowls, and in the fourth he led his team on an incredible 92-yard drive that sealed a come-from-behind victory with only 34 seconds left on the clock.

What makes him so great? Most quarterbacks become unraveled and begin to panic when defenders are closing in from all sides. But Joe stays cool, calm and collected.

Consider this. In his career, Montana has thrown more than twice as many touchdowns as interceptions. Compare that to other great quarterbacks from the last fifty years, and no one else comes close. He has thrown 122 Super Bowl passes without an interception.

He'll go deep. He'll go short. He'll scramble for a first down. He'll sneak in for a touchdown. And he'll win. Opponents send giant linebackers to chase him. They blitz him. They use zone defenses to harass him. But nothing fazes Joe Montana.

When the game is on the line, in the final minutes, Joe is untouchable.

What makes Joe happy is his home, his kids and a normal family life. As great as Joe is, he likes to be an ordinary Joe. And what does he like to do in his spare time at home? Play *Joe Montana Football,* of course!

"**F**ootball has been my life."

"**T**his is football the way I like to play it — reading defenses, calling audibles, and throwing on the run. The graphics and game play are spectacular. No other game gets you closer to the action. The only thing missing is the smell of freshly cut grass."

Joe Montana

INTRODUCTION

Welcome to football action, Joe Montana style! When you play *Joe Montana Football* on your PC, you're playing with the best. Joe Montana is the top-rated quarterback of all time. No one is better under pressure when the game's on the line. He has four Super Bowl rings to prove it.
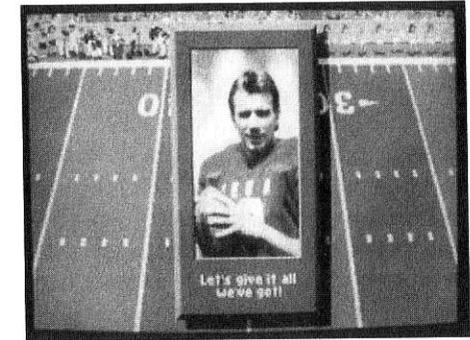
Playing *Joe Montana Football* is just like playing professional football. Just like the pros, there are 28 teams in the league, each from a city with a real pro team. The league is divided into two conferences, each having three divisions. The season schedule includes 16 regular season games per team, followed by Wild Card and Divisional Playoffs, Conference Championships, and Super Sunday.

The gameplay you will experience in *Joe Montana Football* is unmatched by any other home computer football game. The field view is from the sideline, just like viewing a game on television or watching in person. The plays are complex, allowing for tactics such as pulling guards, fake punts, and field goals. You can control almost any player and switch players in the middle of a play. Call audibles at the line of scrimmage or go with a no-huddle offense. Adjust your kicking game to account for wind conditions; punt toward the sideline to give your opponent poor field position. Design your own sophisticated plays, and redirect plays while they are happening. The playbook enhances the game without limiting your creativity.

As you use the team and individual scouting reports, you will discover that the strengths and weaknesses of each team, and of key players on each team, are similar to the capabilities of the corresponding pro teams. And, as the real pro season progresses, you can modify the characteristics and capabilities of any team or player in your league to reflect changes, trades, or injuries on any corresponding pro team.

The realism of *Joe Montana Football* extends beyond the league structure and gameplay. View any play <u>immediately</u> with *Instant Replay*, and create *Highlight Films*. Don't just play against the com-

puter! Experience the thrill of real competition when you go head to head against a tough opponent, or team up with a friend to outplay the computer.

Are you ready to play in Joe's league? Think you can take your team to Super Sunday? When you play *Joe Montana Football*, anything is possible. Just like Joe, lead your team to stirring comebacks against all odds. When it really matters, march down the field like a conquering army, ripping through the defense along the way.

Select a play and bring your team to the line of scrimmage. Just before the snap, you see something strange in the defensive formation. Looks like they might be blitzing. You call out an audible to change the play at the line of scrimmage. The center snaps the ball and the action begins. You quickly drop back and see that your primary receiver is covered. Instantly checking your Receiver Cam™, you see your secondary receiver wide open downfield. You scramble out of the pocket to escape the blitzing linebacker. He thinks he's got a shot at you, but you move just out of his reach and he comes up with air. Look to your right, pump fake, then throw left, a split second before being leveled by an oncoming defensive lineman.

Your throw is a bullet, right on target. Your secondary receiver catches it on the run with arms outstretched. He tucks the football and sprints downfield, past the area vacated by the blitzing backs. He puts a move on the only defender who can catch him. Touchdown!

Joe Montana Football gives you spectacular animation and graphics. No game gets you closer to the hard-hitting action on the field. Like Joe Montana himself, it's simply the best.

It's almost time for the opening kickoff. But first, take a look at this *Player's Guide*. It shows you how to play *Joe Montana Football* and tells you everything you need to know about the game's great features.

SETUP AND CONTROLS

System Requirements

To play *Joe Montana Football* on an IBM PC, you need:

- An IBM PC, XT, AT, PS/1, PS/2, Tandy 1000 series or any 100% compatible computer

- 640K RAM (512K for CGA graphics mode)

- At least one floppy disk drive (5 1/4" or 3 1/2" drive)

- VGA, MCGA, EGA, CGA, or Tandy 4 or 16 color graphics

- DOS 2.1 or higher

- One or two joysticks (keyboard control optional)

- Hard disk drive strongly recommended, with at least 1.5 MB available disk space

Installing and Loading *Joe Montana Football*

IMPORTANT: Before playing *Joe Montana Football*, please make a backup copy of your original disks. Refer to your DOS manual for instructions.

There are two ways to load *Joe Montana Football* into your computer. It is highly recommended that you install the game onto your hard drive. You can also play the game directly from the floppy disks (four 5 1/4" disks or two 3 1/2" disks).

Hard Disk Installation

To install *Joe Montana Football* on a hard disk drive:

1. Turn on your computer as indicated in your owner's manual.

2. Insert the disk labeled "Disk 1" into the appropriate floppy disk drive (typically either A: or B:). Type **A:** (or **B:**) and press **ENTER**.

3. Type **INSTALL** to install the game. The HARD DISK INSTALLATION menu will appear. Use the joystick or UP/DOWN arrow keys to scroll through the menu.

4. The game will automatically be installed in the default directory C:\MONTANA. To install the game in a directory *other than* C:\MONTANA, highlight the line INSTALL TO and press **BUTTON1** or **ENTER**. Backspace over the characters you want to replace and type in the full path name of the directory in which you want the game installed.

5. The program will automatically detect the best available graphics mode on your system.

    To install additional video modes, highlight any of the following lines and press **BUTTON1** or **ENTER**:

    > VGA/MCGA
    > EGA/TANDY
    > CGA

6. Set FAST LOAD to "Yes" to speed up screen changes.

7. Highlight BEGIN INSTALL and press **BUTTON1** or **ENTER** to install the game. The program will prompt you for additional disks as needed. When the message "INSTALLATION COMPLETED" appears, press **BUTTON1** or **ENTER** to load and start the game.

    NOTE: Leave the joystick centered while the game is loading so the program can correctly calibrate your joystick for best gameplay.

Starting *Joe Montana Football*

> **JOE MONTANA FOOTBALL REQUIRES THE USE OF THE FULL 640K RAM IN YOUR SYSTEM.** If the message "Insufficient Memory" appears while loading the game, turn off all resident memory programs or TSRs. Or, make a generic DOS boot disk by inserting a blank floppy disk into the floppy drive and typing **FORMAT A:/S (or B:/S).** Then, boot (or reboot) your system using this disk before playing Joe Montana Football.

Playing From a Hard Disk Drive

To play *Joe Montana Football* from your hard disk drive, use the "Change Directory" (**CD**) command to select the directory in which the game is installed. Then type **Montana** and press **ENTER**. The game will load and the main menu will appear.

Playing From Floppy Disks

Insert the floppy disk labeled "Disk 1" into the appropriate disk drive. Type **A:** (or **B:**) and press **ENTER**. Then type **Montana** and press **ENTER**. The program will prompt you for additional disks during the game as needed. The game will load and the main menu will appear.

Separate data disks are required to save Instant Replays and Game Highlights.

Playing Without Music or Sound Effects

Type **Montana/S** to load the game.

Controls

Joe Montana Football can be played by either one or two players. Each player may use either joystick or keyboard controls, or one or both players may be set to computer control. The two available joysticks are identified as JOYSTICK A and JOYSTICK B. The two sets of keyboard controls are identified as KEYBOARD A and KEYBOARD B.

Joystick – Keyboard Equivalents

The following diagrams indicate the keyboard controls if you select KEYBOARD A or KEYBOARD B:

KEYBOARD A

Esc BUTTON2	Backspace BUTTON2	Num Lock			
	Enter BUTTON1	7 ↖	8 ↑	9 ↗	+ BUTTON1
		4 ←	5 BUTTON1	6 →	
		1 ↙	2 ↓	3 ↘	Enter BUTTON1
		Ins BUTTON1		Del	

KEYBOARD B

Tab BUTTON2	Q ↖	W ↑	E ↗
Caps Lock	A ←	S BUTTON1	D →
L-Shift BUTTON1	Z ↙	X ↓	C ↘
Space Bar BUTTON1			
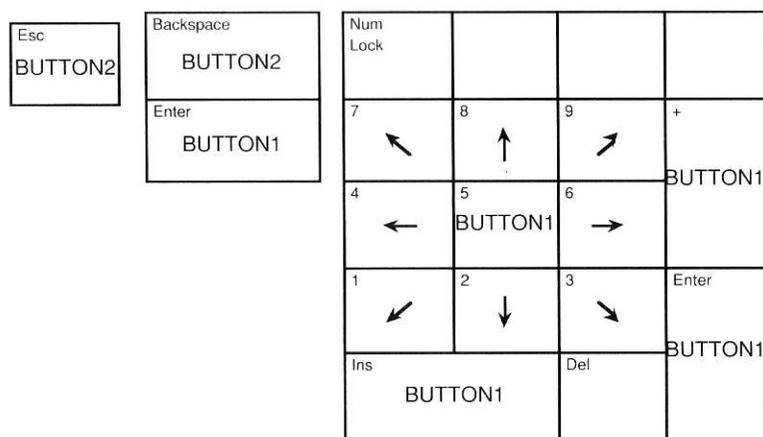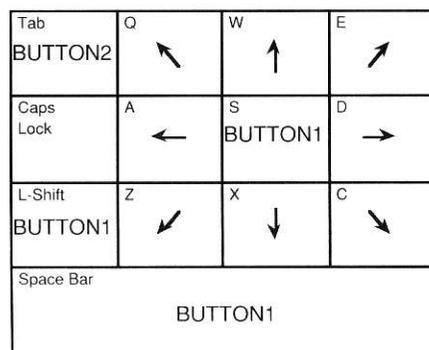
Universal Keyboard Commands (available with Joystick or Keyboard controls)

KEY	FUNCTION
ENTER	**BUTTON1** (except during gameplay if joystick control is selected)
ESC	**BUTTON2**
BACKSPACE	**BUTTON2** (except during gameplay if joystick control is selected)
SCROLL LOCK	Pause ON/OFF
F1	Toggles between scrolling graphics and screen-to-screen jumping during gameplay
F2	Play-By-Play Window ON/OFF during Instant Replay
CTRL-J	Joystick Calibration (from the main menu or any options screen)
CTRL-ESC	Exit immediately to DOS from any screen; does **not** save game in progress

Using Menus and Options Screens

At all menus or Options Screens, use the joystick or arrow keys to scroll through the options presented. Press **BUTTON1** or **ENTER** to select any item. Press **BUTTON2** or **ESC** to exit from any screen and return to the prior menu or options screen.

In this *Player's Guide*, instructions generally refer only to **BUTTON1**. You may substitute **ENTER** at any time. Similarly, instructions generally refer to moving the joystick LEFT, RIGHT, UP, or DOWN. You may substitute the corresponding arrow keys when using any menu or options screen.

To abort any game or practice session, press **BUTTON2** or **ESC** after the completion of any play or press **ESC** while in the Play Selection screen. The game will return to the current game or practice options screen. Press **BUTTON2** or **ESC** again and type **Y** in response to the prompt "Abort Game?" The game will return to the main menu.

KEYBOARD A always works, even if joystick control is selected, in menus and options screens.

The Main Menu

The main menu lists six options:

- EXHIBITION GAME
- LEAGUE PLAY
- RUN/PASS PRACTICE
- FIELD GOAL PRACTICE
- CONFIGURE SYSTEM
- EXIT TO DOS

The first four options represent the four gameplay modes, which are explained in the next section of this *Player's Guide*. Use the joystick or arrow keys to cycle among these choices. Press **BUTTON1** to select the highlighted option.

Additional Configuration

In general, the game requires no additional configuration. However, to use a special sound board, change the video mode, select FAST LOAD, or adjust the joystick, select CONFIGURE SYSTEM from the main menu.

Highlight CONFIGURE SYSTEM in the main menu and press **BUTTON1**. Use the joystick or arrow keys to cycle through the available choices, then press **BUTTON1** to select the highlighted option. Follow the on-screen instructions to select the desired configuration.

PLAYING *JOE MONTANA FOOTBALL*

Player Stats

Each time you load the game, you will be asked to answer a question about a player whose picture appears on the screen. The answers to these questions are located in the Player Stats Section of the *Player's Guide*. Find the player's picture and corresponding background pattern, and you'll find the information you need to answer the question. The first time you select any of the four options listed above, you will be asked one question prior to beginning gameplay. Type in the correct answer on your keyboard.

The Four Gameplay Modes

Joe Montana Football offers four gameplay modes:

> EXHIBITION GAME
> LEAGUE PLAY
> RUN/PASS PRACTICE
> FIELD GOAL PRACTICE

Three selections, EXHIBITION GAME, RUN/PASS PRACTICE, and FIELD GOAL PRACTICE, allow you to learn and experiment with the game without affecting the status of any of the teams in LEAGUE PLAY. When you select LEAGUE PLAY, the games you play become part of the official season statistics and cause the program to advance through the season schedule, culminating in Wild Card, Divisional, and Conference Playoffs and, ultimately, Super Sunday.
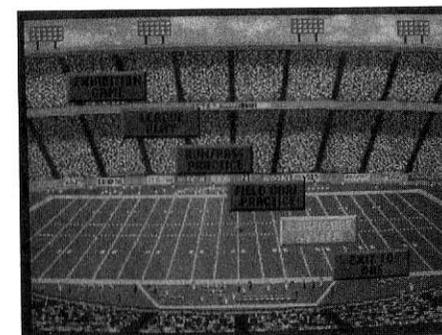
EXHIBITION GAME

The EXHIBITION GAME mode allows you to play a game between any two teams in the 28-team league, without affecting LEAGUE PLAY. When you select EXHIBITION GAME, the EXHIBITION GAME OPTIONS screen appears. Highlight the option you want and press **BUTTON1** to select it. To return to the main menu, press **BUTTON2** or **ESC**.

The Exhibition Game Options Screen

CONTROLS: Select JOYSTICK A or B, KEYBOARD A or B, or COMPUTER control for both Player 1 and Player 2. Press **BUTTON1** to toggle through the five options for each player until the selection you want appears.

Two-Player Game: If either player is set to computer control, you have selected a one-player game. To play a two-player game, set **each** player to either joystick or keyboard control. If a two-player game is selected, a MODE option appears, allowing the two players to PLAY ON THE SAME TEAM (against the computer) or PLAY AGAINST EACH OTHER. Choose either mode.

RULES: **Quarter Length**: Choose 5, 10 or 15 minute quarters. Press **BUTTON1** to toggle among these three options until the selection you want is displayed.

The Quarter Length determines when the Two Minute Warning occurs, as follows:

5 MINUTE	30 seconds
10 MINUTE	1 minute
15 MINUTE	2 minutes

Game Speed: This option sets the gameplay speed, such as how fast players run, how fast passes are thrown, etc. Consider selecting "SLOW" while learning the game, then accelerate the speed of the gameplay as your skill increases for a more exciting and challenging experience. Press **BUTTON1** to toggle among "SLOW", "MEDIUM", or "FAST" speeds.

KICKOFF: Select this option to go straight to the coin toss and opening kickoff of a game. If you are the Visiting Team, you will be asked to call "Heads" or "Tails." Move the joystick LEFT to call "Heads" or RIGHT to call "Tails" (or use the LEFT/RIGHT arrow keys), then press **BUTTON1** to toss the coin. The computer will randomly select the winner of the coin toss, then the winning team chooses either to KICK or RECEIVE. Move the joystick LEFT to select KICK or RIGHT to select RECEIVE and press **BUTTON1**. Move the joystick in any direction to start the action and press **BUTTON1** to kick the ball. (See the section "The Kicking Game" in this *Player's Guide* to learn how to optimize your kicking game.)

Use the SELECT TEAM option immediately below to choose the two teams that will compete in your Exhibition Game before kicking off.

SELECT TEAM: Select this option to view the TEAM LIST and scout each team's strengths and weaknesses.

Follow the on-screen instructions to choose your home and visiting teams from among the 28 available teams. Highlight any team of interest, then press **BUTTON1** to view the Scouting Report and two key players on that team.

Four options are listed at the bottom of the Scouting Report screen:

SELECT THIS TEAM
DISPLAY NEXT TEAM
ROSTER
EDIT

Highlight your choice and press **BUTTON1**.
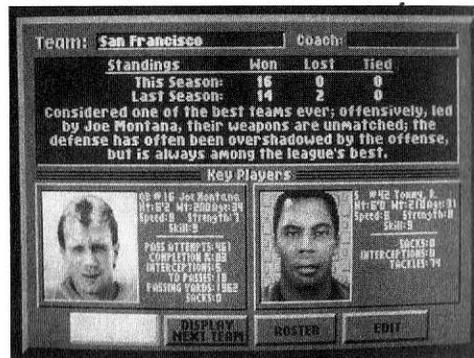
Any changes made in the scouting report/roster while you are in EXHIBITION GAME mode have no effect on LEAGUE PLAY.

Select This Team selects the team displayed on the screen as the home team. Making your home team selection will return you to the team list so that you can select the visiting team.

Display Next Team cycles through scouting reports for each of the 28 teams. Press **BUTTON1** to view the next team.

Roster allows you to view a complete roster of starters and substitutes for the team currently displayed on the screen and scout each player's strengths and weaknesses.

Two options are listed at the top of the ROSTER screen:

VIEW/EDIT PLAYERS
SUB PLAYERS

Highlight VIEW/EDIT PLAYERS and press **BUTTON1** to bring up a window containing a picture and detailed information on the highlighted player. Toggle through the data fields presented:

NUMBER	AGE
NAME	SPEED
HEIGHT	STRENGTH
WEIGHT	SKILL

Press **BUTTON1** to highlight any item you want to change. Use the joystick or arrow keys to select different values, then press **BUTTON1** again to confirm. (Use the keyboard to change the player's name.)

SPEED, STRENGTH, and SKILL levels are rated on a scale from 2 through 9, with 9 the highest possible rating. To keep the game interesting and challenging, players must have varied ratings. Setting all players to 9, for example, will result in a rather unexciting game.

Highlight SUB. PLAYERS to replace players in your starting lineup. There is one substitute player for each player in each roster.

Press **BUTTON2** to return to prior screens.

Edit enables you to modify any team name or change any team's colors. Press **BUTTON1** to cycle from TEAM NAME to TEAM COLORS. To change a team name, type in a new name and press **BUTTON1**. To edit team colors, highlight HELMET, SHIRT, or PANTS. Then press **BUTTON1** to cycle through available colors. Highlight HOME/AWAY to toggle between editing the team's home or visiting colors.

TEAM SUMMARY: Once you have selected both teams, select this option to view your team prior to kickoff and make any roster changes.

PLAYBOOK: Select this option to see the entire Joe Montana Football Playbook for Offense and Defense, or to create your own plays. Refer to the section "The Playbook" in this *Player's Guide* for instructions to design and call plays.

GAME HIGH-LIGHTS: Select this option to view previously saved highlight reels. You can save your best plays to watch again or show your friends. Refer to the section "Instant Replay and Game Highlights" in this *Player's Guide* for more information on the Game Highlights feature.

RESUME GAME: Select this option to resume a previously saved game.

LEAGUE PLAY

The LEAGUE PLAY mode allows you to purchase teams and guide them through a 16 game season. Just as in professional football, there are Wild Card Playoffs in Week 17, Divisional Playoffs Week 18, Conference Championships and Super Sunday. You can own as many teams and play in as many leagues as you like.

Owned teams are human controlled, by you or your friend. Unowned teams are computer controlled. Any owned (human controlled) team is highlighted in the weekly schedule in the LEAGUE PLAY menu.

When you select LEAGUE PLAY from the main menu, a LEAGUE PLAY screen appears displaying all the games scheduled for the current week and the following options:

TEAM LIST
SIMULATE GAMES
CHANGE LEAGUE
NEW LEAGUE
RESET LEAGUE
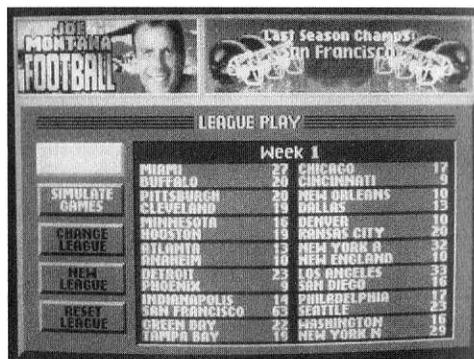
Move the joystick RIGHT to enter the current week's schedule, then move the joystick UP/DOWN to scroll through the schedule for different weeks. Press PAGE UP/PAGE DOWN to jump to the next or prior week's schedule. Press HOME to return to Week 1, and press END to jump to the current week.

If a camera icon appears on any game, highlights of that game have been saved. If a floppy disk icon appears on any game, the game has not been completed and has been saved for later use.

Highlight the menu option you want and press **BUTTON1** to select it. To return to the main menu, press **BUTTON2**.

TEAM LIST: Select this option to enter the TEAM LIST. Highlight COACH/RECORD and press **BUTTON1** to toggle between current league standings and the list of coaches in the current league.

To view the Scouting Report and two key players on any team, highlight VIEW/EDIT TEAMS, choose the team, and press **BUTTON1**. If you select an unowned team, three options will appear at the bottom of the Scouting Report screen:

ROSTER
EDIT
BUY TEAM

If you select a team already owned by yourself or someone else, four options will appear at the bottom of the Scouting Report screen:
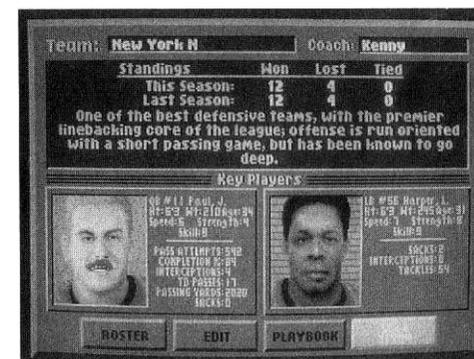
ROSTER
EDIT
PLAYBOOK
SELL TEAM

Highlight your selection and press **BUTTON1**.

Roster allows you to view a complete roster of starters and substitutes for the team currently displayed on the screen and scout each player's strengths and weaknesses. Two options are listed at the top of the ROSTER screen:

VIEW/EDIT PLAYERS
SUB. PLAYERS

Highlight VIEW/EDIT PLAYERS and press
BUTTON1 to bring up a window containing a
picture and detailed information on the highlighted
player. Toggle through the data fields presented:

NUMBER	AGE
NAME	SPEED
HEIGHT	STRENGTH
WEIGHT	SKILL

Press
BUTTON1
to highlight
any item you
want to
change. Use
the joystick
or arrow keys to select different values, then press
BUTTON1 again to confirm. (Use the keyboard to
change the player's name.)

SPEED, STRENGTH, and SKILL levels are rated on
a scale from 2 through 9, with 9 the highest possible
rating. To keep the game interesting and challeng-
ing, players must have varied ratings. Setting all
players to 9, for example, will result in a rather
unexciting game.

Highlight SUB. PLAYERS to replace players in your
starting lineup. There is one substitute player for
each player in each roster.

Press **BUTTON2** to return to the TEAM LIST menu
or to prior screens.

Edit enables you to modify the team name, coach's
name, or team colors. Press **BUTTON1** to cycle
among TEAM name, COACH's name and TEAM
COLORS. To change a team name or the coach's
name, type in a new name and press **BUTTON1**. To
edit team colors, highlight HELMET, SHIRT, or
PANTS. Then press **BUTTON1** to cycle through
available colors. Highlight HOME/AWAY to toggle
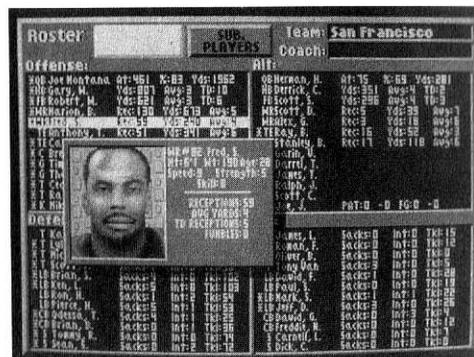
between editing the team's home or visiting colors.

Playbook contains the entire Joe Montana Football
Playbook for Offense and Defense. Select this option
to view the Playbook or to create your own plays.
Refer to the section "The Playbook" in this *Player's
Guide* for instructions to design and call plays.

Buy Team enables you to select a team to guide
through the season. Select this option, then press
BUTTON1 to highlight the COACH box. Type in the
coach's name (your name, if you like) and press
BUTTON1 to purchase the team. Press **BUTTON2**
three times to return to the LEAGUE PLAY screen.

**To begin your team's game for the current
week, highlight the game in the LEAGUE PLAY
menu and press BUTTON1. This will take you
to the LEAGUE PLAY OPTIONS screen.**

**You cannot play a game in any week unless all
league games for the previous week have been
played or simulated.**

Sell Team allows you to relinquish ownership of a
team you have already purchased. Highlight SELL
TEAM, press **BUTTON1**, and type **Y** at the prompt
"Sell This Team?" The current coach's name will be
automatically erased and the team will become
unowned (computer controlled). The team's current
record, scouting report, and player statistics will be
unchanged.

**SIMULATE
GAMES:** Select this option to have the computer simulate all
games for the current week for unowned teams. Or,
highlight a specific game and press **BUTTON1** to
have the computer simulate only that game. *Remem-
ber, all games for any week must be played or simu-
lated before you can advance to the next week.*

**CHANGE
LEAGUE:** Select this option to bring up the CHANGE
LEAGUES window. Load in any league you have
previously created and saved. The file
LEAGUE.LGD contains the default league. Press
BUTTON2 to abort changing leagues.

NEW LEAGUE: Select this option to bring up the NAME OF NEW LEAGUE window. Type the name of your new league and press **BUTTON1**. This takes you to the LEAGUE PLAY screen starting with WEEK 1, with all teams unowned.

RESET LEAGUE: Select this option to restart the season for the current league. All game statistics for the season to date and saved games in progress are erased, and the season is reset to WEEK 1. Existing teams owners are retained, and any team or roster changes that have been made prior to RESETTING are unaffected.

GAME SUMMARY: The Game Summary is a special screen which displays standard game statistics for any completed game. In the LEAGUE PLAY screen, highlight any completed game and press **BUTTON1** to see the GAME SUMMARY for that game.

If the game has not been played *and* involves two unowned teams, the game will be simulated and the GAME SUMMARY screen displayed.

If the game has not been played and involves at least one owned team, pressing **BUTTON1** takes you to the LEAGUE PLAY OPTIONS screen instead of the GAME SUMMARY screen. You may then play the game.

The League Play Options Screen

CONTROLS: Select JOYSTICK A or B, KEYBOARD A or B, or COMPUTER control for both Player 1 and Player 2. Press **BUTTON1** to toggle
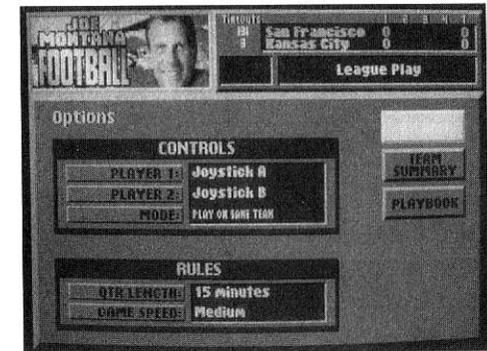
through the five options for each player until the selection you want appears.

Player 1 controls the home team, Player 2 the visiting team. The home team is always listed under the visiting team on the scoreboard at the top of the screen.

Two-Player Game: If either player is set to computer control, you have selected a one-player game. To play a two-player game, set *each* player to either joystick or keyboard control.

If both teams are owned, a MODE option appears indicating that the game will be competitive (PLAY AGAINST EACH OTHER). If only one team is owned, the MODE option indicates that the game will be cooperative, against the computer (PLAY ON THE SAME TEAM). Choose either mode.

RULES: **Quarter Length**: Choose 5, 10 or 15 minute quarters. Press **BUTTON1** to toggle among these three options until the selection you want is displayed.

The Quarter Length determines when the Two Minute Warning occurs, as follows:

5 MINUTE	30 seconds
10 MINUTE	1 minute
15 MINUTE	2 minutes

Game Speed: This option sets the gameplay speed, such as how fast players run, how fast passes are thrown, etc. Consider selecting "SLOW" while learning the game, then accelerate the speed of the gameplay as your skill increases for a more exciting, challenging experience. Press **BUTTON1** to toggle among "SLOW", "MEDIUM", OR "FAST" speeds.

KICKOFF: Select this option to go straight to the coin toss and opening kickoff of a game. If you are the Visiting Team, you will be asked to call "Heads" or "Tails". Move the joystick LEFT/RIGHT or use the LEFT/RIGHT arrow keys to call HEADS or TAILS, then press **BUTTON1** to toss the coin. The computer will randomly select the winner of the coin toss, then the winning team chooses either to KICK or RECEIVE. Move the joystick LEFT/RIGHT and press **BUTTON1** to KICK or RECEIVE. Move the joystick in any direction to start the action and press **BUTTON1** to kick the ball. (See the section "The Kicking Game" in this *Player's Guide* to learn how to optimize your kicking game.)

TEAM SUMMARY: Once you have selected both teams, select this option to view your team prior to kickoff and make any roster changes.

PLAYBOOK: Select this option to see the entire Joe Montana Football Playbook for Offense and Defense, or to create your own plays. Refer to the section "The Playbook" in this *Player's Guide* for instructions to design and call plays.

RUN/PASS PRACTICE

The RUN/PASS PRACTICE mode provides you with unlimited opportunities to run both offensive and defensive plays so that you can learn and experiment with *Joe Montana Football* in a genuine practice environment. There are no game clocks, downs, changes of possession, or scores.

Highlight this option on the main menu and press **BUTTON1** to go to the PRACTICE RUN/PASS OPTIONS screen. The CONTROLS and RULES are identical to those provided in the EXHIBITION GAME and LEAGUE PLAY modes.

The following options are available:

> PRACTICE
> SELECT TEAMS
> TEAM SUMMARY
> PLAYBOOK
> GAME HIGHLIGHTS

The Run/Pass Options Screen

PRACTICE: Select this option to go directly to the Play Selection screen. Select any play and play your heart out!
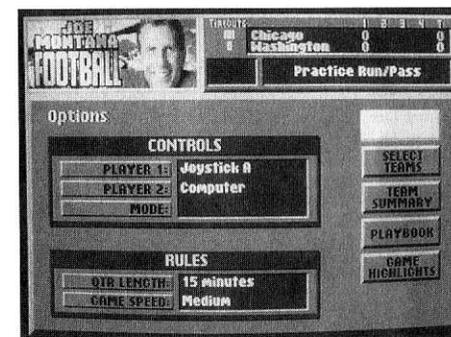
SELECT TEAMS: Identical to SELECT TEAMS in EXHIBITION GAME OPTIONS screen.

TEAM SUMMARY: Identical to TEAM SUMMARY in EXHIBITION GAME OPTIONS screen.

PLAYBOOK: Identical to PLAYBOOK in EXHIBITION GAME OPTIONS screen

GAME HIGH-LIGHTS: Identical to GAME HIGHLIGHTS in EXHIBITION GAME OPTIONS screen.

After running a play, press **BUTTON1** to return to the Play Selection screen. Or, press **BUTTON2** to return to the game OPTIONS screen.

FIELD GOAL PRACTICE

The FIELD GOAL PRACTICE mode provides you with unlimited opportunities to practice kicking field goals. Experiment with different ACCURACY METERs, and try varied distances and wind conditions. As in RUN/PASS PRACTICE, there are no game clocks, downs, changes of possession, or scores.

Highlight this option on the main menu and press **BUTTON1** to go to the FIELD GOAL OPTIONS screen. The CONTROLS and RULES are similar to those provided in the EXHIBITION GAME and LEAGUE PLAY modes. However, in the CONTROLS, you select JOYSTICK, KEYBOARD, or COMPUTER control for the KICKING TEAM and the BLOCKING TEAM, rather than for Player 1 and Player 2.

In the RULES, the Quarter Length cannot be modified since it is irrelevant.

The following option is available:

PRACTICE

Select this option to go directly to the field. Move the joystick UP/DOWN to change the attempted distance. The Accuracy Meter will change randomly as well. Move the joystick LEFT/RIGHT to change the angle of the kick.

Move ball closer
for shorter attempt

Kick from left hash mark ←↑→ Kick from right hash mark

Move ball further away
for longer attempt

Refer to the section "The Kicking Game" in this *Player's Guide* for instructions on kicking field goals.

Press **BUTTON2** to return to the main menu.

GAMEPLAY

OPENING KICKOFF

To begin any exhibition or league game, select the KICKOFF option in either the EXHIBITION GAME OPTIONS screen or the LEAGUE PLAY OPTIONS screen. If you are the Visiting Team, you will be asked to call "Heads" or "Tails." Move the joystick LEFT/RIGHT or use the LEFT/RIGHT arrow keys to call HEADS or TAILS, then press **BUTTON1** to toss the coin. The computer will randomly select the winner of the coin toss, then the winning team chooses either to KICK or RECEIVE. Move the joystick LEFT/RIGHT and press **BUTTON1** to KICK or RECEIVE.

If your team is kicking off, move the joystick in any direction to start the action and press **BUTTON1** to kick the ball. (See the section "The Kicking Game" in this *Player's Guide* to learn how to optimize your kicking game.)

Please note that in the following section:
QB = Quarterback
RB = Running Back
TE = Tight End
WR = Wide Receiver

OFFENSE

Play Selection

After the kickoff, the game automatically takes you to the *Joe Montana Football* Play Selection screen, which contains 24 built-in offensive plays. Each play is illustrated so that you know each player's assignment. The numbers "1" and "2" on particular players indicate the primary and secondary receivers for that play.
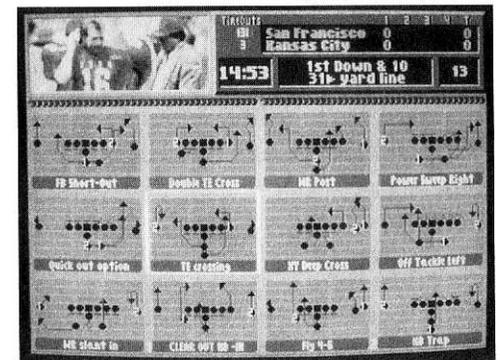
When the Play Selection screen is displayed, the 30 second clock begins running. You must select your next offensive play *and* snap the ball before the 30 second clock expires. Otherwise, you will be penalized 5 yards for delay of game. If you are just learning the game, you can press **SCROLL LOCK** to pause the game while you study the Play Selection screen.

Highlight the play you want to call and press **BUTTON1**. In a one-player or two-player cooperative game, the game will return to the onfield view and the teams will line up at the line of scrimmage. In a two-player competitive game (against each other), you will return to the onfield view after the defense has also selected its play.

To go from the Play Selection screen back to the current game OPTIONS screen, press **ESC** (not **BUTTON2**).

12 plays are displayed on the screen in a one-player game or a two-player cooperative game (against the computer), 6 in a two-player competitive game. Move the joystick UP/DOWN or press the UP/DOWN arrow keys to scroll through the playbook, or press PAGE UP/PAGE DOWN to jump between pages of the Playbook. If you have loaded your own Playbook, it will be displayed following the built-in plays. Pull the joystick DOWN or press the DOWN arrow key or PAGE DOWN to advance to your Playbook.

In a two-player competitive game (against each other), Player 1's Playbook is displayed on the left side of the Play Selection screen, Player 2's on the right side. The play selection is designed so you can pick a play without your opponent knowing your selection. Press **BUTTON2** as many times as you want to fake a play selection. Press **BUTTON1** to call the actual play you want. After pressing **BUTTON1**, if you move the joystick quickly and press **BUTTON2**, the Playbook will remain on the screen until no buttons have been pressed for 1 - 2 seconds. This will help to confuse your opponent and maintain your competitive edge.

Changing the Player You Control Before the Snap

Unless you select otherwise, you control the quarterback after the ball is snapped. A yellow diamond appears on the player you currently control.

Press **BUTTON1** to cycle among the running backs and receivers. That player will then be identified by the yellow diamond, and a graphic will provide his name and position.

The ball carrier always flashes. (If you are using EGA or CGA graphics, the ball carrier is identified by a football icon.)

Press **BUTTON2** to toggle between human and computer control. If computer control is enabled, the computer will run the play. You must still snap the ball.

The Snap

At the line of scrimmage, call either a running or passing play. Move the joystick to snap the ball, as follows:.

- Move the joystick LEFT/RIGHT to select a pass.

- Move the joystick UP/DOWN to select a run.

```
              Run
               ↑
      Pass ←——┼——→ Pass
               ↓
              Run
```
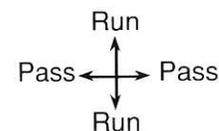
Calling Audibles: Calling audibles is simple with *Joe Montana Football*. At the line of scrimmage, look over the defense. If the defensive formation seems too well matched with the play you selected, you can change the play by calling an audible, that is, by calling a run instead of a pass, or vice versa.

Offensive Controls

Use the joystick or keyboard equivalents to guide the movement of the player you control.

Passing Plays. If you select a passing play and you control the quarterback, take control of his movement immediately after the snap.

Receiver Cam™. The ability to see downfield, and to find an open man when your primary receiver is covered, is an

essential part of being a great quarterback. *Joe Montana Football*'s unique Receiver Cam feature enables you to see all of your receivers on every passing play.

When you snap the ball, the Receiver Cam automatically appears in the upper corner of the game screen. The Receiver Cam shows the positions of all eligible receivers and the defensive backs covering them. *Check off your receivers quickly.* You can pass as long as the ball has not yet crossed the line of scrimmage. Once you pass or cross the line of scrimmage, the Receiver Cam automatically turns off.

Running Plays. If you select a running play and you control the quarterback, the computer automatically controls the quarterback after the snap and hands the ball off to the running back. At that moment, you take over control of the running back. *In order to call a running play, one of the running backs MUST have a running assignment.*

If you control the designated running back at the time of the snap, you MUST run by the quarterback to receive the handoff. Otherwise, the quarterback will drop back to pass, and you could end up with a broken play.

If you control another running back or a receiver (WR or TE), the computer will control movement of the running back. If the ball has not yet crossed the line of scrimmage, you can press **BUTTON2**, and the ball will be passed to you.

Press **BUTTON2** after the ball crosses the line of scrimmage to control the ball carrier.

Ball Behind the Line of Scrimmage. The following controls apply after the snap but before the ball has crossed the line of scrimmage:

You are the ball carrier (QB, RB, WR, TE)

BUTTON1	Pass the ball (if a forward pass has not yet been thrown)
BUTTON2	Select an alternate receiver

You are NOT the ball carrier

BUTTON1	Block or dive
BUTTON2	Call for the ball (it *will* be passed to you)

In a passing play, don't wait too long to press **BUTTON2** to call for the ball. If you hesitate, the quarterback might get sacked or find his own receiver.

Ball Has Crossed the Line of Scrimmage. The following controls apply after the ball has crossed the line of scrimmage:

You are the ball carrier (QB, RB, WR, TE).

BUTTON1	Does not function (The ball carrier may not pass once past the line of scrimmage.)
BUTTON2	Dive

You are NOT the ball carrier

BUTTON1	Block
BUTTON2	You take control of the the ball carrier

After the Play

After each play, the Play-By-Play window automatically appears. If the joystick is idle for about 3 seconds, the game automatically returns to the Play Selection screen. The following alternatives are available:
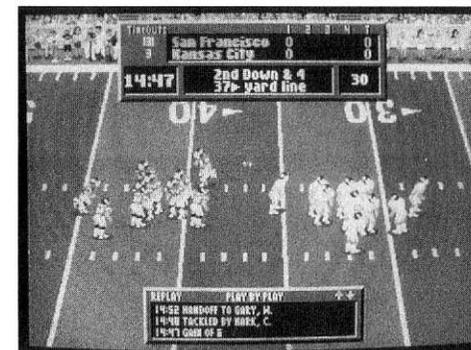
BUTTON2	Go to current Game OPTIONS screen
Joystick UP/DOWN	Scrolls through text in Play-By-Play window
Joystick LEFT, then **BUTTON1**	Go to Instant Replay
Double click **BUTTON1**	No-huddle offense
1 (upper keyboard row only)	Call timeout, home team
=	Call timeout, visiting team

Play-By-Play Window. The Play-By-Play window provides an announcer-style synopsis of the last play. Both the game clock and the 30 second clock are stopped while you are reviewing the Play-By-Play window.

Instant Replay. This feature enables you to view the last play at full speed, in slow motion, or frame by frame. Refer to the section "Instant Replay and Game Highlights" in this *Player's Guide* for an explanation of the Instant Replay features and controls.

No Huddle Offense. The players return immediately to the line of scrimmage, bypassing the Play Selection screen. Both the offense and defense will run the same formations as the previous play.

Calling Timeout. You can call Timeout either on the field or from the Game OPTIONS screen. On the field, the keys **1** and **=** are in effect. Or, you can select the TIMEOUT option at the game OPTIONS screen.

When Timeout is called, both the game clock and the 30 second clock are stopped. There is no limit on the length of a Timeout. Each team may call 3 Timeouts per half.

Current Game OPTIONS Screen. This screen displays up-to-date game statistics, scoring by quarter, and the following options:

SELECT PLAY:	Return to the Play Selection screen
TIMEOUT:	Calls Timeout (In a two-player competitive game, Timeout is charged to the team that selects this option)

TEAM SUMMARY: Goes to your team's scouting report/roster

PLAYBOOK: Enables you to create and edit your own plays. (Refer to the section "The Playbook" in this *Player's Guide*)

GAME HIGH-LIGHTS: Goes to the GAME HIGHLIGHTS window (Refer to the section "Instant Replay and Game Highlights" in this *Player's Guide*)

SAVE GAME: Saves the current game to disk. If you are playing an EXHIBITION Game, the game will prompt you for a name under which to save the game. If you are playing a League Game, the game will be saved and a floppy disk icon will appear in the game's entry in the LEAGUE PLAY menu.
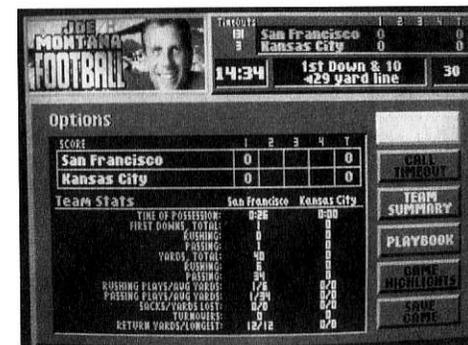
DEFENSE

Play Selection

After the kickoff, the game automatically takes you to the *Joe Montana Football* Play Selection screen, which contains 12 built-in defensive plays. Each play is illustrated so that you know each player's assignment. Defensive assignments are indicated as follows:

X	Zone coverage
M	Man-to-man coverage
Arrow	Blitz (called "dog" for a linebacker)

You will be able to change the assignments of linebackers and defensive backs at the line of scrimmage. Refer to the section "Before the Snap" immediately following.

Highlight the play you want to call and press **BUTTON1**. The game will return to the onfield view and the teams will line up at the line of scrimmage.

To go from the Play Selection screen back to the current game OPTIONS screen, press **ESC**. (This stops the 30 second clock.)

12 plays are displayed on the screen in a one-player game (or a two-player cooperative game against the computer), 6 in a two-player game. Move the joystick UP/DOWN or press the UP/DOWN arrow keys to scroll through the playbook, or press PAGE UP/PAGE DOWN to jump between pages of the Playbook. If you have loaded your own Playbook, it will be displayed following the built-in plays. Pull the joystick DOWN or press the DOWN arrow key or PAGE DOWN to advance to your Playbook.

In a two-player competitive game (against each other), Player 1's Playbook is displayed on the left side of the Play Selection screen, Player 2's on the right side. The play selection is designed so you can pick a play without your opponent knowing your selection. Press **BUTTON2** as many times as you want to fake a play selection. Press **BUTTON1** to call the actual play you want. After pressing **BUTTON1**, if you move the joystick quickly and press **BUTTON2**, the Playbook will remain on the screen until no buttons have been pressed for 1 - 2 seconds. This will help to confuse your opponent.

The offense has 30 seconds to make a play selection. You can watch the 30 second clock in the upper right corner of the Play Selection screen. After the offense selects its play, the defense gets as much time as it needs to select a play.

Before the Snap

The player you currently control is identified by a yellow diamond on his jersey. Before the snap, you can change the player you control. Press **BUTTON1** to cycle among the players; you will control the highlighted player.

You can also change the assigned coverage of any linebacker or defensive back. In effect, this enables you to call audibles on defense. Highlight the player whose assignment you want to change, then move the joystick toward the line of scrimmage to call for a blitz (the term "dog" is used for linebackers). Move the joystick away from the line of scrimmage to call for man-to-man or zone coverage (whichever is appropriate to the formation you called in the Play Selection screen).

Line of Scrimmage | Blitz ←— (J) —→ Change Coverage
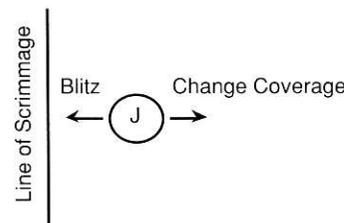
Press **BUTTON2** prior to the snap to turn computer control ON/OFF.

After the Snap

Use the joystick or keyboard equivalents to guide the movement of the player you control.

In a passing play, press **BUTTON1** to tackle. But watch out! You can be penalized for pass interference if you try to tackle a receiver before the ball arrives.

In either a running or passing play, press **BUTTON2** after the snap to become the defensive player closest to the ball carrier or intended receiver. For example:

> In a passing play, before the ball is thrown, press **BUTTON2** to chase the quarterback. After the ball is thrown, press **BUTTON2** to become the closest defender to the intended receiver.

If you are already the closest defender to the intended receiver, press **BUTTON2** to jump for the ball.

You are the closest player to the ball carrier or intended receiver

BUTTON1	Tackle
BUTTON2	Jump to intercept (after the ball is thrown, if you are the defensive player closest to the intended receiver)

You are NOT the closest player to the ball carrier

BUTTON1	Tackle
BUTTON2	Take control of the closest defensive player to the ball carrier or the intended receiver (after the ball is thrown)

THE KICKING GAME

Mastering the kicking game is essential to becoming an expert *Joe Montana Football* player. There are three components of the kicking game in *Joe Montana Football*:

> KICKOFFS
> PUNTS
> FIELD GOALS AND EXTRA POINTS

The Accuracy Meter

On any kicking play, an Accuracy Meter appears on the screen immediately before the play begins. This Accuracy Meter controls the distance the ball travels, based on the type of kick, the ability of the kicker, wind conditions, and other factors. Although each part of the kicking game has unique elements which are explained in the following sections, always press **BUTTON1** to kick the ball.

To achieve maximum distance, kick the ball at the peak of the Accuracy Meter. To kick a shorter distance, kick the ball before or after the Accuracy Meter peaks.

Use the FIELD GOAL PRACTICE mode to improve your kicking skills.

KICKOFFS

The kickoff begins gameplay at the start of every game, the beginning of the second half, and whenever either team scores. If you control the kicking team, the game assumes you want to control the kicker. Press **BUTTON1** to cycle among the players; you will control the highlighted player. Press **BUTTON2** to turn computer control ON/OFF.

Move the joystick LEFT/RIGHT to begin your approach to the ball, then hold the joystick UP/DOWN to direct the ball to the far or near sideline. Watch the Accuracy Meter and press **BUTTON1** to kickoff.

```
                    Direct ball toward
                      top of screen
                      (far sideline)
                            ↑
Begin approach to the ball ←—+—→ Begin approach to the ball
                            ↓
                    Direct ball toward
                    bottom of screen
                     (near sideline)
```
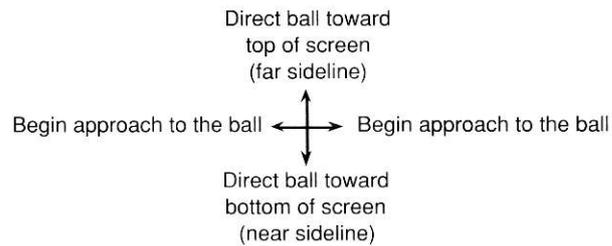
If you control the receiving team, you will take control of the kick returner as soon as he catches the ball.

If the ball travels all the way through the receiving team's end zone without being touched, the game assumes that a Touchback has occurred, and the ball is automatically placed on the receiving team's 20 yard line.

The kicking team can recover any loose ball, as long as the kickoff traveled at least 10 yards. For example, if the ball rolls into the end zone untouched, the kicking team can recover it for a touchdown.

PUNTS

Punt when:

• It is fourth down, and

• Your team is too far from the opponent's end zone to kick a field goal, or

• The yardage required for a first down makes achieving one unlikely, and/or failure to achieve a first down would give your opponent threatening field position

Move the joystick LEFT/RIGHT to snap the ball to the punter. OR, move the joystick UP/DOWN to call a *fake punt* and snap the ball to the punter.

```
                  Snap to punter for
                     FAKE PUNT
                         ↑
Snap to punter ←—————————+—————————→ Snap to punter
                         ↓
                  Snap to punter for
                     FAKE PUNT
```
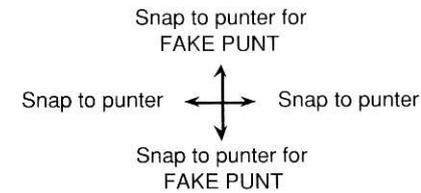
If you called a real punt, hold the joystick UP/DOWN to direct the ball to the far or near sideline. Watch the Accuracy Meter and press **BUTTON1** to kick the ball. Then move the joystick UP/DOWN to direct the ball toward the far or near sideline.

```
       Direct ball toward
         top of screen
         (far sideline)
               ↑
               |
               |
               ↓
       Direct ball toward
       bottom of screen
        (near sideline)
```
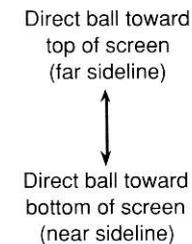
If you called a fake punt, the punter becomes the ball carrier, and ordinary offensive controls are activated. (Refer to the section "Offense" in this *Player's Guide.*)

FIELD GOALS AND EXTRA POINTS

Kick a field goal when:

• It is fourth down OR you only have time for one more play in either half and

• You are within sufficiently close range of the opponent's goal post (typically 50 yards or less; remember, the ball is spotted 7 yards behind the line of scrimmage, and the goal post is 10 yards deep in the end zone, adding 17 yards to the distance from the line of scrimmage to the end zone) and

• Scoring 3 points is a sufficient objective. (For example, if you are trailing by 5 points late in the game, you might choose to try for a first down rather than kicking a field goal.)

Kick an extra point each time your team scores a touchdown.

Watch the flags on the goal post to assess the direction and strength of the wind. Press **BUTTON1** to snap the ball to the place holder. Hold the joystick LEFT/RIGHT to direct the kick against the wind. Then watch the Accuracy Meter and press **BUTTON1** again to kick the ball.

> **Fake Punts and Field Goals**. Occasionally you may want to pretend you're kicking a punt or field goal, but really try for a first down or even a touchdown instead. To do this, you first select Punt or Field Goal from the Play Selection Screen.
>
> To punt, pull the joystick UP/DOWN to snap the ball.
>
> To kick a field goal, hold the joystick DOWN and press **BUTTON1** to snap the ball to the place holder. The screen reverts to the normal onfield view. The place holder becomes the ball carrier, and ordinary offensive controls are activated. (Refer to the section "Offense" in this *Player's Guide*.)

Kicking Game Defense - Field Goals, and Extra Points

If you control the defending team, wait until the ball is snapped. Then move the joystick LEFT/CENTER/RIGHT and press **BUTTON1** to make the LEFT/MIDDLE/RIGHT linebacker jump to try and block the kick.

THE PLAYBOOK

The standard Playbook includes 24 offensive and 12 defensive plays. You can create custom plays and save them in additional playbooks; each playbook can include up to 24 offensive *and* 12 defensive plays. Each play is illustrated so that you know each player's assignment. The numbers "1" and "2" on particular players indicate the primary and secondary receivers for that play.

The Playbook is available in the first three gameplay modes (EXHI-BITION GAME, LEAGUE PLAY, and RUN/PASS PRACTICE). Select the mode you want from the main menu, then select PLAYBOOK from the options screen that follows. The Playbook screen will appear, offering the following options:

> EDIT
> OFFENSE/DEFENSE
> LOAD PLAYBOOK
> SAVE PLAYBOOK
> DONE

The Playbook Screen

EDIT: Select this option to view, edit, add, or delete a custom play. A secondary Playbook screen will appear offering the following options:
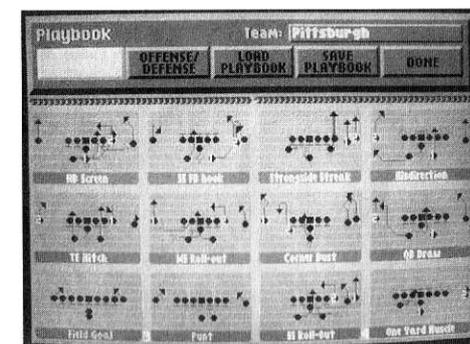
VIEW/EDIT PLAYS
ADD PLAY
DELETE PLAY

View/Edit Plays enables you to view the entire Playbook (offensive or defensive) and edit custom plays you have already created. Select this option, highlight the play you want to view or edit, then press **BUTTON1**. The game will take you to the Play Editor screen. Refer to the section "The Play Editor Screen" below.

Add Play enables you to create new custom plays and add them to the playbook. Refer to the section "The Play Editor Screen" below.

Delete Play deletes plays from your custom playbook. When you select this option, you will be prompted "Select Play to Delete:". Highlight the play you want to delete and press **BUTTON1**.

OFFENSE/ DEFENSE:	Select this option to toggle between your offensive and defensive plays.
LOAD PLAYBOOK:	Select this option to load a custom playbook. Your playbook will be appended to the end of the standard Playbook. You may load only one custom playbook at a time.
SAVE PLAYBOOK:	Select this option to save a custom playbook you have created. You will be prompted to type the NAME under which you want to save your playbook. Type a name and press **ENTER**.
DONE:	Select this option to exit from the Playbook. If you have created but not yet saved any custom plays, you will be notified by the screen prompt "Quit Without Saving Changed Custom Plays?". Press **Y** to quit or **N** to return to previous selections, and press **BUTTON1**.

Designing Custom Plays

To design your own custom plays, implement the steps listed on the following page:

1. Select the gameplay mode you want (EXHIBITION GAME, LEAGUE PLAY, OR RUN/PASS PRACTICE). The appropriate OPTIONS screen will appear.

2. Select PLAYBOOK from the OPTIONS screen that appears. The Playbook screen will appear.

3. Select OFFENSE/DEFENSE from the Playbook screen to choose which type of play you will design. Then select EDIT. A secondary Playbook screen will appear offering three options:

> VIEW/EDIT PLAYS
> ADD PLAY
> DELETE PLAY

4. Select ADD PLAY to bring up the PLAY EDITOR screen and begin building your own play. The selection ADD PLAY will be highlighted at the top of this screen. As you create your play, everything you do will be illustrated in the play window on the left side of the screen.

The Play Editor Screen (Offense)

DONE:	Returns the game to the Playbook screen, with the new play included in the Play-book.
ABORT:	Prompts "Abort without saving changes?" Type **Y** to return to the Playbook screen without saving the new play.
NAME:	Highlight this option and press **BUTTON1** to edit the name of the play you are creating. Press **BACK-SPACE** to erase any unwanted characters, and type any name you want up to 15 characters in length.

FORMATION: Sets the formation for your play. Press **BUTTON1** to cycle through the different formations available in the game. The highlighted players are the ones affected by your selection. Refer to the section "Gameplay Strategy" in this *Player's Guide* for a discussion of the available formations and play construction strategy.

> **Front** sets the formation for your receivers (WR and TE).
>
> **Back** sets the formation for your backfield (QB and RBs).

OPTIONS: Highlight the desired option and press **BUTTON1** to select it. Then use the joystick to cycle through the available players.

> **Recvr 1:** and **Recvr 2:** set your primary and secondary receivers, respectively.
>
> **Man in Motion** sets a man in motion, if desired.

POSITION: Cycles through all eleven players so that you can give them individualized instructions such as receiver routes, blocking assignments, etc.

> Use the joystick to cycle through the players, and press **BUTTON1** to select any player whose assignment you want to edit.
>
> Then move the joystick to cycle through possible assignments for that player, and press **BUTTON1** to select the player's new assignment.

The Play Editor Screen (Defense)

DONE: Returns the game to the Playbook screen, with the new play included in the Playbook.

ABORT: Prompts "Abort without saving changes?" Type **Y** to return to the Playbook screen without saving the new play.

NAME: Highlight this option and press **BUTTON1** to edit the name of the play you are creating. Press **BACKSPACE** to erase any unwanted characters, and type any name you want up to 15 characters in length.

FORMATION: Sets the formation for your play. Press **BUTTON1** to cycle through the different formations available in the game. The highlighted players are the ones affected by your selection. Refer to the section "Gameplay Strategy" in this *Player's Guide* for a discussion of the available formations and play construction strategy.

> **Front** sets the formation for your linebackers and defensive linemen.
>
> **Back** sets the formation for your defensive backs (safeties and cornerbacks).

POSITION: Cycles through all eleven players so that you can give them individualized instructions for zone or man-to-man coverage, dog, or blitz. ("Dog" refers to a blitzing linebacker.)

> Use the joystick to cycle through the players, and press **BUTTON1** to select any player whose assignment you want to edit.
>
> Then, move the joystick to cycle through possible assignments for that player, and press **BUTTON1** to select the player's new assignment.

Deleting Custom Plays

To delete any custom play you have previously created and saved, implement the following steps:

1. Select the gameplay mode you want (EXHIBITIONGAME LEAGUE PLAY, or RUN/PASS PRACTICE). The appropriate OPTIONS screen will appear.

2. Select PLAYBOOK from the OPTIONS screen that appears. The Playbook screen will appear.

3. Select OFFENSE/DEFENSE from the Playbook screen to choose which type of play you will delete. Then select EDIT. A secondary Playbook screen will appear offering three options:

> VIEW/EDIT PLAYS
> ADD PLAY
> DELETE PLAY

4. Select DELETE PLAY and the prompt "Select Play to Delete:" will appear. Highlight the play to delete and press **BUTTON1**.

Saving a Custom Playbook

1. Select DONE from the PLAY EDITOR screen. This returns you to the secondary Playbook screen.

2. Press **BUTTON2**. This returns the game to the main Playbook screen.

3. Highlight SAVE PLAYBOOK and press **BUTTON1**. The SAVE CUSTOM PLAYBOOK window will appear.

4. Enter a name for this Playbook and press **ENTER**. The name must be a legal DOS filename (8 characters or less).

INSTANT REPLAY AND GAME HIGHLIGHTS

Instant Replay enables you to view the last play run. You can review the play forward or in reverse, at normal speed, in slow motion, or frame by frame. In addition, you can freeze any frame to study it more closely. By saving and combining Instant Replays, you can create a Highlight Reel of any game that has actually been played (not simulated by the computer).

An Instant Replay can be accessed in two ways:

- Immediately after the play, from the onfield view
- From the current Game OPTIONS screen

From the Field. When the Play-By-Play window appears, move the joystick LEFT to highlight the word "REPLAY" in
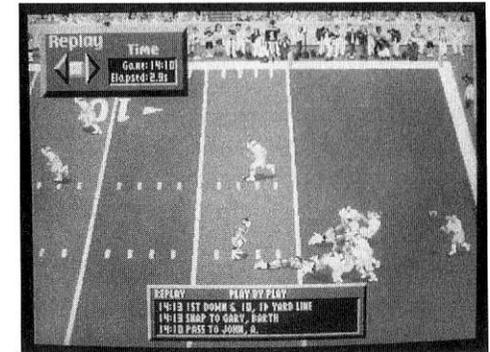
the upper left corner. Press **BUTTON1**. This puts the game in Replay mode, and a REPLAY window appears in the upper left corner of the screen. You cannot save an Instant Replay when viewing it directly from the field.

From the Current Game OPTIONS Screen. Use the current game OPTIONS screen to review and save any Instant Replay. When the Play-By-Play window appears, press **BUTTON2** to go to the current game OPTIONS screen. Select GAME HIGHLIGHTS, and a GAME HIGHLIGHTS window will appear. This window displays Instant Replays that have already been saved and presents five options:

> SUMMARY
> VIEW
> EDIT
> STORE
> REMOVE

Press **BUTTON2** to return to the current game OPTIONS screen and resume the game.

The Game Highlights Screen

SUMMARY: Select this option to go to the GAME SUMMARY window. This window displays statistics and scoring for the current game. Press **BUTTON1** to return to the GAME HIGHLIGHTS screen.
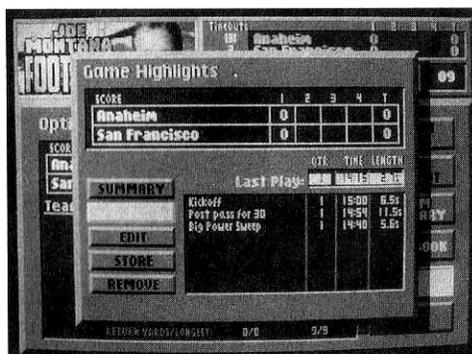
VIEW: Select this option to view an Instant Replay.

Highlight VIEW and pull the joystick RIGHT to highlight the list of saved Instant Replays. To view the LAST PLAY, pull the joystick RIGHT again. To view any saved Instant Replay, highlight that replay and press **BUTTON1**.

Press **BUTTON2** to stop the Instant Replay. This will cause the option NEXT REEL to appear in the Play-By-Play box. Press **BUTTON1** to load the next saved Instant Replay. Press **BUTTON2** to return to the GAME HIGHLIGHTS screen.

EDIT: Select this option to rename any saved Instant Replay.

Highlight the Instant Replay whose name you want to change, then press **BUTTON1**. Use BACKSPACE to erase unwanted characters and type in the new name. This Instant Replay will now be saved under the new name only.

STORE: Select this option to save the LAST PLAY. When **BUTTON1** is pressed, the play will be added to the list of saved Instant Replays. Edit the name, then press **BUTTON1** again to save.

If the current game is being played in LEAGUE PLAY mode, the Instant Replay will automatically be added to the Highlight Reel for that game.

If the current game is being played in EXHIBITION GAME mode, you will be prompted to name the highlight reel the first time you save an Instant Replay from that game.

REMOVE: Select this option to delete any saved Instant Replay. Highlight the name of the replay you want to delete, and press **BUTTON1**. Then type **Y** in response to the prompt "Remove this highlight?"

Instant Replay Controls. Move the joystick RIGHT to start the Instant Replay. Then hold the joystick RIGHT/CENTER/LEFT to advance/freeze/rewind.

Move REPLAY window up

Rewind ← Freeze Frame → Forward

Move REPLAY window down
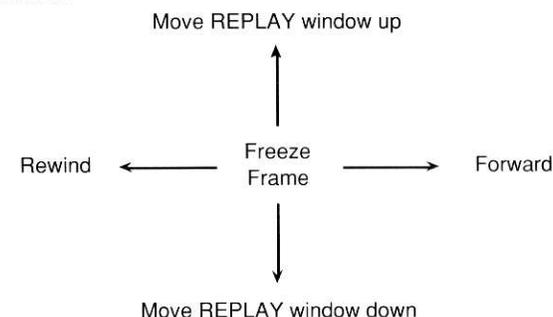
To control the speed of the Instant Replay, hold the joystick as follows:

Rewind   Forward

Normal Speed ← Slow Motion ← Freeze Frame → Slow Motion → Normal Speed
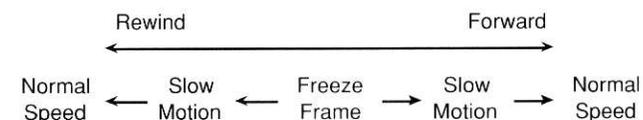
Joystick FAR RIGHT	Normal speed forward
Joystick HALF RIGHT	Slow motion forward
Joystick CENTER	Freeze frame
Joystick HALF LEFT	Slow motion reverse
Joystick FAR LEFT	Normal speed reverse

To return to Gameplay mode, press **BUTTON2**.

FUMBLES, INTERCEPTIONS, AND INJURIES

Fumbles

When a ball carrier fumbles the ball, all players in the area will go for the ball. If you are controlling a player near the ball, you can dive for the ball by pressing **BUTTON2**.

Interceptions

On defense, if you are the defender closest to the intended receiver and you are covering the receiver very closely, you can attempt to intercept a pass by pressing **BUTTON2** just as the ball arrives. This will make your defender jump for the ball.

Injuries

Just as in real football, injuries are a part of *Joe Montana Football*. When a player is injured, the game stops, and the injured player is carried off on a stretcher. Then the computer substitutes the alternate for that starter from the roster. This player is automatically put into the game. Alternate players cannot be injured until the corresponding starter has recovered.

PENALTIES

The following penalties can be called in *Joe Montana Football*:

Delay of Game	This penalty is called whenever the offensive team fails to make a play selection and snap the ball before the 30 second clock runs down.
Safety	Whenever a ball carrier is tackled in his own end zone, a safety is called. The opposing team scores two points and receives the ensuing kickoff. The

kicking team must kick from its own 20 yard line, rather than from the 35 yard line. (One exception occurs when a ball carrier receives a kickoff or punt in the end zone and is tackled in the end zone without ever having crossed the goal line onto the field. This results in a touchback, and the receiving team begins its offense from its own 20 yard line.

Pass Interference	This penalty is called when a defensive player tackles the intended receiver (**BUTTON1**) before the ball reaches the receiver. The offense is awarded a first down, and the ball is spotted where the penalty occurred. If the penalty was called in the end zone, the ball is spotted on the 1 yard line.

JOE MONTANA FOOTBALL STRATEGY

When I come out of the huddle to take the snap from center, my eyes are focused straight ahead on the defense. I'm looking to see if the "D" is in a strange formation. At the same time I'm looking to make sure my teammates are lined up correctly. Then I look at the defensive front. Many times they're lined up in a 3-4 (three linemen, four linebackers) and I call out the defensive front. Then I look over the defensive backfield to check their coverage. Some teams tip their hand. This is called "reading," and it's still going on when the ball is snapped. Many times a defensive back will take a step up toward our offensive line before the snap from center. This could mean a big play for the team.

1...2...3. In the time it takes to count to three, Joe Montana has taken the snap from center, dropped back into the pocket, read the defensive coverage, picked out his receiver and rifled the ball to him. He does this while defensive linemen are doing their best to slam him to the ground.

Joe works in an offensive system where he quickly looks to one, two and even three receivers to find the open man. But when that system fails, when no one is open, Montana has the unique ability to make something out of nothing.

In a flash, Joe takes the snap from center and takes two quick steps back. He immediately checks the opponent's safeties and linebackers to see if there is a blitz. If there is, he may dump the ball off short to the "hot" receiver. That's the receiver who has already been designated to receive the ball if the blitz is on. If there isn't a blitz, he looks to the safeties to figure out the coverage.

Next, he drops back into the pocket. All he sees are his receivers and the defenders covering them. He doesn't really see his own offensive line, or the defensive linemen rushing toward him. Instead, he "feels the color." Says Joe,

"Feeling the color is how I'm able to tell when I'm getting pressured in the pocket. When the defense puts on a strong rush, I see the colors. I only see colors, not faces, helmets, arms or legs. Just that wall. If the guys are wearing red jerseys and our opponents white, my vision picks up any color changes. If the wall of colors quickly changes from red to white in the first two steps of my drop back, things register automatically. This is especially true for color changes up the middle. I move out of the pocket fast when that happens."

All this takes place in about three seconds. It takes years of practice and excellent instincts to be a quarterback. As Joe says, "A good quarterback damn well better be able to concentrate and think fast or he's in big – as in bone-breaking – trouble."

USING OFFENSIVE FORMATIONS

Your play selection is the key to winning games in Joe Montana Football. Choose your plays and formations well and you'll be on your way to Super Sunday. But if you just pick plays randomly, you'll probably end up close to the bottom of the standings at the end of the season

Joe Montana Football has a Playbook of 24 plays. All these plays, (except for punting and field goals) are based on four basic football formations. You can pass or run from any play formation, but each has distinct advantages and disadvantages. For example, certain formations are better suited for the run than the pass. Here are the four formations and the plays from the Joe Montana Playbook that use each formation:

Backfield Formations

1. **THE PROSET FORMATION**

   Examples of **PROSET** Formation Plays in the Playbook: Power Sweep, WS Rollout Out, XY Deep Cross, Off-Tackle Left.

   The PROSET formation provides a balance between the running and the passing game. For this reason it is the most commonly used formation. You'll notice that the

Playbook uses three running plays and three passing plays from the PROSET.

In this formation, the two running backs line up behind the quarterback and to either side of him. The fullback lines up on the strong side (the side with the tight end) to give extra blocking power on the Power Sweep. Because the backs are lined up behind the quarterback, they can either take a handoff or go out for a pass.

2. **THE I-FORMATION**

   Examples of I-Formation Plays in the Playbook: Tight End Crossing, Halfback Trap, Corner Bust

   Both running backs line up in a straight line behind the quarterback, creating the "I" in I-Formation. This formation is used mostly when you want to run the ball, but since the defense will be expecting a run from the "I", it's also good to surprise them with a quick pass to the tight end.

   On runs, the back who takes the handoff from the quarterback can cut right, left or plow straight ahead, depending on where the offensive line has created "holes" for him.

3. **THE SHOTGUN**

   This is a popular passing formation. The quarterback, instead of standing directly behind the center, stands five yards behind the line of scrimmage. Since he doesn't have to drop back to avoid the defensive rush after receiving the ball, the quarterback can get his passes off more quickly. The backs often line up at or near the line of scrimmage, so they can be open for passes quickly. With the wide receivers and tight end also going out for passes, the shotgun can make five receivers available.

4. **MULTIPLE RECEIVER FORMATIONS (DOUBLE OR TRIPLE WING, SPREAD)**

   Many professional teams have tried three or even four wide receivers on passing downs or even cultivated running backs as pass receivers.

   Today, anything goes when it comes to offensive formations. Double and Triple-Wing Formations (e.g. two or three wide receivers lining up on one side of the ball), no running backs

in the backfield or double or triple tight end formations. These formations can be very effective because many receivers can get "open" very quickly. You can get up to five receivers into the defensive secondary very quickly.

Of course, you need an excellent quarterback to make this strategy successful. He's got to be able to read defenses well so he throws the ball into the weakest part of the defense. And he's got to have a quick release, because he's got little or no blocking in the backfield. If a linebacker blitzes against a multiple receiver spread formation, the quarterback must immediately be able to locate the "hot" (uncovered) receiver in the short zone area.

HOW TO IMPROVE YOUR OFFENSIVE PLAY SELECTION

Now that you've got a good overview of the different types of offensive formations, here are a few basic things to remember when selecting plays:

The more you know about your opponent, the better off you are. Take advantage of the Joe Montana Football Scouting Reports to figure out the other team's tendencies. If you're in League Play, find out how your opponent did against other teams.

Then, exploit the other team's weaknesses. If your opponent has a safety who doesn't match up well to your wide receiver, throw the ball often to that receiver. You should select plays so that your team's strengths go head-to-head with the other guy's weaknesses.

During the game, watch your opponent's defense closely. Is the team stronger against the run or against the pass? Which defensive formations do they use most often? When do they blitz? Are they better defending against runs up the middle or outside sweeps? Which linebacker is slowest to react to a running play? It's a lot to keep track of, but the more you know, the better play selections you'll make.

Always keep in mind where you are on the field, and the down and distance needed for a first down. If it's first and ten you'll be considering a very different group of plays than if it's third and one. Third and one usually calls for a low-risk short yardage play. Of course, the defense will be expecting such a play, so occasionally you might try to surprise them with a long pass play in that situation.

USING DEFENSIVE FORMATIONS

In football, the offense usually gets most of the attention. But the defense can win just as many games for you. If you've got a powerhouse offense and a tough defense, you're going to be unstoppable. Joe Montana may be the greatest quarterback who ever played, but he never would have gone anywhere if the defense hadn't been good.

Joe Montana Football gives you the defensive formations you'll need to shut down the opposition. On defense, your backs play MAN-TO-MAN, ZONE, or DOG/BLITZ.

MAN-TO-MAN: On your defensive play selection screen, all man-to-man formations are marked with an M. Man-to-man means that each defensive back is responsible for covering a particular offensive receiver, no matter where he runs. In this pass coverage, the defender follows the receiver through his pass route.

ZONE: On your defensive play selection screen, all zone defenses are marked with an X in the playbook. In a zone defense, the pass defenders, including the linebackers, are responsible for covering certain areas of the field – their zones. They pick up and cover any pass receivers who enter their zone.

DOGS AND BLITZES: Dogs and Blitzes are full-force assaults on the quarterback. As soon as the ball is snapped, not only the linemen, but some of the defensive backfield, charge the line of scrimmage and try to sack the quarterback. If only the linebackers charge in, it's called a DOG. If the cornerbacks and safeties attack, it's a BLITZ. In both dogs and blitzes, the goal is to sack the quarterback behind the line of scrimmage before he can pass the ball.

When the blitz works, the quarterback will have to hurry his throw even if he isn't sacked. This increases the chances for an interception or incomplete pass. Also, a blitz can be effective if the offense has called a run up the middle, because there will be extra charging defenders in the middle of the field.

It's tempting to call a blitz often because when they work, they're great. However, when they don't work you can get burned badly. If the quarterback can get off a good pass before being hit, his wide receivers will be completely open for short or medium passes. And once a receiver catches the ball, there are few, if any, defenders in the backfield.

The Defensive Formations

1. THE 4-3

Examples of Defensive Plays from the 4-3: 4-3 Zone, 4-3 Man-to-Man, 4-3 Dog, 4-3 Blitz, Flex Zone.

The 4-3 gets its name from the number of linemen (4) and linebackers (3) in the formation. There are two ends and two tackles on the line and a middle and two outside line-backers behind the line. The 4-3 is a good, balanced defensive formation. It is most effective against the run, but still provides decent short and medium pass coverage. However, it is not the best defense against the long pass.

The Flex Zone was designed to give you flexibility. It is what's called a "reading" defense as opposed to a "penetrating" defense. In a Flex Zone, the defenders are supposed to "read" the play first, then react to what's happening on the field. With a "penetrating" defense, the defenders rush the passer as soon as the ball is snapped. The Flex Zone was designed to stop the run, because the defenders can close all the holes in the line. However, it is weak against the pass, because the linemen are not getting to the quarterback as quickly, which gives him more time to find an open man downfield.

2. THE 3-4

Examples of Defensive Plays from the 3-4: 3-4 Man-to-Man, 3-4 Blitz, 3-4 Dog

This is a great alignment against the pass, because there are only 3 defensive players at the line of scrimmage, but behind them are 4 linebackers, and behind the linebackers are 2 cornerbacks and 2 safeties.

The 3-4 is good on obvious passing downs. If it's third down and 8, the offense is probably going to pass. This formation is also common in what's called a Prevent Defense. You're willing to give up short yardage, to prevent the big play that could yield a TD.

The 3-4 is effective against the pass because there are so many defenders in the backfield to cover receivers. But don't forget that you only have 3 men at the line of scrimmage, and are vulnerable to the run. You should really only call this formation when you feel confident it's going to be a pass play.

3. DIME PREVENT

The Dime Prevent is also an excellent formation against obvious passing situations. In this formation, you add extra men in coverage to cover a third and fourth wide receiver. But again, this formation is very vulnerable to the run.

4. GOAL LINE

This formation gives you extra men at the line of scrimmage.

However, the goal line defense may be vulnerable to a pass. Because there is so much attention given to the run, receivers may sneak into the end zone and be wide open for a touchdown pass.

HOW TO IMPROVE YOUR DEFENSIVE PLAY SELECTION

Get scouting reports on the team. You'll be able to find out if they're basically a team that likes to run or pass more, or if they've got a balanced attack.

As you play the team, ask yourself these questions: Does their quarterback run the ball well, or is he strictly a passer? Does the offense

run the same play in certain critical situations? Who is the quarterback's favorite receiver and what are his favorite pass routes? What does the team do near the goal line? Who is their best runner? Does the quarterback have a good arm for long passes, or is he mostly a short and medium passer?

The more answers you have to these questions, the better you'll be able to select the best defensive formations throughout the game.

A SHORT FOOTBALL GLOSSARY

Audible
Changing the play at the line of scrimmage. All teams come to the line with a pre-determined play. Once the quarterback looks over the defense, he may decide a different play would be better. He then changes the play (calls an audible), usually by calling out numbers or letters before receiving the snap from center.

Backfield
This refers both to the area behind the offensive line and to the players who line up in that area. On offense, the backfield includes the quarterback and running backs.

Blitz
A defensive attack on the quarterback. Some or all of the defensive backs (safeties and cornerbacks) rush across the line of scrimmage when the ball is snapped. The goal is to tackle, or "sack", the quarterback before he can throw the ball.

Completion
A legal pass caught by any eligible receivers. Also called a reception.

Cornerback
A defensive back whose primary responsibility is to cover wide receivers and passes toward the sidelines.

Defense
The team that does not have the ball. The defense is trying to prevent the offense from scoring.

Defensive Line
The defensive players (typically 3 or 4) who line up opposite the offensive line at the line of scrimmage. The defensive line's primary responsibility is to rush the quarterback on passing plays and stop running plays up the middle. Includes the nose tackle (or 2 tackles) and right and left defensive ends.

Dog
A blitz by a linebacker.

Eligible Receiver   Any receiver or running back (including the quarterback if he has handed off the ball) is eligible to catch a pass.

End Zone   There are two end zones, one at each end of the field. Each end zone contains 10 yards of field area between the goal line and the goal posts. Either team scores a touchdown when it runs or passes the ball into the opponent's end zone.

Extra Point   After every touchdown, the scoring team attempts to kick the football between the goal posts. If the kick is successful, the team scores one extra point.

Field Goal   On fourth down or when there is only time to run one more play in the half, the offense may elect to attempt a field goal. Like an extra point, a field goal is successful if the football is kicked through the goal posts. Although a field goal can be kicked from any location on the field, it is generally only attempted from within the defense's 40 yard line. (The ball is spotted 7 yards behind the line of scrimmage, and the goal post is 10 yards deep in the end zone, adding 17 yards to the distance from the line of scrimmage to the end zone.) A field goal is worth 3 points.

First Down   The first of up to four offensive plays, called downs, during which the offense tries to move the ball at least 10 yards (or score a touchdown, if the ball is within the defense's 10 yard line on first down). Whenever the offense advances at least 10 yards within four or fewer downs, a new first down is earned.

Goal Line   The boundary between the playing field and each end zone. There is a goal line at either end of the field. If the football crosses the goal line while in the possession of any player, that player's team scores a touchdown.

Goal Post   A structure of two vertical posts, connected by a horizontal crossbar, located in the back of each end zone. A team kicks to "split the uprights" (kick the ball between the posts and above the crossbar) to score field goals and extra points.

Interception   Any pass caught by a defensive player is called an interception.

Incomplete Pass   Any pass that is not caught.

Kickoff   A kickoff begins each half of the game. After every touchdown, field goal, or safety, the scoring team also kicks off to the opposing team.

Line of Scrimmage   The yard line from which the ball is snapped to begin any play. The offense and defense line up on opposite sides of the line of scrimmage.

Linebacker   A defensive player who lines up behind the defensive line, whose primary responsibility is to read the play and react quickly. This includes responding to running plays and covering tight ends and running backs out of the backfield.

Offensive Line   The players (typically 5) who line up in front of the quarterback, at the line of scrimmage. Includes the center, right and left guards, and right and left tackles. Offensive linemen are *not* eligible receivers.

Out of Bounds   The area outside the playing field and end zones.

Pass Route   The designated pattern run by any eligible receiver. In the *Joe Montana Football* Playbook, each receiver's pass route is shown with lines and arrows.

Possession   The team currently on offense has possession of the ball.

Punt   On fourth down and when a field goal is impractical, the offense may elect to kick the ball away to the opposing team. Unlike a kickoff, a punt is not kicked from the ground. Rather, the ball is hiked to the kicker who kicks it from his hands.

Running Back (RB)   Any offensive player that lines up behind the quarterback prior to the snap. Running backs coming out of the backfield are eligible receivers. Fullbacks and halfbacks are common examples of running backs.

Sack	Whenever the quarterback is tackled behind the line of scrimmage.
Safety (1)	If an offensive ball carrier is tackled in his own end zone, the team on defense scores 2 points, called a safety. To add insult to injury, the team scored upon must kick off to the scoring team.
Safety (2)	A defensive back whose primary responsibility is to help cover wide receivers and defend against long passes in the middle of the field.
Snap	Snapping the ball is hiking the ball. The center snaps the ball to the quarterback (or punter or place holder) to begin each offensive play from the line of scrimmage.
Tight End (TE)	An eligible receiver who lines up on either end of the offensive line.
Touchdown	Whenever a team crosses its opponent's goal line with the football. A TD is worth six points.
Turnover	Any change of possession resulting from a fumble or interception.
Wide Receiver (WR)	An eligible receiver who lines up at or just behind the line of scrimmage but toward either sideline.

PLAYER STATS
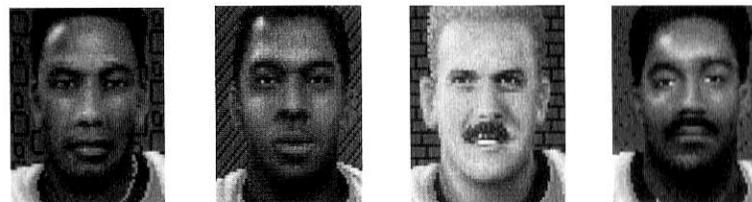
Total Passing Yards:	846	814	643	732
Total Pass Attempts:	778	946	667	813
Weight:	321	235	265	248
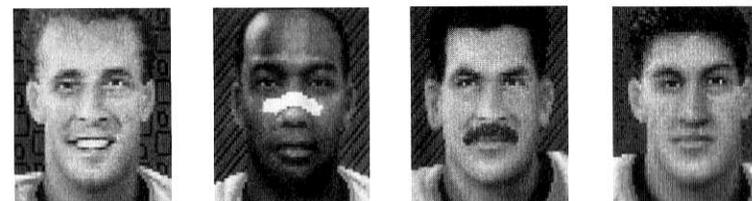
Total Passing Yards:	601	743	572	695
Total Pass Attempts:	925	701	906	869
Weight:	313	362	224	201

Total Yards Receiving:	928	679	715	719
Total Yards Rushing:	823	836	923	654
Weight:	214	233	342	305

Total Yards Receiving:	842	637	638	855
Total Yards Rushing:	756	738	604	743
Weight:	386	322	311	343

If you have any questions about this game or would like information on other Sega products, please call Sega Customer Service at 1-800-USA-SEGA. Customer Service is open between 8:30 am and 5:30 pm Pacific time, Monday through Friday. Please inform the operator that you are calling for information on the Joe Montana Football IBM game.