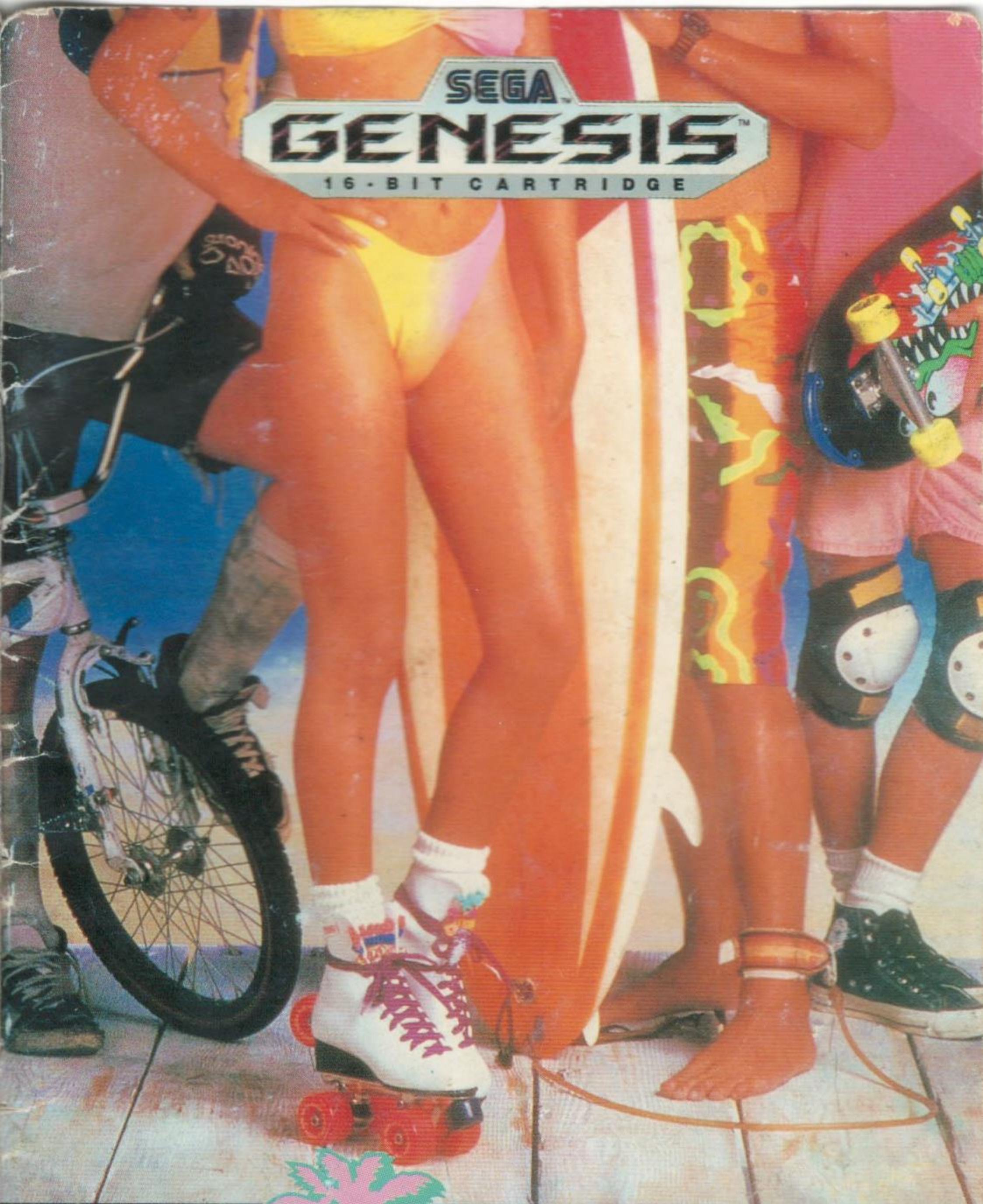


SEGA
GENESIS™
16-BIT CARTRIDGE




CALIFORNIA

G A M E S™

INSTRUCTION MANUAL

Contents

Rad, Bad and Aggro!	2
Starting Up	3
Take Control!	4
Getting Started	6
The Select Screen	6
The Set Parameters Screen	8
Choosing Players and Controllers	10
Half-Pipe Skateboarding	13
Bouncing the Foot Bag	16
Surfing	19
Roller Skating	21
BMX Bike Racing	23
The Sky of Fame	25

Rad, Bad and Aggro!

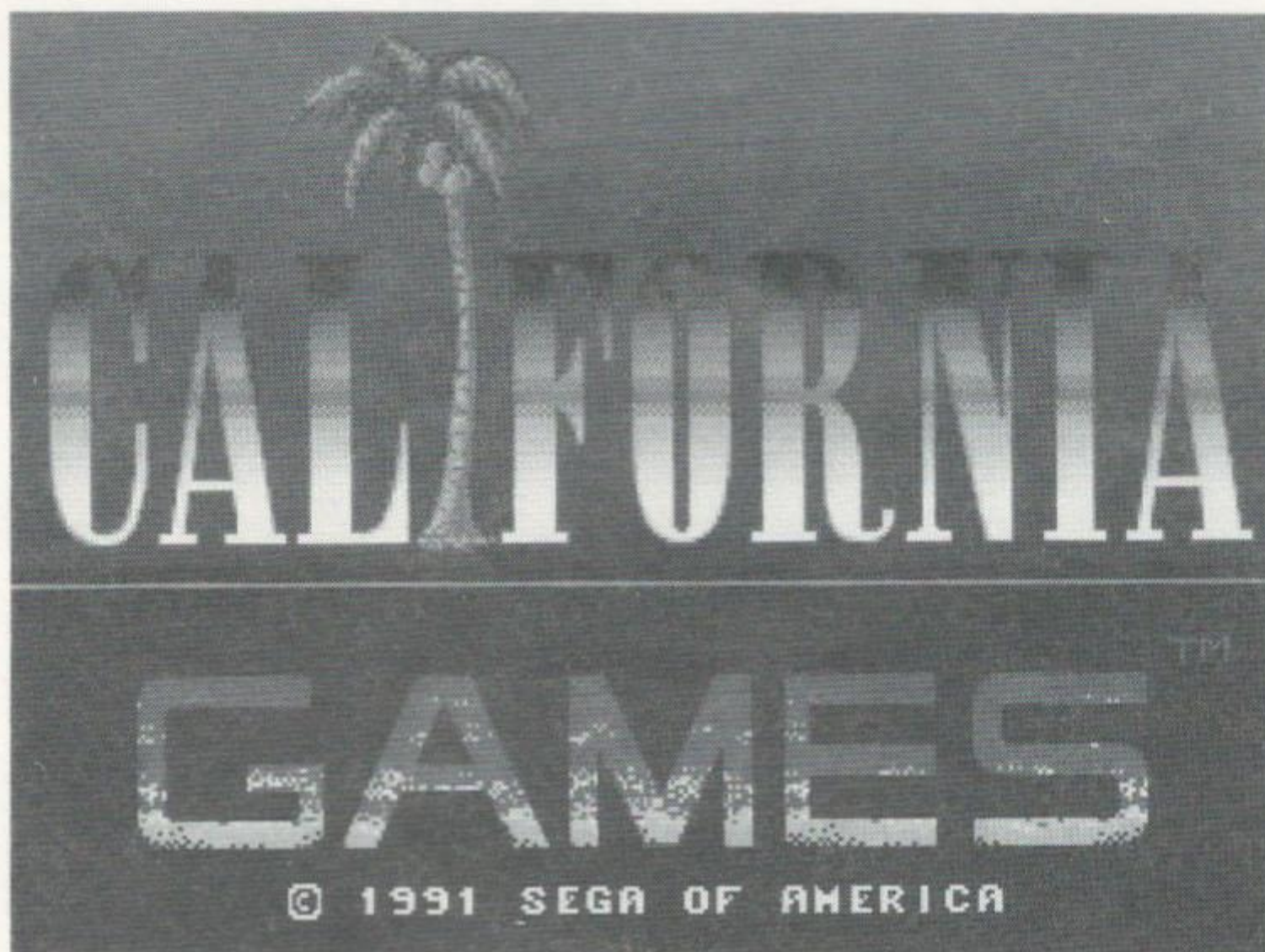
Welcome to a new state of intensity — California. Home of the most radical sports in the world. Get ready to hit the beaches, parks and dirt tracks of the Golden State to compete in everything from surfing to bike racing.

Start off in the heart of Hollywood, with skateboards in hot competition on the radical **Half Pipe**. Then rocket up to San Francisco for the high-flying **Foot Bag** and some really wild footwork.

After that, it's down to the beach for two of the coolest sports under the hot California sun. Get a tan beachside on the sidewalk **Skating** obstacle course. Awesome! Then take up the king of coastal competition, **Surfing**. Shoot the tube and carve the biggest breakers on the beach . . . and watch out for that rip tide!

Over at the dirt track for the grand finale, pump the pedals of a **BMX** racing bike. Whoop-ti-doo! That's five massive events. You're gonna have your hands full. Not to mention your feet!

So pull on those knee pads. You're gonna travel from the turf to the surf. From the pipe to the parks. Are you gonna love it, or what?



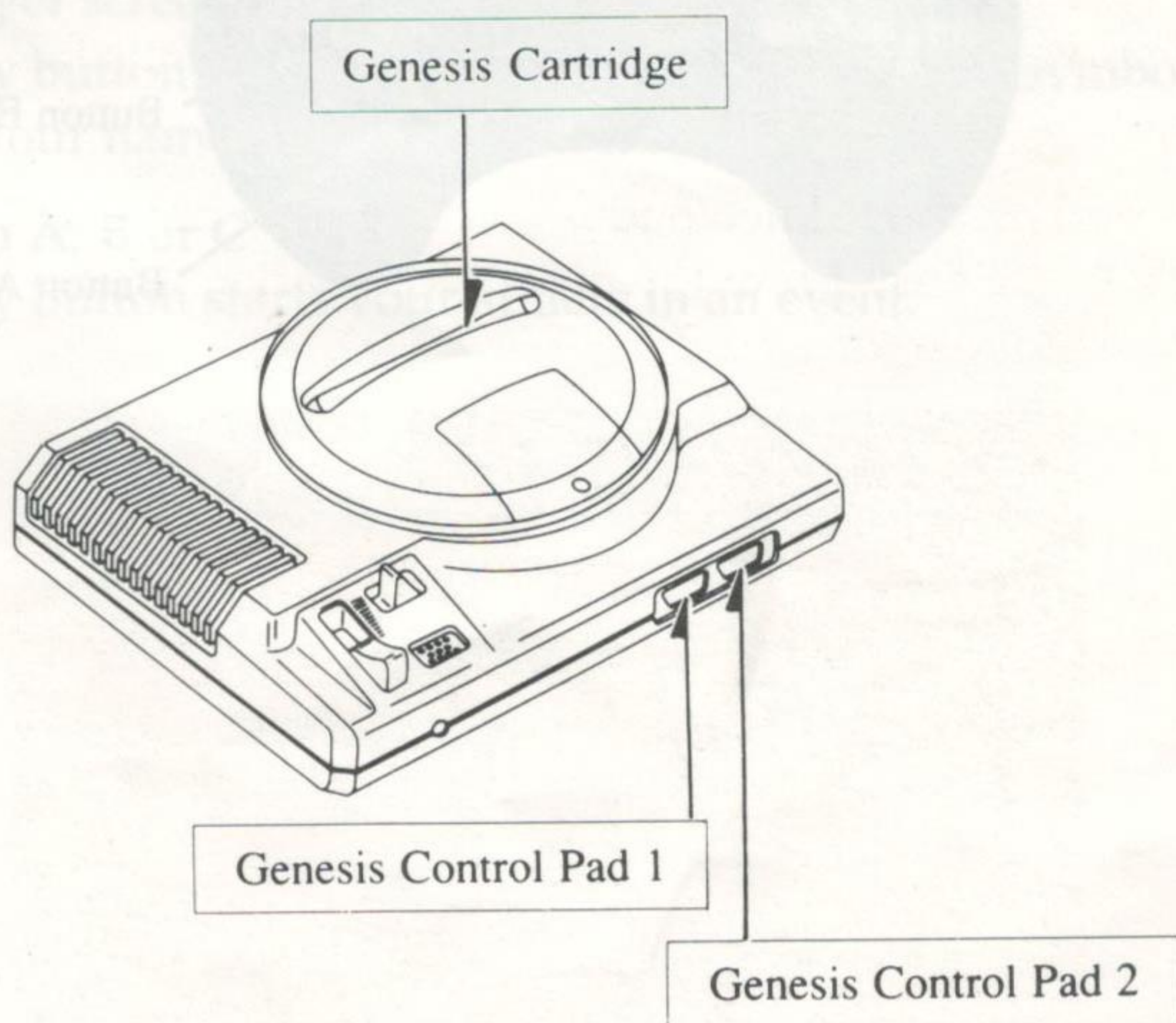
Starting Up

1. Set up the Genesis System and plug in Control Pad 1.
For two or more players, plug in Control Pad 2 also.

Note: *California Games* can be enjoyed by up to NINE players per game, using one or two control pads.

2. Make sure the power switch is OFF. Then insert the *California Games* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen first. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure the system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the **Start** button or Button A, B or C to begin.

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



**For Game Play Assistance, call
1-415-591-PLAY.**

Take Control!

The biggest hint to scoring high in *California Games* is practice, practice, practice! Your perfect timing and touch on the control pad will make all the difference between just goofing around and winning.

The Control Pad buttons have different functions for each event. Read this section for general descriptions of how the buttons work. See the section on each event for specific button controls and hints on how to get awesome scores.

Directional Button
(D-Button)

Start Button



Button C

Button B

Button A

D (Directional) Button

- UP or DOWN moves the marker box on the Select and Set Parameters screens.
- LEFT or RIGHT changes the settings on the Set Parameters screen.
- UP, DOWN, LEFT or RIGHT moves the marker box on the Player Name screen.
- UP, DOWN, LEFT or RIGHT moves your athlete during play.

Start Button

- Returns to the Select screen from the Set Parameters screen.
- Pauses the game. Press again to resume play.

Start Button or Button A, B or C

- Any button goes to the Select screen from the Title screen.
- Any button advances you through the Select and Player screens before a game starts.
- Any button places a selected letter, number or symbol in your name on the Player Name screen.

Button A, B or C

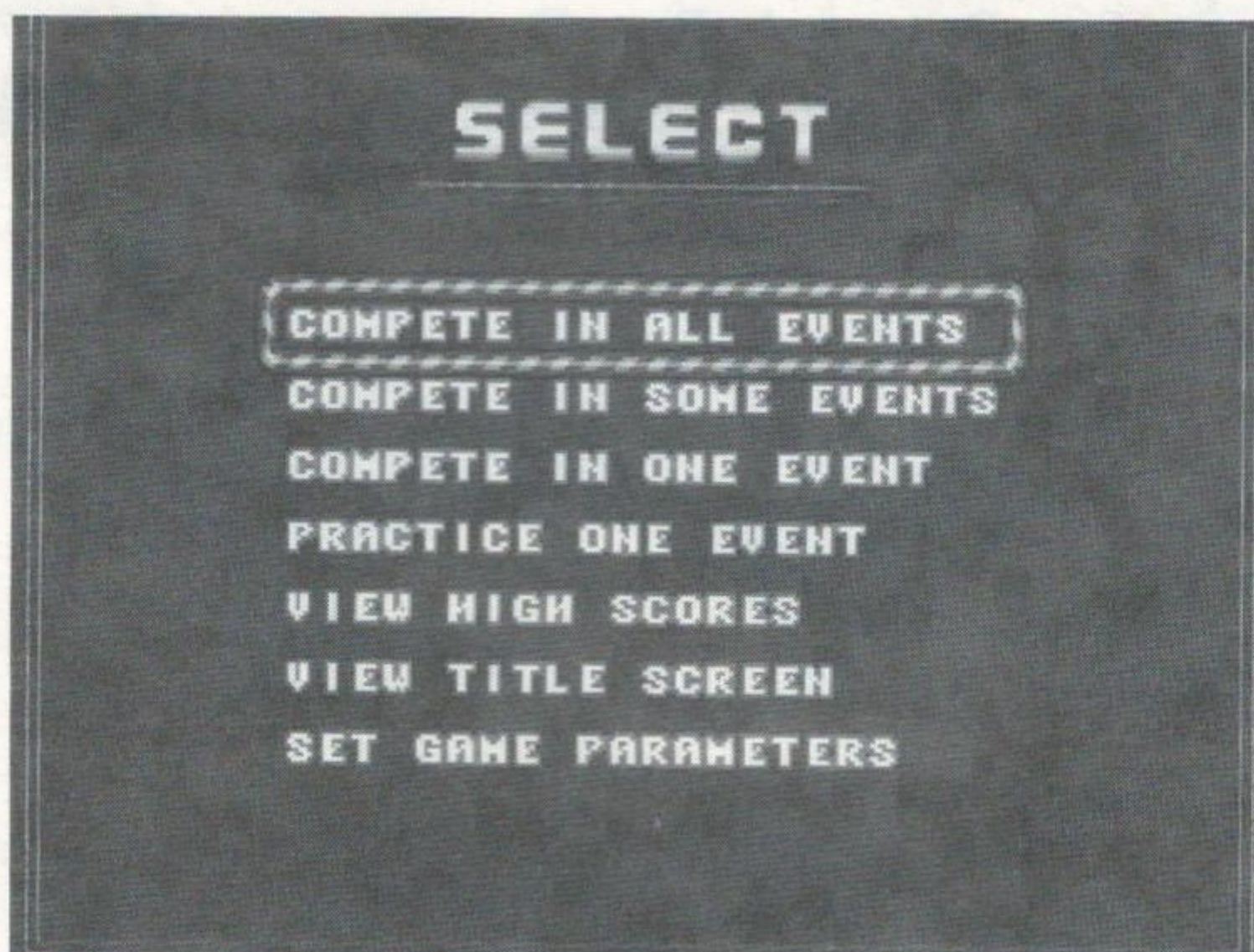
- Any button starts your athlete in an event.

Getting Started

California Games is a challenge of skill for one to nine players. You can practice or compete in any single event, compete in all events, or even set up your own competition using events that you choose yourself.

The Select Screen

Press Start or Button A, B or C at the Title screen to go to the Select screen. Then press the D-Button DOWN or UP to move the marker box to your selection. Press Start again (or Button A, B or C) to confirm that selection and go on to the next screen.



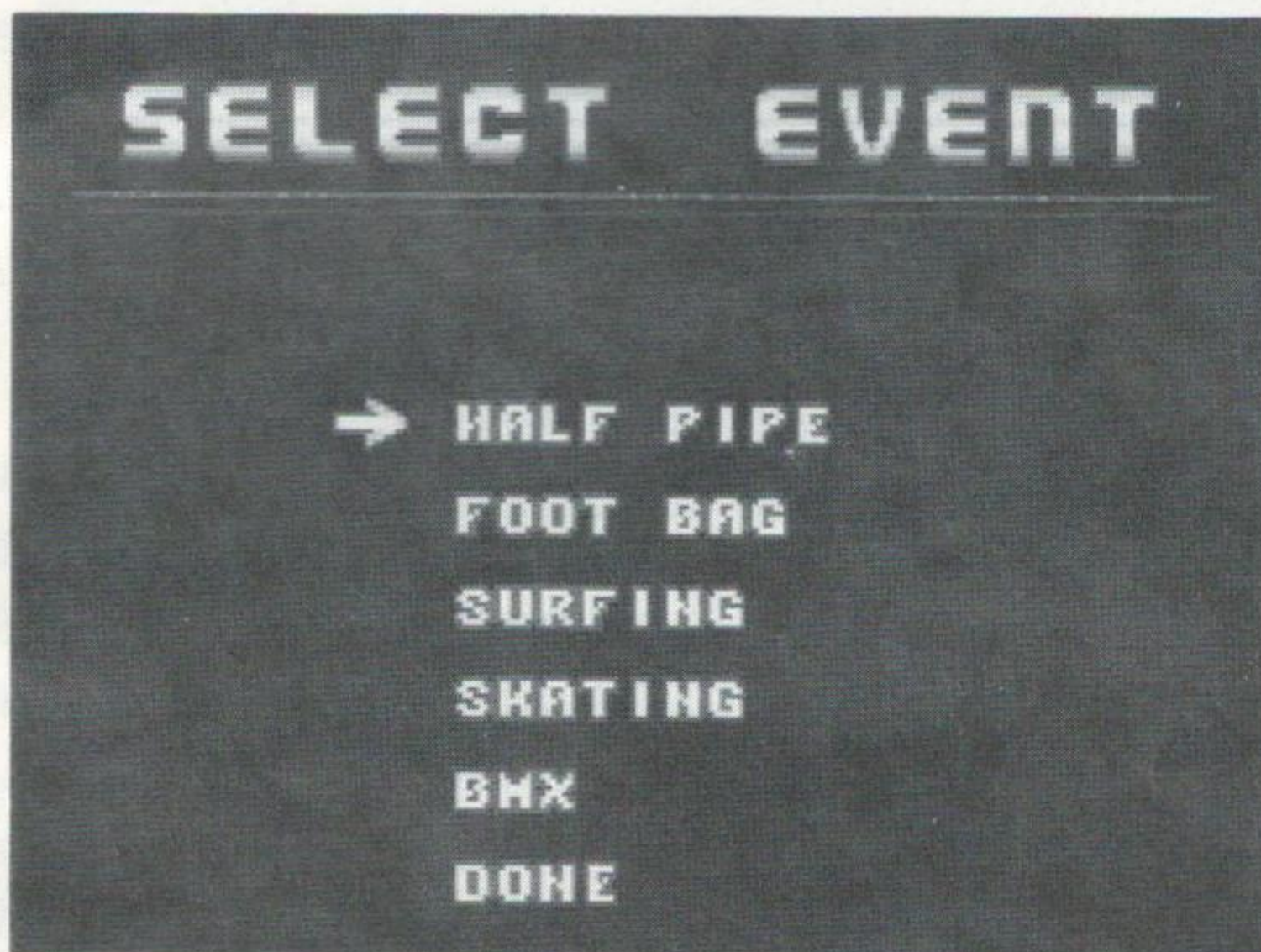
Compete in All Events

Compete in all five totally cool events. The scores for all players are tallied during the competition, and the player with the highest score wins!

You'll compete in the events in this order: Half Pipe, Foot Bag, Surfing, Skating, and BMX Bike Racing.

Compete in Some Events

Instead of competing in all five events, you can choose the ones you like best (or are most skilled at). After choosing players and controllers (see pages 10-12), you'll see this screen:



Press the D-Button DOWN or UP to move the arrow to your selection. Then press Start or Button A, B or C to choose that event. (Press a button again on a chosen event to "un-choose" it.) After selecting your events, move the arrow to Done and press Start or Button A, B or C to begin the competition.

Compete in One Event

Select a single event for competition. After choosing players and controllers (see pages 10-12), you'll see the list of events. Press the D-Button DOWN or UP to move the arrow to your selection, and then press Start or Button A, B or C. You'll go straight to the beginning of the event.

Practice One Event

This is similar to competing in one event, except that no scores are tallied. Choose an event from the list, and then press Start or Button A, B or C to begin.

During practice, use the control pad buttons in the same way as for competition. After practice, use the screen that appears to continue practicing or to go back to the Select screen. Use the D-Button to mark YES or NO, and then press Select or Button A, B or C.

View High Scores

This option shows you the awesome Sky of Fame. You'll see the highest scores recorded for all events, with the names of the players who achieved the honors. Press Start or Button A, B or C to return to the Select screen.

View Title Screen

Use this option to see the Title screen and game credits. Press Start or Button A, B or C to return to the Select screen.

Set Game Parameters

See the section below for instructions.

The Set Parameters Screen

On this screen you can preview the game's music and sound effects, and change the settings for the Half Pipe, Foot Bag and Surfing events. Use the D-Button to choose Set Parameters on the Select screen, and then press Select or Button A, B or C.

On the Set Parameters screen, press the D-Button DOWN or UP to mark an option. Then press it LEFT or RIGHT to change the setting for that option. Press Start at any time to go back to the Select screen.

SET PARAMETERS

SOUND TEST: TITLE

COLOR TEST

HALFPIPE: 1 PLAYER

FOOTBAG: 1 PLAYER

FOOTBAG GRAVITY: EARTH

SURF: REGULAR

DONE

Sound Test

Enjoy the rompin' music and sound effects for the different events. Press the D-Button LEFT or RIGHT to change the setting, and then press Button A, B or C to preview the sounds.

Color Test

Press Button A, B or C to preview the wide range of game colors on a color spectrum. Press Start or Button A, B or C to end the color test.

Half Pipe

Leave the setting at 1 Player to have only one athlete at a time on the pipe. Change to 2 Player for two-player simultaneous action (using two controllers).

Foot Bag

With the 1 Player setting, only one athlete at a time will compete. With the 2 Player setting, two athletes can juggle the bag together (using two controllers). When you choose 2 Player, you can then choose to juggle 1 Bag or 2 Bags.

Foot Bag Gravity

Give your foot bag wings! The Moon bag is lighter than the Earth bag, so it bounces with weaker gravity.

Surf

Catch a wave! Choose a Light (gentle), Regular or Turbo (massive!) board for radically different Surfing action.

Done

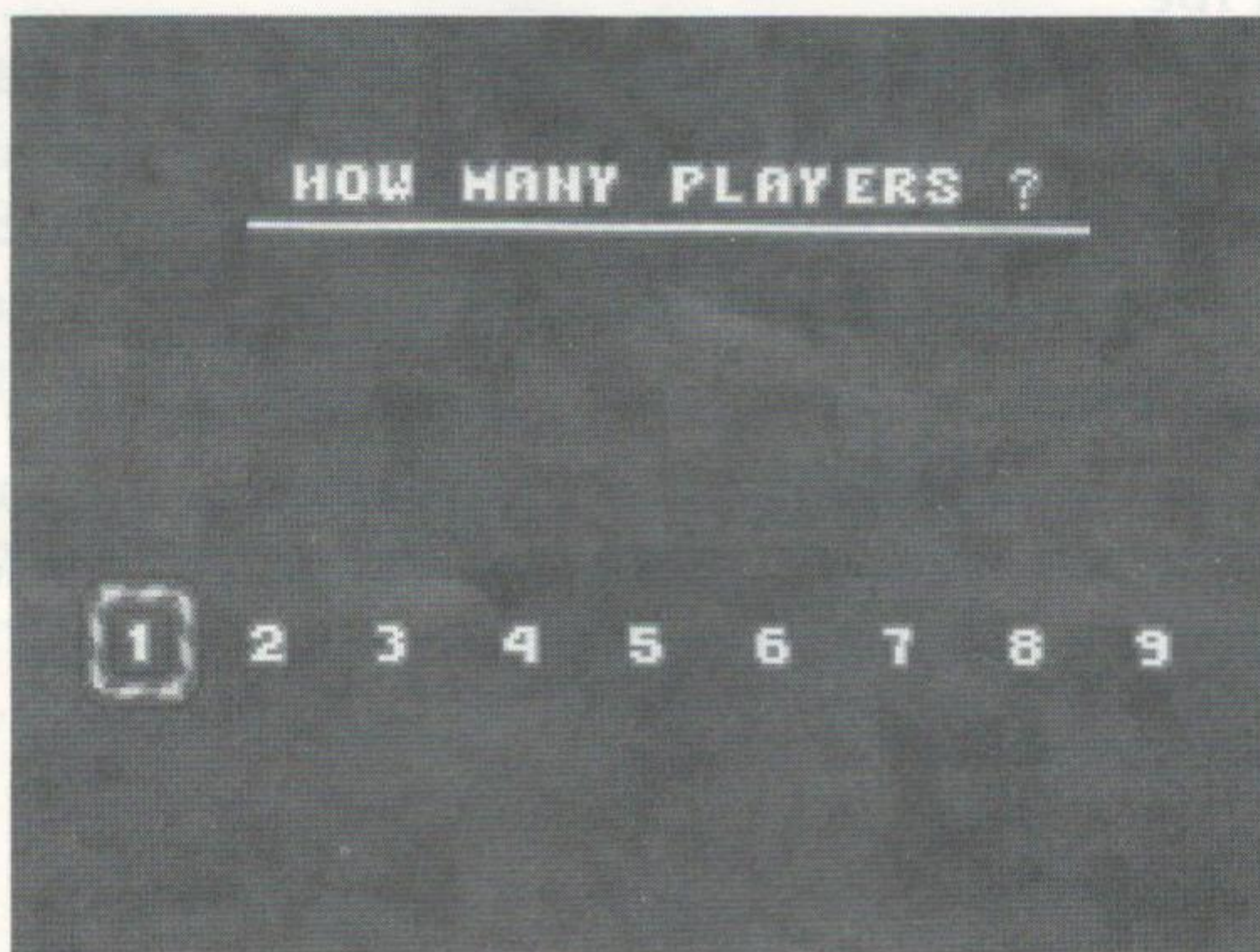
Mark this option and press Start or Button A, B or C to return to the Select screen. (You can also press Start at any time to go back to the Select screen.)

Choosing Players and Controllers

After choosing to compete (in all, some or one event) or practice, you'll go on to the Player screens. Here you'll set the number of contestants, their names, and the controllers they will use.

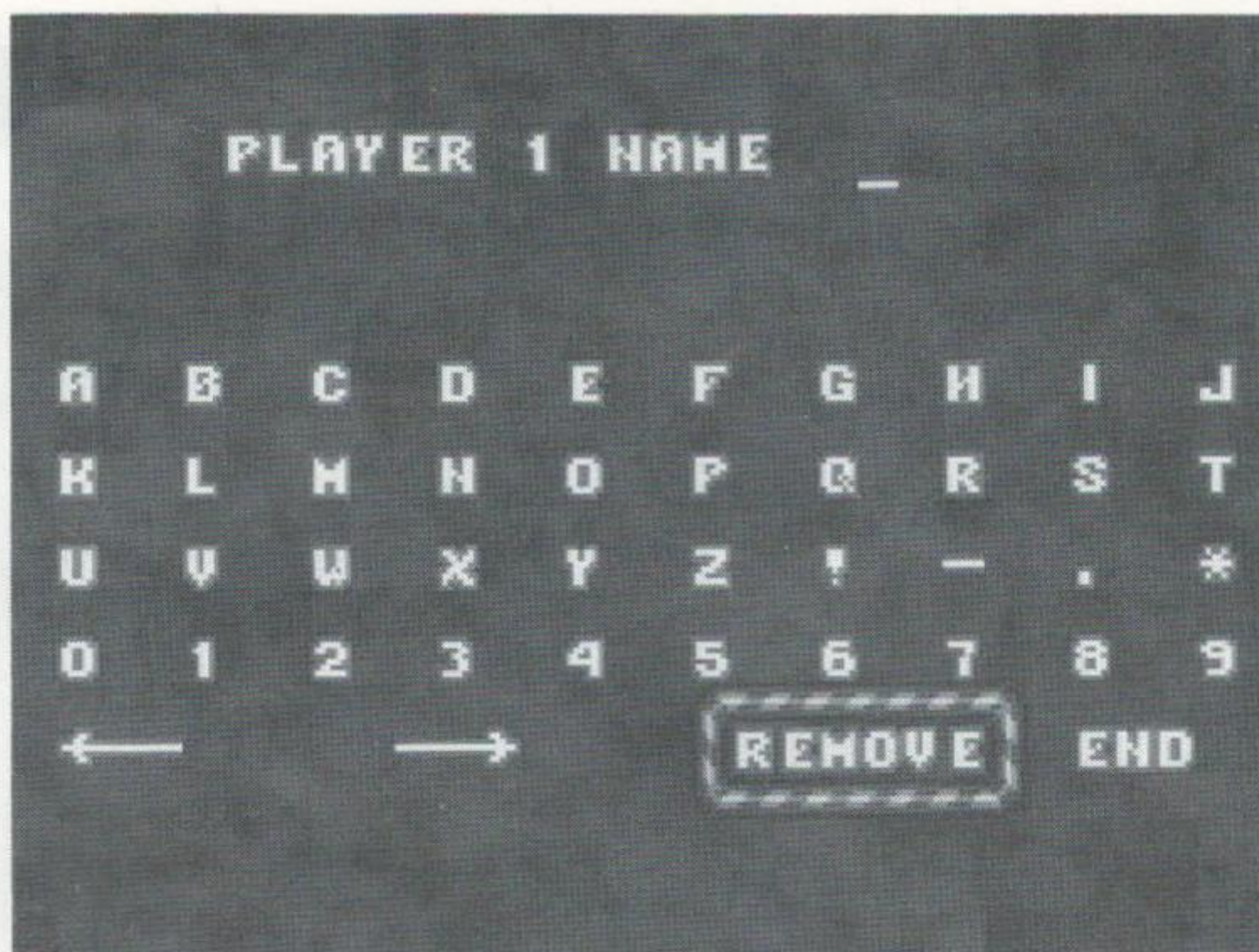
How Many Players?

On the first screen to appear (How Many Players?), you can choose from one to nine participants. Press the D-Button RIGHT or LEFT to move the marker box to your selection, and then press Start or Button A, B or C.



Player Name

Choose a player's name on the next screen. Press the D-Button in any direction to move the marker box around the character grid. Then press Start or Button A, B or C to add the marked character to your name.

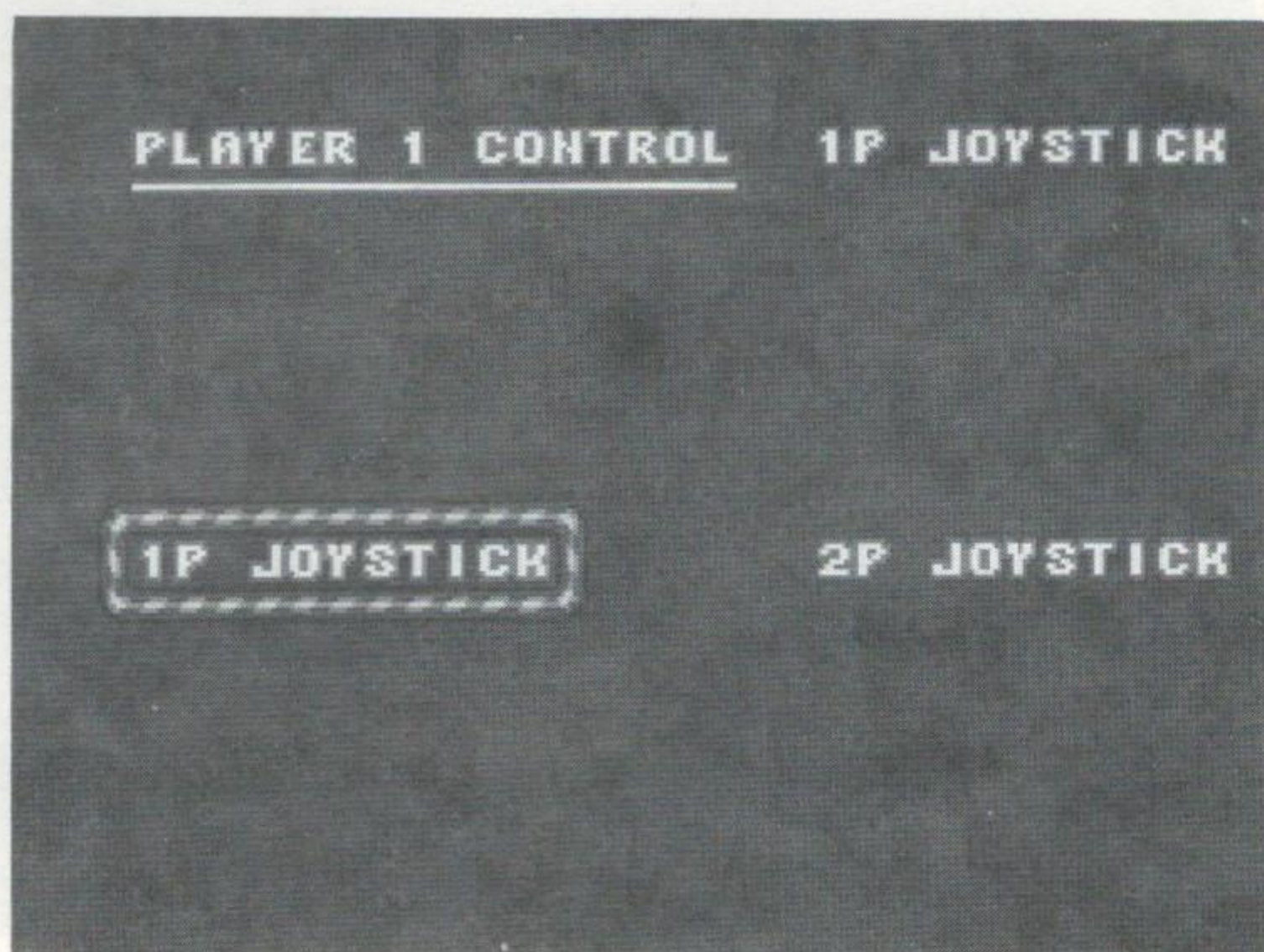


You can also use these special features:

- **Left and Right Arrows:** Move the marker box to one of the arrows at the bottom of the character grid, and press Start or Button A, B or C. The underline in your name will move one space to the left or right, depending on the arrow you chose. The next character you add to your name will go in the underlined space.
- **Remove:** Move the marker box to REMOVE and press Start or Button A, B or C. The character that's underlined in your name will be erased.
- **End:** When you're through, move the marker box to END and press Start or Button A, B or C. Your name will be saved and you'll go on to the next screen.

Player Control

On this screen, choose a controller for the player you just named. Use the D-Button to mark 1P JOYSTICK (Control Pad 1) or 2P JOYSTICK (Control Pad 2). Then press Start or Button A, B or C.



For two or more players, you'll go back to the Player Name screen. Continue choosing names and controllers for all the contestants.

Everything OK?

The final Player screen shows you all the player names and controller choices. If everything is correct, you can press Start or Button A, B or C.

If you want to change something, move the marker to NO. Then press Start or Button A, B or C. You'll return to the Player screens, and you can change the settings.

Once you select YES, and if you're competing in all events, the first game will begin. If you're competing in some or only one event, or practicing, a list will appear. Use it to select the events you want (see pages 7-8).

Note: *California Games* remembers the player names and controllers until you change them or turn off the power.

Half-Pipe Skateboarding

It's time to get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and coordination — often with amazing results.

You'll ride a skateboard on a specially-built half pipe. You have a **1 minute 20-second** time period, or three falls, to build up speed and successfully complete stunts. Points are awarded for each stunt. The highest score wins the event!



<i>Buttons</i>	<i>Actions</i>
Button A, B or C	Press to start your player.
Button A	Press at the top of the ramp to start a Hand Plant.
Button B	Press to change tracks.
Button C	Press to slow down.
D-Button	• Press UP when the skater is going up the ramp, and DOWN when he's riding down, to gain speed. This is sort of like pumping on a swing. • Spin by tapping LEFT or RIGHT, opposite the direction of the skater.

Half-Pipe Goal

In this event, you'll ride a skateboard back and forth on the ramp, trying to perform stunts with perfect timing and execution. The event lasts for 1 minute 20 seconds, or three falls. The clock is at the top center of the screen. The player's name and score are at the top right.

In two-player simultaneous play, both athletes skate at the same time for a single score. If one player falls three times and is out of the event, the other player can change tracks by pressing Button B.

Half-Pipe Strategy

- To spin, tap the D-Button in the opposite direction your skater is going. For example, if your skater is rolling to the left, press the D-Button RIGHT.
- Tap the D-Button at the bottom curve of the ramp to start a Kick Turn. For Aerial Turns, tap the D-Button at the moment you hit air just off the edge of the ramp.
- Be sure to get up plenty of speed before attempting a Hand Plant. Then, just as you reach the top of the ramp, press Button A + the D-Button in the correct direction to begin your spin. The skater will plant his hands and flip the board over his head. Wait to release the D-Button until the board arcs over and returns to the ramp.
- To slide, press Button B + the D-Button when your skater is at the top of the ramp. For example, press Button B + D-Button LEFT when your skater is at the top right.
- Earn top points on Kick Turns, Aerial Turns and Hand Plants by waiting until the last moment to start the turn, and holding the D-Button until the moment before you'd wipe out.
- Pay close attention to your timing. You'll fall if you attempt a turn too soon or too late.

- Build up speed before trying a stunt by doing a "fakie." Hold the D-Button UP or DOWN for the full length of the ramp (from top to bottom). Remember that you'll wipe out if you go too fast.
- Above all, be sure to get plenty of practice. It takes lots of experience on the half-pipe to get your timing down just right.

Half-Pipe Scoring

You score points for each stunt you successfully complete. Some stunts are more difficult and earn higher scores than others.

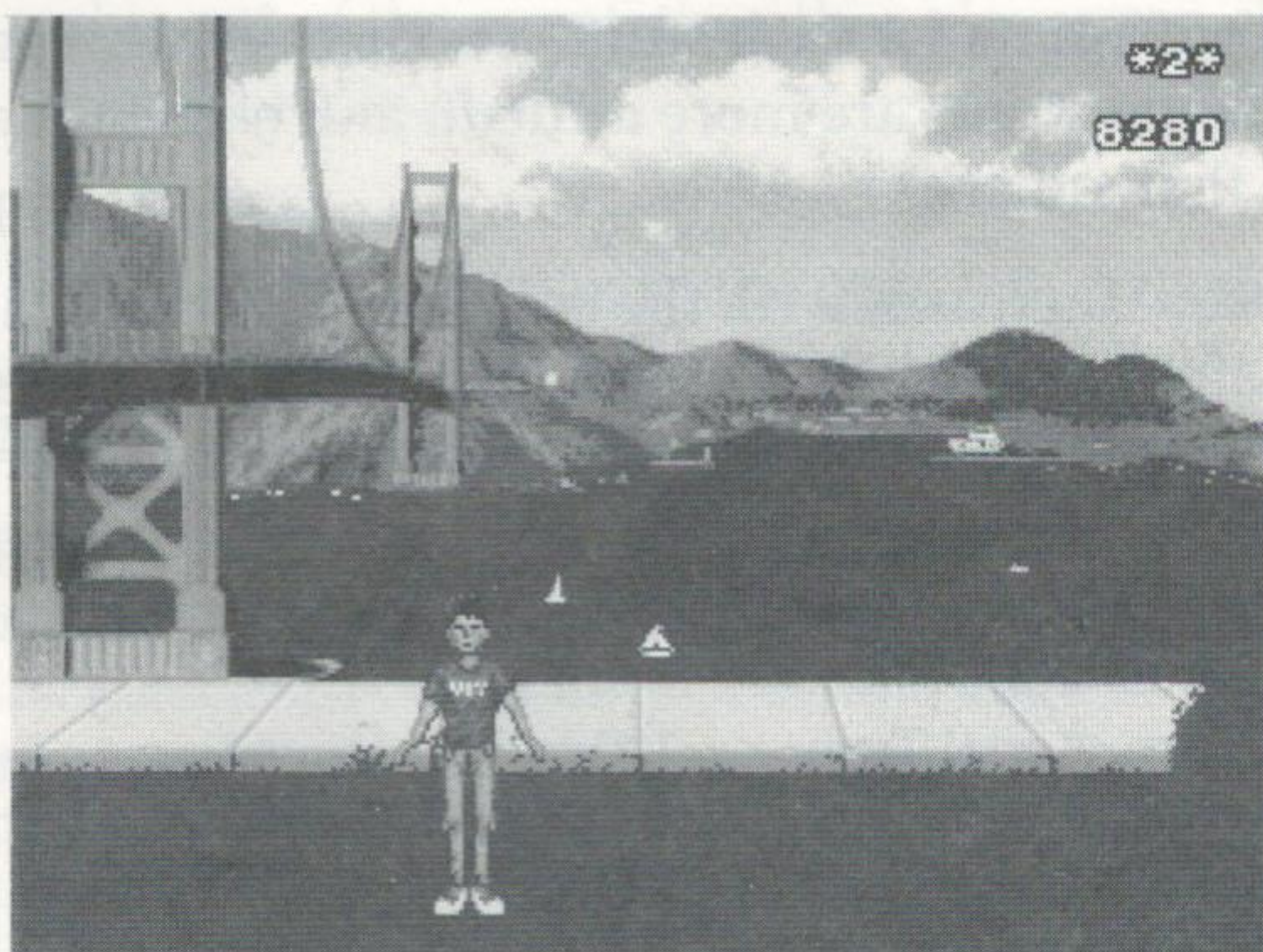
Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer.

Stunts	Points
Kick Turn, Aerial Turn	100 to 999, depending on height
Hand Plant	100 to 700, depending on speed
Changing Tracks	100 to 300
3 Stunts in a Row	3000-point bonus

Note: Single-player Half-Pipe has four different types of stunts. Two-player simultaneous Half-Pipe has only three different types of stunts.

Bouncing the Foot Bag

This is probably the most laid-back event in *California Games*. But don't lose your cool — it isn't easy! Bouncing the Foot Bag is like juggling with your feet. You work the bag for **1 minute 20 seconds**, using your feet, knees, arms, shoulders or head, but not your hands! Score extra points by doing stunts. The highest score wins!



Buttons	Actions
Button A, B or C	Press to start the event.
D-Button	• Press LEFT or RIGHT to move in those directions. • Press DOWN to turn around (about face).
Button A	• In one-player events, press to work the bag (same as Button B). • In two-player simultaneous events, press to pass the bag and transfer control from one player to the other.
Button B	Press to kick, hit or head-butt the bag during the event.
Button C	Press for a super head-butt.

Foot Bag Goal

Try to keep the ball in the air with as many kicks, hits and head-butts as possible before time runs out.

Before a game, you can select one or two players, one or two bags, and Earth or Moon gravity for this event (see pages 9-10). In two-player simultaneous play, both players try to keep one or two sacks in the air for a single radical score.

The clock is at the top center of the screen. The player's name and score are at the top right. The event ends after 1 minute 20 seconds of play.

Foot Bag Strategy

- Success is all in the timing. Try to “feel” the exact right moment to kick, and you’ll keep the bag bouncing high!
- As the bag falls toward the ground, press Button B to kick it just before it reaches your foot.
- To head-butt, press Button B just before the bag drops below the level of your head.
- Many types of kicks are possible. To perform them, move to different positions while the bag is in the air. For example, hop to the right so the bag will drop next to you (but not too far away). Press Button B when the bag is near your foot, and you’ll perform an outside kick.
- Try inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks. Discover the ways to perform them all by experimenting with different moves and positions during practice.

Foot Bag Scoring

You earn points for each successful stunt or kick. More difficult stunts earn higher scores.

Stunts	Points	How They're Done
Regular Kick	10	Any simple bounce with any body part
Five in a Row	750	5 (or more) consecutive bounces
Half Axle	250	Any 2 kicks with a half-spin in between
Full Axle	500	Any 2 kicks with a full spin in between
Axle Foley	750	Any 2 kicks with one and a half spins in between
Horseshoe	500	Left back kick + right back kick
Double Arch	2500	Left outside kick + right outside kick + left outside kick
Reverse Doda	5000	Doda one way + Doda the other way
Doda	5000	Left outside kick + head butt + right outside kick
Jester	2000	Left or right jumping kick
Dizzy Dean	1500	Front head-butt + back head-butt
Head Banger	1500	Dizzy Dean + front head-butt
Nice Catch	1500	Catch from offscreen
Pass	3000	Pass from one player to another (2-player simultaneous play only)

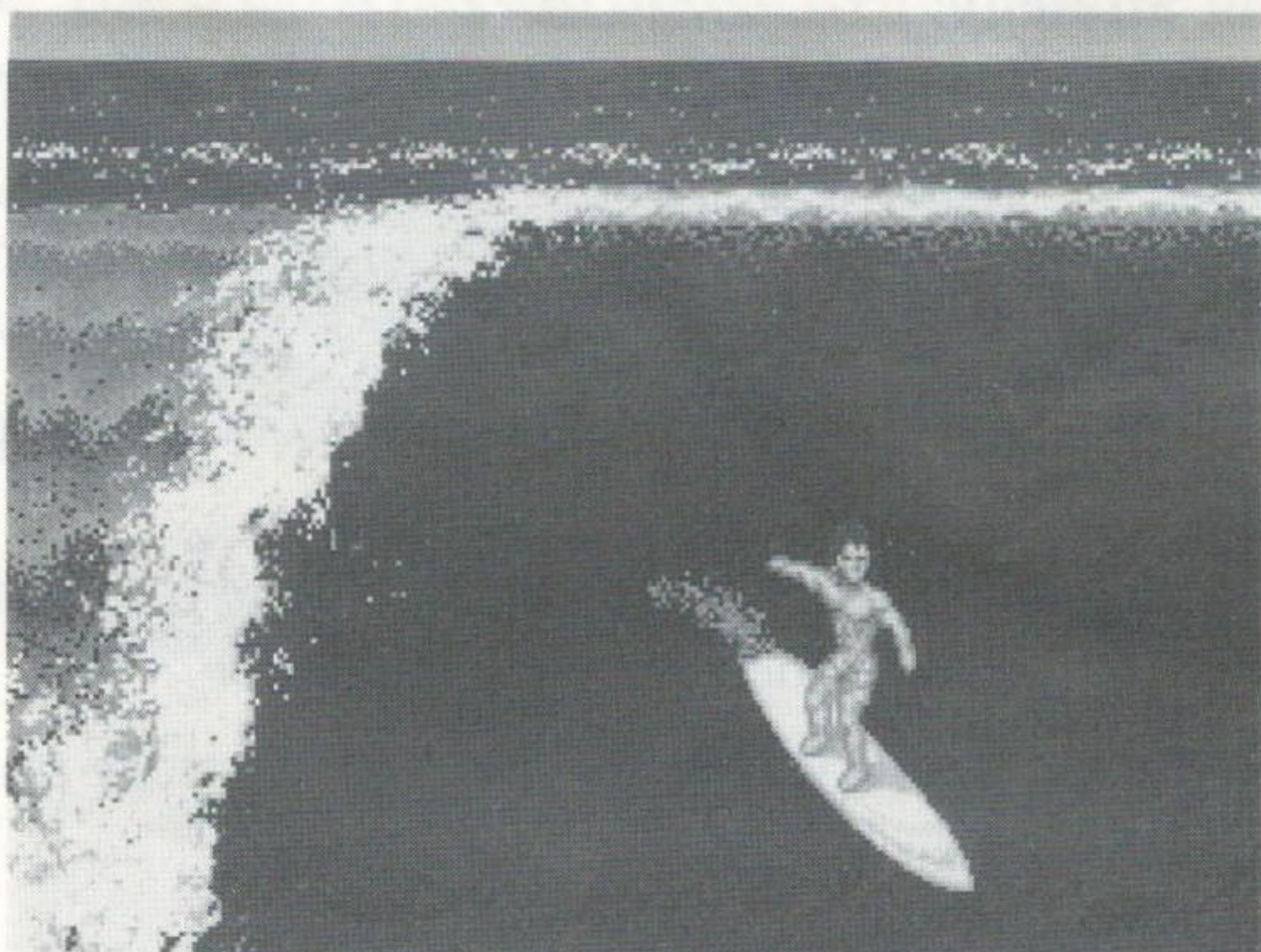
Moon gravity (weak) earns only one-half the scores shown. With Earth gravity (strong), a bonus clock appears at 10,000 points. Hitting the clock with the bag gains you an additional 13 seconds. Hitting the bird at any time is worth 1000 points.

A special bonus of up to 99,000 points is awarded for the variety and complexity of your stunts. After two consecutive Jesters, the bag will flash and you'll earn double scores for every stunt, plus an extra 26 seconds.

Surfing

Surfing began as the sport of Hawaiian kings. Now it rules the California coastline. From Santa Cruz to San Diego, surfers and their colorful boards dot the sun-splashed waves. And you're about to join them!

You have **1 minute 20 seconds** to shoot the curl, shred the tube, and probably even eat a little sand (when you wipe out). It's going to be hot, but you'll be hotter. In fact, you'll be awesome!



<i>Buttons</i>	<i>Actions</i>
Button A, B or C	Press to catch a wave and start the event.
D-Button	• Press LEFT to steer to the surfer's left. • Press RIGHT to steer to his right.
Button C	Press along with the D-Button to slow the surfer down.

Surfing Goal

Competition surfing is a game of staying near the curl of the wave and maneuvering your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much of the wave as you can before your ride comes to an end.

You can choose a Light, Regular or Turbo board for different kinds of action (see page 10). The event ends after 1 minute 20 seconds of play. The clock is at the top center of the screen, with the player's name at the right.

Surfing Strategy

- Tap the D-Button LEFT to avoid wiping out at the beginning of your ride.
- If you get too close to the bottom of the wave, you'll either wipe out or end your ride by leaving the wave.
- Pop beach balls with the tip of your board to improve your score.
- "Catching air" scores bonus points. Ride off the top of a wave, then turn and continue your ride.
- Take risks! The more stunts you do, the more points you'll earn!

Surfing Scoring

Five referees will score you on the number and quality of your stunts, and on how many times you fall.

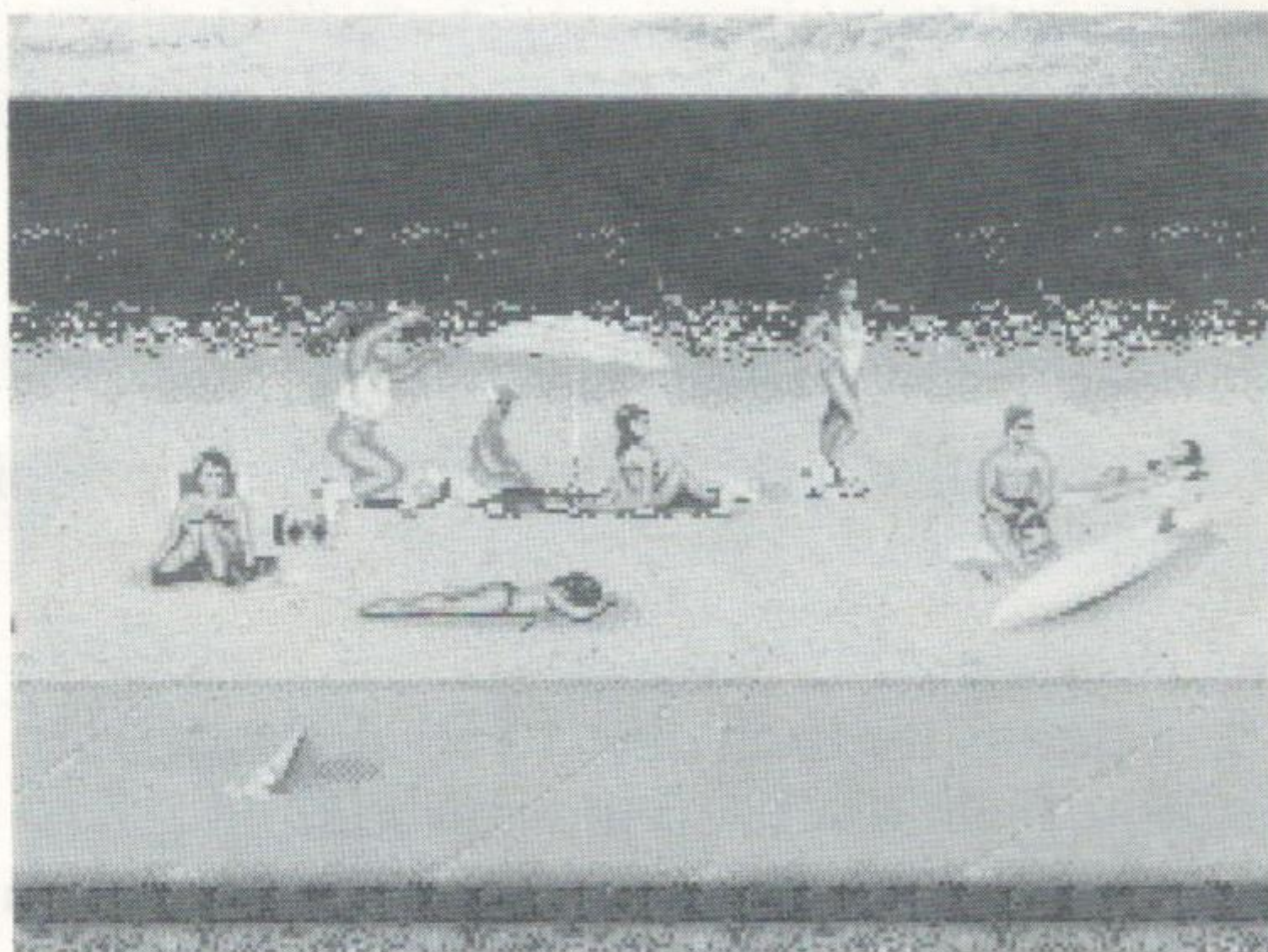
Actions	Referees' Point Awards				
	Ref 1	Ref 2	Ref 3	Ref 4	Ref 5
Jump	2	1	1	1	1
Big Jump	4	2	2	2	2
Pop a Ball	1	1	0	1	0
Wave Time	0	1	2	1	1
Turn	4	8	4	4	4
Fall	4	4	4	4	8

Note: On a Light board, turns earn only half the score.

Roller Skating

Roller skating is hot. Anyone can skate and almost everyone does, with a feeling of freedom unlike any other sport.

California Games skating is as radical as you can get. The trick is to skate down a beach boardwalk without falling. Sounds easy! But you only have **1 minute 50 seconds**, or five falls, to avoid cracks, grass, sand, puddles, grates, cast-off sandals and more — and still finish the obstacle course! You'll even have to dodge flying beach balls!



<i>Buttons</i>	<i>Actions</i>
Button A, B or C	Press to start your skater rolling.
D-Button	• Press UP and DOWN to “pump” and gain speed. • Press LEFT for a single spin (“360”). • Press RIGHT for a double spin (only when in the air).
Button B	• Press and hold to squat. • Release to jump.

Skating Goal

In this event, you want to avoid obstacles and cover the course in the best possible time, while performing as many stunts as you can.

You have 1 minute 50 seconds, or five falls, to complete the event. The game clock is at the top center of the screen. The player's name and score are on the top right.

Skating Strategy

- Try to avoid all obstacles. Skating around them and jumping over them are good tactics for beginners.
- Keep an eye on the sides of the course. Rolling into the grass will bring you to an abrupt halt.
- Learn to time your jumps just right for different obstacles.
- Many obstacles are close together, so watch the sidewalk in front of you.
- Practice, practice, practice to learn how to combine spins and jumps.

Skating Scoring

You score points for each object you skate around successfully. Gain double points for jumping over obstacles. Complicated moves, like 360's while jumping, earn the highest scores.

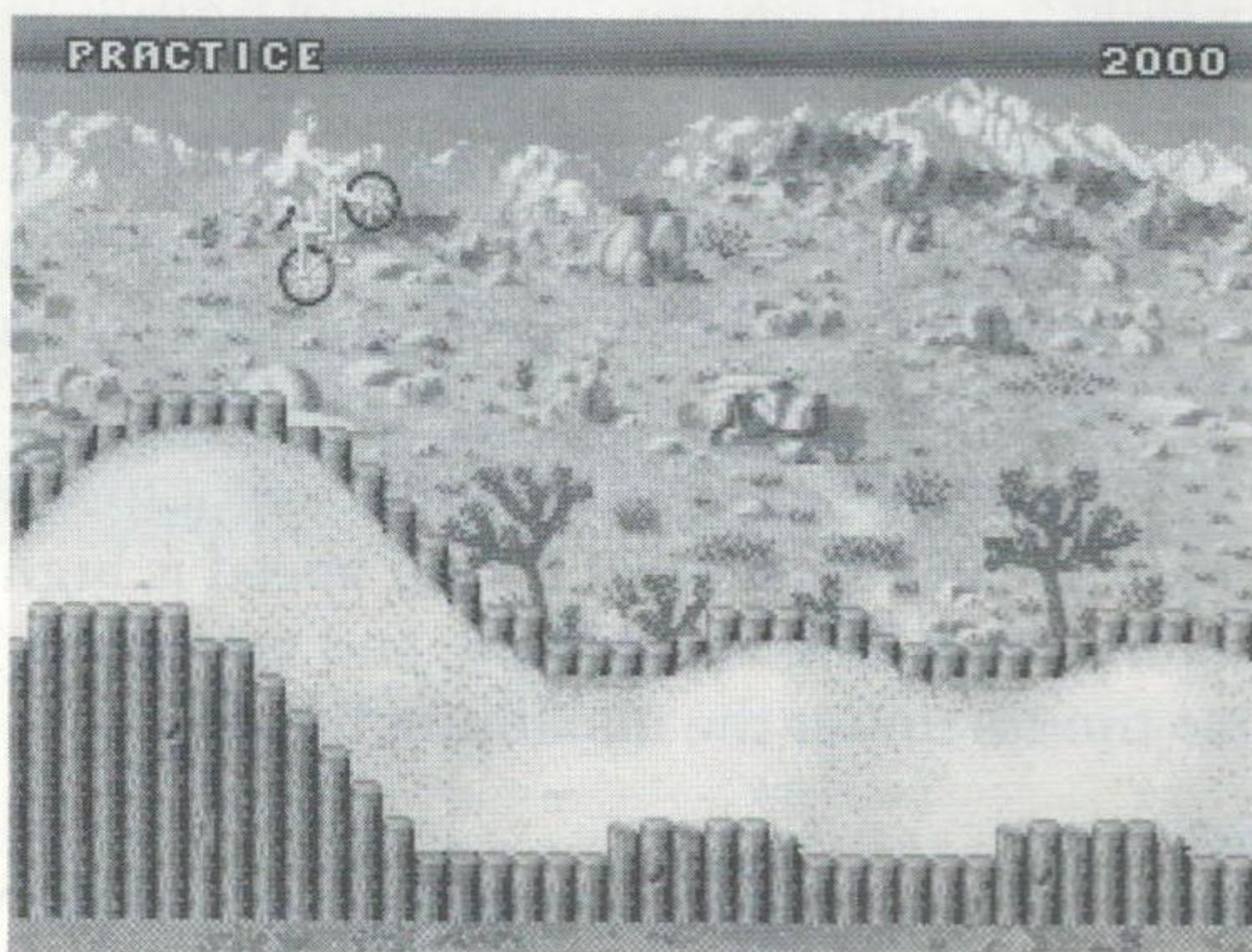
Stunts	Points
Avoiding Obstacles	10 to 30
Jumping over Obstacles	20 to 60
Avoiding the Beach Ball	50
Hitting the Beach Ball	100
Avoiding the Skater	200
Single-Spin Jumps (360's)	40 to 120
Double-Spin Jumps	60 to 180

Finish the course on time for a most excellent prize!

BMX Bike Racing

"BMX" stands for Bicycle Motocross. It also stands for radical action and challenging competition.

In this event, riders use strong, lightweight bikes to race on an action-packed track in the California desert. There are plenty of jumps, bumps and dips. (Rows of low bumps are called "Whoop-ti-doos.") You'll need speed, a good sense of timing, and a heavy dose of endurance to complete this 2 minute (or three falls) obstacle course to glory!



<i>Buttons</i>	<i>Actions</i>
Button A, B or C	Press to start your rider.
D-Button	• Press UP to steer to the rider's left. • Press DOWN to steer to his right.
Button B	• Press to jump. • Press with the D-Button UP for a Backward Flip. • Press with the D-Button DOWN for a 360° turn.
Button C	Press repeatedly to increase speed.

BMX Goal

The BMX Bike Racing goal is to cover the course in the fastest time, while performing stunts and avoiding obstacles. The fastest daredevil wins the event!

You have 2 minutes, three easy falls, or one serious fall to complete the track. (Snagging your tire on a log is an easy fall. Flipping on your head is a serious fall.) The clock is in the top center of the screen. The player's name and score are at the top right.

BMX Strategy

- Timing is crucial to successful jumps and stunts. You must time the start *and* the finish of each stunt to land safely. If you're not back in a centered position when you complete a jump or stunt, you will crash.
- When you're in the air (Button B), use the D-Button to perform stunts. Press UP to do Backward Flip. Press DOWN for a 360° turn.
- Press Button B to clear the pit at the end of the track. Your jump will be a success if your speed is high enough, your timing is just right, and your total course time is under the maximum limit.

BMX Scoring

The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible.

Stunts	Points
Jump	50 to 400
360° Turn	800 to 2000
Backward Flip	1500 to 3500

When you complete the course, you get 500 points for each second left in the time limit. Earn 40,000 points or more and win the grand prize!

The Sky of Fame

If an event record is broken during play, *California Games* saves the name of the record-breaker. Records are on display on the incredible Sky of Fame, which you can see by choosing View High Scores at the Select screen.

HIGH SCORES		
HALF PIPE	MAX	16000
DOUBLE PIPE	ED	30000
FOOT BAG	BRAD	100000
DOUBLE BAG	KEN	200000
SURFING	SLICK	6.5
SKATING	MARK	5000
BMX	BOB	30000

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for 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 recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 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, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

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, we 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 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 ninety 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.

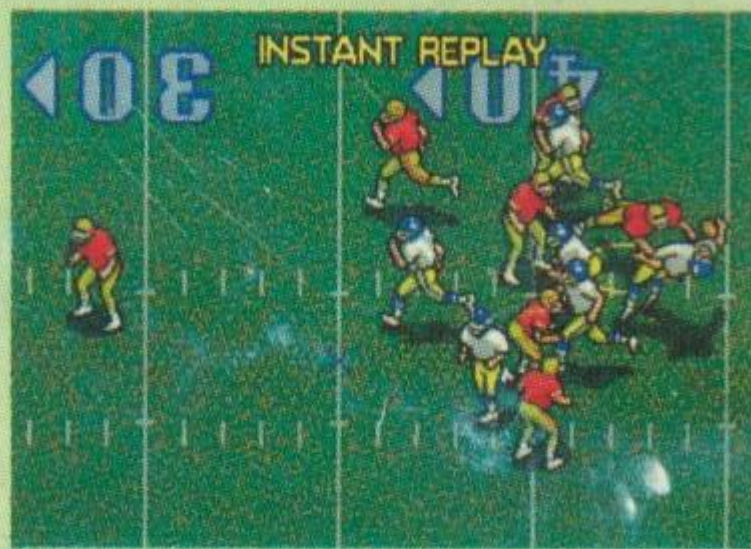
The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



Joe Montana II SPORTS TALK FOOTBALL™

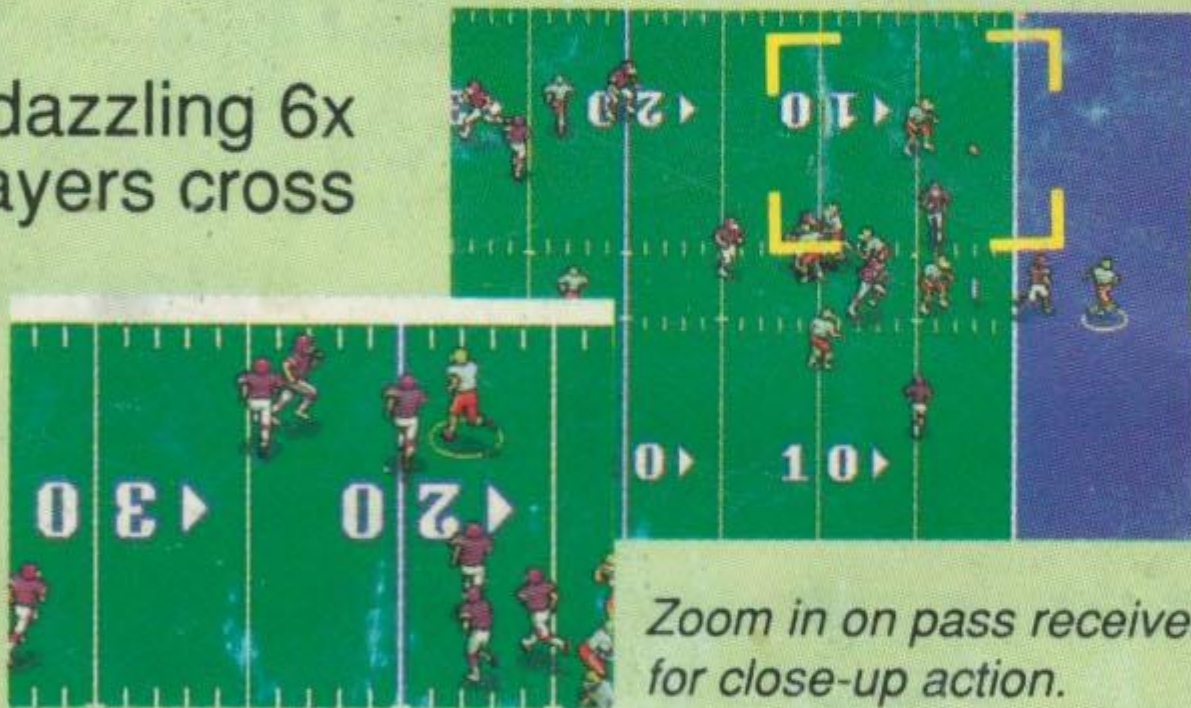
FIRST EVER LIVE PLAY-BY-PLAY

Joe's back—now with simultaneous non-stop play-by-play announcing. *"Man in motion!"* *"San Francisco 23, New York 6"* Control the action on the field and listen to the commentary from the broadcast booth. *"He sweeps left...and he's leveled at the 42!"* It's a whole new game of sound and sight.



Rain on natural turf.

The field zooms to a dazzling 6x close-up when the players cross the scrimmage line. You see every slamming interception, flying tackle and smash through the defensive wall! Up close and personal!



Zoom in on pass receiver for close-up action.

Team up with another guy—you're the quarterback, he's the receiver. Call your strategy with over 50 plays in rain/snow, on grass/artificial field. Wide view shows all your receivers at once.



Snow on artificial turf.



672-0628

This product is neither sponsored nor endorsed by the National Football League, N.F.L. Properties, Inc., or thier affiliates.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

© 1987 Epyx, Inc. © 1991 SEGA Enterprises, Ltd. All rights reserved. Sega and Genesis are trademarks of SEGA Enterprises, Ltd. California Games is a trademark, and Epyx is a registered trademark of Epyx, Inc. Source codes © 1991 SEGA, P. O. Box 5188, Redwood City, CA 94063.

Joe Montana II Sports Talk Football is a trademark of Sega of America, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. U.S. Patent No. 4,214,125 and others. Made in Japan. All rights reserved.