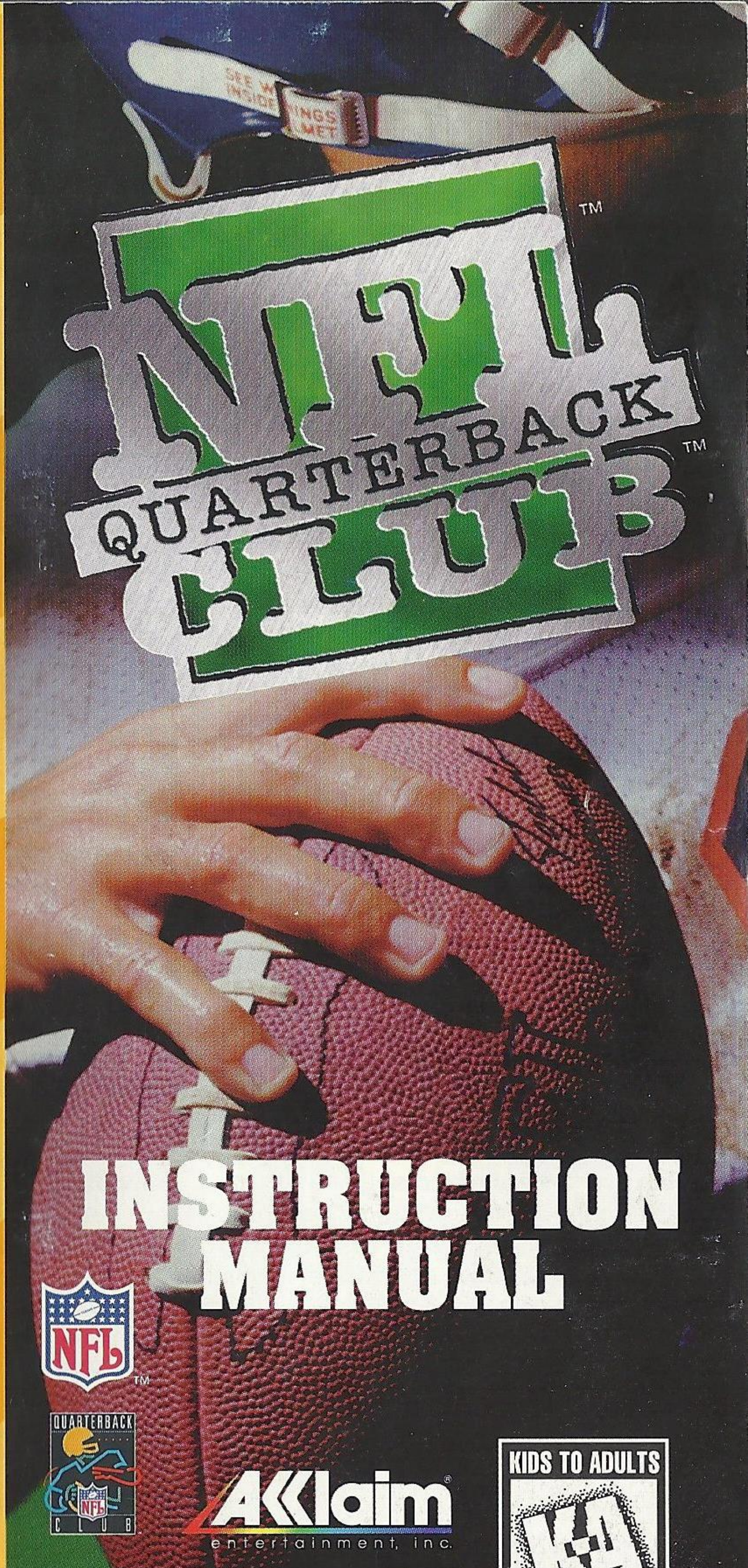
SEGA™

TM

32X

GENESIS™

INSTRUCTION MANUAL



INSTRUCTION MANUAL

NFL™

QUARTERBACK CLUB

Acclaim® entertainment, inc.

KIDS TO ADULTS

AGES 6+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™
GENESIS 32X™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM combined with GENESIS 32X™.

HANDLING YOUR CARTRIDGE

- The Sega Genesis 32X Cartridge is intended for use exclusively with the Sega Genesis™ and Genesis 32X 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.

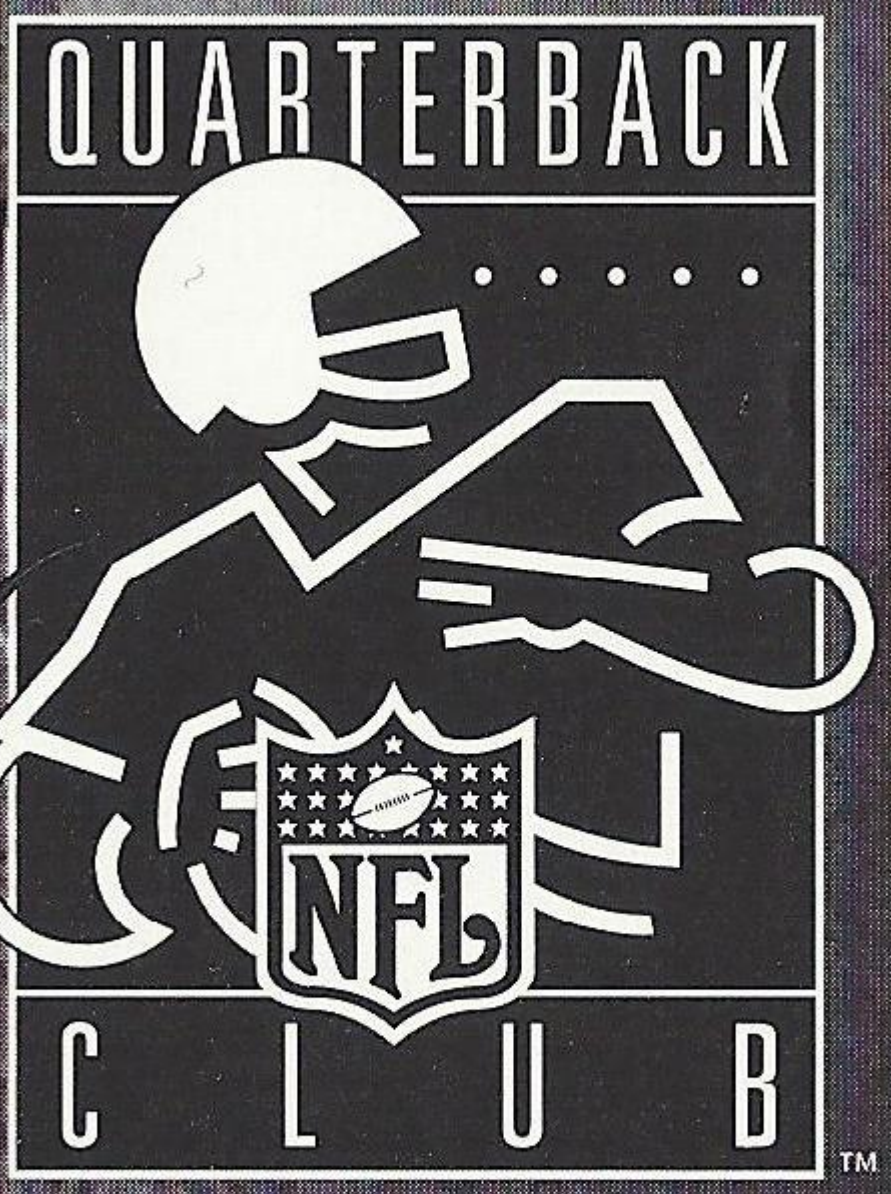
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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JOIN THE QUARTERBACK CLUB™!

Are you ready to compete with the most elite athletes on the face of the earth? Are you ready to press your skills to their very limits? Are you ready to handle the most pressure-filled situations in all of sports?

Then you're ready for NFL™ QUARTERBACK CLUB™!

Because NFL™ QUARTERBACK CLUB™ has it all: 19 superstar quarterbacks, 28 NFL™ teams, and the most realistic in-your-face gridiron action you've ever seen!

NFL™ QUARTERBACK CLUB™ gives you six modes of NFL™ play, plus gritty Simulation play! Play a regular NFL™ game utilizing the most extensive offensive and defensive playbook options you've ever seen--more than 430 plays in all! Experience the pressure of the most intense turning points of the greatest games in the sport's history--including the greatest Super Bowl contests ever!--through a spectacular Simulation mode!

No matter how you play, NFL™ QUARTERBACK CLUB™ takes you right to the line of scrimmage with a level of realism that has to be seen, heard, and experienced to be believed!

The stadium is packed! The crowd is cheering in anticipation! The kickoff is near! Strap on your helmet and hit the field: You've joined the NFL™ QUARTERBACK CLUB™... and you'll never think about football the same way again!

BEFORE YOU HIT THE GRIDIRON

LOADING:

1. Set up the GENESIS 32X™ as described in its instruction manual.

2. Plug a Sega™ controller into control port 1 on the Sega™ Genesis™. If you wish to play a three, four, or five-player game, plug in a Team Player™ Multi-Player Adapter (sold separately) as described in its instruction manual.



3. Make sure the power switch is OFF.

4. Insert your Genesis 32X™ NFL™ QUARTERBACK CLUB™ Game Cartridge into the cartridge slot and press down firmly.

5. Turn the power switch ON. When the game mode screen appears, you will be given two unique and challenging game play options: NFL™ Play (see page 11), and Simulation (see page 26).



Press LEFT or RIGHT on the D-BUTTON to highlight the option you want, then press the START BUTTON. IF YOU'D LIKE TO HIT THE FIELD RIGHT AWAY, TURN TO PAGES 27-28 FOR OFFENSIVE AND DEFENSIVE CONTROLS. *[NOTE: For details on each individual game play option from this point on, turn to the appropriate page noted above.]*



QUARTERBACK PROFILES

NFL™ QUARTERBACK CLUB™ features 19 of the greatest quarterbacks the sport has ever known! Here's a quick rundown of their careers, accomplishments, and abilities:



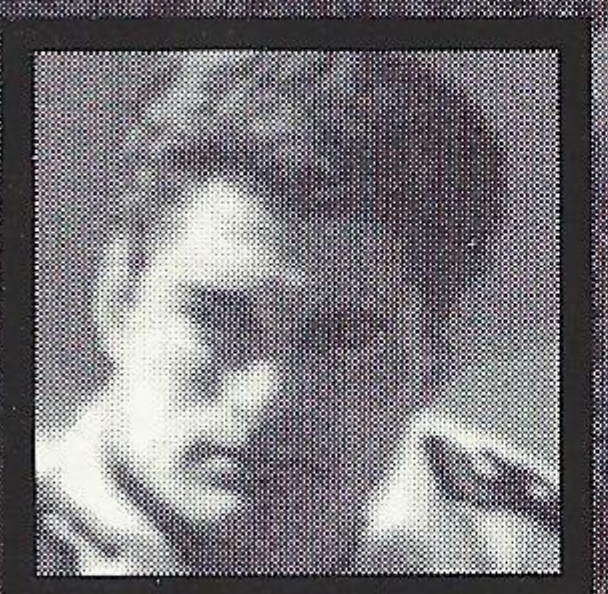
TROY AIKMAN/COWBOYS

Troy Aikman is one of the most feared quarterbacks in the NFL™... His accurate arm and keen eye for the open receiver have netted him two Super Bowl rings... While at UCLA, Aikman threw 41 touchdown passes in two seasons...The Dallas star passed for 4,328 yards in his first two years in the NFL™, more than any third-year quarterback in Dallas history... Troy was born on November 21, 1966 in West Covina, California...

DREW BLEDSOE/ PATRIOTS

The top draft pick in the nation in 1993, Drew's rookie season with the Patriots was an impressive one, as he threw for 2,494 yards in 13 games...Born on February 14 in 1972, he is one of the youngest members of the NFL™ Quarterback Club™... Drew threw four touchdown passes against Miami in '93...





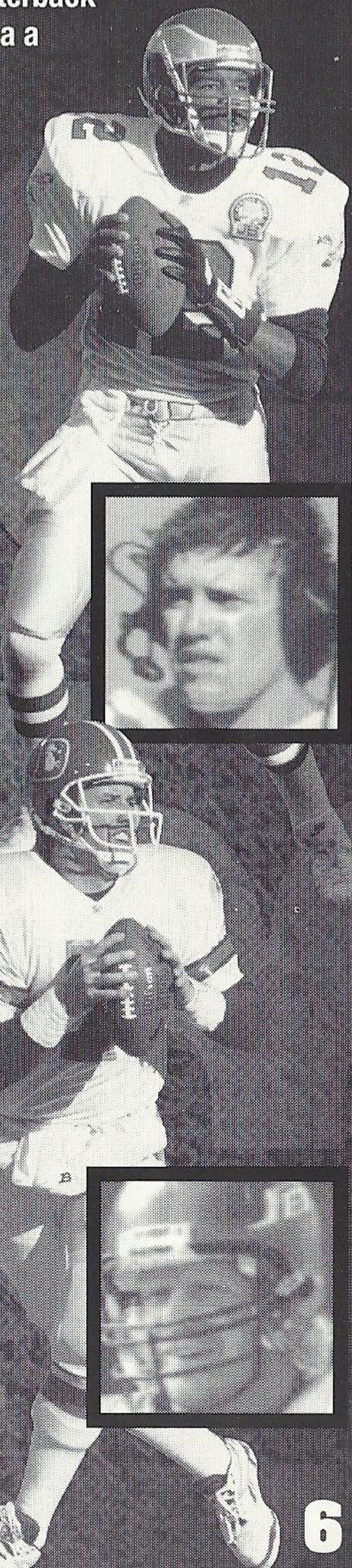
BUBBY BRISTER/ EAGLES

Walter Andrew Brister III hails from Alexandria, Louisiana... He was a fourth round draft pick in 1981—for baseball's Detroit Tigers! Bubby has had some incredible seasons: in 1990 he threw 20 touchdown passes, a pace not seen in Pittsburgh since Hall of Famer Terry Bradshaw threw 22 in '81... Bubby is a teammate of NFL™ Quarterback Club™ member Randall Cunningham...

RANDALL CUNNINGHAM/EAGLES



This electrifying quarterback has made Philadelphia a football force to be reckoned with... As likely to run as throw, Randall excels at reading the defense and making the most of opportunities... Among the leading rushing quarterbacks in NFL™ history, with over 3,500 yards to his credit...Led the NFC with 30 touchdown passes in 1990...



JOHN ELWAY/BRONCOS

Stanford graduate John Elway was drafted into the NFL™ as a first round pick by the Colts, but has spent his professional career with Denver... One of the most accurate throwers around, John has appeared in four AFC championship games, and three Super Bowls... This Pro Bowl quarterback has passed for almost 200 touchdowns... He is also an accomplished punter... Born June 28, 1960 in Port Angeles, Washington...

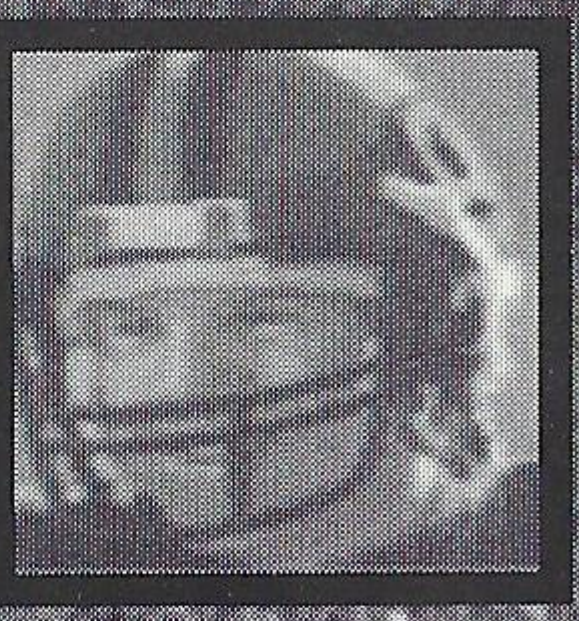
BOOMER ESIASON/JETS

Boomer was the second round draft pick for the Cincinnati Bengals in 1984...A four-time Pro Bowl selection, he enjoyed a 60.7 completion rate in 1993... Real name: Norman Julius Esiason... Took the Bengals all the way to Super Bowl XXIII in 1988, and was named the NFL™'s Most Valuable Player... He threw a club-record five touchdown passes against the New York Jets in 1986, and again in 1989 against Tampa Bay...



JIM EVERETT/SAINTS

The first quarterback in Rams history to pass for more than 4,000 yards in a season (4,310 yards in 1989), he came close to repeating that feat the following year when he threw for 3,989 yards. . .The right hander earned his business degree at Purdue. . . A first round draft pick for Houston, he never played there, but has instead been a stand out for Los Angeles before moving to the Saints. . .



BRETT FAVRE/PACKERS

Brett was born in Pass Christian, Mississippi on October 10, 1969. . . Played in two Pro Bowls in his first three pro seasons. . . In 1994, he earned a 62. 4 completion rate and was the second highest ranked NFC quarterback, with a rating of 90.7 . . .Known for his strong arm, Brett is one of the "comers" in the NFL™, with over 10, 000 passing yards in three years at Green Bay. . . Led the NFC in completions in 1993 with 318. . .

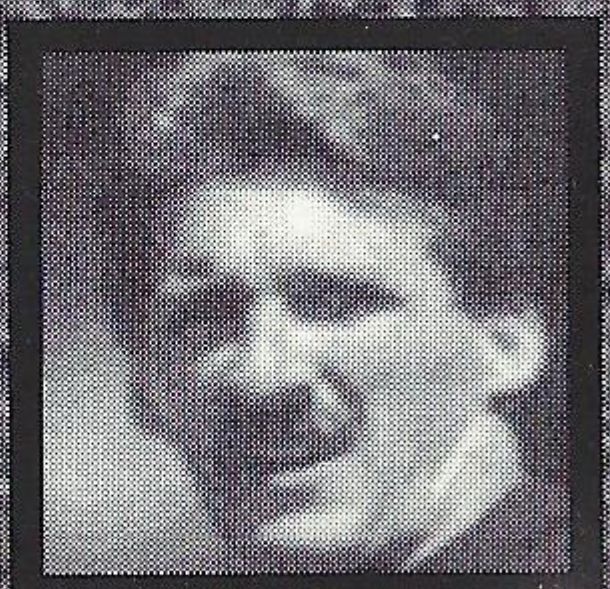


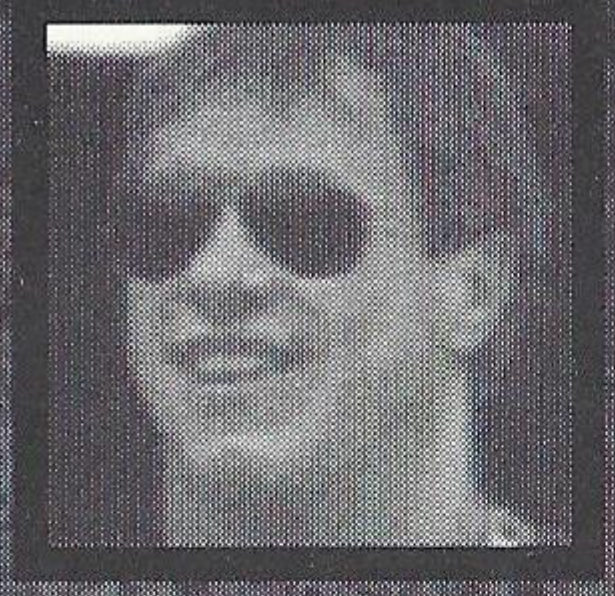
JIM HARBAUGH/COLTS

The son of a head coach and cousin of another, Jim Harbaugh has football in his blood. . . A first round draft pick for the Bears in 1987, the Michigan graduate joined the Indianapolis Colts in 1994. . . A mobile and tough-minded competitor, Harbaugh is among the most resilient players in the game. . .

JEFF HOSTETLER/RAIDERS

One of the elite few to earn more than one Super Bowl ring, Jeff led the Giants to their second Super Bowl victory in 5 years in 1990. . . Jeff had a career high 3,242 passing yards with the Raiders in 1993. . . Known for his toughness, the veteran quarterback is able to play through injuries that might sideline others. . .





JIM KELLY/BILLS

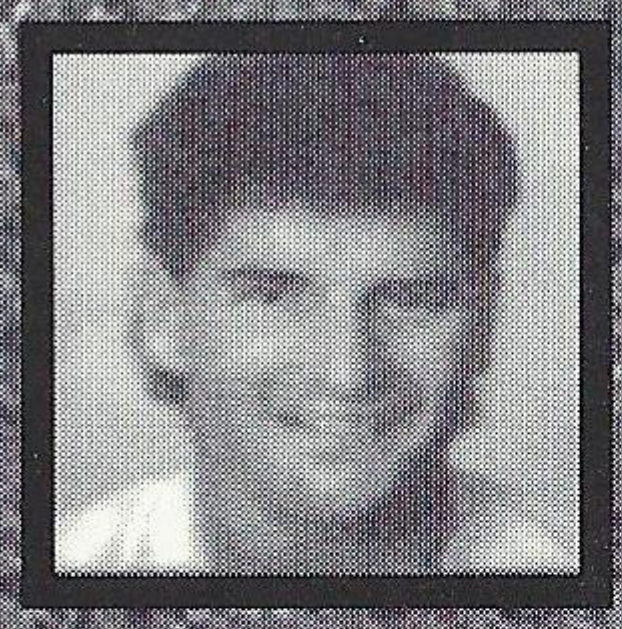
Jim began his professional career in the now defunct USFL, where he was named MVP in 1984 . . . Kelly played two seasons for the Houston Gamblers before joining Buffalo in 1986. . . He has led the Bills to four Super Bowls. . . Famous for his ability to read a defense, Jim has thrown for over 36,000 yards in his pro career. . . The Pittsburgh native has been selected for the Pro Bowl four times. . .

DAVID KLINGLER/BENGALS

David is another first round pick (sixth overall) who has impressed quickly since the beginning of his pro career in Cincinnati. . . A strong arm makes him an able heir to former starting QB and fellow NFL™ Quarterback Club™ member Boomer Esiason. . .



BERNIE KOSAR/ DOLPHINS



A graduate of the University of Miami football program, Bernie is an excellent reader of defenses who holds records for lowest percentage of passes intercepted (2.52) and most consecutive passes without an interception—308! . . . Drafted by the Cleveland Browns in 1985, Bernie was released and picked up by Dallas in 1993—in time to play in Super Bowl XXVIII. . . Signed by Miami as a free agent in 1994. . . . Kosar has played in four league championship games, three in the AFC and one in the NFC. . .



DAN MARINO/DOLPHINS

The complete quarterback, Dan Marino has established many records, among them throwing for 5,084 yards in 1984, the same year he threw 48 touchdown passes (another record). . . He is second only to Fran Tarkenton in career passing yards with 40,720. . .The Dolphin quarterback is famous for his fourth-quarter come backs; opposing teams have learned the hard way that no lead is safe from Dan Marino. . . A quick release and pinpoint accuracy are his trademarks. . .

CHRIS MILLER/RAMS

Accuracy is the word on Chris Miller, the agile former Falcon who now calls signals for the Rams... Played in the Pro Bowl in 1991, a year he was tied for the league lead in touchdown passes before injuries ended his season... A California native, Chris was born in Pomona on August 9, 1965...



RICK MIRER/SEAHAWKS

This outstanding young quarterback started all 16 games for Seattle in 1993, his rookie season...Rick set rookie records for most completions with 274 and for most passing yardage with 2,833... Named the AFC Rookie of the Year... The Notre Dame grad was born March 3, 1970 in Goshen, Indiana...



WARREN MOON/VIKINGS



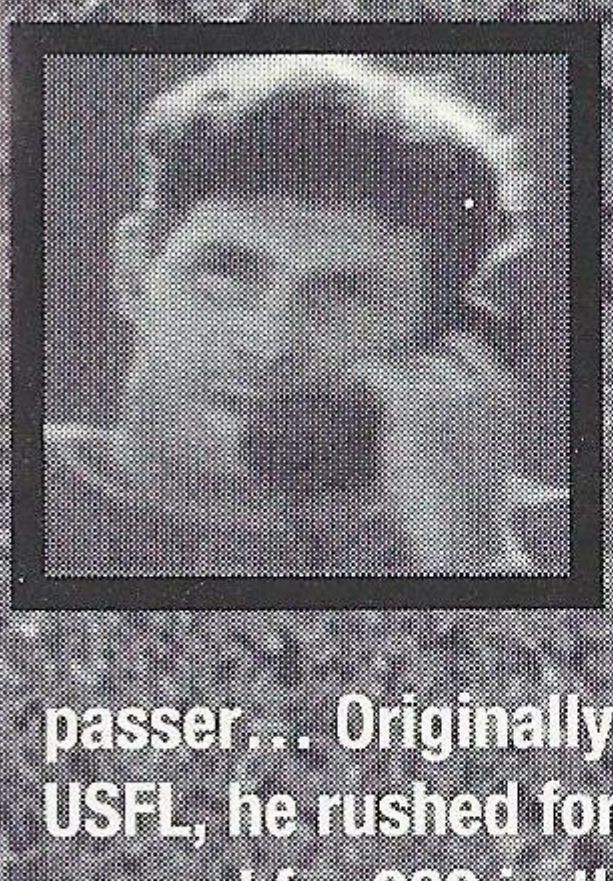
One of the best-liked players in the game, Moon has enjoyed a long and successful pro career. . . Led the AFC in passing with 4,689 yards in 1990. . . Warren started out in the Canadian Football League with the Edmonton Eskimos, leading them to five Grey Cups, the Canadian equivalent of the Super Bowl. . . His 21 TDs and 3,485 passing yards were second only to John Elway in the AFC in '93. . .



NEIL O'DONNELL/STEELERS

Pro Bowler Neil O'Donnell is a New Jersey native who played for the University of Maryland. . . Neil enjoys an 80.5 overall career rating. . . As a Steeler, he has steadily improved: in 1993 he threw for almost 1,000 yards more than in 1992... He is among the top active passers in the AFC, with a 56.3 completion rate... Had the lowest interception percentage in the AFC in 1993, 1.4 ...

STEVE YOUNG/49ERS



Considered one of the best overall quarterbacks in the NFL™, Steve is an excellent runner and passer... Originally drafted into the USFL, he rushed for 100 yards and passed for 300 in the same game in 1984, the first pro player to do so... A graduate of Brigham Young University, Steve was named the NFL™'s Most Valuable Player in 1992...A left handed thrower with a strong arm, Young is a worthy successor to Joe Montana...

NFL™ PLAY

Are you ready for the most realistic NFL™ game action ever? Then you've come to the right place! Because the NFL™ Play option of NFL™ QUARTERBACK CLUB™ gives you more plays, more strategies, and more helmet-crunching action than you've ever seen before!

SIX GAME MODES

NFL™ Play provides you with six modes of play:

1. PRESEASON: Use this mode to compete in Preseason competition. Preseason mode allows you to import NFL™ QUARTERBACK CLUB™ member quarterbacks to any of the 28 NFL™ teams. NOTE: To access an imported quarterback, you must use the Substitute Quarterback option on the Pause Options menu.

2. NEW SEASON: Use this mode to begin a new season of action, from opening day to the Super Bowl itself!

3. RESUME SEASON: Use this mode to pick up seasonal play where you left off last time. You may choose from four saved teams.

4. ENTER PLAYOFFS: Use this mode to set up a playoff bracket on the way to the Superbowl using one of the eight teams that advanced to the 1995 wild card playoff round. A win in the Super Bowl will take that team into the 1995-96 season.

5. RESUME PLAYOFFS: Use this mode to pick up playoff action where you left off last time. You may choose from four saved teams.

6. PRO BOWL: Use this mode to set up an AFC vs. NFC Pro Bowl game!



No matter which

mode of play you choose, you can compete at three levels of difficulty: ROOKIE, PRO, or ALL-PRO.

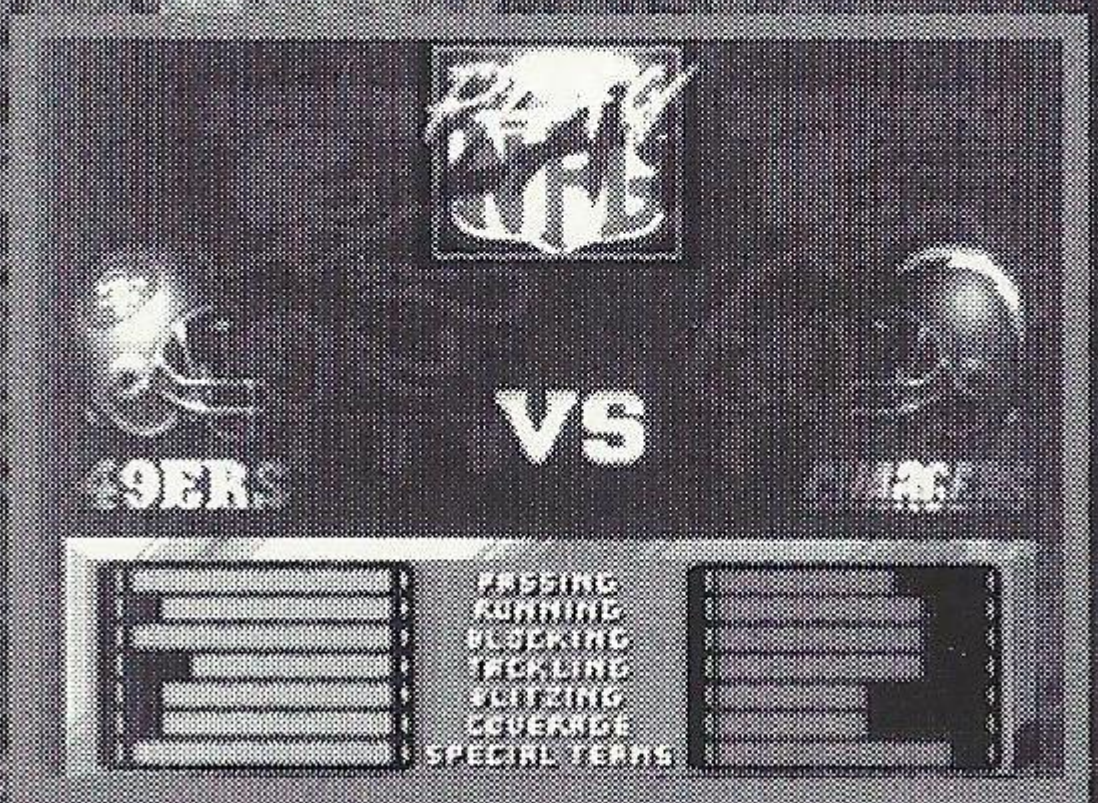
SAVING/RESUMING GAMES

The player may save his position (up to four positions can be saved) in both Season and Playoff modes prior to or following each game. At both these times the player will be presented with the "Save Position" option. Use the D-BUTTON to highlight this option, then press the START BUTTON. You will then see four boxes which can each hold a position. Highlight the box you wish to save to with the D-BUTTON. Press the START BUTTON to save your current position in that box. To exit this option without saving a game, press the C BUTTON.

NOTE: After pressing the START BUTTON to save a particular position, DO NOT press the RESET BUTTON or turn the power OFF on your Sega™ Genesis™ until the next option screen is locked in place. Doing so will ERASE ALL SAVED POSITIONS and make it necessary to turn the power OFF on your Sega™ Genesis™ and restart to begin play again.

CHOOSING YOUR TEAMS

Once you've chosen your mode of play, it's time to choose the team you want. This screen allows you to choose which of the 28 NFL™ teams you want to be on.



Press UP or DOWN on the D-BUTTON to scroll through all 28 NFL™ teams. Note that attribute levels are provided in seven important categories: passing, running, blocking, tackling, blitzing, coverage, and

special teams. Once you've scrolled through to the team you want, press the START BUTTON. *[NOTE: When you choose New Season or Enter Playoffs, only the team on the left of the screen may be selected. The team on the right will automatically modify to display which team your selected team will face in the upcoming game.]*

CUSTOMIZING WEATHER, PLAYING SURFACE, AND OTHER GAME OPTIONS

Once the teams are chosen, NFL™ QUARTERBACK CLUB™ provides you with several other options to choose from:

- ❑ Choose a home or away game.
- ❑ Choose from six weather options: fair, rain, snow, hot, cold, or auto--which allows the computer to randomly choose for you.
- ❑ Choose between grass and artificial turf playing surfaces.
- ❑ Choose one of five quarter lengths: 1, 2, 5, 10, or 15 minutes per quarter.

NOTE: At any time prior to selecting quarter length, you can return to a previous screen by pressing the C BUTTON.

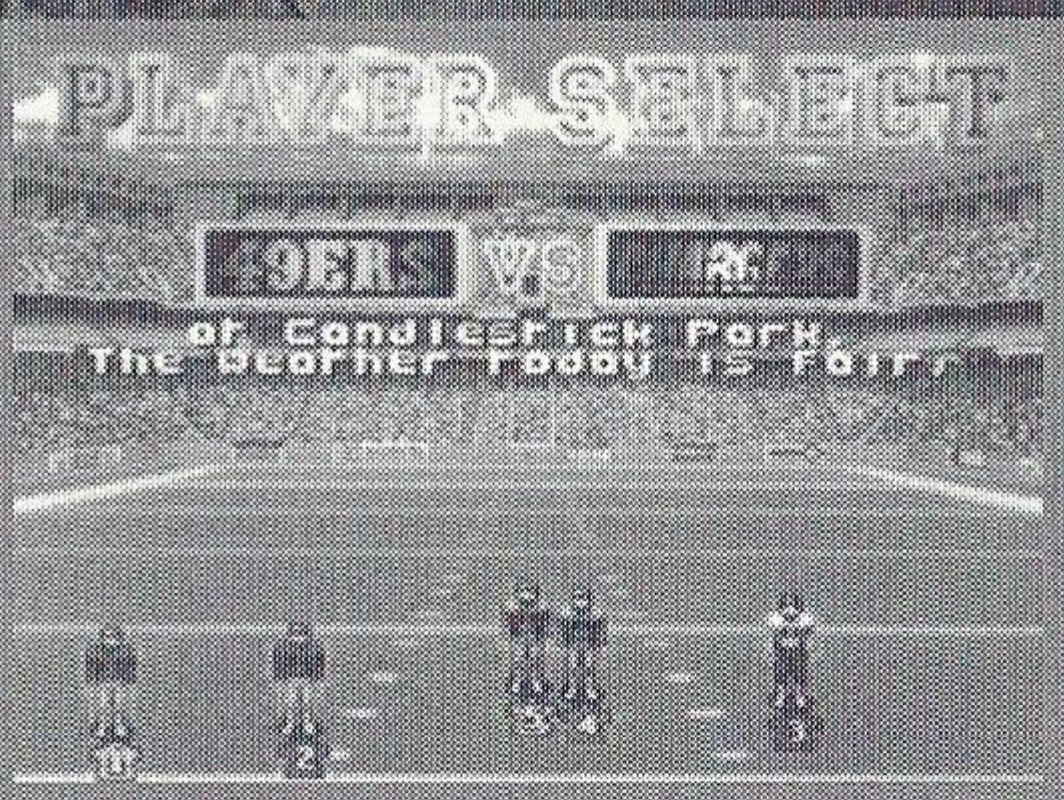
GAME TIME

PLAYER SELECT

After selecting your teams and setting your custom options, it's time to select which team to play on. Five players appear in a semi-circle. For each plugged in controller, a corresponding number appears below a player. Each controller has a color assigned to it. An arrow with this color on it will appear under the player once he has moved over to his chosen team. This color assignment is in effect for all modes of play. Up to five players can elect to play as teammates or to

be on opposing teams. Use the D-BUTTON to move your player under the name of the team you wish to join. The game will begin when any player pushes the START BUTTON on his or her controller, so in a multi-player game, make sure everyone has chosen before starting. If any player in a multi-player game does not make a selection, the computer will control that player. If you wish to change your selection, you may do so after the coin toss by pressing the START BUTTON to bring up the Pause Options screen and selecting Restart Game. If you wish to watch a computer controlled game, simply press the START BUTTON without moving a player to either team.

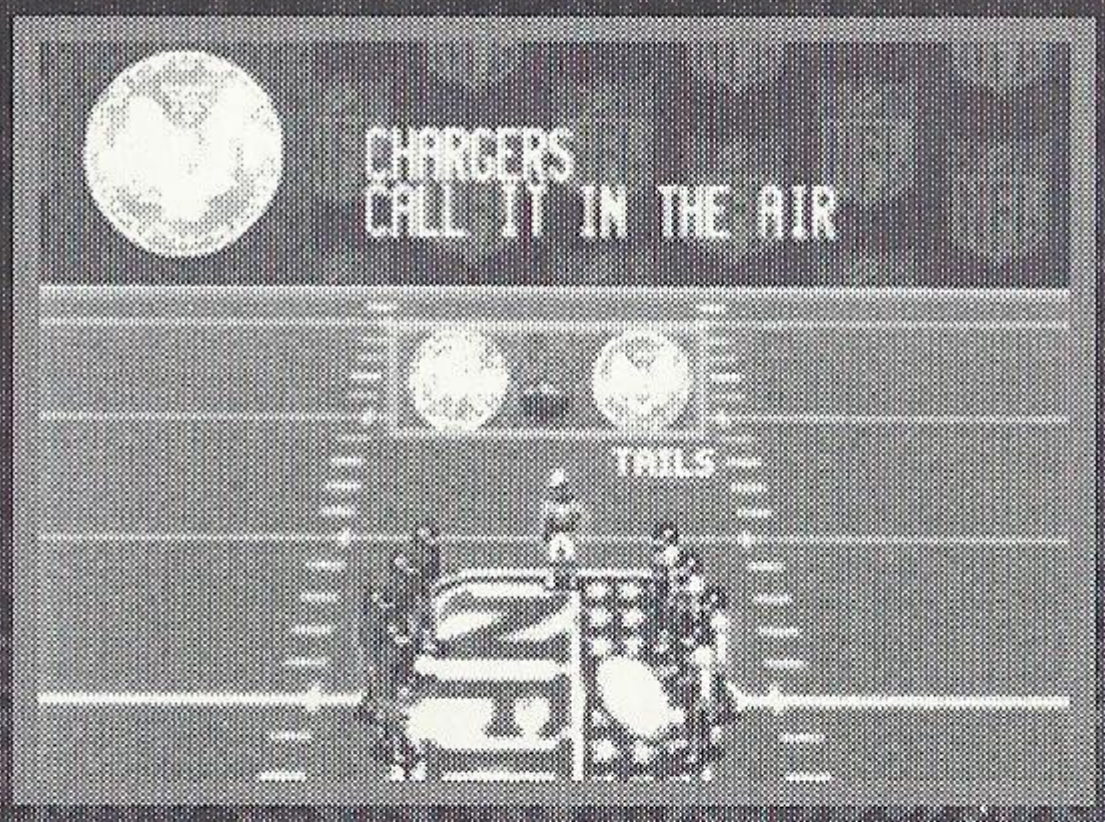
In a multi-player game, play calling priority is determined by controller number. The player whose controller has the lowest number is the Offensive Team Captain, and therefore chooses the offensive plays. The player whose controller has the next lowest number (the Defensive Team Captain) calls the defensive plays. For example, if players with controllers 1 and 3 have selected the 49ers, and players with controllers 2, 4 and 5 have chosen the Cowboys, the player with controller 1 will call offensive plays for the 49ers, while the player with controller 3 will call defensive plays for them. The player with controller 2 will call offensive plays for the Cowboys, while the player with controller 4 will call defensive plays. In this example, the player with controller 5 does not call plays; only players with the two lowest controller numbers on a given team are captains.



THE COIN TOSS

The coin toss determines who will kick off and who will receive. The visiting team calls the

toss in the air. Press the D-BUTTON to move the indicator between Heads or Tails. Results of the toss appear immediately. If you win the toss, you may elect to either kick off or receive by using the D-BUTTON to highlight your choice and the B BUTTON to select it. If you lose the toss, you get to choose which goal you wish to defend by highlighting your choice with the D-BUTTON, then pressing the B BUTTON to select it. After selecting, each team will choose the respective kick or return play they wish to run.



NOTE: Press the START BUTTON to bypass the Coin Toss. Doing so will leave the Coin Toss set at the default (or a previously chosen) setting, and bring you right to kick off or return play selection. It's kick off time!

THE PAUSE OPTIONS SCREEN

At any time during game play, you may press the START BUTTON to halt game play and activate the Pause Options screen. This screen allows you a wide variety of statistical and game play options:



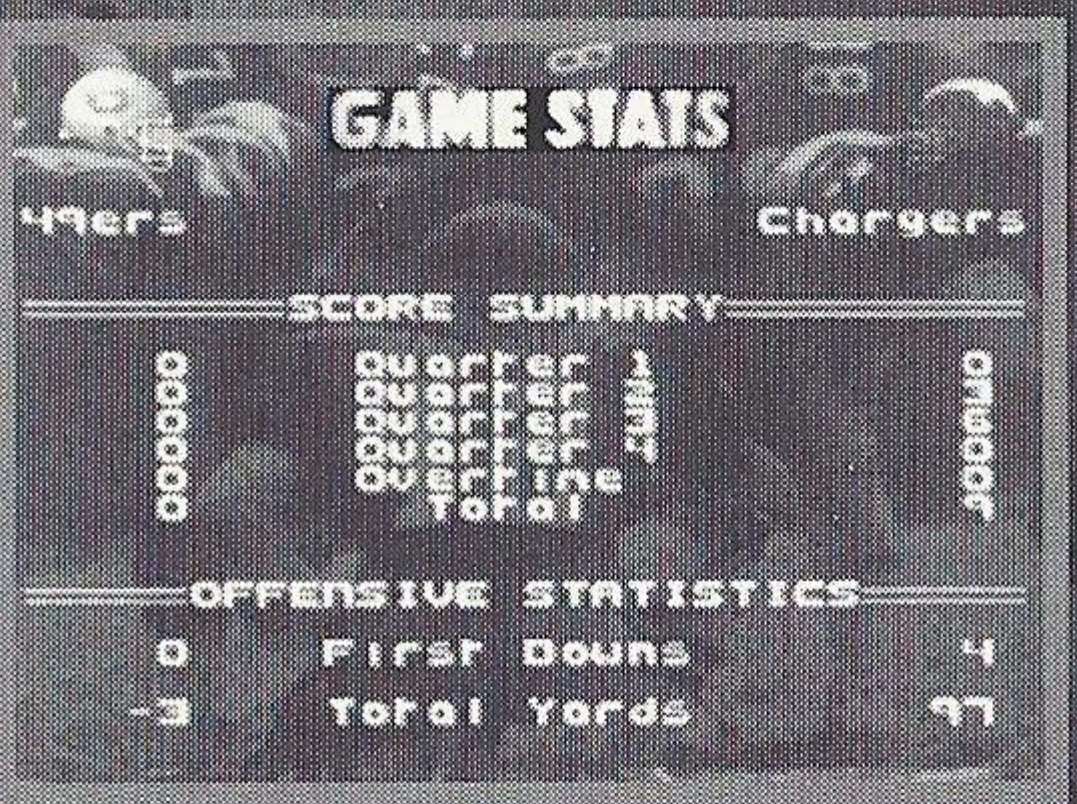
Press UP or DOWN on the D-BUTTON to highlight one of the eight pause options available. To activate that option, press the B BUTTON. To exit the Pause Options screen after utilizing one or more of the options, press the START BUTTON.

Here's a detailed explanation of what each option does:

SUBSTITUTING QUARTERBACKS: This allows you to bring the second string quarterback off the bench and into the game. Press the B BUTTON to swap quarterbacks.

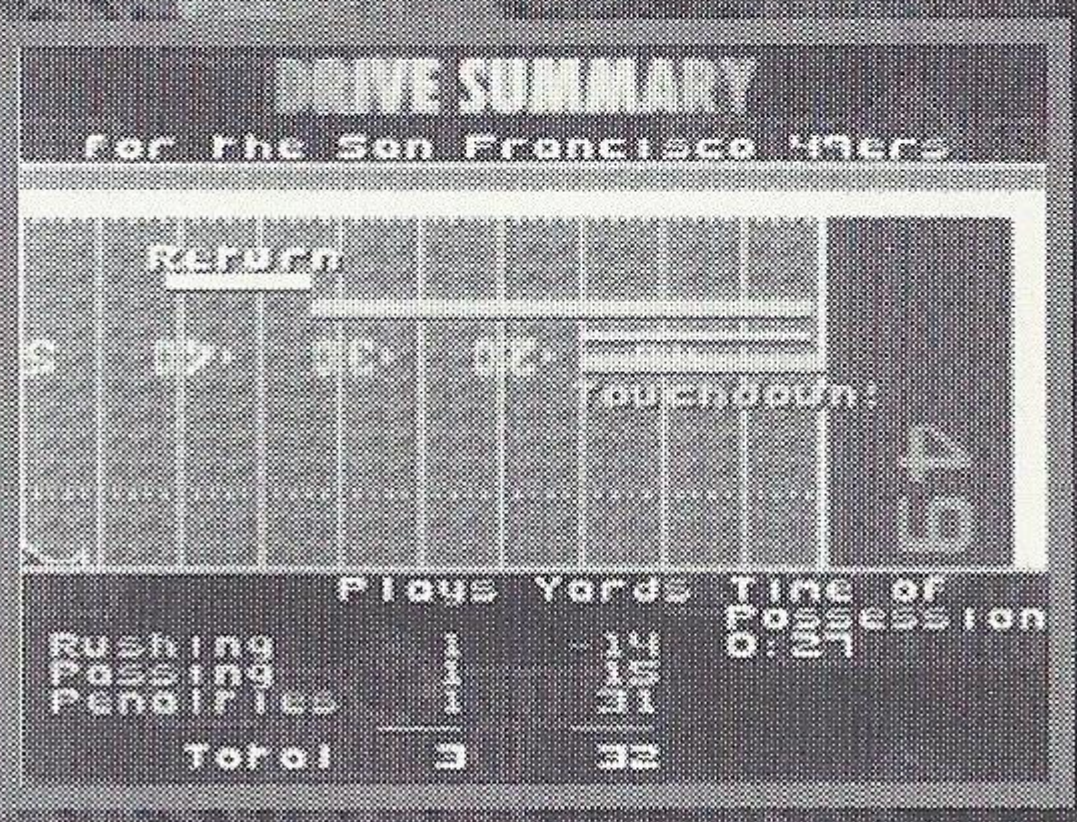
CALL A TIME OUT: This enables you to call a time out and stop the game clock. The time out will be charged to the team that called up the Pause Options screen.

VIEW GAME STATISTICS: This allows you to view a comprehensive compilation of statistics for the game up to that point. Press UP or DOWN on the D-BUTTON to scroll through the statistical listing. Press the B BUTTON to return to the Pause Options screen.



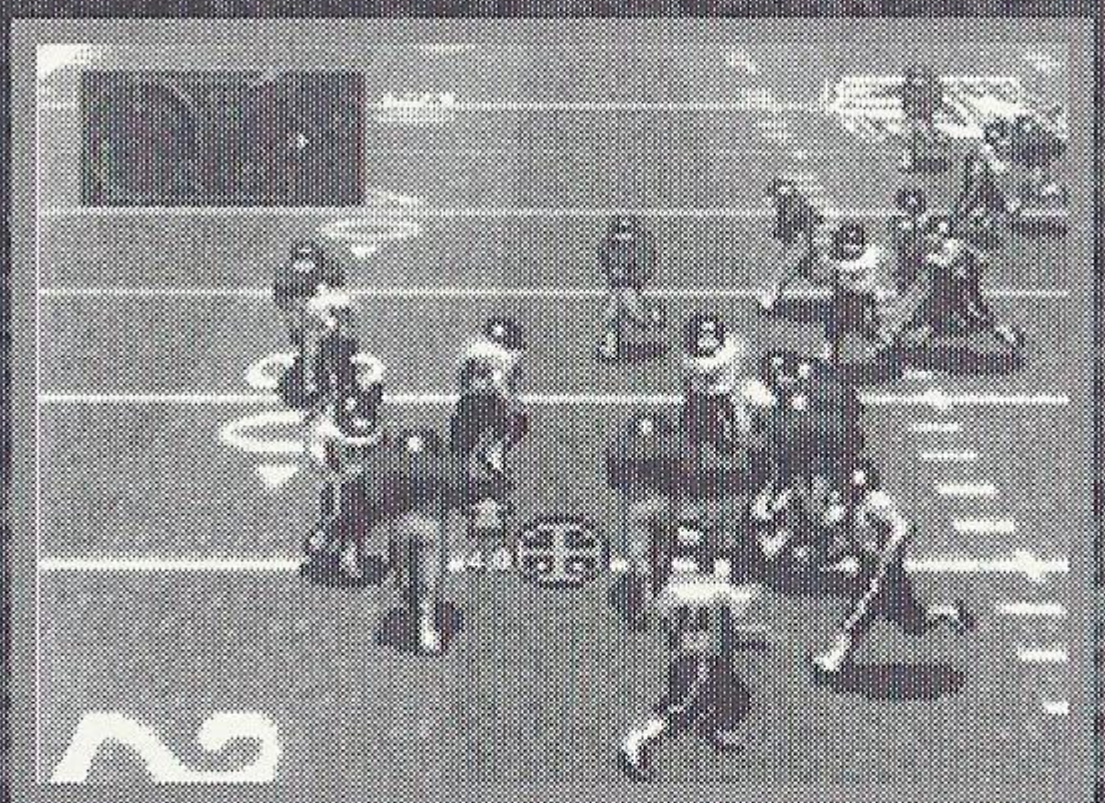
SETAUDIBLES: This allows you to access your playbook and assign specific plays to the A, B, and C BUTTONS for audible use. Press LEFT or RIGHT on the D-BUTTON to scroll through the plays, then press the A, B, or C BUTTONS when the specific play you want assigned to that button is in the box labeled with that button's letter. Press DOWN on the D-BUTTON to move the highlight between Offensive and Defensive plays. Press the START BUTTON to return to the Pause Options screen.

DRIVE SUMMARY: This provides you with details of the current drive, including how the team with the ball gained possession. Press the D-BUTTON to scan the

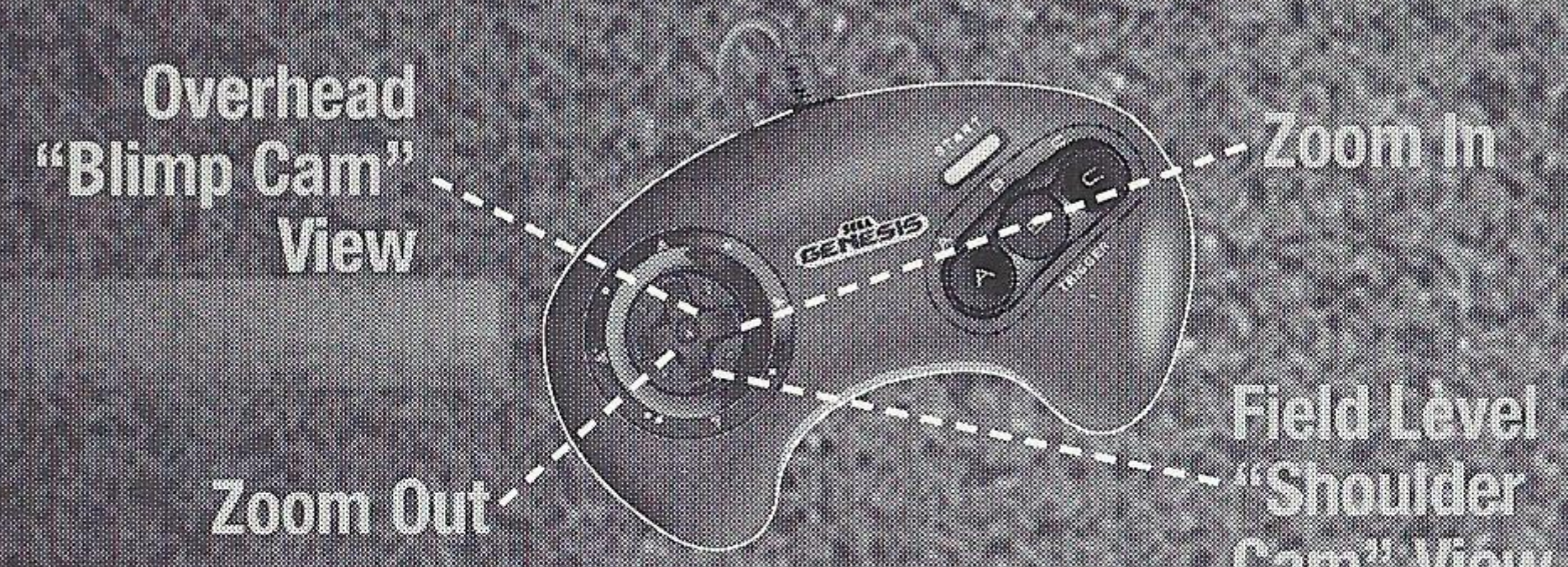


field where the action took place. The screen will also provide you with a statistical breakdown of that drive. Press the B BUTTON to return to the Pause Options screen.

SMOOTH CAM REPLAY: This will allow you to review and analyze the previous play. Press the D-BUTTON to move the camera's point of view to the ball, a specific player, or a particular area of the field. To watch the play in real time, press the C BUTTON. Hold the C BUTTON to review the play at high speed. To review the play backwards in real time, press the A BUTTON once. For high speed reverse (rewind), hold the A BUTTON.



Shifting Camera Angle/Position: At any point during replay, you may adjust the location of the camera by holding the B BUTTON and pressing the D-BUTTON in the following ways:



To shift the replay to an opposite angle point of view, press the A and B BUTTONS simultaneously. Press the START BUTTON to return to the Pause Options Screen.

RESTART GAME: This allows you to cancel all game play up to this point and return to the Player Select screen to choose which of the two teams you wish to control. The teams and options remain as you set them previously. You now begin the game fresh from the opening kickoff. *[NOTE: All statistics for the game up to that point will be eliminated.]* The computer will ask you if you are sure. Press LEFT or RIGHT on the D-BUTTON to highlight either "yes" or "no," then press the B BUTTON.

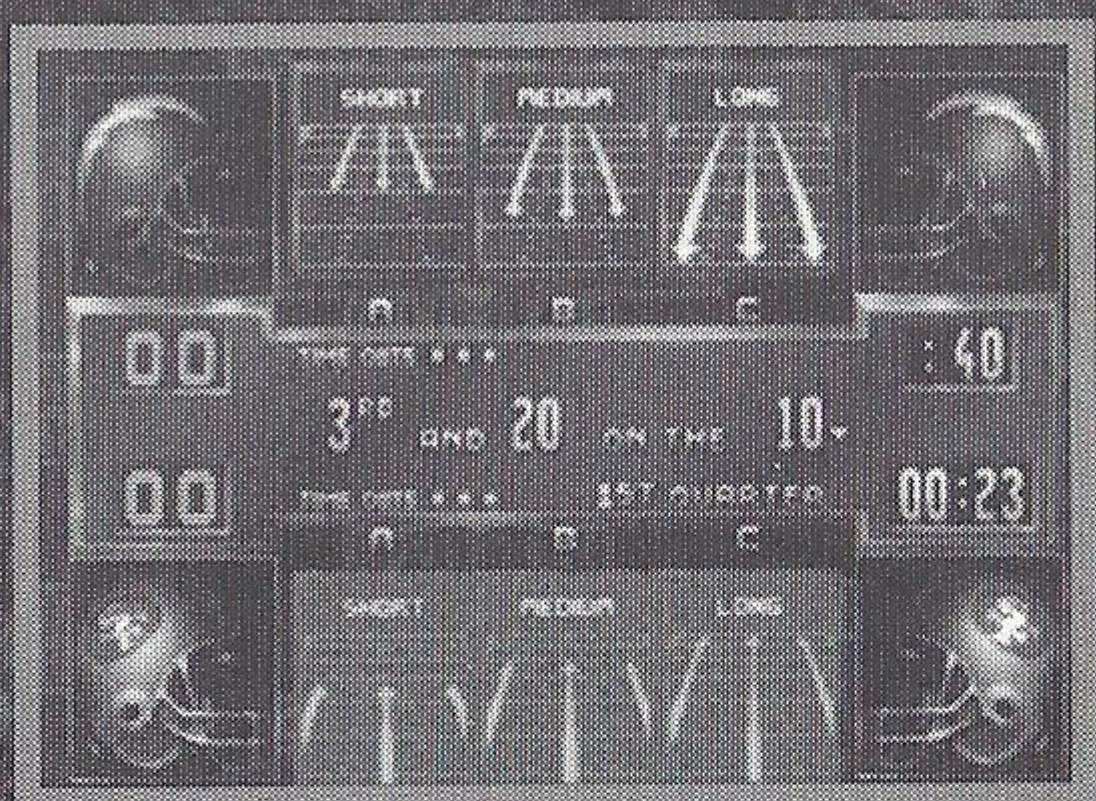
HUDDLE: This allows the player to set a "no huddle" situation on offense for the purpose of speedy game play or hurry-up and two-minute drill situations. If the no huddle option is set, no playbook options will appear, and players will call plays from their selected or default audibles. When you choose this option, the computer will ask you if you are sure. Press LEFT or RIGHT on the D-BUTTON to highlight either "yes" or "no," then press the B BUTTON. *[NOTE: Once a No Huddle offense is set, it will remain in effect until the clock stops or you turn it off by choosing a huddle setting.]*

SET CAMERA VIEW: This option allows you to select which of 4 exciting camera settings/ angles you wish to view your game from. With the exception of the Auto View Cam setting, these camera settings will provide a consistent point of view throughout most game situations. Auto View Cam, however, will adjust the camera angle based on game situation and field position. Press the B BUTTON to return to the Pause Options screen.

SET CLOCK SPEED: This option allows you to adjust the speed at which the game clock operates. You may choose between Normal Clock, Accelerated Clock and Turbo Clock settings. Press the B BUTTON to return to the Pause Options screen.

THE PLAY BOOK

This is your playbook, your guide to the strategies and circumstances that pro quarterbacks must master to succeed in the NFL™. A poster featuring every play in NFL™ Quarterback Club™ is enclosed with this game.



PLAY PLAQUES

Each play in NFL™ QUARTERBACK CLUB™ is diagrammed on a play plaque. To help you understand the diagrams, a brief legend appears below.

ON OFFENSIVE PLAQUES:



A Circle denotes a player. The circle represents where the player is positioned at the start of a play.



A Line crossed with a T junction denotes both the position and direction of a Block.



A Line denotes the direction/ position the player should move in/to.



A Line with an Arrow indicates that the player should continue in the direction of the arrow for the maximum distance the play allows.



A Dotted Line from the Quarterback denotes a Pitch out or Hand off.

ON DEFENSIVE PLAQUES:



A Circle denotes a Lineman at the line of scrimmage. This player will remain near the scrim-mage line.



A Square denotes a Linebacker. This player defends behind the linemen.



An X denotes a defensive back. This player defends against the pass, and is in the backfield.



A Line indicates that a player should go to this area and Read (assess the situation, then act).



A Line with an Arrow denotes a player should continue in that direction/ penetrate the offensive backfield.



A Darkened Circle at the end of a line from a Square or an X denotes the player is going to an Anchored Zone. This means the back will defend this zone, and not leave it to pursue an offensive player unless it's clear that surrounding coverage has failed and there is no one else able to pursue him.



A Clear Circle at the end of a line from a Square or an X denotes an Unanchored Zone. A defending back in an Unanchored Zone must pick up and stay with the first uncovered offensive player in this zone.

YARDAGE SITUATIONS

Offensive and defensive plays are divided into Short, Medium and Long yardage situations, with many plays in each formation. For example, in a Short yardage situation, in a Pro Set formation, the offense can choose from a half-dozen different plays. Below is a brief outline of some of the characteristics of each yardage situation.

SHORT

Short yardage situations include anything from 0-15 yards.

<u>OFFENSE</u>

PASSING — Patterns tend to emphasize evasion.

RUNNING — Short yardage situations call for power plays, and tend to favor the bigger men, Fullbacks and Halfbacks especially.

<u>DEFENSE</u>

PASSING — In defending against the pass in short yardage situations, linebackers and defensive backs must establish coverage close to the line while keeping the backfield covered—a tough assignment.

RUNNING — Defense is similar to that for short passing situations, but with greater emphasis on covering the line.

MEDIUM

Medium yardage situations include anything from 16-30 yards.

<u>OFFENSE</u>

PASSING — Passing patterns in medium situations are likely to have the receiver breaking at a point double that of Short yardage plays. Speed becomes more important.

RUNNING — Misdirection plays a greater part in the Medium yardage running game, with increasing use of trap and pull blocks.

DEFENSE

PASSING — In many Medium yardage situations, pass coverage means intense line penetration coupled with plenty of depth coverage from the defensive backs, who must still be wary of the short play.

RUNNING — Defending against the run in a medium yardage situation requires the defense to be especially watchful of the offensive line and backfield as they try to draw the defense into misreading the play and committing costly blunders.

LONG

Long yardage situations include anything over 30 yards.

OFFENSE

PASSING — Long yardage passing plays are NOT desperation plays, but soundly structured play patterns that often result in dramatic gains.

RUNNING — The Draw and the Delay are favorites for the long running game, as fooling the defense into expecting a pass becomes essential to the success of a long run play.

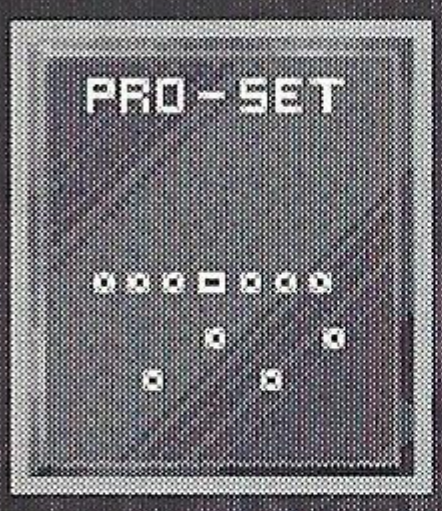
DEFENSE

PASSING — Getting burned on a long pass play is a defensive back's nightmare. Defending the secondary is the name of the game here. It's important to get an accurate read before committing.

RUNNING — Another situation where the offense will be faking the pass in order to gain big yards on the ground. Defenders must be vigilant at the line.

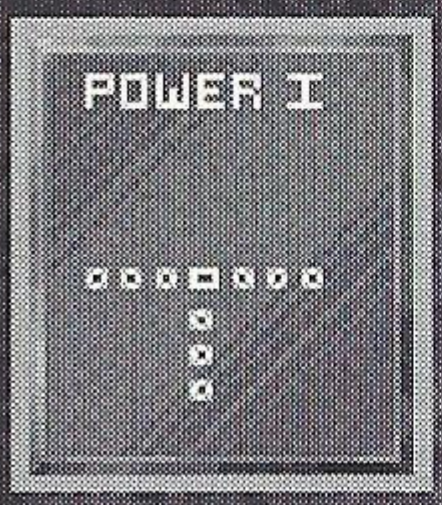
OFFENSIVE PLAYBOOK

The Offensive Playbook in NFL™ QUARTERBACK CLUB™ is extensive. The plays use four different offensive formations, which apply differently in Short, Medium and Long yardage situations. The formations are as follows:



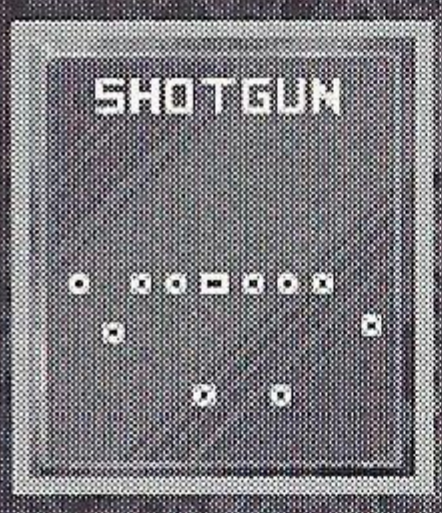
PRO SET

The Pro Set is perhaps the most popular offensive lineup in the NFL™. In this setting, a fullback and a halfback line up beside each other behind the quarterback.



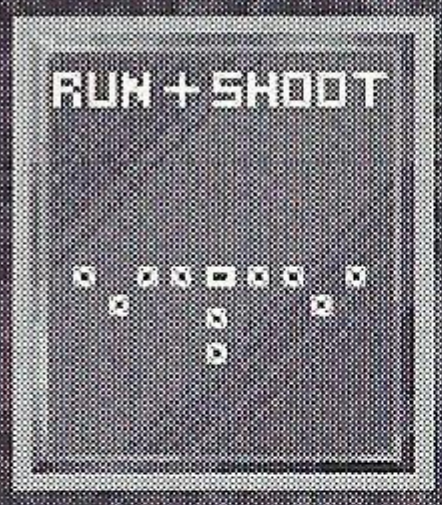
I FORMATION

In the I formation, two backs line up directly behind the quarterback. This formation is popular for running sweeps and dives.



SHOTGUN

The shotgun is a passing formation in which the quarterback is set back about five yards from the center, giving him plenty of scrambling room and time to find open receivers.



RUN & SHOOT

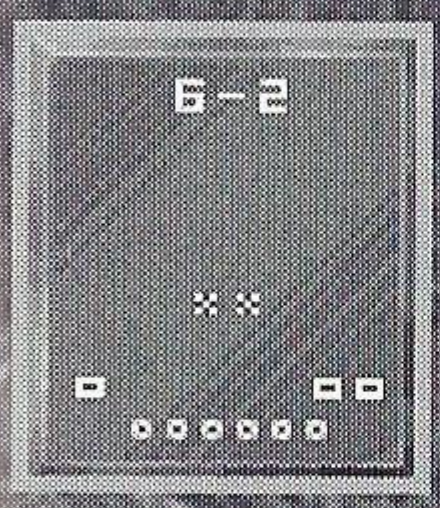
The Run & Shoot is a formation featuring four fast receivers and a halfback. The speed of the receivers can make for quick yardage gains if the pass is completed.

NFL™ QUARTERBACK SIGNATURE PLAYS

Each quarterback featured in NFL™ QUARTERBACK CLUB™ has a signature play which is typical of his playing style, and highlights his particular strengths. Once you've selected a particular quarterback, look through the playbooks to find his signature play, which is designed to make use of his unique abilities.

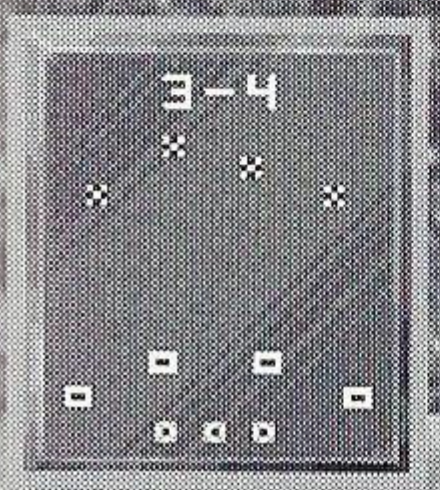
DEFENSIVE PLAYBOOK

The Defensive Playbook in NFL™ QUARTERBACK CLUB™ features five popular defensive formations, which have multiple play options in either Short, Medium or Long yardage situations.



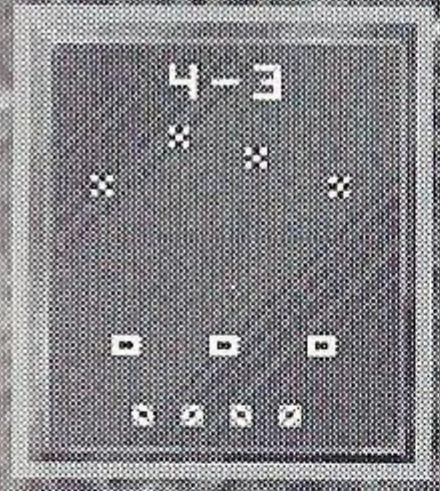
6 - 2

The 6 - 2 defense features six linemen and 2 linebackers. It is a potent defense against the run, but don't rule it out for pass coverage. Check the playbook for plays featuring extra safeties.



3 - 4

This formation features three down lineman and four linebackers and is very effective against short and medium passes, as well as the run.



4 - 3

The 4 -3 features a standard alignment of two tackles and two ends as down linemen (the four), with three linebackers. Appropriate against runs and short passes.



NICKEL

The Nickel defense gets its name from the addition of an extra defensive back, making for five. This makes for effective pass coverage in a situation where a pass is likely.



DIME

The Dime has backfire potential in it, as the defense opts to add yet another defensive back. Only used when a pass is a virtual certainty, as it leaves the defense vulnerable to the run.

PENALTIES

KICK OUT OF BOUNDS: ILLEGAL PROCEDURE

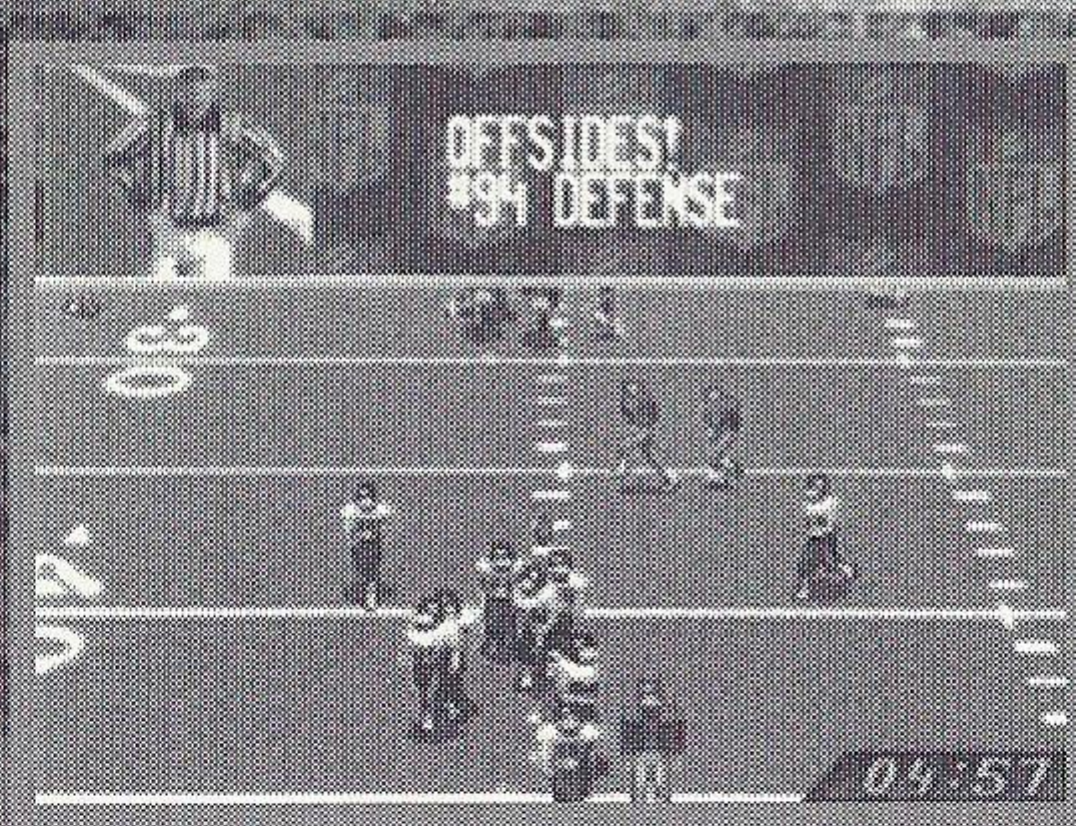
If a kickoff goes out of bounds without either team touching it, the receiving team may take possession at their own 40 yard line or at the yard line where it went out of bounds, whichever is better for them.

DELAY OF GAME

5 yard penalty, plus repeat of down. The offense must hike the ball before the 40 second play clock expires.

OFFSIDES

5 yard penalty, plus repeat of down. No offensive player may cross the line of scrimmage before the ball is snapped. A defensive player must be on his side of the ball when it is snapped, and may not touch an opposing player prior to the snap.



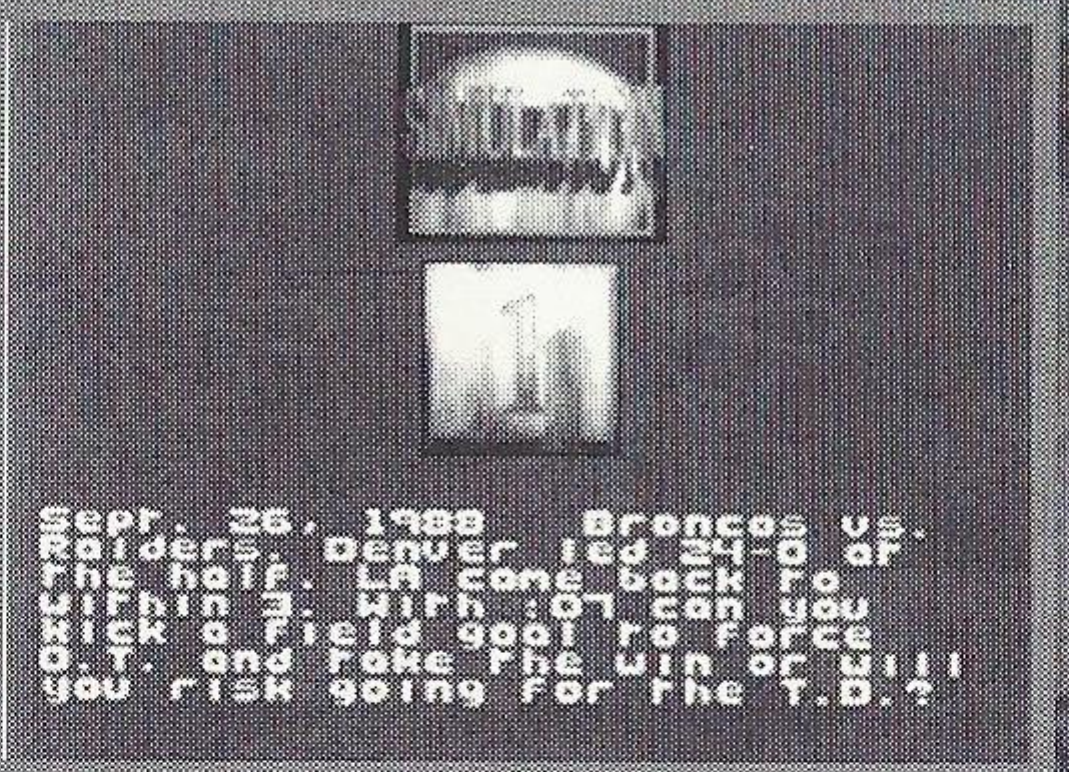
PASS INTERFERENCE

First down at point of interference. No player may interfere with a receiver before he catches the ball.

SIMULATION

When you choose Simulation mode you find yourself thrust into the high-pressure turning points of past Super Bowls and other intense game situations! You may be down 28 to 14 with 3:50 left to play, as the Raiders were against the Steelers in September of 1976, or you may find yourself playing in the very first Super Bowl, with Kansas City 18 points behind Green Bay in the 4th quarter. You may even wind up back in 1957 for the Western Conference Championship with the Lions trailing the 49ers 24-7 at the half—a game the Lions went on to win!

As you address these high-pressure simulation situations, you will be able to utilize all the plays and functions of current NFL™ game play.



BASIC OFFENSE

GENERAL OFFENSE — CONTROL

Move control to player with ball .....B BUTTON

Move controlled player around field .....D-BUTTON

QUARTERBACK BEFORE THE SNAP

Bring up audible .....A BUTTON

Select audible .....A, B or C BUTTON

NOTE: An audible will cancel after 2 seconds if no button is pushed or instantly by pressing DOWN on the D-BUTTON.

Put tight end in motion .....Left/ Right D-BUTTON
(on some running and passing plays)

Fake Hike .....B BUTTON

Hike the ball .....C BUTTON

NON-QUARTERBACK PLAYER BEFORE THE SNAP

Select Player .....B or C BUTTON

QUARTERBACK AFTER THE SNAP

Bring up pass tags .....A BUTTON

Throw to intended receiver .....A, B or C BUTTON

NOTE: A quick tap will lob the ball. Holding the button down will throw a bullet pass.

PLAYER IN POSSESSION OF BALL

Run with an extra burst of speed .....C BUTTON

Spin once .....HOLD B BUTTON

"Juke" .....TAP B BUTTON

Dive .....A BUTTON

RECEIVER TRYING TO CATCH BALL

Standing catch .....C BUTTON

Dive for Ball . . .D-BUTTON IN DIRECTION OF BALL + A BUTTON

Jumping Catch . . . .D-BUTTON IN DIRECTION OF BALL + C BUTTON

KICKOFFS, FIELD GOALS AND PUNTS

Hike the ball and start the kick meter .....C BUTTON

Kick the Ball .....C BUTTON

Control the Angle of the Kick until the
Kick Meter is Locked in Place .....LEFT/ RIGHT D-BUTTON

BASIC DEFENSE

BEFORE THE SNAP — CONTROL

Select a different player to control .....B or C BUTTON

Call up defensive audibles .....A BUTTON

Select defensive audibles .....A, B or C BUTTON

NOTE: An audible will cancel after 2 seconds if no button is pushed or instantly by pressing DOWN on the D-BUTTON.

AFTER THE SNAP

Gain control of player closest to ball .....B BUTTON

Run with an additional burst of speed .....C BUTTON

Dive .....A BUTTON

WHILE BALL IS IN THE AIR

Standing Catch .....C BUTTON

Diving Catch .....D-BUTTON in direction of ball + A BUTTON

Jumping Catch or Block Kick/ Pass ...D-BUTTON in direction of ball + C BUTTON

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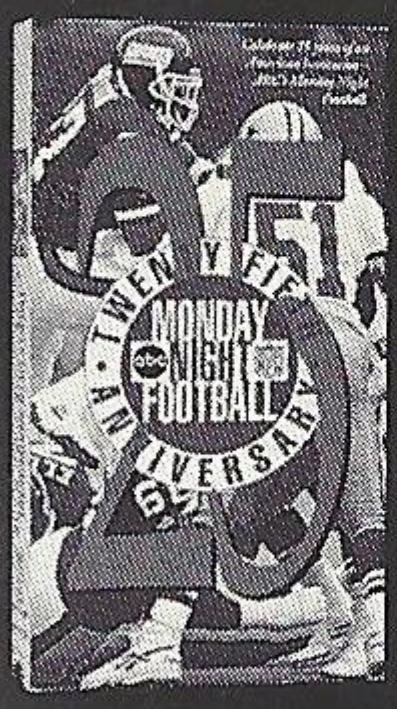
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Jim Kelly
David Klingler
Bernie Kosar
Dan Marino
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Warren Moon
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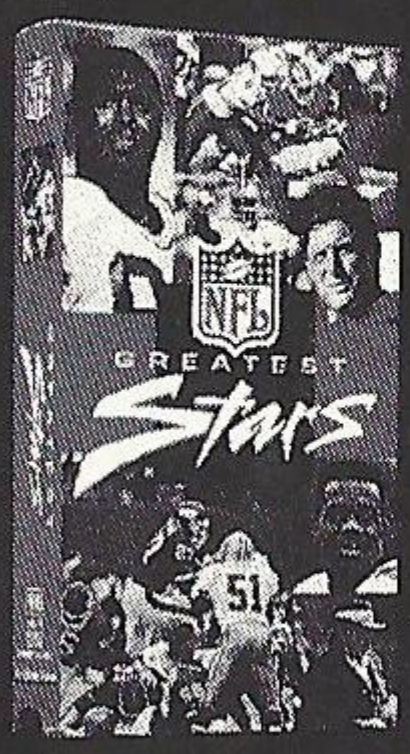
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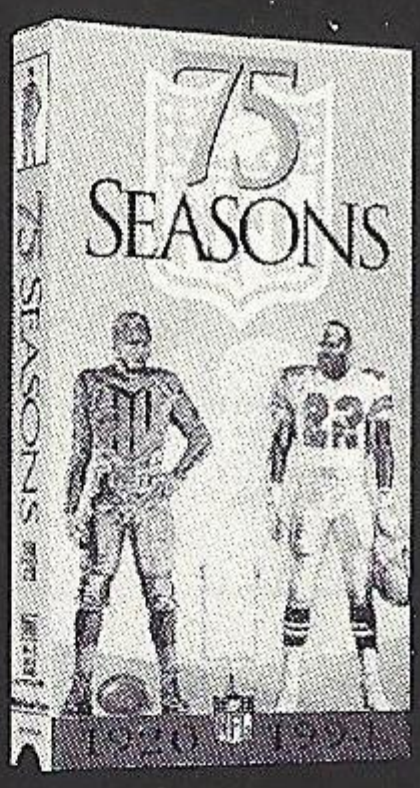


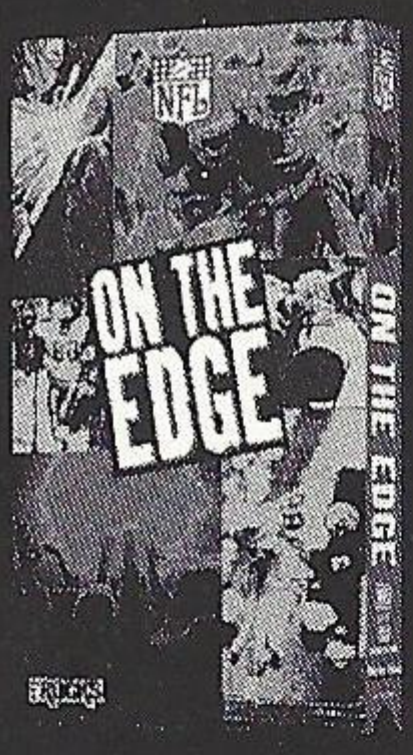
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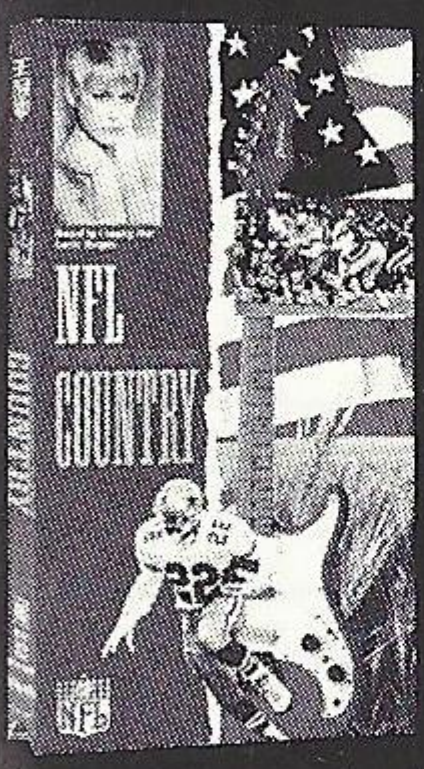
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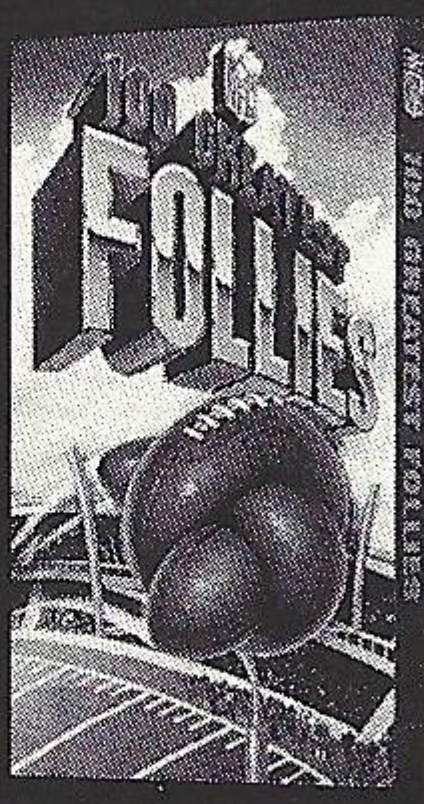


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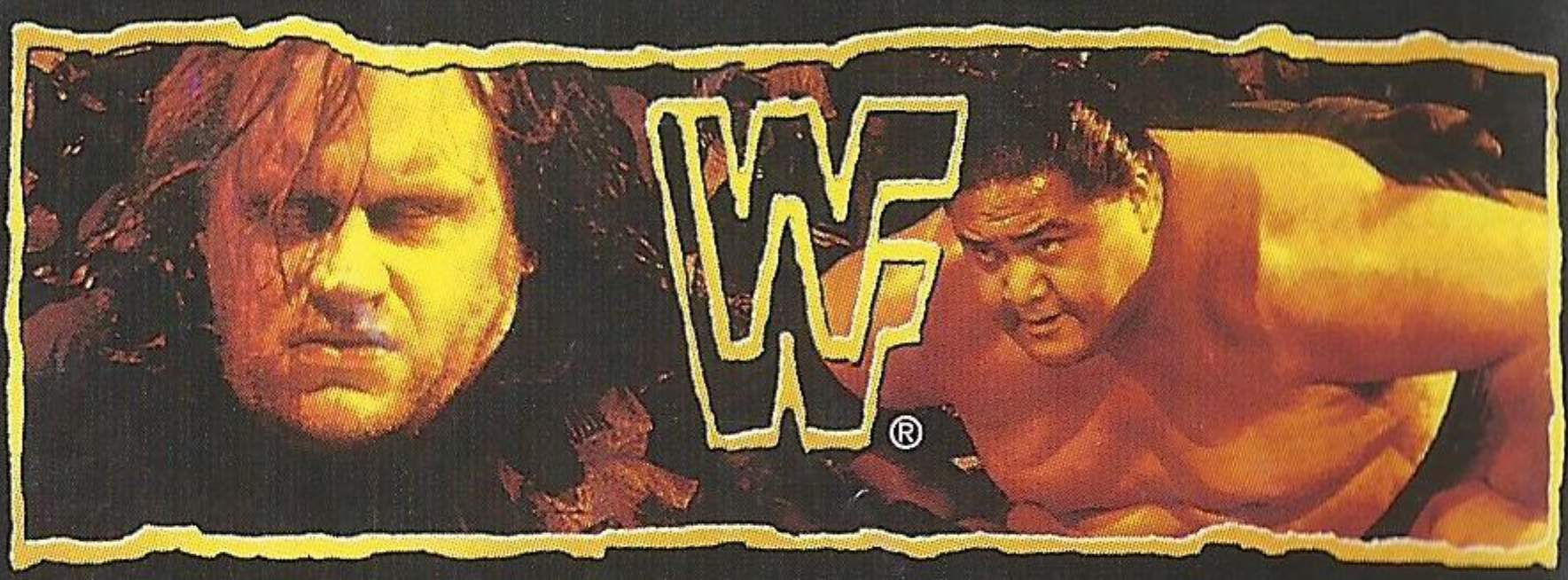
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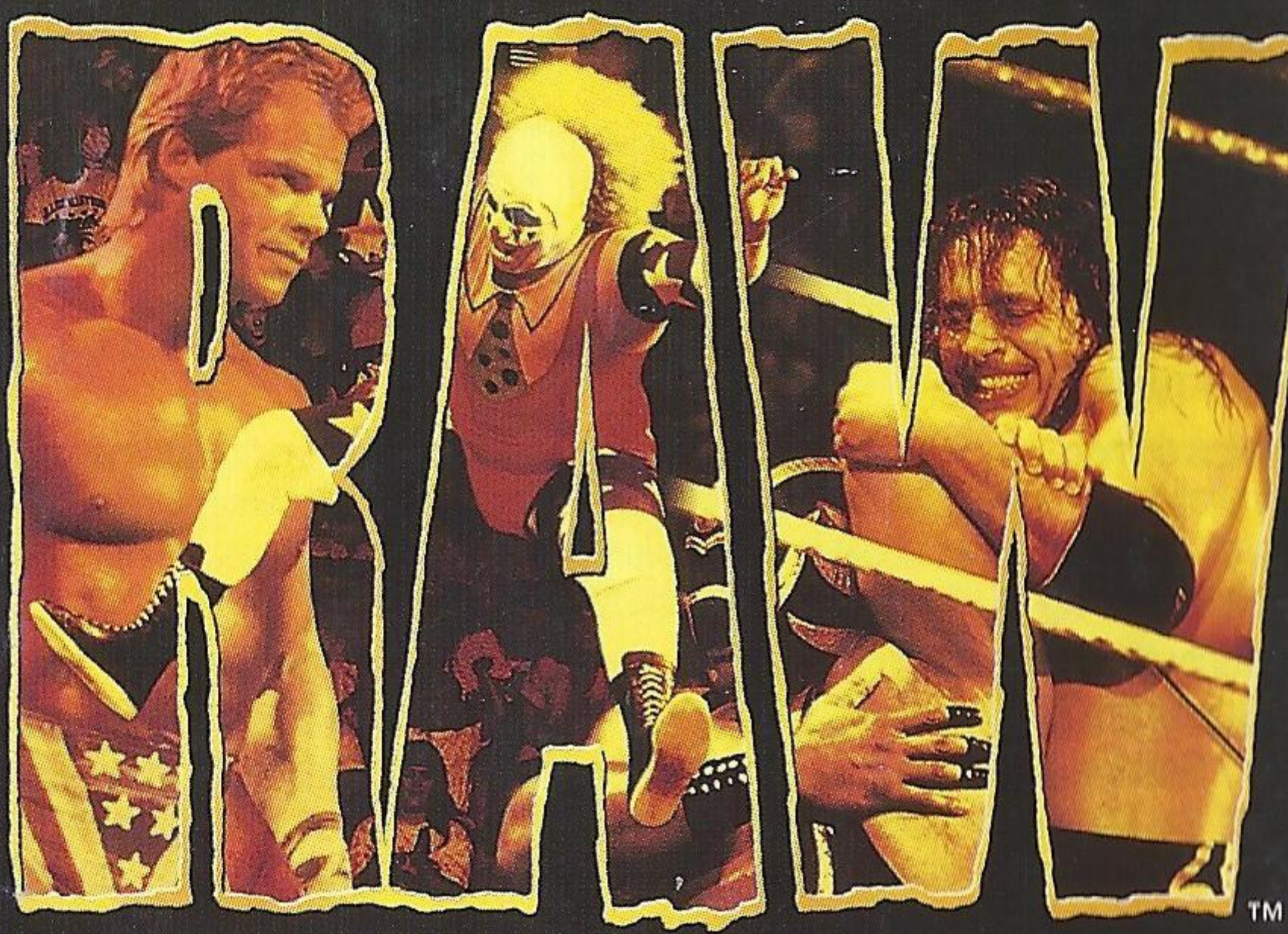
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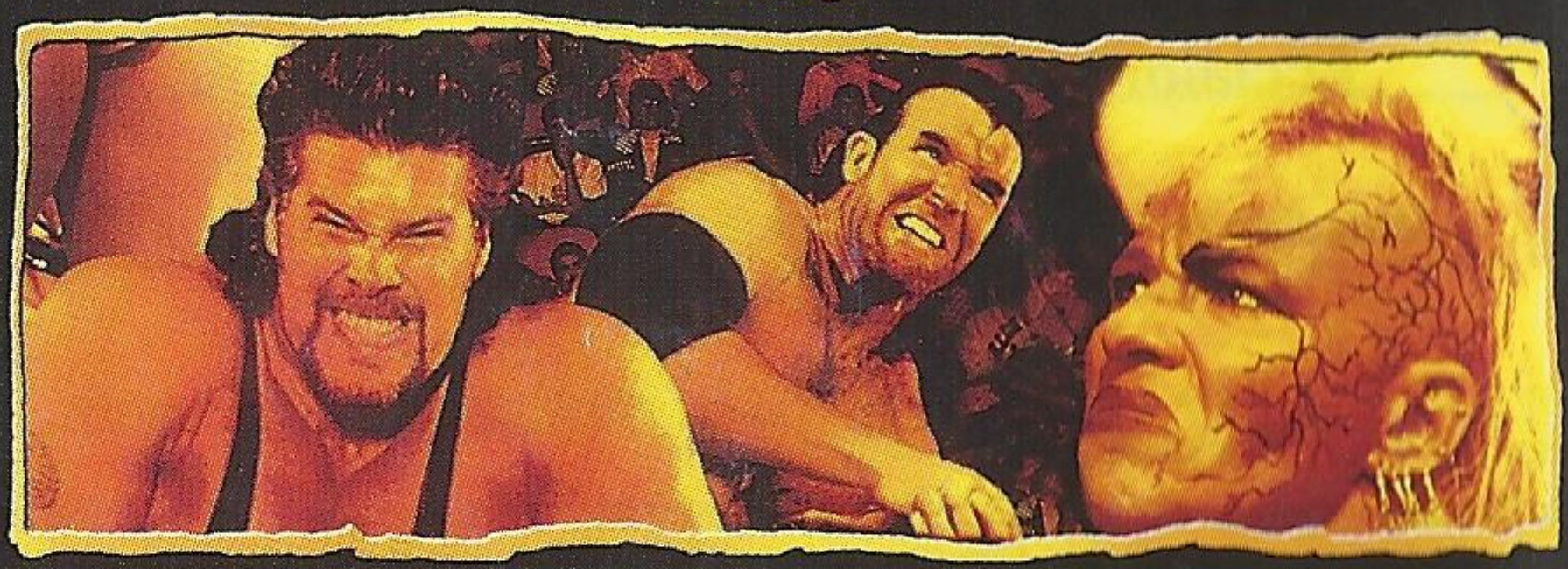
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