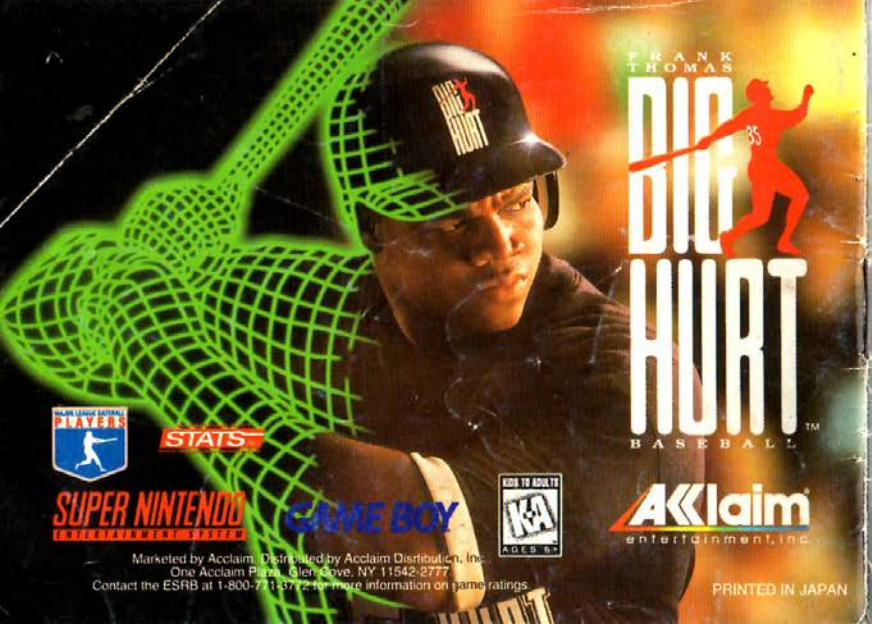

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QUARTERBACK
CLUB
96
NFL
KIDS TO ADULTS
AGES 6+
INSTRUCTION BOOKLET
Acclaim

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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The NFL™ QUARTERBACK CLUB™ 23-27

The top talents in pro football are back with the very best in pigskin pandemonium. It's a whole new game as NFL™ QUARTERBACK CLUB™ '96 takes a giant step into the future of football gaming with all new expansion teams, bold new plays and mind blowing graphics! Did someone say dynasty? All the tools and toys are here, 30 teams, over 40 plays, and plenty of action, backed up by impressive, meaningful stats. Your friends say their game is great? They're still in last year's huddle! NFL™ QUARTERBACK CLUB™ '96 ends the discussion with a concussion! You're taped up, the pads are in place, the cleats are on. Hit the field!

LOADING:

1. Make sure the power switch is OFF.
2. Insert the NFL™ QUARTERBACK CLUB™ Game Pak as described in your NINTENDO® Game Boy® instruction booklet.
3. Turn the power switch ON.

When the game mode screen appears, you will have these challenging game play options: Preseason, New Season, Resume Season and Playoff modes.



Use the CONTROL PAD to highlight the desired options, then press the A BUTTON. [NOTE: For details on game modes, see page 6].



BASIC OFFENSE

GENERAL OFFENSE	CONTROL
Move controlled player around field	CONTROL PAD
Dive	Quickly TAP A BUTTON twice
QUARTERBACK BEFORE THE SNAP	
Hike the ball	A BUTTON
QUARTERBACK AFTER THE SNAP	
Throw to intended receiver	B or A BUTTON
PLAYER IN POSSESSION OF BALL	
Run with an extra burst of speed	Hold A BUTTON
Break Tackle	B BUTTON
RECEIVER TRYING TO CATCH BALL	
Catch Ball	A BUTTON
KICKOFFS, FIELD GOALS AND PUNTS	
Hike the ball and start the kick meter	A BUTTON
Kick the Ball	A BUTTON
Control the Angle of the Kick until the Kick Meter is Locked in Place	LEFT / RIGHT CONTROL PAD

BASIC DEFENSE

BEFORE THE SNAP CONTROL	
Select a different player to control	B or A BUTTON
AFTER THE SNAP	
Dive	Quickly TAP A BUTTON twice
Control player closest to ball	B BUTTON
Run with an additional burst of speed	Hold A BUTTON

NFL™ PLAY PROVIDES YOU WITH THESE MODES OF PLAY:

1. **PRESEASON: Use this mode to compete in preseason and practice competition.**
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 enter a previously obtained password to resume play where you left off on your road to the Super Bowl!**

4. **PLAYOFFS:** Use this mode to enter the playoffs, where the competition for champion is brutal.

Use the CONTROL PAD to highlight your selection, then press the START BUTTON to select.

ENTERING A PASSWORD

When you select Resume Season, a password screen will appear. To resume gameplay where you left off, you must enter the valid 12-character password associated with that week in your schedule. To enter a password, use the CONTROL PAD to select the desired character, then press the A BUTTON to enter it. Press the B BUTTON to clear an unwanted character. Continue until all 12 characters have been entered correctly. Once a correct password has been entered, you will be brought to the season schedule/ results screen, where play resumes with the next game on your schedule. An invalid password will return you to the Mode Select screen.

GAME OPTIONS

NFL™ QUARTERBACK CLUB™ provides you with the following options:

IN PRESEASON MODE:

- Choose a Home or Away game.
- Choose between grass and artificial turf playing surfaces.

IN ALL MODES:

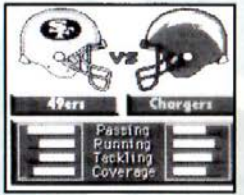
- Choose Rookie or Pro skill level.
- Choose one of five quarter lengths: 1, 2, 5, 10, or 15 minutes per quarter.

To make a selection, use the CONTROL PAD to highlight your selection. Press LEFT or RIGHT on the CONTROL PAD to modify a particular option. When you've finished setting options, press the A BUTTON to return to the Mode select screen.

CHOOSING YOUR TEAM

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 30 NFL™ teams you want to be on.
Use the UP and DOWN CONTROL PAD to scroll through all 30 NFL™ teams. Note that attribute levels are provided in four important categories:

- passing
- running
- tackling
- coverage

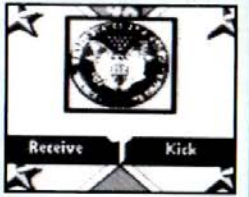


Once you've scrolled through to the teams you want, press the A BUTTON.
NOTE: In Preseason mode, the player chooses both teams. In New Season and for the 1st game of Playoff play, only the

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 first week.

THE COIN TOSS

The coin toss determines who will kickoff and who will receive. The visiting team calls the toss. Use the CONTROL PAD to move indicator between Head or Tails. Press the A BUTTON to select. Results of the toss appear immediately. If you win the toss, you may elect to either kickoff or receive by using the CONTROL PAD to highlight your choice and the A 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-PAD, then pressing the A BUTTON to select it. After selecting, a kickoff



and kick return follow. You will then see the offensive or defensive play select screen.

THE PLAYBOOK

This is your playbook, your guide to the strategies and circumstances that pro quarterbacks must master to succeed in the NFL™.

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 SQUARE denotes the center.



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



A DOTTED LINE denotes a Pitch out or Hand off.



A LINE CROSSED WITH A T junction denotes both the position and direction of a Block.



A LINE WITH AN ARROW indicates that the player should continue in the direction of the arrow for the maximum distance the play allows.

ON DEFENSIVE PLAQUES:



An X denotes a defensive player



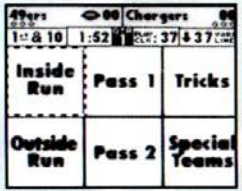
A DOTTED LINE indicates that a player should go to this area and either set a Zone or Read (assess the situation, then act).



A LINE WITH AN ARROW denotes a player should continue in that direction/penetrate the offensive backfield.

OFFENSIVE PLAYBOOK

The Offensive Playbook in NFL™ QUARTERBACK CLUB™ features 24 plays, four in each of six different offensive categories. Use the CONTROL PAD to highlight a category, then press the A BUTTON to select it. Follow the same procedure to choose a particular play. To change your selection, press the B BUTTON to return to the category screen. Categories are as follows:



INSIDE RUN

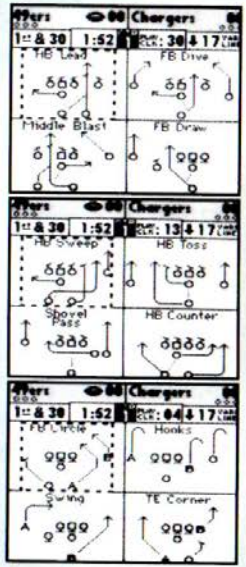
The Inside Run features four running plays to the interior or inside of the field. They are run from different formations.

OUTSIDE RUN

The Outside Run features four running plays which sweep to or are directed towards the sidelines. They are run from such formations as the Pro Set and the I Formation.

PASS 1

Pass 1 plays are generally longer yardage plays out of such formations as the Shotgun.



PASS 2

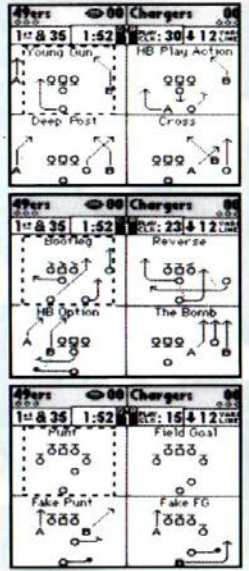
The Pass 2 selection features plays which tend to be shorter, but keep in mind that the longer you hold the ball, the deeper the receiver will go.

TRICKS

Trick plays are just what they sound like: plays designed to fake out the defense.

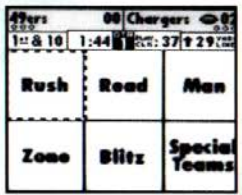
SPECIAL TEAMS

Special Teams plays are for punts and field goals, with some fake plays thrown in!



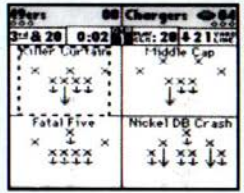
DEFENSIVE PLAYBOOK

The Defensive Playbook in NFL™ QUARTERBACK CLUB™ features 24 plays, four in each of six popular defensive play categories. Use the CONTROL PAD to highlight a category, then press the A BUTTON to select it. Follow the same procedure to choose a particular play. To change your selection, press the B BUTTON to return to the category screen. Categories are as follows:



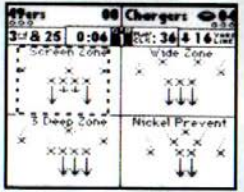
RUSH

The Rush playbook contains some of the best ways to beat the run.



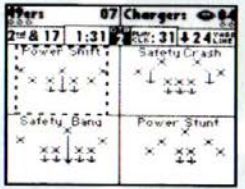
ZONE

A Zone defense is effective in containing the pass, as the defensive backs move into specific pass coverage areas.



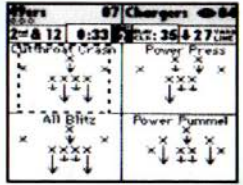
READ

Read plays are used when the situation is uncertain, and the offense might run or pass. In these plays, the defense drops back and waits for the offense to commit.



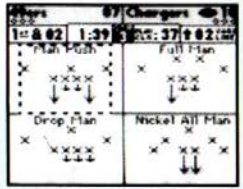
BLITZ

This is where the defense really comes alive, as the name of the game becomes sack the quarterback!



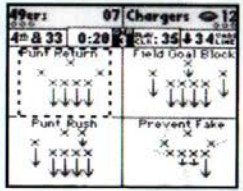
MAN

Man as in Man-to-Man coverage, these four plays feature defenders who stay with one receiver wherever he goes, regardless of zone.



SPECIAL TEAMS

Special teams plays are designed to deal with punting and field goal situations.



PAUSE OPTIONS

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 variety of statistical and game play options:



Press UP or DOWN on the CONTROL PAD to highlight one of the four pause options available. To activate that option, press the START BUTTON or

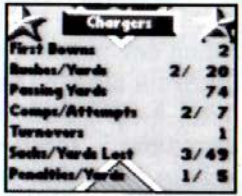
the A BUTTON. To exit the Pause Options screen before or after using one or more of the options, press the B BUTTON.

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

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. This option is not available while the ball is in play.

FLIP PLAYS: Whether on Offense or Defense, Flip Plays allows you to flip plays so that you can contour your play calling to any game situation. Flip Plays literally reverses the play plaques. To flip a play, press the A BUTTON to activate the option. You may then make your selection from the playbook in the usual manner, but with the plays reversed from how they normally appear. You must select the Flip Plays option each time you wish to flip a play. This option can also be accessed directly from the field before the ball is hiked.

VIEW GAME STATISTICS: This allows you to view a comprehensive compilation of statistics for the game up to that point. To view your team's statistics, press the A BUTTON. Press the A BUTTON again to view your opponent's stats. Press the B BUTTON to return to your own stats. Pressing the A BUTTON a third time will exit this option and return you to the Pause Options screen.



RESTART GAME: This allows you to cancel all game play up to that point and begin again at the opening kick off. The teams and options remain as you set them previously. Press the START button to activate this option, but remember all statistics for the game up to that point will be lost.

KICK OUT OF BOUNDS: ILLEGAL PROCEDURE
If a kickoff goes out of bounds without either team touching it, the receiving team will get the ball on their 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 and replay of down. The offense must hike the ball before the 40 second play clock expires.

OFF SIDES
5 yard penalty and replay 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.

THE NFL™ QUARTERBACK CLUB™

TROY AIKMAN - COWBOYS
Troy must be considered one of the top three quarterbacks playing today... Aikman has led his Cowboys to two Super Bowl victories... he was selected for the Pro Bowl four years in a row...



DREW BLEDSOE - PATRIOTS
Drew threw a record 691 passes in 1994, 400 of them completions... against Minnesota, he completed 45 of 70 pass attempts, both single-game NFL™ records... Bledsoe was the number one draft pick in the nation in 1993... he led the league in total passing yards last year with 4,555...



RANDALL CUNNINGHAM - EAGLES
Randall is one of the bright lights of the NFL™, though he struggled last year... an exceptional rusher, Cunningham disarms defenses with his scrambling... Randall was the Professional Football Writers of America league MVP in 1990... he passed for 3,229 yards in 1994...



JOHN ELWAY - BRONCOS



The league's fifth all-time leading rusher among quarterbacks with 2,670 yards... John has led the Broncos to four AFC championships and three Super Bowls... Elway has spent his entire professional career with Denver, though he was first- round pick for the Colts... from 1984-1994,
Elway has amassed more victories than any other quarterback: 108 wins and just 66 losses...

BRETT FAVRE - PACKERS



Brett is rarely intercepted, throwing only 14 in 582 attempted passes—a rating of just 2.4 percent... Favre had four 300-yard games in '94... Brett had a 90.7 passes rating in '94, second only to Steve Young...

JEFF HOSTETLER - RAIDERS



Jeff is as tough as they come, a fact respected by defenders... he was sixth in passing efficiency in the AFC last year... Hostetler led the Giants to victory in Super Bowl XXV... he threw for 3,334 yards in '94...

DAN MARINO - DOLPHINS



One of the all time greats, Dan has more than a few records to his name, including passing yards (5,084) and touchdown passes (48) in a single-season... the feared master of the come back, Dan has led the Dolphins to surprise come-from-behind victories many, many times... his accuracy and quick release are trademarks... despite coming off an injury, Marino was good for over 4,000 passing yards in 1994...

STEVE YOUNG - 49ERS



Steve threw an incredible 6 touchdown passes in Super Bowl XXIX, a record achievement... probably the best running quarterback around... Young has won four consecutive passing championships... he's led the 49ers to the NFC Championship Game each of the last three seasons.

NOTES

Video. It's more than a game.

GREATEST EVER SEASON



GREATEST EVER PLAYS



GREATEST EVER PLAYERS



GREATEST EVER THE GAME



100 GREATEST TACKLES



TURF TALK



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