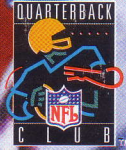


**FEATURING
THE NFL'S TOP
QUARTERBACKS
AND EVERY OTHER
PLAYER THAT COUNTS!**

NFL QUARTERBACK CLUB 96

INSTRUCTION MANUAL

OFFICIALLY LICENSED PRODUCT OF



PLAYERS INC



The top talents in pro football hit the PC 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 stats, expansion teams, bold new plays and mind blowing modes like full Season play and Custom Simulation! Did someone say dynasty? All the tools and toys are here, all the players, 30 teams, over 800 plays, plus 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!

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MINIMUM SYSTEM REQUIREMENTS

- 486DX2/66 MHz PC
- 8 MB RAM
- 1 MB Super VGA graphics card
- Hard Drive with either 80 MB (Maximum) 30MB (Recommended) or 4 MB (Minimum) of free space
- Double speed CD-ROM

INSTALLING NFL™ QUARTERBACK CLUB™ '96

1. Turn on your computer. Insert the NFL™ Quarterback Club™ '96 CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. At the DOS prompt (C:\>), type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press .
3. At the D:\> or E:\> prompt, type INSTALL .
4. The NFL™ Quarterback Club™ '96 Installation Program will run. Follow the on-screen prompts to install NFL™ Quarterback Club™ '96 to your hard disk drive. NOTE: You can choose either a Minimal, Recommended or Maximum installation when prompted.



- Choosing MINIMUM installation will install only a portion of the game (4MB) directly onto your hard drive, and access the CD-ROM for the remainder of the program. This saves space on your hard drive, but results in a slower loading time.
- Choosing RECOMMENDED installation will install a large portion (30MB) of the game directly to your hard drive, giving you very good loading speed without using up excessive hard drive space.
- Choosing MAXIMUM installation will install the entire game directly onto your hard drive. This will give the fastest loading time, and is recommended. You must have at least 80 MB of hard drive space free for a maximum installation.

5. To run NFL™ Quarterback Club™ '96 once it is installed on your hard disk, ensure that you are in the NFL QBC 96 directory, then type 'QBC 96' at the 'C:\ACCLAIM\QBC96>' prompt.

If you experience any difficulty installing NFL™ Quarterback Club™ '96, please refer to the Technical Supplement enclosed with your game.

GETTING STARTED

After the opening intro, the Title screen appears. You can press at any time during the intro to bring up the Title screen. When the NFL™ QUARTERBACK CLUB™ '96 title screen appears, you will then be able to choose your game mode and set Pre-Game Options. Press the key to see the game mode screen.

A NOTE ABOUT INPUT DEVICES

NFL™ Quarterback Club™ '96 supports the following:

KEYBOARD (default controls can be configured)

MOUSE

2 - 4 BUTTON JOYSTICK

Note: If you are using more than one 4 button joystick with a Y-splitter cable, only 2 buttons on each controller will be active. Hence, you should switch your 4-button joystick to 2 button mode if possible. Otherwise, it's best to use only a single 4 button joystick.

GRAVIS GrIP ADAPTER



MULTIPLE PLAYERS

Up to 6 players can play NFL™ Quarterback Club™ '96, using a combination of keyboard, 2-4 button joystick or mouse and /or the Gravis GrIP Adapter.

MOVING THROUGH NFL™ QUARTERBACK CLUB™ '96

Throughout the game, on-screen control help/ prompts are available wherever possible. Throughout this manual, actions are accomplished and referred to by 1, 2 or 3 buttons/ keys. The various equivalents appear in the chart below.

MANUAL BUTTON/KEY	KEYBOARD	MOUSE	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK	GRAVIS GrIP ADAPTER
1	CTRL or ENTER	Click LEFT	RED	RED	A BUTTON
2	ALT or ESC	Click RIGHT	BLUE	BLUE	B BUTTON
3	SPACEBAR	Click CENTER	N/A	GREEN	C BUTTON

Refer to this chart for the particular button/ key corresponding to 1, 2 or 3. Pressing the 1, 2, or 3 buttons/ keys will do the same function across all input devices. When using a mouse with a center button, the 3 corresponds to the center button. Otherwise, you cannot access functions requiring a third button. This applies to 2 button joysticks as well.


SOME CONVENTIONS:

1 moves FORWARD


2 moves BACKWARD

3 selects menus on the Custom Simulation screen.

When using a mouse, clicking on the GREEN arrow at the bottom left of a screen will move forward, clicking on the RED arrow will move backwards.

Generally, press the  key to make a selection or enter a choice. This is true regardless of your input device.

USING A KEYBOARD

As a rule, press the UP or DOWN direction keys/ buttons to highlight a desired option, and the LEFT or RIGHT direction keys/ buttons to select the desired setting. Once you have set an option, continue to the next until all are set to your satisfaction. Pressing the ESC key will return you to a previous screen. Pressing the  key will advance you to the next appropriate screen or bring you directly into play, depending on circumstances. Pressing the SPACEBAR will select an option. On the Custom Simulation screen, the SPACEBAR switches between the Game Settings and Save/Load menus.


USING A MOUSE

As a rule, move your mouse to highlight a desired option. Clicking the LEFT MOUSE BUTTON will toggle through the various option settings and to select the desired setting. Clicking the RIGHT MOUSE BUTTON will move you backwards. Once you have set an option, continue to the next until all are set to your satisfaction. Clicking on the red football icon in the lower left corner of the screen will return you to a previous screen. Clicking the green football icon in the lower right corner will advance you to the next appropriate screen or bring you directly into play, depending on circumstances.

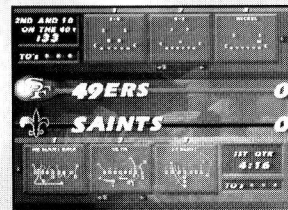


When an instruction calls for UP/DOWN/LEFT/RIGHT direction movement, simply move the mouse cursor in the desired direction. Scroll bars appear wherever possible.

GAME MODES

NFL™ Quarterback Club™ '96 offers 2 concussive ways to play: NFL™ Play (page 14) and Simulation (page 28). Refer to the pages mentioned above for detailed information on each mode. Press the UP or DOWN direction keys/ buttons to highlight a game mode, then press  to set mode options.

CALLING PLAYS



NFL™ Quarterback Club™ '96 features over 800 plays, including a unique running and passing play for each team! Plays appear on play plaques under various offensive and defensive formations. Play plaques are numbered 1, 2 and 3, and correspond to the default 1, 2 and 3 buttons/ keys of your input device.

- To call a play, first select your team's offensive or defensive formation by pressing the LEFT or RIGHT direction keys/ buttons, then the 1, 2 or 3 buttons/ keys when the desired formation is in the appropriate box.
- Next, select your yardage situation (Short, Medium, Long, or Bomb Zone) in the same manner.
- Press the LEFT or RIGHT direction keys/ buttons to scroll through the plays available for your formation and yardage settings, then press the button/ key associated with the desired play.

WITH A KEYBOARD

- Press the **LEFT** or **RIGHT** direction keys to move to plaques.
- Press the **UP** direction key to move up the play tree.
- Press the **1 (CTRL)**, **2 (ALT)** OR **3 (SPACEBAR)** keys to select a play.

WITH A MOUSE

- Click **LEFT** to select the plaque the mouse cursor is on.
- Click **RIGHT** to select the plaque to the right of the cursor.
- If you have a mouse with 3 buttons, clicking the **CENTER** button will select the plaque to the left of the cursor.
- You can also make selections by using the scroll bar. To do so, drag the indicator under the desired plaque and click **LEFT** when it is in place. That plaque will be selected. Continue in this manner until you've chosen formation, yardage and a specific play.



WITH A 2-4 BUTTON JOYSTICK

- Press **LEFT/ RIGHT** on the direction pad to move to plaques.
- With a 2 Button joystick, press the **1 (red)** or **2 (blue)** buttons to select formations, yardage and a specific play.
- With a 4 Button joystick, press the **1 (red)**, **2 (blue)**, or **3 (green)** buttons to select formations, yardage and a specific play.

WITH A GRAVIS GrIP ADAPTER

- Press **LEFT/ RIGHT** on the direction pad to move to plaques.
- Press the **1 (A)**, **2 (B)** or **3 (C)** button to select formations, yardage and a specific play.

In a 1 player game, the computer controls your opposing team's play calling. Note that kickoff situations do not have yardage settings. Once you've selected your play, you can choose to **Flip the Play** (reversing the formation and direction of the play), **Start Play**, **No Huddle** or **Flip Play/No Huddle**. Choosing **No huddle** will take you right back to the line of scrimmage following the play. Play begins when the quarterback (player 1) snaps the ball.

BASIC OFFENSE

SITUATION	CONTROLS				
GENERAL OFFENSE	KEYBOARD (default)	MOUSE	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK	GRAVIS GriP
Move control to player with ball	SPACEBAR	Click RIGHT BUTTON	B BUTTON	Blue BUTTON	B BUTTON
Move controlled player around field	Direction Keys	Move Mouse in Desired Direction	Direction Pad	Direction Pad	Direction Pad
Control a different player	SHIFT/Z key	Click LEFT BUTTON	A BUTTON	Red BUTTON	LEFT/RIGHT Flippers
QUARTERBACK BEFORE THE SNAP					
Bring up audible	CTRL key	Click RIGHT BUTTON	B BUTTON	Blue BUTTON	A BUTTON
Select standard audible <small>NOTE: An audible will cancel after 2 seconds if no button/key is pushed</small>	CTRL, ALT or SPACEBAR	LEFT, RIGHT or CENTER BUTTON	A or B BUTTON	Red, Blue or Green BUTTON	A, B or C BUTTON
Put tight end in motion (on some running and passing plays)	LEFT/RIGHT Direction Keys	Move Mouse LEFT or RIGHT	LEFT/RIGHT Direction Pad	LEFT/RIGHT Direction Pad	LEFT/RIGHT Direction Pad
Fake Snap	ALT Key	Click CENTER BUTTON	N/A	Yellow BUTTON	C BUTTON
Snap the ball	SPACEBAR	Click LEFT BUTTON	A BUTTON	Red BUTTON	B BUTTON
NON-QUARTERBACK PLAYER BEFORE THE SNAP					
Select Player	SHIFT/Z key	Click LEFT or RIGHT BUTTON	A or B BUTTON	Red/Blue BUTTON	LEFT/RIGHT Flippers
QUARTERBACK AFTER THE SNAP					
Bring up pass tags	SPACEBAR	Click LEFT BUTTON	A BUTTON	Red BUTTON	B BUTTON
Throw to intended receiver	CTRL, ALT or SPACEBAR	Click LEFT, RIGHT or CENTER BUTTON	A or B BUTTON	Red, Blue, Green or Yellow BUTTON	A, B or C BUTTON
Pump Fake	Double Tap CTRL/ALT/SPACEBAR	Double Tap LEFT, RIGHT or CENTER BUTTON	Double Tap A or B BUTTON	Double Tap Red/Blue/Green BUTTON	Quickly press A, B or C twice

SITUATION	CONTROLS				
	KEYBOARD (default)	MOUSE	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK	GRAVIS GriP
QUARTERBACK AFTER THE SNAP (concluded)					
Throw ball Away	Double Tap and Hold CTRL/ALT/SPACEBAR	Double Tap and Hold LEFT, RIGHT or CENTER BUTTON	Double Tap and Hold A or B BUTTON	Double Tap and Hold Red/Blue/Green BUTTON	Quickly press A, B or C twice (hold the 2nd time)
PLAYER IN POSSESSION OF BALL					
Run with an extra burst of speed	ALT key	LEFT BUTTON	A BUTTON	Red BUTTON	C BUTTON
Spin once	Hold Z	Hold RIGHT BUTTON	Hold B BUTTON	Hold Blue BUTTON	HOLD Y BUTTON
"Juke"	Z	Tap RIGHT BUTTON	Tap B BUTTON	Tap Blue BUTTON	Tap Y BUTTON
Dive	CTRL	Click LEFT + RIGHT BUTTON	A + B BUTTON	Green BUTTON	A BUTTON
Stiff Arm	X	Center BUTTON	N/A	Yellow BUTTON	Z BUTTON
Hurdle	C	N/A	N/A	N/A	X BUTTON
Escape a Hanging Tackle	SPACEBAR	Click RIGHT	B BUTTON	Blue BUTTON	B BUTTON
RECEIVER TRYING TO CATCH BALL					
Call for the ball	CTRL	Click LEFT + RIGHT BUTTON	A + B BUTTON	Green BUTTON	A BUTTON
Dive for Ball	CTRL	Click LEFT + RIGHT BUTTON	A + B BUTTON	Green BUTTON	Direction Pad towards BALL + A BUTTON
Jumping Catch	SHIFT	Click LEFT + RIGHT BUTTON	A + B BUTTON while ball is in the air	Green BUTTON while ball is in the air	Direction Pad towards BALL + LEFT or RIGHT Flipper
KICKOFFS, FIELD GOALS AND PUNTS					
Snap the ball and start the kick meter	SPACEBAR	Click LEFT	A BUTTON	Red BUTTON	B BUTTON
Kick the Ball	SPACEBAR	Click LEFT	A BUTTON	Red BUTTON	B BUTTON
Control the Angle of the Kick until the Kick Meter is Locked in Place	Direction Keys	Move Mouse	Direction Pad	LEFT/RIGHT Direction Pad	LEFT/RIGHT Direction Pad

BASIC DEFENSE

SITUATION	CONTROLS				
	KEYBOARD (default)	MOUSE	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK	GRAVIS GRIP
Select a Different Player to Control	SHIFT/Z	Click LEFT BUTTON	A BUTTON	Red BUTTON	LEFT or RIGHT Flippers
Call up standard audible	CTRL Key	Click RIGHT BUTTON	B BUTTON	Blue BUTTON	A BUTTON
Select defensive audible NOTE: An audible will cancel after 2 seconds if no button/key is pushed	CTRL, ALT or SPACEBAR	LEFT, RIGHT or CENTER BUTTON	A or B BUTTON	Red, Blue or Green BUTTON	A, B or C BUTTON
AFTER THE SNAP					
Gain control of player closest to Ball	SPACEBAR	Click RIGHT	B BUTTON	Blue BUTTON	B BUTTON
Run with an extra burst of speed	ALT key	Click LEFT	A BUTTON	Red BUTTON	C BUTTON
Spin once	Hold Z	N/A	N/A	N/A	Hold Y BUTTON
"Juke"	Z	N/A	N/A	N/A	Tap Y BUTTON
Dive	CTRL	Click LEFT + RIGHT BUTTON	A + B BUTTON	Green BUTTON	A Button
Stiff Arm	X	CENTER	N/A	Yellow BUTTON	Z BUTTON
Hurdle	C	N/A	N/A	N/A	X BUTTON
Complete Hanging Tackle	SPACEBAR	Click RIGHT	B BUTTON	Blue BUTTON	B BUTTON
Diving Catch	CTRL	Click LEFT + RIGHT BUTTON	A + B BUTTON	Green BUTTON	Direction Pad towards BALL + A BUTTON
Jumping Catch	SHIFT	Click LEFT + RIGHT BUTTON while ball is in the air	A + B BUTTON while ball is in the air	Green BUTTON while ball is in the air	Direction Pad towards BALL + LEFT OR RIGHT FLIPPERS


PLAYER ASSIGNMENT

Up to 6 players can enjoy NFL™ QUARTERBACK CLUB™ '96. Each player's input device is color coded to help you identify who controls which team or player. In a multi-player game, the player with the lowest controller number on each team is the default quarterback, while the rest of the players are assigned positions by the computer. Players can switch which player they control in all modes.

NFL™ PLAY

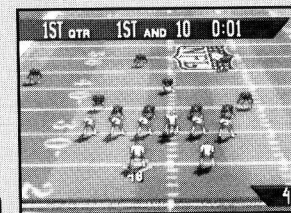
NFL™ PLAY gives you 6 exciting game mode options to choose from. Try 'em all 'til you fry 'em all!

PRESEASON

Use this mode to compete in Preseason exhibition games. Once you've selected Preseason mode, you'll need to choose your team. See **Choosing Teams** for details. If you wish to import a different quarterback, you may do so by pressing the 3 key/button or , which will bring you to the Quarterback Select screen. See **Change Quarterback** (page 18) for details, then follow the **Game Time** instructions.

Switch Player Assignment

The computer automatically assigns which player you will control, based on controller number. The lowest controller number on each




team controls the quarterback. In all modes, before the snap, a player on offense can switch which position player he controls by pressing the button/key below to scroll through his team's formation.


	KEYBOARD	MOUSE	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK	GRAVIS GrIP ADAPTER
Control a different player	SHIFT/Z	Click LEFT Click RIGHT	BLUE BUTTON	BLUE BUTTON	LEFT/RIGHT Flippers

The colored arrow of your controller will move to the various players. If the player controlling the quarterback switches control to another position (by pressing UP direction key/button), the computer will take over control of the quarterback, but the player who controlled the quarterback is still responsible for making the snap, regardless of his new position. Only the player who originally had control of the quarterback can regain it. If you're a receiver, press the CTRL button/key to call for the ball.


NEW SEASON


Use this mode to begin a fresh season, and guide your team all the way to gridiron glory in the Super Bowl! After selecting your team, press . You will then see a screen featuring your season schedule. Don't like the season schedule your team has this year? Press the LEFT or RIGHT direction key/button to change the year (and thus, the schedule). Play in a future season, right up to the year 9999!

Saving a Season Schedule

When you've viewed your schedule, press . You will then see the Save screen, where you can save your place in up to five season schedule slots. If all five slots are full and you wish to save the current season, you must erase one of the existing seasons to do so. Highlight the slot you wish to save to. You will be asked if you wish to overwrite that season. Press the Y/N key to do so. After a season game, save your place in the same way. Use the Resume Season feature to get back into the season at a later time.

Season Standings

After each season game, a screen appears showing you the league standings. Press the LEFT or RIGHT direction key/button to switch between AFC and NFC standings. When you're through viewing standings, press  to see your season schedule, featuring your next opponent.

Once you've set your season schedule, press . Set your player controller selection, set your game play choices, then rip into the schedule! See you in the Super Bowl!

RESUME SEASON

Use this mode to pick up seasonal play where you left off last time. Once this mode is selected, you will go to the Restore screen, where you can choose which of up to five stored seasons you wish to pick up. Once you've chosen the season you wish to resume, you can view both the Season Standings, complete with divisional win/loss records, and the saved Season Schedule.

ENTER PLAYOFFS

Use this mode to set up a Playoff bracket on the way to the Super Bowl. Skip right to the Playoffs, and try to earn the coveted championship! Once you've set your team, move to the next screen to see the Playoff tree. Can't stand it? Pick a different year. When you're satisfied, save your Playoff tree, make your player control selections and other decisions, then it's up the Playoff ladder—to the top!

RESUME PLAYOFFS

Use this mode to pick up Playoff action where you left off last time. You'll see the Restore screen. Then you'll have a chance to see your saved Playoff tree before setting your usual player select and game choices and getting back to the business of beating your rivals!

PRO BOWL


Use this mode to pit the best of the AFC against their NFC league rivals in an all-star Pro Bowl game! You will see a screen with AFC and NFC matchups. At the player select screen, move your controller under the team you wish to be on. When the very best in the game meet to prove themselves, you'll be playing for pride! Can you beat the top talent in the opposing conference?

PLAY OPTIONS

Use this mode to pre-set play mode options like Quarter Length, Weather, Difficulty and more!

CHOOSING TEAMS

NFL™ Quarterback Club™ '96 features all 30 NFL™ teams, including the new expansion clubs, the Carolina Panthers and the Jacksonville Jaguars. Once you've selected your game mode:


- Choose which teams will be competing by pressing the UP or DOWN direction keys/ buttons to bring up each team helmet. Attribute rankings appear for each team and include passing, running, blocking, tackling, blitzing, coverage and special teams.
- Choose whether a team will play as the Home or Away team by pressing the LEFT or RIGHT direction keys/ buttons. In Preseason, you can press  to import a quarterback to your team.



CHANGE QUARTERBACK SCREEN

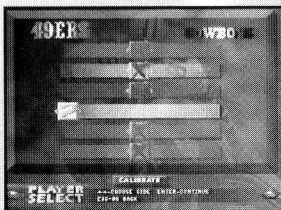
In Preseason mode, NFL™ Quarterback Club™ '96 lets you substitute any NFL™ Quarterback Club™ member quarterback onto any team. Once this mode is selected, you will see each team helmet with the first string quarterback's name and attributes.

- Press the UP or DOWN direction key/ button to scroll through the available quarterbacks.
- Press the LEFT or RIGHT direction key/ button to toggle Quarterback Select between Home and Away team.

Once you've made your selections, press  to choose player control selection.

GAME TIME

PLAYER SELECT



It's time to choose which team you want to play on. You'll see both selected teams and each player's color coded controller on screen.

- Press the LEFT or RIGHT direction key/ button to move your controller to the team you wish to play on.

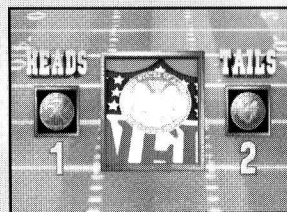
Up to 6 players can elect to play as teammates or to be on opposing teams. If any player does not make a selection, the computer will control that player.

NOTE: Play calling is determined by the two lowest controller numbers on a team, with the lowest number calling plays as the Offensive Captain, and the next lowest as the Defensive Captain.

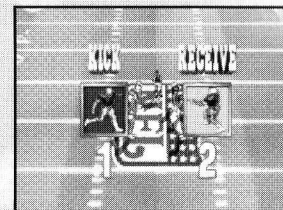
COIN TOSS

The coin toss determines who will kick off and who will receive. The visiting team calls the toss in the air.


- Press the key/ button corresponding to HEADS or TAILS. The results of the toss appear immediately.



- If you win the toss, you may elect to either kick off or receive by again pressing the corresponding button/ key to make your choice.



- If you lose the toss, you get to choose which goal you wish to defend by pressing the corresponding button/ key to make your choice.

After selecting, each team will choose the respective kick or return play they wish to run. To go directly to the game without benefit of a coin toss, press . The game begins!

PAUSE OPTIONS SCREEN

At any time during game play, players 1- 6 can press keys F1 - F6 or the ESC key to halt game play and bring up the Pause Options Screen. This screen features plenty of game play and statistical options. Press the ESC key at any time to return to the Pause Options menu. To resume game play, hit the proper Function key or the ESC key.



RESUME GAME

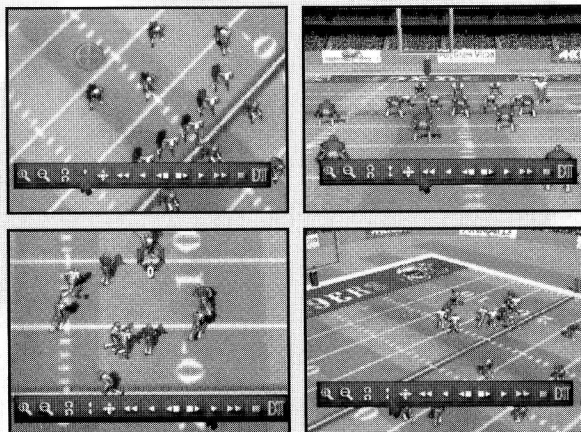
Choose this option to pick up play where you left off.

TIME OUT

This enables you to call a time out and stop the game clock. The time out will be charged to the team who called up the Pause Options screen.

SMOOTH CAM REPLAY

This will allow you to review and analyze the previous play in a variety of ways, using either the keyboard or mouse.



To Fast Forward, press the J KEY.

To Zoom In, press the page up KEY.
To Zoom Out, press the page down KEY.

To Fast Rewind, press the I KEY.

To rewind the action and review the play again, press the ; KEY.

To watch the play in real time, press the ' KEY.

To watch the play in frame-by-frame slow-motion, press the / KEY.

To rotate the camera LEFT, press the SHIFT key + the LEFT direction key.

To tilt the field DOWN, press the SHIFT key + the DOWN direction key.

Use the Directional Keys to move the camera's point of view to the ball, a specific player, or a particular area of the field.

CAMERA VIEW

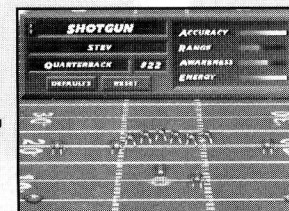
Choose the point of view you wish to see the game from.

Camera View lets you set your game view just the way you want it. Choose from a full complement of camera views, then choose which angle you wish to view the action from.

- To select a camera view, press the UP or DOWN direction keys to highlight a view. The view of the field will change to the selected view.
- Change the camera angle by pressing the LEFT or RIGHT direction keys to toggle between eight compass directions.

SUBSTITUTE PLAYER

Choose this option to decide which player will be substituted for a player who's energy flags, decreasing his attribute levels. Energy levels decrease depending on a given player's involvement in a game. A player's current energy appears on this screen. Players are substituted according to the current on screen formation only.



- To scroll through the available formations, press the UP or DOWN directional key/ button.
- To select the player position you wish to substitute, press the LEFT or RIGHT directional key/ button.
- Press the 2 KEY/ BUTTON to select a different player for that position/ formation.
- Press the 3 KEY/ BUTTON to reset all formations to default players.

- To substitute a player into all formations, press the 1 KEY/ BUTTON.


Once all substitutions have been made, press the ESC key to return to the Pause Options screen.

SET AUDIBLES

This allows you to access your playbook and assign specific plays to the 1, 2, and 3 KEYS/ BUTTONS for audible use.

- Scroll through the plays, then press the 1, 2, or 3 KEYS/ BUTTONS when the specific play you want assigned to that KEY/ BUTTON is in the box labeled with that KEYS/ BUTTONS number.
- Press the Z key (keyboard), DOWN directional button (joystick) or Y BUTTON (Gravis GRIP) to move the highlight between Offensive and Defensive plays.

NO HUDDLE

This allows the player to set a “no huddle” situation on offense for the purpose of speedy game play or hurry-up and two-minute drill situations. If the no huddle option is set, no playbook options will appear, and players will call plays from their selected, default, or Hyper audibles. When you choose this option, the computer will ask you if you are sure. Press the UP or DOWN direction keys to highlight either “yes” or “no,” then press the 2 BUTTON or . Once a No Huddle offense is set, it remains in effect until you select a Huddle setting.

DRIVE SUMMARY

This provides you with details of the current drive, including how the team with the ball gained possession. The screen will also provide you with a statistical breakdown of that drive.

STATISTICS

GAME STATS

This allows you to view a comprehensive compilation of statistics for the game up to that point.

	HOME	AWAY
POSSESSION CHANGES		
TOTAL GIVEAWAYS	0	0
TOTAL TAKEAWAYS	0	0
PENALTIES		
TOTAL FUMES	0	0
TOTAL YDS FOR	0	0
TOTAL ASSISTS	0	0
TOTAL YDS AGAINST	0	0

- Press the UP and DOWN direction keys/ buttons to scroll through the statistical listings.
- Press LEFT or RIGHT to view different categories, such as offense, defense and special teams.

TEAM PLAYER STATISTICS

This option allows you to see team game stats for each player on your team.

- Use the directional keys/ buttons to scroll through players and stats.
- Press the 1 KEY/ BUTTON to view an opponent’s Team Player stats.
- Press the 2 KEY/ BUTTON to view different position stats, such as quarterback, kicker, etc.

TEAM SEASON STATISTICS

In season mode, this allows you to view a complete list of your team’s progress, including offensive, defensive and special team statistics.

PLAYER SELECT

This option allows new players to join a team or current ones to leave off play or change teams.

CONFIGURE KEYBOARD

Select this option to change the default keyboard settings to suit your playing style. On the left are various movement/ direction boxes, on the right are various action boxes, each with a default key displayed. To change any setting, toggle to highlight it, then press the key you wish to perform that action or movement.

GAME OPTIONS

SUBSTITUTION TYPE

Choose between Manual and Auto Substitution methods.

- **AUTO SUBSTITUTION:** the computer will automatically replace a player at 80% energy with the next best position player.
- **MANUAL SUBSTITUTION:** players remain in the game (no matter how much energy they've lost) until you choose to bring them out.

AUDIBLE TYPE

Choose between Normal and Hyper Audibles. Normal setting will allow you to call Audible plays in the usual fashion. Select Hyper Audibles to use the special Hyper Audible codes included with your game. These will allow you to call a wide variety of plays on the fly as an audible, without having to preselect them! **NOTE:** Hyper Audibles are not available to players with 2 button joysticks.

TACKLE MODE

Choose between Normal and Power Shuck tackle modes. When Power Shuck is selected, rapidly pressing the appropriate **KEY/BUTTON** listed below allows an offensive player to break tack

les, and a defensive player to increase his chances of making a tackle by dragging a player down.

	KEYBOARD	MOUSE	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK	GRAVIS GRIP ADAPTER
Escape/ Complete Hanging Tackle	SPACEBAR	Click LEFT	RED BUTTON	RED BUTTON	B BUTTON

PLAYER ENERGY

Choose to have player's energy realistically depleted during game play by choosing Realistic, or have them retain 100% energy by choosing Maximum.

CLOCK SPEED

Choose to have the clock run at Normal, Accelerated or Turbo speed.

REFEREE ANIMATIONS

Choose to play with the referee animations **ON** or **OFF**.

PENALTIES

Choose to play without some penalties being called.

DIFFICULTY

Choose between Rookie, Pro and All Pro Skill levels.

MUSIC

Choose to play with the music **ON** or **OFF**.

SOUND

Choose to play with the sound effects **ON** or **OFF**.

SETTINGS

This option allows you to enhance game speed by changing certain graphics settings.

RESOLUTION

Change graphics resolution from 320 x 200 (fastest) up to 1024 x 768 (slowest).

TEXTURES

Changes how textures are drawn. Choose between Perspective (slower) and Linear (faster).


EXTRA GFX

Toggles non-essential graphics (like falling snow) ON or OFF.

SIDELINE GFX

Toggles sideline graphics ON or OFF.

RESTART GAME

This allows you to cancel all game play up to this point and return to the Player Select screen to choose which of the two teams you wish to control. The teams and options remain as you set them previously. You now begin the game fresh from the opening kickoff. [NOTE: All statistics for the game up to that point will be eliminated.] The computer will ask you if you are sure. Press the UP or DOWN direction keys to highlight either "yes" or "no," then press the 2 BUTTON or .

QUIT GAME

Time to hit the showers, boys! Return to the Main Menu by selecting this option.

SIMULATION

Simulation mode brings you action right out of the history books or your own imagination as you face some of the tensest turning points in football history, including Playoff and regular season games that call for supreme skills and grace under pressure. Play in pre-simulated future game situations, or create your own unique game situations, then pull off the impossible win!

CUSTOM OR HISTORIC SIMULATIONS

Historic Simulations recreate some of the greatest moments in football history, with 50 different situations to choose from! Select your simulation and go right into action by pressing the 2 BUTTON/ KEY!

Once you've chosen Custom Simulation, you'll see the Custom Simulation screen, where you can set a wide variety of options to create your own thrilling simulations. You can save up to 6 simulations for future play!

To begin creating your Custom Simulation, first select which teams will play as the Home and Away teams. You can then set the number of time outs each has, their respective scores and field position. Set the down, the number of yards to go, the quarter and time remaining in the quarter, who has possession, and the weather conditions. Sound like a lot? You never had it so hot! Press the 1 BUTTON/ KEY to access Save and Restore functions and the LEFT or RIGHT direction keys/ buttons to toggle between them. Press the 2 BUTTON/ KEY to implement the highlighted function.

PLAY PLAQUES

Each play in NFL™ Quarterback Club™ '96 is diagrammed on a play plaque. To help you understand the diagrams, a brief legend appears below.

On Offensive plaques:



An Empty Circle denotes a player. The circle represents where the player is positioned at the start of a play.



A Yellow Line indicates pass routes.



A Dotted Line denotes a Pitch or Hand off.



A Line crossed with a T junction denotes both the position and direction of a Block.



A Solid Circle denotes the player who will actually end up running or passing the ball.



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



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:



A Triangle denotes a Lineman at the line of scrimmage. This player will remain near the scrimmage line.



A Square denotes a Linebacker. This player is most often responsible for containing any offensive penetration of the defensive line.



M indicates a Monster Back. This player is generally the team's most versatile linebacker. His size allows him to defend the run, but he can also help with coverage schemes.



C indicates a Corner Back. This player tends to have the best speed in the defensive backfield, and as a general rule is responsible for covering one of the wide receivers.



S indicates a Safety. This player is generally involved in the coverage scheme, but usually is responsible for keeping the last line of defense.



N indicates a Nickel Back. This player is an extra defensive back. Used in passing situations for extra coverage or for a surprise blitz.



D indicates a Dime Back. This player is a second extra defensive

back used to further bolster pass coverage.



A Line with an Arrow denotes a player should move and continue in that direction.



A player with No Line equals man to man coverage.



A Zig Zag Line indicates a pre-hike shift.



A Yellow Oval at the end of a line denotes Zone coverage. As a rule, defenders in underneath zones will defend this zone, and not leave it to pursue an offensive player unless it's clear that surrounding coverage has failed and there is no one else able to cover him. Backs in deep zones are usually responsible for the first receiver to enter their zones.

YARDAGE SITUATIONS

Offensive and defensive plays are divided into Short, Medium, Long and Bomb Zone yardage situations, with many plays from each formation under each. For example, in a Short yardage situation, in a Pro Set formation, the offense can choose from at least seven different plays. Below is a brief outline of some of the characteristics of each yardage situation.

SHORT

Short yardage situations include anything from 0-15 yards.

OFFENSE

Passing — Patterns tend to emphasize evasion and expert timing.

Running — Short yardage situations call for power plays, and tend to favor the bigger men: Fullbacks and Halfbacks especially.

DEFENSE

Passing — In defending against the pass in short yardage situations, linebackers and defensive backs must establish coverage close to the line while keeping the backfield covered—a tough assignment.

Running — Defense is similar to that for short passing situations, but with greater emphasis on covering the line.

MEDIUM

Medium yardage situations include anything from 15-35 yards.

OFFENSE

Passing — Passing patterns in medium situations are likely to have the receiver breaking at a point double that of Short yardage plays. Speed becomes more important.

Running — Misdirection plays a greater part in the Medium yardage running game, with increasing use of trap and pull blocks.

DEFENSE

Passing — In many Medium yardage situations, pass coverage means intense line penetration coupled with plenty of depth coverage from the defensive backs, who must still be wary of the short play.

Running — Defending against the run in a medium yardage situation requires the defense to be especially watchful of the offensive line and secondary as they try to draw the defense into misreading the play and committing costly blunders.

LONG

Long yardage situations include anything from 35 - 50 yards.

OFFENSE

Passing — Long yardage passing plays are NOT desperation plays, but soundly structured play patterns that often result in dramatic gains.

Running — The Draw and the Delay are favorites for the long running game, as fooling the defense into expecting a pass becomes essential to the success of a long run play.

DEFENSE

Passing — Getting burned on a long pass play is a defensive back's nightmare. Defending the secondary is the name of the game here. It's important to get an accurate read before committing.

Running — Another situation where the offense will be faking the pass in order to gain big on the ground. Defenders must be vigilant at the line.

BOMB ZONE

Bomb Zone situations include anything over 50 yards.

OFFENSE

Passing — These are the routes that QBs would love to complete each time, but when all factors are thrown in, they tend to be the toughest.

Rushing — As with the LONG plays, when the defense is expecting the long ball, a wise offense can fool the defense into leaving a lot of running room open.

DEFENSE

Passing — These are the plays that can help your defense stop that ever-deadly deep ball threat!

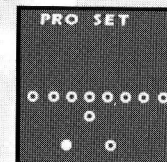
Rushing — As with LONG plays, these are designed to keep the threat of draw and delay plays to a minimum.

OFFENSIVE PLAYBOOK

The Offensive Playbook in NFL™ Quarterback Club™ '96 is extensive. The plays use six different offensive formations, which apply differently in Short, Medium, Long, and Bomb Zone yardage situations. The formations are as follows:

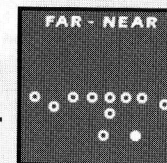
Pro Set

The Pro Set is perhaps the most popular offensive line-up in the NFL™. In this setting, a fullback and a halfback line up beside each other behind the quarterback.



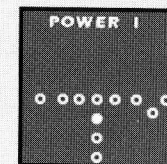
Far/Near

This variation of the Pro Set has two alignments. The Far side aligns your backs on the weak side of the line, an ideal formation for misdirection runs. The Near alignment puts your backs on the strong side of the line, and is excellent for power running.



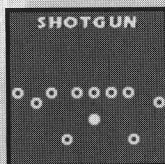
I Formation

In the I formation, two backs line up directly behind the quarterback. This formation is popular for running sweeps and dives.



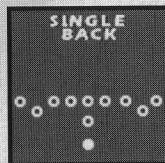
Shotgun

The shotgun is a passing formation in which the quarterback is set back about five yards from the center, giving him plenty of scrambling room and time to find open receivers.



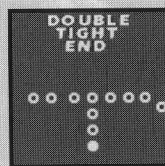
Single Back

With just a single back, an additional receiver can be put on the line, forcing the defense to spread out. This formation is useful for both runs and passes.



Double Tight End

This strong running formation places the center of power on the scrimmage line, and can prove a powerful alignment for a variety of play types.

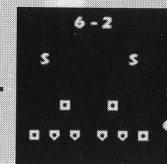


DEFENSIVE PLAYBOOK

The Defensive Playbook in NFL™ Quarterback Club™ '96 features six popular defensive formations, which have multiple play options in all yardage situations.

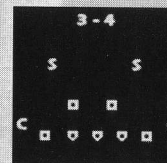
6 - 2

The 6 - 2 defense features six linemen and two linebackers. It is a potent defense against the run.



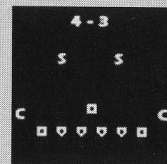
3 - 4

This formation features three down linemen and four linebackers and is very effective against short and medium passes, as well as the run.



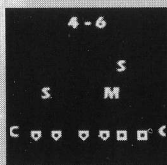
4 - 3

The 4 - 3 features a standard alignment of two tackles and two ends as down linemen (the four), with three linebackers. Appropriate against runs and short passes.



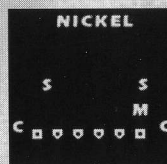
4 - 6

This formation often uses a monster back and is a strong run defense, as well as helping in short zone pass coverage.



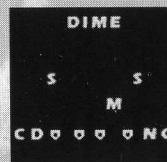
Nickel

The Nickel defense gets its name from the addition of an extra defensive back, making for five. This makes for effective pass coverage in a situation where a pass is likely. It can also be useful for disguising a blitz as a coverage play.

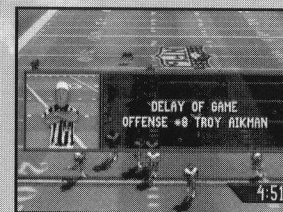


Dime

The Dime has backfire potential in it, as the defense opts to add yet another defensive back. Generally used when a pass is a virtual certainty, as it can leave the defense vulnerable to the run.



PENALTIES



Offsides

5 yard penalty. 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.

Delay of Game

5 yard penalty, plus repeat of down. The offense must hike the ball before the 40 second play clock expires.

Pass Interference

Defensive pass interference penalty is first down at point of interference. Offensive pass interference penalty is 10 yard penalty from line of scrimmage. No player may interfere with a receiver before he catches the ball. This penalty can be turned off.

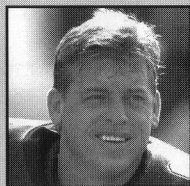
Kickoff out of Bounds: Illegal Procedure

If a kickoff goes out of bounds without either team touching it, the receiving team may take possession at their own 40 yard line or at the yard line where the kick went out of bounds, whichever is better for them. This penalty can be turned off.

THE NFL™ QUARTERBACK CLUB™ '96

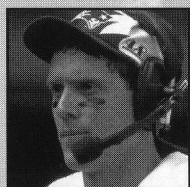
Troy must be considered one of the top three quarterbacks playing today... Aikman has led his Cowboys to two Super Bowl victories... he was selected to the Pro Bowl four years in a row...

COWBOYS



TROY
AIKMAN

PATRIOTS

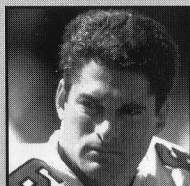


DREW
BLEDSOE

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...

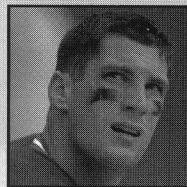
Former teammate of fellow QB Club member Randall Cunningham, Bobby now joins forces with the Jets' Boomer Esiason... in 1990, Bobby threw 20 touchdown passes for the Steelers... Brister was a fourth round draft pick for baseball's Detroit Tigers in 1981...

JETS



BUBBY
BRISTER

GIANTS

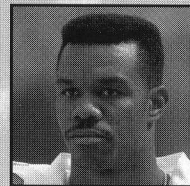


DAVE
BROWN

Dave was the Giants' first round pick in the supplemental draft in '92... Brown had a tough '94, but still managed 2,536 passing yards and a 57.4 completion percentage... a New Jersey native, Dave is a lifelong Giants' fan...

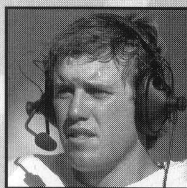
Randall is one of the bright lights of the NFL™, though he struggled last year... an exceptional rusher, Cunningham disarms defenses with his scrambling... Randall was the Professional Football Writers of America League MVP in 1990... he passed for 3,229 yards in 1994...

EAGLES



RANDALL
CUNNINGHAM

BRONCOS

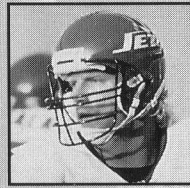


JOHN
ELWAY

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...

Norman Julius Esiason has enjoyed a long and impressive pro career: He took the Bengals to Super Bowl XXIII in 1988, and was named the Professional Football Writers of America and Associated Press NFL™ Most Valuable Player... 1994 was a tough year for Boomer; new teammate and fellow NFL™ Quarterback Club™ member Bobby Brister will be looking for his starting slot...

JETS



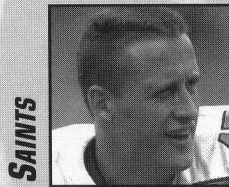
**BOOMER
ESIASON**

With just a half season of play last year, Jim set a Colt's single-season record with a 61.9 completion percentage... Jim was a first round pick for Chicago in '87, and remained a favorite there through 1993... Harbaugh enjoyed an 85.5 rating at Indianapolis in '94...

COLTS



**JIM
HARBAUGH**



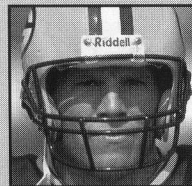
SAINTS

**JIM
EVERETT**

Jim has continued to impress in New Orleans, setting a team record with 3,855 passing yards... he's thrown for 3,000 or more yards in six seasons, insuring Everett a place in the NFL™ history books...

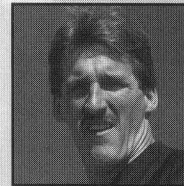
Brett is rarely intercepted, throwing only 14, out of 582 attempted passes—a rating of just 2.4 percent... Favre had four 300-yard games in '94... Brett had a 90.7 efficiency rating in '94, second only to Steve Young...

PACKERS



**BRETT
FAVRE**

RAIDERS

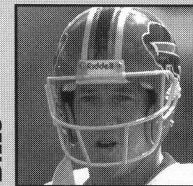


**JEFF
HOSTETLER**

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...

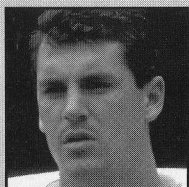
This outstanding veteran QB has led the Bills to four Super Bowls... a perennial Pro Bowl selection, Kelly has thrown for over 29,000 yards in his NFL™ career... Jim began his career in the defunct USFL, where he was named MVP in 1984...

BILLS



**JIM
KELLY**

BENGALS

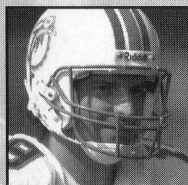


**DAVID
KLINGLER**

Dave was a first round pick for the Bengals in '92... a college phenomenon at Houston, Klingler collected fifty-one Division I passing records... a fleet quarterback, Klingler can scramble with the best of them... sidelined by an injury last year, Dave may surprise in '95...

Bernie has thrown for 300 or more yards 9 times in his pro career... he had a 92.7 rating with Dallas in '93... holds the NFL™ post-season single-game record for most passing yards—489... a quarterback who doesn't like to miss, Kosar owns the career record for most consecutive passes without an interception (308, 1990-1991)

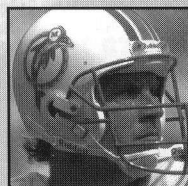
DOLPHINS



**BERNIE
KOSAR**

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

DOLPHINS

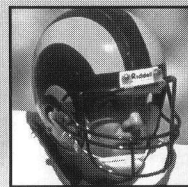


**DAN
MARINO**

accuracy and quick release are trademarks...

even injured, Marino was good for over 4,000 passing yards in 1994...

RAMS

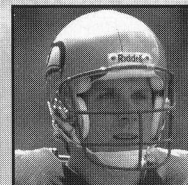


**CHRIS
MILLER**

Miller threw 16 touchdown passes last year, and enjoyed a 54.6 completion rate... a tough competitor who has been hampered by injuries, Chris has thrown for over 16,000 career yards... among the top ten in the NFC in passing efficiency in '94...

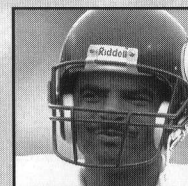
Named the AFC Rookie of the Year in '93, Rick set rookie records for completions and passing yardage... along with Drew Bledsoe, he is one of the best young quarterbacks in the game...

SEAHAWKS



**RICK
MIRER**

VIKINGS



**WARREN
MOON**

Moon first made his mark in the Canadian football sphere, leading the Edmonton Eskimos to five Gray Cups... he led the Vikings to a record 5,848 yards... Warren has a knack for reading defenses, earning him top ten all-time yardage totals in the NFL™ ...

