Walter Payton™ Football
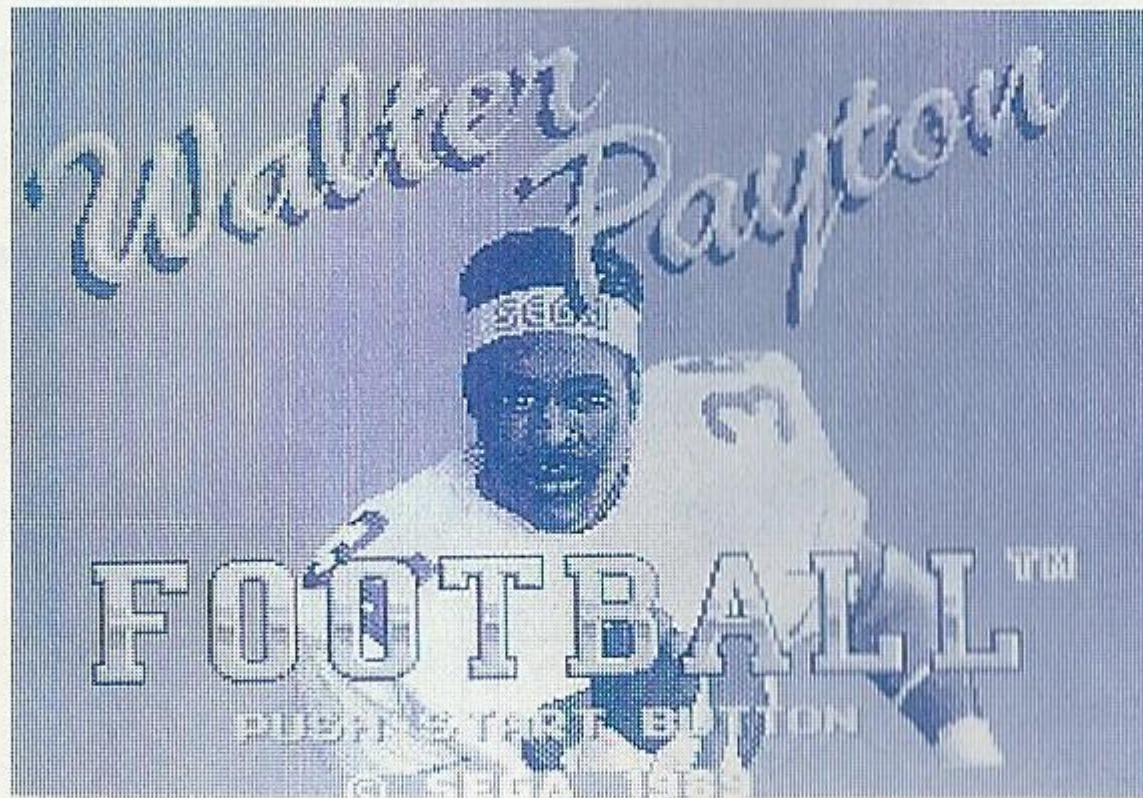
SEGA®

You set down into your stance, the crowd's roar filling your ears. A million eyes watch your every move. Hot breath hisses through the facemask as a snarl spreads on your lips. "Hut! Hut!" The ball is snapped. You move like lightning, almost without thinking. You take the hand-off, cut left, and then head for daylight.

Suddenly, your blood runs cold. Your hole is being filled by a 250-pound screaming tackle, with arms the size of battleships. How can you get around this guy? Will your head survive the crash? What would Walter Payton do?

Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.

2. Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

4. At the Title Screen, to start the game, press Button 1 or Button 2.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

Insert Mega Cartridge

Insert Control Pad 1

Insert Control Pad 2
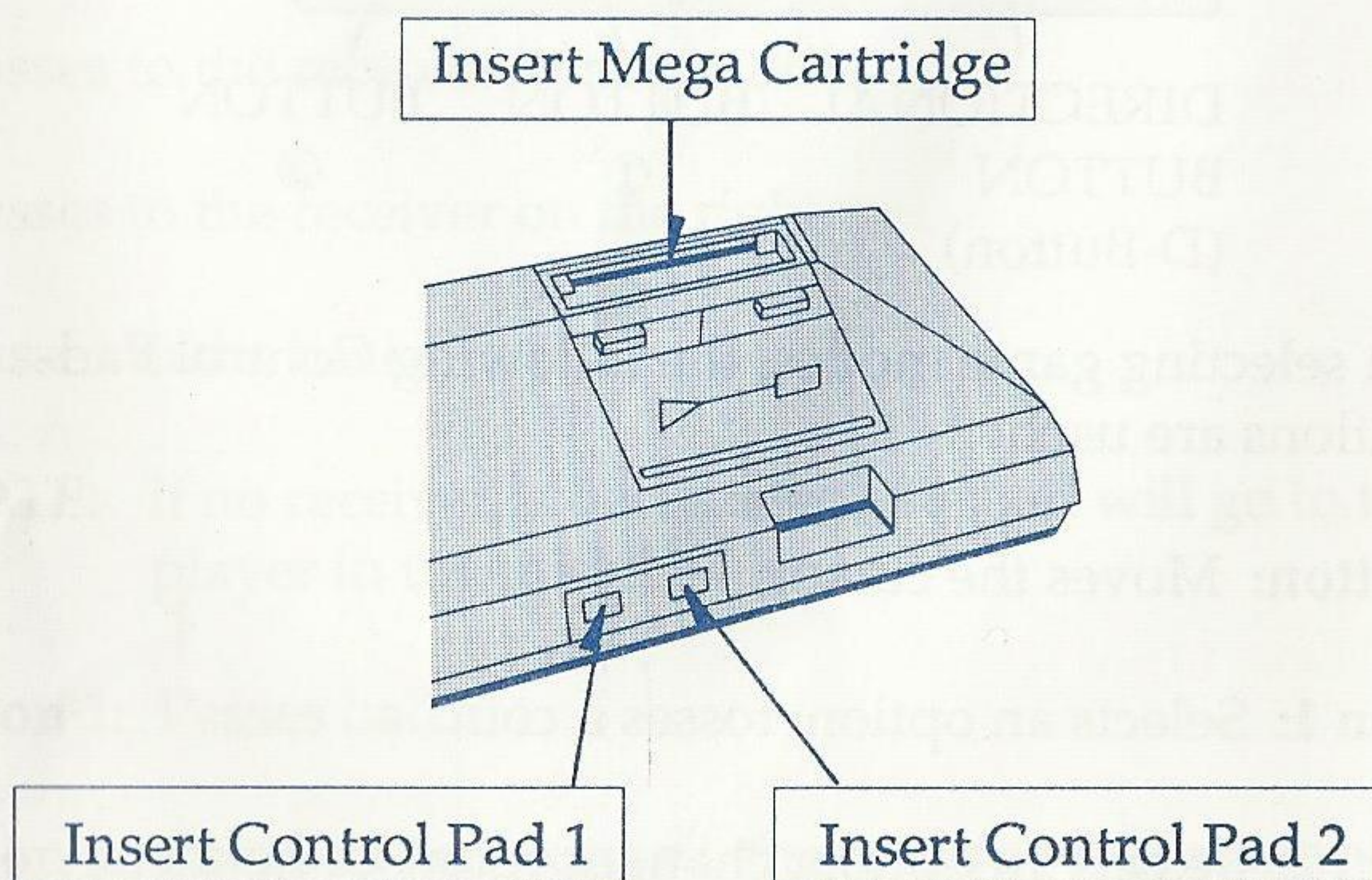
Walter Payton Football™

Walter Payton Football is a realistic pro football game, complete with the 28 teams you know and love. You can compete against the computer (CPU) or against another player. When playing against the computer, you can play a single Monday Night Game, or compete in the playoffs for the ultimate gridiron prize: the Super Bowl. (When playing a series of Monday Night games, you can use a password to keep a running total of your stats, even when the power is turned OFF.)

Taking Control
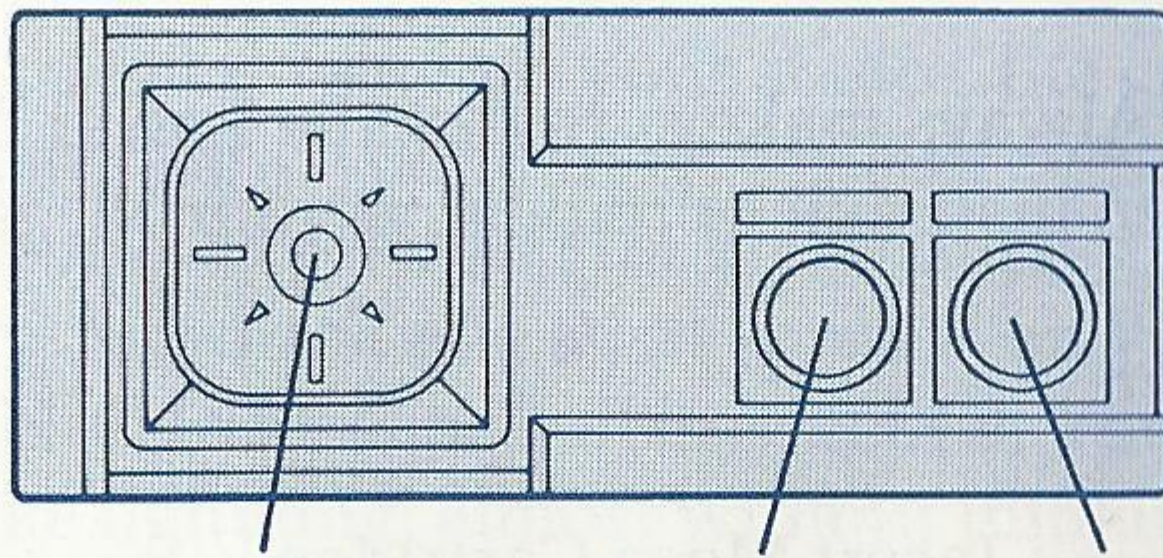
DIRECTIONAL BUTTON BUTTON
BUTTON ① ②
(D-Button)

When selecting game modes, the following Control Pad operations are used:

D-Button: Moves the cursor.

Button 1: Selects an option; tosses a coin.

Button 2: Selects an option; changes colors of helmets; tosses a coin.

Offense

Running Plays

D-Button: Moves an offensive player shown inside the bracket [ ].

Button 1: Throws the ball. Since there are no designated pass receivers in running plays, passing the ball at this time will not be very effective.

Button 2: Dives. When pressed before being tackled, the runner will dive for an extra 1 or 2 yards.

Passing Plays

D-Button: Selects a receiver.

1. Passes to the receiver on the left.

2. Passes to the receiver in the middle.

3. Passes to the receiver on the right.

4. Passes to the backs.

   NOTE: If no receiver is designated, the ball will go to the player in the middle.

Button 1: Passes ball.

Button 2: Dives. When pressed, the receiver will attempt a diving catch.

Defense

D-Button: Moves the defensive player in the bracket [ ].

Button 1: Not used.

Button 2: Tackles. (Players can tackle without pressing Button 2, but pressing the button makes the tackle more effective.) Button 2 is also used to dive, but only when holding the ball, such as after an interception.

NOTE: When playing against the computer (CPU), you'll notice a player in the bracket [ ]. He, like the rest of the players on the opposing team, are controlled by the computer.

Get Started

After pressing the start button at the opening screen, first decide if you want to start a new game or enter a password. (Passwords are entered so you can keep track of stats from game to game. See the section on passwords later in this manual.) Use the D-Button and press Button 1 or 2.

On the next screen, you can choose to play the computer or another player.

Next, select the type of game you wish to play.
In the Monday Night Game, you select your team from among the 28 teams of the NFL. In the Road to the Super Bowl Game, you compete in a series of games that lead to the NFL Championship.

On the next screen, choose your difficulty level: easy, normal, or hard. The more difficult the game play, the faster the defensive players.

The next step is to determine the method of keeping track of time, running or real. Running time never stops unless a time-out has been called. Real time behaves just like a regulation football game. (For example, the clock stops after an incomplete pass.) At this point, you also choose whether to play 5 or 15 minutes per quarter.

The next step is to select your team from among the 28 on the screen. Use the D-Button and press Button 1 to choose. You can change the color of a team's helmet by pressing Button 2 before you choose that team.
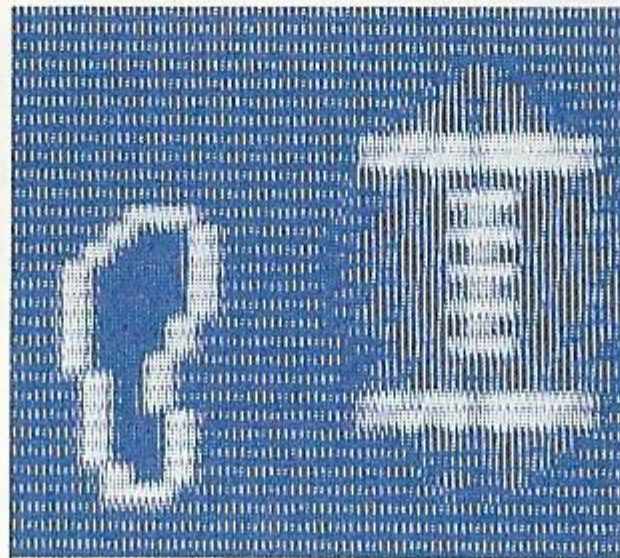

Name of Team
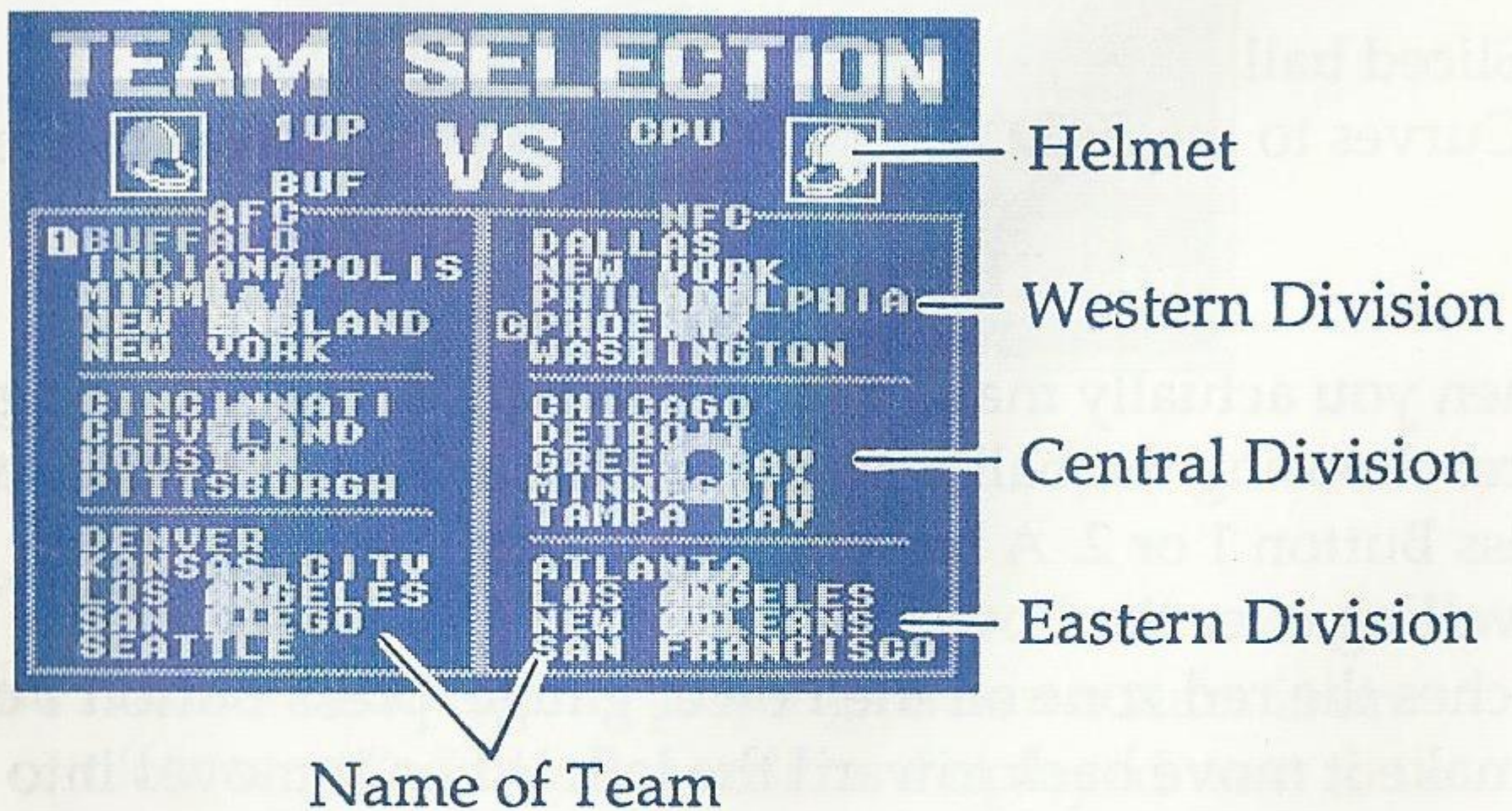
The last step before play begins is the coin toss. Use the D-Button to choose heads or tails, then press Button 1 or 2 to toss the coin. If you win, choose whether to kick off or receive.
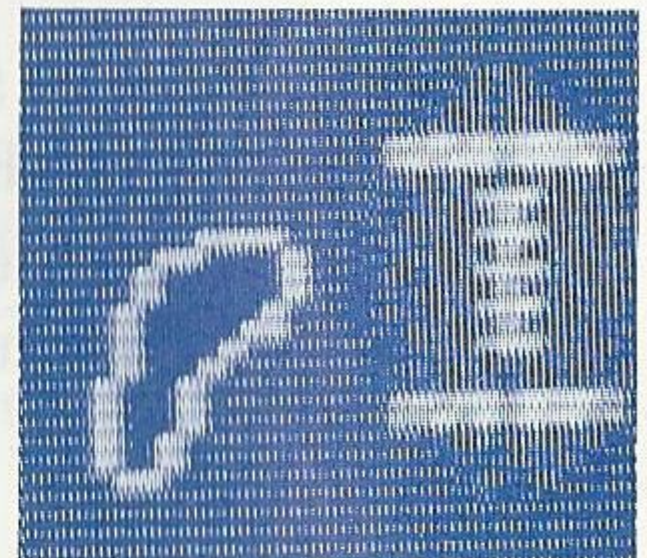
Kickoff

Before kicking off, observe the screen for information on wind direction, wind strength, and distance to the goal. (Punting, field goals, and kicking off also use this same procedure.) Based on the information on the screen showing wind and distance, choose a stance using the D-Button.

1. Sliced ball.
   Curves to the right.
2. Straight ball.
3. Hooked ball.
   Curves to the left.

When you actually make a kick, you'll be doing two things at once: choosing the ball's power and spin. To start things off, press Button 1 or 2. A bar will begin to move to the right, travelling over the Power and Spin gauges. When the bar reaches the red zone on the Power gauge, press Button 1 or 2 to make it move back toward the left. When it moves into the red zone in the Spin gauge, press the button again.
The farther you allow the bar to move to the right on the Power gauge, the harder your player will kick the ball.
The farther you allow the bar to move to the left on the Spin gauge, the more spin will be applied.

After the ball is kicked, the screen will change to an overhead view of the field. When on defense, move the player with the bracket cursor [ ] and try to tackle the ball carrier. When on offense, try to move your player with the bracket cursor [ ] over the ball to pick it up and start running.

The Huddle

Normal play begins with the Huddle screen, which shows all the plays available to you, both on offense and defense. Select a play with the D-Button, then press Button 1 or 2. You get 30 seconds to select a play. Otherwise, play begins automatically.
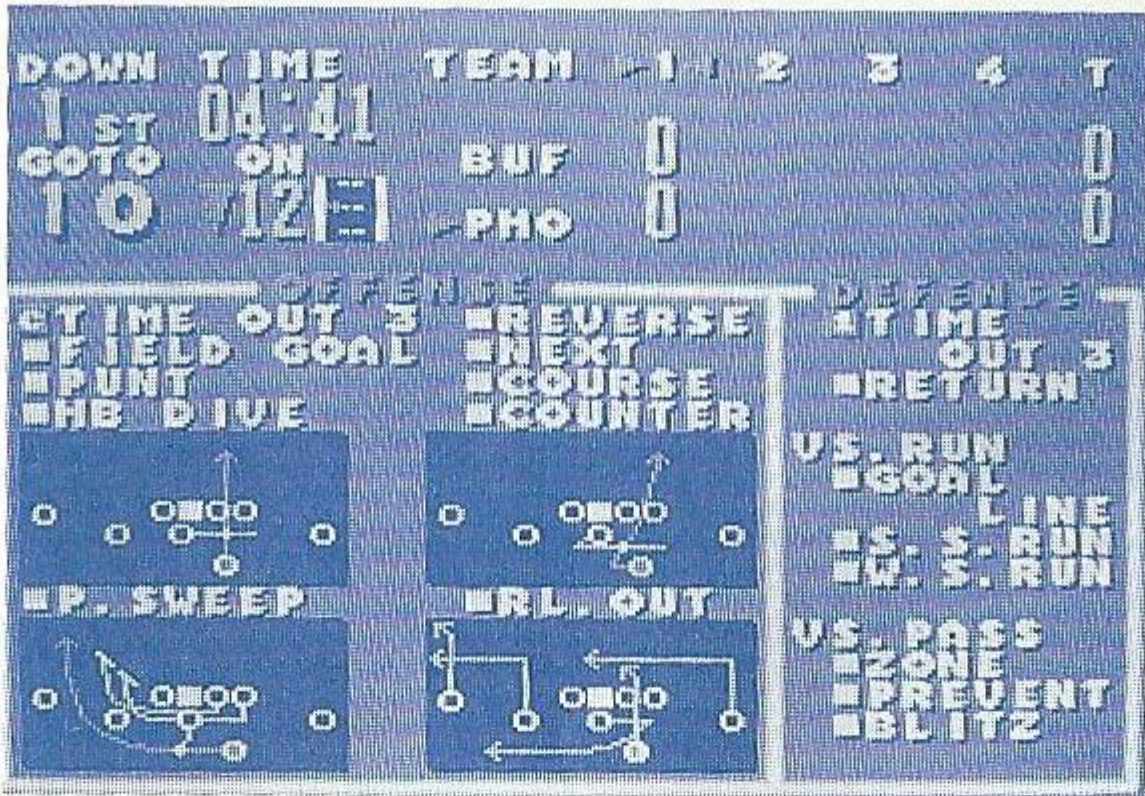
Down: Current down (1-4).

Time: Time remaining in the quarter.

Team: Names of the teams playing. When a team is on offense, a ">" marker will be displayed next to its name. To the right of the team's name is displayed the score for each quarter. If a tie occurs at the end of the fourth quarter, the game goes into sudden death. The first team to score will then win.

To Go: Yards left to earn a first down.

On: Yard marker the ball is currently positioned on. If an arrow pointing up is next to the yard marker, it means that you are in your opponent's territory (less than 50 yards before you score a touchdown). If the arrow is pointing down, the ball is in your territory.

Time Out: Shows the number of time outs left in each half. If you place the cursor on the Time Out selection and press Button 1 or 2, the clock will stop.

Reverse: Movements of the players shown in the offensive formations will be reversed. (For example, instead of running a play to the left, you would run to the right side of the field.)
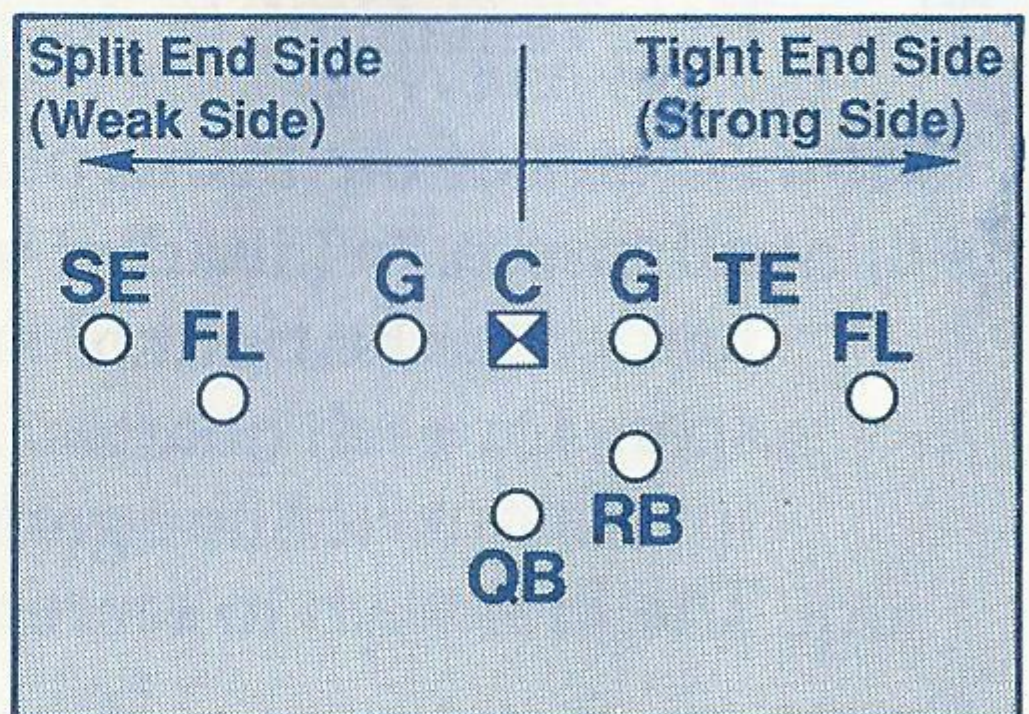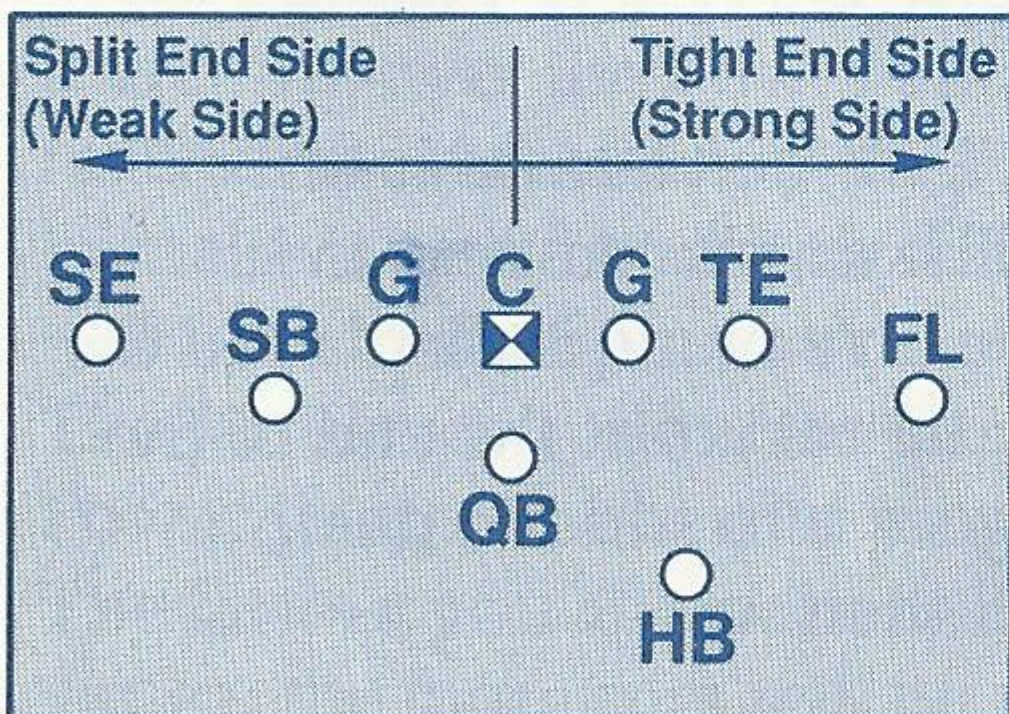
Next: Shows the next screen of plays available.

Course: Shows the basic passing course in pass plays.

Formations

There are three basic formations in Walter Payton Football. All plays are variations on these formations.
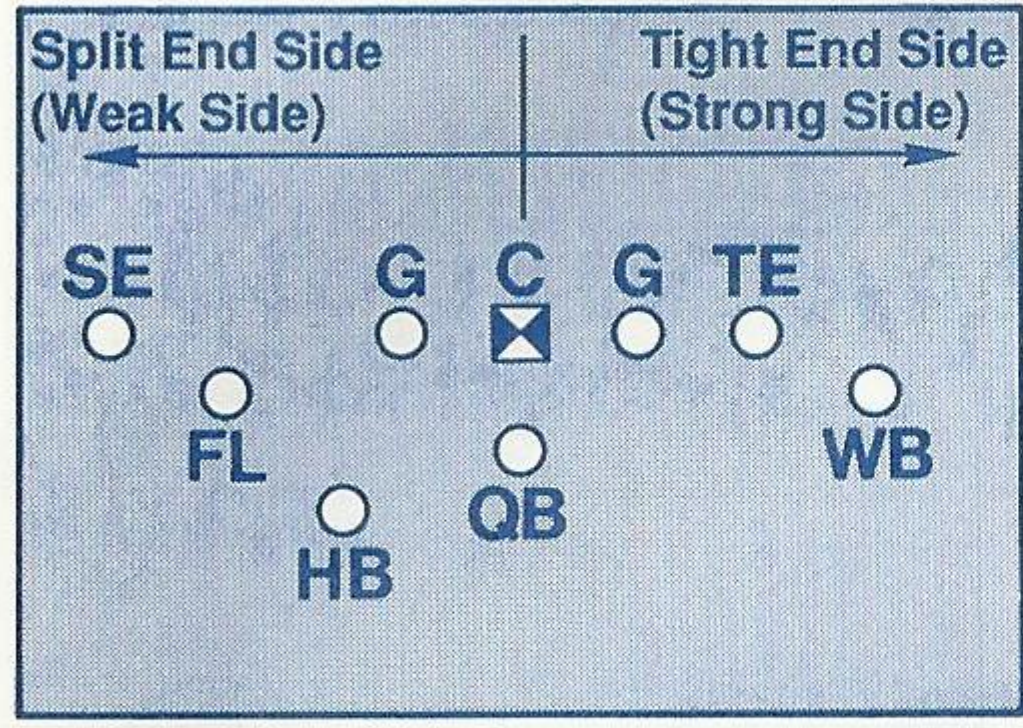
1. Flanker T Formation

2. Wing T Formation

3. Shotgun Formation

Split End Side (Weak Side) ←	Tight End Side (Strong Side) →

SE   G C G TE

FL

QB

HB

WB

Positions

C : Center
G : Guard
TE : Tight End
SE : Split End
QB : Quarterback
HB : Halfback
SB : Slotback
FL : Flanker
WB: Wingback
RB : Running Back

For the offensive player, select one of the four plays showing on the screen. If you want to see more plays, place the cursor on Next and press Button 1 or 2.

For the defensive player, try to anticipate your opponent's play and select a play from your menu of defensive formations.


Center

Spot where ball is handed off
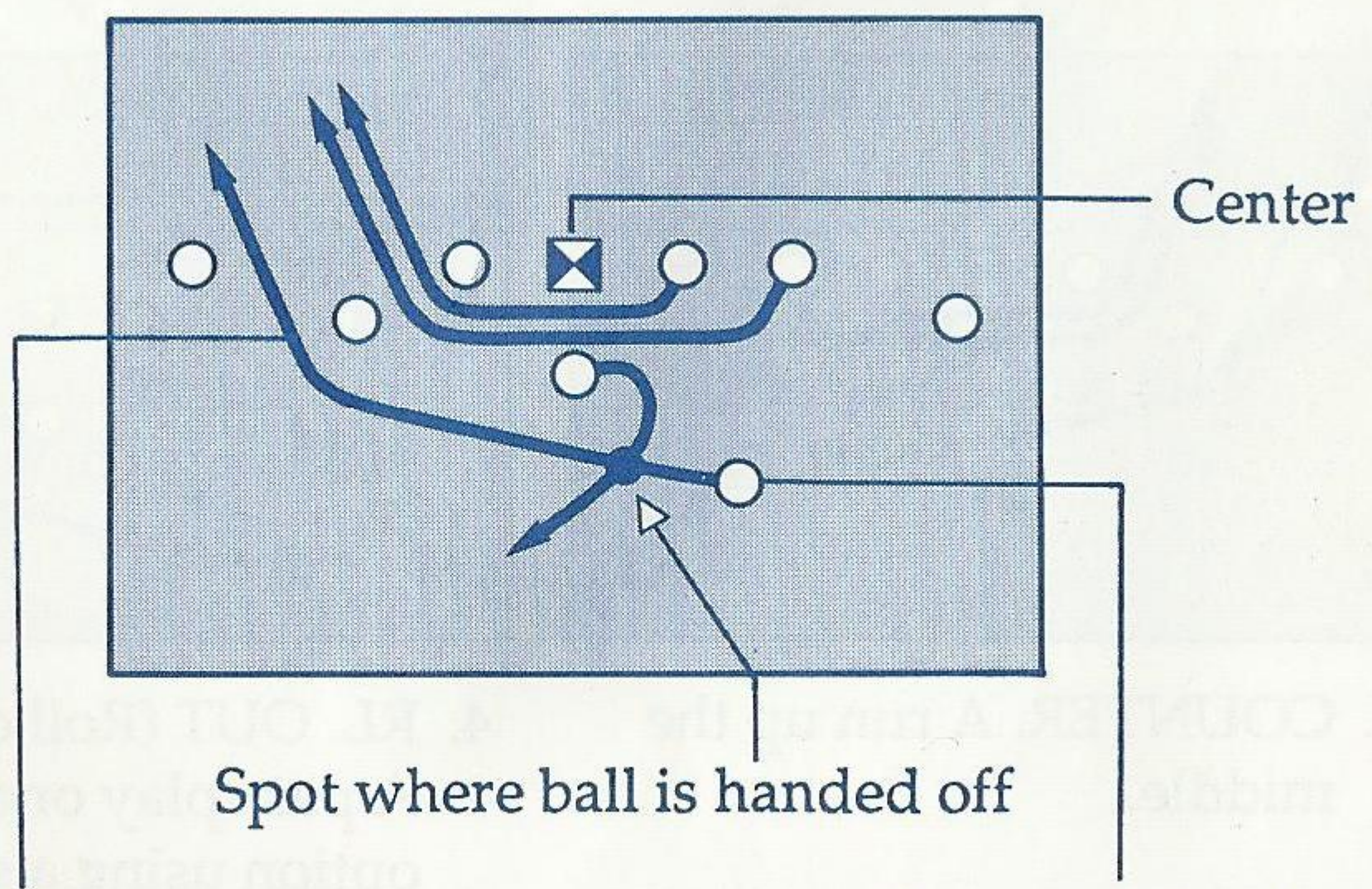
Position with an arrow
(basic movement of player)

Controllable player
(red circle)

The Offensive Playbook

There are three kinds of offensive plays: line, passing, and kicking. There are a total of 14 offensive formations, with four formations showing on each Huddle screen. Move the cursor with the D-Button and select with Button 1 or 2.
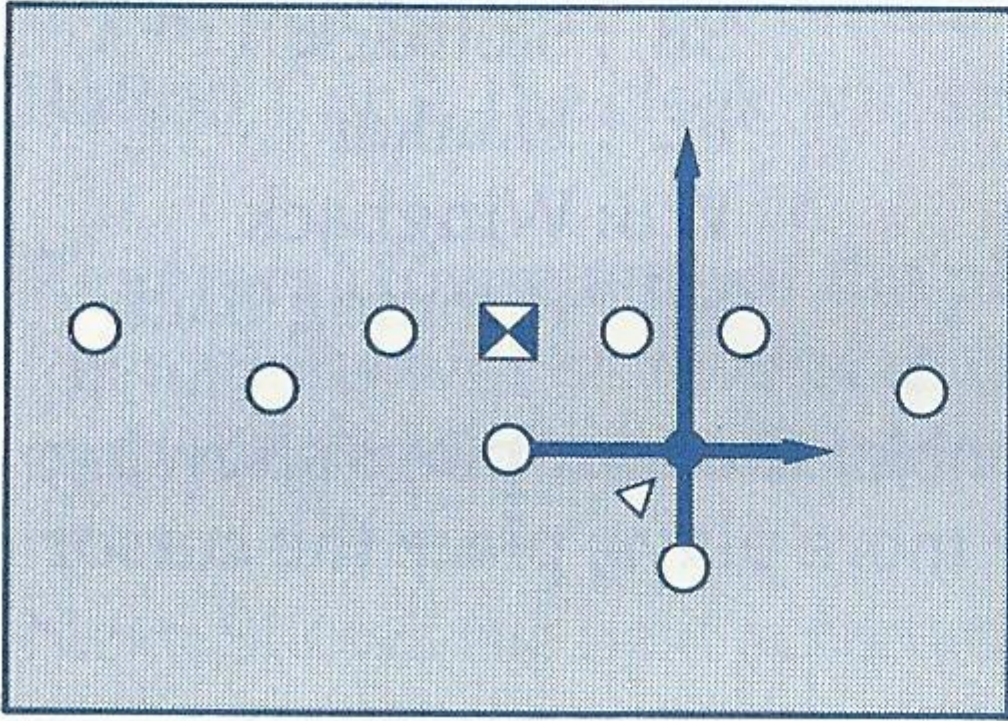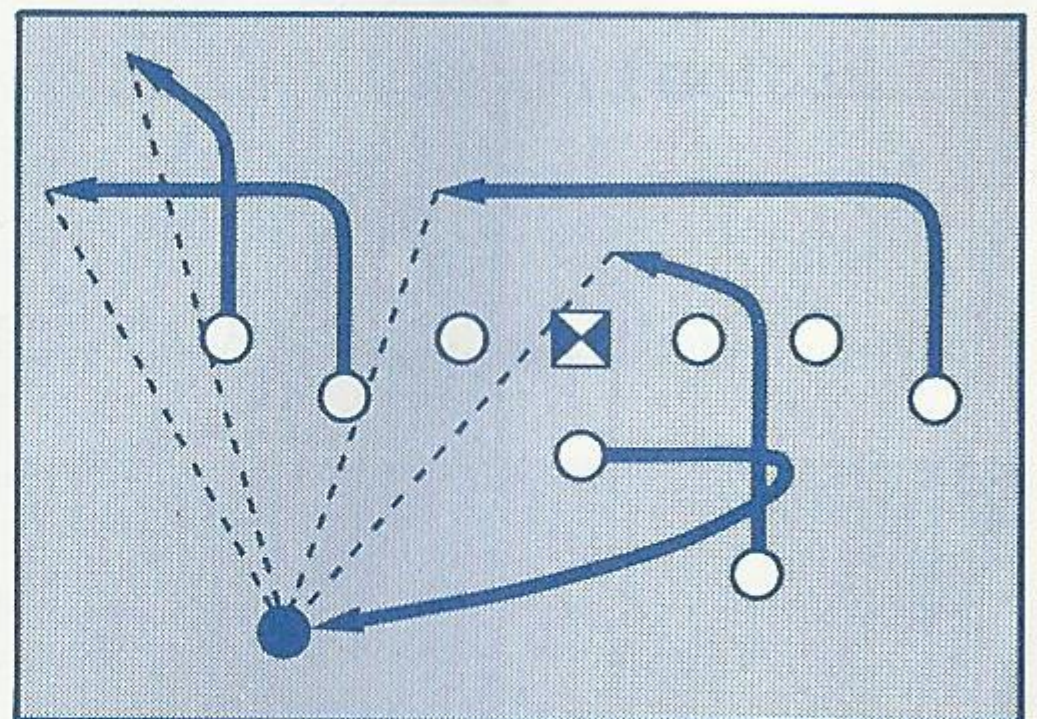
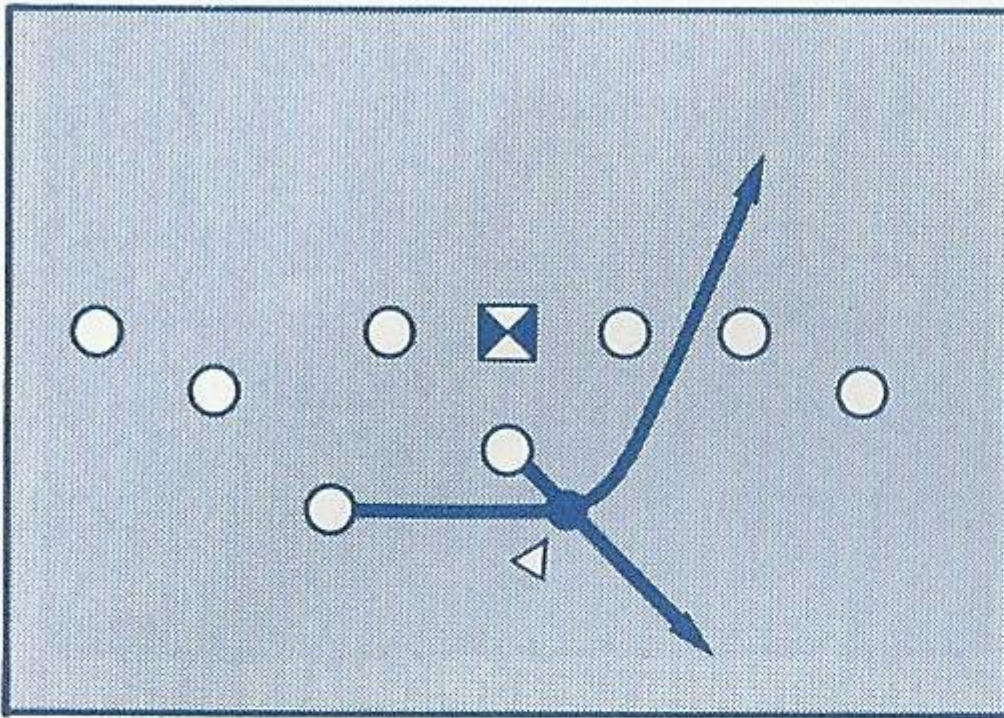1. HB DIVE (Halfback dive). A well-timed diving play. Bad if your opponent read it.
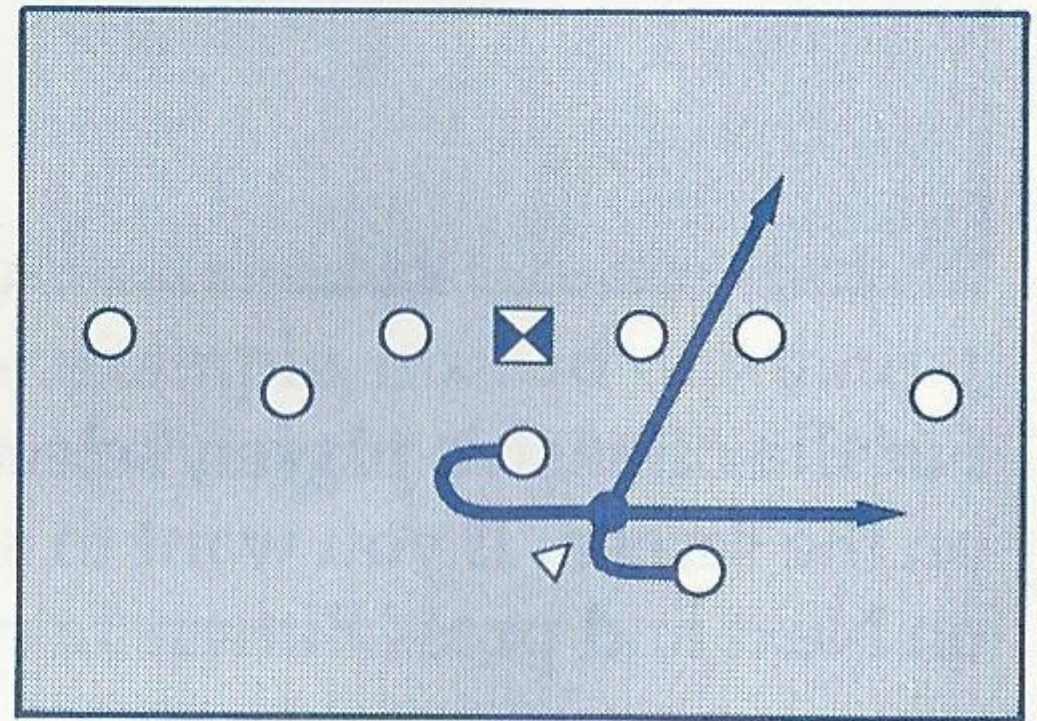
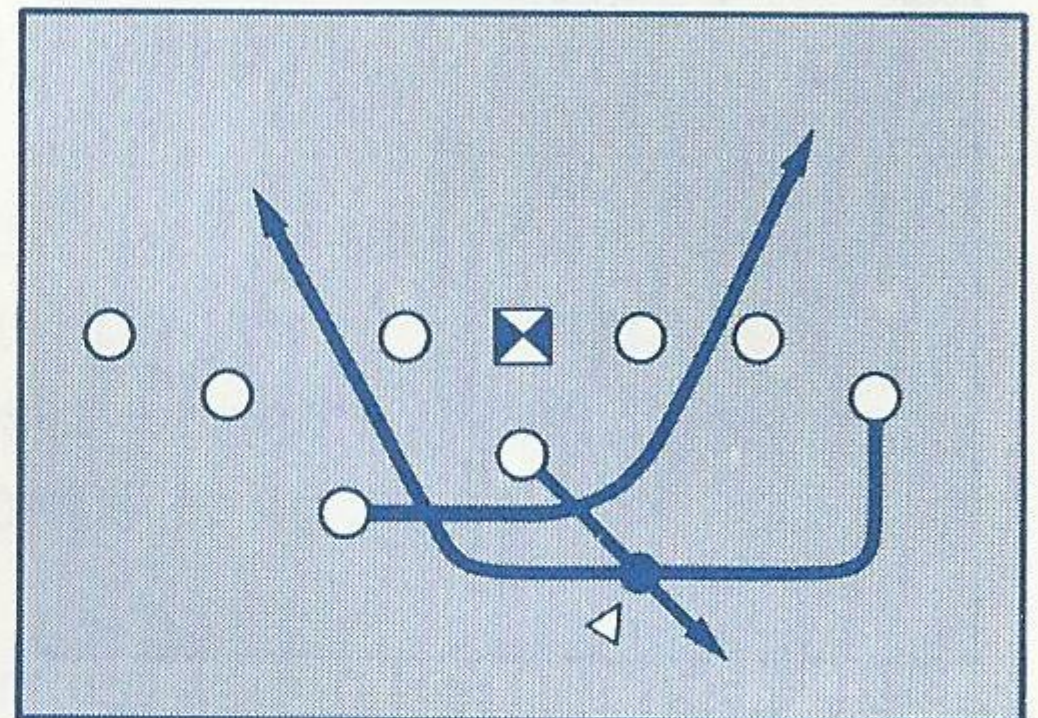2. P. SWEEP (Power sweep). Two linemen become lead blockers.
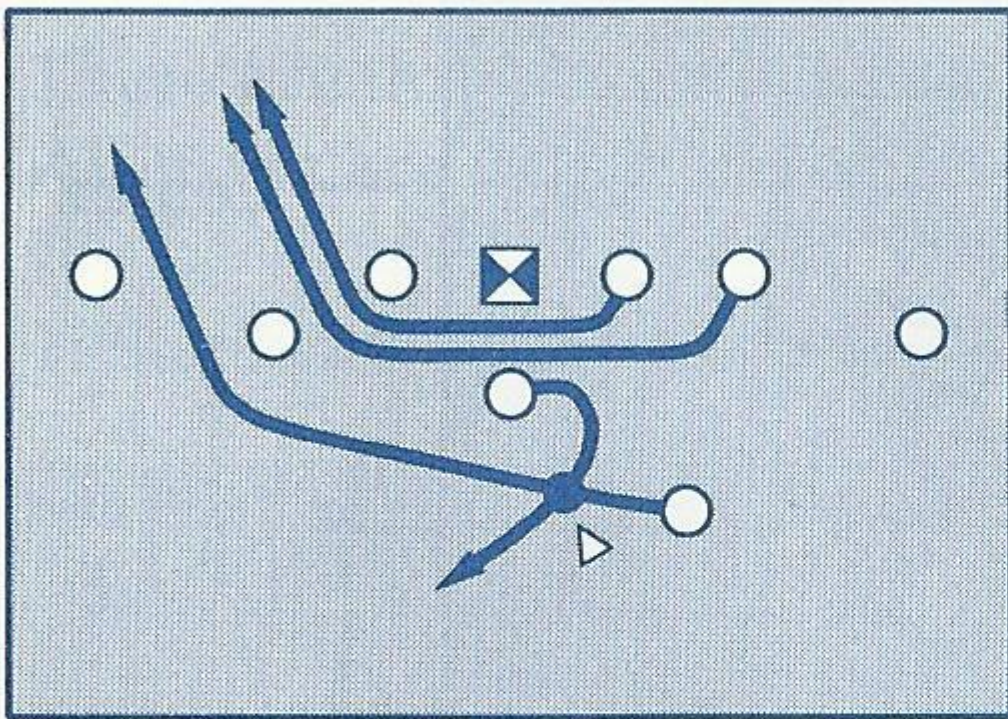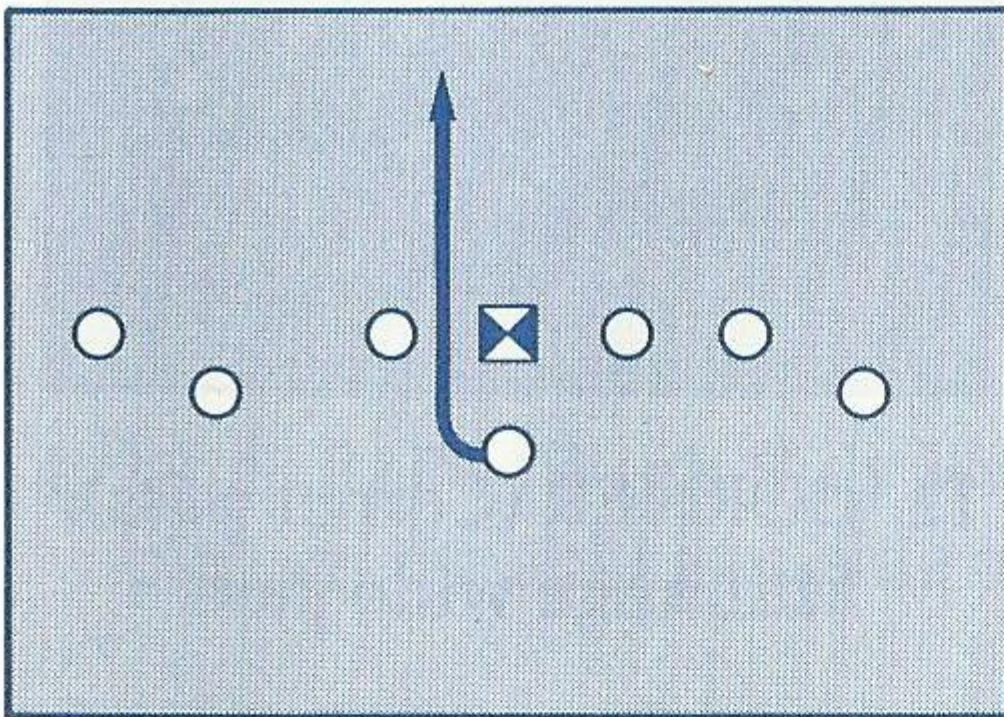
3. COUNTER. A run up the middle.

4. RL. OUT (Roll out pass). A pass play or a pass option using a shallow flat zone.
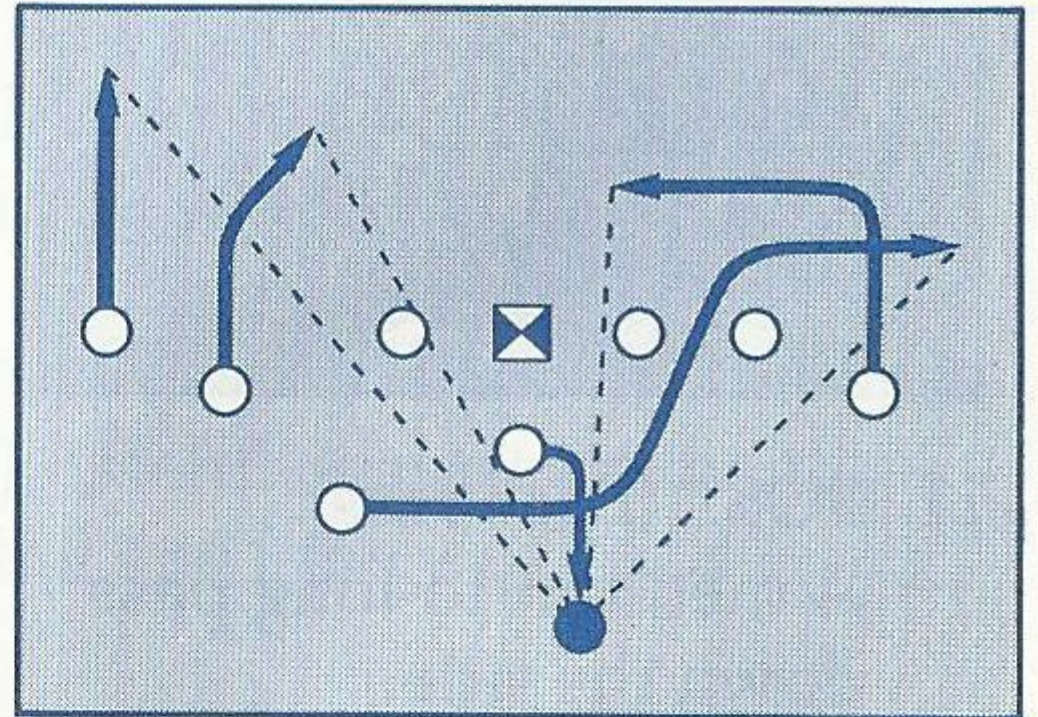
5. OFF TACK. (Off tackle). Off tackle play with strong side. Aim for an opening in the opponent's defense.

6. WING REV. (Wing reverse). A wingback carries the ball through the open side. A gamble that can gain big yards if it succeeds.

7. QB SNK. (Quarterback sneak). Rely on this play for short yardage situations.

8. D. BACK (Drop back pass). A midrange pass play to the side.
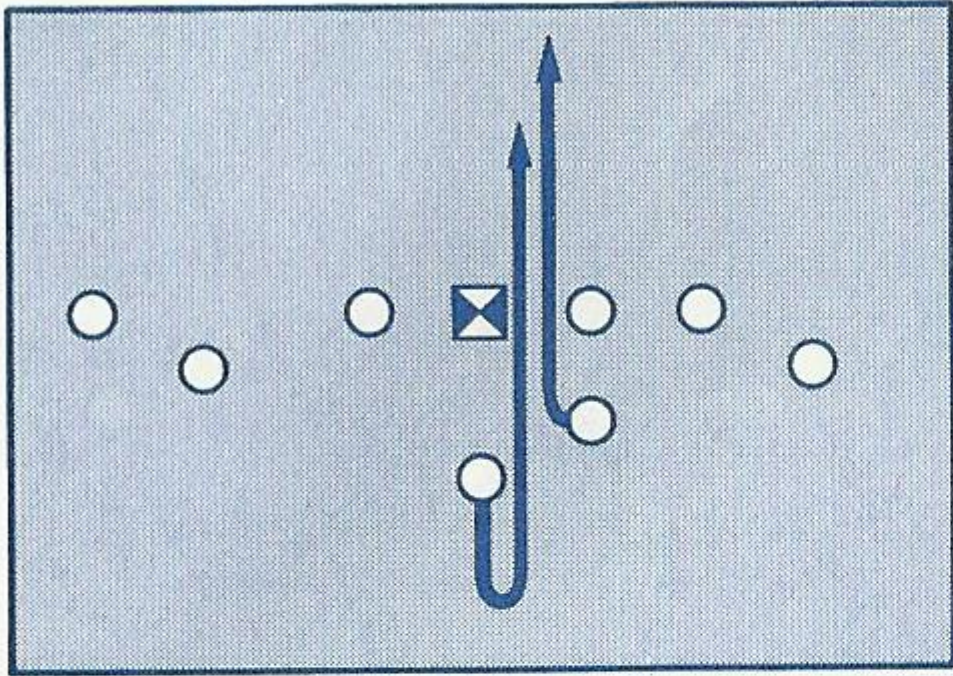
9. QB DRAW (Quarterback draw). A line play utilizing a fake pass and a run.
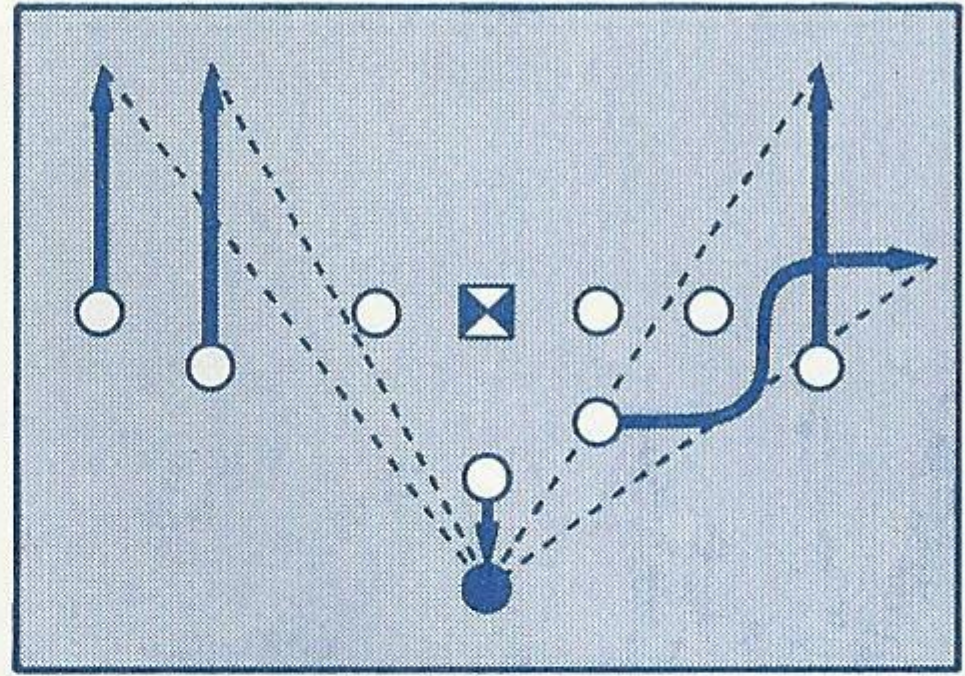
10. BOMB (Bomb pass). A deep, long-range pass.
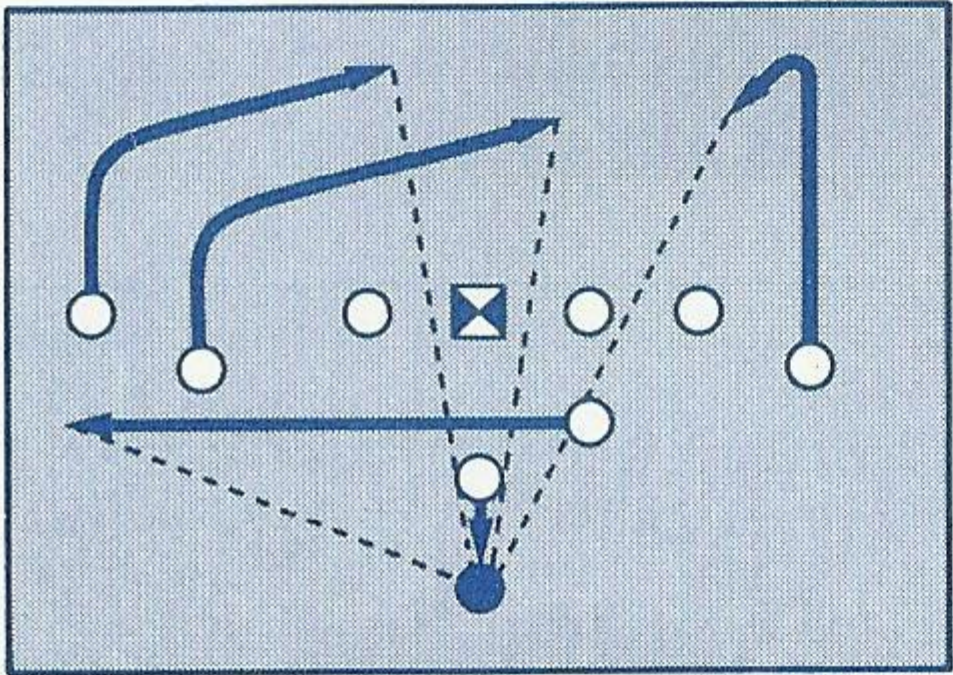
11. POST (Post pass). A medium-to-long pass down the side.

12. CORNER (Corner pass). Midrange wide pass.

13. FIELD GOAL. Screen switches to kicking mode for field goal attempt.

14. PUNT. Screen switches to kicking mode for punt attempt.

The Defensive Playbook

Which defensive play should you use? The answer depends on how you predict which formation your opponent will choose. (When the offense chooses a reverse play, the defensive play reverses automatically.)

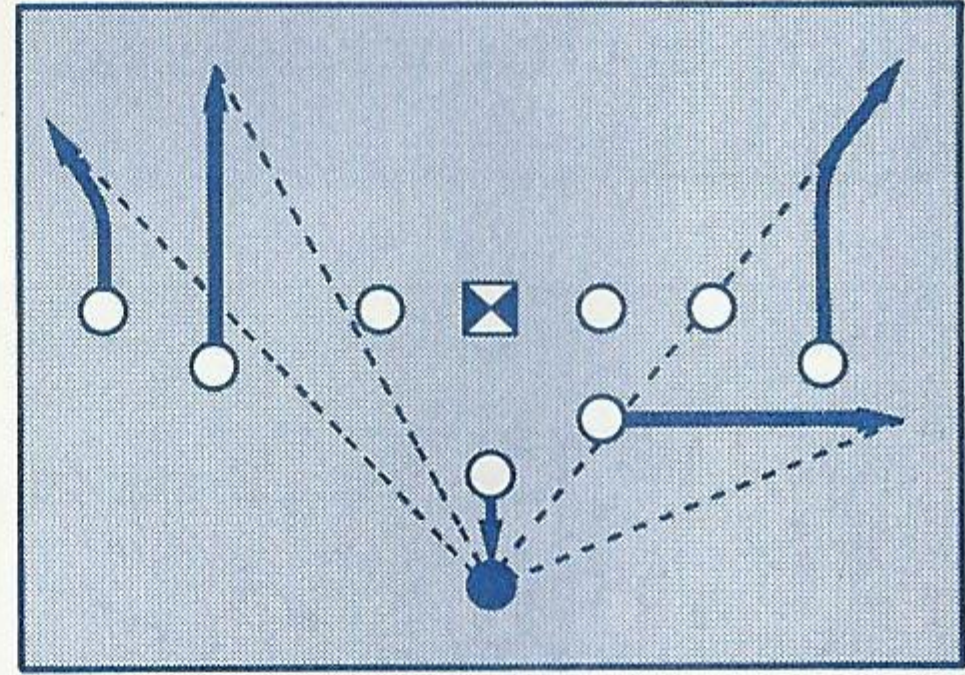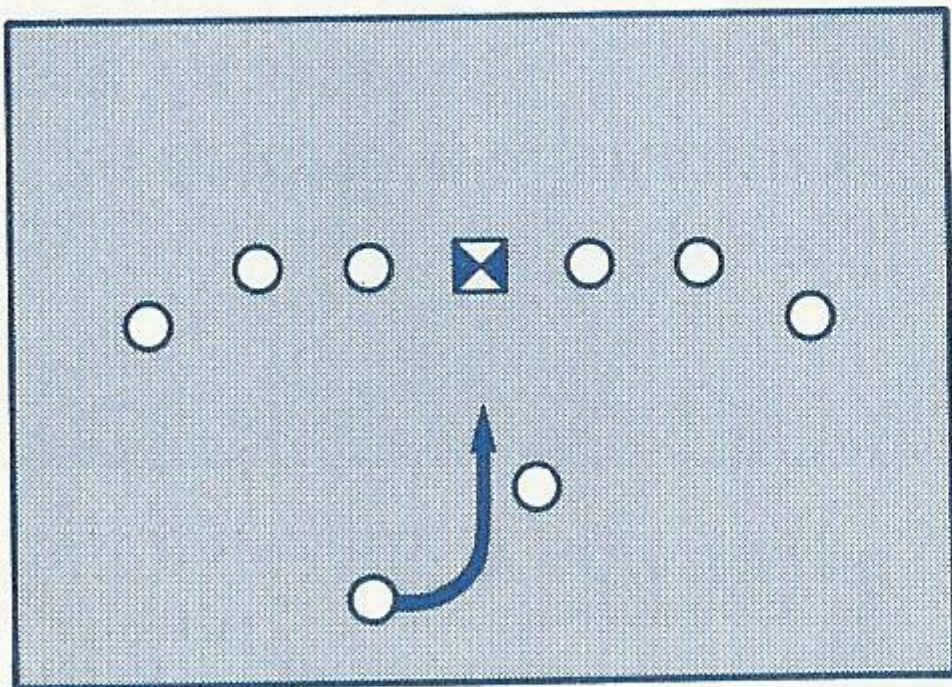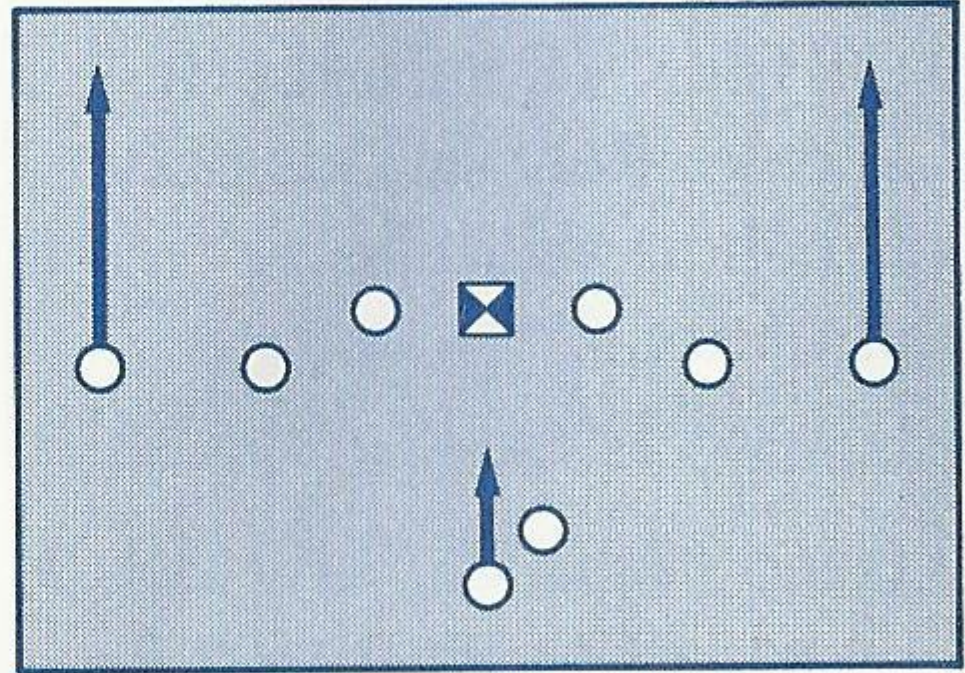1. **RETURN.** Automatically selected when the offense punts, although you can choose this formation at other times as well.

2. **GOAL LINE.** Suitable for short distance defense against a run. Automatically selected when your opponent selects a field goal or point after touchdown.

3. **S. S. RUN (Strong Side Run).** A strong defense against running plays on the tight end side of the line (the strong side).

4. **W. S. RUN (Weak Side Run).** Useful against a running play on the split end side of the line (the weak side).

5. **ZONE.** Covers four short and two deep passing zones. Good against middle flat range passes.

6. **PREVENT.** Covers three short and three deep zones. Strong defense against long-range passes.

7. **BLITZ.** Linebackers blitz. Effective against passes when trying to sack the quarterback.

Stats

At the end of each quarter, stats are displayed for both teams.

1ST QUARTER STATS		
1 UP	**TEAM**	**CPU**
BUFFALO		**PHOENIX**
0	POINTS	9
33	TOTAL YARDS	121
37	RUSHING YARDS	63
- 4	PASSING YARDS	58
3	1ST DOWNS	5
0	TURN OVERS	1
02:26	TIME POSS.	02:34

Points: Total score.

Total Yards: Total of rushing and passing yards gained.

Rushing Yards: Yardage gained on the ground.

Passing Yards: Yardage gained in the air.

1st Downs: Number of 1st downs attained.

Turnovers: Number of interceptions.

Time Poss.:   Total time of offensive possession.

When the game ends, fourth quarter stats appear on screen.
By pressing Button 1, the game's Total Stats will appear.
The first screen is for offense, the second is for defense.

For a Monday Night game, a password appears at the very bottom of the screen. For a single player, total winning and losing scores also appear. When playing the Road to the Super Bowl, a table of the tournament appears after the Total Stats are displayed.

Offense

Total Offense: Total yards gained.

Rushing Yards: Total yards gained by running plays.

Att./Ave.: Number of running plays attempted, plus the average yards gained.

Passing Yards: Yards gained by passing plays.

Att./Comp.: Number of attempted passes, plus the number of completions.

Longest Goal: Yardage of longest field goal.

Defense

TOTAL STATS

TEAM BUFFALO

0 WON   1 LOST

TOTAL DEFENSE	339 YDS
RUSHING YARDS	226 YDS
PASSING YARDS	113 YDS
TURN OVERS	2

PASSWORD

CFFFFO7F6CFFUFFWFFF7FFFFF6

Total Defense: Total yards given up to opponent.

Rushing Yards: Rushing yards given up to opponent.

Passing Yards: Passing yards given up to opponent.

Turnovers: Number of interceptions made.

Password

PASSWORD

A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z

0 1 2 3 4 5 6 7 8 ← → END

PASSWORD

SEGA000000000000000000

Passwords can be obtained during the Monday Night Games so that stats may be carried over from game to game, even if power is shut OFF from the Sega Master System.

A password consists of 26 characters. Record this before turning the power OFF. (If you continue to play, you need not enter the password at this time.)

To enter a password, select a character using the D-Button and press Button 2 to enter it on the password line. If you make a mistake, move the cursor over the character and enter again. When finished, place the cursor on END and press Button 2. The screen changes to the Team Selection screen, and you can start the game from here.

Helpful Hints

- Try to intercept when your opponent attempts a pass.

- Timing is important when passing. If a receiver has a [ ] mark on him, try to run toward the ball.

- Learn the formations and plays well in order to attack effectively.
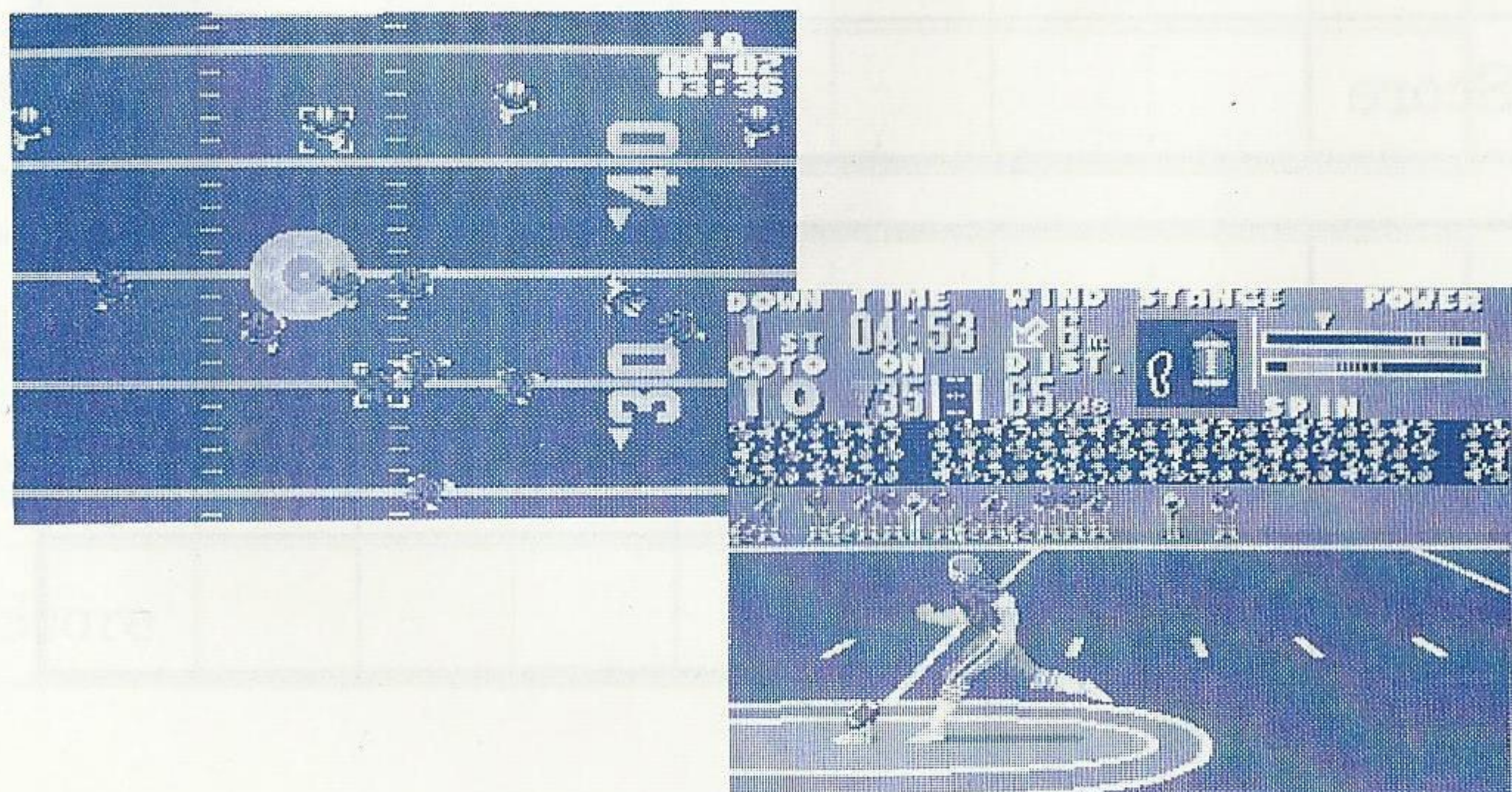
Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
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Date				
Name				
Score				

Scorebook

Date			
Name			
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Date			
Name			
Score			

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

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This 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.

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