UNNECESSARY ROUGHNESS '95™

![SPORT ACCOLADE]

This product has been rated by the Entertainment Software Rating Board. For information about the appropriateness of the rating contact the ESRB at 1-800-771-3772.

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 back- grounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or any- one in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the fol- lowing 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.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with 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.

TABLE OF CONTENTS

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INTRODUCTION

Grab your controller and get ready — it's football time! But don't sit back in your chair, because you'll be in the middle of the action!

Unnecessary Roughness '95 is a hard-hitting action simulation of professional football. The National Football League Player's Association™ (NFLPA) license means that *Unnecessary Roughness '95* uses your favorite NFL players in its simulation. Over 150 NFLPA stars are shown with digitized pictures and background information!

You can choose the football teams, and play single games or an entire season of pro football. You can play any or all games you want during the season, and *Unnecessary Roughness '95* plays out the remainder of the schedule for you. Best of all, you can play *Unnecessary Roughness '95* with not only 1 or 2 players, but with 3 or 4 using a multi-player adapter.

When you get into play, you control the play calling and the action, with all the excitement of 3-D modeled players using animation based on actual player videos.

Unnecessary Roughness '95 is based on the actual rules of professional football, and this manual assumes that you are at least familiar with the basic rules of the game.

GETTING STARTED

Here's how to get into the hard-hitting football action of *Unnecessary Roughness '95*:

1 Set up your Sega Genesis system and plug a control pad into port 1. For two players, plug a controller into port 2. For 3 or 4 players, refer to instructions included with your multi-player control adapter.

2 Make sure the power switch on your Sega Genesis console is OFF.

3 Insert the *Unnecessary Roughness '95* cartridge into the cartridge slot and press it down firmly.

4 Turn on your TV or monitor and turn the Sega Genesis power switch on. The opening screens appear. (If your screen stays blank, switch the power off, make sure the cartridge is firmly inserted in the console, and switch the power on again.)

QUICK START

You can get started right away by pressing START to skip the introduction and get to the Main Menu. Press START again to go to the playing field with the following default settings:

■ One Player

■ Buffalo - Away computer

■ Dallas - Home player

■ Exhibition (one game)

■ 5 Minute Qtr.

■ Veteran (normal difficulty)

■ Music: On, Speech: On

CONTROLS

DURING PLAY

- **START**: Pauses/unpauses the game
- **D Button**: Moves active player in the direction you press
- **A Button**: Power move
- **B Button**: Dive for yardage
- **C Button**: Speed burst

MENU SCREENS

- **START**: Advances to the next screen
- **D Button**: Moves between options or scrolls information (look for arrows on screen to indicate D Button directions available)
- **A Button**: Selects options; on the Play Calling screen, selects the left option.
- **B Button**: Advances to the indicated screen (where listed on screen); On the Play Calling screen, selects the middle option.
- **C Button**: Exit current screen; On the Play Calling screen, selects the right option.

HOW TO PLAY

This section explains how to play and use the controls in all parts of the game. Here's the overall game plan of *Unnecessary Roughness '95* in a nutshell:

- From the Main Menu, pick the number of players (usually one or two, but you can play with three or even four players; see the Multi-Player Game section).
- Pick the teams you want to play.
- Set other game choices (such as the length of the quarters). If you're playing a season, you'll want to choose **Season** in the Game choice.
- Press **START** twice to play.
- Play the game! If you're playing through an entire season, you can play just the games you want to, and Unnecessary Roughness '95 plays the rest of the schedule for you!
- Be sure to read the Coaching Tips section to get the most from your game.

MAIN MENU

This is the Main Menu screen, where you set all the basic game choices. Press D-Button ▲, ▼, ◄, ► to move the pointer to the item you want to change, then press the **A Button** to cycle through the choices. Press the **B Button** to go to the Change Teams screen; press **START** to go to the Start option. The menu items available:
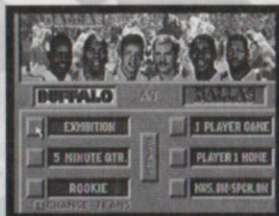
GAME

Choose **Exhibition, Resume Season, 2 Minute,** or **New Season**. **Exhibition** lets you play one game. **Resume Season** allows you to resume season in progress (see *Resuming Season*, pg. 21). **2 Minute** lets you get in a very quick round of football; the home team is down by 4 points with between 1 and 2 minutes left to play. The home team has to take the kickoff and drive the length of the field to win. **New Season** lets you play an entire season (or just the games you want while *Unnecessary Roughness '95* plays the rest of the schedule for you).

Note: Neither Exhibition nor 2 Minute games count toward season rankings.

QUARTERS

Select the length of the quarters played in your games. Choose **5**, **10** or **15** minute quarters. (This time setting is not used if you're playing a 2 Minute game.)

DIFFICULTY

Sets the difficulty level of the computer-controlled opposition. The easiest setting is **Rookie**. On this setting, the computer plays less aggressively, there are no fumbles, no yards lost for penalties, and pass receivers automatically run to catch passes. **Veteran** gives you a hard contest; fumbles can occur and penalty yards are assessed. The **All-Pro** setting is the toughest possible opposition, and you have to run the pass receiver under the ball to catch it.

PLAYERS

Choose a **1**, **2**, **3** or **4** player game (3 and 4 player games require use of a multi-controller adapter). See the section on **Multi-Player Games**, page 28, for more details about 3 or 4 players.

CHANGE TEAMS

Choose this item to go to the Change Teams screen, where you can select the Home and Away teams. The 28 teams are listed by their city names, divided by their division in the National and American conferences. To make your selection:

1 Press **D-Button** ▲, ▼, ◄, ► to highlight the Home team in yellow and press **A Button**.

2 Press **D-Button** ▲, ▼, ◄, ► to highlight the Away team in green and press **A Button**.

3 Press **START** or **C Button** to return to the Main Menu.

In 2 player mode, use each pad to choose their own team.

MUSIC & SPEECH OPTION

This options allows you to select one of the following setups:

Mus. Off: Spch .Off
Mus. On: Spch .Off
Mus. On: Spch .On
Mus. Off: Spch .On

When all the options on the Main Menu are set the way you want, press **START** twice to go to the Match Up screen.

MATCHUP SCREEN

This screen shows how the two teams match up and displays pictures and bios of star players. Press the **A Button** to cycle through the star player's bios.
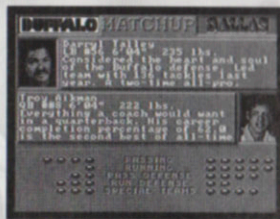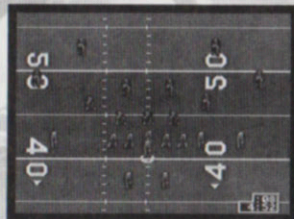
The lower section of the screen rates the teams in five areas on a scale of 1 football (weak) to 5 footballs (strong).

Press the **C Button** to return to the Main Menu or press **START** to advance to the Kickoff.

THE PLAYING FIELD

The Playing Field shows you all the bone-crunching action in an overhead view. The Offense is shown at the bottom of the screen and the active player has a yellow ring below him. The Defense is shown at the top and the active player has a red ring.

KICKING

A kicking meter is used for kicking off, field goals, extra points, or punts. The meter is divided into three sections: top (yellow), middle (blue) and bottom (red).
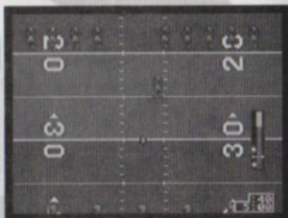
To kick, you'll need to press the **A Button** three times:

1 Press the **A Button** to start the bar moving.

2 When the bar reaches the blue section press the **A Button** a second time. The power of your kick is determined by the position of the bar in the blue section when you press the button. The bottom line indicates 0% power and the top line indicates 100%. Higher in the yellow section, you'll get more power but less accuracy.

Note: The more powerful the kick, the harder it will be to control.

3 Choose the direction of the kick by pressing the **A Button** a third time as the bar descends into the red zone. The white line in the middle indicates a Straight kick. If you kick above this line, the kick veers to the right; if you kick below the line, the kick veers left.

PLAY CALLING

Home Team

Away Team

The Play Calling Screen appears before every down. This is where you get to use your football strategy to take apart your opponent's game plan.

The middle of the screen shows the down and distance remaining, yardline, time remaining in the quarter, play clock, score by quarter and time outs remaining for both teams.

Both the offense and the defense must choose a formation and then an offensive play or a defensive scheme to be run at the next snap of the ball. There are eight offensive and six defensive formations, each contain six plays or schemes (see Formations, pg. 23).

Here's how you choose a formation and play:

1 Press **D Button** up or down to scroll through the formations (the current one is highlighted).

2 Press **D Button** left or right to cycle through the available plays.

3 To select a play, press the **A** (left play) **B** (center play), or **C** (right play) **Button**.

Once you select a play, the play boxes darken. At this point you can press the **C Button** and select a new formation or play (you must do this BEFORE returning to the field). If you are on offense, make sure you have enough time remaining on the play clock!

OPTIONS MENU

If you want to call a time out or change some of the game options, press **START** when you are on the Play Calling Screen to bring up the Options Menu. Here's how to use this menu:
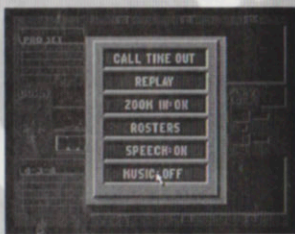
1 Press **D Button** ▲ or ▼, to indicate the option you want.

2 Press **A Button** to select or change the option.

To exit, press **C Button** or **START**.

The Options Menu contains the following items:

■ **Call Time Out**: Each team is allowed three time-outs per half, and two time-outs in overtime or sudden death. This stops the field clock and resets the play clock.

■ **Replay**: Select this option to watch an instant replay of the last play. Replay resets all options to their state at the end of the last play.

■ **Zoom In**: When this is **on**, you'll zoom in to a closeup view when a pass is completed or a ball carrier has the ball. When this option is **off**, you'll stay in the long view at all times. Each team has their own Zoom control; the player that accesses the Options Menu changes his team's setting.

■ **Roster**: This option takes you to the Roster Screen (see Roster, below).

■ **Speech**: Use this option to turn speech **on** or **off**.

■ **Music**: Use this option to turn music **on** or **off**.

ROSTER SCREEN

The Roster screen displays information about each player. To review player attributes:

1 Press **D Button** ▲, ▼ to cycle thru the Roster.

To exit the Roster screen, press **C Button** or **START**.

In addition to listing Position **(Pos)** and Number **(#)**, the player's abilities are rated in the following categories:

Skl: Skill at catching and intercepting passes. Also shows the accuracy of quarterbacks, punters, and kickers.

Spd: Top running Speed.

Str: Strength at blocking, tackling, and breaking tackles. Also shows how far quarterbacks, punters and kickers can accurately throw or kick the ball.

Agl: Agility in accelerating, stopping, turning and juking.

The abbreviations used for player positions are:

QB	= Quarterback	**C**	= Center
K	= Place Kicker	**G**	= Offensive Guard
TE	= Tight End	**T**	= Offensive Tackle
P	= Punter	**DL**	= Defensive Line
W	= Wide Receiver	**LB**	= Line Backer
FB	= Full Back	**CB**	= Corner Back
RB	= Running Back	**S**	= Safety

PLAY CONTROLS

When both teams reach the line of scrimmage, you'll notice a small yellow ring near the quarterback's feet, and a small red ring near a linebacker's feet. This indicates that these two positions are controlled by the players. To select a different offensive or defensive player, press **C Button** until the player you want is highlighted.

BEFORE THE SNAP

	Offense	Defense
A =	Execute pass play	Switch to player closest to ball
B =	Execute running play	—
C =	Change players	Cycle thru players
D =	—	Maneuver player

AFTER THE SNAP/BEFORE PASS

	Offense	Defense
A =	Go into Pass Mode	Switch to player closest to ball
B =	—	Diving Tackle
C =	Burst of speed	Burst of speed
D =	Maneuver player	Maneuver player

PASSING

	Offense	Defense
A =	Pass to left receiver	Switch to player closest to ball
B =	Pass to center receiver	Diving Tackle
C =	Pass to right receiver	Burst of speed
D =	Maneuver quarterback	Maneuver player

AFTER PASS OR HANDOFF

Offense	**Defense**
A = Power move	Switch to player closest to ball
B = Dive for yardage	Diving tackle
C = Burst of speed	Burst of speed
D = Maneuver player	Maneuver player

TIME OUTS ON THE FIELD

Use **START** button to pause the game. The player who pauses the game may call a time out by pressing the **A Button**, or ends the pause by pressing the **C Button** or **START**.

STATISTICS

This screen displays the statistics generated by both teams during the game. The Statistics screen appears at half-time and after the game. Use the **D Button** to scroll up and down to see more statistics. Press the **C Button** or **START** to exit the screen.

STATISTICS		
	CHICAGO	BUFFALO
SCORING		
FIRST QUARTER	13	0
SECOND QUARTER	7	16
THIRD QUARTER	0	0
FOURTH QUARTER	6	7
OVERTIME	0	0
TOTAL SCORE	26	23
TOTAL OFFENSE		

WINNING

This screen is displayed after every game, showing the scoreboard and congratulating the victor. Press the **C Button** or **START** to exit the Win screen to the Main Menu (in an Exhibition or 2 Minute game) or to the Weekly Schedule (from a Season or Playoff game).

SEASON PLAY

Once you play or simulate a season game, it is saved to the game's memory. You can begin a new season by choosing **New Season**, and then choosing **Erase Season** from the popup menu (press the **A Button** to erase the season). The season is saved even when your Sega Genesis is turned off. Select **Season Play** on the Main Menu, then press **START** to go to the Weekly Schedule screen.

WEEKLY SCHEDULE

On the Weekly Schedule screen, press the **D Button** ▲ or ▼ to move to other games for that week; press the **D Button** ◄ or ► to move to other weeks in the schedule.
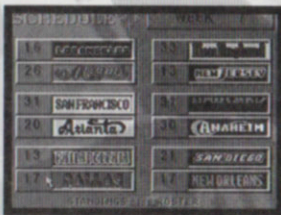
Press the **START** button to bring up the Play Menu.

D-Pad:	Indicates Team
A:	See standings
B:	See team roster
C:	Return to Main Menu
Start:	Exits to Play Menu

PLAY MENU

D-Pad:	No effect
A:	Play game and return to Weekly Schedule
B:	Advance to next week without playing game
C:	Exit to Weekly Schedule
Start:	Play Game and advance to next week

The Play Menu lets you choose how to proceed. You can play the currently highlighted game and advance to the next week by pressing the **START**. Whenever you advance to the next week, all unplayed games are played by the computer. You can play games in any order you wish; you can even play games from other weeks before any week is completed. The scores of games turn from black to blue to indicate that all of that week's regular season games have been played.
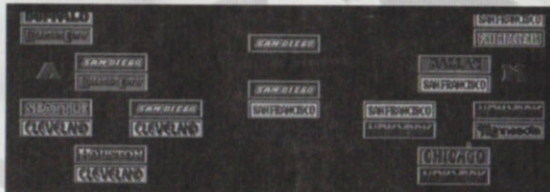
Note: You cannot advance to the playoffs until all of the season games have been played.

STANDINGS

The Standings screen shows each Division's team records up to the current week. Their wins, losses, ties, and current winning percentage is shown. Use the **D Button** to show other Conferences and Divisions. Press the **C Button** or **START** to exit to the Weekly Schedule.

CHAMPIONSHIP TREE

Once you finish the regular season games and get to the playoffs, the Standings screen changes to the Championship Tree (when you press the **A Button** in the Weekly Schedule screen, you now go to the Championship Tree). The logos on the left side of the Championship Tree represent the American Conference playoff teams; the logos on the right side represent the National Conference playoff teams. The second row shows the divisional playoff teams, and the final row on either side shows the conference playoff teams. The center row shows the World Championship teams, and the center box at the top shows this season's World Champions. Press the **C Button** or **START** to exit to the Weekly Schedule screen.

Championship Tree

D-Pad left/right:	Scroll the championship tree
A:	No effect
B:	No effect
C:	Exit to Schedule screen
Start:	Exit to Schedule screen

RESUMING A SEASON

Unnecessary Roughness '95 automatically saves standings and statistics after each Season game. To continue the saved Season, select **Resume Season** on the Main Menu.

COACHING TIPS

Make fast choices on the Play Calling Screen to fool your opponent in a two or more player game. The key is remembering where the plays are located; if you can do that, you can choose the play you want so fast the other guy will never see your choices. Best of all, if you get really good at this, you can fake out your opponent into choosing the wrong defense, then quickly go back and change your offense before the play begins.

Match up your star players with the right plays. If you've got an incredible full back, look for plays with FB in the title.

Match the moves you choose to your star player's capabilities. If your fullback is exceptionally strong, the **A Button** (power move) will work even better than normal. If your wide receiver has a high speed, use the **C Button** to dash even faster.

FORMATIONS

OFFENSIVE

Run & Shoot: The ultimate "pass first" formation, with the quarterback deep behind the center and four wide receivers. These four wide receivers can flood an unprepared defensive backfield, often leaving at least one receiver wide open. There's no tight end to pass block, and there's only one running back in the backfield to run or help block. This is no problem if your quarterback is good at dodging tackles, but you'd better be careful if you have a lead footed QB. In either case, getting the pass off quickly is the best way to avoid an avalanche of tackles.

All the running plays from this formation are effectively draw plays. These runs develop slowly because the runner starts so deep in the backfield. The draw depends on fooling the defense into having the linebackers hang back in a deep zone or blitzing to the outside to open up the middle.

Shotgun: This formation is dedicated to passing, with three wide receivers and no tight end. If the defense is not in one of the "nickel" sets with extra defensive backs, one of the quick wide receivers will have a speed advantage against a slower linebacker. The Shotgun does have two running backs for pass blocking or for surprise running plays. Use one of the quick sprints to the outside if you suspect that the defense is going to blitz up the middle or fall back into a deep zone.

When the running backs stay in to block, the Shotgun formation can give the quarterback the maximum amount of time to pass, because he starts deep behind the center. Use this time to find the receiver who is matched up against a slower defender and let him get open deep.

Wing: This spread formation includes the standard allotment of two wide receivers, one tight end, and two running backs, but it splits one running back wide of the offensive line so he can quickly get into the defensive backfield as a pass receiver. This puts the burden of running the ball and pass blocking on a single running back.

The Wing formation is best for quick strikes to the running back or wide receiver. With only one back in to pass block, the quarterback may not have enough time to let receivers get open deep.

Pro Set: This standard formation includes two wide receivers and one tight end on the line along with two running backs split behind the quarterback. The Pro Set is the most flexible offensive formation, with an equal ability to pass or run. With the backs split, most running plays are to the outside. On passing plays, all the receivers and backs are potential targets for the quarterback.

Surprise is the essence of the Pro Set. Since this offense doesn't overload any part of the field, the defense must try to defend everywhere equally. Plays from the Pro Set are most effective when the quarterback or the rusher can quickly spot the openings in the defense and exploit them.

I-Set: This close set formation includes two wide receivers and one tight end on the line along with two running backs in line behind the quarterback. This formation emphasizes straight ahead runs and dump-offs to the running backs, along with long passes to the wide receivers. The tight end normally stays on the line and helps block.

Because the lead running back is lined up close to the quarterback, he can hit a hole in the line very quickly. However, because the running backs are set in the middle of the field, they are slow to get into pass routes. Because it puts few receivers in the defensive backfield quickly, I formation passing plays often take longer to develop than passing plays from other formations.

Double Tight End: This packed formation includes only one wide receiver, with two tight ends and two running backs split behind the quarterback. This formation concentrates on power blocking and short passes to receivers cutting over the middle or to the outside.

Most of the pass patterns from the Double Tight End formation are short timing routes. Most runs are to the outside. This is a good short yardage formation because it has a lot of blockers to control the line, and good short yardage passing routes.

Goal line: The ultimate short yardage formation. It includes one wide receiver close to the line, two tight ends who are practically part of the offensive line, and two running backs split behind the quarterback. This formation concentrate on putting as many men on the line of scrimmage as possible.

The Goal line set is a powerful formation for running up the middle or on a full house sweep. Occasionally, the quarterback and a receiver can hook up on a short timing pattern, just beyond the line of scrimmage.

Field Goal: This formation is, of course, used to kick field goals. Note that the fake field goal play is very difficult, because the defense is rushing full tilt into the backfield, and there are few receivers downfield.

PAT: Use this formation to get the point after touchdown. Use other formations to go for the 2 point conversion.

Punt: Use this formation when you want to punt. The fake punt is very difficult, because the defense is pouring in and there's very little time to react.

DEFENSIVE

These are listed with number of linemen, linebackers, then defensive backs. Thus a 3-4-4 has three defensive linemen, four linebackers, and four defensive backs. In general, the more linemen and linebackers you have, the better you are against the rush. The more defensive backs and linebackers you have, the better you are against the pass. Use the blitzing patterns when you want to put more pressure on the quarterback, but if he can get the ball off fast you may leave yourself open to long yardage.

5-2-4: This is a formation dedicated to stopping the run, with five big offensive linemen and only two linebackers.

4-3-4: This formation is also good against the run, but offers somewhat more protection against the pass.

4-2-5: Use this formation against a passing situation, as you have more coverage of the receivers.

3-3-5: This formation is specifically designed to stop the long pass plays, with 5 defensive backs covering the pass receivers.

Goal Line: Use this defense to attempt to block a punt, field goal, or point after touchdown. Use the other defenses when you suspect your opponent will try a fake punt or a field goal. If the offense is punting, a return man is automatically dropped back no matter which defense you choose. Of course, the Goal Line defense is also what you use when you're trying to stop a short-yardage goal.

MULTI-PLAYER GAMES

Unnecessary Roughness '95 can be played with up to four players by using a multi-player adapter (available from your video game retailer). Install your multi-player adapter as described in its instructions, and plug in your controllers as indicated. *Unnecessary Roughness '95* detects the presence of the additional controllers and then lets you have three or four players active at once!

On the Main Menu, set the Number of Players to 3 or 4. The game and the controls work as described in this manual. On the playing field, you'll notice that in addition to the small circle under active players 1 and 2, there is also a small X under players 3 and 4.

Players 1 and 2 always play the quarterbacks; players 3 and 4 play their teammates. Player 1 and Player 3 are always a team, as are Player 2 and Player 4.

Note that Controller 1 is always Player 1, Controller 2 is always Player 2, and so on. Make sure that you have enough controllers plugged in to match the number of players selected; otherwise, some players won't be controlled.

Player 1 and Player 2 make all menu choices for their teams.

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America On-Line keyword: Accolade; CompuServe: GO GAMAPUB or leave a message for Accolade 76004,2132; BBS: 300, 1200, 2400 and 9600 baud rates: (408) 296-8800; 9600 and 14.4 baud rates: (408) 296-8810. Setting for all baud rates are 8 Data, No Parity and 1 Stop Bit.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record

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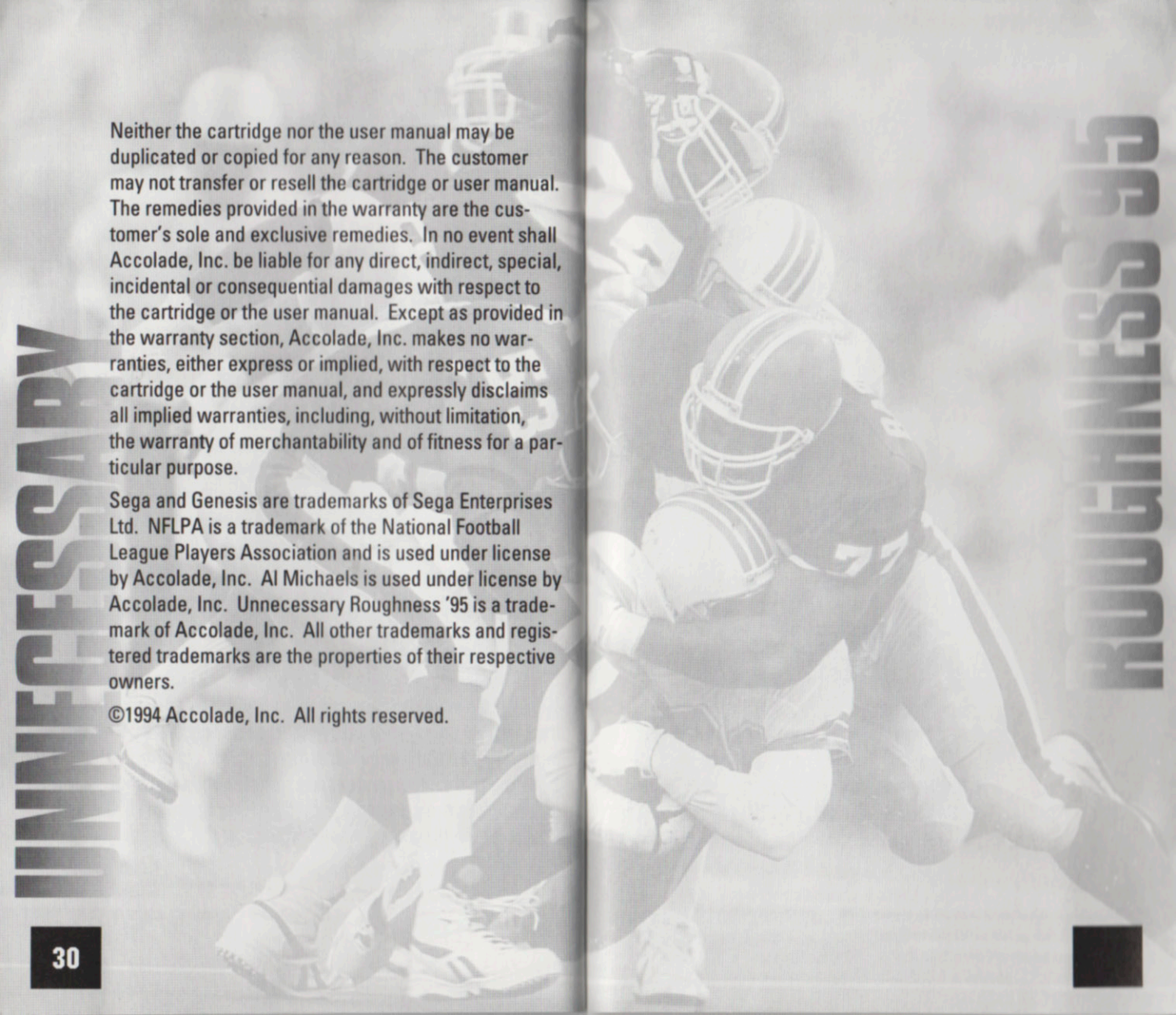
Accolade
Customer Service
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

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