

GENESIS™

INSTRUCTION MANUAL

SEGA SPORTS

5
NEW SCHOOLS



COLLEGE FOOTBALL'S
NATIONAL CHAMPIONSHIP
II



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.segaa.com>

ftp site: <ftp://segaa.com>

email: webmaster@segaa.com

CompuServe: GO SEGA

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ES: 1-900-200-SEGA. \$3.95/min (weekend), \$1.95/min (flat). Not to be used for personal purposes. 100 Hours required. Sega of America. Canada: 1-800-451-5252. US \$1.25/min (weekend/flat).

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FOOTBALL U.

It's time to get your degree in football with 32 of the toughest college teams in the nation! Be the Fighting Irish of Notre Dame. Go long as Alabama's Crimson Tide, chomp all comers as the Florida Gators, or maul a backfield as the Michigan Wolverines! Play as any of these 32 collegiate powerhouses:

Boston College

Illinois
Michigan
Notre Dame
Ohio State
Penn State
Syracuse
Wisconsin
Alabama
Auburn
Clemson
Florida
Florida State
Georgia
Miami

North Carolina

BYU

Colorado
Colorado State
Nebraska
Oklahoma
Tennessee
Texas
Texas A&M
Arizona
California
Oregon
Stanford
UCLA
USC
Washington
Washington State

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. Battle it out with regional rivals in Division Challenge play. Fight for #1 position in Tournaments that can include from four to 32 teams. Set the game time to eight 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!

This is rough, all-weather football. Play!



SETTING UP



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.



TAKE CONTROL!



PRE-GAME CONTROLS

START BUTTON

- Advances through pre-game screens.
- Advances to the Options screen from the Title screen.
- Advances to the Team Select screens.
- 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. **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.



BEFORE THE SNAP

**START BUTTON**

- Pauses the game.

BUTTON A

- Calls Timeout when the game is paused.
- Selects the controlled man (circled) on Defense.

BUTTON B

- Changes the primary receiver (yellow arrow).
- Selects the controlled man (circled) on Defense.

BUTTON C

- Signals for an audible. On Offense, press **Button A, B or C** to select the following plays:
 - A FB Punch (run up the middle)
 - B Double Slant (short pass)
 - C Hail Mary (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 hand-off.

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**/**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 games, then press **Start** and advance through the opening sequence to the Pre-Game Options screen.

PRE-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 six home and six away games.

GAME DIFFICULTY

Select Beginner, Normal or Difficult gameplay.

GAME TIME

Select the game's duration. Your choices are 8, 12, 16, 20, 40 and 60 minute games.

MUSIC ON/OFF

Silences the game's music when turned OFF.

REFEREES ON/OFF

If turned OFF, the Refs 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

The Record Book compiles YOUR personal best plays, starting with the first game. When you better a previous effort, the Record Book makes an update. Highlight the option 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.

To reset the Record Book, highlight its option on the Options screen and press **D-Pad LEFT** / **RIGHT** to display "Reset . . ." Press **Button A** or **C** to request clearing the current records, and press the button again to confirm.

SELECTING TEAMS**EXHIBITION PLAY**

- Press **Button A** or **C** to highlight the Home or Visitor window.
- Press **D-Pad UP** / **DOWN** to select a division on the U.S. map.
- Press **D-Pad LEFT** / **RIGHT** to scroll through the teams.
- Press **Button B** to begin entering a team name. Press **D-Pad UP** / **DOWN** to display the letter / number / symbol you want, and press it **LEFT** / **RIGHT** to move the cursor. Press **Button B** again to confirm the name. (The team name will also appear in the Record Book.)
- 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 your own eight-character designator. Press **D-Pad UP** / **DOWN** to select a letter, number or symbol, and **LEFT** / **RIGHT** to move the cursor. Press **Button B** again to exit.
- Press **Start** to exit the Team Select screen.



DIVISION CHALLENGE

- Enter the Weekly Match-Up screen. Your team will be highlighted in white.
- To set up your own division line-ups, highlight "Divisional Setup" and press **Button A** or **C**. On the Division Line-Up screen, press **Button C** to activate the highlight box on the Central division. Press **Button A** plus a **D-Pad** direction to activate a different division. Press **Button B** to remove an unwanted team. Available unassigned teams are highlighted in the Unassigned list. Press **Button C** plus a **D-Pad** direction to activate the list, select a team with the **D-Pad**, and press **Button B** to move the team to the active division line-up. You can assign up to eight teams to each division.

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, **Button A, B** or **C** quickly shifts the 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.

HITTING THE RUNWAY



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 five plays. Press **D-Pad LEFT**/**RIGHT** to see all selections:

| Menu 1 | Menu 2 |
|-----------------------|---------------|
| A Onside left | Squib Kick |
| B Kickoff | Kickoff |
| C Onside right | Onside middle |

Receiving Team Plays

If you're receiving, select from three 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 five-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

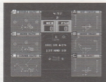
It's first down and time to call the first plays from scrimmage. The Play Calling screen displays the play options for Offense and Defense. The lines on each play diagram show routes for important player moves.

OFFENSIVE ROUTE LINES

| | |
|--------|------------------|
| Red | Running |
| Blue | Primary Receiver |
| White | Other Receivers |
| Yellow | Blocking |

DEFENSIVE ROUTE LINES

| | |
|--------|------------------|
| Yellow | Coverage |
| Red | Blitzing Players |



CALLING OFFENSIVE PLAYS

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 the Formation options menu.



2. SELECT A FORMATION

Press **D-Pad LEFT/RIGHT** to view formations. Press **Button A, B or C** to chose a formation and open the Play options menu.

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**.

CALLING DEFENSIVE PLAYS

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 menu.

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 select a new team for a future game.

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.

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 three 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: six away and six 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. After 12 games, the eight top-ranking teams compete in a playoff for the #1 spot.

TOURNAMENT PLAY

The advantage of Tournament play is that you can choose how long you want the Championship campaign to last. The four-team Tournament is two games to Championship. The 32-team Tournament can make you a champ in five games.

ARE YOU IN THE RUNNING?

In League Play, 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 Button 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 B**. 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 THE GAME

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

When you return to play, the Pre-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 two-point conversion can be a game saver. Use it wisely. College coaches follow a general rule: go for two at home. Kick when you're playing an away game.

CREDITS

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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:

Instructions en français, téléphoner au: 1-800-872-7342



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