NUS-NQBE-USA

NFL QUARTERBACK CLUB™ 2000

INSTRUCTION BOOKLET

Acclaim SPORTS

EVERYONE
E
CONTENT RATED BY ESRB

OFFICIALLY LICENSED NFL PRODUCT

Q.B.CLUB

PLAYERS INC

NINTENDO 64

Vimm's Lair

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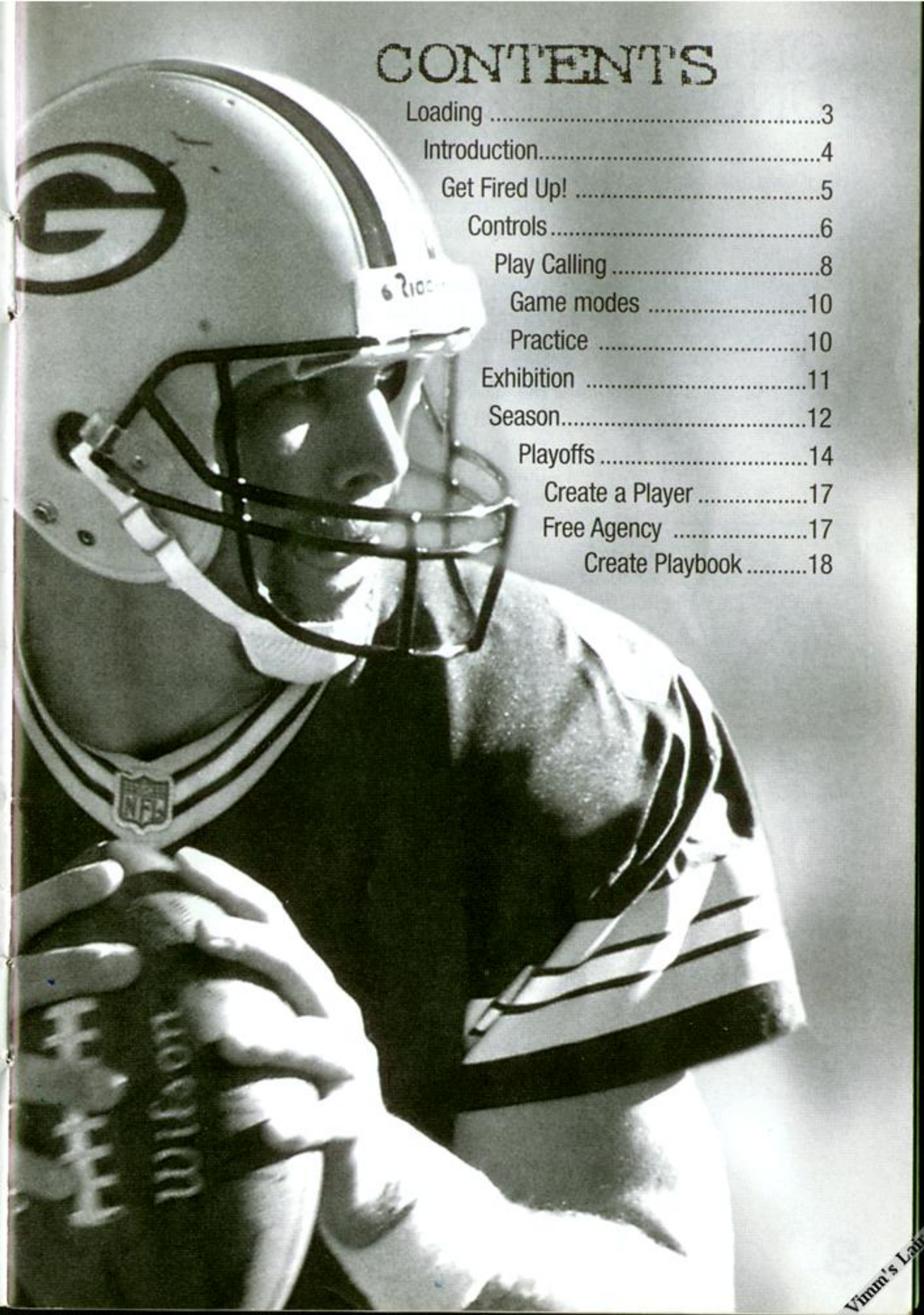
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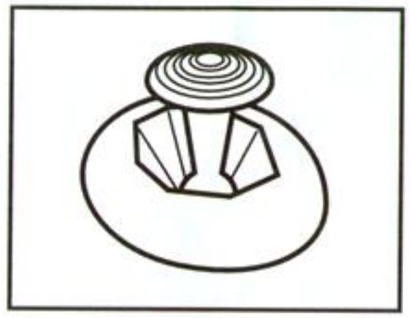
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Vimm's Lair

CONTROL STICK FUNCTION





The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R BUTTONS**.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your NFL Quarterback Club™ 2000 Nintendo® 64 Game Pak™ into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

   Note: NFL Quarterback Club™ 2000 is for up to 4 players. All players should insert their Controllers into the proper controller socket at this time.

4. If you wish to save a game, insert a Nintendo® 64 Controller Pak™ (sold separately).
5. Slide the POWER switch to ON (Important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak™ and Rumble Pak™ accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

This game is compatible with the Nintendo 64 Expansion Pak™. Before using the Nintendo 64 Expansion Pak, please read the Nintendo 64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Nintendo 64 Game Paks displaying the Nintendo 64 Expansion Pak icon will take advantage of the additional memory features of the Nintendo 64 Expansion Pak. Look for this icon on specially designed games.

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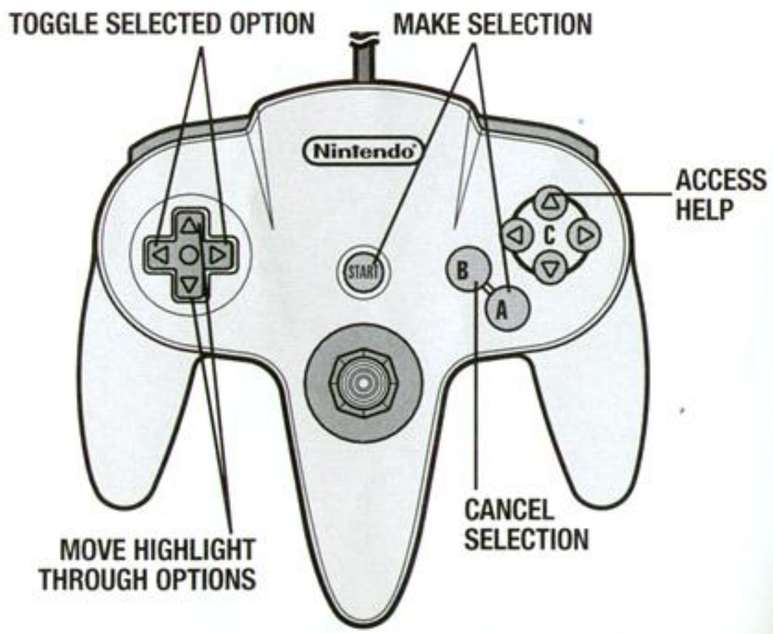
INTRODUCTION



Congratulations on your choice—this is the best NFL QBC game yet, which makes it just about the best football game ever. NFL Quarterback Club 2000 is the new milestone in making home football real. As in realistic plays, realistic players, realistic stadiums, realistic situations and stats, and above all, real football fun. You'll love how easy it is to manage your team, and the total freedom of creating your own custom players. I can create my own situations in Custom Sim mode. With historic sims, I can replay great superbowls from the past; there are a few big games I wouldn't mind playing again!

For me, the heart of the game is grinding it out over a whole Season, yard by yard, game by game, always looking for that opening to give you the edge that will get you into the Super Bowl. I warm up in Practice mode, then take some knocks in an Exhibition game, and then I'm ready for the march to the Playoffs—and beyond! So let's break the huddle and get ready for some NFL action!

MENU CONTROLS



GET FIRED UP!

At the title screen, press **START**. You will come to Main Menu.

Game Type Choose Practice, Exhibition, New Season or New Playoffs (see each section for details).

Quarter Length Choose 1, 2, 5, 10 or 15 minute quarters.

Manage Rosters Draft and trade players, sign free agents and create custom players and teams.

Audio/Video Options Adjust a variety of volume and video settings.

Controller Pak Options See information on your Controller Pak, including Pages Free and Pages Needed to save your progress. This is also where you load up saved Season and Playoff progress to resume where you left off.

Credits View the people who made this game possible.

Enter Cheat Did you figure out some cheats? Enter them here to alter the game in surprising ways!

CONTROLLER PAK

SAVING/LOADING

To save or load a game You must access the Main Menu (press the **B BUTTON** to back up) and select the Controller Pak option. Saving or loading a game will save or load any created players, teams, profiles, and playbooks, as well as current stats, rankings, option settings, etc. In Season, Playoff and Tournament modes you can save your place after each game. You can save your current league status and game settings. If you wish to save a new game after that, you will be prompted to overwrite (erase) an existing game. To do so, highlight the game you wish to overwrite and press the **A BUTTON**. You will be asked to confirm. Highlight SAVE OVER to do so, or CANCEL to cancel. Press the **A BUTTON**.

To Load A Saved Game On the Controller Pak screen, press the **C◄ BUTTON** to load a previously saved game. Follow prompts.

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CONTROLS

OFFENSE **PRE- SNAP OFFENSE**

MAN IN MOTION	CONTROL STICK
Fake Snap	A BUTTON
Call Audible	B BUTTON
Show Pass Tags	R BUTTON
Switch Player Control	C▲/C ▼ BUTTON
Scan Line of Scrimmage	C◀/C ▶ BUTTON
Snap Ball	L/Z BUTTON

OFFENSE **QB HAS BALL**

MOVE PLAYER	CONTROL STICK
Brake Button/Throw to A Receiver	A BUTTON
Slide/Throw to B Receiver	B BUTTON
Up & Over	C▲ BUTTON
Spin/Throw to C Down Receiver	C▼ BUTTON
Hurdle/Throw to C Left Receiver	C◀ BUTTON
Juke/Throw to C Right Receiver	C▶ BUTTON
Throw Away	R BUTTON
Pull Up/Turn Off Pass Tags	Z BUTTON

BALL CARRIER

MOVE PLAYER	CONTROL STICK
Brake	A BUTTON
Dive	B BUTTON
Up & Over	C ▲ BUTTON
Spin	C ▼ BUTTON
Hurdle	C◀ BUTTON
Juke	C▶ BUTTON
Lateral	R BUTTON
Stiff Arm	Z BUTTON

RECEIVER CONTROL **(BALL IN AIR)**

MOVE PLAYER	CONTROL STICK
Dive Catch	B BUTTON
Catch Ball	C◀ BUTTON (Press and Hold)
Jumping Catch	C▲ BUTTON

DEFENSE **(PRE-SNAP DEFENSE)**

MOVE PLAYER	CONTROL STICK
Call Audible	B BUTTON
Switch Players	C▲/C▼ BUTTON
Line Shift Left/Right	L/R/Z

DEFENSE

MOVE PLAYER	CONTROL STICK
Rush Move	A BUTTON
Dive Tackle	B BUTTON
Jump Up & Wave hands	C▲ BUTTON
Switch Players	C▼ BUTTON

DEFENDER CONTROL **(BALL IN AIR)**

MOVE PLAYER	CONTROL STICK
Dive	B BUTTON
Intercept/Catch Ball	C◀ BUTTON
Jump Up & Wave hands	C▲ BUTTON

SPECIAL TEAMS

Snap/Kick Ball	L or Z BUTTON

CELEBRATIONS

There's nothing like rubbing your good fortune in your opponent's face! Get his goat with these gratuitous gestures:

OFFENSE (Following a touchdown)
A BUTTON Default celebration (random)
C ◀ BUTTON Dunk ball over goal post
B BUTTON Spike through legs
C ▼ BUTTON Nestea plunge
C ▶ BUTTON Take a bow
Z BUTTON Box the goal post

DEFENSE (Following a sack)
A BUTTON Default celebration (random)
C ◀ BUTTON Flex
B BUTTON Point at player on ground
C ▼ BUTTON Slice throat gesture
C ▶ BUTTON I'm the hero
Z BUTTON Stand, taunt, walk away

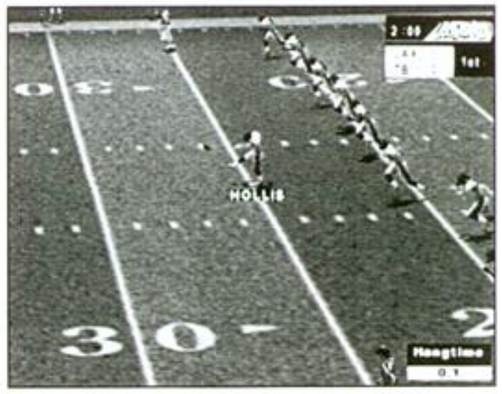
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PLAYING A GAME

COIN TOSS

Once you take the field, a coin toss determines which team will kick and which will receive. The coin toss is called in the air by the visiting team. The team who loses the toss chooses which goal they wish to defend.

KICK OFF



Press the **Z BUTTON** to put the kicker in motion.

You can aim your kick by moving the **CONTROL PAD** ← or →. Kick power is determined by how long you press the **Z BUTTON** before releasing it, as shown by the power meter to the right of the screen. Follow the same procedure for punts, field goals and extra points.

CALLING PLAYS

The play select screen is divided into 4 Defensive and 4 Offensive play calling boxes and a game status area showing the current game situation (down, yards to go, time remaining, etc.). If you have created a custom playbook, you can access it from this screen. In multiplayer games, the player with the lowest controller number controls the offense and the next lowest controls the defense.

To Call a Play

- Scroll formations and plays using **CONTROL STICK** ← or →.
- Press the appropriate control (**B**, **A**, **C▼** or **C◄**) for the formation and play you wish to use.
- Press the **R BUTTON** to substitute in different play packages for Offense or Defense on the next play. After the play is completed, the package resets to Normal (default).

OFFENSE Cycle among **NORMAL**, **TWO TIGHT**, **THREE WIDE** and **FOUR WIDE** packages.

DEFENSE Cycle among **NORMAL**, **NICKEL AND DIME** packages. Nickel subs in a defensive back for the middle linebacker. Dime subs in two defensive backs for the middle linebacker and the strong side linebacker.

Note: You can flip plays by pressing the Z BUTTON.

Once both teams have called plays, the teams break their huddle and go to the scrimmage line.

USING A CREATED PLAYBOOK

Once you have created and saved a custom playbook (see page 18), it will be available on your list of playbooks and can be used at anytime (except Quickplay) for any team.

To use a created playbook

- Access In Game Options on the Game Setup screen.
- Scroll to either the Away Playbook or Home Playbook.
- Press ← or → on the **CONTROL PAD/STICK** to highlight the desired playbook.

CALLING HYPER AUDIBLES

Hyper Audibles allow you to quickly call a play at the line of scrimmage without specifying the formation. You simply input a three-button sequence for the play situation and the computer will automatically pick one of the many appropriate plays.

HYPER AUDIBLES CHART

	B BUTTON	A BUTTON	C▼	C►	C▲
Press 1	Special				
Press 2	Special	**	**	**	**
Press 3	Kneel Down	Stop Clock	**	**	**
Press 1		Run	Pass		
Press 2	**	Short	Medium	Long	**
Press 3	Sideline Left	Left	Middle	Right	Sideline Right
Press 1				Field Goal	Punt
Press 2	**	Normal	Normal	Run Fake	Pass Fake
Press 3	*	*	*	*	*

For example: a short run to the left would be input as **A**, **A**, **A**.
A Pass fake from a punt formation in the middle would be **C▲**, **C▲**, any button.

* Any button press is allowed on this tier; it does not affect the play called.

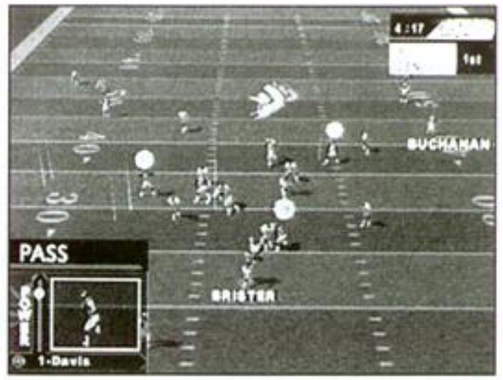
** Invalid input; hyper-audible will be cleared.

For run, pass, field goal and punt Hyper Audibles, when a playbook search yields multiple play choices, one is chosen at random. Special plays (Kneel Down, Stop Clock) are only available on offense. The direction chosen in the last tier is the direction the players on the team will run to or defend (the ball direction is still controlled by the kick meter); the Sideline selections have no special effect.

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CONTROLLING PLAYERS

You can switch control of players by pressing the **C▼ BUTTON** to toggle to the player.



Passing

The Pin-Point Passing™ system allows you to control both how hard a pass is thrown and exactly where it's thrown. This allows the quarterback to respond to pass coverage dynamically.

As you drop back to pass, press the **L** or **Z BUTTON** to show the pass tags. Each pass tag corresponds to a particular receiver. Press the pass tag for the desired receiver, who will appear in the box at the lower left of the screen. Pull ↓ on the **CONTROL STICK** to throw a lob pass, or ↑ on the **CONTROL STICK** to throw a bullet pass. Once the ball is thrown you will have control of the receiver.

GAME TYPES

PRACTICE MODE

Let's shake the off-season cobwebs from your offensive game. Start by setting Practice options:

Offense Toggle to the team of your choice or offensive scheme of your choice, including classic historic offenses like the '86 Giants and custom schemes of your own devising!

Defense Choose to run plays without a defense to challenge you (None), or against any defensive scheme in the NFL!

Field Pos Select which yard line you'll run plays from. The UP arrow indicates you're in enemy territory, DOWN that you're in your own half of the field.

Hashmark Place the ball at the left, center or right of the field.

Offense Playbook Select the offensive scheme of your choice.

Facility Choose an Indoor or Outdoor facility. Once you've set your options and chosen which team you wish to control, you'll see the playbook screen, with a number of appropriate plays to choose from. Make your choice, then it's on to the field to master your attack!

EXHIBITION

A one game contest between any two teams, Exhibition games don't count towards your record. Many of the screens, features and options available in this mode pertain to other modes, too, so take a moment to learn these basics. After selecting Exhibition, you'll come to the team select screen, showing two teams and their respective NFL rankings in the most important offensive and defensive categories. Toggle through teams by pressing ↓ or ↑ on the **CONTROL PAD/STICK**. Alternate team select areas by pressing ← or → on the **CONTROL PAD/STICK**.

Importing a Created Team If you want to bring a saved custom team into play, highlight the Import Team button and press the **A BUTTON**.

At the Restore Team screen, you can select from any one of up to 4 built up teams.

Once your teams are selected, choose which one you wish to control and get ready for some heavy lifting!

GAME SETUP SCREEN

Before you hit the field, you can access an array of items on the Game Setup screen, which is similar in every game mode. Some options may not be available, depending on game type and situation. For example, you cannot set weather in a domed stadium or in Season mode.

Start Game It's game time!

In-Game Options:

Weather In Exhibition mode, set the game conditions in outdoor stadiums, or have the CPU choose (Auto).

Qtr Length Set 1, 2, 5, 10 or 15 minute quarters.

Time of Day Lets you choose a Day or Night game.

Difficulty Play at Rookie, Pro or All Pro skill levels.

Player Energy When ON, players' energy diminishes with playing time and activity. Low energy often leads to injuries.

Clock Speed Use Realistic, Accelerated or Turbo game clock speeds.

Player ID The on screen players can be identified in different ways.

Injury When ON, players are automatically subbed out when injured, and remain unavailable until the injury heals.

Celebrations Yes, those tedious self-congratulatory displays are here in all their glory!

Focus on Ref When ON, the referee is shown whenever a call is made.

Home Playbook Use the home team's usual playbook (default), or use any other team's scheme.

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Home Profile Use the home team's usual coaching profile, or choose another.

Away Playbook See Home Playbook.

Away Profile See Home Profile.

Penalties Set a wide range of penalty calling sliders from OFF (never called) to STRICT (called whenever possible).

Sub Players You can substitute players into Offensive, Defensive and Special Teams formations. You may wish to substitute a healthy player in for an injured one, or to have a particular player sub into a particular formation (for example, put a very quick receiver into pass formations). First, select which club to substitute for, then the team type (Reset All resets rosters).

- **L** or **R BUTTON** to cycle through formations
- **Z BUTTON** to toggle between sub out and sub in areas
- ↑ or ↓ to highlight players
- **A BUTTON** to sub highlighted players into current formation
- **C** ▼ to sub into all formations

Stadium Select Gosh it's a great big wonderful country, isn't it? And chock-a-block full of great big wonderful stadiums for you to set your game in, from the foolishly named endorser stadiums to the storied grounds of Lambeau Field and plenty in between.
Whew! Lots of settings, but there's lots of action to come, so hit Start Game and get down to it!

NEW SEASON

Begin at the beginning, and try to lead your team to the top of the heap—Super Bowl victory! Season play offers a wide range of action, both on and off the field. You can play each and every game every week, simulate games and play only the choice matchups, manage your roster, create and import custom players, team and playbooks and plenty more!

SEASON SETUP

Before you get into the rough and tumble of a season, you need to make a few key decisions.

Play Pre-Season This option can be set to ON or OFF. When on, your team will compete in 5 exhibition games before the season begins. You can choose to simulate all the games for a particular week or not.

Player Development When ON, this feature tracks each player's performance in several categories during each game and rates them by how they did.

Categories reflect the demands of each position. The rating is cumulative, and may result in a player improving from good performances or getting worse from bad performances, with a certain amount of randomness thrown in to keep things honest. This means each player (and each team) brings variable skill levels into future games and seasons. Hence, a team may be great for a few seasons then decline, while another may stink on toast for years and then begin turning things around.

Player Streaks We don't mean speedy running. When set to ON, players will get hot or cold depending on their game performance. A great performance one week makes a player more likely/able to pull off great moves in the future, while a poor performance can start a player on a downward spiral towards ineptitude.

SEASON MENU

After the Season Setup screen, you'll go to the Season Menu, with a complete range of choices. Note that if Pre-Season is set to ON, you'll see the same menu, but your choices will relate to Pre-Season play. Once you've selected a particular option, press the C▲ (Help) for control details for that option.

Weekly Schedule This screen details all the scheduled pre-season or season games week by week. You can play or simulate any of the games for any given week.

Team Schedules View a list of each team's schedule, along with win/loss record for any weeks already past.

Team Standings View teams standings within each conference and division to date.

Power Rankings Which team has the horsepower to go all the way? Power rankings give you a good indication!

Season Stats If you like numbers, here's gridiron Nirvana! All the stats you can stand, updated as the season progresses.

Season Leaders See at a glance who the top performers in all stat categories are.

Team Stats Complete team stats for the season thus far.

Injured Players If injuries are turned ON, a visit here will tell you the current status of injured players on any team.

Weekly Matchups Compare the rankings of each pair of teams scheduled to play on a given week.

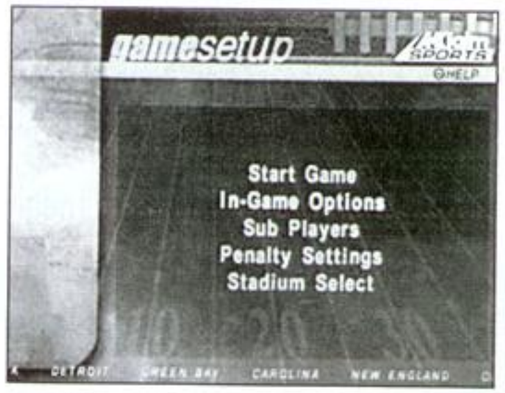
Manage Rosters Draft, trade, and sign players and access custom creation features. See Manage Rosters (page 15) for details.

Quit Season Quit the current season and return to the main menu. Doing so will cause you to lose any unsaved season information.

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PLAYING A SEASON

Once you've selected which game(s) you wish to play or simulate (using the Weekly Schedule option), press the **A BUTTON**. The computer will simulate any games you didn't mark to play. You will then go to the controller select screen, where up to 4 players can decide which team they wish to control (by moving their controller under the team's logo). If you've marked multiple games to play in any given week, they are played in the order presented.



GAME SETUP

After selecting which team you wish to control, the Game Setup screen appears. Here you can set various options (these apply only to the current game). Select Start Game and press the **A BUTTON** to begin playing.

NEW PLAYOFFS

Why wait til' January for intense playoff excitement? Playoff levels from wild card all the way to the Super Bowl. If you revel in the pressure of must-win playoff games, you will love scaling this super-tough ladder to the top.

While the computer determines the Playoff teams and ladder, you may import a Created Team into the 1st tier of the Playoffs.

You can play all games in the playoffs, play only the games featuring a particular team, or have the computer simulate games.

- Select New Playoffs at the NFL Play screen to begin a new playoffs series. Doing so will delete any previously started Playoffs from the internal RAM (NOT from your Controller Pak).
- Select Continue Playoffs to pick up a previously saved series from where you left off. This series must first be loaded at the Save/Load screen.

To select Playoff games

- ← or → to scroll playoff ladder.
- ↓ or ↑ to move highlight to a particular matchup box.
- **C▼** to mark a highlighted matchup for play. The computer will simulate any matches not marked for play.
- **A BUTTON** to play games.

Note: If you press the A BUTTON without marking any matchups for play, you will be asked if you wish to have the computer simulate all games for that week.

To play all weeks with a particular team

- Highlight the box next to a particular team and press **C▼**.
- Press **A BUTTON** to play games.

Following Playoff game selection, you will go to the Controller screen to select a team to control.

SIMULATIONS

On the Main Menu, choose Historic Simulation or Custom Simulation.

Historic Simulation All the great contests of yesteryear are back for you to enjoy! Classic crunch fests abound, including moments from all previous Super Bowls! Each historic sim situation is explained, and then you're given the chance to test your gridiron guts and know-how in a mad re-write of history. You can play as either team, but follow the onscreen challenge to earn win status!

Custom Simulation If only they'd made that field goal…completed that pass… stuffed that quarterback! What if the '67 Chiefs could play the '96 Patriots? Now you don't have to dream about what might have been, YOU can make it happen! Create some history of your own in Custom simulation mode. You select the teams, the situation, everything but the ticket prices!

To create a custom simulation

- ↑ or ↓ to select a variable.
- ← or → to toggle settings.
- **A BUTTON** to confirm sim settings and go on to Game Setup Screen.

PAUSE OPTIONS Press **START** at any time to pause the action and bring up the Pause Options screen.

Resume Game Return to game play.

Instant Replay View the most recent action in a variety of modes, including forward, reverse, and fast and slow motion.

Camera Views Choose among 16 great camera settings, including custom Create-a-Cam. Camera controls appear on-screen.

Game Stats View comprehensive stats for each team so far. **L** or **R BUTTON** to toggle categories.

Controllers Switch which team you control.

Set Audibles Assign audible plays to the four action buttons.

Call Time-out Shows the team charged with the time-out and how many remain.

Sub Players See page 11.

Injured Players Check the injury status of your players.

Penalty Settings Toggle a variety of penalty calling settings, from OFF to STRICT.

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Player Stats View stats for individual players on each team.

More Options Except where noted, these are the same as the Pre- and In-Game options. (See page 11.)

Quit Game Quit or Restart the current game without saving data. Restart returns you to the kickoff.

MORE OPTIONS

Audible Types Toggle between Standard and Hyper audible calling.

Info Boxes Turn on-screen info boxes ON or OFF.

Autosub When set to ON (recommended), autosub will automatically sub in a fresh player for a tired player.

Passing Mode Select Analog or Button passing mode. Button mode uses buttons to select receivers. In Analog mode, players use the **CONTROL STICK** to select a receiver. Press ← or → for the side of the field you want, and ↑ for deep and ↓ for short. A highlight will appear when a receiver is selected. Press the **A BUTTON** to pass to the receiver.

Sound Volumes Set the in-game SFX, Music and Announcer volumes.

MANAGING YOUR ROSTERS

This is where you swap your coaching cap for that of General Manager.

Trade Players Swap position players between teams.

Free Agency Sign and release free agents.

Reset Rosters Restore all rosters to default settings.

Fantasy Draft See page 20.

Salary Cap Turn the Salary Cap ON or OFF.

CUSTOM CREATION

Create custom teams, players & profiles.

Create Player See page 17.

Delete Players Delete a custom player from your roster.

Create Team Use custom players, free agents and trades to create your own team.

Delete Teams Delete any of your created teams.

Create Profiles Create a coaching profile for your team.

Delete Profiles Delete any of the created profiles.

Create Playbook Create a custom playbook that contains up to 256 of your favorite plays.

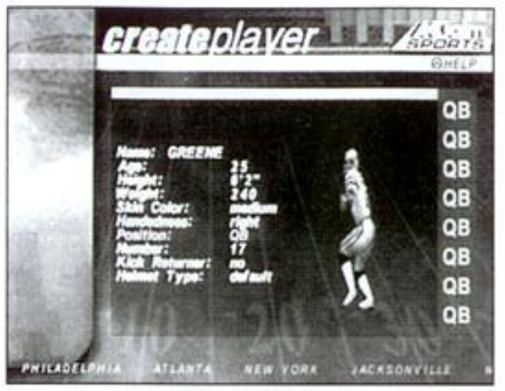
TRADE PLAYERS

Any player can be traded for another. Each team must carry a minimum of 11 players. Any trade which violates that minimum will not be allowed. If Salary Cap is ON, you cannot make a trade that puts you over the cap.

- **L** or **R BUTTON** to toggle teams.
- ↑ or ↓ to highlight a player.
- ← or → to toggle attribute categories.
- **Z BUTTON** to toggle between team trading areas.

CREATE PLAYER

Create up to 22 custom players. Once a player is created, a salary is assigned based on attribute levels, and the player goes into the free agent pool. Players can be imported into any team by selecting Free Agency.



To input a name

- Press **C▼**.
- ↓ or ↑ moves cursor, ← or → toggles characters.
- **A BUTTON** to confirm and advance to attribute select screen.
- Press ← or → to adjust player characteristics.

Adjusting attributes Each created player is assigned an equal number of total skill points. Raise and lower the number of points used by adjusting attribute levels.

- ↓ or ↑ to highlight an attribute.
- ← or → to adjust attribute levels. (**L** or **R BUTTON** to lower or raise all attributes at once.)
- **A BUTTON** to confirm and advance.

FREE AGENCY

Every NFL player and created player is available (or can be released to be made available) as a free agent to any team, including created teams. Attribute levels for highlighted players appear at the bottom of the screen.

Note: If Salary Cap is set to ON, the total value of player salaries on any team cannot exceed 51.5 million dollars. The salary cap does not apply to created teams.

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Free agents are signed from the Free Agent Roster at the right of the screen and then appear in the selected Team Roster. A player released from a team roster (at the left of the screen) will then appear in the free agent roster.

To Sign a Free Agent

- **L** or **R BUTTON** to toggle team to sign player to.
- ↓ or ↑ to scroll through free agent roster.
- ← or → to view player attributes.
- **A BUTTON** to sign highlighted free agent to highlighted team.

To Release a Player to Free Agency

- **L** or **R BUTTON** to cycle teams.
- ↑ or ↓ to highlight player.
- **A BUTTON** to release roster player to free agency.

CREATE PLAYBOOK

This feature lets you create your own playbook, which you can use with any team at any time (except in Quickplay). You can select up to 128 offensive and 128 defensive plays for your custom playbook. You can save up to 2 different custom playbooks.

To create a playbook

- **L** or **R BUTTON** to toggle formations.
- **Z BUTTON** to toggle between offense and defense.
- When GENERAL is highlighted, press the **B**, **A**, or **C▼ BUTTON** to select a play.
- When CUSTOM is highlighted, press the **B**, **A**, or **C▼ BUTTON** to remove a play.
- **START** to store in memory.

To save a playbook to a Controller Pak

- Press the **B BUTTON** to back out to the Main Menu.
- Select Controller Pak options.

CREATE PROFILE

Custom profile lets you preset how you like to call a game, then use this playcalling profile with any team. You can choose preferred formations, and the percentage of different play types (up to a total of 100%). Let's look at it in more detail.

Preferred Offensive and Defensive Formations Choose which 3 offensive and defensive formations you favor.

Pass/Run Percentage You decide what percent of the time your offense will call a pass or run play (total is 100%) when you are not in an obvious passing situation (Ex.: 3rd down and 20 yards to go) or running situation (3rd down and 1 yard to go).

Shock How often to call a shock play—A shock play is a play that is not an obvious call for the current situation. For example, 3rd and 1 from your own 20-yard line and you go for the deep bomb.

Creating a Custom Profile

- ↓ or ↑ to move highlight through selections.
- ← or → to modify current selection.
- **A, B** or **START** to exit to save screen (will save to internal RAM).

To save your Custom Profile to a Controller Pak

- Press the **B BUTTON** to back out to the Main Menu.
- Select Save/Load.

CREATE TEAM

To input characters

- Press **C▼** on an input line (team name, location, etc.).
- ← or → moves cursor, ↓ or ↑ toggles characters.
- Press ← or → to toggle team play calling styles.
- Press the **A BUTTON**.

You will come to another screen. Available teams and free agents appear on the right of the screen. Your empty Created Team appears on the bottom.

To Fill Your Roster

- **L** or **R BUTTON** to toggle among standard teams.
- **Z BUTTON** to toggle between Created and Standard teams.
- ↓ or ↑ to highlight a player.
- ← or → to scroll attributes.
- **A BUTTON** to add/remove a player.

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FANTASY DRAFT

Up to 4 players can select a team they wish to draft for (the computer will draft for the remaining teams). Only current NFL players are available in the draft.

To draft players

- **L** or **R BUTTON** to toggle through teams.
- ↓ or ↑ to scroll through available players.
- ← or → to scroll player attributes.
- ▼ **C BUTTON** to sort players by attributes (top players 1st).
- ◀ **C** or ▶ **C BUTTON** to toggle draft positions (QB, RB, WR, etc.).
- **Z BUTTON** to switch between draft pool and team boxes.
- **A BUTTON** to draft player/cycle to draft team.

COACHING TIPS & HINTS

1. Follow the play diagrams, especially on running plays. If you don't follow the pattern, you are liable to run smack into a defender—big trouble!

2. Take some time to master the controls for different play situations. Advanced players know that a juke or a spin or some timely turbo can make the difference between the goal line and a 4th down punt!

3. Become familiar with your entire roster. If a crucial player is injured, will you have a replacement in mind? Can you pick up a free agent replacement?

4. When controlling a receiver, press the catch button just prior to the ball arriving. Poor timing on a jump catch can lead to an incompletion or worse—an interception!

5. Make use of Audibles. When the clock is ticking and you find that your opponent has set up perfectly to ruin your play, sticking to the playbook won't put you in the history books. Take some time to master your Hyper Audibles and you'll gain an advantage.

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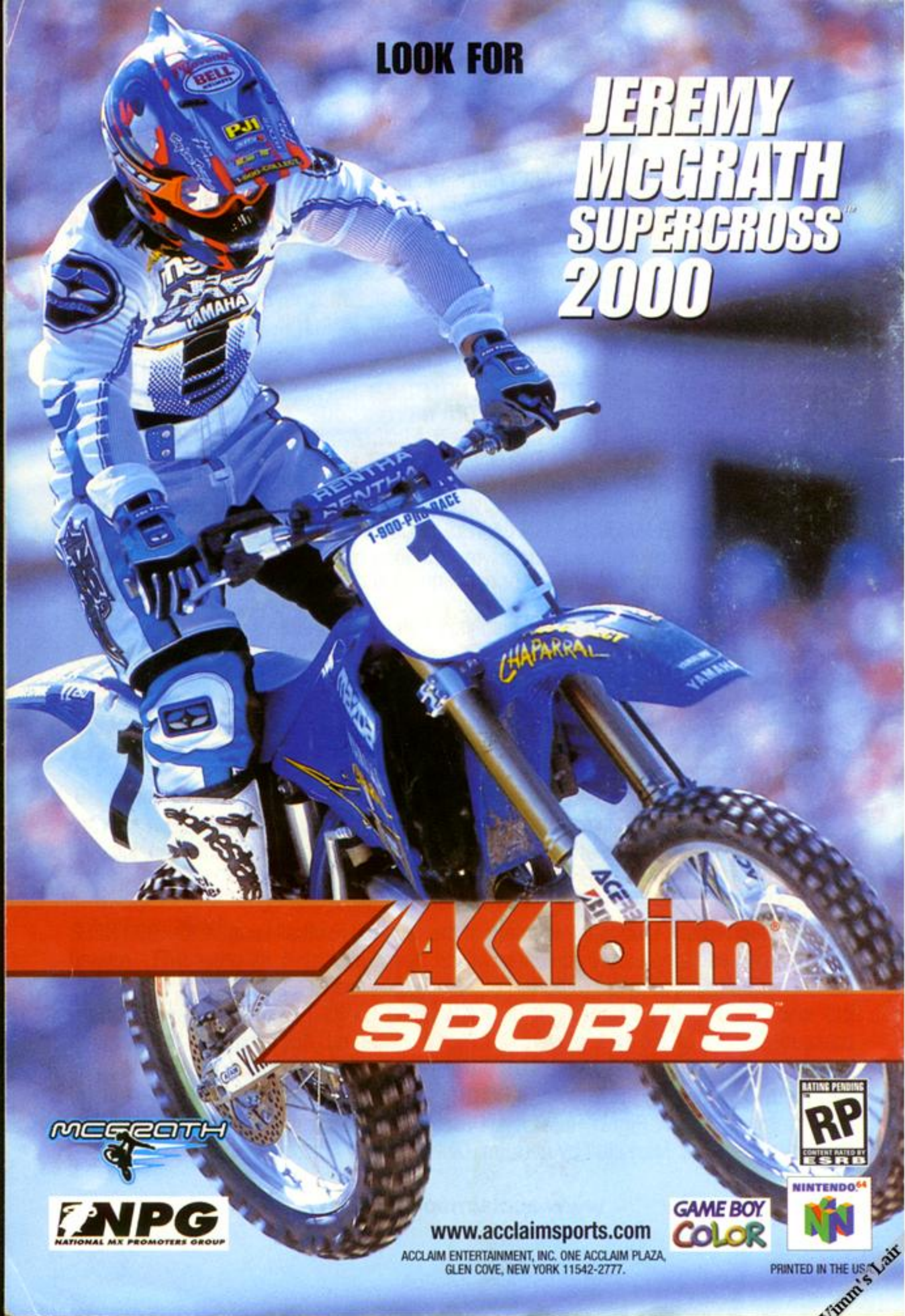
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