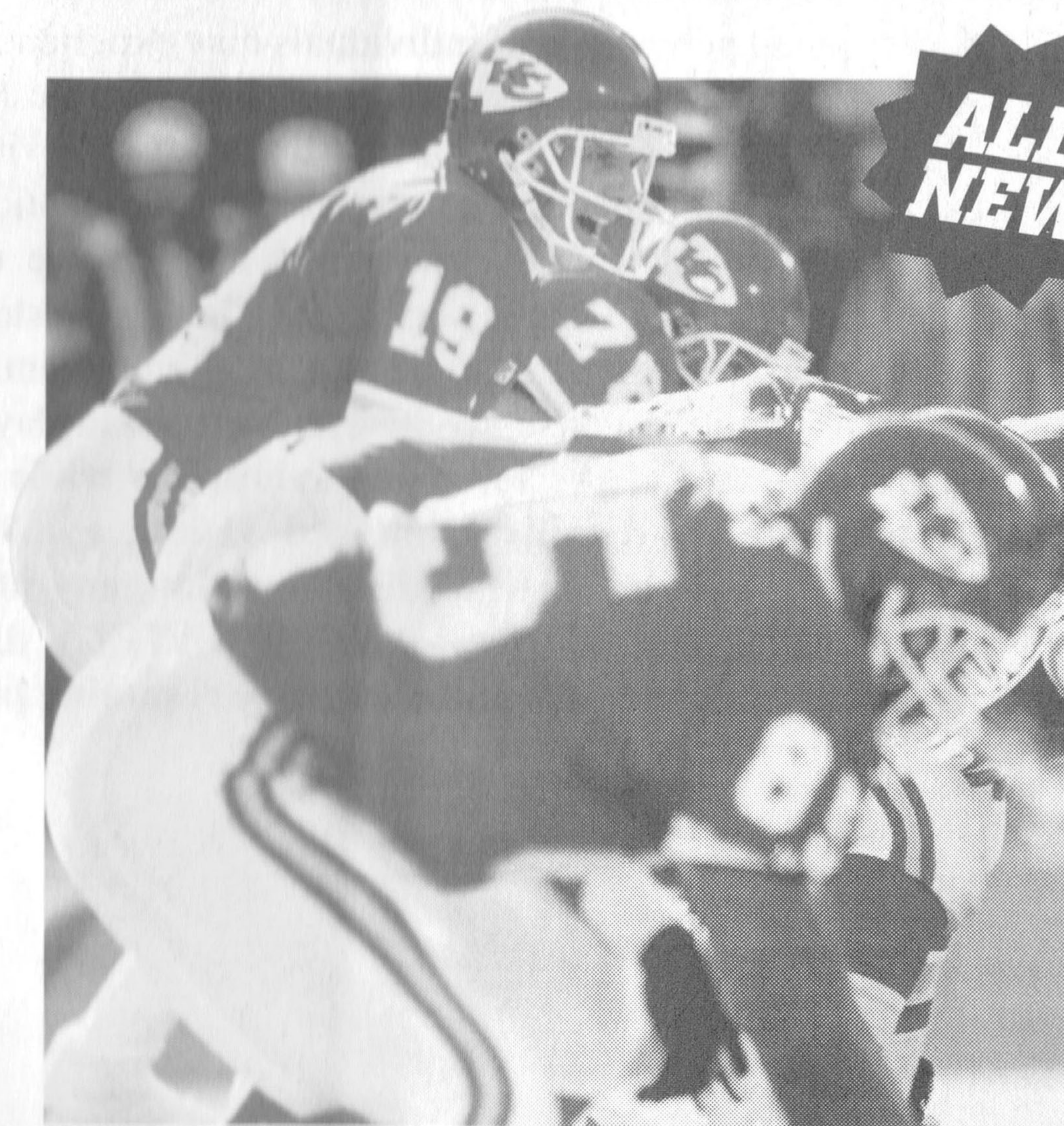


# GAME GEAR™



INSTRUCTION MANUAL

# SEGA™ SPORTS



**ALL  
NEW**

# NFL '95



ALL 28 TEAMS  
WITH  
REAL  
NFL  
PLAYERS

KIDS TO ADULTS  
**EA**  
AGES 6+



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# EPILEPSY WARNING

## Read Before Using Your Sega Video Game System

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.**

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

**SEGA'S GAMEPLAY HOTLINE**

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**1-415-591-PLAY**

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# CONTENTS

Starting Up .....	2
Put On Your Game Face! .....	3
Take Control! .....	4
Getting Started .....	5
Game Select Screen .....	6
Game Options .....	7
Watch The Scoreboard! .....	8
Setting Up For The Kickoff .....	9
Calling Offensive Plays .....	10
Controlling The Offense .....	11
Calling Defensive Plays .....	12
Controlling The Defense .....	13
The Kicking Game .....	14
Time Out! .....	15
Penalties .....	16
Track All The Stats! .....	17
League Play .....	18
See Where You Stand .....	19
Get Pumped For The Playoffs! .....	20
How To Win In The NFL .....	21



# STARTING UP

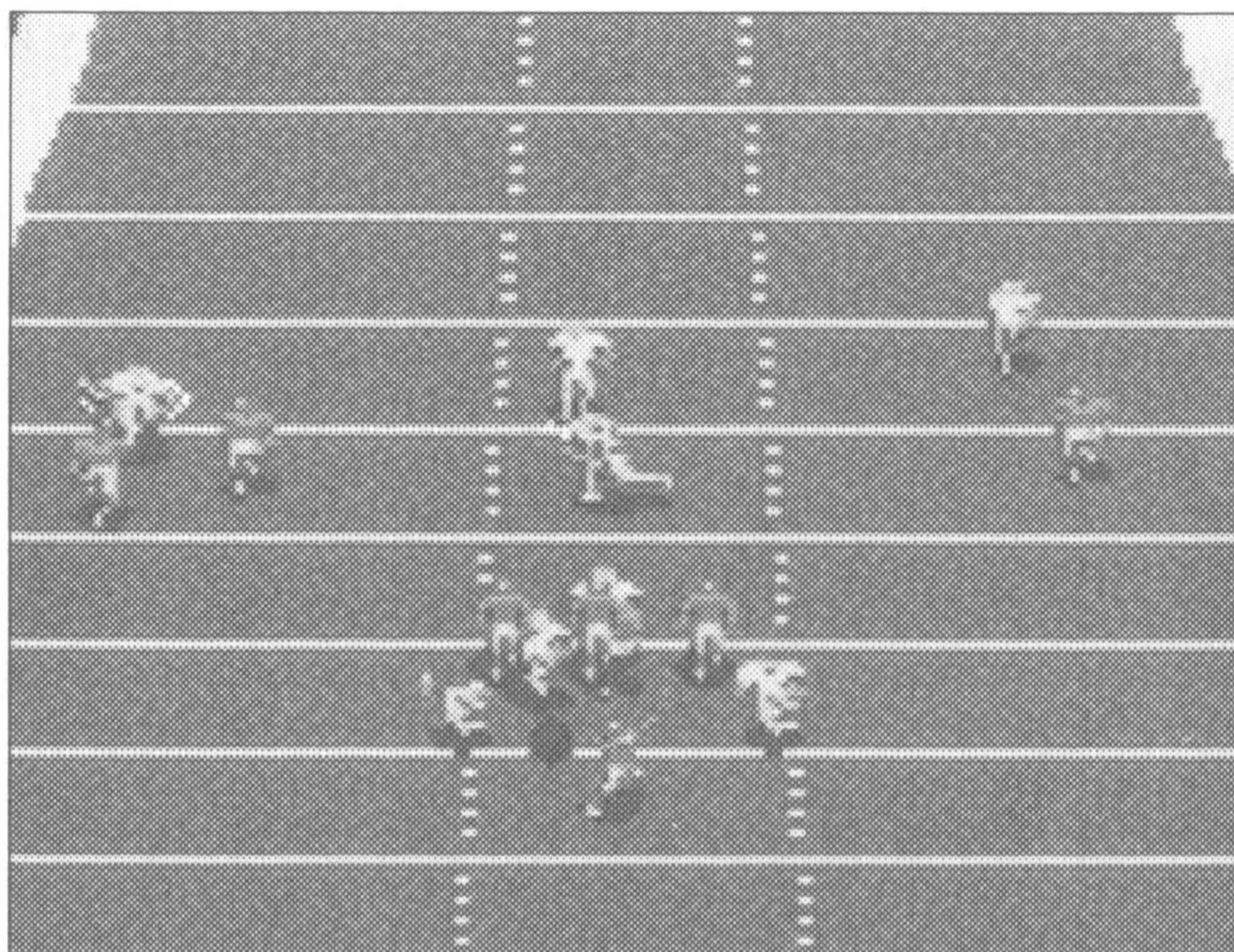
## *Insert Sega Cartridge*



1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *NFL '95* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a moment, the *NFL '95* Title Screen will appear.
4. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

*Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.*

# PUT ON YOUR GAME FACE!



The #1-selling Game Gear game of all time is back — and it's even more intense than before. So strap on your helmet for *NFL '95* from Sega Sports!

*NFL '95* puts you in the pocket with the new "Behind the QB" view. So you're right on top of all the action. Throw a bomb as Joe Montana. Break one up the middle as Emmitt Smith. Crash through the line as Cortez Kennedy and bury John Elway for a loss. This season is the most explosive yet!

Just choose a CPU opponent. Or go Gear-to-Gear with your favorite foe. Then take the field with all 28 NFL teams, complete with actual NFLPA players and real player attributes. It's your chance to pit the Raiders vs. the Oilers in hard-hitting exhibition play, or take the Cowboys through full league play and playoffs in a quest for a historic Super Bowl 3-peat! Fire up!

# STARTING UP

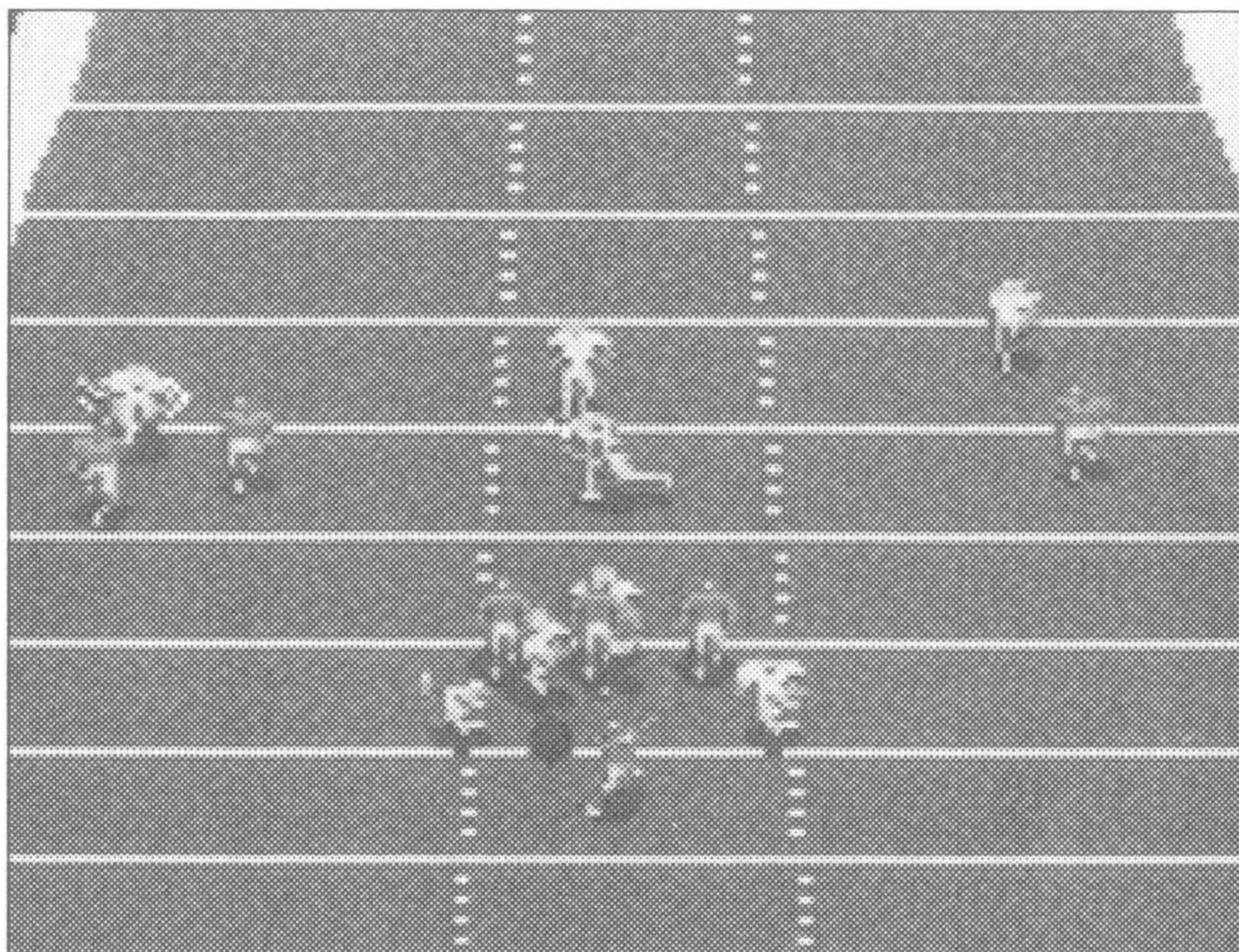
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# PUT ON YOUR GAME FACE!

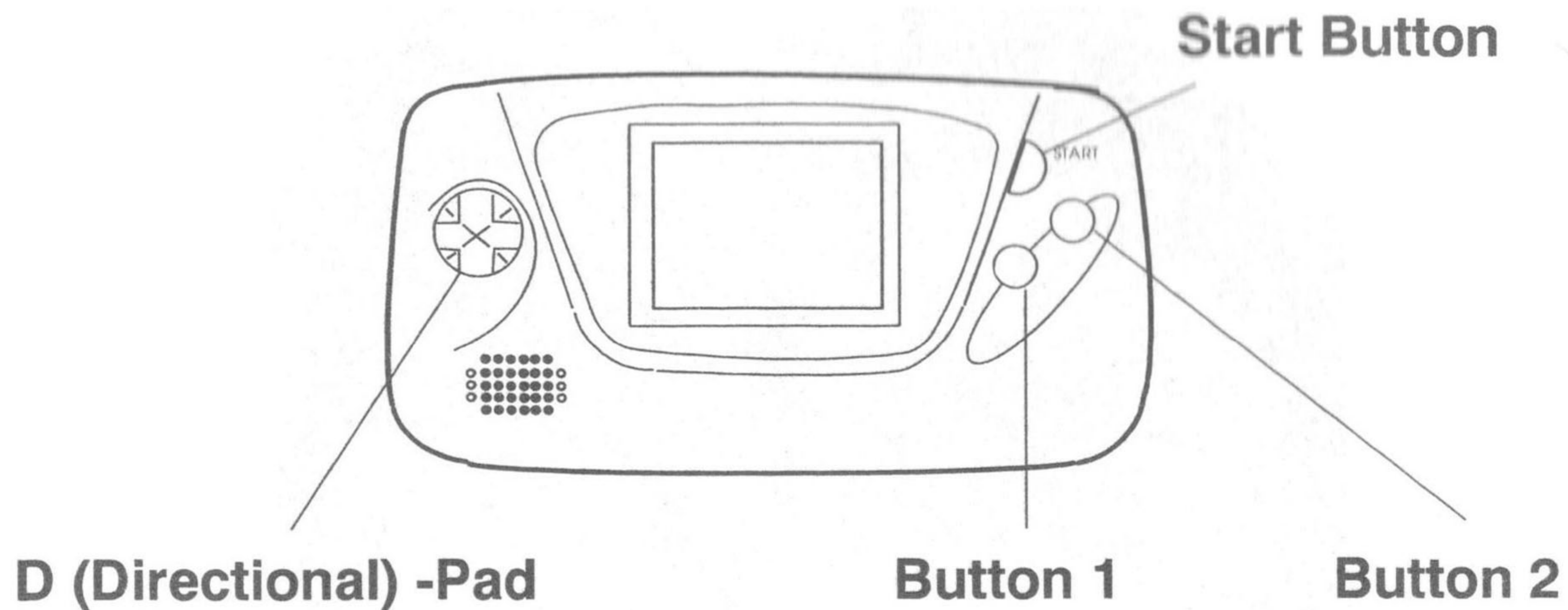


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# TAKE CONTROL!



## D (Directional) -Pad

- Scrolls through settings on Game Select and Options Screens
- Advances from Game Select to Options Screen
- Scrolls through team and individual statistics on Stats Screen
- Toggles between Personnel and Formation selection modes on Play Calling screen
- Manuevers controlled man

## Start Button

- Advances from Game Select Screen to Kickoff Screen
- Pauses game

## Button 1

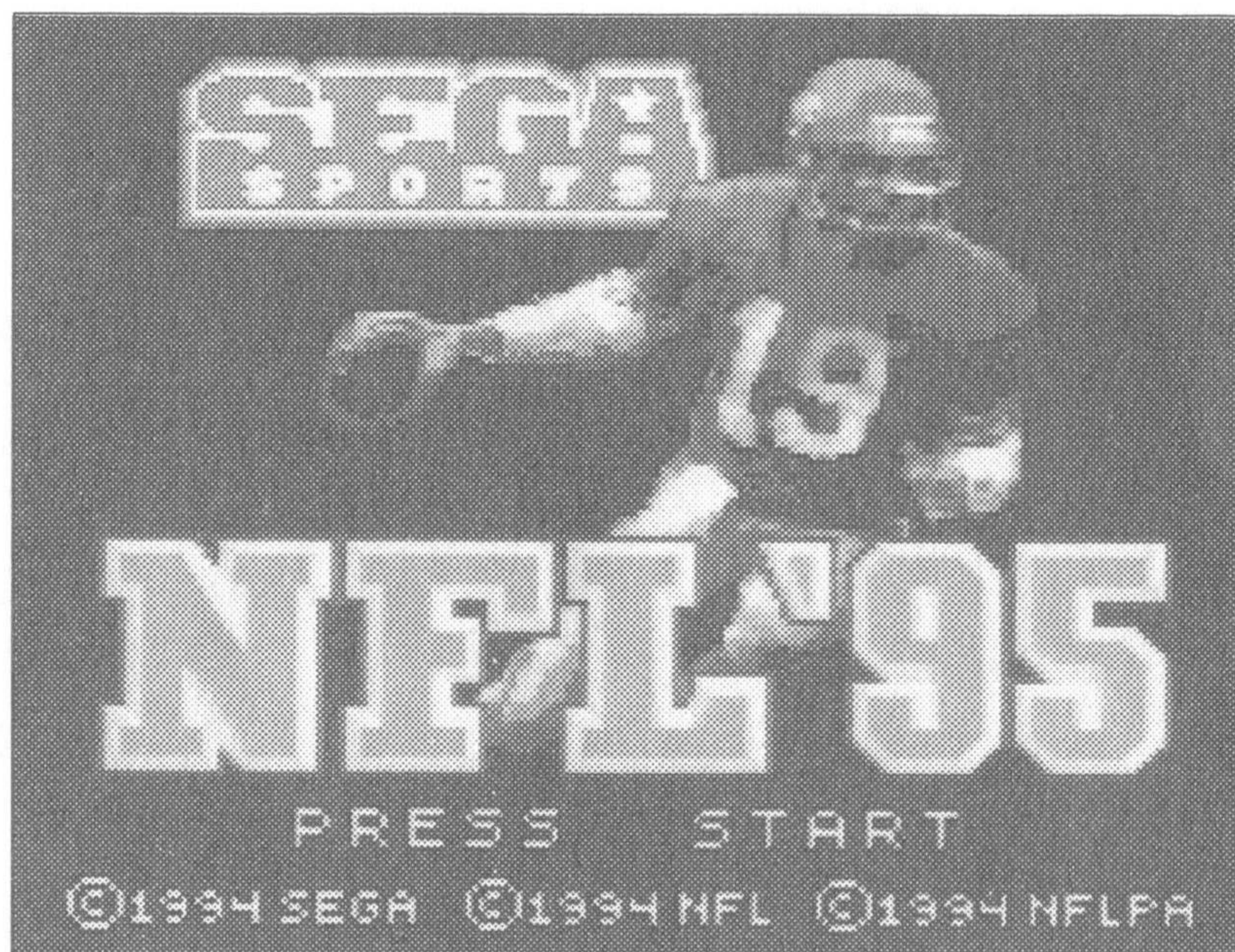
- Enters selections on Game Select and Options Screens
- Selects play on Play Calling Screen
- Snaps ball
- Throws pass
- Makes controlled man dive
- Kicks kickoffs, punts and field goals
- Calls time out when game is paused

## Button 2

- Changes receiver on offense
- Makes controlled man execute spin move on offense
- Moves control to player closest to ball on defense



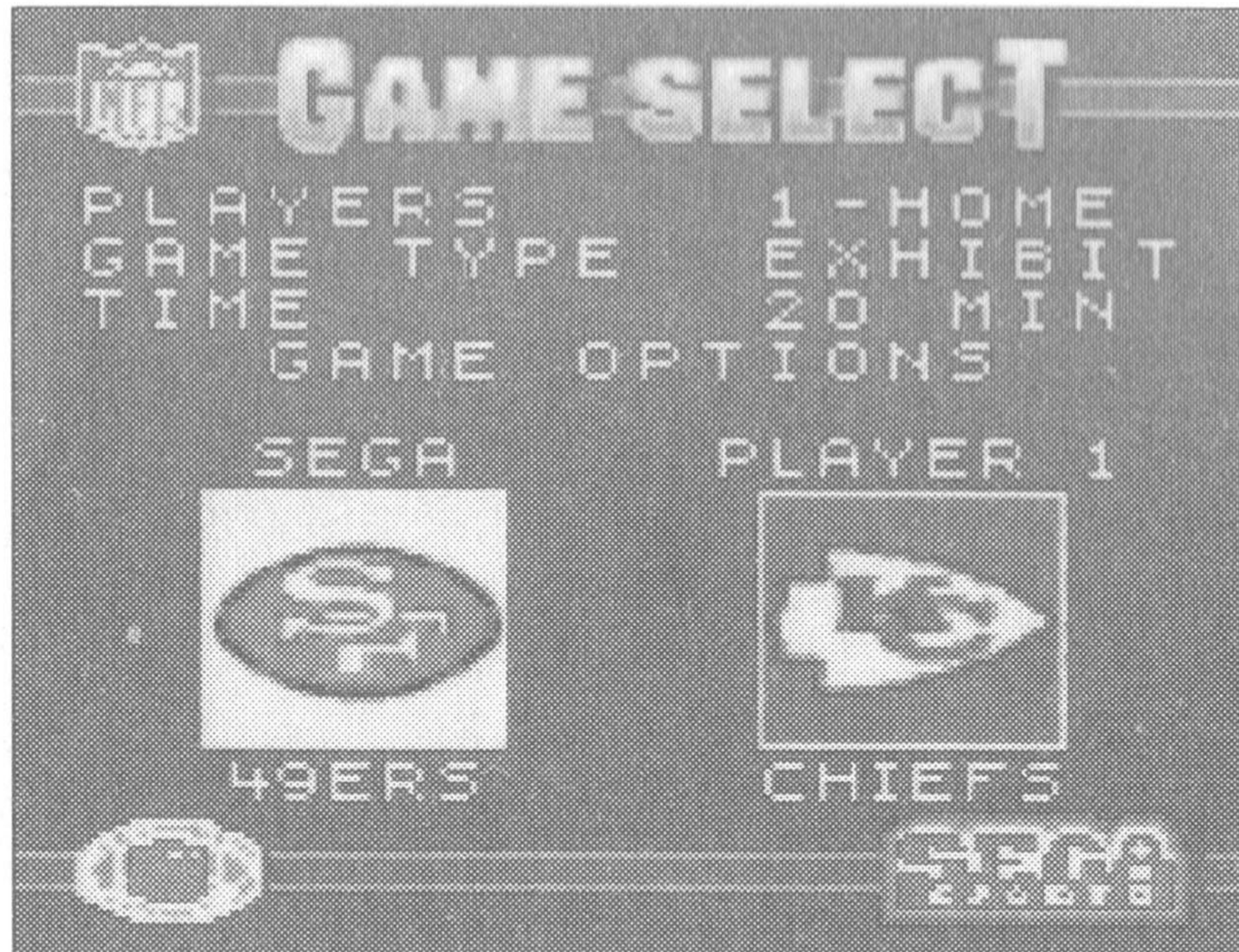
# GETTING STARTED



When you turn on *NFL '95*, you'll see the Sega Sports, NFL and Players Association logos, then arrive at the *NFL '95* Title Screen. Press Start to advance to the Game Select Screen.



# GAME SELECT SCREEN



Press the D-Pad UP/DOWN on the Game Select Screen to set Players, Game Type, Time, Game Options and Teams.

**Players:** Press the D-Pad LEFT/RIGHT to determine which player is Home and Visitor. (Buttons 1 & 2 also do this.)

**Game Type:** Press the D-Pad LEFT/RIGHT to choose between Exhibition and Season modes. (Buttons 1 & 2 also do this.)

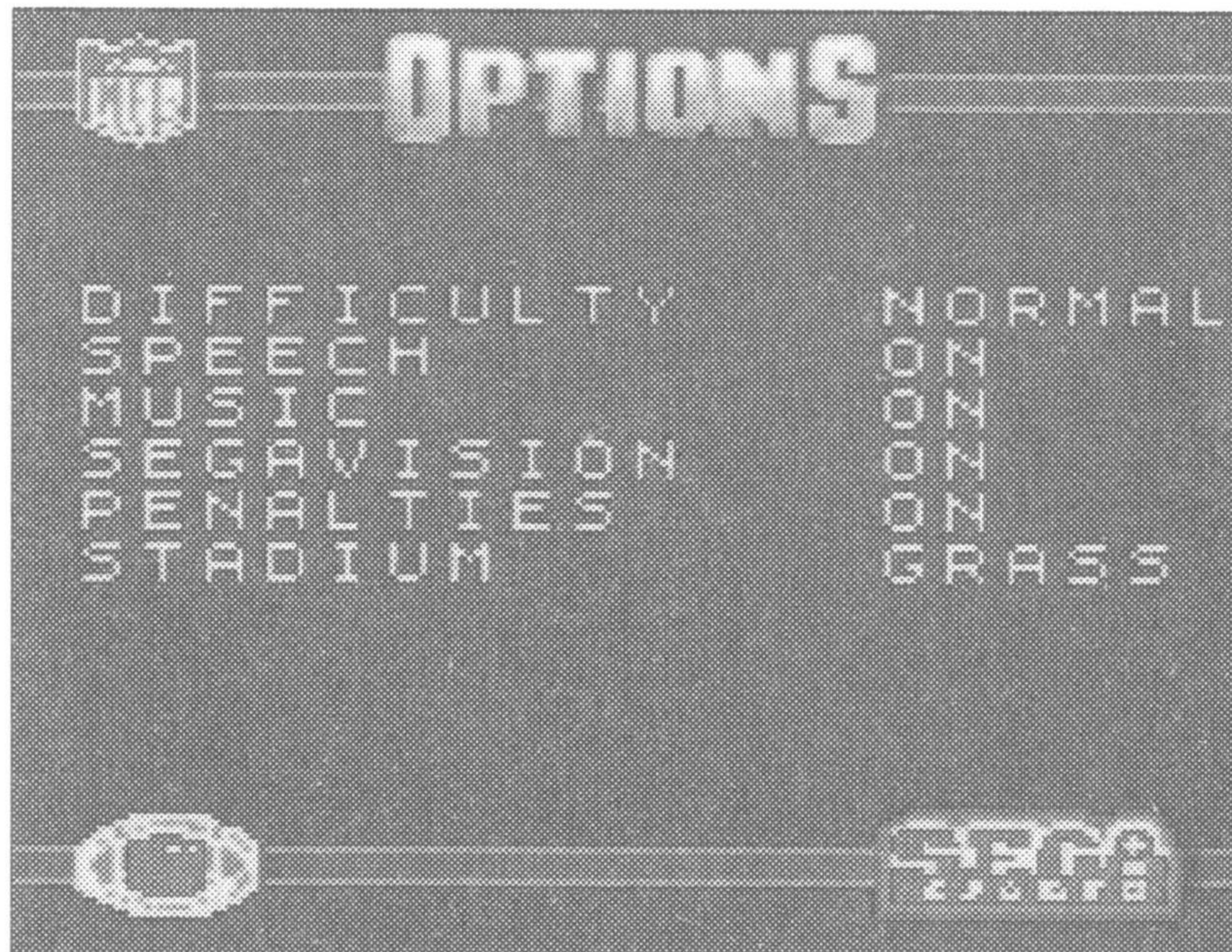
**Time:** Press the D-Pad LEFT/RIGHT to choose between 20-, 40- and 60-minute game lengths. (Buttons 1 & 2 also do this.)

**Game Options:** Press the D-Pad LEFT/RIGHT to advance to the Game Options Screen. (Buttons 1 & 2 also do this.)

**Teams:** Press the D-Pad LEFT/RIGHT to choose Home and Visitor teams. (Buttons 1 & 2 also do this.)

*Press Start at any time to begin your game.*

# GAME OPTIONS



Press the D-Pad UP/DOWN to set Difficulty, Speech, Music, SegaVision, Penalties and Stadium type.

**Difficulty** — Press the D-Pad LEFT/RIGHT to choose between Easy, Normal and Hard. (Buttons 1 & 2 also do this.)

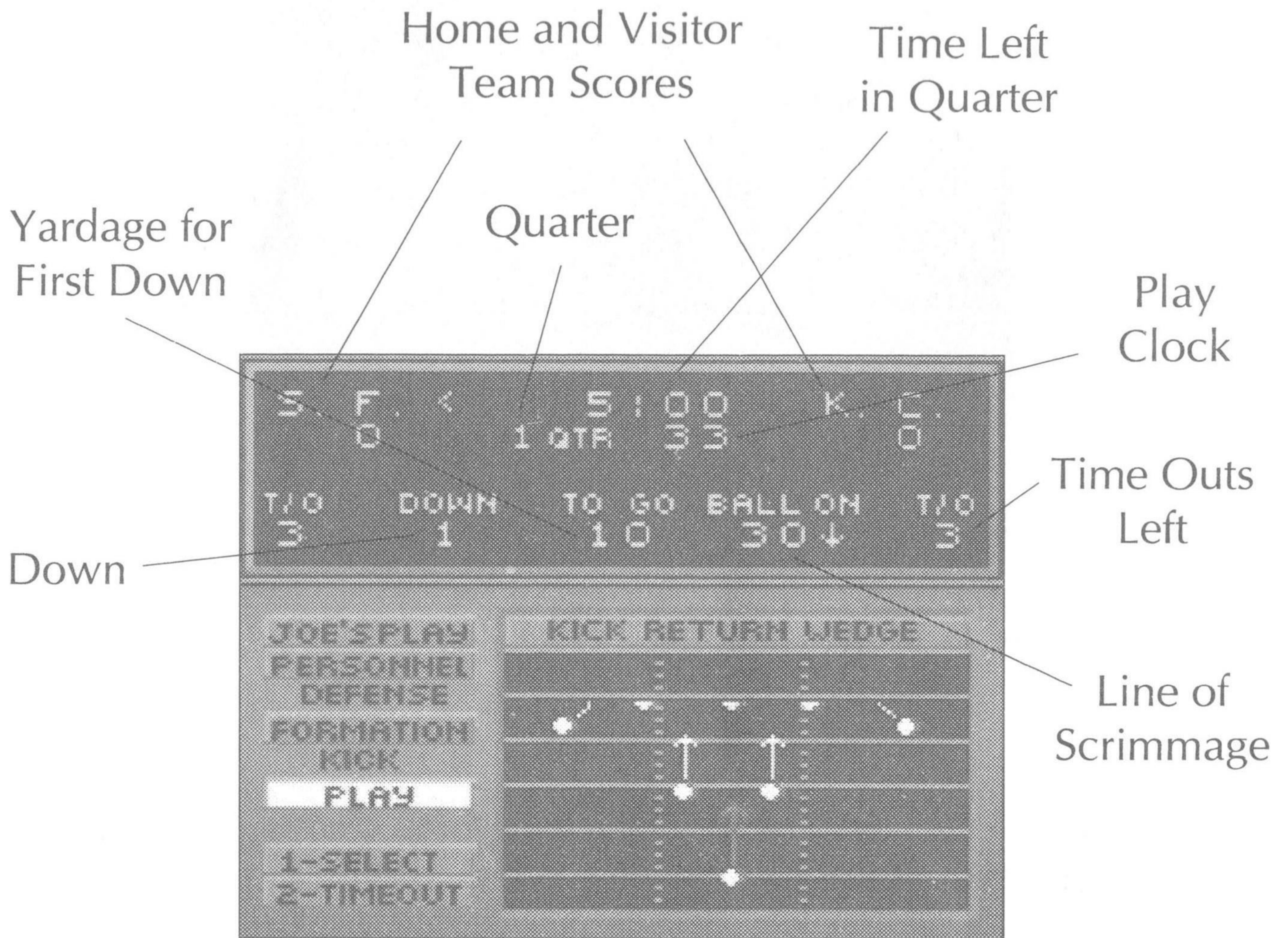
**Speech** — Press the D-Pad LEFT/RIGHT to turn Speech ON/OFF. (Buttons 1 & 2 also do this.)

**Music** — Press the D-Pad LEFT/RIGHT to turn Music ON/OFF. (Buttons 1 & 2 also do this.)

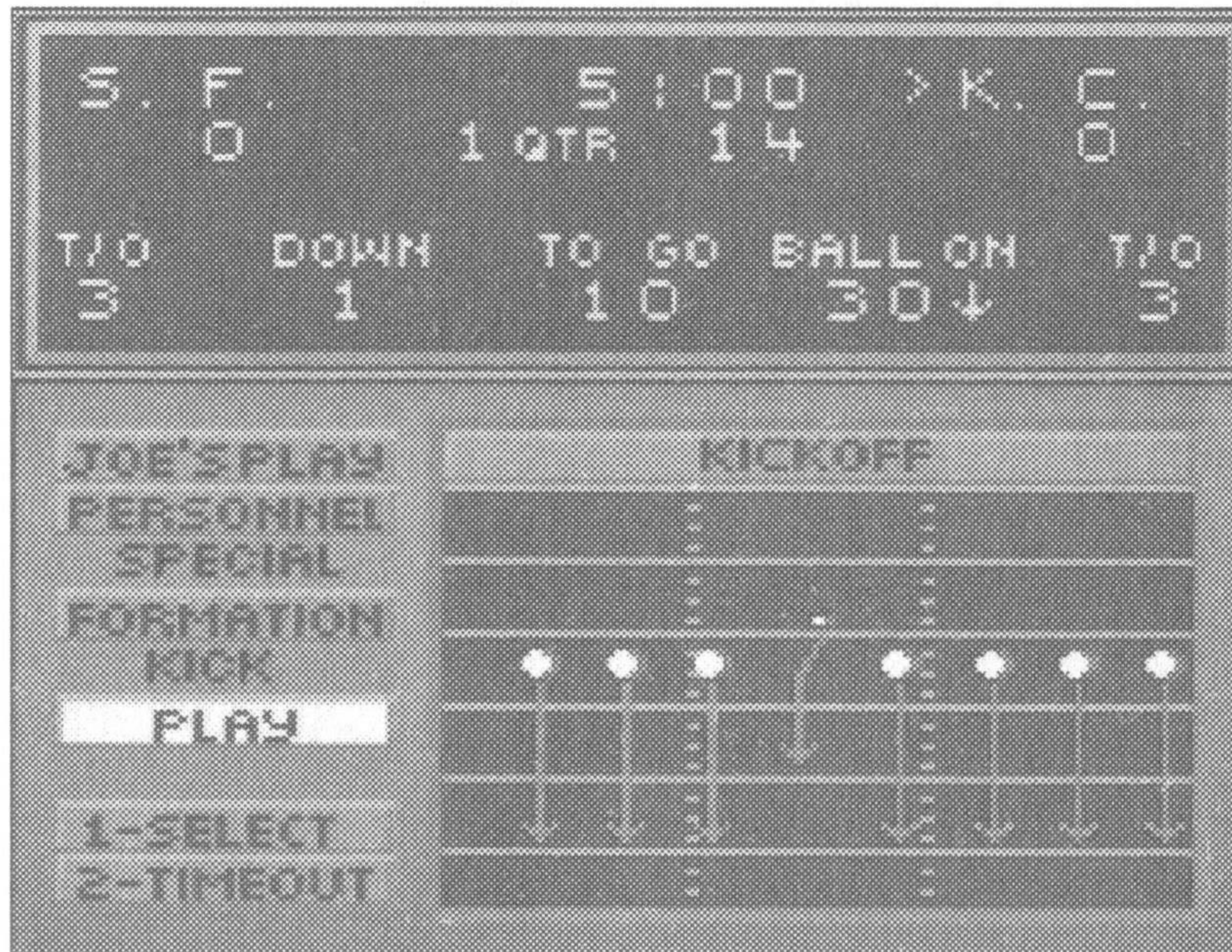
**SegaVision** — Press the D-Pad LEFT/RIGHT to turn SegaVision ON/OFF. (Buttons 1 & 2 also do this.)

**Stadium** — Press the D-Pad LEFT/RIGHT to play on Grass or Turf. (Buttons 1 & 2 also do this.)

# WATCH THE SCOREBOARD!



# SETTING UP FOR THE KICKOFF



## Receiving Team

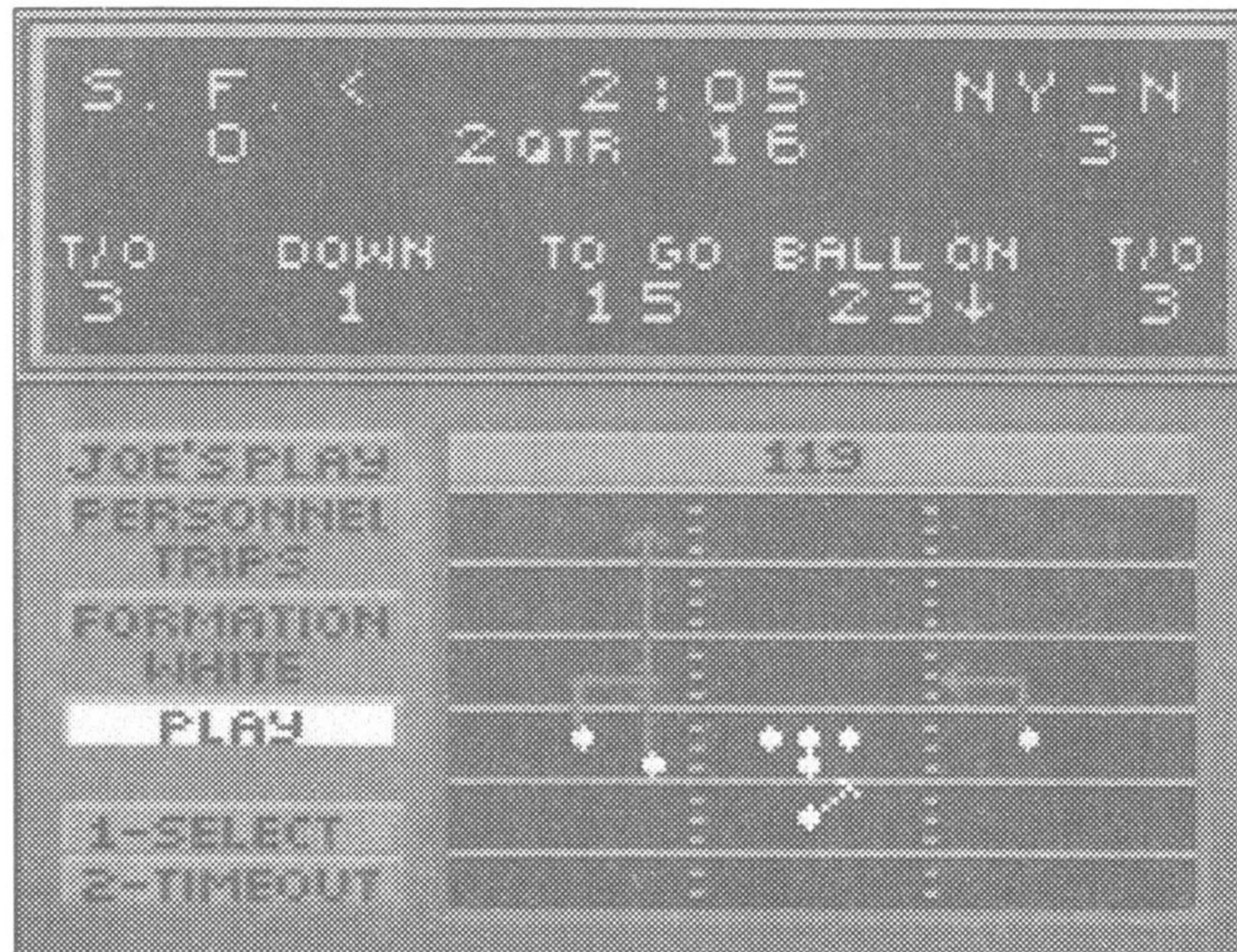
Press the D-Pad LEFT/RIGHT to scroll through the following three kickoff return plays:

- Kick return left
- Kick return right
- Kick return wedge

Press Button 1 to select a play — the opposing team will kick automatically. Use the D-Pad to control the kick returner.

*Note: If you're kicking off, you'll see the kickoff plays. Press Button 1 to start the kicker toward the ball.*

# CALLING OFFENSIVE PLAYS



Use the following controls to choose formations and plays:

## To choose personnel:

- Press the D-Pad LEFT/RIGHT

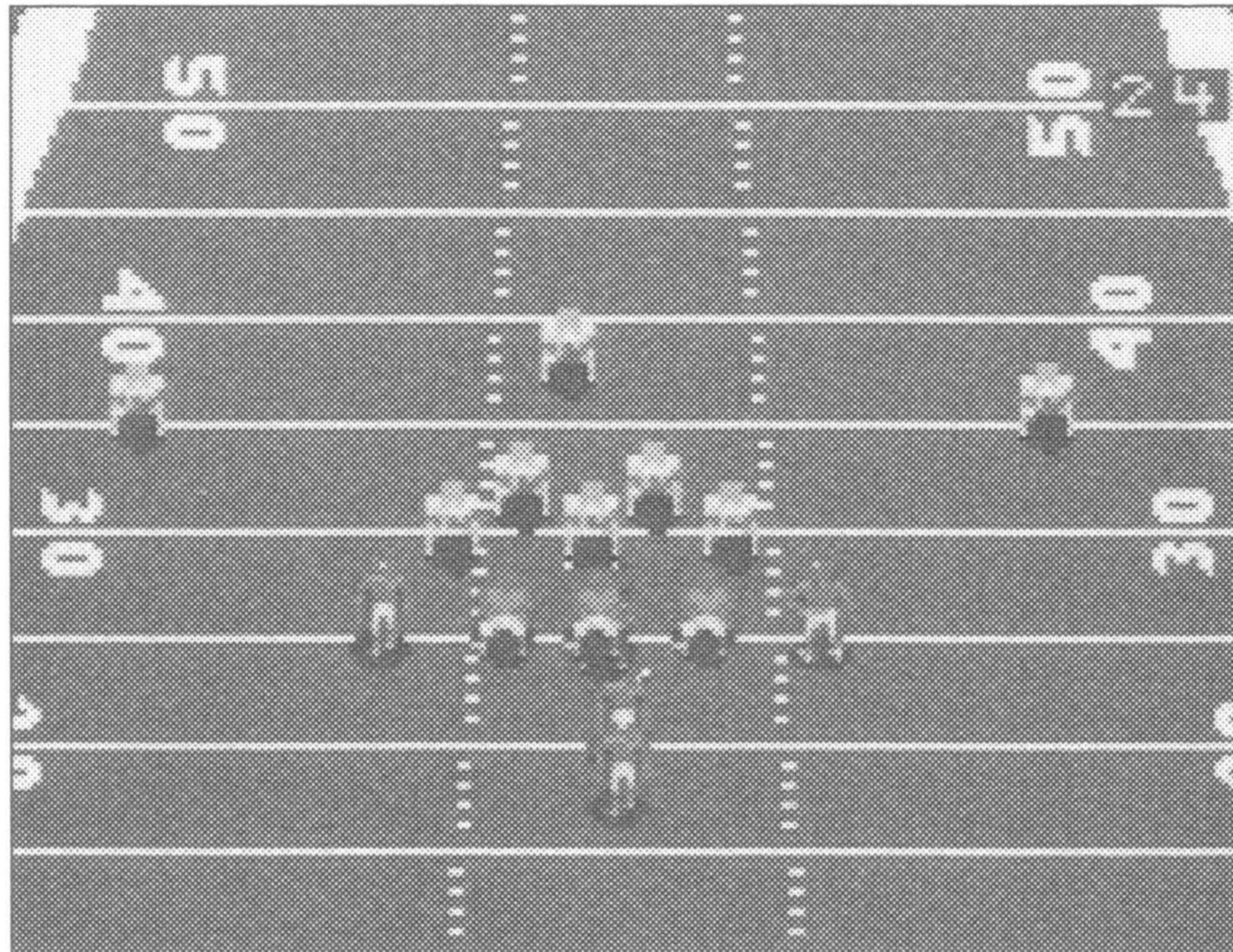
## To choose a formation:

- Press the D-Pad UP/DOWN  
To advance to the plays under the personnel/  
formation combination, press Button 1

## To choose plays:

- Press the D-Pad LEFT/RIGHT to scroll  
through plays (press the D-Pad UP  
to return to personnel and  
formations)
- Press Button 1 to select a play

# CONTROLLING THE OFFENSE



When your team lines up at scrimmage, use the following buttons to control the play:

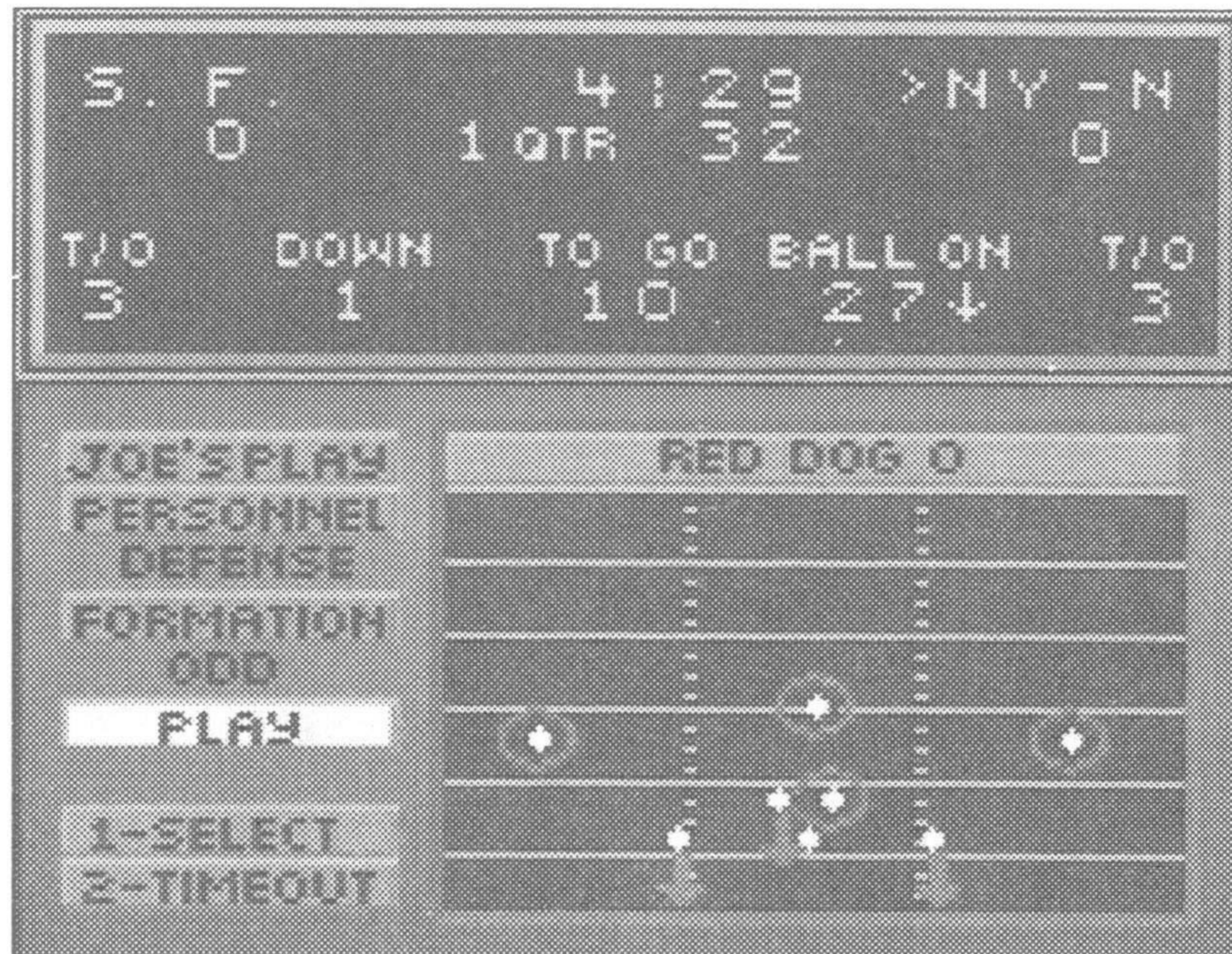
## **Before The Snap**

- Press Button 1 to snap the ball
- Press Button 2 after players are set to change primary receiver

## **After The Snap**

- On passing plays, press Button 1 to throw a pass
- On passing plays, press Button 2 to change primary receiver
- On running plays, press Button 1 to hand off
- Press the D-Pad to maneuver controlled man

# CALLING DEFENSIVE PLAYS



Use the following controls to choose formations and plays:

## To choose a formation:

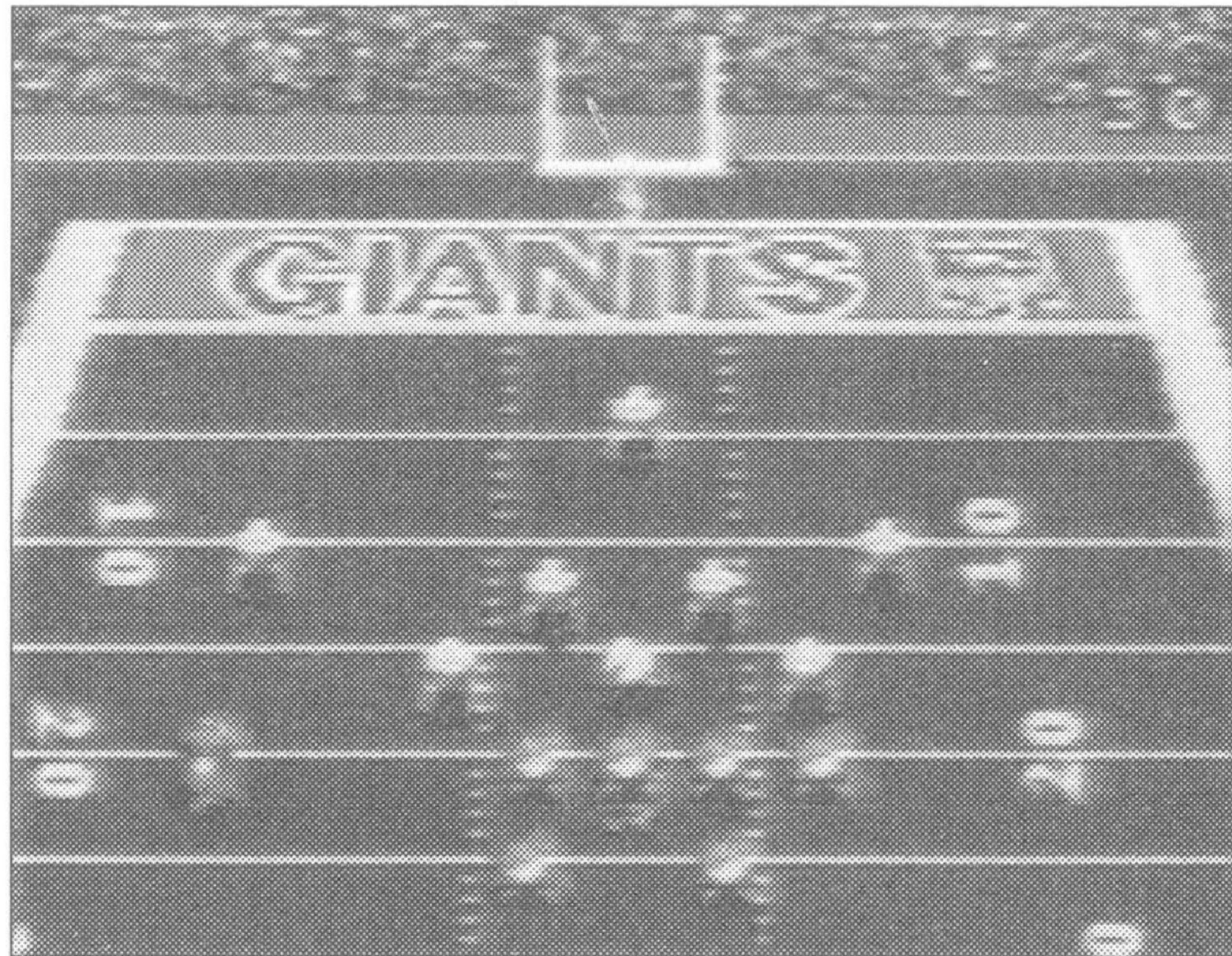
- Press the D-Pad UP/DOWN

## To choose plays:

- Press the D-Pad LEFT/RIGHT to scroll through plays (press the D-Pad UP to return to personnel and formations)
- Press Button 1 to select a play



# CONTROLLING THE DEFENSE



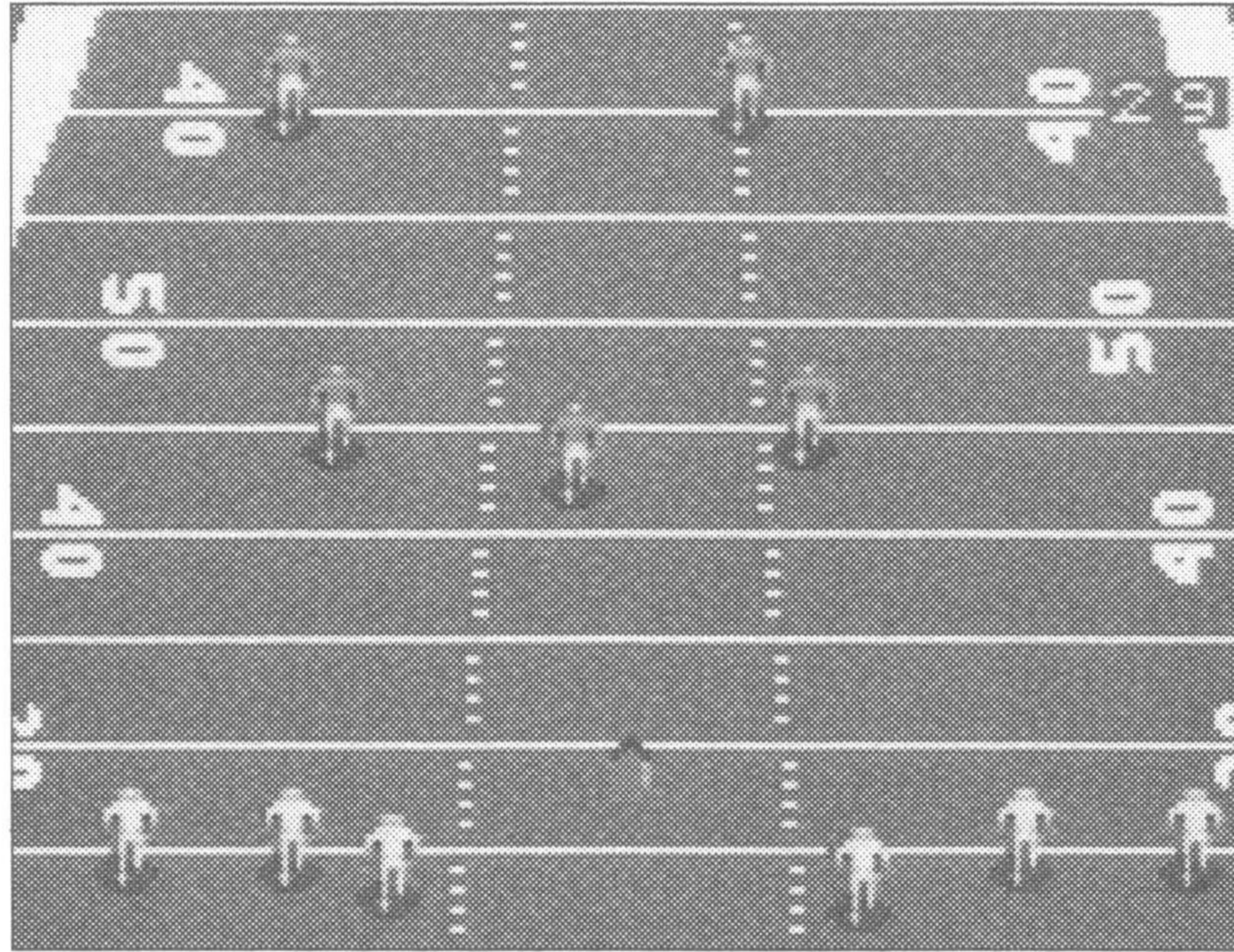
## Before The Snap

- Press Button 1 or 2 to change controlled man
- Press the D-Pad to maneuver controlled man

## After The Snap

- Press Button 1 to make controlled man dive
- Press Button 2 to change control to player closest to ball

# THE KICKING GAME



On offense, use the D-Pad on the Play Calling Screen to select Special Personnel, Kick Formation. Press Button 1 to execute a kicking play.

# TIME OUT!



Like in the NFL, you'll get 3 time outs each half. To call time out, press Start to pause the game, then press Button 1. Use your time outs wisely!

*Note: This is the NFL — you can't call time out when a play is in progress!*

# PENALTIES



Stay alert — if you don't, the zebras will nail you with a 5-yard penalty for delay of game or offsides!



## TRACK ALL THE STATS!



The screenshot shows a game statistics screen for the San Francisco 49ers (SF) versus the New York Giants (NYN). The title is 'STATS TEAM'. The category is 'RUSHING'. The statistics shown are:

STATS	SF	NYN
ATTEMPTS	14	15
YARDS	4	11
AVERAGE	0	2
LONG	1	0
FIRST DOWNS	4	0

*NFL '95* records stacks of statistics. After each score and at the end of each quarter you'll see:

### Team Stats

- Score
- Time of Possession
- First Downs
- Total Yards
- Rushing Yards
- Passing Yards
- Average Yards per Play
- Turnovers

### Passing

- Attempts
- Completions
- Completion %
- Long
- First Downs
- Gross Yards
- Interceptions
- Net Yards

### Rushing

- Attempts
- Yards
- Average
- Long
- First Downs

Plus, at the end of every quarter, you'll see complete individual stats for all the key offensive players on each team.

# LEAGUE PLAY



*NFL '95* lets you play a complete season schedule. When you select Season on the Game Select screen, you'll advance to the League Set-Up Screen. Use the D-Pad to choose between Password and New Season, then press Button 1 to enter a selection. Password lets you save and continue a season in progress. New Season lets you start a new season.

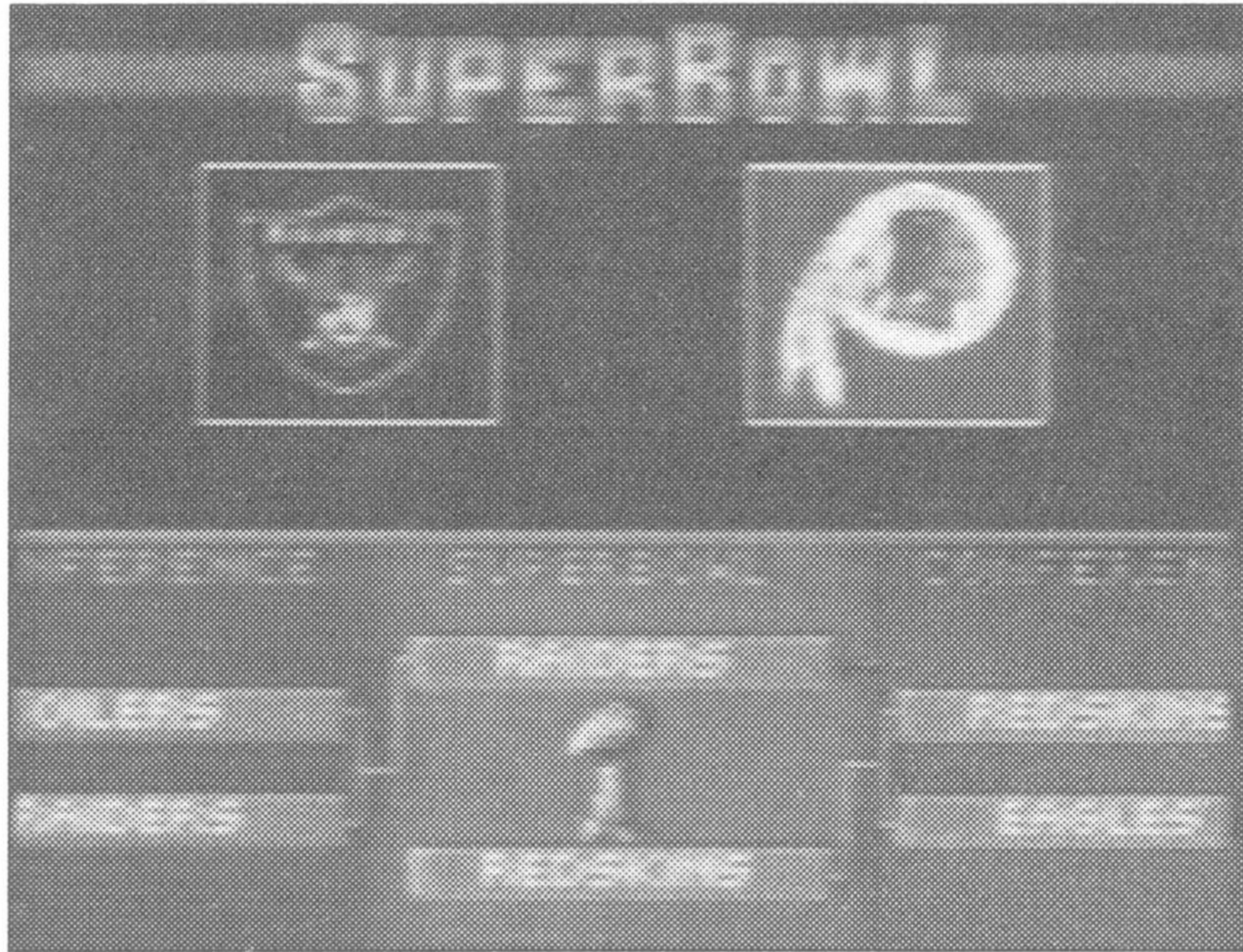
# SEE WHERE YOU STAND



NFC EAST	W	L	PCT
CARDINALS	0	0	.000
REDSKINS	0	0	.000
GIANTS	0	0	.000
COWBOYS	0	0	.000
EAGLES	0	0	.000

After each game, you'll see complete standings for the entire NFL, including the scores from that week's contests.

# GET PUMPED FOR THE PLAYOFFS!



Kick butt in regular season and advance to the playoffs! Just like in the NFL, the winners of each division compete in the playoffs, plus three wild card teams from each conference. Only the toughest of the tough will survive to do battle in the Super Bowl!



# HOW TO WIN IN THE NFL

- No risk, no reward — go for two after you score a touchdown!
- Select receivers that have slant routes, then throw to them after they make their cut. Catch the secondary napping!
- Consider punting if you don't think your kicker can make a long field goal. If you miss a field goal, the ball is placed at the spot where the ball was kicked, not the line of scrimmage.

# THE FRONT OFFICE

- Producer:* Chris Smith
- Assistant Producer:* Gerald DeYoung
- Executive Producer:* Wayne Townsend
- Project Manager:* Mark Dobratz
- Designer:* Chuck Osieja
- Programmers:* David Kunkler  
Roark DORITY
- Sound & Music:* Sam Powell
- Artists:* Joe Shoopack, Liz Anderson,  
Kevin McMahon
- Game Lead:* Tracy Johnson
- Assistant Leads:* Aron Drayer, Xen Lang,  
Jeff Kessler
- Testers:* Will Beckman, Joel Breton,  
Derek Carmichael, Don  
Carmichael, Mike Chao,  
Jason Friedman, Darrin  
Gambelin, John Jansen,  
Kevin Johnson, Jeff Junio,  
Chris Lucich, Sean McInnis,  
Todd Morgan, Lance Nelson,  
Randy Norfleet, Todd Pifer,  
Andrew Stess, Caroline Trujillo,  
Greg Watkins
- Sega Sports Team:* Chris Cutliff, Rosie Freeman,  
Mike Meischeid, Wallace  
Poulter, Scott Rohde
- Marketing Manager:* Kelly Ryan
- Associate Director of Marketing:* Doug Rebert

# **THE FRONT OFFICE**

## ***(Continued)***

*Sega Sports Marketing Team:* Curtis Broome  
Craig Ostrander

*Manual:* Mike Yoffie, Linda Breen

*Special Thanks:* Joe Miller, Paul Hutchinson,  
Godfrey Mauricio,  
Willie Mancero

## **HANDLING YOUR CARTRIDGE**

- This cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.



# NOTES

# NOTES

# NOTES

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## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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 in the U.S., call the Sega Consumer Service Department at this number: **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 CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he 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 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 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**

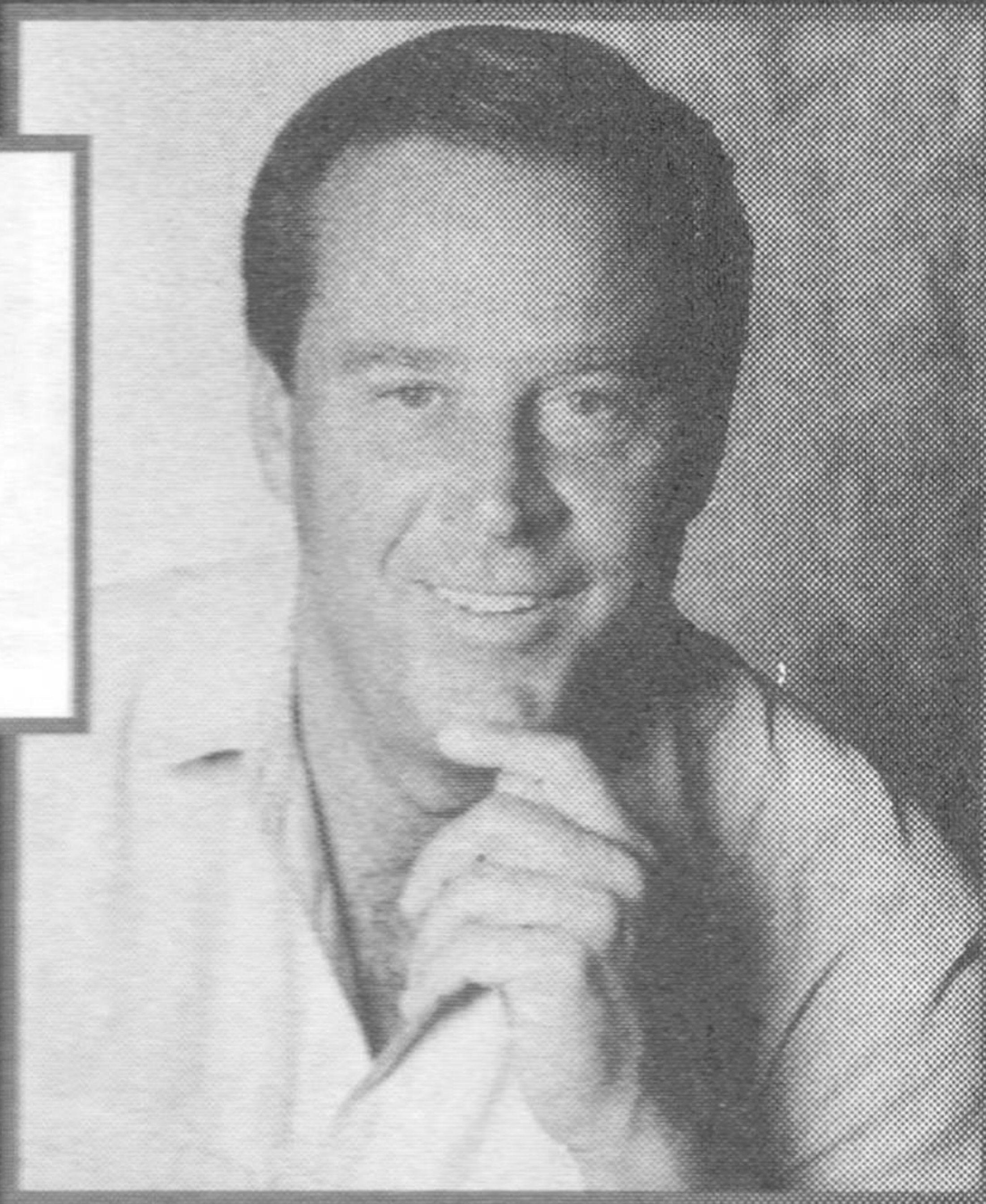
**Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental 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.**

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## Ron Barr, Host Sports Byline USA

Ron Barr is one of the leading sports broadcasters in America today. He has been on the sports scene for over 25 years. An experienced play-by-play announcer and talk show host, Barr brings instant superstar status to the Sega Sports line.

Ron Barr can be heard nightly on the nationally telecast Sports Byline USA, the nation's premiere sports talk radio show.

- Emmy Award Winner
- 25 years of Sports Broadcasting
- Heard on over 250 Radio Stations Nationwide
- Covered 10 Super Bowls and 3 Olympics

Tune into Sports Byline, USA. Check your local radio listings.

Sponsored by



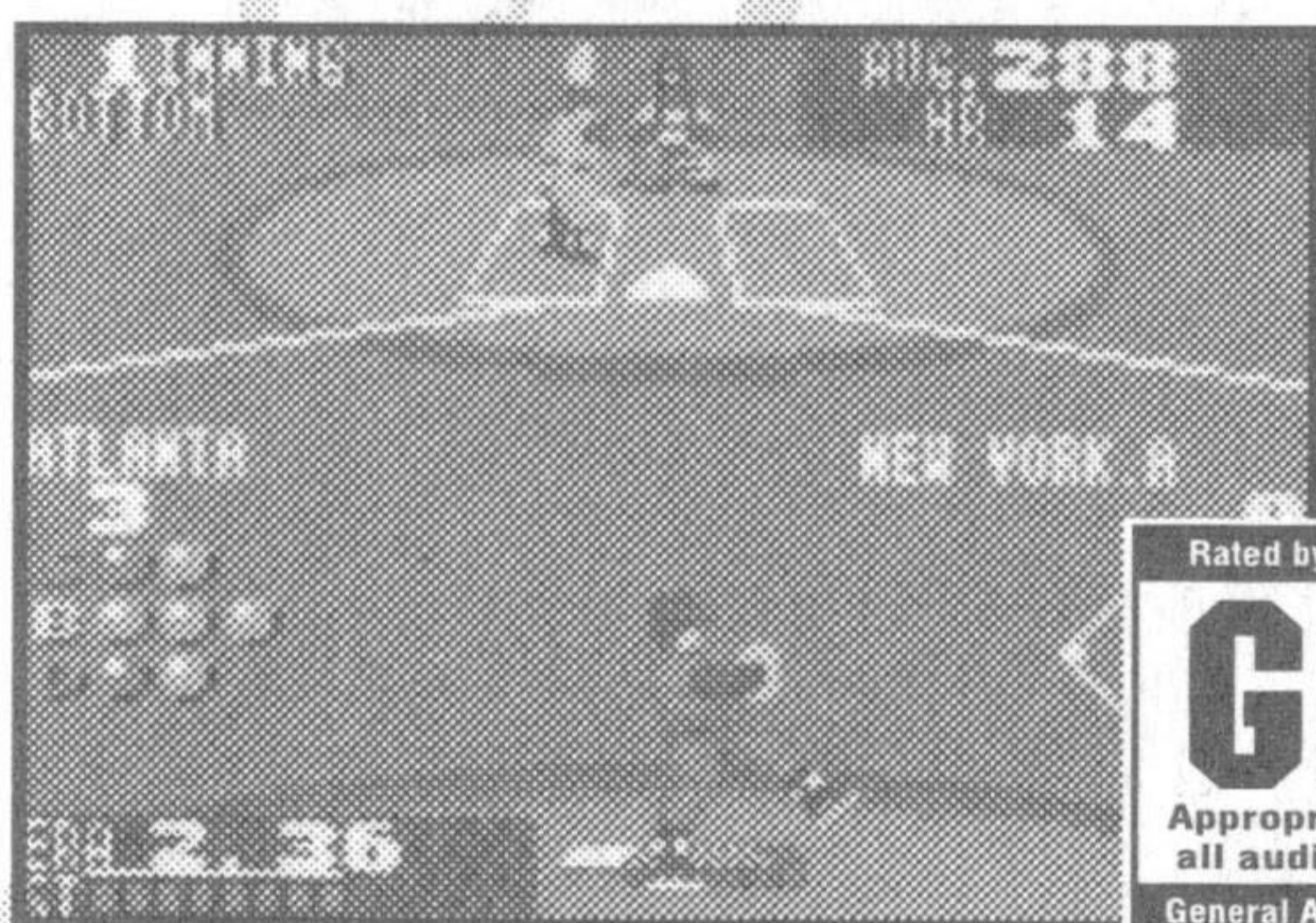
### *50,000 Watt Radio Stations*

KFMD	95.7 AM	Salt Lake City	8pm-4am MT
KVEG	840 AM	Las Vegas	7pm-1am PT
WBAP	820 AM	Dallas	9pm-12am CT
WMVP	1000 AM	Chicago	12pm-6am ET
WGMP	1210 AM	Philadelphia	10pm-6am ET
WKNR	1220 AM	Cleveland	10pm-6am ET
WWKB	1520 AM	Buffalo	10pm-12am ET
WGTO	540 AM	Orlando	10pm-5am ET
WRVA	1140 AM	Richmond, VA	11:30pm-4:30am ET
WWTN	99.7 FM	Nashville	9pm-10pm CT

# SEGA<sup>TM</sup> SPORTS

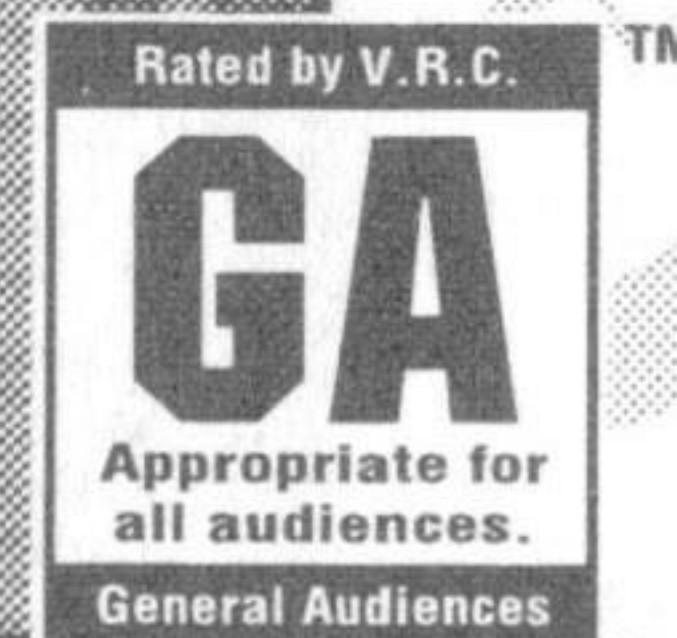
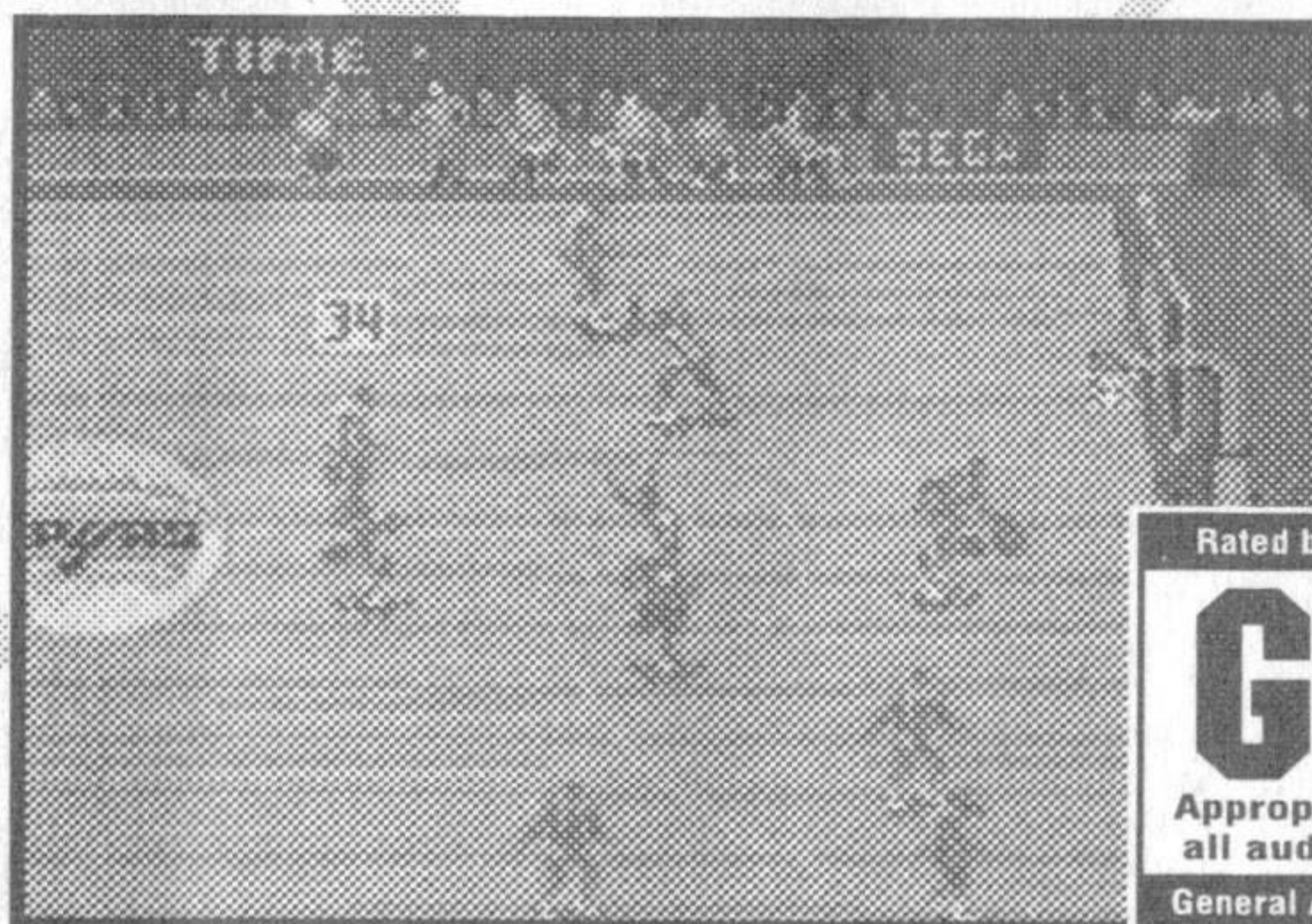
## GAME GEAR<sup>TM</sup>

### WORLD SERIES<sup>®</sup> BASEBALL '95



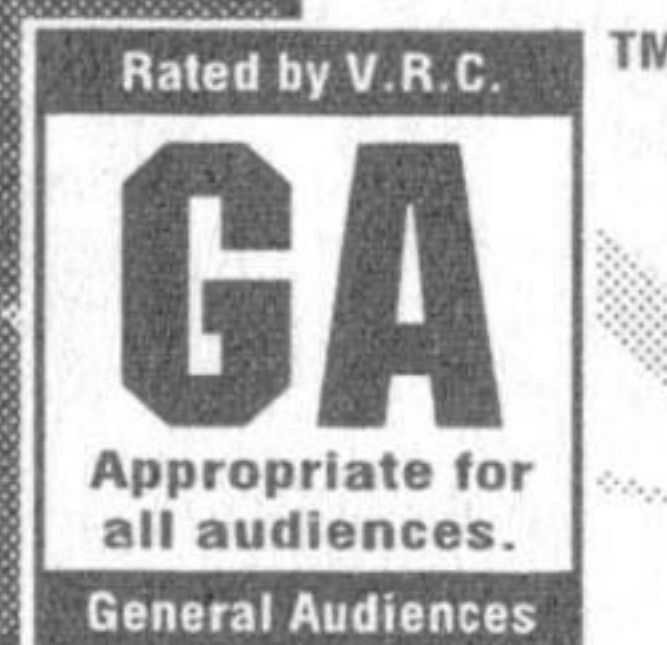
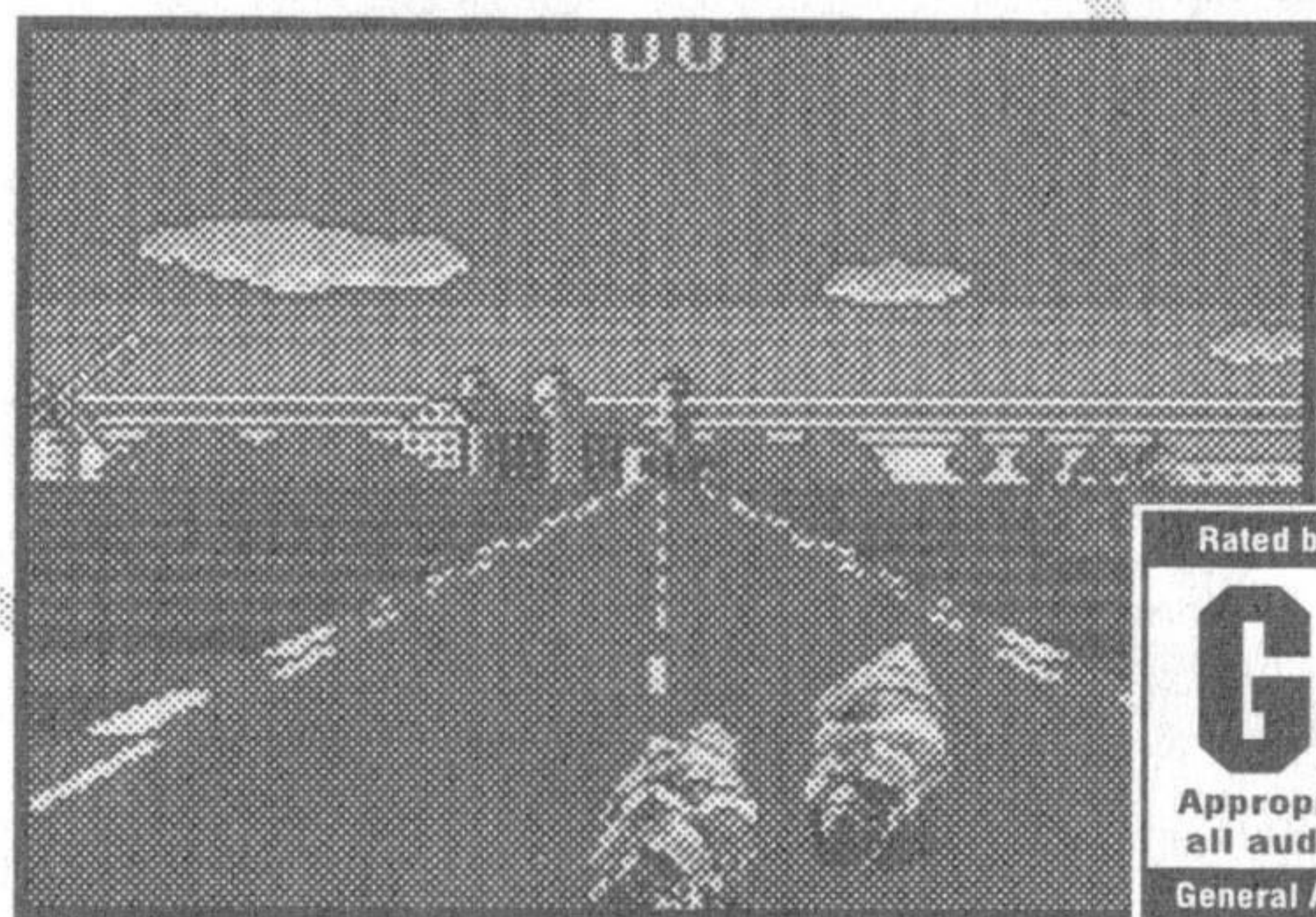
**AVAILABLE NOW!**

### NBA ACTION<sup>TM</sup> STARRING DAVID ROBINSON



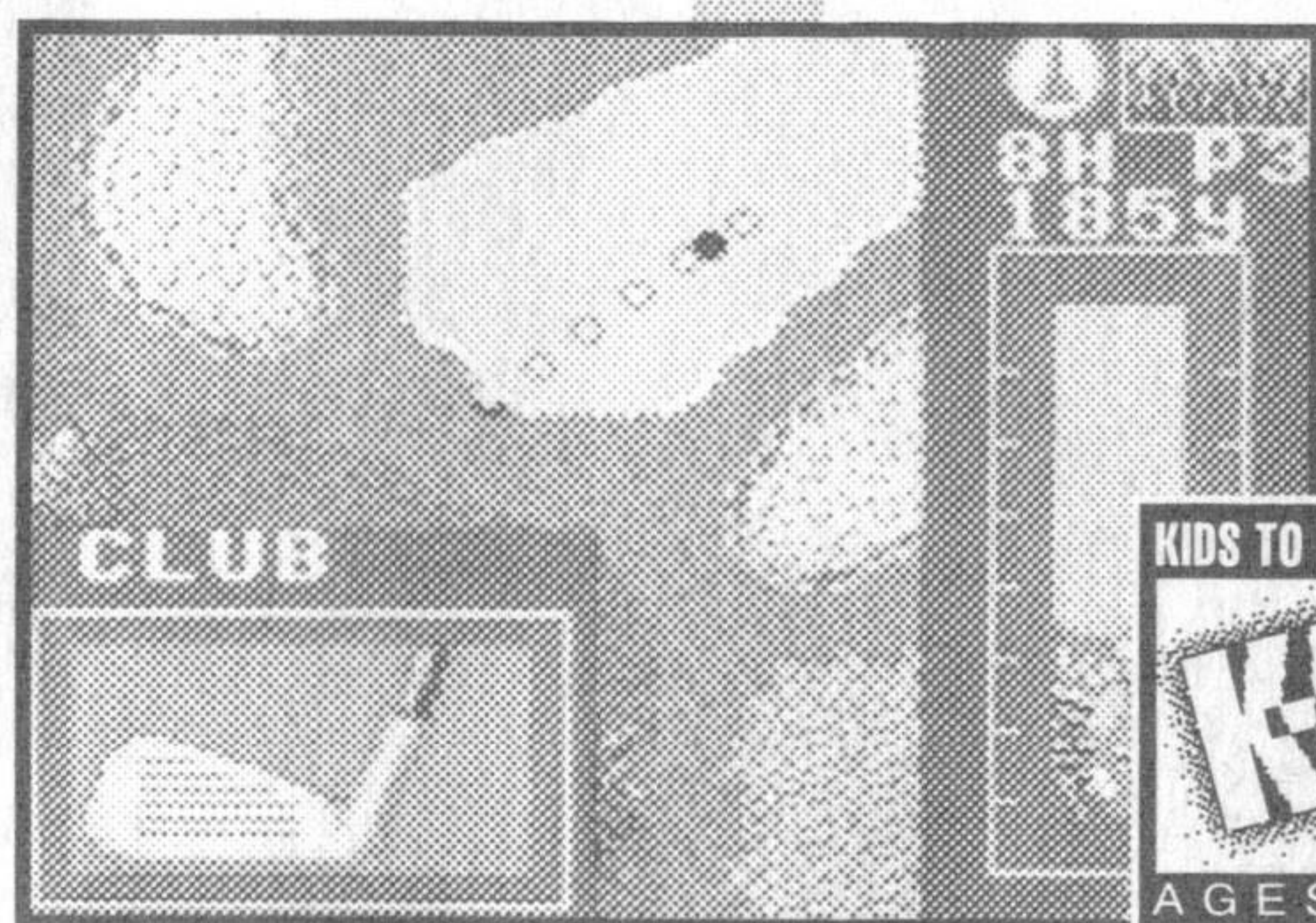
**AVAILABLE NOW!**

### GP RIDER<sup>TM</sup>



**AVAILABLE NOW!**

### FRED COUPLES GOLF



**AVAILABLE NOW!**

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