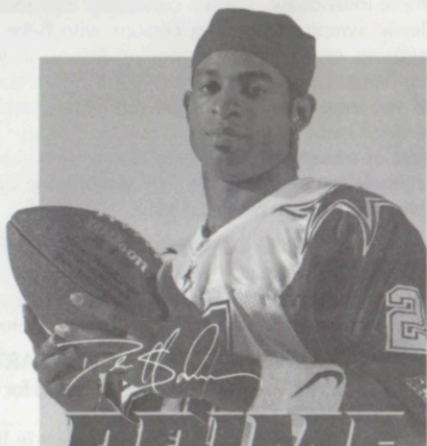


SEGA®

GENESIS™

INSTRUCTION MANUAL

SEGA™
SPORTS



PRIME
TIME



STARRING
DEION SANDERS



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.

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

For More Information, Visit Sega's Internet Sites at:
web site: <http://www.segaoa.com>
ftp site: <ftp.segaoa.com>
email: webmaster@segaoa.com
CompuServe: GO SEGA

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

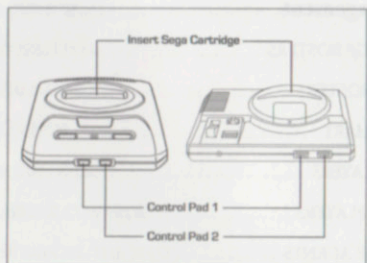
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Starting Up



1. Set up the Genesis system and plug in Control Pad 1. For two player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF before you insert Prime Time NFL into the Genesis console. Press the cartridge down firmly.
3. Turn the power switch ON and wait for a moment for the Sega introduction screen to appear.
4. Press Start when the Title screen appears.

IMPORTANT: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and cartridge is inserted firmly into the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power is OFF before inserting or removing a Genesis game cartridge.

Welcome to Prime Time NFL Football

Prime Time NFL Football features Deion Sanders, the most sought-after free agent for the 1995-96 NFL season. He's also one of the fastest men and hardest workers in pro sports. Since this is Deion's game, the developers have built him in as a free agent and worked long and hard to make *Prime Time NFL Football* the fastest game on the market. But that's just the beginning. Below are some of the exciting new features included in the game. Experienced users will be particularly interested in using the manual to learn how to take advantage of the following features and more:

- Record Book and Best Performances (page 16)
- Expanded Stat Tracking (page 13)
- Increased Difficulty Levels
- Create Players (page 39)
- Audible to Change Formations (page 22)
- Customizable Individual Playbooks (page 8)
- Drive Summaries (page 31)
- MVP Awards per Game and per Season
- Team Relocation (see page 43)
- The Straight Arm (page 24)

In Season Play, the Record Book and Best Performances allows you to track the success of the veteran superstars and the young Hall of Famers to be. If Drew Bledsoe comes up with a 450-yard game, you'll find out about it. But who will lead the league in passing — Steve Young again, or maybe Troy Aikman? How many five-sack games will Junior Seau rack up? Injuries and all, there's no telling who might emerge as the best at his position — and your skill can have everything to do with it.

Summary of Basic Controls

The table below outlines only the most basic controls. Prime Time NFL offers additional control variations that allow for more advanced play. Please see On the Field (pp. 21) for an explanation of all the play controls.

	A Button	B-Button	C-Button
Offense	Switch	Call Audible	Snap Ball
Before Snap	Receiver (hold to <i>be</i> receiver)		
Passing	Switch Receiver Control		Pass (hold for bullet)
Receiving Running	Catch Spin	Speed Burst Speed Burst/ Hurdle	Dive Dive
Defense	Switch to	Call Audible	Talk Trash
Before Snap	Next Def./ Bat Pass		
Defense	Switch to Closest Def.	Tackle/ Speed Burst Hurdle	Dive
Kick/Punt			Power/ Aim + Kick

Game Setup

You'll use the Game Setup screen every time you play the game.

- D-Pad up/down to move the highlight bar up/down.
- D-Pad left/right to toggle through the various options for each menu item.
- Press Start to move to the next screen.

The options that appear on the screen when you press Start are the options selected for that game.

Play Mode

The Play Mode option allows you to select from four different play formats and the Roster Management feature.

One Game Revised Roster—Play an exhibition game using the revised rosters of the selected teams.

One Game Original Roster—Play an exhibition game using the original rosters of the selected teams.

New 1995 Season—Begin a season using the 1995 NFL schedule.

New 1994 Season—Begin a season using the 1994 NFL schedule.

New 1993 Season—Begin a season using the 1993 NFL schedule.

Continue Season—Continue a saved season.

Roster Management—Use the Roster Management system to revise the rosters of any or all of the teams.

During Season Play, the game automatically uses the revised roster when the season is started before the rosters are revised. (See page 32 for instructions on the Roster Management system.)

HOME TEAM/VISITING TEAM

Select from all the NFL teams, the AFC and NFC Stars, the NFL All Pros, and six regional all-star teams organized according to college alma mater.

GAME TIME

Select from 20, 40, or 60 minutes total game time (5, 10, 15 minute quarters respectively).

STADIUM

Select from all the NFL stadiums and specially chosen alternative fields.

WEATHER

Select one of many different weather conditions, including indoors.

FIELD CONDITIONS

This option allows you to choose from four different field conditions, from artificial turf to snow.

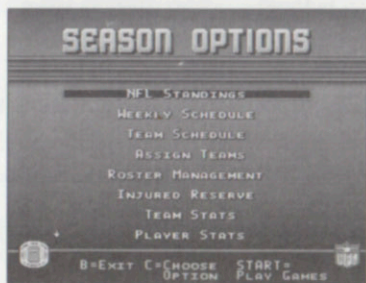
VISITOR/HOME PLAYBOOK

Here you can select the playbook of any NFL team or from the combined playbook, which includes all the plays.

SAVE RECORDS

The Save Records feature allows you to save records for the human players. When Save Records is on, the program keeps track of the User Standings, User Records, Team Records, and Player Records. These stats are accessed from the Scoreboard menu (during the game) and the Season Options menu.

Season Options



The Season Options menu enables you to participate in an entire league season from Week 1 to the Super Bowl. You can play any or all of the games or have the computer simulate games. You'll use Season Options before and after every Season game. To play a regular season game immediately, go directly to the Weekly Schedule screen.

WARNINGS: The following warnings will prevent you from accidentally erasing games and stats already recorded in your season records.

1. When the computer is simulating games, **DO NOT PRESS** the RESET button. Wait until the computer

is finished simulating game and then press START to make sure the game results and stats are recorded before you reset the game.

2. After a human-controlled game is completed, be sure to press the START button on the Final Score screen to ensure that the game is saved.

NFL STANDINGS

A screenshot of the 'NFL STANDINGS' screen. It shows a table of NFL teams divided into three divisions: EAST, CENTRAL, and WEST. Each team has a record (wins-losses-ties) and a graphical representation of progress. The teams listed are: EAST (GIANTS, EAGLES, REDSKINS, COMBOYS, CARDINALS), CENTRAL (VIKINGS, PACKERS, LIONS, BEARS, BUCS), and WEST (SEAHAWKS, PATRIOTS, FALCONS, PANTHERS, RAIDERS, BRAVES, CHARGERS).

After every week of play, the NFL Standings screen shows the divisional standings.

WEEKLY SCHEDULE

A screenshot of the 'CURRENT WEEK' screen. It shows the schedule for '1985 SEASON WEEK 7'. The games listed are: FALCONS AT RAMS, SEAHAWKS AT BILLS, PATRIOTS AT CHIEFS, EAGLES AT GIANTS, LIONS AT PACKERS, VIKINGS AT BUCCANEERS, 49ERS AT COLTS, and BEARS AT JAGUARS. At the bottom, there are control instructions: B=CPU/HUMAN, C=HIGHLIGHT, and START=OPTIONS.

- To cycle through the weeks, D-Pad **left/right**.
- To highlight a game, D-Pad **up/down**.

You'll notice that all the games are initially marked with a "C" to indicate "Computer" controlled.

- To mark a computer-controlled game for Human control, press **A**.

The letter "H" appears next to the highlighted game to indicate that it has been selected for Human control.

- To change a game back from Human control to Computer control, press **A**.
- When you're finished marking games on the Weekly Schedule and wish to return to the Season Options menu, press **Start**.

All the games you marked on the Weekly Schedule screen will remain marked unless you go back and change them.

- To begin (or resume) the Season, press **Start**.

If there are games marked for human control in the current week, the computer takes you to the Season Games screen. Only the games marked for human control are available on the Season Games screen.

- To cycle through all the human-controlled games, highlight either Home or Visiting team and D-Pad **left/right**.

After you choose the Setup options for a game, you can either play or observe that game (see Controllers on page 17). After you compete a human-controlled game, the computer returns you to the Seasons Options screen.

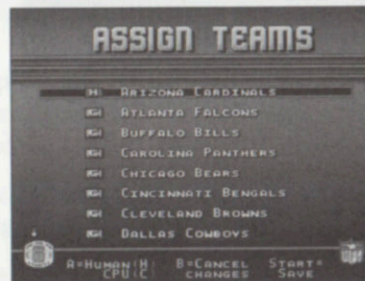
- To play the next game marked for human control, press **Start**.
- To show the results and highlights of game that has already taken place, highlight the game and press **C**.

If there is no game marked in the current week or the following week, a message appears asking if you wish to simulate the results, switch to human control or cancel. Follow the on-screen instructions.

TEAM SCHEDULE

Check the Team Schedule to find out the full season schedules and current results for any NFL team. You can also check Team Profiles and, from there, Player Profiles.

ASSIGN TEAMS



The Assign Teams Screen asks you to designate which teams will be controlled by people. The box to the left of each team shows you whether the team is controlled by the computer or by a person. C stands for Computer and H stands for Human.

- To move the highlight bar to the desired team, D-Pad **up/down**.
- To change the control designation for that team, press **A**.
- To cancel all your changes and return to the Season Options menu, press **B**.
- To begin the Season and save all the changes, press **Start**.

DEPTH CHART

The Depth Chart allows you to review all the players by their teams and positions, and to make substitutions. (See pages 30 and 34 for more on the Depth Chart.)

INJURY REPORT

TEAM	PLAYER
RRI	JEFF HOUSTLER BROKEN FOREARM
RRI	HARVEY WILLIAMS STRAINING OF KNEE
MIA	DAN MCGUIRE BROKEN NOSE
MIN	SYLVE JORDAN BROKEN RIBS

START
EXIT

Injury Report appears after every week's play to show all the players injured that week. You'll see each injured player's team, name, and the type of injury he sustained.

Injured players are taken off the active roster and placed on the Injured Reserve list. Consult the Injury

Report for a list of all the injured players. Injured players are listed by team.

- To display the Injured Reserve list, highlight Injured Reserve and press **C**.
- To cycle through all the NFL teams, D-Pad **left/right**.

TEAM STATS

TEAM STATS	
INJERS	
GAMES PLAYED	5
SCORING OFFENSE	134 PYS
POINTS SCORED / GAME	22.7 PYS
SCORING DEFENSE	118 PYS
POINTS ALLOWED / GAME	19.7 PYS
RUSHING OFFENSE	588 YDS
RUSHING YARDS / GAME	98.0 YDS
RUSHING DEFENSE	636 YDS

B=TEAM PROFILE C=PLAYER STATS

The computer keeps track of important statistics for all the different teams. The statistics include all the games completed so far in the current season.

- To cycle through all the different NFL teams, D-Pad **left/right**.

Follow the on-screen instructions to access Team Profiles and Player Stats,

- To return to the Team Stats screen, press **Start**.
- To return to the Season Options menu, press **Start** again.

PLAYER STATS

The Player Stats screen ranks the players for each team in 32 categories.

- To cycle through all the teams, D-pad **left/right**.
- To cycle through all the statistical categories, press **A**.
- To access the highlighted player's profile, press **B**.
- To access the Teams Stats screen, press **C**.

TEAM LEAGUE LEADERS

The Team League Leaders screen ranks the top 20 teams in 42 statistical categories.

- To cycle through all the statistical categories, press **A** or D-Pad **left/right**.
- To access the team profiles, press **B**.
- To access the Individual League Leaders, press **C**.

INDIVIDUAL LEAGUE LEADERS

The Individual League Leaders screen ranks the top twenty players in 32 statistical categories.

- To cycle through all the statistical categories, press **A** or D-Pad **left/right**.
- To access the Player Profiles, press **B**.
- To access the Team League Leaders, press **C**.

TEAM RECORDS

The Team Records shows the best team in each of 31 statistical categories.

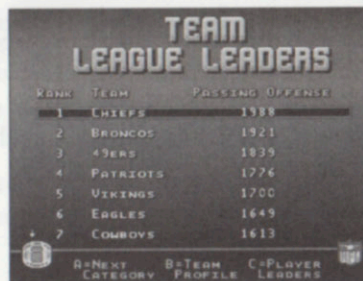
- To cycle through all the statistical categories, press **A** or D-Pad **left/right**.
- To access the Player Records, press **B**.
- To access the User Records, press **C**.
- To return to the Season Options menu, press **Start**.

PLAYER RECORDS

The Player Records shows the best individual player in each of 22 statistical categories.

- To cycle through all the statistical categories, press **A** or D-Pad **left/right**.
- To access the Team Records, press **B**.
- To access the User Records, press **C**.
- To return to the Season Options menu, press **Start**.

LEAGUE LEADERS



TEAM LEAGUE LEADERS		
RANK	TEAM	PASSING OFFENSE
1	CHIEFS	1388
2	BRONCOS	1921
3	49ERS	1839
4	PATRIOTS	1776
5	VIKINGS	1700
6	EAGLES	1649
7	COWBOYS	1613

R=NEXT CATEGORY B=TEAM PROFILE C=PLAYER LEADERS

The League Leaders screen displays the statistical leaders in dozens of important categories, beginning with Team League Leaders in Scoring Offense.

- To cycle through the categories, press **A**.
- To display the Individual League Leaders, press **C**.

Follow the on-screen instructions to access Team Profiles, Player Stats, Player Profiles, and Player Ratings.

- To return to the League Leaders screen, press **Start**.
- To return to the Season Options menu, press **Start**.

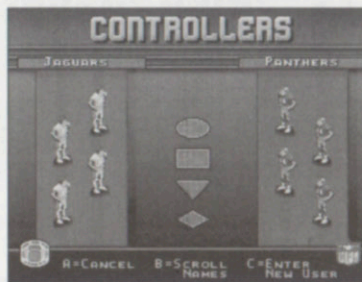
USER RECORDS



The User Records screen shows the win/loss record of all the Franchise Players. In order to create Franchise Players, you must set the Save Records feature on the Game Setup screen to ON prior to beginning the game.

In addition to the win/loss records, the top five performances in some thirty team categories and twenty individual player categories are stored.

Controllers



Before you can begin play, you must indicate which controller will operate which team. Controller 1 uses the circle cursor, Controller 2 the square cursor, Controller 3 the triangle cursor, and Controller 4 the diamond cursor.

If you choose not to assign any of the controllers to any of the teams, the computer will play against itself.

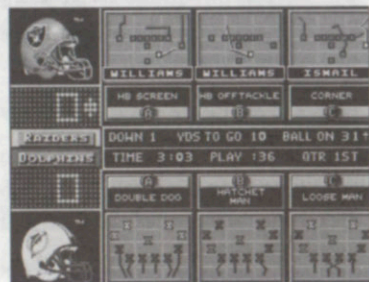
- To move your cursor to one team or the other, D-Pad **left/right**.

Enter New User (Franchise Players)

You can store up to 15 player names on the Name Entry screen. In order to use (or change) one of the stored player names, you must turn the Save Records feature ON. Follow the instructions below to enter names on the screen.

- To begin entering a new user, Press **C**.
The Name Entry line for your controller appears.
- To cycle forward through the alphanumeric characters, D-Pad **down**.
- To cycle backwards through the alphanumeric characters, D-Pad **up**.
- To enter a character and move to the next character, D-Pad **right**.
- To return to a previous character, D-Pad **left**.
- To save the new Franchise Player press **Start**.

Play Selection



- To cycle through the formations, press **A /B** or D-Pad **up/down/left/right**.
- To show the plays in the selected formation, press **C**.
- To cycle through the different available plays, D-Pad **down**.
- To flip the plays, D-Pad **right**.
- To cycle through the primary receivers of the passing plays on the screen, D-Pad **left**.
- To select one of the plays, press the button corresponding to the play on the screen.
- To return to the formation selection windows, D-Pad **up**.

Customizing Audibles

All the plays in a given formation are available as audibles, though just three audibles per formation are available per play.

Audibles are shown in the play calling windows at the end of the play selection cycle.

- To display the audible windows, D-Pad **down** until you reach the windows called **AUDIBLE A, B, C**.

When you see the audible windows on the screen, you can customize each window with one of the plays available in the formation you've already selected.

- To toggle through the available audibles in one of the three audible windows, press the button corresponding to that window.

The audibles that appear in the audible windows when you return to the regular play selection windows are the audibles that are now available whenever you select that formation during that game.

The audibles are reset to the original default selections at the beginning of every game. Once you select a play, the field appears and the offense lines up at the line of scrimmage. A yellow arrow appears above the "go to guy."

- To cycle through the "go to guys" at the line of scrimmage, press **A**.

On The Field

Whether you're on offense or defense, Prime Time NFL gives you great control over your players, before and after the snap. The more you learn about the controls and the faster you are on the buttons, the greater advantage you'll have over your opponent, be it the computer or another player.

PLAYER CURSOR

Each player has his/her own individual cursor, depending on which controller he/she is using.

Controller 1 = Circle

Controller 2 = Square

Controller 3 = Triangle

Controller 4 = Diamond

PRIMARY RECEIVER

The primary receiver is marked with a small yellow arrow above the man.

CATCHABLE BALL

Once the ball is in the air, a yellow circle with a red X appears on the field at the spot where the ball is going to land. The closer your man is to that Circle-X, the better chance he has of catching the ball.

- To increase the odds of catching a pass, press **A** when the ball is close to the receiver.

USER CONTROL

When your cursor is filled-in yellow, the computer does not control the man, so it's up to you to move that man on the field.

CURSOR CONTROL

When your cursor is an empty outline, the computer controls the man until you press the D-Pad. Then the man is under your control.

When a man is under cursor control, the man will not make any special moves, such as spins, dives, speed-bursts, hurdles, etc. Only the user can make these moves.

BALL CARRIER CONTROL

The ball carrier on a computer-controlled team is marked by a red X.

The ball carrier on a human-controlled team is marked with a red filled-in cursor the shape of the controller cursor.

The computer will control the ball carrier automatically unless you press the D-Pad. Once you press the D-Pad, the ball carrier is under your control.

Note: the quarterback hands the ball off to the running back automatically. You can take control after the hand-off.

OFFENSE BEFORE THE SNAP

When you're on offense, you can make certain adjustments (including audibles) before the snap. These adjustments might throw the defense off and increase your chances of making a big play. Note that there are two kinds of audibles — one which change the play but not the formation, and ones that change the formation and the play. See below for an outline of the button controls for the different audibles.

A-Button

Switch to next primary receiver.
Hold A button to become the receiver.
Hold A again to switch control back to the QB.

B Button

(Tap) Call audible.
A = Audible play A.
B = Audible play B.
C = Audible play C.

(Hold) Change Formation.
D-Pad left/right to select new formation.
A = Play A.
B = Play B.
C = Play C.

C Button

Snap ball (start play).

D-pad down (or x button)

Cancel Audible

Start (Pause Game)

Scoreboard options screen.

OFFENSE AFTER THE SNAP

A Button (before pass)

Change primary receiver.

Z button (Six Button Controller)

Switch Back to Diagram's Primary Receiver.

A Button (after pass)

Change player control to primary receiver.

A Button (hold) or X Button

Change player control to primary receiver.

C Button (tap)

Loft pass to primary receiver.

C Button (hold)

Bullet pass to primary receiver. (The longer you hold the button, the harder the pass.)

D-Pad

Move man under player control.

Time Out

Each team receives three time outs for each half of play. A Time Out stops the game clock and resets the play clock.

- To call a Time Out, press **Start**, then highlight and press **A/B/C**.

BALL CARRIER**A Button**

Spin.

B Button

Speed burst (one per play) or Hurdle over diving or grounded defender. (After the speed burst has been used, the B button gives a Straight Arm when a tackler is nearby.)

B Button (hold) or Z button

High step when in the clear.

C Button

Dive.

Y Button

Straight Arm (if defender is in range)

D-Pad

Run in direction of D-Pad press.

RECEIVER (BEFORE PASS)**A Button**

Change control to next receiver.

A Button (hold) or X button

Change control to quarterback.

B Button

Speed burst (one per play) or Hurdle over diving or grounded defender.

C Button

Call for pass. (Hold for harder pass.)

D-Pad

Run in direction of D-Pad press.

RECEIVER (AFTER PASS)**A Button**

Catch ball (improves chances). If the ball is above the receiver's head, the receiver will jump.

B Button

Speed burst (one per play) or Hurdle over diving or grounded defender.

C Button

Dive.

D-Pad

Run in direction of D-Pad press.

DEFENSE BEFORE THE SNAP**A Button**

Switch player control to next defender.

B Button

Call audible.

A = Audible play A.

B = Audible play B.

C = Audible play C.

C Button

Taunt.

(or D-Pad down)

Cancel Audible

D-Pad

Run in direction D-Pad press.

DEFENSE AFTER THE SNAP

A Button

Switch player control to man closest to ball or (if already closest) raise hands to defend against the pass or to attempt to swat the ball away.

B Button

Speed burst/jump over diving or grounded defender.

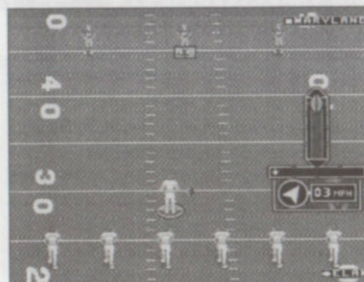
C Button

Dive, Talk Trash (If the human-controlled player makes the tackle.)

D-Pad

Run in direction of D-Pad press.

PUNTING/KICKING



The kick requires two separate C-Button presses. The first press stops the football icon, which sets the power behind the kick. When the icon is at the top of the meter, you get maximum power. As soon as the distance is set, the direction marker begins moving left to right. The center notch on the direction marker aims the kick in a straight line, neither left nor right. Press C again to begin the kick.

Penalties

The computer calls delay-of-game on the offense and pass interference, off-sides and encroachment on the defense. To avoid the delay of game call, make sure you snap the ball before the 40-second play clock expires.

To avoid the pass interference call, take care not to rough up the intended receiver when the ball is in the air. Certain coverages (such as Tight Man) increase the likelihood of pass interference. To avoid off-sides and encroachment, take care not to cross the line of scrimmage with the player you control before the ball is snapped.

Pause Game/ Scoreboard Menu



- To pause the game at any time during play, press **Start**.

Play on the field pauses.

- To pause the game and bring up the scoreboard menu, press **Start** after the play is dead.

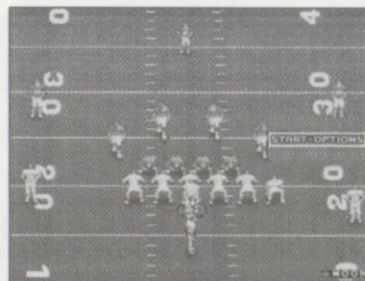
The Scoreboard Menu appears.

- To highlight an option and scroll down the Scoreboard Menu, D-Pad **up/down**.
- To return to the game, press **Start** again.

TIME OUT

A Time Out stops the clock. Each player receives three time outs per half. You can call a time out at any point before the snap by pressing Start and then A, B, or C. On kicking plays, you must call a time out before any action is taken with the kick meter.

INSTANT REPLAY



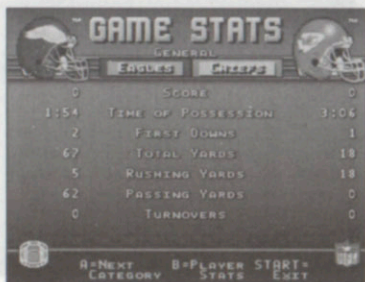
- To select Instant Replay, highlight and press any button.

The instant replay screen appears. The VCR-style control box gives instructions on replaying the last few seconds of the previous play.

- To **start/stop** the replay tape, press **C**.
- To advance the tape one frame at a time, press **B**.
- To rewind the tape, press and hold **A**.
- To move the replay screen, D-Pad **left/right/up/down**.
- To tilt the replay screen, hold **C** and D-Pad **up/down** or press X or Y if you have a six-button controller.

The VCR control box disappears after five seconds. If you don't press any buttons, the replay will begin automatically.

GAME STATS



GAME STATS		
GENERAL		
POINTS	SCORE	POINTS
0	SCORE	0
1:54	TIME OF POSSESSION	3:06
2	FIRST DOWNS	1
67	TOTAL YARDS	18
5	RUSHING YARDS	18
62	PASSING YARDS	0
0	TURNOVERS	0

A=NEXT CATEGORY B=PLAYER STATE START=EXIT

The Game Stats screen shows all the statistics for the current game.

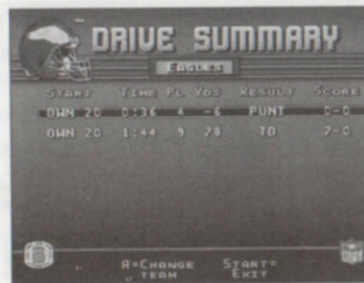
DEPTH CHART (SUBSTITUTIONS)

- To display the Depth Charts, highlight and press any button.

The Depth Chart of the home team appears first.

- To switch teams, D-Pad **left/right**.
- To cycle through the player positions, press **A**.
- To highlight a player, D-Pad **up/down**.
- To view the profile of a highlighted player, press **B**.
- To make a substitution, highlight the player you wish to substitute and press **C**. Then highlight the player for whom you wish to substitute the selected player and press **C** again.
- To return to the Scoreboard menu, press **Start**.

DRIVE SUMMARY



DRIVE SUMMARY						
FACTS						
START	TIME	PL	YDS	RESULT	SCORE	
OWN 20	0:36	4	-6	PUNT	0-0	
OWN 20	1:44	5	78	TD	7-0	

A=CHANGE TEAM START=EXIT

The drive summary shows the place on the field where the drive started, the amount of time consumed by the drive, the number of plays, the total yardage of the drive, the end result of the drive (Touchdown, Field Goals, Punt, Fumble, Interception, Turn Over on Downs) and the game score following the drive.

TEAM PROFILES

- To display the Team Profiles screens, highlight and press any button.

See page 41 for more on Team Profiles.

PLAYER PROFILES

- To display the Player Profiles screens, highlight and press any button.

See page 42 for more on Player Profiles.

FRANCHISE PLAYERS

The Franchise Players screen allows you to name up to 15 human players whose win/loss records the computer will store. (See page 18 for more on Franchise Players)

USER RECORDS

The User Records screen shows the accumulated win/loss records and top performances of all the saved users. (See page 43 for more on User Records)

PLAYER RECORDS

The Player Records show the top players in numerous different statistical categories. (See page 15 for more information.)

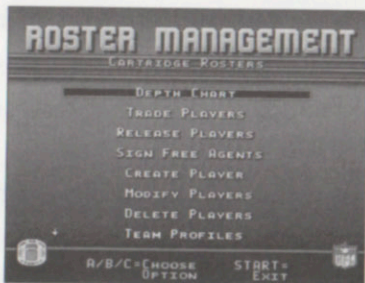
TEAM RECORDS

The Team Records screen shows the records and stats of both teams. (See page 14 for more information.)

EXIT GAME

Select this option to quit the game.

Roster Management



The Roster Management system allows you to revise the rosters of any or all of the teams. You may trade players, release players, or sign free agents. To assist in

making good decisions, the Roster Management system provides you with all the information you'll need. If you wish to revise rosters before you begin a season, first select a New Season, then return to the Game Setup screen, and then select Roster Management. When you are finished revising the rosters, select Continue Season. All the roster revisions will be saved.

CARTRIDGE ROSTERS

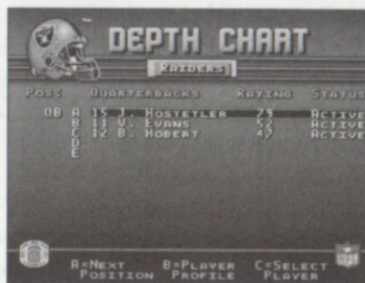
When you make changes to the Cartridge Rosters, you are effectively reprogramming your cartridge. This feature will allow you to keep up with the latest changes made to the rosters of the actual NFL teams.

Whenever you begin a New Season or play an Exhibition game, the Genesis uses the current Cartridge Rosters.

SEASON ROSTERS

The Season Roster Management system allows you to make changes to the current season's rosters WITHOUT altering the Cartridge Rosters. As soon as the current season is over, all changes made on the Season Rosters are erased, unless you made those same changes separately in the Cartridge Roster Management system.

DEPTH CHART



POS	QB	RATINGS	RATINGS	STATUS
A	15 J. HOSTETLER	73		ACTIVE
B	11 U. EVANS	52		ACTIVE
C	12 B. ROBERT	47		ACTIVE

CONTROLS: B=NEXT POSITION, B=PLAYER PROFILE, C=SELECT PLAYER

The Depth Chart shows all the players at all the positions on a select team, beginning with the quarterbacks.

The first player listed is the starting player, who is indicated by the letter "A." The second and third string players are designated "B" and "C" respectively. The player ratings usually match the players' starting positions, so that the starting player (A) has a higher rating than the second string player (B), and so on.

- To cycle through the different positions, press **A**.
- To highlight an individual player, D-Pad **up/down**.
- To display the highlighted player's profile, press **B**.

The Player Profile displays background information on the player and his performance statistics for the 1994 regular season.

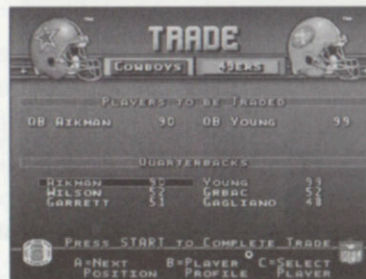
From the Player Profile, follow the on-screen instructions to display the player's Ratings, the Team Profile, or to move to the next team (alphabetically).

- To change a player's ranking on the roster (A, B, etc.), highlight the player and then press **C**.
- Then highlight the player whose spot you want the selected player to replace and press **C** again.

The two selected players will switch spots.

- To return to the Roster Management screen, press **Start**.

TRADE PLAYERS



TRADE					
COMBODYS		JLEAS			
PLAYERS TO BE TRADED					
QB	BEKMAN	90	QB	YOUNG	99
QUARTERBACKS					
	BEKMAN	90	YOUNG	99	
	WILSON	52	CHARR	52	
	GARRETT	51	GAGLIANO	48	

CONTROLS: B=NEXT POSITION, B=PLAYER PROFILE, C=SELECT PLAYER

Select the Trade Players option to execute a trade between the two teams shown on the Game Setup screen. There are pre-set roster minimums and maximums that must be observed in order for the trade to go through. If a proposed trade will leave you below the minimum or above the maximum number of players at a given position, the trade will not go through and you will have to propose a new trade.

- To change teams, highlight the team helmet and D-Pad **left/right**.
- To select a player to be traded, highlight the player with the D-Pad and press **C**.

The selected player appears in the trading area above the player list. A team can trade no more than three players in one trade.

- To select a different position from which to trade players, select **B**.

When you select a new position, the player(s) already selected for trading remain in the trading area. A team need not receive a player in exchange for another, so that one team can effectively “give” away a player as long as the transaction does not violate the roster requirements.

- To begin the trade, press **Start**.

The Trade Options box appears.

- To cancel the trade and return to the Roster Management screen, press **B**.
- To return to the Trade screen without executing the trade, press **A**.
- To execute the trade, press **C**.

If the trade violates the roster requirements, a dialogue box appears to inform you that the league is unable to complete the trade. Press any button to return to the Trade screen.

RELEASE PLAYERS

POST	DEF	RACKS	RATING	STATUS
SS	D 77	E. LAKE	71	ACTIVE
R	74	L. FROWN	74	ACTIVE
FS	R 39	D. PERRY	71	ACTIVE
RFB	R 23	L. FLOWERS	72	ACTIVE
RCB	R 10	D. FIGURES	65	ACTIVE
R	72	R. MILES	55	ACTIVE
C	20	R. HAYS	48	ACTIVE
LCB	D 28	K. WOODSON	78	ACTIVE
R	27	H. BELLARS	49	ACTIVE
C	45	H. BELL	42	ACTIVE

You may release players (to make room for a trade) as long as you don't violate the minimum roster requirements.

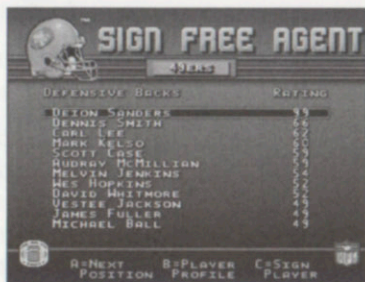
As with the Trade screen, the Release Player screen allows you to access the profiles, ratings and stats for all the players and teams in the league. Follow the on-screen instructions to access profiles, ratings, and stats.

Unlike the Trade screen, you can change the team on the Release Players screen by changing the team in the profiles, ratings, and stats screens.

- To return to the Release Player screen from any of the profiles, ratings, or stats screens, press **Start**.
- To cycle through the different player positions on the selected team, press **A**.
- To highlight the player you wish to release, D-Pad **up/down**.
- To release the highlighted player, press **C**.

The released player will disappear from the roster and move to the Free Agent pool.

SIGN FREE AGENTS



The Sign Free Agent screen allows you to sign free agents from the free agent pool. There must be a slot open in selected free agent's position on the team attempting to sign that free agent in order for the league to approve the signing. The team that appears at the top of the screen is the team attempting to sign the free agent.

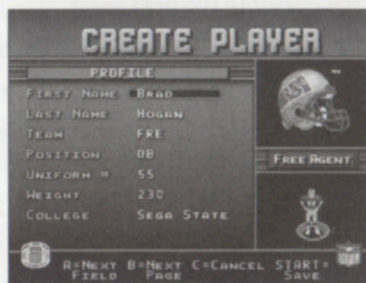
- To cycle through the teams, D-Pad **left/right**.
- To cycle through the different free agent positions, press **A**.
- To highlight a player on the free agent list, D-Pad **up/down**.

Follow the on-screen instructions to view the profile, ratings, and stats of the highlighted player.

- To sign the highlighted player, press **C**.

If there is not a slot open at that player's position on the selected team's Depth Chart, the league will not allow the signing and the "Unable to Sign Player" message will appear. Press any button to return to the Sign Free Agent screen.

CREATE PLAYER



The Create Player screen allows you to create players from scratch. You not only name the player and give him a personal history, position, and uniform number, but you also endow him with athletic attributes. The players can be fictional or based on real players—it's entirely up to you.

The instructions at the bottom of the screen explain how to move through the system.

- To move the highlight bar to the next line, press **A**.
- To go to the next page (there are three pages) press **B**.
- To exit the system without saving changes, press **C**.
- To save the changes and return to the Roster Management menu, press **Start**.

PROFILE

The Profile page asks you to name the player and provide him with a team, a position, an uniform, a weight, and an alma mater.

- To enter a NAME, D-Pad up/down to select a letter from the alphabet, then D-Pad **left/right** to move the cursor to the next letter.
- To accept the name and move the highlight bar, press **A**.
- To select a TEAM, D-Pad to cycle through all the teams. Notice the helmets change on the upper right-hand box on the screen.
- To accept the name and move the highlight bar, press **A**.
- To select a POSITION, D-Pad to cycle through all the positions. When you see the abbreviation of the desired position, press **A**.
- To select a UNIFORM NUMBER, D-Pad to cycle through all the available numbers (00-99). When you see the desired number, press **A**.
- Enter the WEIGHT (75-499 lb.) in the same manner as you entered the uniform number. The weight of the player directly influences his blocking and hitting power on the field.
- Enter the COLLEGE in the same manner as you entered the name.

Ratings 1 & 2

The performance categories on the two ratings pages relate to the POSITION chosen on the Profile page. Ratings range from 0-9.

- To change a rating number in the highlight field, D-Pad in any direction.

MODIFY PLAYER

When you choose Modify Player, a list of all the Created Players appears. Highlight the player you wish to modify, and then press **A, B,** or **C**.

To Modify Player routine is identical to the Create Player routine. Simply find the field(s) you wish to change, make the change(s), and then press **Start**.

DELETE PLAYER

You can easily delete any of the Created players. First select the Delete Player option on the Roster Management screen. A list of all the Created players appears. Highlight the player you wish to delete and then press **A, B,** or **C**.

A dialogue box appears on the screen, explaining that when you delete the player, not only does he completely disappear from the cartridge, but all any records he holds also disappear.

TEAM PROFILES

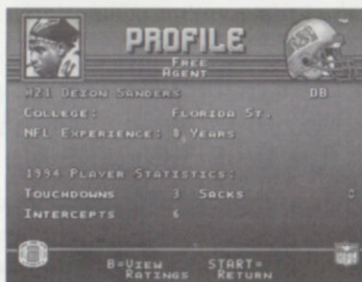
TEAM PROFILE	
MIAMI DOLPHINS	
JOE ROBBIE STADIUM	
1994 NFL RECORD	10-6
1994 NFL PLAYOFF RECORD	1-1
1994 NFL RANKINGS	
PYS SCORED 3	PASSING OFF 2
PYS ALLOWED 17	PASSING DEF 25
RUSHING OFF 13	SACKS 22
RUSHING DEF 6	INTERCEPTS 5
C-PLAYER PROFILES	START+ EXIT

Select Team Profiles to display the profiles of all the NFL teams. The profiles include the 1994 regular

season and playoff records (if applicable) and the NFL rankings in eight critical categories. The rankings range from 1-28, with 1 being the best and 28 being the worst.

- To cycle through the teams, D-Pad **left/right**.
- To display the Player Profiles for the selected team, press **C**.

PLAYER PROFILES



Select Player Profiles to display the profile of individual players. The Player Profiles screen displays background information about the player and his statistics for the 1993 season.

- To cycle through all the players on the selected team, D-Pad **left/right**.

The profiles database lists the players by position, with the starter at that position (A) listed first, and the second, third, and fourth stringers following in that order. Follow the on-screen instructions to change teams, access Team Profiles and show individual Player Ratings. The Player Stats option returns you to the Player Profile screen.

RESET ROSTERS

Select this option to restore the original team rosters, with every player in his original position.

USER STANDINGS

The screenshot shows a table of user standings with columns for Rank, Name, and W-L-T. The users are ranked from 1 to 7.

RANK	NAME	W-L-T
1	JOE	8-3-0
2	BILL	8-5-0
3	MARY	8-6-1
4	JOHNNY	6-6-0
5	TOMMY	4-8-0
6	BIG BOB	4-9-0
7	BRUCE	2-10-1

The User Standings Screen ranks all the saved users.

RELOCATE TEAMS

Prime Time NFL allows you to relocate any team to any city.

- D-Pad **left/right** to select the team to be relocated.
- Press **A** or **C** to select the city you wish to assign to that team.
- Select **B** to cancel all the changes.
- Press **Start** to save all the changes.

Formations

Prime Time NFL includes all the most widely used professional formations and plays. Each formation,

whether offense or defense, is designed for a particular situation on the field, such as "third and long" or "second and short." The more you understand about pro football strategy, the more wisdom you can use in selecting formations.

Each formation offers a variety of different plays, and each play can unfold in a variety of different ways. The section below gives a general description of each formation.

Offensive Formations

I Formation

Taken from the college ranks, the I lines up both running backs directly behind the quarterback for maximum play fake possibilities.

Strong Side RB

A running back is positioned on the strong side, where the tight end is lined up.

Weak Side RB

A running back is positioned on the weak side, without the tight end in front of him.

Single Back

This formation is good for short passes to the backs or tight ends, or for misdirection plays.

Shotgun

Strictly a passing formation, the quarterback takes the snap five yards behind the line to give himself time to read the defense. Tricky little hand-offs from this formation seldom fool the defense.

Special Teams

Here you have all your punt and field goal plays, including a few fakes.

Pro Set

The halfback and fullback line up behind the quarterback. You can run any kind of play from this formation.

Defensive Formations

3-4

Perhaps the most popular of the professional defenses, the 3-4 features three down linemen and four linebackers. It's good for stuffing the run and for short to mid-range zone pass coverages.

4-6

Often used against third and long, the 4-6 is a containment formation, employing a nose tackle on the line, four linebackers and six defensive back. It's designed to flex, but not break.

4-3

This is your most traditional defensive formation, with four down linemen and three linebackers. It's designed to stop the run and the short pass.

4-4

Similar to the 4-6, this formation is designed for zone coverages and containment against the run.

Nickel

The formation gets its name from an added fifth DB instead of a down lineman. Use it when you expect a pass.

Dime

The Dime package include a sixth defensive back and dares the offense to pass. As long as you've got a little ground to give on the run, this is a safe bet.

Special Teams

These formations are specially designed for punts, field goals, and extra points. Now that the NFL has added a two-point conversion, the extra point defense is going to be a little trickier.

Goal Line

Use this to stuff the run when you're huddled up in your opponent's end zone or on third and short situations.

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Doug Wike

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NOTES

NOTES

LIMITED WARRANTY

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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.

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WE SWEAT THE DETAILS

**GET YOUR HANDS ON ALL OF OUR
ACTION-PACKED TITLES.**

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