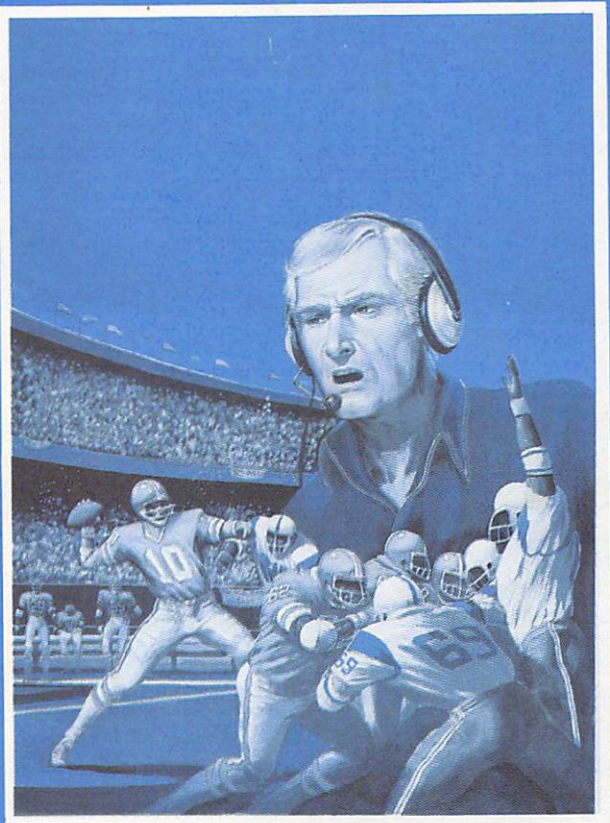


SUPER SUNDAY[®]

PLAYBOOK



Super Sunday is The Avalon Hill Game Company's trademark for its computer football game.

3RD EDITION
FOR APPLE, C64/128 & IBM



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

1.0 HOW TO LOAD THE GAME

1.1 FOR THE COMMODORE 64® COMPUTER

Insert any cartridges that assist with the loading of the program. Plug the joystick into port 2 if you wish to use it with the game (see section 10.0). It is not required for play. Turn on the computer and put the disk in the drive.

To play a solitaire or two-player game, type **LOAD"*",8,1** [CR]. Throughout the game, the command [CR] means to press the Return key. Type 1 or 2 [CR] when the game asks for the number of players.

For the Autoplay game, type **LOAD"AUTOPLAY",8** [CR]. When the READY prompt appears, type **RUN** [CR].

Super Sunday takes about four minutes to load, but once loaded, will not return to the disk drive unless the game is restarted (see section 2.4).

1.2 FOR THE IBM-PC® COMPUTER

Place the disk in the drive and turn on the computer. If the computer is already on, reboot the disk by pressing the Ctrl, Alt and Del keys at the same time. *Super Sunday* uses its own modified DOS and cannot be loaded through any other.

Throughout the game, the command [CR] means to press the Return key.

1.3 FOR THE APPLE II® COMPUTER

Super Sunday is on an auto-boot disk that loads when the computer is turned on with the disk in the drive. On a Iie or Iic, keep the Caps/Locks key down; the game cannot accept lower-case letters.

Throughout the game, the command [CR] means to press the Return key.

2.0 HOW TO GET STARTED

2.1 TEAM SELECTION

Once the game has loaded, a menu of twenty Super Bowl teams appears. You must select the visiting team, then the home team, by typing in the number to the left of their names. In the solitaire game, the home team is always controlled by the computer coach. Typing the wrong number may be corrected so long as [CR] has not been pressed. To correct an entry:

C64/128: press the Inst/Del key. If [CR] was already pressed, you can return to the menu by completing the selection process, then pressing R when the scoreboard appears.

IBM: continue typing numbers until the proper one appears on the screen. If [CR] was already pressed, you must reboot the game to return to the menu.

Apple II: press the left arrow key.

2.2 PLAYING TIME

Playing a game with 15-minute quarters takes about 45 minutes. A shorter game may be played by reducing the number of minutes per quarter. A game with 10-minute quarters can be played in 35 minutes, while one with 5-minute quarters takes 20 minutes.

2.3 KICKING OFF

The home team automatically receives the opening kickoff, while the visiting team receives it after halftime. If the game goes into overtime, the home team receives the ball.

In the two-player game, the home team coach can choose between a normal and on-sides kickoff. Otherwise, the scoreboard appears with the result of the kickoff.

C64/128: press the f1 key (for normal kickoff) or f3 key (for an on-sides kick) to choose the kickoff.

IBM: press 1 for a normal kickoff or 2 for an on-sides kick.

Apple II: press 1 for a normal kickoff or 2 for an on-sides kick.

2.4 THE SCOREBOARD

		TIME				TOTAL		
		14:30						
		1	2	3	4			
MIA	1984	00	00	00	00	00		
SF	1984	00	00	00	00	00		

TIME OUT		QTR		DOWN	TO GO			
HT =3		1		1	10			
				BALL ON				
VT =3					13			

KICKOFF TO THE +07								
RETURNED BY MONROE								
FOR 12 YARDS								

The scoreboard screen reports the result of each play and keeps you informed of the progress of the game. At the top is the time remaining in the quarter. Under it is the score. On the left side are the number of time outs available to each team (**HT**=home team; **VT**=visiting team). Each team gets three time outs per half. To the right is the quarter (**QTR**), down, yards to go (**TO GO**), and the yard the ball is on (**BALL ON**). The arrow next to the **BALL ON** number indicates which side of the field the ball is on: the left side or the right side.

Pressing the space bar allows the defensive team to call its play. Some other keys may also be pressed:

C64/128	IBM-PC	Apple II	Command
(4)	A	*	Autoplay mode off/on
D	D	D	Review player performances
f5	H	3	Home team time out(1)
(3)	P	*	Print lineups
*	S	*	Toggle sound off/on
L	L	L	Display lineups(2)
f7	V	4	Visiting team time out(1)
R	R	R	Restart the game
S	*	S	Display scoreboard

Notes:

* Command not available on this version.

- (1) Each team gets three time outs per half. Each time out adds 15 seconds to the clock. Time outs can only be called when the scoreboard is on the screen.
- (2) C64 and Apple II versions: this command only works on the play selection screen.
- (3) C64 version: this command only works when P is pressed first.
- (4) Command performed by pressing any key. See section 9.1.

3.0 PLAYING DEFENSE

The defense calls its play before the offense by combining a basic formation with one or more special defensive options. When the play is run, the offense's play is compared

to the defensive play to obtain the result. This is then modified by a number of factors: the skill of the ball carrier or passer, and the effectiveness of the front four or the secondary against that play. It is possible, even when the defense has read the play perfectly, that a long gain may occur simply because the offense is very talented.

3.1 DEFENSIVE FORMATION

There are three possible formations:

Run defense. The players are reacting first to a potential run. This reduces the number of potential yards gained by the runner, but also increases the chance of a pass reception and reduces the chance of an interception.

Pass defense. The players on the front line charge immediately upon the snap for the quarterback while the secondary concentrate on covering the receivers. This reduces the chance of a completion and increases the chance of an interception.

Normal defense. Used when the probability of a run and a pass are equal. Potential yardage, and probabilities for pass and interception completion are not affected by the defensive formation.

3.2 SPECIAL DEFENSES

The next screen shows a number of special defense calls including linebacker blitzes, keys on running backs, and the 7-4 short yardage formation. Type in the letter or number shown and press [CR] (Apple IIe and IIc owners should have the Caps/Locks key pressed down; the game cannot accept lower-case commands).

More than one type of special defense can be entered by typing in more than one letter and/or number, then pressing [CR]. Be aware that the combination you call may contradict each other and throw the players into confusion.

The calls are:

LINEBACKER BLITZ

The outside and inside linebackers are listed along with their Run Rating and Pass Rating. "Top" and "Bottom" refer to their position on the screen. Some teams use three linebackers, others four. When you see a position without a name, do not type in that number. Any or all of your 3 or 4 linebackers may blitz.

Blitzing top and bottom outside linebackers. If a run is directed at a blitzing outside linebacker's zone (sweep), that linebacker is more likely to stop the play for less yards. If the offense has chosen a pass, the outside linebacker has a better chance to sack the quarterback. However, if the offense throws a flat pass to the halfback on the blitzing linebackers side, the linebacker's zone will be empty and the running back will gain about 15 yards.

Blitzing top and bottom inside linebackers. If a run is directed at the blitzing inside linebacker's zone, he is in a better position to stop the run for no gain or a loss. If the offense selects a pass play, the blitzing linebacker will have a better chance to sack the quarterback. However, if the offense has chosen a short pass to the tight end, the chance for a completed pass is increased.

Combinations: a blitzing linebacker is not available to double cover a receiver on his part of the field.

RUN KEYS

The run key focuses the down linemen and linebackers on one running back. A correct choice reduces the number of yards the back would have gained, while a wrong choice increases the number of yards gained.

Combinations: only one back may be keyed upon at a time.

SHORT YARDAGE DEFENSE

This 7-4 defense moves more defenders to the line of scrimmage to stop the run. This reduces the gain from any running play, but a short pass has a greater chance of completion because the linebackers are out of position.

This play is only effective within the 10-yard line.

PASS PREVENT DEFENSE

The nickel defense moves a middle linebacker back into the secondary, effectively adding a fifth defensive back. The fifth man replaces the top inside/middle linebacker. This defense reduces the chance for a pass completion and increases the chance for an interception. But if a run is called, the chance for a longer gain is increased. Flat passes become more difficult to complete, but when they are, they gain more yardage.

Combinations: pass prevent may be used with double covering (see below).

DOUBLE COVER

A single receiver may be double-teamed. The double-teaming of the correct receiver reduces the chance of a pass completion and increases the chance of an interception. A short pass thrown to another receiver increases the chance of a completion. Since the linebacker assigned to cover the flat is moved over to the double-team, a flat pass thrown to the same side of the field as the double-team may gain more yards.

Combinations: with the pass prevent defense, two receivers may be double covered. Otherwise, only one may be covered.

4.0 PLAYING OFFENSE

The offensive playbook contains eleven plays and three different offensive formations. Each team has in its lineup two quarterbacks, four running backs and ten receivers. After the defense has selected its play, the offense calls its play.

4.1 FORMATION

There are three different offensive formations which the play can start from:

Pro-set. A two-back offense with a receiver set wide. This is the most frequently used formation in professional football.

3-backs. An extra running back is in play to help block. This formation is used most often for short yardage, and there is no flanker available to pass to.

4-receivers. A single-back offense with two flankers, a wide receiver and a tight end. This formation is used only with passing play selections, and it can increase the chance for a completion because it splits the defensive coverage. There is also a higher chance of a sack because the pocket is less protected.

Note that if you attempt a running play with a 4-receiver formation, or a pass play with three backs, the formation changes to a Pro-set.

4.2 RUNNING PLAY SELECTION

If you choose a running play your next decision is who will carry the ball. **Super Sunday** provides you with a season summary of the rushing statistics for the four top ball carriers of your team. You will be shown the number of times each player attempted to carry the ball (ATT), the total yardage he gained (YRDS), the average number of yards he gained per carry (AVG), and the number of touchdowns he scored (TD). (While this screen provides you with season summary statistics, the game is actually using over 25 running statistics and 5 different parameters per player.) Select the back to carry the ball by entering the number to the left of his name and hitting RETURN.

SPECIAL NOTE: There are two factors in the game, just like real football, to prevent you from continually running the same back.

1) If you continue to run the same back the defenses will key on that back, reducing his gains.

2) If a back is run more than three consecutive plays, a built-in fatigue factor will decrease his gains on each additional consecutive carry.

4.3 PASS PLAY SELECTION

Quarterback Selection: If you selected a pass play (either a long, short, or flat pass), you must decide which quarterback you want to throw the pass. Similar to the running backs, the quarterbacks have their season passing statistics shown: number of passes attempted (ATT), the total yards gained passing (YRDS), their completion percentage (%), and the number of touchdowns they threw (TD). The number of completed passes, the yardage gained, and the chance of an interception vary for each quarterback and for the type of pass thrown. For example, flat passes have a high completion rate, but gain low yardage. Long passes have a lower completion rate, but gain more yardage and are easier to intercept.

Enter the number of the quarterback you want to pass and press RETURN. Pressing RETURN without a number key will automatically place the number 1 quarterback into play.

Receiver Selection: Each team has ten receivers. Next to the player's name you will see the position he played most often during the regular season.

SE = SPLIT END
FL = FLANKER
TE = TIGHT END
BK = BACK

Each receiver's season statistics are displayed to help you decide who to pass to: the number of passes he caught (REC), the total yards he gained (YRDS), the average yardage gained per reception (AVG), and the number of touchdowns he scored (TD).

Enter the number to the left of the name of the receiver that you want to catch the pass and hit RETURN. The screen will now display an overhead view of the field and the players of the two teams. Hit any key again and watch the action.

5.0 PLAYER RUN AND PASS RATINGS

5.1 DESCRIPTION

The RR and PR notation next to the linebacker's names refer to run and pass ratings assigned to each offensive and defensive player (higher numbers are better). These ratings, based on the player's performance that season, are considered by the computer in determining the result of a play. For example, if a halfback runs into the area of a 5 run-rated linebacker with a 3 run-rated offensive lineman blocking for him, then the yards gained will be reduced substantially. (However you may choose to run that type of play for strategic purposes, because the computer will adjust its defense to the type of plays you are running.)

The opposite is true if a 5 run-rated offensive lineman blocks against a 3 run-rated defensive player. The greater the differences between the player's ratings the greater the difference in the play's result.

Like the run rating, each defensive player and offensive lineman has a pass rating which affects sacks, pass completions, and interception percentages.

5.2 REVIEWING PLAYER RATINGS

You can examine and print out the player ratings to help plan your offensive and defensive strategy. To review the ratings, hit the L key while any of the offensive or defensive menus are displayed. For example, when you have the ball and the screen is prompting you to select your play, hit L and review your offensive ratings versus the defense. You will first see the line matchups. If you want to save this information, press P and the matchups will be printed out for you. Hit RETURN, and the defensive backfield matchups will be displayed. They can also be printed out by pressing P. Hit RETURN again and you will be returned to the game. You can examine the ratings of your defense and the opposing offense when either of the defensive menus are displayed.

6.0 REVIEWING PLAYER STATISTICS

Super Sunday keeps track of each quarterback's, running back's, and receiver's performance and allows you to review or print out the results at any time. The player statistics may be called up when you are at the scoreboard screen by hitting a **D** key. You will then be prompted to decide whether you want the information called up on the screen or printed out. Key **1** for the screen or **2** for the printer. Make certain your printer is connected properly before selecting the printer option. When the game ends and the scoreboard screen is flashing on and off, press **D** to get the final statistics for the game.

Apple II: press the **P** key when the scoreboard, statistics, or the lineup is on the screen.

7.0 PENALTIES

Occasionally during play the computer will randomly generate a penalty against either team. Rarely, a penalty may be called against both teams on the same play. (This is called "offsetting penalties" and is described below.) The frequency and severity of penalties is based on the actual penalties called against the teams during the season of their Super bowl appearance. The screen will show the result of the play and the yardage that will be assessed if the penalty is accepted.

7.1 ACCEPTING AND DECLINING PENALTIES

To accept a penalty hit the **A** key when prompted at the penalty screen. To decline the penalty hit the **D** key when prompted. The game will continue automatically after either key is hit. In the solitaire and autoplay games the computer will accept or decline penalties based on the game situation.

7.2 OFFSETTING PENALTIES

When offsetting penalties occur, the computer will automatically nullify the play and reset the down. The computer will notify you if this is the situation. Hit any key to continue.

7.3 INADVERTENT WHISTLE

Due to size of the program, it was impossible to deal with certain penalties near the goal line in a realistic manner. Therefore, if a penalty is called and accepted, the ball would be placed past the goal line. In these instances, the program automatically declines the penalty. For all purposes, the penalty does not exist and is considered a referee's mistake or inadvertent whistle, even though you will be asked to accept it or not. (Note also that the computer does not make provisions for penalties that would normally advance the ball only half the distance to the goal line.)

8.0 INJURED PLAYERS

Occasionally a player is injured and is removed for the remainder of the game. The computer will notify you when this has happened. If an offensive lineman or a defensive player is injured, the computer will automatically fill his position with the team's reserve player for that position that year. If a back or receiver is injured, the program removes the player from the game.

9.0 AUTOPLAY

The Autoplay game is the ultimate statistical replay game. The computer plays both the offense and defense, basing its decisions on how the team used its plays and players during the regular season that year. For example, if a certain back carried the ball for 37 percent of his team's running plays, then in Autoplay he will also run approximately 37 percent of the team's running plays. If the team passed 65 percent of the time, then in Autoplay you can expect the com-

puter to pass for the team approximately 65 percent of the time.

To play the Autoplay, follow the instructions described in section 1.0.

9.1 INTERRUPTING AUTOPLAY

C64/128: If your favorite team is not calling the right play, you can help make the decisions. While the screen is displaying the message "COMPUTER SELECTING DEFENSE" or "COMPUTER SELECTING OFFENSE," hit any key. Make your own selection and call the play. After you have made the offensive or defensive call, press RETURN, and the computer will again take control of play. You may interrupt as many times as you want.

Apple II: Autoplay can only be interrupted by pressing the D key.

IBM-PC: Autoplay can be turned on and off anytime by pressing the A key.

9.2 REVIEWING AUTOPLAY

Just like the solitaire and two-player games, you can interrupt Autoplay to examine the offense versus defense RR and PR matchups or to review the statistics of the game so far. You can interrupt Autoplay when the screen is displaying either "COMPUTER SELECTING DEFENSE" or "COMPUTER SELECTING OFFENSE," by hitting any key. This will interrupt the game. Before you go on to make the play call for the defense or the offense, key either L or D.

Version 2.0 of the C64/128 version has a special feature. When in the Autoplay mode, pressing the G key eliminates the graphics, permitting the playing of a faster game. Press the G key again to return to normal Autoplay.

When you have finished looking at the statistics or ratings, press RETURN which returns you to the screens for selecting the play for the offense or defense. When you have selected the play, hit RETURN, and the computer will again take over play.

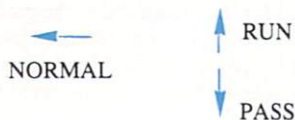
Apple II: The Autoplay mode cannot be interrupted once play begins, either to enter your own play or to pause the game. Pressing D will display the game statistics; press any key to resume play. The Lineup command cannot be accessed during Autoplay.

10.0 JOYSTICK CONTROL OF THE DEFENSE

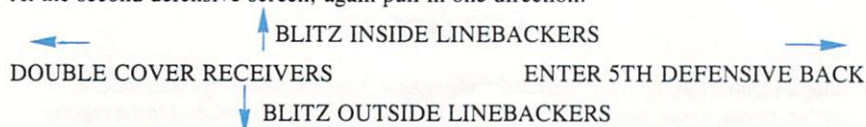
(Commodore 64® version only)

During a two-player game it may be uncomfortable to crowd both players around the keyboard. It is also difficult to keep your play selections secret while your opponent is looking on. **Super Sunday** allows you to control the defense with a joystick. The joystick may only be used for defensive play selections. When you are playing offense, give the joystick to your opponent. Before starting the game, plug a joystick into port #2 of the computer.

When you are at the first defensive screen, pull the joystick in the direction indicated for your choice:



At the second defensive screen, again pull in one direction:



While holding down the fire button on the joystick, you can make the following choices:



NOTE: You may continue to use the keyboard while the joystick is plugged in. Thus, if you want to blitz only one inside linebacker or double cover a specific receiver, you have to enter that command on the keyboard.

USING SEASON DISKS

The Avalon Hill Game Company sells season disks as well as a Champions disk containing 18 Super Bowl teams plus six great teams from the 50s and 70s. These disks can only be used after the *Super Sunday* game disk has been loaded into the computer. You can play two teams from any one disk or match teams up from different disks, including those created with the *Official Office of the General Manager*.

To use a season disk, load the *Super Sunday* game disk. When the menu of teams appears, either choose a team or remove the game disk and replace it with a season disk and press the key listed below opposite your computer. The computer will load the team menu from that disk.

Apple II: ESC key

Commodore 64/128: the up arrow key located to the left of the Restore key (do not press the cursor arrow key).

IBM-PC: When the team menu appears, remove the game disk and put the season disk in. To match teams from different disks, change disks and type in the number opposite the team name. Since only the menu for one disk can appear, you will have to remember the number of the team from the other disk. For example, to have Washington play the 1986 Chicago team, boot the game disk, select Washington, take the game disk out, put the 1986 team disk in and type in the correct number from the chart below.

To view a team menu other than the one on the *Super Sunday* disk, start a game and, when the scoreboard appears, type R with the team disk you want already in the drive. That team menu will appear. The team numbers for the season disks currently in use are listed below.

Season Disks

(listed in alphabetical order)

	1984	1985	1986			
Atlanta	14	14	13	Miami	15	15 17
Buffalo	19	19	18	Minnesota	10	9 7
Chicago	6	6	6	New England	16	16 15
Cincinnati	21	21	21	New Orleans	13	13 14
Cleveland	22	20	20	New York (AFC)	17	17 16
Dallas	2	3	3	New York (NFC)	4	1 1
Denver	24	25	24	Philadelphia	5	4 4
Detroit	9	8	8	Pittsburgh	20	22 22
Green Bay	7	7	9	St. Louis	3	5 5
Houston	23	23	23	San Diego	28	27 28
Indianapolis	18	18	19	San Francisco	11	12 11
Kansas City	27	28	25	Seattle	25	26 26
Los Angeles (AFC)	26	24	27	Tampa Bay	8	10 10
Los Angeles (NFC)	12	11	12	Washington	1	2 2

Champions Disk

- | | | |
|--------------------|--------------------|---------------------|
| 1) '67 Green Bay | 9) '74 Pittsburgh | 17) '79 Pittsburgh |
| 2) '67 Oakland | 10) '74 Minnesota | 18) '79 Los Angeles |
| 3) '69 Kansas City | 11) '75 Dallas | 19) '53 Detroit |
| 4) '69 Minnesota | 12) '75 Pittsburgh | 20) '53 Cleveland |
| 5) '71 Dallas | 13) '76 Oakland | 21) '58 Baltimore |
| 6) '71 Miami | 14) '76 Minnesota | 22) '58 New York |
| 7) '72 Miami | 15) '77 Dallas | 23) '64 Buffalo |
| 8) '72 Washington | 16) '77 Denver | 24) '64 Cleveland |

A CHAMPIONSHIP HISTORY

The following is a history of all the Super Bowl matchups, two NFL championship games from the '50s, and a "what if" matchup between the league winners from 1964. The game disk contains the teams from Super Bowls I, III, V, VIII, XIII, XV, XVI, XVII, XVIII and XIX. The Champions disk contains the NFL championship games, the '64 winners, and teams from Super Bowls II, IV, VI, VII, IX, X, XI, XII and XIV. The 1985 Season disk has the Bears and the Patriots from Super Bowl XX plus the 24 teams that played that year.

1953 NFL Championship Detroit 17; Cleveland 16

Only a year before, the Lions and Browns had faced off in Municipal Stadium in Cleveland. This year the same teams would repeat their duel at Briggs Stadium in Detroit. The infamous Bobby Layne, who had directed his teams's offensive effort in the first game, was looking for his second consecutive NFL title.

The Browns, quarterbacked by Otto Graham, had earned the right to play in this title game for two consecutive years. At the end of the half, the Lions were leading by a score of 10-3. Graham, however, was having one of the worse days of his illustrious career. He was able only to complete 2 passes. So they went to the ground game . . . grinding each yard from the stubborn Lions to tie the game. The Browns defense stiffened in the third period, and the Browns field goal kicker, Lou Groza was able to connect on two field goals to put the Browns ahead by a score of 16 to 10. But the defensive secondary wasn't able to hold up against the Lions as they gave up a single touchdown. The score ended with Detroit as the victors.

1958 NFL Championship Baltimore 23; New York 17

Some call it the greatest game ever played. The excitement, the emotion and drama were all played out in this historic NFL game as these two teams played in the first sudden-death overtime.

While the Giants had beaten the Browns twice, they still had to beat them a third time in a playoff game to win the conference. This club was staffed with such notables as Frank Gifford, Alex Webster, Kyle Rote, Pat Summerall, Charley Conerly and Ted Robustilli.

This game could be called the bright spot in a brilliant career for Johnny Unitas and Raymond Berry. Unitas threw 40 passes connecting on 26 for a total of 322 passing yards.

Down by 3 points with 1:56 to play. The ball was on Colts 14 yard line—86 yards for the score. On a third down play, Unitas found Nat Moore for 11 yards and then proceeded to throw 3 passes to Raymond Berry for 25, 35 and 22 yards. Four consecutive passes had moved the ball 73 yards. With 7 seconds remaining, Steve Myrha coolly connected for a field goal to tie the game. It was 8:15 into the 5th period when the Colts ended this historic game. Ameche cracked over the middle of the line. The final score—23 to 17.

1964 Super Bowl That Never Was Buffalo (AFL) vs. Cleveland (NFL)

Lou Saban had directed the Bills to a 12-2 record. The team's quarterback was "the Senator"—Jack Kemp. The primary running chores were left to Cookie Gilchrist, who lead the league in rushing. The Bills won their games by outfighting their opponents in the line and tackling harder. This was the Browns first title since 1957. The Browns had acquired a new offensive approach with two fine receivers: Paul Warfield and Gary Collins. To round out the offense, the Browns had the ultimate running back—Jim Brown, who gained 1446 yards in 280 carries.

Super Bowl I: The Opening Salvo

Green Bay (NFL) 35; Kansas City (AFL) 10

It was a historic occasion, more because the Super Bowl traditions were established here at the Los Angeles Memorial Coliseum, than the fact that the Green Bay Packers was facing the Kansas City Chiefs. With the creation of the American Football League in 1960, competition for players evolved into bidding wars that dramatically increased player salaries. The rivalry grew so intense that, by 1966, the solution to the owners was to merge the league. Although it would be four years before the merger took place, they decided to play the championship game immediately. Thus, the Super Bowl was born.

Led by quarterback Bart Starr, the Green Bay Packers had won four of the last five league championships, and had been picked as a 13-point favorite to win this one. That Super Bowl I happened was an event symbolizing the emergence of the American Football League, and its acceptance by the older, more established National League.

Though few thought that the Chiefs could stop the Packers (and no other team had a better chance), it was appropriate that they were there anyway. The Chiefs owner, Lamar Hunt, was one of eight men who launched the league in 1960, and had coined the name Super Bowl.

For the quarterbacks starting the game, being there was a confirmation of the faith their coaches placed in them. For five years prior to joining the AFL, Len Dawson sat on the bench at Pittsburgh and Cleveland. When Chief's coach Hank Stram was assistant coach at Purdue, Dawson was quarterback. Later, he remembered Dawson and obtained him for the Chiefs. The result was that Dawson had led the AFL in passing for three out of the last five years.

Green Bay quarterback Bart Starr had an equally arduous task. Selected on the 17th round of the 1956 draft, he was the 199th player chosen.

The first half surprised those expecting an easy Packer victory. Starr attempted a series of passes and runs, and was sacked twice in return. But from the Chiefs 37 he passed to Max McGee on the 19, who caught the ball one-handed and charged into the end zone.

The Chiefs came back in the next series. In the second quarter, Dawson pushed the team to the Packer 7, then passed to Curtis McClinton for the score.

But on the next series, Starr drove the team to the 14, then sent Jim Taylor around one end to take the lead 14-7. The Chiefs kicked a field goal from the 24 with less than a minute remaining. At halftime, the Packers led 14-10, but the Chiefs had gained 181

yards and 11 first downs, more than the Packers 164 and 9. Both Starr and Dawson had completed all their passes.

Packer receiver Willie Wood blew the game open in the third quarter. Intercepting a third down pass, he ran 50 yards before being tackled on the Kansas City five-yard line. One play later, Elijah Pitts went over the top and it was Green Bay 21, Kansas City 10. The Packers scored with a 13-yard bullet to Max McGee in the third quarter, and once more in the fourth on a one-yard run by Pitts to win the first Super Bowl 35-10.

It would not be their last.

Super Bowl II: Lombardi's Swan Song

Green Bay (NFL) 33; Oakland (AFL) 14

The first half was a rugged struggle, with Oakland's offense stalling from the first. The Packers did a little better: when a Raider punt went out of bounds at Green Bay's 3-yard line, Starr marched the team to Oakland's 11 before being forced to kick a field goal.

Then, a Starr pass to Boyd Dowler caught the secondary off-guard. Faking a move to the sidelines, Dowler raced down the center of the field and a 62-yard touchdown. A Raider touchdown (a 23-yard pass to Miller) was matched by Oakland's defense stopping a Packer drive which ended in a missed field goal attempt from the 47-yard line. But an Oakland receiver fumbled a punt reception led to a Packer recovery and a third field goal from the 43. At half-time, the Packers led 16-7.

The rest of the game was dominated by the Packers, with a Starr scoring drive beginning on the 18, an Adderley interception and 60-yard touchdown run, and Chandler's third field goal. Oakland ran seven plays during the third quarter, and managed a touchdown during the fourth quarter to end Green Bay's second straight Super Bowl victory. A month later, Lombardi announced his retirement from football.

Super Bowl III: Namath's Guarantee

New York (AFL) 16; Baltimore (NFL) 7

Given the law of averages and an eternity of games, it was inevitable that the AFL would win their first Super Bowl. But few would have expected it to be done in the style of Joe Namath and the New York Jets.

First, they had an 11-3 record, winning the AFL title by defeating the Oakland Raiders 27-23 in a come-from-behind game in which Namath threw three touchdown passes. The oddsmakers obligingly made the Baltimore Colts 18-point favorites, and with good reason: Baltimore came to the game with a 13-1 record, and had blanked Cleveland 34-0 to win the title.

Then came Namath's speech while receiving an award in Miami. "The Jets will win Sunday. I guarantee it," he said.

The first quarter ended scoreless, with both sides not doing well offensively. The Jets couldn't move past their 40 until late in the quarter, and a Baltimore drive ended in a missed field goal from the Jets 27.

Recovering a fumbled pass completion saw the Colts on the 12-yard line at the start of the 2nd quarter. Earl Morrall passed to Tom Mitchell in the end zone, but middle line-back Al Atkinson deflected the ball into Randy Beverly's arms. Then it was Namath's turn. Starting on his 20-yard line, he masterminded a 12-play drive ending in Matt Snell scoring the touchdown on a four-yard run. The half ended with the underdog Jets leading 7-0.

In the second half, Ralph Baker recovered a Baltimore fumble on their 33. This drive ended with a field goal making it 10-0. On their next series, Namath drove the team to the Colts' 23-yard line before injuring his thumb. While Namath rested, Jim Turner kicked his second field goal.

When the fourth quarter began, Johnny Unitas replaced Morrall as quarterback. But it was the Jets who scored again: a Turner field goal set up by a 39-yard pass to George Sauer. Unitas was able to score with an eight-yard touchdown run by Jerry Hill near the

end of the game, but it was too late. With the 16-7 upset, the AFL had achieved parity with the NFL.

Super Bowl IV: Dawson's Revenge

Kansas City (AFL) 23; Minnesota (NFL) 7

It was to be the last Super Bowl between rival leagues. Next year, the NFL would remain, and the conflict would take place between the National and American Football Conferences.

After the Vikings failed to score on their first drive, Len Dawson took Kansas City down to the Minnesota 41 before stalling. Jan Stenerud kicked a record 48-yard field goal and they took a 3-0 lead. Another Kansas City drive reached the 25-yard line before Stenerud booted another field goal. It was the middle of the third quarter before another field goal stretched the lead to 9-0. Then, Remi Prudhomme recovered a Viking fumble on their 19-yard line, and the Chiefs scored five minutes before the half ended.

With Minnesota's first possession in the second half, their offense sparked. Kapp threw three successful consecutive passes, then followed that with a Dave Osborn run into the end zone. The Vikings were on the board 16-7.

The next score was by the Chiefs. On the Viking 46, Dawson threw a short pass to Taylor, and the receiver took it the rest of the way that gave the Chiefs a 23-7 winning lead.

Super Bowl V: The Error Bowl

Baltimore (AFC) 16; Dallas (NFC) 13

The opening salvos of the game were blanks as neither Dallas or Baltimore could move the ball. A Johnny Unitas pass was intercepted, but Dallas went nowhere and they had to punt. Again, Baltimore failed to move, and their punter fumbled the kick on the nine-yard line and Dallas recovered. Quarterback Craig Morton tried a touchdown pass, but it sailed high over the receiver's head, and they had to settle for a field goal.

In the second quarter, another possible Dallas touchdown was lost when Morton threw from the Baltimore 7 to the wrong man. With a 15-yard Intentional Grounding penalty, they couldn't get closer and had to kick a second field goal.

Baltimore tied the score on a blooper play of its own. A Unitas pass bounced off several players into the arms of John Mackey, who ran for a 75-yard touchdown. The point-after attempt failed.

But Dallas came back, sacking Unitas and causing a fumble which Jethro Pugh recovered on the 28. A 7-yard touchdown pass to Duane Thomas gave them a 13-6 lead. On the next series, disaster struck as Unitas was hurt. On their next drive, substitute Earl Morrall made it to the Dallas 2-yard line before a pass was intercepted by Chuck Howley.

The ball problems continued. In the third quarter, Jim Duncan fumbled the kickoff return and Dallas recovered. They made it to the 2 before fumbling. Baltimore recovered on the 1, but failed to score. In the fourth quarter, a Morrall pass was intercepted in the end zone by Howley, and another offense by the Colts ended with a fumble in the Dallas end zone.

Baltimore persevered. Intercepting a Craig Morton pass, Rick Volk made it to the three. On the next play, Morrall sent Tom Nowatzke over for the tying touchdown.

It was apparent that anything could happen, including the possibility that the game could go into overtime. With more than a minute left, Morton passed from his 27. Mike Curtis intercepted it and ran to the 28. Two plays took it to the 25, and with five seconds left, Jim O'Brien kicked a 32-yard field goal that won the game, 16-13.

Super Bowl VI: Winning The Big One

Dallas (NFC) 24; Miami (AFC) 3

Having five consecutive winning seasons was not enough for the critics who said that Dallas could not win when it counted. Even when they had to win five straight the previous

year, only to lose by a field goal to Baltimore. This year, they were seven-point favorites, but the talk remained.

During the first quarter, a Miami fumble by Larry Csonka resulted in a nine-yard field goal and a Dallas lead. Most of the second quarter passed before Dallas scored again on a Staubach pass to Lance Alworth in the end zone. There were only eight seconds left on the clock before Miami got on the board with a Yepremian field goal from the 31.

The second half was worse than the first. Dallas took the second half kickoff and marched to another touchdown in eight plays. A Mercury Morris kickoff return to the Dallas 37 gave them hope, but their defense held strong enough to keep Miami from making a first down.

Then came Howley's interception of a Griesse pass. With nothing in front of him except the goal line, he fell down on the 9. It took a Staubach pass in the end zone before the final score of 24-3 was reached. Winning the big one was especially satisfying for the Dallas Cowboys this Sunday.

Super Bowl VII: The Perfect Season

Miami (AFC) 14; Washington (NFC) 7

The pressure building on the Miami Dolphins and coach Don Shula was intense. Shula had lost two previous Super Bowls he was involved in. The team had won all 14 of their games, plus two playoff games, and if they won this one, they would have achieved a perfect season, something not even Vince Lombardi and the Green Bay Packers had achieved in their days of glory. And the Dolphins were picked to lose by three points.

They received the kickoff, and quarterback Bob Griesse settled for a short gain before punting. The Redskins got a little farther, making a first down, but the defense stopped them and they had to put. The rest of the quarter followed the same pattern, until from the Redskin 32, a Griesse pass found Howard Twilley on the 5. He stepped in for the score, and the Dolphins were ahead 7-0.

Most of the second quarter was quiet until Miami intercepted a Kilmer pass. Nick Buoniconti made it to the Washington 27-yard line before being tackled. Griesse had less than two minutes to make a touchdown, and he did, with a Jim Kiick rush from the one.

Washington surged back in the second half, driving to the 25 before attempting a field goal that went wide to the right. A Dolphin drive went to the five before an end zone interception stopped that threat. Then, Kilmer marched the Redskins on a long drive that went from the Washington 11 to the Miami 10 before his pass was intercepted in the end zone.

The fourth quarter went in much the same way. A botched Miami field goal attempt ended in a mid-field interception and Washington's only score. There was only two minutes left, and when time ran out, Miami had its perfect season.

Super Bowl VIII: Thirty-two And Two

Miami (AFC) 24; Minnesota (NFC)

Miami was hot: they had won every one of their games the previous year and won that Super Bowl by defeating the Washington Redskins 14-7. This year, they had lost two, but won the rest.

From the very first, Miami dominated. Jake Scott took the opening kickoff on his 7 and ran 31 yards before being tackled. Quarterback Bob Griesse piloted the team downfield, relying mostly on the legs of Mercury Morris and Larry Csonka for the first score.

When Minnesota was stopped cold on their next series, Miami took the ball and headed for the promised land again. When the score was 14-0, Csonka was well on his way to setting a Super Bowl rushing record, having gained 64 yards in 8 carries thus far.

In the middle of the second quarter, a stalled Dolphin drive ended in a field goal from the 28. Viking Quarterback Fran Tarkenton drove the team from his 20 to the Miami 6. With a fourth and one situation, coach Bud Grant decided to go for the first down, believing that a touchdown would stall Miami's momentum and spark a second-half turnaround.

But defensive back Nick Buoniconti tackled Oscar Reed, causing a fumble that was recovered by the Dolphin defense.

On their first possession of the third quarter, the Dolphins methodically marched to the end zone, assisted by a 27-yard pass caught by a diving Paul Warfield. The Dolphins held a commanding 24-0 lead, and Minnesota looked to be the first Super Bowl team to be shut out. But early in the fourth quarter, Tarkenton capped a drive by rushing the final four yards for the TD.

At game's end, Csonka had cracked the rushing record held by Matt Snell of the Jets, carrying 33 times for 145 yards. But the big statistic belonged to the team, winning three Super Bowls and compiling a 32-2 record over two seasons.

Super Bowl IX: Defensive Dominance

Pittsburgh (AFC) 16; Minnesota (NFC) 6

It was cold and windy and so dark the lights had to be turned on. But close to 80,000 fans were on hand to see if the Steelers could take it all the way. They were the sentimental (and three point) favorites, in part because of players like Terry Bradshaw, Mean Joe Green, and Franco Harris, but also because it was the first time in its 42-year history that the team even made the playoffs.

But their first series did not hold much hope for victory. Harris was stopped at the line and Bradshaw was sacked, and when the Vikings had the ball next, Tarkenton completed a 16-yard pass. But they, too, were halted and forced to punt.

The only score in the half came when the Steeler defense forced the first safety in Super Bowl history. Pittsburgh 2, Minnesota 0. The game thus far had been two immovable objects clashing. Franco Harris had not run very far, gaining 61 yards in 11 carries. And deducting one run going for 14 yards, and another for 25, that meant he took 9 carries to make 32 yards.

Then, when the opening kickoff was fumbled, Pittsburgh found themselves on the Minnesota 30. Harris exploded on the next play and ran 24 yards. On the next play, however, Wally Hilgenberg stopped Harris behind the line of scrimmage. On the third play, Bradshaw sent Harris out and this time came up with a TD. With the successful extra point, Pittsburgh held a 9-0 lead.

It was then up to the Pittsburgh defense, and they did their job, shutting down Tarkenton for the rest of the third quarter. The Steelers held onto the ball as long as they could, giving Harris plenty of running room. A blocked punt in the end zone gave the Vikings a touchdown, but Pittsburgh scored later on a Bradshaw pass to Brown. When the game ended, Harris established a new rushing record of 158 yards, passing Csonka's 145-yard mark. More than that, the Steelers had won their first championship after 42 years. For Art Bleier, who had owned the team all these years, it was a sweet victory.

Super Bowl X: The Miracle Play

Pittsburgh (AFC) 21; Dallas (NFC) 17

The underdog Cowboys jumped to an early lead. After a bobbled punt attempt was recovered on the Steeler 29-yard line, Roger Staubach called for a pass to Drew Pearson. Pearson caught the ball and strode into the end zone as if the vaunted defense was not even there.

Terry Bradshaw established the ground game, using Franco Harris whenever possible. Although Dallas had scored first, he kept his patience. After the touchdown, he ran four running plays and made it to the Dallas 48. Then, a 32-yard pass to Swann brought the scrimmage to the Dallas 16. Bradshaw followed this up with some handoffs to Rocky Bleier and Harris, and found himself on the 7. When Dallas was expecting the run, Bradshaw hit tight end Larry Brown in the end zone to tie the game.

But unlike last year, the Cowboys moved against the Pittsburgh defense. From the

35-yard line, Staubach made it to the Steeler 14 before the quarter ended. At a 3rd and 9, his next play resulted in an illegal motion penalty that made it 3rd and 19. From there, a pass play was broken up, and they had to settle for a field goal that made it 10-7.

The next major offensive the Cowboys launched ended in a spectacular counterattack. Reaching the Pittsburgh 20, a series of sacks happened: a Robert Newhouse run lost 3 yards, a Staubach pass caused a 12-yard sack, then another pass caused a 10-yard sack. Driven out of field goal range, the Cowboys had to punt.

But from the 6, Bradshaw did not give up. A beautiful pass to Swann found him on the Dallas 37. Further plays ran up against the Dallas defense, and a field goal attempt failed seconds before the first half ended.

In the 3rd quarter, the Pittsburgh defense came to life again. One interception put Bradshaw on the Dallas 25, and from there they moved to the 14, but two pass plays failed and a run lost two yards. The field goal attempt failed also.

The final quarter saw Dallas holding a marginal lead, and the chance that one spectacular play could cause this to change. Another Pittsburgh safety shorted the lead by one point, to 10-9.

The next series was very important, because after a safety, Dallas had to punt from their 20. Mike Collier returned it to the Dallas 45, then it was Bradshaw's turn. Keeping to the game plan that emphasize running, he reached the 20 before turning it over to the kicker. This time, Gerela made one from 36 yards, and Pittsburgh led 12-10.

The balance had shifted to the Steelers, for an interception on the next Dallas possession led to the offense starting on the Dallas 7. Harris fumbled the ball on the one, but managed to recover it. Even so, Bradshaw failed to convert, so another field goal was kicked, making it a 15-10 contest.

But Dallas could still turn it around, and its defense was capable of anything. With the Steelers 3rd and 4 on their 36, Bradshaw called for a deep post pattern to Swann. When the ball was snapped, Dallas blitzed from the right side. Bradshaw eluded one back, and launched his pass a split second before the second back flattened him. Sixty yards downfield, Swann was a halfstep ahead of his cover and caught the pass on the five-yard line with his fingertips. Scoring the touchdown gave Pittsburgh the lead and the game, 21-17.

Super Bowl XI: Dashed Hopes

Oakland (AFC) 32; Minnesota (NFC) 14

It was declared a clash of losers: Oakland had lost in its only appearance, and Minnesota had visited the Super Bowl three times.

The first quarter went scoreless, despite Oakland gaining 174 yards and seven first downs. The second quarter opened with a 24-yard field goal, giving Oakland the lead. The next time, quarterback Ken Stabler marched the team 64 yards in 10 plays, making the score 10-0. Minnesota failed to score, so the next time around, Stabler sent Banaszak over for the second touchdown. The point after attempt failed, and when the half ended, the 16-0 score made things look black for the Vikings.

The third quarter began the same as the second; with a 40-yard field goal by Mann. But before the quarter ended, Tarkenton was able to take the Vikings 68 yards, scoring on an 8-yard pass to White.

But Stabler sealed the Vikings' hopes in the fourth quarter when a 48-yard pass to Biletnikoff put them on the 2-yard line. A touchdown followed, and in the next series, Willie Brown intercepted a Tarkenton pass and ran 75 yards for another TD. All that was left was for reserve quarterback Bob Lee to throw a touchdown pass to Stu Voigt to end the rout at 32-14.

Super Bowl XII: Orange Crushed

Dallas (NFC) 27; Denver (AFC) 10

That Denver made it at all was a miracle. To enter the Super Bowl, they first had to

beat two-time champion Pittsburgh Steelers, then last year's champion Oakland Raiders. But they did it, and although the oddsmakers gave Dallas and six, anything was possible. Especially with their talented defense, nicknamed the "Orange Crush", awaiting Roger Staubach.

On the first play, things looked bad for Dallas. A double-reverse ended in a fumble on their 20-yard line. They recovered the ball, but mistakes like that could not happen again.

But they did. Two more fumbles followed, one by Tony Hill on the Dallas 1, and another by Dorsett on their 19. Both times Dallas recovered.

Then, a Bronco pass by quarterback Craig Morton was intercepted, and Staubach converted it into a touchdown. A second interception followed, and Dallas turned that mistake into a field goal. Already, they were 10-0 in the first quarter. Another field goal in the second quarter made it 13-0. The Bronco errors continued, with two fumbles and three interceptions in a space of 11 minutes. With seven turnovers in the first half, it was amazing that the score was so low.

The first time the Broncos scored was on a 47-yard field goal by Jim Turner. The Cowboys responded with a touchdown. Then, a Rick Upchurch kickoff return went 67 yards before being tackled on the Dallas 26-yard line. Morton went into the breach again, and his first-down pass was almost intercepted by Ed "Too Tall" Jones. Morton was pulled, and with Norris Weese at the helm, the margin was cut to 20-10.

The final quarter ended their hopes for a comeback. Weese fumbled on his 29, and a Robert Newhouse pass to Richards in the end zone clinched the victory: 27-10.

Super Bowl XIII: Irresistible Forces & Immovable Objects

Pittsburgh (AFC) 35; Dallas (NFC) 31

This game held a number of firsts. Both teams had won two Super Bowls before, and the winner this time would be the first to win three. It was the first bowl rematch, and probably the first time that the \$30 tickets were selling for over \$200. The teams were considered evenly matched: Roger Staubach was the NFL's top passer, and Terry Bradshaw was second. Each had a strong offense and defense, so there was much discussion over which team would prevail.

Dallas received the kickoff, but Tony Dorsett fumbled the ball on the next play. Recovering the ball on their 34, Bradshaw moved the ball to the Dallas 28, where he found John Stallworth in the end zone for the score.

A series of exchanges followed. Bradshaw was intercepted once and sacked once, the latter causing a fumble that put Dallas on the Steeler 41. With one touchdown pass deflected, Staubach went into the shotgun and threw a TD pass to Tony Hill on the 26.

Dallas scored again when Thomas "Hollywood" Henderson sacked Bradshaw and squeezed the ball out of his grip. Mike Hegman picked it up and ran 37 yards for the score. A 75-yard Pittsburgh touchdown run by Stallworth tied the game at 14, then they scored again on a pass-run option to Rocky Bleier in the end zone, giving Pittsburgh a 21-14 lead at the end of the first half.

In the third quarter, Staubach called a pass from the Pittsburgh 10. The blitz was on, but he lofted an easy throw to Jackie Smith, who was running into the end zone. He slipped and the ball hit him in the chest and bounced off. Dallas had to settle for a field goal. Three points instead of seven, a four-point difference that would mean a lot when the game ended.

Pittsburgh held a 21-17 lead, but they blew it open in the fourth quarter. First came a 22-yard touchdown run by Franco Harris. After Dallas fumbled the kickoff return, a fantastic catch by Lynn Swann in the end zone extended the score to 35-17 with seven minutes left.

But Dallas came back. After driving from his 11 to the Steeler 7, Staubach found Billy Joe DuPree in the end zone. A successful on-side kick spurred Dallas into another touchdown. It was only 35-31, but there was 22 seconds left. That meant an on-side kick, the

one play for which everyone was watching. The Steelers put more men on the front line, but the kick blooped over their heads. Rocky Bleier fell on it, and the Pittsburgh Steelers became the first team to win three Super Bowls.

Super Bowl XIV: New Records

Pittsburgh Steelers (AFC) 31; Los Angeles Rams (NFC) 19

In the first quarter, a promising Steeler drive ended in a field goal after the Rams stiffened their defense. An attempted onside kick failed, putting the Rams on their 41-yard line. When Ferragamo handed off to Tyler, the back managed to break through the secondary for a 40-yard run before being tackled on the 14. Six plays later, Cullen Bryant slammed into the end zone and with the extra point kick the Rams led 7-3.

But the kick return was equally successful, with Larry Anderson making it to the Steeler 47-yard line. The last play of the first quarter found the Steelers on the Los Angeles 18. Harris made it around right end and into the end zone for the score.

After a Rams drive stalled, a field goal tied the game at 10. A Bradshaw interception put the Rams on the Steeler 39 with little more than 3 minutes left in the half. Then, Ferragamo was sacked for a 10-yard loss, and missed a second down pass. Another play earned them 12, but it was a fourth and 8 situation. Punt or play?

The Rams decided to pass, and on the next play Ferragamo found Waddy on the 27. Another pass to Terry Nelson brought them to the 13. But the Steelers held, stopping two more pass plays and sacking Ferragamo. The Rams made their field goal, and led 13-10 at the half.

Bradshaw came back. After a good kick return run by Anderson, Bradshaw ran a few running plays, then found Swann with a long pass to the 2. Swann fell into the end zone, and Pittsburgh led 17-13.

Then, after a fantastic 50-yard pass to Waddy that brought them to the Steeler 24, Ferragamo handed off to McCutcheon, who headed around the right end. But instead of moving on, McCutcheon stopped and threw a pass to Smith, who was standing open in the end zone. The point after attempt failed, but the Rams led 19-17.

The Rams failed to take advantage of two interceptions, and Bradshaw found himself in a third and long situation on his 27. It was time for another of his long passes, and he lobbed a 41-yard bomb that Stallworth caught over his shoulder. He raced into the end zone, and the point-after attempt made it 24-19.

With eight minutes left, Ferragamo launched another drive that culminated in an interception. Two running plays got nowhere, so Bradshaw faded back and threw long to Stallworth, who made an over-the-head catch and fell on the Los Angeles 22-yard line. Another pass on second down resulted in an interference call, and the Steelers were on the one.

But Bleier was stopped and Harris was tackled. Bradshaw tried one more time, sending Harris over the top. He made it, and the score was 31-19. The Steelers had done it again. They became the first to win four Super Bowls.

Super Bowl XV: Plunkett's Comeback

Oakland (AFC) 27; Philadelphia (NFC) 10

It was not the best of times for the team from Oakland. Kenny Stabler was gone, sent off to Houston for Dan Pastorini. Their Super Bowl II coach, John Rauch, was gone, as was John Madden, their coach for XI. The Oakland team that won a Super Bowl in 1977 was gone, and what was left finished 9-7 in the last two years. "A team in transition" was the polite phrase, and at the beginning of the season, they hoped that the Stabler/Pastorini trade would help.

Then Pastorini broke his leg, and the club won only two of its first five games. The quarterback job was turned over to Jim Plunkett, a former star with the New England Patriots in the early 70s who was traded to the 49ers after slumping. Hopes were not high as the team swung into the second half of the season.

But through some mysterious chemistry, Plunkett and the team clicked. The Raiders began winning. At season's end, they had won 9 of the final 11 games to finish 11-5, second in the western division. They also qualified as the wild card entry in the Super Bowl sweepstakes. In the playoffs, the revitalized Raiders beat the Houston Oilers, the Cleveland Browns, and the San Diego Chargers. They were Super Bowl bound.

Opposing the boys from the West Coast was the Philadelphia Eagles, a team which had beaten the Dallas Cowboys in the playoffs. In addition, they had defeated the Raiders 10-7 in the regular season, sacking Plunkett eight times in that game.

Soon after the kickoff, Oakland intercepted a Ron Jaworski pass to John Spagnola. Plunkett's first series began on the Eagle 30. Eight plays later the Raiders scored first.

A Philadelphia touchdown pass was called back on an illegal motion penalty. The ball was turned over, and from his 20-yard line, Plunkett called a pass play. The defense charged, and Plunkett scrambled hard before firing a pass to Kenny King on the 39. The halfback caught the ball on his shoulder and ran the rest of the way for a touchdown. By the end of the first quarter, Plunkett had completed all four of his passes, two of them for touchdowns, and the Raiders were on top 14-0.

The defenses for both sides toughened up in the second quarter. The only score came when an Eagle drive stalled on the Raider 26, forcing a field goal kick.

Receiving the ball at the start of the half, Plunkett masterminded a drive that led to a 29-yard bullet pass to Cliff Branch on the goal line. With the extra point, the Raiders were leading 21-3.

The Eagles needed to score on their next drive. Starting on their own 10, Jaworski drove the team down to the Oakland 34. Then, on a 3rd and 3 play, Rod Martin intercepted a pass meant for John Spagnola. From there, Plunkett took the ball back far enough for a field goal kick that built Oakland's lead to 24-3.

It was two minutes into the fourth quarter before Jaworski fired an 8-yard touchdown pass to Keith Kreple for the Eagle's first touchdown. The kickoff return put Oakland on the 11-yard line, but they roared back in a relentless grinding drive that put them on the Eagle 17. The field goal made it a 27-10 game with eight minutes left. The Eagles tried to score again. They failed on two occasions, and on one of those drives Martin intercepted his third pass, setting a Super Bowl record.

It was a game marred by several key interceptions. Jaworski had completed 18 of 38 for 291 yards; better than Plunkett's record. But Oakland had the points, and they became the first wild-card team to win the Super Bowl.

Super Bowl XVI: The Long Shot Bowl

San Francisco (NFC) 26; Cincinnati (AFC) 21

Nobody expected either team to make it this far. They had 6-10 records the previous year, and there was not a hint that they would do better this year. Yet they did it. The 49ers had a 13-3 record — the best in the NFL — and Cincinnati finished 12-4. The odds put the 49ers a one-point favorite.

The opening kickoff was fumbled by the 49ers, and Cincinnati began with the ball on the 26 yard-line. They pushed to the five-yard line, and prepared to hit the end zone. But in three plays, Charles Alexander was stopped cold at the line of scrimmage and quarterback Ken Anderson was sacked. Then, safety Dwight Hicks intercepted a pass and ran to the 32-yard line before being tackled.

Joe Montana moved the 49ers with a screen pass for six yards, and another pass brought them to the 44. The next play saw his third straight pass that moved them to the Cincy 47. Then came a handoff to Ricky Patton. Moving to his right, he passed off the ball to wide receiver Freddie Solomon, who flipped it back to Montana. Montana fired a 14-yard pass for a 1st and 10 on the 33-yard line. Three running plays brought them to the 15, where Montana threw to Solomon for the TD.

The next 49ers possession saw a 12-play 92-yard touchdown drive. With 4:11 to go, they took over again, this time on their 34-yard line, and drove deep into Bengal territory

before settling for a field goal. There was only 15 seconds left when Cincinnati back Archie Griffin fumbled the kickoff return. Milt McColl recovered the ball on the four-yard line with enough time for one or two plays. An illegal procedure penalty put the 49ers back to the nine-yard line. Another field goal was made that saw San Francisco into the locker room with a 20-0 lead.

During the second half, the Cincinnati team turned themselves around. A quick drive starting with the kickoff return finished with a touchdown. The next time the Bengals had the ball, Anderson threw a 49-yard bomb putting them on the San Francisco 14. They moved down to the one before two plays were stopped cold by the 49er defense. Fourth down and one. Field goal or touchdown? They went for the TD, but the run was stopped by Jack Reynolds and Dan Bunz.

The fourth period began with a quick score by the Bengals, cutting the lead to 20-14. The 49ers worried about their faltering offense. With ten minutes left, they had the ball on their 27-yard line. Montana's first pass fell short, and a penalty on the next play moved them back to the 22. Another pass play was caught by Mike Wilson on the 44, and the fuse was lit. Seven running plays brought the ball to the Cincy 23. It was fourth and five when a field goal attempt was made from the 40. It was successful, and the 49ers were leading 23-14. Cincinnati had to score a touchdown and a field goal to win, with only five minutes left to play.

The kickoff put them on the 22-yard line, but when Anderson threw, cornerback Eric Wright intercepted. Another field goal followed, putting the game out of reach. Cincinnati came back with a touchdown of their own, but it only shortened the margin to 26-21.

Super Bowl XVII: The Strike-Shortened Season

Washington (NFC) 27; Miami (AFC) 17

It was the year that the strike shortened the season and gave us only one week of Super Bowl hoopla instead of two. The Redskins were back, and their memories of that time were not pleasant. Back in 1973, they faced a Dolphin team that went through a perfect season, and were humbled by them 14-7. For that the Redskins wanted revenge.

The first series by both sides failed to produce a score, but on the second play, Miami quarterback David Woodley found Jimmy Cefalo with a pass, and the wide receiver broke away for a 76-yard touchdown run.

In the second quarter, the Redskins pushed hard, but quarterback John Riggins failed to gain enough yardage, so Mark Mosely kicked a 31-yard field goal. Miami made it down to the three yard line before the Washington defense stalled them. Kicker Uwe von Schamann made a 20-yarder to increase Miami's lead 10-3.

Theismann marched the Redskins the length of the field, ending in a four-yard pass to wide receiver Alvin Garrett to tie the game 10-10. Washington had little chance to enjoy their comeback; Fulton Walker raced the kickoff return 98 yards for a touchdown. The next Washington drive got them to the Miami 8 before time ran out for the half, with Miami holding a 17-10 lead.

The third quarter opened with a disappointing Washington possession that saw Riggins losing a yard and Theismann sacked and throwing an interception. On their next possession, a reverse brought the Skins to the Miami 9. The drive stalled, forcing a field goal that cut the lead to 17-13.

Two interceptions marred Theismann's play. A fourth quarter trick play saw Riggins faking a run, then laterally the ball back to Theismann. But the quarterback found defensive safety Lyle Blackwood on the one-yard line instead of the intended receiver. Miami could not score, and punted. When Washington was fourth and one on the Miami 43, everyone knew that Riggins would get the ball again. Ten Miami players were on the line of scrimmage. Theismann handed the ball to Riggins, who cut outside. Don McNeal grabbed for him, but Riggins broke away and ran 43 yards for the TD. For the first time, the Skins were leading 20-17.

The Washington defense assisted by shutting Miami down on their next series.

Washington drove to the six and went for another touchdown with two minutes left. Theismann rolled to his right and found wide receiver Charlie Brown just before he stepped out of bounds. With the conversion, Washington joined the ranks of Super Bowl winners with a 27-17 victory.

Super Bowl XVIII: The Big Blowout

Los Angeles Raiders (AFC) 38; Washington (NFC) 9

After the victory, Raider owner Al Davis crowed that his team won with the basics — a man-to-man pass defense and a two-back offense that was standard when they used real pigskin for the ball — not with “technical stuff” like the Washington Redskins.

On their side, the Redskins compiled an impressive 16-3 record, and you don’t win a Super Bowl, like they did last year, by playing bad football, either.

But this time around, the Raiders dominated the game. The punt from Washington’s first series was blocked by Derrick Jensen and recovered in the end zone for the score.

Quarterback Jim Plunkett was unable to drive deep into Washington territory until late in the first half. From his 35, Plunkett threw to Cliff Branch down the middle, who sped to the Washington 15. A 12-yard pass two plays later extended the lead to 14-0.

Washington tried to come back, making it to the 7-yard line before kicking a field goal. With 12 seconds left, Washington tried a flare pass from their 12. Jack Squirek, a fast linebacker sent in for that particular play, snatched the pass intended for Joe Washington and streaked down the sidelines for another touchdown.

In the third quarter, Theismann drove the Redskins 70 yards to cut LA’s lead to 21-9. But the Raiders moved to the Washington 5, where, on a second and goal situation, Marcus Allen cut to the inside past the defense for the score. On the last play of the quarter, Allen took the ball again, and from the LA 26, he moved out, cut to the inside again, and ran 74 yards for the TD.

Allen’s performance broke Riggins’ rushing record of 20 carries and 191 yards, made the longest run (74 yards) and the best all-around ground-moving record of 209 yards by catching two passes for 18 yards.

Super Bowl XIX: West Coast Dominance

San Francisco (NFC) 38; Miami (AFC) 16

In what turned out to be an easy blowout, San Francisco quarterback Joe Montana completed 24 of 35 passes for 331 yards (a Super Bowl record) and three touchdown passes. The 49ers set new Super Bowl records, gaining 537 yards in total offense, 326 yards passing and 211 yards rushing.

After the Dolphin’s first possession resulted in a field goal, the 49ers came back with a 33-yard touchdown pass to Carl Monroe to take the lead. A Miami touchdown gave them a 10-7 margin, but on the next series, Montana sent Roger Craig over from the eight to score again. Then, from the six, Montana aborted a slant play to take the ball in himself.

The 49ers were leading 21-10 in the second quarter when they scored again. They were fortunate in that series. On a previous play, Dolphin free safety Lyle Blackwood recovered a fumble and was headed for his goal line when the referee ruled that the pass had been incomplete. Miami kicked a field goal, then, with seconds left in the half, a 49er back fumbled the kickoff. Miami recovered and was able to kick another field goal before the half ended to close the lead to 28-16.

The 49ers first drive of the third quarter ended in a field goal. On their next possession, Montana dodged a blitz and fired a 40-yard pass to Tyler. This play set up the touchdown pass of 16 yards to Craig.

Miami was shut out during the second half. Late in the third quarter, cornerback Eric Wright intercepted the ball on his one-yard line to kill Miami’s chance for a comeback.

Super Bowl XX: The Bear That Ate New England

Chicago Bears (NFC) 46; New England Patriots (AFC) 10

It was one of the those rare Super Bowls where the two weeks of bloated press coverage and ain't-this-great hoopla actually found some worthwhile stories to add to the growing body of football lore. For talent fans there's running back Walter Payton; for faddists there was the Refrigerator; and for the media there was smart-mouthed quarterback Jim McMahon, who was less of a punk quarterback and more of the All-American Jock who wasn't ashamed to admit it.

Discussing a team like this is far more interesting than examining the game, which must have set a record for setting and tying Super Bowl records. Not all of them were set by Chicago; New England kicked the longest punt (62 yards), had the most quarterback sacks (7), the most fumbles lost (4), the fewest rushing yards (7), the fewest first downs (1) and the lowest average yards per rush (0.6). Chicago merely holds the record for most points (46), most touchdowns (5), most quarterback TDs (2), most rushing TDs (4) and most PATs (5).

New England also set a record for the quickest score, kicking a field goal at 1:19 into the game. A Walter Payton fumble was recovered on the Chicago 19, but Patriot quarterback Tony Eason threw three incomplete passes, forcing the conversion.

Shortly thereafter, Chicago kicked a field goal of their own after driving 71 yards in seven plays. New England's next series was shut down by the Bear's defense, forcing two more incompletions and the first sack of the day. Their third series ended quickly as one run went nowhere and a pass attempt ended in a fumble recovery by Chicago that led to another field goal.

So far, the Patriot's defense was keying on Payton, giving fullback Matt Suhey plenty of running room. When a New England fumble was recovered on their 13, Suhey's two carries led to a touchdown. When the first quarter ended, the Bears led 13-3 and there was no hope left in the New Orleans Superdome, except for the Bear's fans who waited 22 long years to see their team make good.

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