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Nintendo

GAME BOY

DMG-AQ9E-USA

NFL QUARTERBACK CLUB II

INSTRUCTION BOOKLET



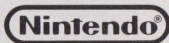
WARNING: Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo® Hardware System or Game Pak.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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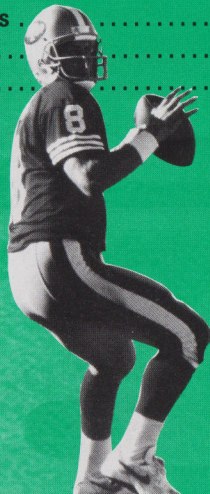


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JOIN THE QUARTERBACK CLUB™!

Are you ready to compete with the most elite athletes on the face of the earth? Are you ready to press your skills to their very limits? Are you ready to handle the most pressure-filled situations in all of sports?

Then you're ready for NFL™ QUARTERBACK CLUB™!

Because NFL™ QUARTERBACK CLUB™ has it all: 8 superstar quarterbacks, 28 NFL™ teams, and the most realistic in-your-face gridiron action you've ever seen!

NFL™ QUARTERBACK CLUB™ packs a full complement of plays—24 different defensive options, 24 offensive options, and a signature play for each featured quarterback! This is football at its best, with a level of realism that takes you right to the line of scrimmage.

The stadium is packed! The crowd is cheering in anticipation! The kickoff is near! Strap on your helmet and hit the field: You've joined the NFL™ QUARTERBACK CLUB™...and you'll never think about football the same way again

BEFORE YOU HIT THE GRIDIRON

LOADING:

1. Make sure the power switch is OFF.
2. Insert the NFL™ QUARTERBACK CLUB™ Game Pak as described in your Nintendo Game Boy® instruction manual.
3. Turn the power switch ON.



QUARTERBACK PROFILES

NFL™ QUARTERBACK CLUB™ features 8 of the greatest quarterbacks the sport has ever known! Here's a quick rundown of their careers, accomplishments, and abilities:

TROY AIKMAN/COWBOYS

Troy Aikman is one of the most feared quarterbacks in the NFL™. . . His accurate arm and keen eye for the open receiver have netted him two Super Bowl rings. . . While at UCLA, Aikman threw 41 touchdown passes in two seasons. . . The Dallas star passed for 4,328 yards in first two years in the NFL™, more than any third-year quarterback in Dallas history. . . Troy was born on November 21, 1966 in West Covina, California. . .



RANDALL CUNNINGHAM/EAGLES

This electrifying quarterback has made Philadelphia a football force to be reckoned with. . . As likely to run as throw, Randall excels at reading the defense and making the most of opportunities. . . Among the leading rushing quarterbacks in NFL™ history, with over 3,500 yards to his credit. . . Led the NFC with 30 touchdown passes in 1990. . .



JOHN ELWAY/BRONCOS

Stanford graduate John Elway was drafted into the NFL™ as a first-round pick by the Colts, but has spent his professional career with Denver. . . One of the most accurate throwers around, John has appeared in four AFC championship games, and three Super Bowls. . . This Pro Bowl quarterback has passed for almost 200 touchdowns. . . He is an accomplished punter. . . Born June 28, 1960 in Port Angeles, Washington. . .



BOOMER ESIASON/JETS

Boomer was the second-round draft pick for the Cincinnati Bengals in 1984. . . A four-time Pro Bowl selection, he enjoyed a 60.7 completion rate in 1993. . . Real name: Norman Julius Esiason. . . Took the Bengals all the way to Super Bowl XXIII in 1988, and was named the NFL™'s Most Valuable Player. . . He threw a club-record five touchdown passes against the New York Jets in 1986, and again in 1989 against Tampa Bay. . .



JIM KELLY/BILLS

Jim began his professional career in the now defunct USFL, where he was named MVP in 1984 . . . Kelly played two seasons for the Houston Gamblers before joining Buffalo in 1986. . . He has led the Bills to four Super Bowls. . . Famous for his ability to read a defense, Jim has thrown for over 36,000 yards in his pro career. . . The Pittsburgh native has been selected for the Pro Bowl four times. . .



DAN MARINO/DOLPHINS

The complete quarterback, Dan Marino has established many records, among them throwing for 5,084 yards in 1984, the same year he threw 48 touchdown passes (another record). . . He is second only to Fran Tarkenton in career passing yards with 40,720. . . The Dolphin quarterback is famous for his fourth-quarter come backs; opposing teams have learned the hard way that no lead is safe from Dan Marino. . . A quick release and pin point accuracy are his trademarks. . .



WARREN MOON/VIKINGS

One of the best-liked players in the game, Moon has enjoyed a long and successful pro career. . . Led the AFC in passing with 4,689 yards in 1990. . . Warren started out in the Canadian Football League with the Edmonton Eskimos, leading them to five Grey Cups, the Canadian equivalent of the Super Bowl. . . His 21 TDs and 3,485 passing yards were second only to John Elway in the AFC in '93. . .



STEVE YOUNG/49ERS

Considered one of the best overall quarterbacks in the NFL™, Steve is an excellent runner and passer. . . Originally drafted into the USFL, he rushed for 100 yards and passed for 300 in the same game in 1984, the first pro player to do so. . . A graduate of Brigham Young University, Steve was named the NFL™'s Most Valuable Player in 1992. . . A left handed thrower with a strong arm, Young is a worthy successor to Joe Montana. . .



THE GAME

Are you ready for the most realistic NFL™ game action ever? Then you've come to the right place! NFL™ QUARTERBACK CLUB™ gives you great plays, more strategies, and more helmet-crunching action than you've ever seen before!

CHOOSING YOUR TEAMS

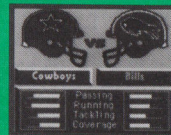
This screen allows you to choose which of the 28 NFL™ teams you want to be on.

Press UP or DOWN on the CONTROL PAD to scroll through all 28 NFL™ teams. Note that attribute levels are provided in four important categories:

☐ PASSING ☐ BLITZING ☐ RUNNING ☐ COVERAGE

Once you've scrolled through to the teams you want, press the A BUTTON.

NOTE: As player, you choose both the team you wish to control and which opposing team the computer will control. Your team will be shown on the LEFT, while your computer opponents will appear on the RIGHT.



PLAYING SURFACE AND OTHER GAME OPTIONS

Once the teams are chosen, there are several other decisions about the game that need to be made. NFL™ QUARTERBACK CLUB™ provides you with the following choices:

- ☐ Choose a Home or Away game
- ☐ Choose Rookie or Pro skill level
- ☐ Choose to have players represented by lifelike Players or Xs and Os
- ☐ Choose one of five quarter lengths: 1, 2, 5, 10, or 15 minutes per quarter.

To make a selection, use the CONTROL PAD to highlight your selection, then press the A BUTTON to select it and advance to the next screen. To return to any category/screen, press the B BUTTON.

GAME TIME

THE COIN TOSS

The coin toss determines who will kick off and who will receive. Use the **CONTROL PAD** to move indicator between Heads or Tails. Press the **A BUTTON** to select. Results of the toss appear immediately. If you win the toss, you may elect to either kick off or receive by using the **CONTROL PAD** to highlight your choice and the **A BUTTON** to select it. If you lose the toss, you get to choose which goal you wish to defend by highlighting your choice with the **CONTROL PAD**, then pressing the **A BUTTON** to select it. After selecting, a kick off and kick return follow. You will then see the offensive or defensive play select screen.



THE PLAY BOOK

This is your playbook, your guide to the strategies and circumstances that pro quarterbacks must master to succeed in the NFL™.

PLAY PLAQUES

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

ON OFFENSIVE PLAQUES:



A Circle denotes a player. It represents where the player is positioned at the start of a play.



A Square denotes the center.



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



A Dotted Line from the Quarterback denotes a Pitch out or Hand off.



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



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:



An X denotes a defensive player. Plays that have no motion indicator for a defender denote man-to-man coverage.



A Dotted Line indicates that a player should go to this area and either set a Zone or Read (assess the situation, then act).



A Line with an Arrow denotes a player should continue in that direction/penetrate the offensive backfield.

BASIC OFFENSE CHART

Below is a chart featuring the basic offensive moves and the controls to execute them. With practice you'll become adept at making all the big plays!

GENERAL OFFENSE	CONTROL
Move controlled player around field	CONTROL PAD
QUARTERBACK BEFORE THE SNAP Hike the ball	A BUTTON
QUARTERBACK AFTER THE SNAP Throw to intended receiver	B or A BUTTON
PLAYER IN POSSESSION OF BALL Run with an extra burst of speed Break Tackle	A BUTTON B BUTTON
RECEIVER TRYING TO CATCH BALL Catch Ball	B BUTTON
KICKOFFS, FIELD GOALS AND PUNTS Hike the ball and start the kick meter Kick the Ball Control the Angle of the Kick until the Kick Meter is Locked in Place	A BUTTON A BUTTON LEFT/ RIGHT CONTROL PAD



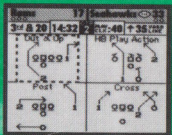
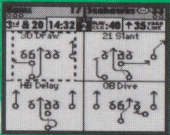
OFFENSIVE PLAYBOOK

The Offensive Playbook in NFL™ Quarterback Club™ features 24 plays, four in each of six different offensive categories. Use the CONTROL PAD to highlight a category, then press the A BUTTON to select it. Follow the same procedure to choose a particular play. To change your selection, press the B BUTTON to return to the category screen. Categories are as follows:

Game	17	Seahawks	33
3rd & 20	14:32	2nd	40 + 35 Yds
Inside Run	Pass 1	Tricks	
Outside Run	Pass 2	Special Teams	

INSIDE RUN

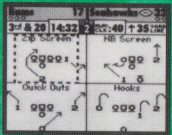
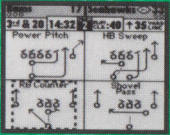
The Inside Run features four running plays to the interior or inside of the field. They are run from different formations.



PASS 1
Pass 1 plays are generally longer yardage plays out of such formations as the Shotgun.

OUTSIDE RUN

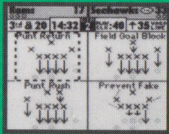
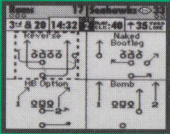
The Outside Run features four running plays which sweep to or are directed towards the sidelines. They are run from such formations as the Pro Set and the I Formation.



PASS 2
The Pass 2 selection features plays which tend to be shorter, but keep in mind that the longer you hold the ball, the deeper the receiver will go.

TRICKS

Trick plays are just what they sound like: plays designed to fake out the defense.

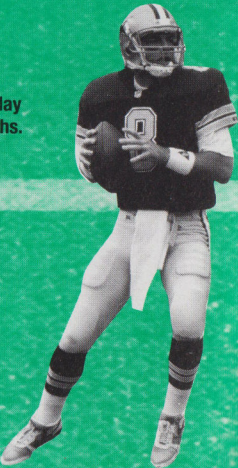


SPECIAL TEAMS

Special Teams plays are for punts and field goals, with some fake plays thrown in!

NFL™ QUARTERBACK SIGNATURE PLAYS

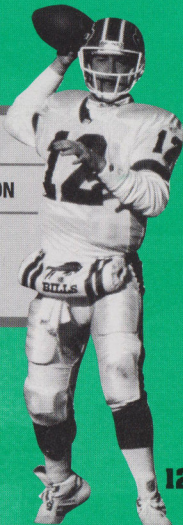
Each quarterback featured in NFL™ Quarterback Club™ has a signature play which is typical of his playing style, and highlights his particular strengths. Once you've selected a team with a featured NFL™ QB Club™ member quarterback, look through the playbooks to find his signature play, which is designed to make use of his unique abilities.



BASIC DEFENSE CHART

Below is a chart featuring the basic defensive moves and the controls to execute them. Practice them until they're second nature!

BEFORE THE SNAP	CONTROL
Select a different player to control	B or A BUTTON
AFTER THE SNAP	
Control player closest to ball	B BUTTON
Run with an extra burst of speed	A BUTTON



DEFENSIVE PLAYBOOK

The Defensive Playbook in NFL™ Quarterback Club™ features 24 plays, four in each of six popular defensive play categories. Use the CONTROL PAD to highlight a category, then press the A BUTTON to select it. Follow the same procedure to choose a particular play. To change your selection, press the B BUTTON to return to the category screen.

Categories are as follows:

Game 17 Seahawks 33	
3rd & 20 14:32 2nd QTR +35 YPR	2nd QTR +35 YPR
Killer Cutback	Middle Cap
Fatal Five	Nickel DE Crash

RUSH

The Rush playbook contains some of the best ways to beat the run.

Game 17 Seahawks 33	
3rd & 20 14:32 2nd QTR +35 YPR	2nd QTR +35 YPR
Soft Soft Zone	Wide Zone
3 Deep Zone	Nickel Prevent

ZONE

A Zone defense is effective in containing the pass, as the defensive backs move into specific pass coverage areas.

Game 17 Seahawks 33	
3rd & 20 14:32 2nd QTR +35 YPR	2nd QTR +35 YPR
Power Shift	Safety Crash
Safety Bang	Power Stunt

READ

Read plays are used when the situation is uncertain, and the offense might run or pass. In these plays, the defense drops back and waits for the offense to commit.

Game 17 Seahawks 33	
3rd & 20 14:32 2nd QTR +35 YPR	2nd QTR +35 YPR
Cutthroat Crash	Power Press
Graveyard Blitz	Power Pummel

RUSH BLITZ

This is where the defense really comes alive, as the name of the game becomes sack the quarterback!

Game 17 Seahawks 33	
3rd & 20 14:32 2nd QTR +35 YPR	2nd QTR +35 YPR
Rush	Read
Zone	Blitz
	Special Teams

Game 17 Seahawks 33	
3rd & 20 14:32 2nd QTR +35 YPR	2nd QTR +35 YPR
Man Push	Full Man
Drop Man	Nickel All Man

MAN

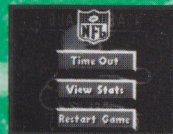
Man, as in Man-to-Man coverage, these four plays feature defenders who stay with one receiver wherever he goes, regardless of zone.

Game 17 Seahawks 33	
3rd & 20 14:32 2nd QTR +35 YPR	2nd QTR +35 YPR
Punt Return	Field Goal Block
Punt Rush	Prevent Fake

SPECIAL TEAMS

Special teams plays are designed to deal with punting and field goal situations.

THE PAUSE OPTIONS SCREEN



At any time during game play, you may press the START BUTTON to halt game play and activate the Pause Options screen. This screen allows you a variety of statistical and game play options:

Press UP or DOWN on the CONTROL PAD to highlight one of the three pause options available.

To activate that option, press the A BUTTON. To exit the Pause Options screen after utilizing one or more of the options, press the START BUTTON.



HERE'S A DETAILED EXPLANATION OF WHAT EACH OPTION DOES:

CALL A TIME OUT:

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

VIEW GAME STATISTICS:

This allows you to view a comprehensive compilation of statistics for the game up to that point. Press the A BUTTON to view your opponent's statistics. Press the B BUTTON to return to your own team's stats. Press the START BUTTON to return to the Pause Options screen.

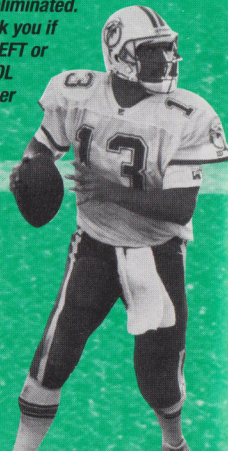
49ers	
First Downs	16
Rushes/Yards	20/204
Passing Yards	175
Comps/Attempts	21/33
Turnovers	2
Sacks/Yards Lost	2/28
Penalties/Yards	4/30

RESTART GAME:

This allows you to cancel all game play up to this point and begin again at the Coin Toss. The teams and options remain as you set them previously.

NOTE: All statistics for the game up to that point will be eliminated.

The computer will ask you if you are sure. Press LEFT or RIGHT on the CONTROL PAD to highlight either "yes" or "no," then press the A BUTTON.



PENALTIES

KICK OUT OF BOUNDS:

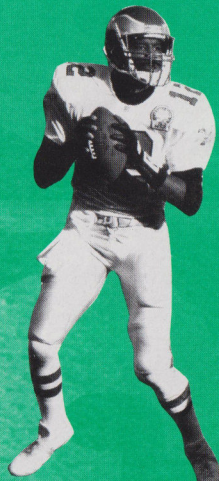
Illegal Procedure. If a kickoff goes out of bounds without either team touching it, the receiving team will get the ball on their 40 yard line, or at the yard line where it went out of bounds, whichever is better for them.

DELAY OF GAME

5 yard penalty and replay of down. The offense must hike the ball before the 40 second play clock expires.

OFFSIDES

5 yard penalty and replay of down. No offensive player may cross the line of scrimmage before the ball is snapped. 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.



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(Due to limited production, requests for specific players cannot be honored)

NFL Quarterback Club Cards:

Troy Aikman
Drew Bledsoe
Bubby Brister
Randall Cunningham
John Elway
Boomer Esiason

Jim Everett
Brett Favre
Jim Harbaugh
Jeff Hostetler
Michael Irvin
Jim Kelly

David Klingler
Bernie Kosar
Dan Marino
Rick Mirer
Chris Miller
Warren Moon

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Mark Rypien
Barry Sanders
Phil Simms
Emmitt Smith

Steve Young

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NOTES

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LJN CONSUMER SERVICES HOTLINE (516) 624-9300

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