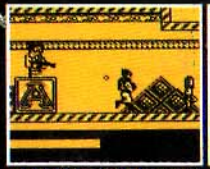
When Spider-Man® and the X-Men™ team up, you know there's trouble... especially when super-villains Carnage™, Master Mold™, Juggernaut™ and the villainous Arcade™ have revenge on their mind!!!



MARVEL COMICS

SPIDER-MAN X-MEN

Arcade's REVENGE™



WOLVERINE'S ADAMANTIUM CLAWS!



CYCLOPS' OPTIC BLAST!



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STORM™



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GAME BOY®

DMG-Q6-USA



TROY AIKMAN



JIM KELLY



STEVE YOUNG



RANDALL CUNNINGHAM

FEATURING 13 TOP NFL QB'S IN HEAD-TO-HEAD COMPETITION

QUARTERBACK

NFL CLUB™



BERNIE KOSAR



WARREN MOON



BOOMER ESIASON



JOHN ELWAY



MARK RYPIEN



PHIL SIMMS

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TAKE THE QUARTERBACK CLUB CHALLENGE!

Do you think you can throw a football with the farthest distance and the greatest accuracy? Do you have the speed and mobility to run an obstacle course? Can you maintain your quarterback skills under the greatest of pressures?

Get ready: You're about to take the NFL™ QUARTERBACK CLUB™ challenge and find out!

Quarterback Club places 13 of the NFL's top quarterbacks at your fingertips: From the Giants' Phil Simms and the Jets' Boomer Esiason to the other side of the country and the Broncos' John Elway and the Rams' Jim Everett, you control these potential Hall of Fame quarterbacks!

Test your skills in four demanding events. Accumulate points and prize money as you try to outscore the competition and claim the most coveted trophy in football today! Take the Quarterback Challenge™ and prove to the world you're the best in the NFL™!

BEFORE YOU HIT THE GRIDIRON

1. Make sure the Nintendo® GAME BOY® power switch is OFF.
2. Insert the NFL™ QUARTERBACK CLUB™ game pak as described in your GAME BOY® instruction manual.
3. Turn the power switch ON.

When you see the NFL™ QUARTERBACK CLUB™ title screen, use the CONTROL PAD to choose whether you want a one-player or a two-player game. When you've made your choice, press the START BUTTON.

Next, you'll be asked to choose whether you want to control one, two, four or six quarterbacks throughout the four NFL™ QUARTERBACK CLUB™ events. Use the CONTROL PAD to highlight how many you want to control, then press the START BUTTON. If you selected one quarterback, you'll then be asked whether you want to play an entire Challenge Match, or merely practice a single event. Then you'll be asked to set the game's difficulty. Use the CONTROL PAD to indicate your choice then press the START BUTTON.

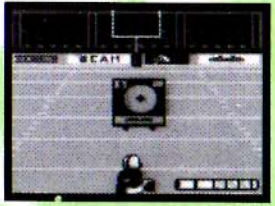


Use the CONTROL PAD to scroll through the gallery of NFL™ quarterbacks (for additional information on each athlete, see the "Quarterback Profiles" beginning on page 17).

Use the SELECT or START BUTTON to make your choices.

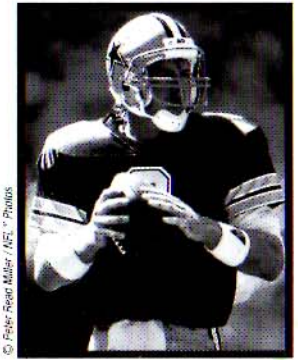
A LOOK AT THE FIELD

For three of the four events in the NFL™ QUARTERBACK CLUB™ challenge, your view of the field is from the perspective of looking over the quarterback's shoulders.



At the bottom right of the screen is a pass meter that will be utilized in events 1 and 4 to help you vary your throwing.

TO PASS: Hold the **A BUTTON** to activate the meter, which will move to the right. The farther to the right into the shaded area the indicator moves, the longer the pass will be; release the **A BUTTON** to set the depth of the throw.



© Peter Read Miller / NFL Photos

Troy Aikman

Press the **A BUTTON** again as the second indicator moves into the non-shaded area to aim it horizontally. How close the pass is to the bull's eye depends on where the indicator line stops. Left or right of the center line will throw the ball left or right of the target, whether or not it is moving; on the line, is on the money.

(NOTE: Modified forms of the meter are used in events 2 and 3; see the explanations of each event below for complete details.)

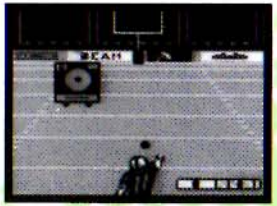
Once the Quarterback Club™ challenge begins, you may take a break in the competition and view the current scoring by pressing the **START BUTTON**. To resume competition, press the **START BUTTON** a second time.



EVENT #1: ACCURACY

Whether he's trying to sting the opposition by moving the ball downfield with short passes or targeting a receiver far downfield with a long bomb, a quarterback needs throwing accuracy above all else. This event tests that most important of football fundamentals.

Object: Six targets are presented one at a time. The quarterback must throw the football as close to the bull's eye as possible. The player has one chance per target.



Buttons: Use the A BUTTON to throw the ball (see notes above on using the pass meter).

Scoring: Points available range from 2 to 20. More points are awarded for hitting targets closer to the bull's eye, and for hitting targets that are farther away. The two quarterbacks with the highest numbers of points at the end of the event engage in one-throw shootouts until one quarterback scores better than the other. You will be able to view this shootout whether or not a human player is involved. Press the START BUTTON to skip the computer's turn(s) and move directly to the results. Available Prize Money: $17,500

EVENT #2: SPEED & MOBILITY

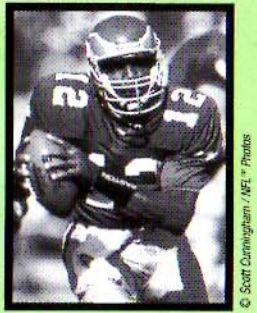
When the opposing team's defensive line puts the pressure on, a quarterback may have to do some fast scrambling to avoid being sacked and still get off the pass. This event tests a quarterback's ability to make an accurate pass after negotiating a high-speed series of obstacles.

Object: Each quarterback must make his way through an obstacle course in the shortest amount of time. At the end of the course is a target for the quarterback to hit with a football.



Use the CONTROL PAD to move through the course. The B BUTTON will cause the quarterback to duck under or jump over obstacles, and the A BUTTON will make him throw the ball. Note the modified pass meter which determines only the angle, not the distance of the throw. Be sure to throw only when your quarterback is in the shaded zone or he will be disqualified.

Scoring: The winner of the event receives 60 points. Time penalties are given if a player hits the duck or jump bar, if he goes outside the course boundaries or if he steps over the line. A time bonus is awarded for hitting the bull's eye. In the event of a tie between two players, a run-off will determine the winner.
Available Prize Money: $20,000



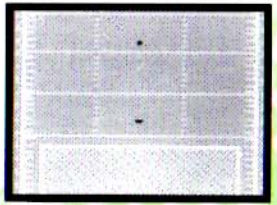
Randall Cunningham

© Scott Cunningham / NFL™ Photos

EVENT #3: DISTANCE

When it's third and long yardage, the ability to pass for distance can mean the difference between a touchdown and punting the ball away. This third event calls for long yardage as it tests a quarterback's ability to propel the pigskin downfield.

Object: To throw the football as far as possible. Each player has two throws; the longest throw counts toward the player's final score.



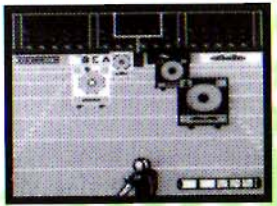
Buttons: When your quarterback appears on screen, a modified pass meter will appear at bottom right. The first indicator on the meter is the timer. When it begins moving to the right, press the A and B BUTTONS simultaneously as fast as possible. This will move the second indicator to the right. The farther to the right the second indicator is when the timer reaches the far right, the farther your quarterback will throw the ball.

Scoring: The number of points awarded depends on the distance of the throw. 2 points are awarded for each yard beyond 50 the ball is thrown—i.e. a 60 yard throw would be worth 20 points. In the event of a tie between two players, there is a one-throw shootout to determine first-place points. Available Prize Money: $22,000

EVENT #4: READ & RECOGNITION

The hike is made, and the quarterback falls back and surveys the field only to see teammates scrambling to break clear. Who is open? Who's not? Who should he pass to? This event tests a quarterback's ability to make such important split-second decisions ... and to do so with precision.

Object: Each quarterback will be presented with four moving targets. Two of the four targets will be "live" targets—those are denoted by flashing indicators. The quarterback must choose one of the flashing targets and throw the football as close to the bull's eye as possible. Each player will have one throw at each of four sets of targets.



Buttons: Use the A BUTTON to throw the ball (see notes on using the pass meter).

Scoring: Points available range from 12 to 60. More points are awarded for hitting targets closer to the bull's eye, and for hitting targets that are farther away. If you hit a target that is not flashing, the same number of points you would have received were the target "live" is deducted from your score.
In the event of a tie, the two quarterbacks engage in a one-throw shootout.
Available Prize Money: $30,000



© Al Messerschmidt / NFL™ Photos

Jim Kelly

QUARTERBACK PROFILES

TROY AIKMAN
Team: Dallas Cowboys
Height: 6'4"
Weight: 222 lbs.
Career Statistics: 920 pass completions on 1,528 attempts (60.2%) ... 10,527 passing yards ... 54 touchdown passes.



RANDALL CUNNINGHAM
Team: Philadelphia Eagles
Height: 6'4"
Weight: 205 lbs.
Career Statistics: 1,464 pass completions on 2,641 attempts (55.4%) ... 18,193 passing yards ... 126 touchdown passes.



JOHN ELWAY
Team: Denver Broncos
Height: 6'3"
Weight: 215 lbs.
Career Statistics: 2,375 pass completions on 4,339 attempts (54.7%) ... 30,216 passing yards ... 158 touchdown passes.



BOOMER ESIASON
Team: New York Jets
Height: 6'5"
Weight: 220 lbs.
Career Statistics: 1,897 pass completions on 3,378 attempts (56.2%) ... 25,671 passing yards ... 174 touchdown passes.



JIM EVERETT
Team: Los Angeles Rams
Height: 6'5"
Weight: 212 lbs.
Career Statistics: 1,712 pass completions on 3,003 attempts (57.0%) ... 22,106 passing yards ... 134 touchdown passes.



JIM HARBAUGH
Team: Chicago Bears
Height: 6'3"
Weight: 220 lbs.
Career Statistics: 823 pass completions on 1,434 attempts (57.3%) ... 9,565 passing yards ... 43 touchdown passes.



JEFF HOSTETLER
Team: Los Angeles Raiders
Height: 6'3"
Weight: 215 lbs.
Career Statistics: 365 pass completions on 632 attempts (57.8%) ... 4,409 passing yards ... 20 touchdown passes.



JIM KELLY
Team: Buffalo Bills
Height: 6'3"
Weight: 218 lbs.
Career Statistics: 1,824 pass completions on 3,024 attempts (60.3%) ... 23,031 passing yards ... 161 touchdown passes.



BERNIE KOSAR
Team: Cleveland Browns
Height: 6'5"
Weight: 215 lbs.
Career Statistics: 1,774 pass completions on 3,012 attempts (58.9%) ... 21,097 passing yards ... 111 touchdown passes.



WARREN MOON
Team: Houston Oilers
Height: 6'3"
Weight: 212 lbs.
Career Statistics: 2,329 pass completions on 4,026 attempts (57.8%) ... 30,200 passing yards ... 175 touchdown passes.



MARK RYPIEN
Team: Washington Redskins
Height: 6'4"
Weight: 234 lbs.
Career Statistics: 1,078 pass completions on 1,888 attempts (57.1%) ... 14,414 passing yards ... 97 touchdown passes.



PHIL SIMMS
Team: New York Giants
Height: 6'3"
Weight: 214 lbs.
Career Statistics: 2,329 pass completion on 4,247 attempts (54.8%) ... 30,424 passing yards ... 184 touchdown passes.



STEVE YOUNG
Team: San Francisco 49ers
Height: 6'2"
Weight: 205 lbs.
Career Statistics: 908 pass completions on 1,506 attempts (60.3%) ... 11,877 passing yards ... 76 touchdown passes.



NOTES

NOTES

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