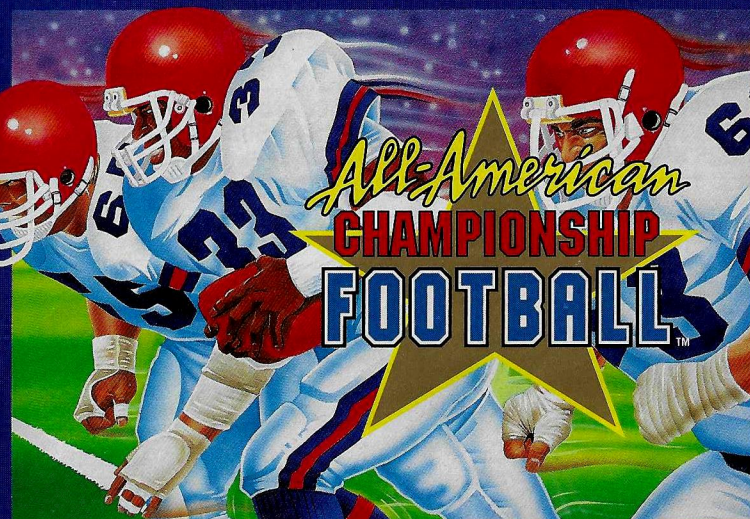


SNSP-LU-UKV



INSTRUCTION BOOKLET



19 West Street, Epsom
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

PAL VERSION





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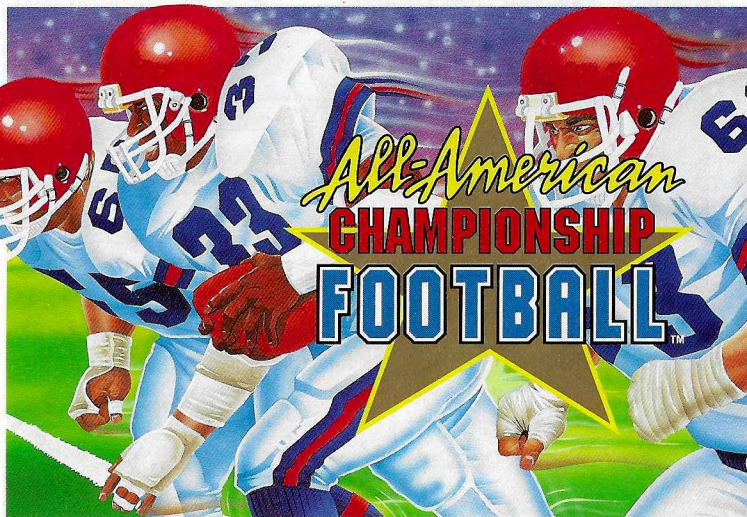
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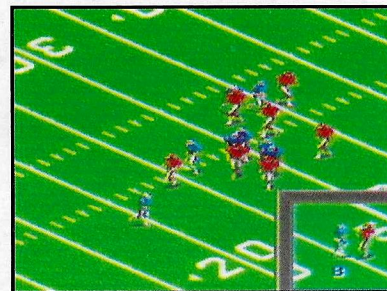


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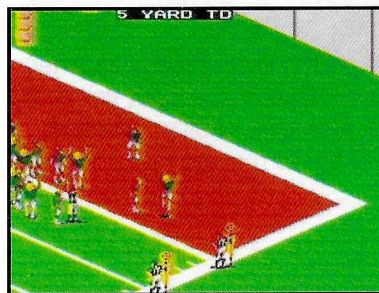
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AMERICA'S GAME: FOOTBALL

Two teams of explosive athletes face off in the name of moving the pigskin across the other team's goal line in this action-packed take on America's most popular sport. Strategy and dexterity both play a part. Choose from 6 offensive formations and 51 offensive plays such as the Half Back Option or the Play Action Pass. You can also select 45 defensive plays such as the Red Dog or Safety Blitz from 6 defensive formations. The choice is yours.

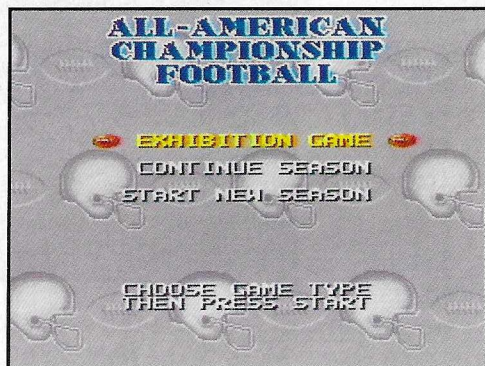


Zigzag through tenacious defenders as you muscle your way to the goal line. Use the special command to execute a Power Move at the right time to break a tackle. But beware, this move increases the likelihood of a fumble!

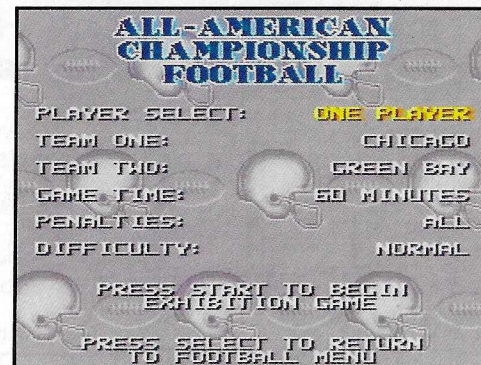


STARTING THE GAME

Insert the Game Pak into your Super NES and turn the power on. The title screen appears with the option to play an exhibition game, continue a season that you have already begun or start a new season. If you are starting a new season, you will then choose the team that you will lead through the season.



OPTION SCREEN — This option is only available when choosing an exhibition game. Customize each game to your own specific skill level and style of play. You are given the following series of custom settings:



Player Select: One or two player mode.

Team One: Team for player one.

Team Two: Team for player two or computer.

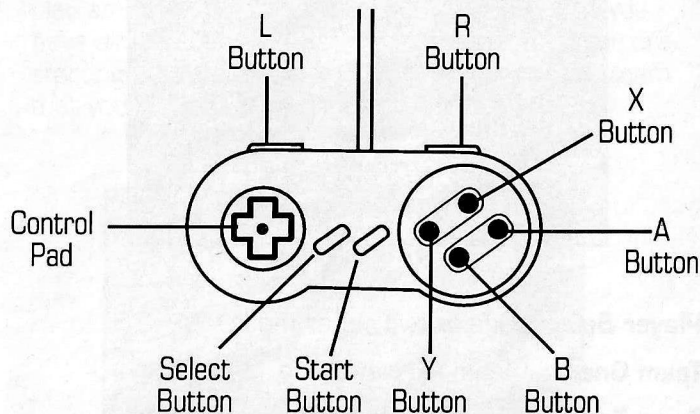
Game Time: Set the length of the game to 20, 40 or 60 minutes.

Penalties: Some (no delay of game) or all.

Difficulty: Normal or easy (results in more pass completion).



CONTROLLER FUNCTIONS



The various buttons on the controller have multiple functions in this game. Listed below are the controls for both offense and defense.

Calling Plays

Control Pad

Up and Down: Cycle through the formations.

Control Pad

Left and Right: Cycle through the plays of a chosen formation.

X, A and B Buttons:

Call corresponding play.

Start Button: Pause/Time Out/Look at scoreboard.



Before the Play is Run

Start Button: Pause/Option to call a Time Out.

Offense Commands

Control Pad: Control the ball handler and pass receiver.

Y Button: Kick or Hike the ball.

X, A and B Buttons:

Pass to the corresponding receiver. Hold down the button for high, lobbing pass. Tap the button for a bullet pass.

A Button: Gives a quick burst of speed while running.

X Button: "Power Move" breaks tackles while running, but also increases potential for a fumble.

Start Button: Pauses the game.

B Button: Dive.

Defense Commands

Control Pad: Control selected defender.

Y Button: Cycle through defensive players before the ball is snapped. Once the play is in motion, it switches the control to the player closest to the ball. The defender that you are controlling has a blue shadow underneath him.



X Button: Makes the corner back move closer to potential receivers before the play is in motion.

Start Button: Pause the game.

B Button: Dive.

Kicking

Control Pad

Left and Right: Move the aiming arrow for kickoffs and punts.

Y Button: Press once to start the Power Meter. Press Y again to kick with the desired amount of power.

A Button: Quick burst of speed while running.

Start Button: Pause the game.

Receiving a Kickoff or Punt

Control Pad: Control the ball handler and kick receiver.

Y Button: Down the ball in the end zone for a Touch Back.

A Button: Gives a quick burst of speed while running.

X Button: "Power Move" breaks tackles while running, but also increases potential for a fumble.

Start Button: Pauses the game.

B Button: Dive.



PLAYING THE GAME

Once the preliminary choices have been made, the game begins with the toss of a coin. The team that wins the coin toss receives the kickoff.

Once this has been determined, the game begins on the field.



Unless there is a turnover, the receiving team begins the game on Offense and the kicking team begins at Defense. The Main Menu for plays appears between every down with the selection of plays. The Offense has more time in selecting plays than the Defense. In the 2-player mode, once a play has been selected, the screen shows a neutral pattern until your opponent has made his/her selection.



Once the Offense has made his/her selection, the game shifts over to the field for the play. At this point, your skills as a player take over as you try to outwit and out-score your opponent.

On Offense, you have four downs to advance the ball 10 yards. If you are successful, then you begin a new set of downs. Continue this process until you score a touchdown or field goal. If you are unsuccessful at making



the 10-yard minimum by the fourth down and you are out of field goal range, it is advisable to punt the ball to the Defense. The winner is the team that has scored the most points by the final whistle.

As with any sport, wild and unpredictable plays are known to happen. This game was designed to utilize all possible plays in an unexpected manner to keep your opponent off guard. Try to fake a punt once in a while to keep them on their toes.

Passing Interface

Pressing left or right on the Control Pad as a pass is being thrown targets the ball to that side of the pass receiver. Use this to lead the receiver away from a defender. This allows you greater control of the receiver. All you need to do is continue holding the Control Pad in the chosen direction and the receiver automatically runs to where the ball is targeted.



If this ball direction change is not used, the receiver automatically runs to where the ball is targeted until you send him in another direction. A receiver controlled by a gamer has a slight advantage over one controlled by the computer.



Duration of the Game

In an exhibition game you are able to set the length of the game for 20, 40 or 60 minutes. The game is played in quarters (5, 10 and 15 minutes, respectively), with a 2-minute warning before halftime and the end of the game. For the regular season, each game lasts 60 minutes with 15-minute quarters. Keep an eye on the clock to make sure you maximize the amount of play time. The only ways to stop the clock are: a time-out, an incomplete pass, a touchdown, a penalty (not advised!) and taking the ball out of bounds.

Instant Replay

If you'd like to relive the excitement of the last play, press the Select Button on the next play-calling screen or, if a score has been made, press the Select Button before the ball is kicked. You'll see the scene at the line of scrimmage before the play begins. Press right on the Control Pad to go forward through the play and press left to back up. Then, press the B Button to slow down the action and press the A Button to speed it up.



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- 2 If the fault is not due to operator error or a similar cause, you will be given a return approval number. Send the MALIBU GAMES product in its original box with the receipt to:

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