

When Spider-Man® and the X-Men™ team up, you know there's trouble... especially when super-villains Carnage™, Master Mold™, Juggernaut™ and the villainous Arcade™ have revenge on their mind!!!



MARVEL
COMICS

SPIDER-MAN X-MEN

Arcade's
REVENGE



WOLVERINE'S ADAMANTIUM CLAWS!



CYCLOPS' OPTIC BLAST!



SPIDER-MAN®



WOLVERINE™



STORM™



CYCLOPS™



GAMBIT™



PRINTED IN JAPAN

Nintendo

GAME BOY



TROY AIKMAN



JIM KELLY



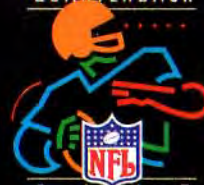
STEVE YOUNG



RANDALL CUNNINGHAM

FEATURING
13 TOP
NFL
QB'S
IN HEAD-TO-HEAD
COMPETITION

QUARTERBACK



CLUB



BERNIE KOSAR



BOOMER ESIASON



WARREN MOON



JOHN ELWAY



MARK RYPIEN



PHIL SIMMS



DMG-Q6-USA

INSTRUCTION BOOKLET

Marketed by LJN Ltd., Distributed by Acclaim Distribution, Inc. 71 Audrey Avenue, Oyster Bay, New York 11771

EmuMovies

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



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989 NINTENDO OF AMERICA INC.

CONTENTS

Take the Quarterback Challenge!	3
Before You Hit The Gridiron	4
A Look At The Field.....	6
Event #1: Accuracy.....	9
Event #2: Speed & Mobility	11
Event #3: Distance.....	13
Event #4: Read & Recognition	15
Quarterback Profiles.....	17

TAKE THE QUARTERBACK CLUB CHALLENGE!

Do you think you can throw a football with the farthest distance and the greatest accuracy? Do you have the speed and mobility to run an obstacle course? Can you maintain your quarterback skills under the greatest of pressures?

Get ready: You're about to take the NFL™ QUARTERBACK CLUB™ challenge and find out!

Quarterback Club places 13 of the NFL's top quarterbacks at your fingertips: From the Giants' Phil Simms and the Jets' Boomer Esiason to the other side of the country and the Broncos' John Elway and the Rams' Jim Everett, you control these potential Hall of Fame quarterbacks!

Test your skills in four demanding events. Accumulate points and prize money as you try to outscore the competition and claim the most coveted trophy in football today! Take the Quarterback Challenge™ and prove to the world you're the best in the NFL™!

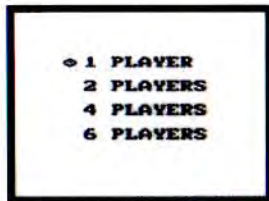
BEFORE YOU HIT THE GRIDIRON

1. Make sure the Nintendo® GAME BOY® power switch is OFF.
2. Insert the NFL™ QUARTERBACK CLUB™ game pak as described in your GAME BOY® instruction manual.
3. Turn the power switch ON.

When you see the NFL™ QUARTERBACK CLUB™ title screen, use the CONTROL PAD to choose whether you want a one-player or a two-player game. When you've made your choice, press the START BUTTON.



Next, you'll be asked to choose whether you want to control one, two, four or six quarterbacks throughout the four NFL™ QUARTERBACK CLUB™ events. Use the CONTROL PAD to highlight how many you want to control, then press the START BUTTON. If you selected one quarterback, you'll then be asked whether you want to play an entire Challenge Match, or merely practice a single event. Then you'll be asked to set the game's difficulty. Use the CONTROL PAD to indicate your choice then press the START BUTTON.



Use the CONTROL PAD to scroll through the gallery of NFL™ quarterbacks (for additional information on each athlete, see the "Quarterback Profiles" beginning on page 17).

Use the SELECT or START BUTTON to make your choices.

A LOOK AT THE FIELD

For three of the four events in the NFL™ QUARTERBACK CLUB™ challenge, your view of the field is from the perspective of looking over the quarterback's shoulders.



At the bottom right of the screen is a pass meter that will be utilized in events 1 and 4 to help you vary your throwing.



EVENT #1: ACCURACY

Whether he's trying to sting the opposition by moving the ball downfield with short passes or targeting a receiver far downfield with a long bomb, a quarterback needs throwing accuracy above all else. This event tests that most important of football fundamentals.

Object: Six targets are presented one at a time. The quarterback must throw the football as close to the bull's eye as possible. The player has one chance per target.



Buttons: Use the **A** BUTTON to throw the ball (see notes above on using the pass meter).

Scoring: Points available range from 2 to 20. More points are awarded for hitting targets closer to the bull's eye, and for hitting targets that are farther away. The two quarterbacks with the highest numbers of points at the end of the event engage in one-throw shootouts until one quarterback scores better than the other. You will be able to view this shootout whether or not a human player is involved. Press the **START** BUTTON to skip the computer's turn(s) and move directly to the results. Available Prize Money: \$17,500



EVENT #2: SPEED & MOBILITY

When the opposing team's defensive line puts the pressure on, a quarterback may have to do some fast scrambling to avoid being sacked and still get off the pass. This event tests a quarterback's ability to make an accurate pass after negotiating a high-speed series of obstacles.

Object: Each quarterback must make his way through an obstacle course in the shortest amount of time. At the end of the course is a target for the quarterback to hit with a football.



Use the **CONTROL PAD** to move through the course. The **B BUTTON** will cause the quarterback to duck under or jump over obstacles, and the **A BUTTON** will make him throw the ball. Note the modified pass meter which determines only the angle, not the distance of the throw. Be sure to throw only when your quarterback is in the shaded zone or he will be disqualified.

Scoring: The winner of the event receives 60 points. Time penalties are given if a player hits the duck or jump bar, if he goes outside the course boundaries or if he steps over the line. A time bonus is awarded for hitting the bull's eye. In the event of a tie between two players, a run-off will determine the winner.
Available Prize Money: \$20,000



Randall Cunningham

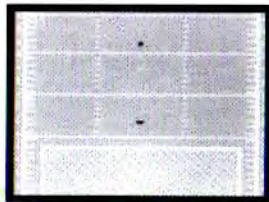
© Scott Cunningham / NFL Photos



EVENT #3: DISTANCE

When it's third and long yardage, the ability to pass for distance can mean the difference between a touchdown and punting the ball away. This third event calls for long yardage as it tests a quarterback's ability to propel the pigskin downfield.

Object: To throw the football as far as possible. Each player has two throws; the longest throw counts toward the player's final score.



Buttons: When your quarterback appears on screen, a modified pass meter will appear at bottom right. The first indicator on the meter is the timer. When it begins moving to the right, press the **A** and **B** **BUTTONS** simultaneously as fast as possible. This will move the second indicator to the right. The farther to the right the second indicator is when the timer reaches the far right, the farther your quarterback will throw the ball.

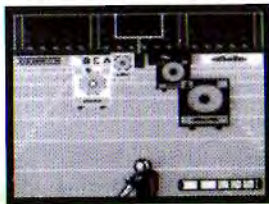
Scoring: The number of points awarded depends on the distance of the throw. 2 points are awarded for each yard beyond 50 the ball is thrown—i.e. a 60 yard throw would be worth 20 points. In the event of a tie between two players, there is a one-throw shootout to determine first-place points. **Available Prize Money: \$22,000**



EVENT #4: READ & RECOGNITION

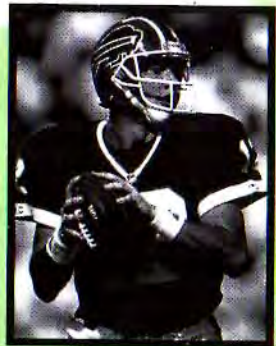
The hike is made, and the quarterback falls back and surveys the field only to see teammates scrambling to break clear. Who is open? Who's not? Who should he pass to? This event tests a quarterback's ability to make such important split-second decisions ... and to do so with precision.

Object: Each quarterback will be presented with four moving targets. Two of the four targets will be "live" targets—those are denoted by flashing indicators. The quarterback must choose one of the flashing targets and throw the football as close to the bull's eye as possible. Each player will have one throw at each of four sets of targets.



Buttons: Use the **A** BUTTON to throw the ball (see notes on using the pass meter).

Scoring: Points available range from 12 to 60. More points are awarded for hitting targets closer to the bull's eye, and for hitting targets that are farther away. If you hit a target that is not flashing, the same number of points you would have received were the target "live" is deducted from your score. In the event of a tie, the two quarterbacks engage in a one-throw shootout. **Available Prize Money: \$30,000**



Jim Kelly

QUARTERBACK PROFILES

TROY AIKMAN

Team: Dallas Cowboys

Height: 6'4"

Weight: 222 lbs.

Career Statistics: 920 pass completions on 1,528 attempts (60.2%) ... 10,527 passing yards ... 54 touchdown passes.



RANDALL CUNNINGHAM

Team: Philadelphia Eagles

Height: 6'4"

Weight: 205 lbs.

Career Statistics: 1,464 pass completions on 2,641 attempts (55.4%) ... 18,193 passing yards ... 126 touchdown passes.



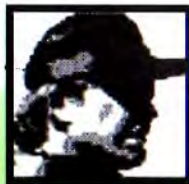
JOHN ELWAY

Team: Denver Broncos

Height: 6'3"

Weight: 215 lbs.

Career Statistics: 2,375 pass completions on 4,339 attempts (54.7%) ... 30,216 passing yards ... 158 touchdown passes.



BOOMER ESIASON

Team: New York Jets

Height: 6'5"

Weight: 220 lbs.

Career Statistics: 1,897 pass completions on 3,378 attempts (56.2%) ... 25,671 passing yards ... 174 touchdown passes.



JIM EVERETT

Team: Los Angeles Rams

Height: 6'5"

Weight: 212 lbs.

Career Statistics: 1,712 pass completions on 3,003 attempts (57.0%) ... 22,106 passing yards ... 134 touchdown passes.



JEFF HOSTETLER

Team: Los Angeles Raiders

Height: 6'3"

Weight: 215 lbs.

Career Statistics: 365 pass completions on 632 attempts (57.8%) ... 4,409 passing yards ... 20 touchdown passes.



JIM HARBAUGH

Team: Chicago Bears

Height: 6'3"

Weight: 220 lbs.

Career Statistics: 823 pass completions on 1,434 attempts (57.3%) ... 9,565 passing yards ... 43 touchdown passes.



JIM KELLY

Team: Buffalo Bills

Height: 6'3"

Weight: 218 lbs.

Career Statistics: 1,824 pass completions on 3,024 attempts (60.3%) ... 23,031 passing yards ... 161 touchdown passes.



BERNIE KOSAR

Team: Cleveland Browns

Height: 6'5"

Weight: 215 lbs.

Career Statistics: 1,774 pass completions on 3,012 attempts (58.9%) ... 21,097 passing yards ... 111 touchdown passes.



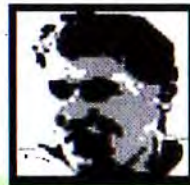
MARK RYPIEN

Team: Washington Redskins

Height: 6'4"

Weight: 234 lbs.

Career Statistics: 1,078 pass completions on 1,888 attempts (57.1%) ... 14,414 passing yards ... 97 touchdown passes.



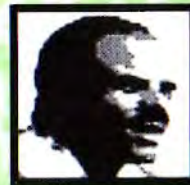
WARREN MOON

Team: Houston Oilers

Height: 6'3"

Weight: 212 lbs.

Career Statistics: 2,329 pass completions on 4,026 attempts (57.8%) ... 30,200 passing yards ... 175 touchdown passes.



PHIL SIMMS

Team: New York Giants

Height: 6'3"

Weight: 214 lbs.

Career Statistics: 2,329 pass completion on 4,247 attempts (54.8%) ... 30,424 passing yards ... 184 touchdown passes.



STEVE YOUNG

Team: San Francisco 49ers

Height: 6'2"

Weight: 205 lbs.

Career Statistics: 908 pass completions on 1,506 attempts (60.3%) ... 11,877 passing yards ... 76 touchdown passes.



NOTES

NOTES

The NFL Quarterback Club is a trademark of the National Football League. All Rights Reserved. Spider-Man®, X-Men™ and all other Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. ©1993 Marvel Entertainment Group, Inc. All rights reserved. L.J.N.® is a registered trademark of L.J.N., Ltd. © 1993 L.J.N., Ltd. All rights reserved. Nintendo®, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

L.J.N., LTD. LIMITED WARRANTY

L.J.N., Ltd. (L.J.N.) warrants to the original purchaser only of this L.J.N. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This L.J.N. software program is sold "as is," without express or implied warranty of any kind, and L.J.N. is not liable for any losses or damages of any kind resulting from use of this program. L.J.N. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any L.J.N. software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the L.J.N. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE L.J.N. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL L.J.N. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS L.J.N. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

L.J.N. Hotline/Consumer Service Department (516) 624-9300

Marketed by L.J.N. Ltd., Distributed by Acclaim Distribution, Inc.

71 Audrey Avenue, Oyster Bay, N.Y. 11771