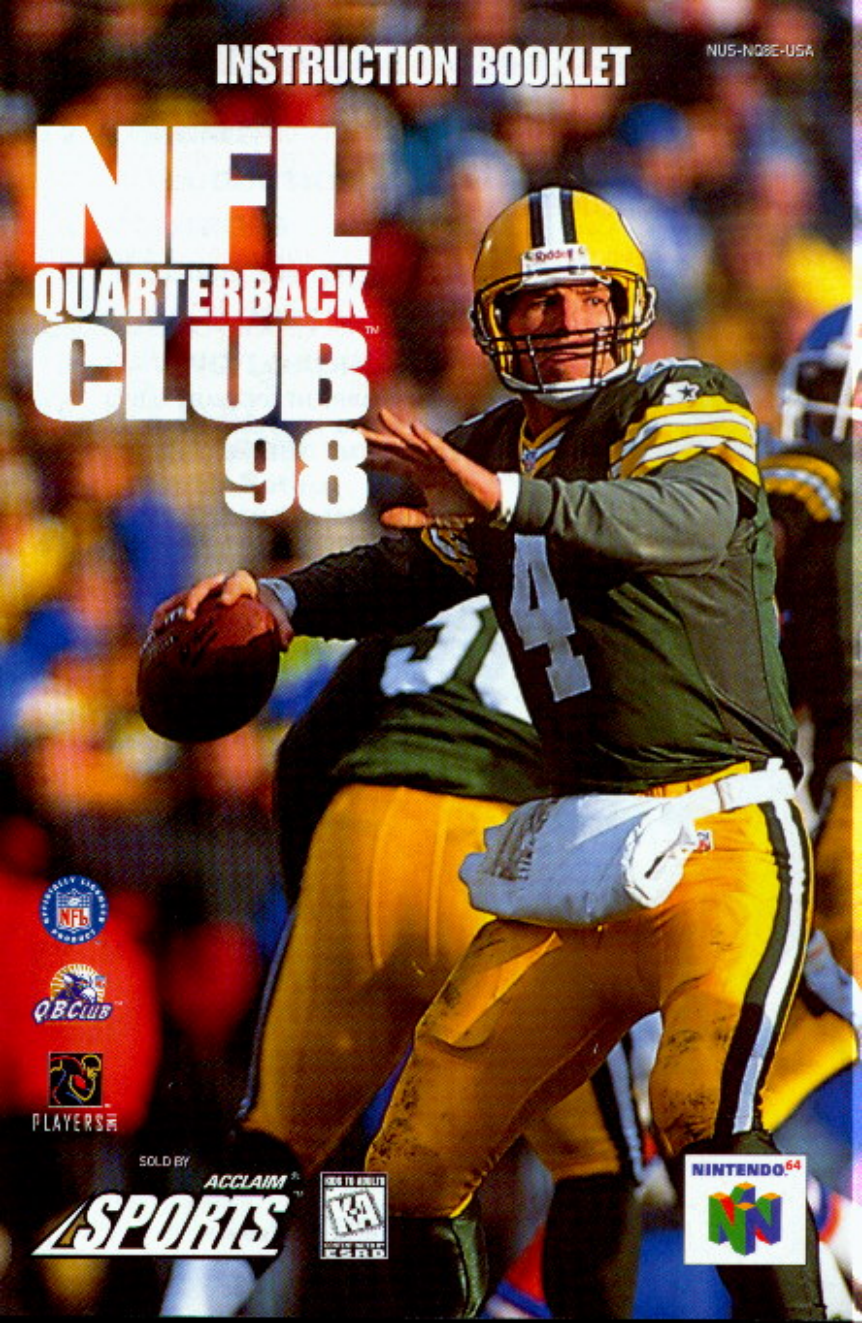
INSTRUCTION BOOKLET

NUS-NQ8E-USA

NFL QUARTERBACK CLUB™ 98



SOLD BY

ACCLAIM SPORTS

NINTENDO 64

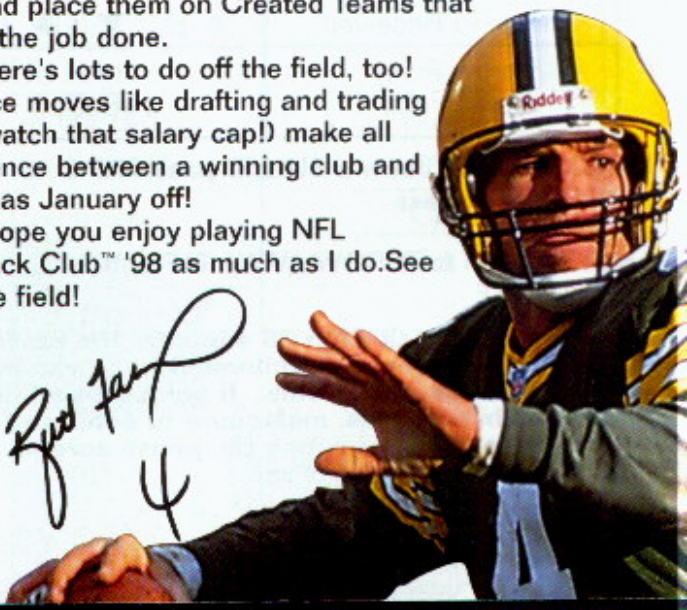
INTRODUCTION

Welcome to NFL Quarterback Club™ '98. This is the real thing. As a proud member of the NFL Quarterback Club, I am happy to say that this is the one game that puts the feel of real football in your hands. It's got all the play-making, all the strategy, and all the crunching intensity of a real NFL game. Authenticity makes all the difference, so I personally selected all of the offensive plays and actually drew up a few of my own favorites.

Whether you are guiding your team through the grind of a full Season schedule, dropping back in the pocket to stake your claim in the Playoffs, or going for the Big Ring in the Super Bowl, you've got all the action that makes football great! Playing great Historical Simulations is a challenge for any QB, and situations don't come tougher than the ones you create yourself with Custom Simulations! And I love features like Create a Player that let me design custom players and place them on Created Teams that really get the job done.

There's lots to do off the field, too! Front-office moves like drafting and trading players (watch that salary cap!) make all the difference between a winning club and one that has January off!

I hope you enjoy playing NFL Quarterback Club™ '98 as much as I do.See you on the field!



Offense Pre Snap

Action	Button
Snap Ball	Z Button
Call Audible	B, then A, B, C▼, C▶, C▲
Fake Snap	A
Switch Players	C▼/▲
Scan Line Of Scrimmage	C◀, C▶
Pre-Read Receivers	R Button
Move Motion Player	Analog Joystick

Passing

Action	Button
Player Movement	Analog Joystick
Pull Up/Turn Off Pass Indicators	Z Button
Throw To Receiver*	A, B, C▼, C▶, C▲
Throw Away/ Pump Fake**	R Button

* HOLD button to throw a BULLET pass, TAP button to throw a LOB pass

** HOLD button to THROW AWAY, TAP button to PUMP FAKE

NFL Quarterback Club 98 supports the Rumble Pak for extra gaming excitement. You can insert a Rumble Pak at any time. If you do so while a game is in progress, make sure to enter and exit the Pause Screen (exiting the pause screen initializes the Rumble Pak).

Running

Action	Button
Player Movement	Analog Joystick
Turbo	A
Dive	B
Stiff Arm	Z Button
Spin	C▼
Hurdle	C◀
Juke	C▶
Up & Over Dive	C▲
Pitch Ball	R Button

Receiving

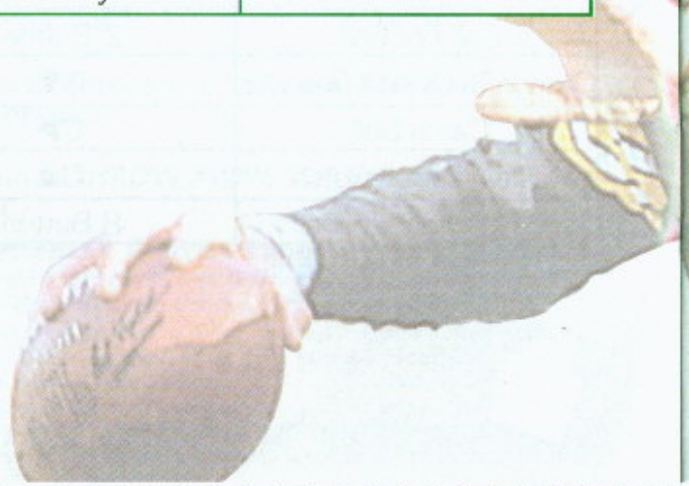
Action	Button
Player Movement	Analog Joystick
Turbo	A
Dive For Ball	B
Call For Ball	Z Button
Change To Closest Receiver	C▼
Catch Ball	C▶
One Handed Catch	C▲
Push Off Defender	R Button

Offensive Linemen/Non-Receiver Players

Action	Button
Player Movement	Analog Joystick
Turbo	A
Dive	B
Hold Defensive Player	Z Button
Switch Players	C▼/▲

Defense Pre Snap

Action	Button
Player Movement	Analog Joystick
Shoot Off Line	A
Call Audible	B, then A, B, C▼, C▶, C▲
Line Shift Left	Z Button/L Button
Line Shift Right	R Button
Switch Players	C▼/▲



Defense After Snap

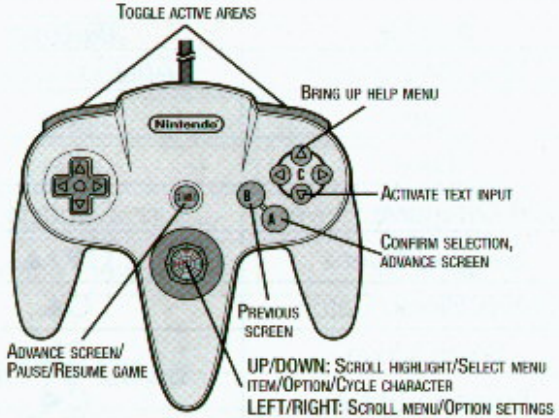
Action	Button
Player Movement	Analog Joystick
Turbo	A
Dive	B
Hold Offensive Player	Z Button
Switch Players	C▼/▲
Jump/Block/Catch	C▲
Swim Move	C▶
Forearm Shiver	C◀
Fair Catch*	R Button

* Only On Punt Return

Kicking/Punting

Action	Button
Aim Kick	Analog Joystick
Snap Ball / Kick	Z Button/L Button
Call Audible	B, then A, B, C▼, C▶, C▲
Switch Players	C▼/▲

Moving through NFL Quarterback Club™ '98



Note: Throughout this booklet (and the game!), use the analog CONTROL STICK for directional movements such as UP, DOWN, LEFT and RIGHT

About Help

Press the Yellow C UP at any time to bring up a help screen explaining the current menu or screen controls.
At the Title Screen, press the START BUTTON.
You will see the Main Menu screen.

Main Mode Screen

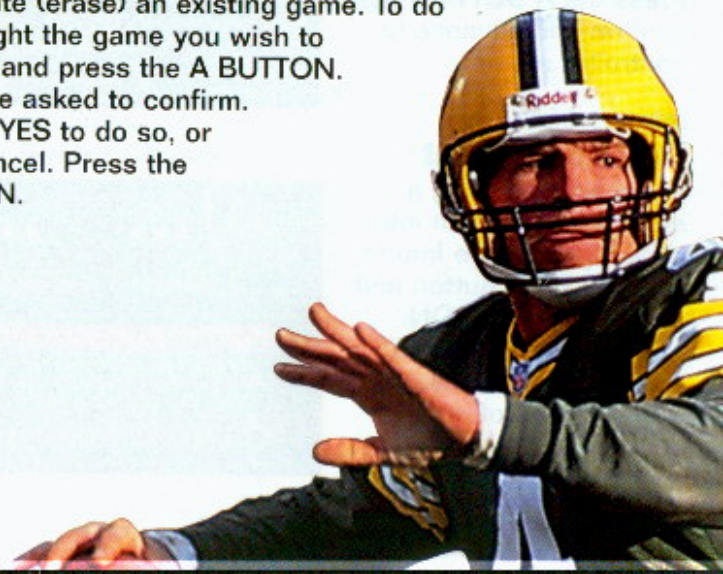


NFL Play see page 10.
QuickPlay Jump right in to a Preseason game with random teams and default settings.
QB Profiles Press LEFT or RIGHT to scroll through quarterbacks.
Save/Load see page 9.
Simulations see page 16.
Manage Rosters see page 21.

Audio/Video Options Set Music, Sound Effects and Announcer volume levels. You can also center and size the vertical and horizontal aspects of the screen, and Reset audio and video to default settings.
Enter Cheat This lets you enter cheat codes to alter the game in surprising ways.
Credits View the talent behind NFL Quarterback Club '98. Select the Development or Publisher team. Press LEFT or RIGHT to scroll credits.

SAVE/LOAD

Saving or loading a game will save or load any created players and teams, 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 YES to do so, or NO to cancel. Press the A BUTTON.



NFL PLAY

NFL Play features four distinct game modes. Choose to play a Preseason, New Season, Playoff or Tournament (doing so will erase any current game) or Continue one in progress.

PRESEASON

Preseason is an exhibition game between any two teams.

Team Select

UP DOWN Control Pad to scroll through teams. Toggle Home or Away selection by pressing LEFT RIGHT.
Press the A BUTTON to confirm and advance to controller set-up.



Importing a Created Team

If you want to bring a saved custom team into play, highlight the Import Created Team button and press the A BUTTON.
At the Restore Built Team screen, you can select from any one of up to 4 built up teams.



Controllers

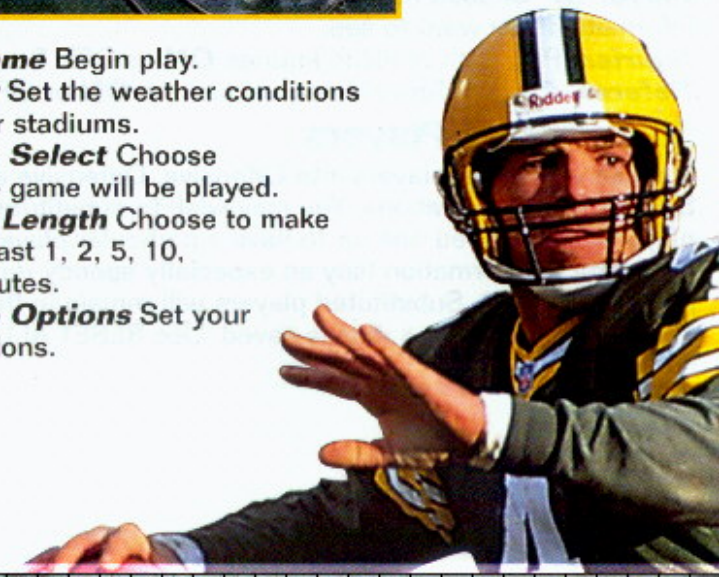
Press the LEFT or RIGHT Control Pad to move controllers under the logo of the team you want to control. Controllers are numbered and have a distinct color. Your color will appear during gameplay under the player you control.

Game Set-Up Screen

You'll come to this screen before every game. 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 play.



Start Game Begin play.
Weather Set the weather conditions in outdoor stadiums.
Stadium Select Choose where the game will be played.
Quarter Length Choose to make quarters last 1, 2, 5, 10, or 15 minutes.
In-Game Options Set your game options.



In-Game Options

Bold indicates the default.



Sub Players See below for details.
Difficulty Choose among Rookie, **Pro** and All Pro skill levels.
Clock Speed Choose **Realistic**, Accelerated or Turbo game clock speeds.
Celeb Anims Turn player celebrations **ON** or OFF.
Penalty Settings Set the penalty calling slide bars in all categories from OFF to STRICT.
Player ID Choose how you much on-screen player information you want to see.
Injuries Play with realistic injuries **ON** or OFF. See below.
Referee Anims Turn referee animations **ON** or OFF.

Substituting Players

You can substitute players into Offensive, Defensive and Special Teams formations. You may wish to substitute a healthy player for an injured one, or to have a particular player sub in to a particular formation (say an especially speedy receiver into pass formations). Substituted players will remain in their new formations when game data is saved. Use RESET ALL to revert to default settings.

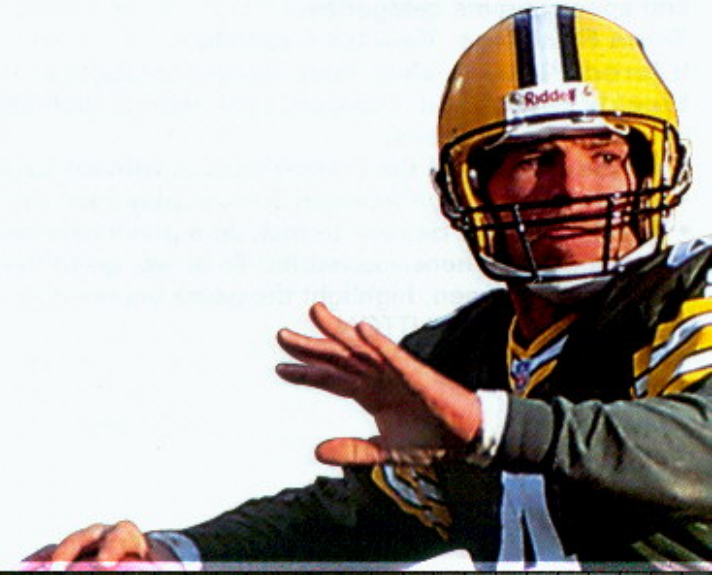
- LEFT RIGHT to toggle between current player and substitute.
- UP DOWN to scroll through players.
- L or R BUTTON to cycle through formations.
- C◀ or C▶ to cycle through player attributes.



- A to sub a player into a formation for the current game.
- C ▼ to sub the player into all formations.

Injuries

The injury screen allows you to view every player on every team who is currently injured. It tells what injury the player has and how long he will be out of the game. Players can get injured any time during the game and usually injuries occur when the player gets hit hard or is tired.



SEASON PLAY



Weekly Schedules See page 15.
Team Schedules View each team's season calendar.
Season Stats View a variety of season stats.
Team Standings View overall, conference and divisional season standings.
Season Leaders Brings up a menu of offensive, defensive and special teams categories.
Team Rankings View team statistics.
Injured Players View injury reports on players.
Weekly Matchups Compare each team's skill ratings before choosing teams.
Quit Season Quit the current season without saving.

- Select New Season to begin Season play from the top.
- Select Continue Season to pick up a previously saved Season from where you left off. To do so, go to the Save/Load screen, highlight the game you wish to Load and press the A BUTTON.

In Season mode, you can play one or several games each week. The computer will simulate any games not marked for play. You can import a previously saved Created Team in place of a current NFL team.

To select Season games each week:

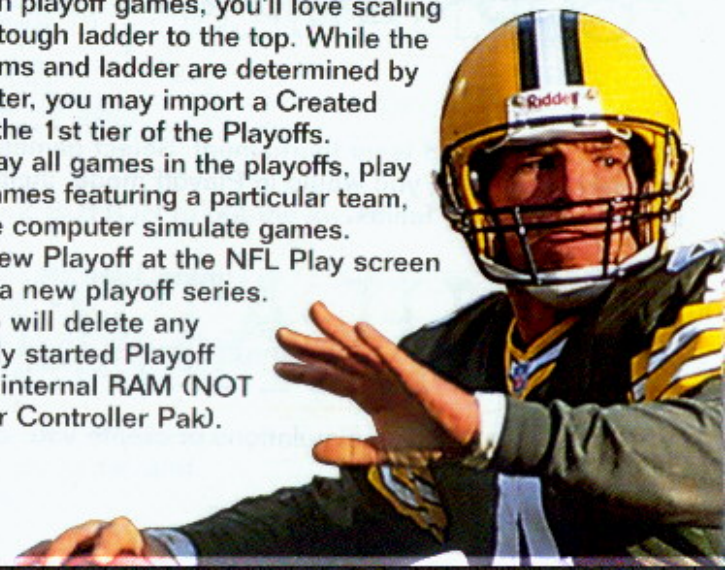
- UP DOWN to scroll weekly matchups.
- LEFT RIGHT to move highlight to a particular matchup box or team select box.
- C ▼ to mark a highlighted matchup for play and/or select a team.
- A BUTTON to play games.

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

PLAYOFFS

Playoffs features all the playoff levels from Wild Card all the way to the Super Bowl. If you revel in the pressure of must-win playoff games, you'll love scaling this super-tough ladder to the top. While the Playoff teams and ladder are determined by the computer, 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 Playoff at the NFL Play screen to begin a new playoff series. Doing so will delete any previously started Playoff from the internal RAM (NOT from your Controller Pak).



- Select Continue Playoff to pick up a previously saved series from where you left off. This series must be selected at the Save/Load screen.

To select Playoff games:

- LEFT RIGHT to scroll playoff ladder.
- UP DOWN 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 A 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 ▼.
- A BUTTON to play games.

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

TOURNAMENT PLAY

Choose a 4, 8 or 16 team tournament. Select games for Tournament play as you would in Playoff mode, including importing Created Teams.

SIMULATIONS

Choose classic Historic simulations or create your own tense Custom simulations.

To play an Historic simulation:

- LEFT RIGHT to cycle to the desired simulation. A BUTTON to select. Then it's right into play!

To create a Custom simulation:

- Control Pad to highlight situational area (Quarter, time remaining, teams, etc.).
- L or R BUTTON to toggle settings.
- A BUTTON to confirm simulation and advance to the game set-up screen, where you set the weather, etc.

Note: In simulation mode, quarter length is 15 minutes.

PICKING UP THE PIGSKIN

The Coin Toss

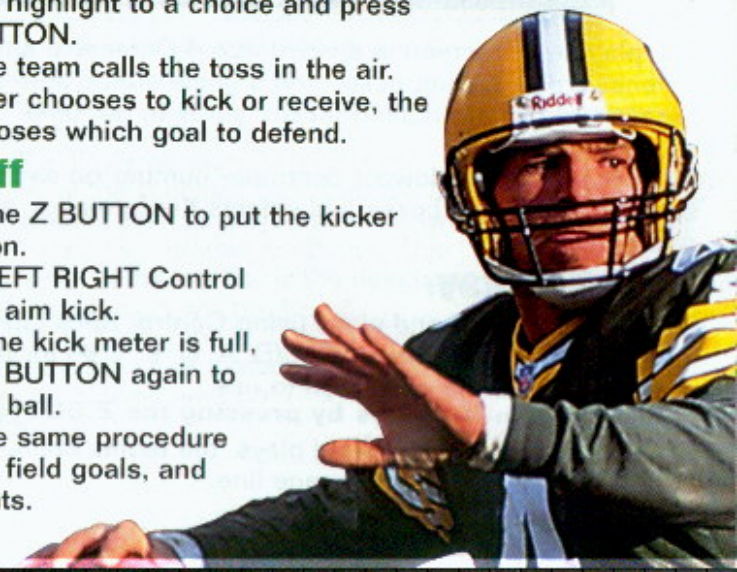
Move the highlight to a choice and press the A BUTTON.

The Home team calls the toss in the air. The winner chooses to kick or receive, the loser chooses which goal to defend.

Kick Off

- Press the Z BUTTON to put the kicker in motion.
- Press LEFT RIGHT Control Stick to aim kick.
- When the kick meter is full, press Z BUTTON again to kick the ball.

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.).

The player with the lowest controller number on each team scrolls through the boxes and selects the formation and a related play.

To Call a play:

- Scroll formations and plays using Control Stick LEFT RIGHT
- Press the appropriate control (B, A, C ▼, C▶) for the formation and play you wish to use.

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.

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.

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

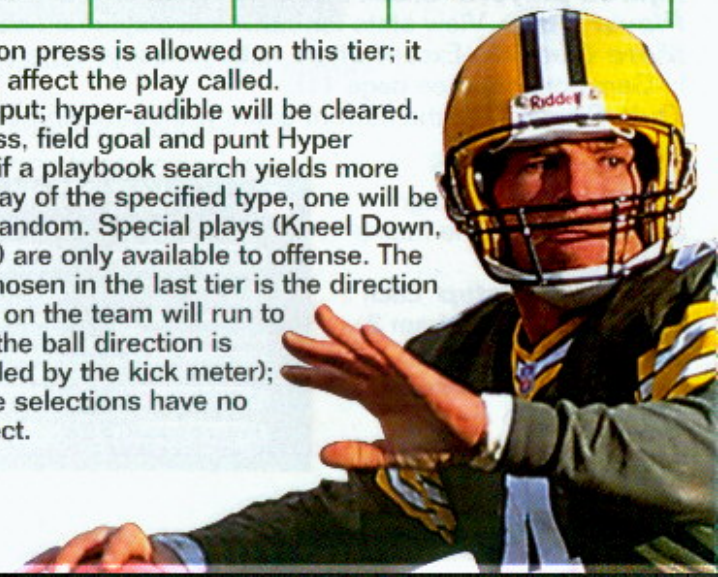
HYPER AUDIBLES CHART

	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	Bomb Zone
Press 3	Sideline Lt	Left	Middle	Right	Sideline RT
Press 1				Field Goal	Punt
Press 2	**	Normal	Offense Normal Defense Block	Run Fake	Pass Fake
Press 3	*	*	*	*	*

* 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**, if a playbook search yields more than one play of the specified type, one will be chosen at random. Special plays (Kneel Down, Stop Clock) are only available to 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.



Pause Options

Press the START BUTTON during a game 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 6 camera settings, including custom Create a Cam.

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

Controllers Switch which team you control.

Restart Game Return to the kickoff.

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

Sub Players See page 12.

Injured players Check the injury status of your players.

Player Stats View stats for individual players on each team.

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

Quit Game Quit the current game without saving data.

More Options



Set Audibles Assign audible plays to the four action buttons.

Controller Setup Each player can choose from 3 preset control configurations. Press LEFT RIGHT to cycle through. A handy control reference, too.

Audible Types Toggle between Standard and Hyper audible calling.

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

MANAGING YOUR ROSTERS



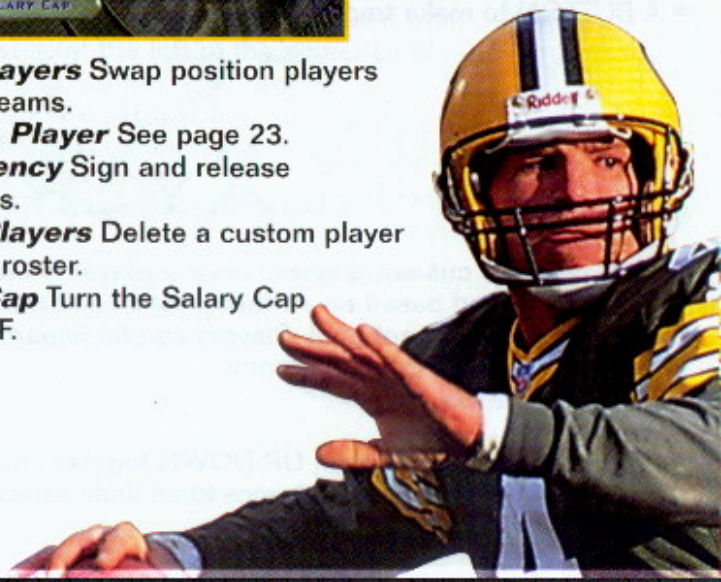
Trade Players Swap position players between teams.

Create a Player See page 23.

Free Agency Sign and release free agents.

Delete Players Delete a custom player from your roster.

Salary Cap Turn the Salary Cap ON or OFF.



Create A Team Use custom players, free agents and trades to create your own team.
Fantasy Draft see page 25.
Delete Teams Delete any of your created teams.
Reset Rosters Restore all rosters to default settings.

TRADE PLAYERS

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

- L or R BUTTON to toggle teams
- UP DOWN to highlight a player
- LEFT RIGHT to toggle team/player select left and right
- C◀ or C▶ to toggle attribute categories
- A BUTTON to make trade

CREATE A 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 ▼.
- LEFT RIGHT moves cursor, UP DOWN toggles characters.
- A BUTTON to confirm and advance to attribute select screen.

To adjust attributes

Each created player is assigned a random number of total skill points. Raise and lower the number of points used by adjusting attribute levels.

- UP DOWN to highlight an attribute.
- LEFT RIGHT to adjust attribute levels.
- A BUTTON to confirm and advance.

FREE AGENCY

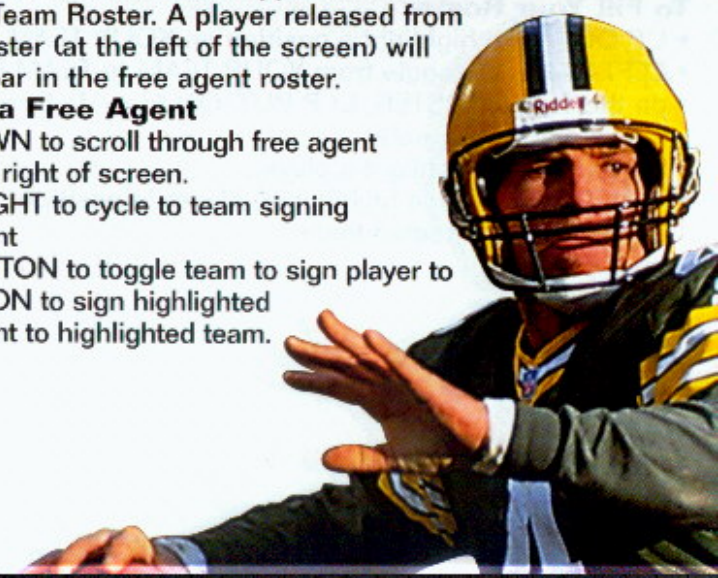
Every NFL player and created player is available as a free agent to any team, including created teams. Attribute levels for highlighted players appear at the bottom of the screen.

Note: If Salary Cap is set to ON, the total value of player salaries on any team cannot exceed 41.25 million dollars.

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

- UP DOWN to scroll through free agent roster at right of screen.
- LEFT RIGHT to cycle to team signing free agent
- L/R BUTTON to toggle team to sign player to
- A BUTTON to sign highlighted free agent to highlighted team.



To Release a Player to Free Agency

- RIGHT LEFT to select Team roster at left of screen.
- L/ R BUTTON to cycle teams.
- UP DOWN to highlight player.
- A BUTTON to release roster player to free agency.

CREATE A TEAM

To input characters:

- Press C ▼ on an input line (team name, location, etc.)
- LEFT RIGHT moves cursor, UP DOWN toggles characters.

Press LEFT RIGHT 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 with roster positions appears on the left.

To Fill Your Roster

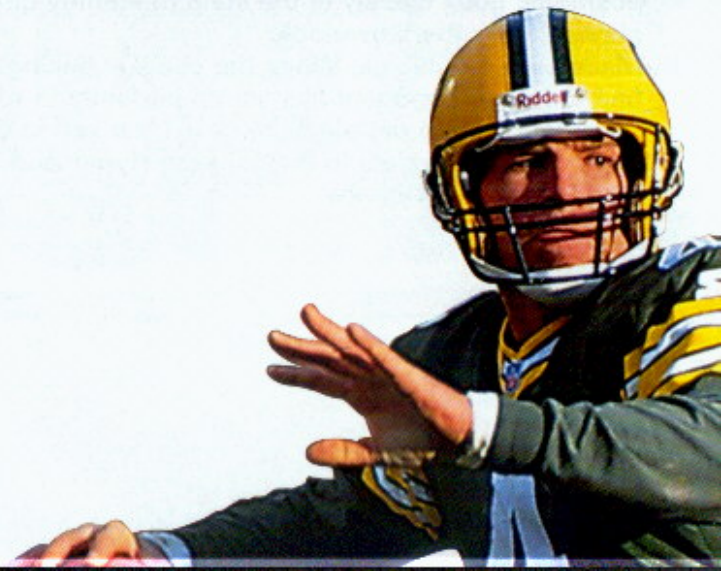
- UP DOWN to highlight a position on YOUR TEAM.
- LEFT RIGHT to toggle from YOUR TEAM to TEAM ROSTER.
- on the TEAM ROSTER, L/ R BUTTON to cycle through teams and free agents.
- UP DOWN to highlight a player.
- A BUTTON to place highlighted player in position highlighted on created team.

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

- LEFT/RIGHT to select team you wish to draft for.
- UP DOWN to scroll through available players, A BUTTON to select.



COACHING TIPS & HINTS

1. Follow the play diagrams, especially on running plays. If you don't follow the pattern, you're 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. Watch the salary cap! Too much high-priced marquee talent can leave you with mediocre players at key positions. Look closely at the stats to identify quality players that others overlook.
5. Make use of Audibles. When the clock is ticking and you find that your opponent has set up perfectly to ruin your down, sticking to the playbook won't put you in the history book. Take some time to master your Hyper Audibles and you'll gain an advantage.