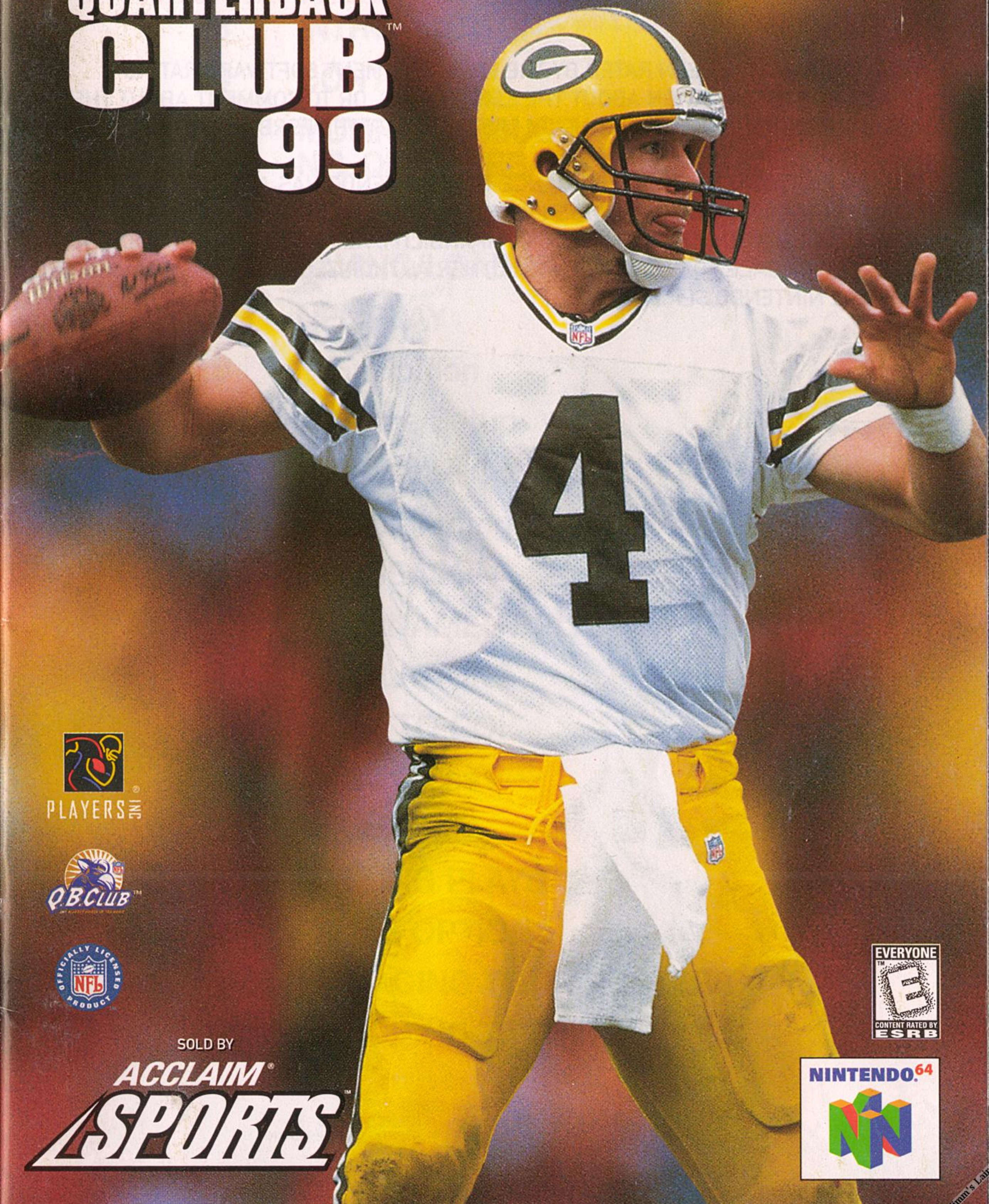
NUS-NQ9E-USA

NFL QUARTERBACK CLUB 99™

INSTRUCTION BOOKLET



PLAYERS INC®

Q.B.CLUB™

OFFICIALLY LICENSED NFL PRODUCT

SOLD BY

ACCLAIM® SPORTS™

EVERYONE
CONTENT RATED BY ESRB

NINTENDO.64

Vimm's Lair

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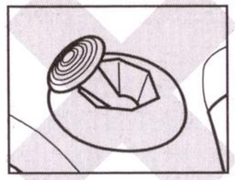
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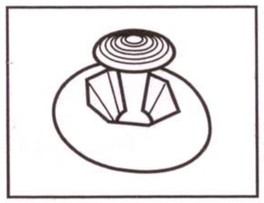
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CONTROL STICK FUNCTION

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™ '99 Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.
4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately) in the slot on the bottom of the controller.
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 N64 Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.**
- **N64 Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.**

INTRODUCTION: A WORD FROM BRETT FAVRE

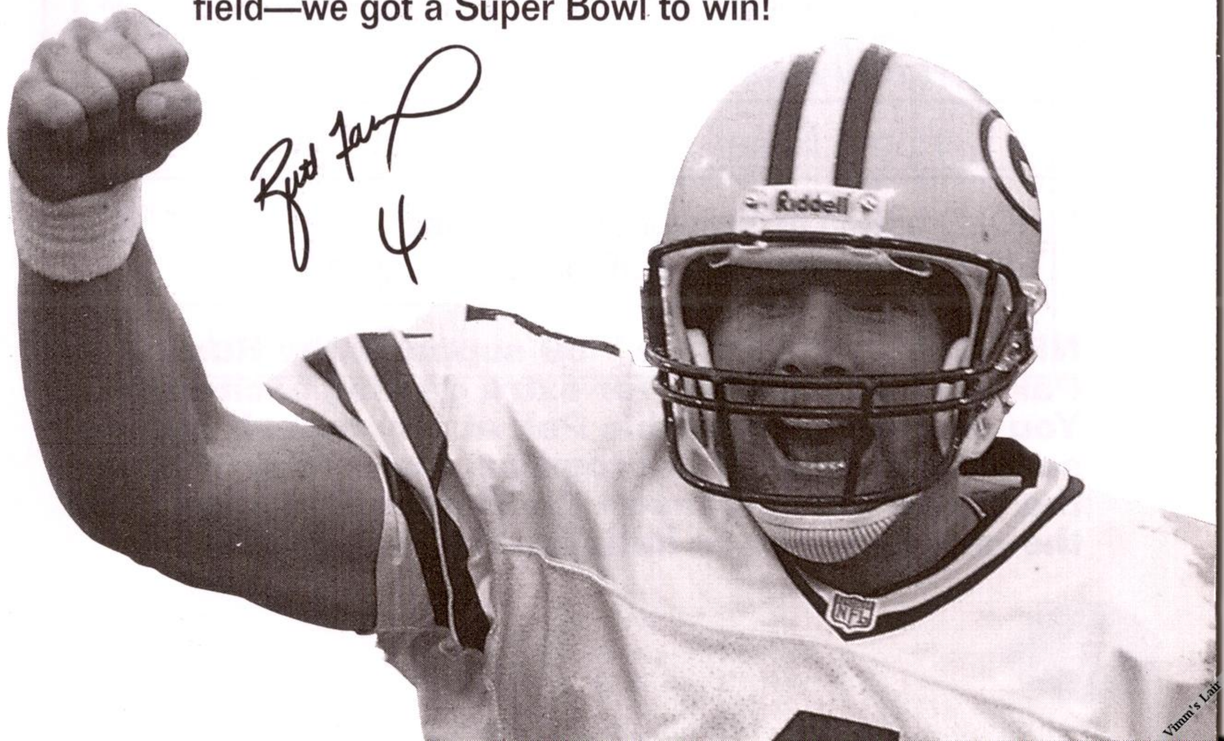
Welcome to NFL Quarterback Club™ '99, the biggest and best gridiron game yet from Acclaim Sports™. I'm really happy to once again bring you the inside-the-locker-room, fresh-from-the-field plays and game knowledge you need to become MVP this year.

If you've played NFL Quarterback Club™ '98, you'll be very happy with this season's new additions, like the Super Bowl Tribute and a great Practice mode. Acclaim Sports™ knows football, and they know gaming. Of course I know a little about football myself, and together we've come up with a game that takes home football even further—right over the goal line!

If you are new to NFL Quarterback Club™, gimme an extra high five, because I know you are going to love the look, style and gameplay of NFL QBC '99! These are just a few of the great features you'll enjoy:

- **Top flight announcers Mike Patrick and Randy Cross**
- **Choose from 30 team-specific playbooks**
- **Over 450 new motion captured animations, including player celebrations**
- **All-new analog passing system**

So by now you're juiced up and ready for some big-time action, right? No problem getting psyched for this game! Then let's get down to the field—we got a Super Bowl to win!



DEFAULT CONTROLS

Offense Pre Snap

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

Passing

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

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

NFL Quarterback Club™ '99 supports the Rumble Pak (sold separately) 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 the Pause Screen, insert the Rumble Pak, then exit the pause screen to initialize the Rumble Pak.

Running

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

Receiving

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

Offensive Linemen/ Non-Receiver Players

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

Defense Pre-Snap

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

Defense After Snap

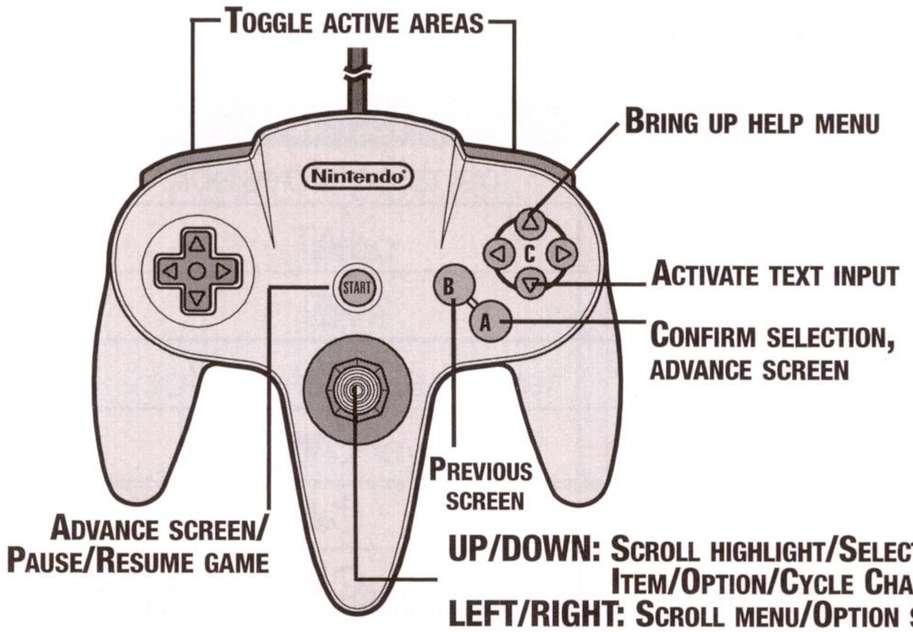
Action	Button
Player Movement	Analog Joystick
Turbo	A
Dive	B
Hold Offensive Player	Z
Switch Players	C▼
Jump/Block/Catch	C▲
Swim Move	C▶
Forearm Shiver	C◀
Fair Catch*	R

*** Only On Punt Return**

Kicking/Punting

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

MOVING THROUGH NFL QUARTERBACK CLUB™ '99



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 ▲ BUTTON** at any time to bring up a help screen explaining the current menu or screen controls.

At the Title Screen, press the **START BUTTON**.

MAIN MENU



You will see the Main Menu screen.

NFL Play See page 9.

Quick Play Jump right into an Exhibition game with your chosen teams and default settings.

Simulations See page 14.

Practice Mode See page 14.

Save/Load See page 9.

Manage Rosters See page 18.

SB (Super Bowl) Tribute – A complete historical review of each Super Bowl and the turning points in each game.

A/V 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.

Credits View the talent behind NFL Quarterback Club™ '99. Select the Development or Publisher team. Press ← or → to scroll credits.

Enter Cheat Once you discover a cheat, you can enter it on this screen to alter gameplay in surprising and amusing ways.

SAVING/LOADING

To save or load a game, you must back up to the Main Menu (press the **B BUTTON**) and select the Save/Load 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 YES to do so, or NO to cancel. Press the **A BUTTON**. To Load A Saved Game: On the Save/Load screen, press the **C◀ BUTTON** to load a previously saved game. Follow prompts.

NFL PLAY

NFL Play features four game modes. Choose from New Season, New Playoffs, New Tournament or Exhibition modes (doing so will erase any current game) or Continue one in progress.

Exhibition is a pre-season exhibition game between any two teams.

Team Select ↑ or ↓ Control Pad to scroll through teams. Toggle Home or Away selection by pressing ← or →.

Press the **A BUTTON** to confirm and advance to controller set-up.

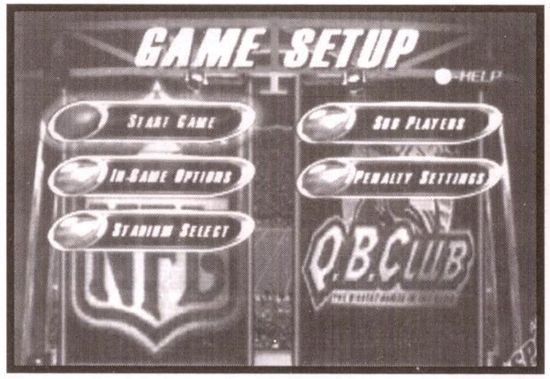
Importing a Created Team If you want to bring a saved custom team into play, highlight the Import Team button and press the **A BUTTON**.

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

Controllers Press the ← or → 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



Excepting Quickplay mode, you will 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.

Time of Day In Exhibition mode, choose what time the game starts.

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

Penalty Settings Set the penalty calling slide bars in all categories from OFF to STRICT.

Difficulty Choose among Rookie, Pro and All Pro skill levels.

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

Player ID Choose the kind of on-screen player information you want to see.

Referee Anims Turn referee animations ON or OFF.

Celebration Anims Turn player celebrations ON or OFF.

Injuries Play with realistic injuries ON or OFF. See below.

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). Substitutions remain in effect until you power down or load a saved game. Substitutions are not saved when you save game data. Use RESET ALL to revert to default settings.

- ← or → to toggle between current player and substitute.
- ↑ or ↓ to scroll through players.
- **L** or **R BUTTON** to cycle through formations.
- **C ◀** or **C ▶** to cycle through player attributes.
- **A BUTTON** to sub a player into a formation for the current game.
- **C ▼** to sub the highlighted 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.

NFL SEASON PLAY



Weekly Schedules See page 13.

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.

Weekly Matchups Compare each team's skill ratings before choosing teams.

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.

New Season Options

When New Season is selected, you will come to a screen where you may select certain season-specific options. To do so, highlight an option and press the **A BUTTON**. You'll then go to the screen for that option.

Start Season Begin your new Season.

Pre-Season If you are the type of die-hard fan who wants all the Season action, you can even elect to play all the pre-season games, too, just by turning this option ON.

Player Development When turned ON, this feature tracks each player's performance in several categories during each game and rates them by how they did. Categories change to 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), though a certain amount of randomness keeps things interesting. This means each player (and consequently each team) brings variable skill levels into future games and seasons. In this way, some teams may be great for a few games or seasons then go into decline, while losing teams may begin to turn things around.

Quit Season Quit the current season without saving.

- Select New Season/Start Season to begin Season play from the top.
- To continue a saved season from where you left off, load it from the Save/Load screen. Enter NFL Play mode and select Continue Season.

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

- ↑ or ↓ to scroll weekly matchups.
- ← or → 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. If you want to simulate successive weeks, just scroll to the week you want to simulate games up to and press the A BUTTON. The game will simulate every game up to 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 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 ▼**.
- **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, including moments from all 32 Super Bowls or create your own tense Custom simulations.

To play an Historic simulation

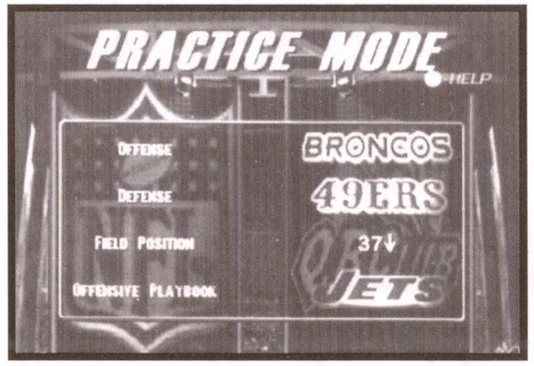
- ←or→ to cycle to the desired simulation. **A BUTTON** to select. Then it's right into play!

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.

PRACTICE



Practice mode allows you to perfect your offense (running, passing and kicking skills) before taking on a team in an actual game. In practice mode, there are no injuries, downs, time outs or time restraints.

Practice mode features the following options:

Offensive Team Bring in any NFL team to run plays with on the practice field.

Defensive Team Bring in any NFL team to run plays against on the practice field. The default is NONE.

Offensive Playbook Use the default playbook, or choose from any team specific playbook.

Starting Position Place your offensive team anywhere on the field.

GOAL TO GO!

The Coin Toss

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

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

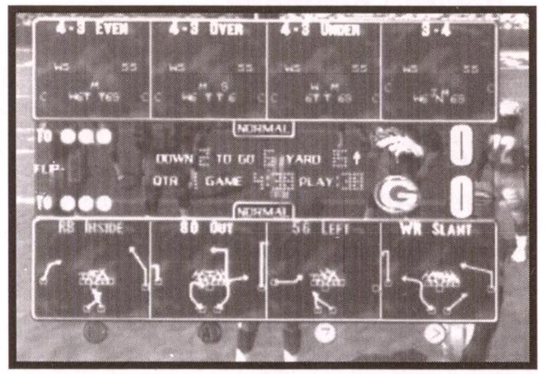
Kick Off

- Press the **Z BUTTON** to put the kicker in motion.
- Press ← or → 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.). 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** (shoulder) **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**, **SPEED** and **POWER** packages. Power subs in the strongest linemen and tight ends on the roster. Speed subs in the fastest backs and receivers on the roster.

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 20), it will be available on your list of playbooks and can be used at anytime (excepting 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 to the middle would be **C ▲**,**C ▲**, **C ▼**.

* 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 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 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 10.

Injured Players Check the injury status of your players.

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

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 18).

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

Vimm's Lair

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 the side of the field you want (← or →), 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 22.

Salary Cap Turn the Salary Cap ON or OFF.



Custom Creation

Create custom teams, players & profiles.

Create Player See page 19.

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.

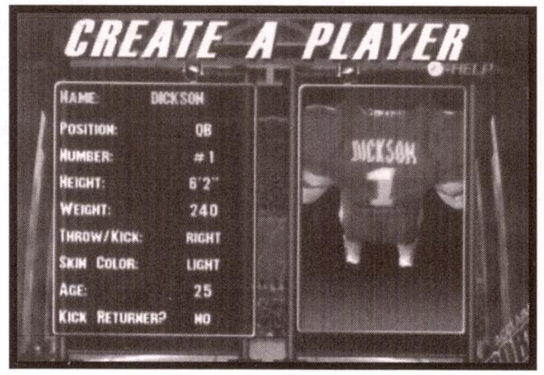
TRADE PLAYERS

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 team/player select left and right.
- **C ◀** or **C ▶** to toggle attribute categories.
- **A BUTTON** to make trade.

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.

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.

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.
- → to highlight free agent list.
- ↑ or ↓ to scroll through free agent roster at right of screen.
- **A BUTTON** to sign highlighted free agent to highlighted team.

To Release a Player to Free Agency

- ← to select Team roster at left of screen.
- **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**, **R** or **Z BUTTON** to toggle formations.
- Control Stick to choose a play plaque.
- When **GENERAL** is highlighted, press the **B**, **A**, **C▼** or **C► BUTTON** to select a play. When **CUSTOM** is highlighted, press the **B**, **A**, **C▼** or **C► BUTTON** to remove a play.
- **START BUTTON** to Exit/Save.

To save a playbook to a Controller Pak

- Press the **B BUTTON** to back out to the Main Menu.
- Select **SAVE/LOAD**.

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 BUTTON** 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**.

Vinnie's Lair

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 left.

To Fill Your Roster

- ← or → to toggle from YOUR TEAM to TEAM ROSTER.
- On the TEAM ROSTER, **L** or **R BUTTON** to cycle through teams and free agents.
- ↑ or ↓ to highlight a player.
- **A BUTTON** to place highlighted player on your 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.

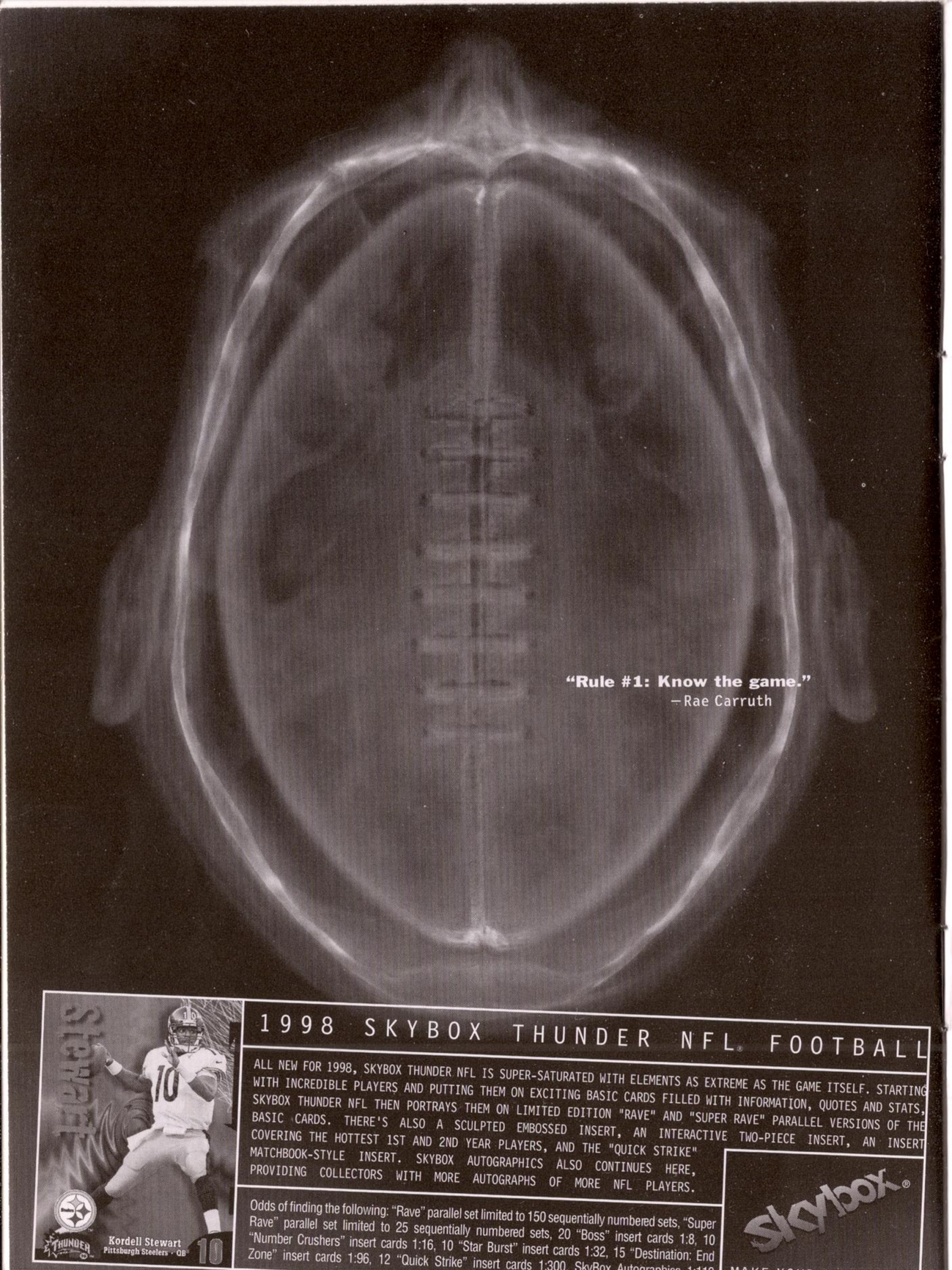
To draft players

- ← or → to select team you wish to draft for.
- ↑ or ↓ 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 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, wait until the last second before the ball arrives to press the catch buttons. 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.

NOTES



1998 SKYBOX THUNDER NFL® FOOTBALL

ALL NEW FOR 1998, SKYBOX THUNDER NFL IS SUPER-SATURATED WITH ELEMENTS AS EXTREME AS THE GAME ITSELF. STARTING WITH INCREDIBLE PLAYERS AND PUTTING THEM ON EXCITING BASIC CARDS FILLED WITH INFORMATION, QUOTES AND STATS, SKYBOX THUNDER NFL THEN PORTRAYS THEM ON LIMITED EDITION "RAVE" AND "SUPER RAVE" PARALLEL VERSIONS OF THE BASIC CARDS. THERE'S ALSO A SCULPTED EMBOSSED INSERT, AN INTERACTIVE TWO-PIECE INSERT, AN INSERT COVERING THE HOTTEST 1ST AND 2ND YEAR PLAYERS, AND THE "QUICK STRIKE" MATCHBOOK-STYLE INSERT. SKYBOX AUTOGRAPHICS ALSO CONTINUES HERE, PROVIDING COLLECTORS WITH MORE AUTOGRAPHS OF MORE NFL PLAYERS.

Odds of finding the following: "Rave" parallel set limited to 150 sequentially numbered sets, "Super Rave" parallel set limited to 25 sequentially numbered sets, 20 "Boss" insert cards 1:8, 10 "Number Crushers" insert cards 1:16, 10 "Star Burst" insert cards 1:32, 15 "Destination: End Zone" insert cards 1:96, 12 "Quick Strike" insert cards 1:300, SkyBox Autographics 1:112

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