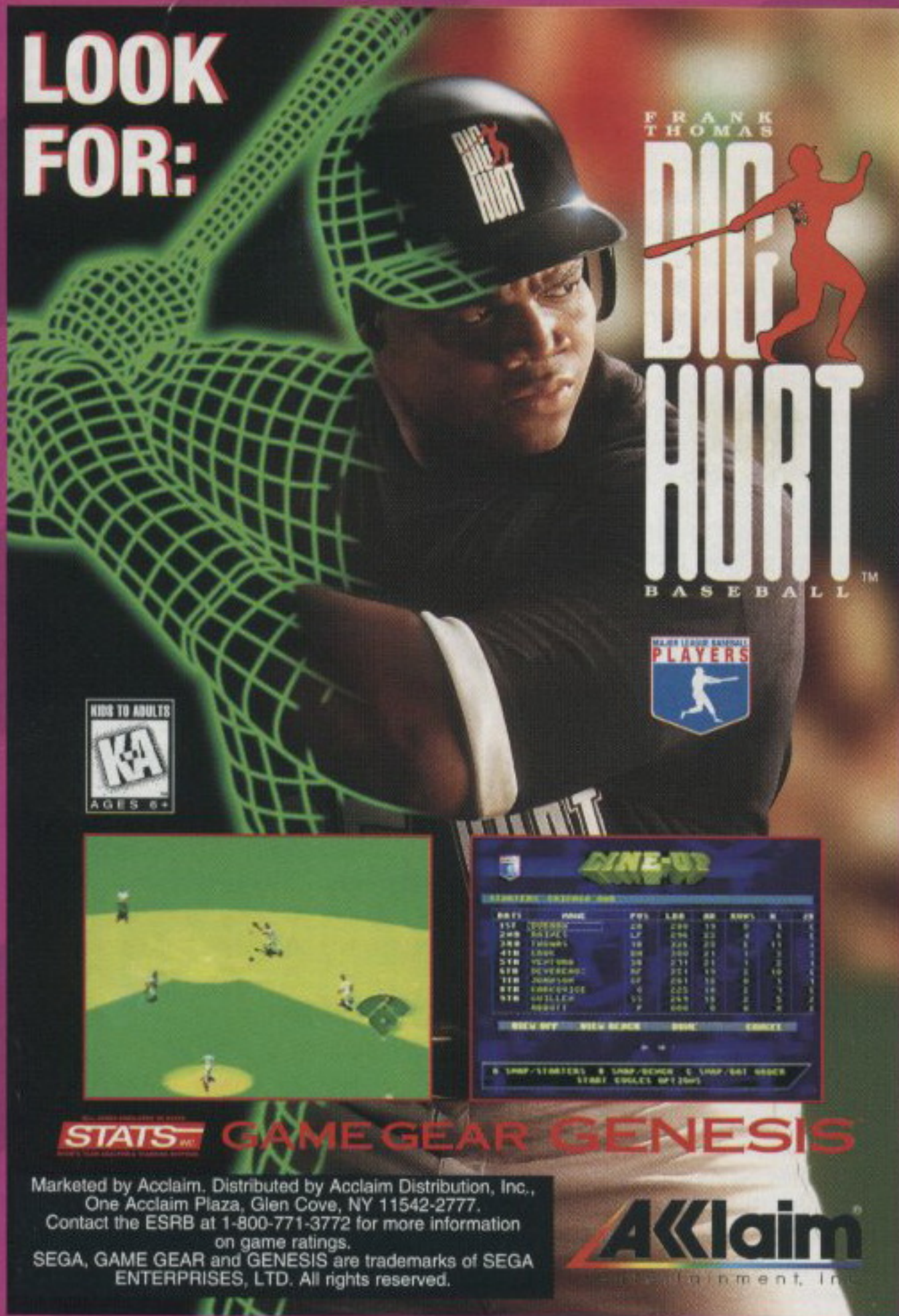


SEGA™

# GAME GEAR



## LOOK FOR:



FRANK THOMAS  
**BIG HURT**  
BASEBALL™



**LINE-UP**

STARTING LINEUP

POS	NAME	PTS	LOB	RR	RBI	R	CS
1ST	DOSSO	28	280	19	0	1	0
2ND	SMITH	12	120	22	0	1	0
3RD	THOMAS	15	150	21	1	1	0
4TH	LOVE	30	300	21	1	1	0
5TH	VEITCH	28	271	21	1	1	0
6TH	POWERS	27	251	19	0	1	0
7TH	HODGSON	27	251	19	0	1	0
8TH	SARGENT	4	225	19	0	1	0
9TH	MILLER	11	249	19	0	1	0
	REUTZ	7	600	0	0	0	0

VIEW OPT VIEW SCORE GAME CHANGE

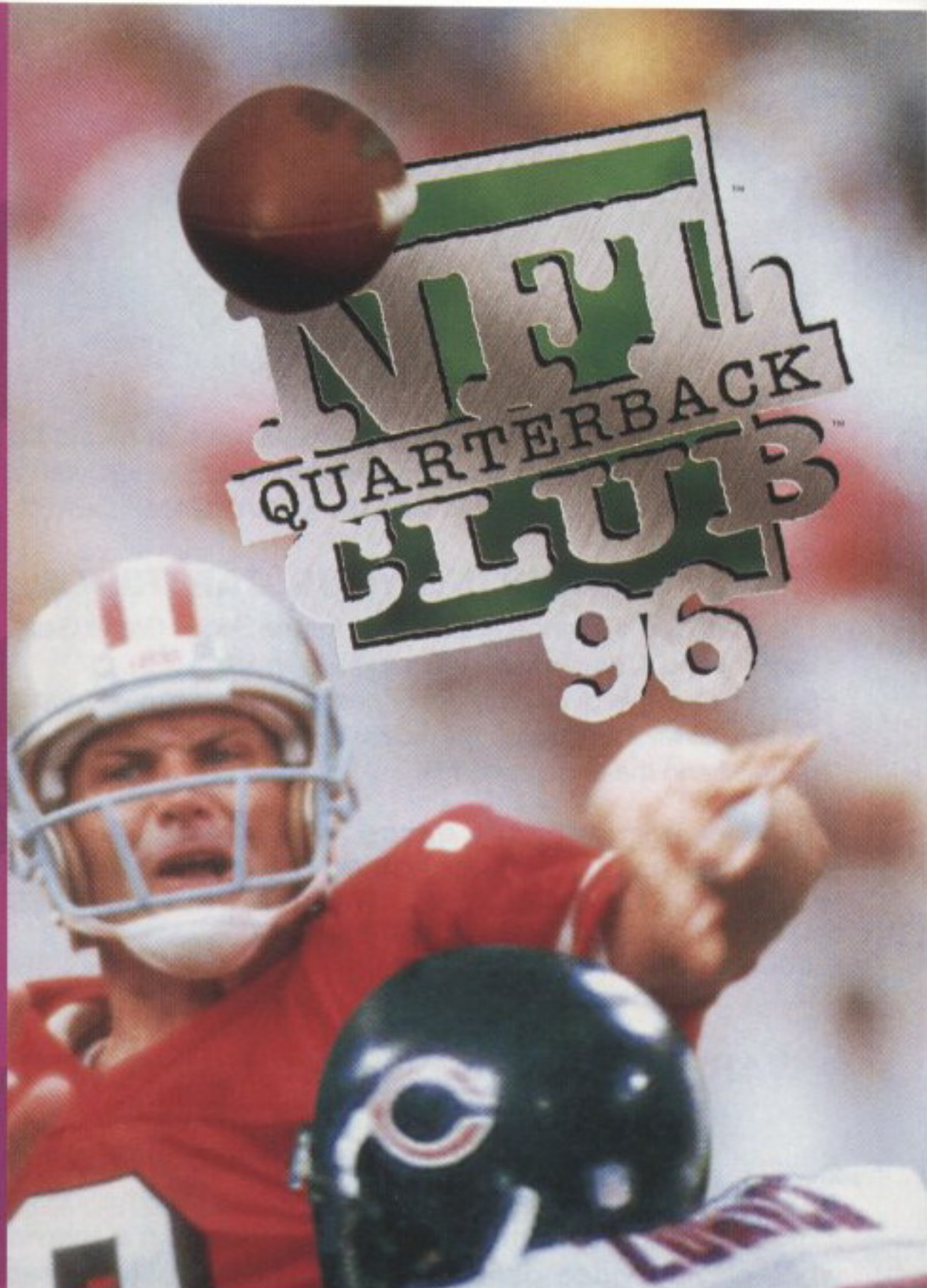
8 SHIP/STARTERS 9 SHIP/SCORE 0 SHIP/OUT ORDER  
START: 00:00:00 (0:00:00)

STATS™ GAME GEAR GENESIS

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PRINTED IN JAPAN



# NFL QUARTERBACK CLUB 96

INSTRUCTION MANUAL



PLAYERS INC



LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

### HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

**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.**

### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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**NFL™**

# **QUARTERBACK CLUB™**

**'96**

The top talents in pro football are back 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 expansion teams, bold new plays and mind blowing graphics! Did someone say dynasty? All the tools and toys are here, 30 teams, over 40 plays, and plenty of action, backed up by impressive, 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!

## **BEFORE THE SNAP...**

### **LOADING:**

1. Make sure the power switch is OFF.
2. Insert the NFL™ QUARTERBACK CLUB™ Game Gear™ cartridge as described in your SEGA™ Game Gear™ instruction manual.
3. Turn the power switch ON.



When the game mode screen appears, you will have these challenging game play options:

Preseason, New Season, Resume Season and Playoff modes.



Use the D-PAD to highlight the desired options, then press the 2 BUTTON. [NOTE: For details on game modes, see page 6].

## BASIC OFFENSE

### GENERAL OFFENSE

MOVE CONTROLLED PLAYER AROUND FIELD.....D-PAD

DIVE.....QUICKLY TAP 2 BUTTON TWICE

### QUARTERBACK BEFORE THE SNAP

HIKE THE BALL.....2 BUTTON

### QUARTERBACK AFTER THE SNAP

THROW TO INTENDED RECEIVER .....1 OR 2 BUTTON

### PLAYER IN POSSESSION OF BALL

RUN WITH AN EXTRA BURST OF SPEED .....HOLD 2 BUTTON

BREAK TACKLE.....1 BUTTON

### RECEIVER TRYING TO CATCH BALL

CATCH BALL.....2 BUTTON

### KICKOFFS, FIELD GOALS AND PUNTS

HIKE THE BALL AND START THE KICK METER .....2 BUTTON

KICK THE BALL .....2 BUTTON

CONTROL THE ANGLE OF THE KICK UNTIL  
THE KICK METER IS LOCKED IN PLACE.....LEFT/ RIGHT D-PAD

## BASIC DEFENSE

### BEFORE THE SNAP

SELECT A DIFFERENT PLAYER TO CONTROL.....1 OR 2 BUTTON

### AFTER THE SNAP

CONTROL PLAYER CLOSEST TO BALL .....1 BUTTON

RUN WITH AN ADDITIONAL BURST OF SPEED.....HOLD 2 BUTTON

DIVE.....QUICKLY TAP 2 BUTTON TWICE

## GAME MODES

NFL™ Play provides you with these modes of play:

1. **Preseason:** Use this mode to compete in preseason and practice competition.
2. **New Season:** Use this mode to begin a new season of action, from opening day to the Super Bowl itself!
3. **Resume Season:** Use this mode to enter a previously obtained password to resume play where you left off on your road to the Super Bowl! (Details of how to enter a password appear on page 8).
4. **Playoff:** Use this mode to enter the playoffs, where the competition for champion is brutal.

Use the D-PAD to highlight your selection, then press the START BUTTON to select.

## PLAYING SURFACE AND OTHER GAME OPTIONS

NFL™ QUARTERBACK CLUB™ '96 provides you with the following choices:

### IN PRESEASON MODE:

- Choose a Home or Away game.
- Choose between grass and artificial turf playing surfaces.

## IN ALL MODES:

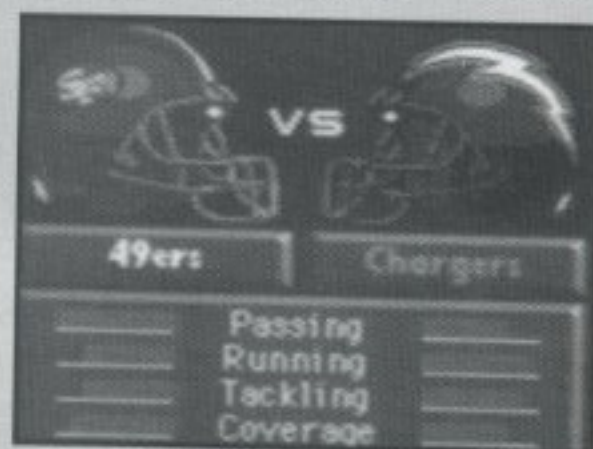
- Choose Rookie or Pro skill level.
- Choose one of five quarter lengths: 1, 2, 5, 10, or 15 minutes per quarter.

To make a selection, use the D-PAD to highlight your selection. Press LEFT or RIGHT on the D-PAD to modify a particular option. When you've finished setting options, press the 2 BUTTON to return to the Mode Select screen.

## CHOOSING YOUR TEAMS

Once you've chosen your mode of play, it's time to choose the team you want. This screen allows you to choose which of the 30 NFL™ teams you want to be on.

Use the UP and DOWN D-PAD to scroll through all 30 NFL™ teams. Note that attribute levels are provided in four important categories:



PASSING  
RUNNING  
TACKLING  
COVERAGE

Once you've scrolled through to the teams you want, press the 2 BUTTON.

[NOTE: In Preseason mode, the player chooses both teams. In New Season and for the 1st game of Playoff play, only the team on the left of the screen may be selected. The team on the right will automatically modify to display which team your selected team will face in the first week]

## ENTERING A PASSWORD

When you select Resume Season, a password screen will appear. To resume gameplay where you left off, you must enter the valid 12-character password associated with that week in your schedule. To enter a password, use the D-PAD to select the desired character, then press the 2 BUTTON to enter it. Press the 1 BUTTON to clear an unwanted character. Continue until all 12 characters have been entered correctly. Once a correct password has been entered, you will be brought to the season schedule/results screen, where play resumes with the next game on your schedule. An invalid password will return you to the Mode Select screen.

## THE COIN TOSS

The coin toss determines who will kickoff and who will receive. The visiting team calls the toss. Use the D-PAD to move indicator between Head or Tails. Press the 2 BUTTON to select. Results of the toss appear immediately. If you win the toss, you may elect to either kickoff or receive by using the D-PAD to highlight your choice and the 2 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 D-



PAD, then pressing the 2 BUTTON to select it. After selecting, a kickoff and kick return follow. You will then see the offensive or defensive play select screen.

# THE PLAYBOOK

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 below.

### ON OFFENSIVE PLAQUES:



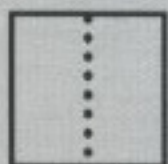
A **CIRCLE** denotes a player. The circle represents where the player is positioned at the start of a play.



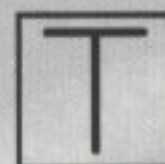
A **SQUARE** denotes the center.



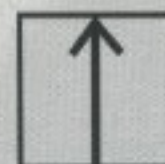
A **LINE** denotes the direction/position the player should move in/to.



A **DOTTED LINE** denotes a Pitch out or Hand off.



A **LINE CROSSED WITH A T junction** denotes both the position and direction of a Block.

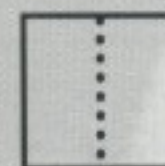


A **LINE WITH AN ARROW** indicates that the player should continue in the direction of the arrow for the maximum distance the play allows.

### ON DEFENSIVE PLAQUES:



An **X** denotes a defensive player.



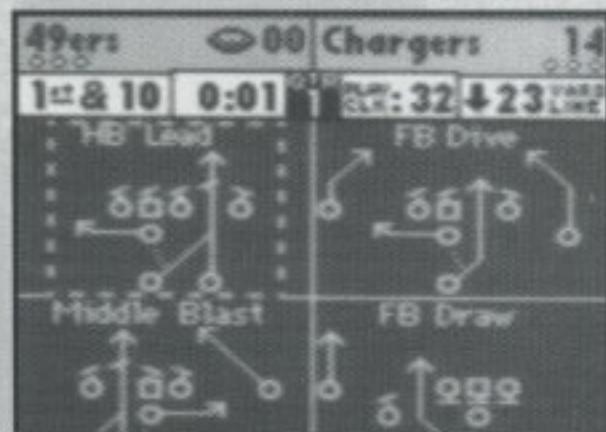
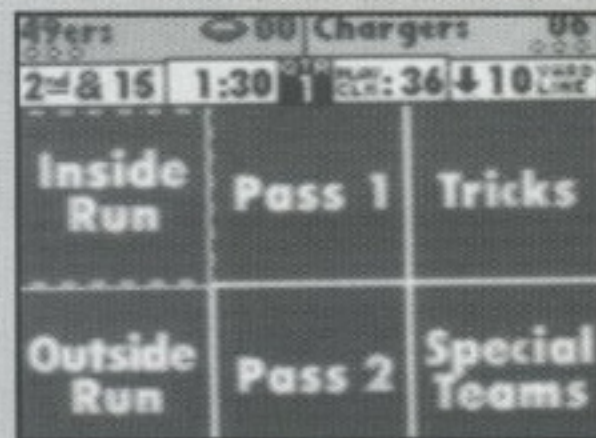
A **DOTTED LINE** indicates that a player should go to this area and either set a Zone or Read (assess the situation, then act).



A **LINE WITH AN ARROW** denotes a player should continue in that direction/penetrate the offensive backfield.

# OFFENSIVE PLAYBOOK

The Offensive Playbook in NFL™ QUARTERBACK CLUB™ '96 features 24 plays, four in each of six different offensive categories. Use the D-PAD to highlight a category, then press the 2 BUTTON to select it. Follow the same procedure to choose a particular play. To change your selection, press the 1 BUTTON to return to the category screen. Categories are as follows:

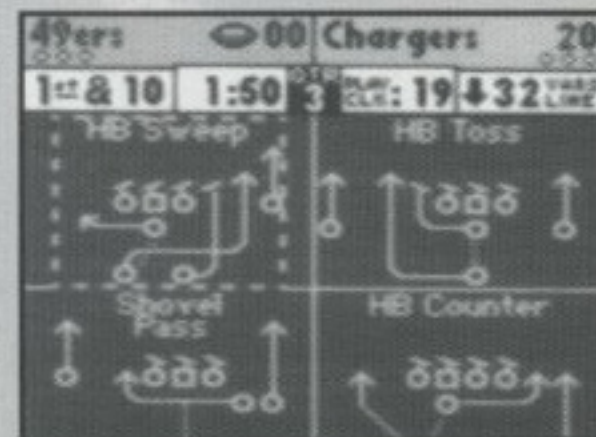


## INSIDE RUN

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

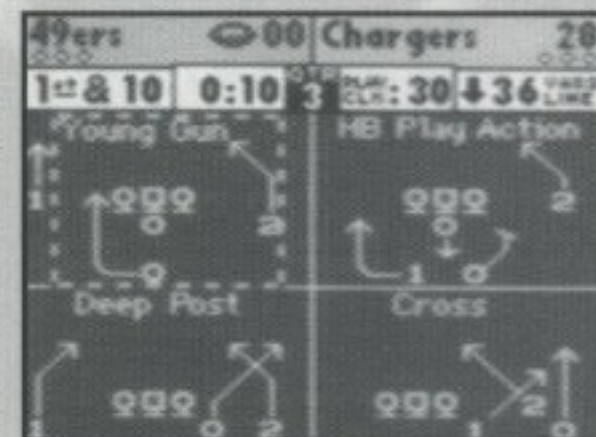
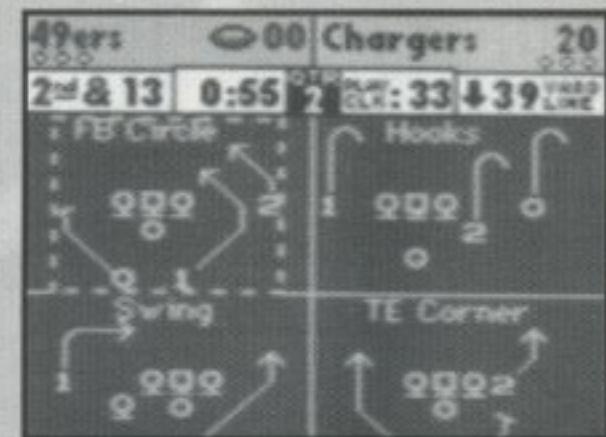
## OUTSIDE RUN

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 1

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

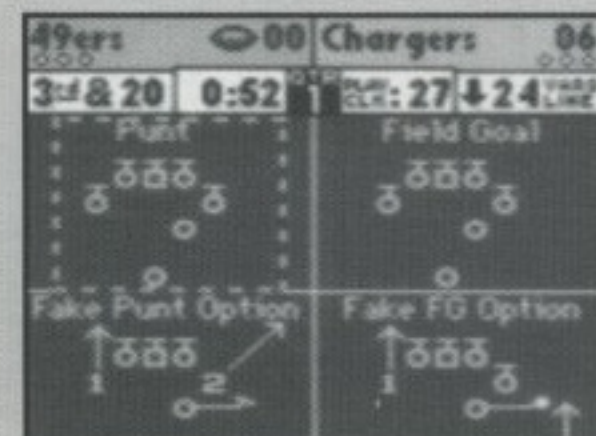
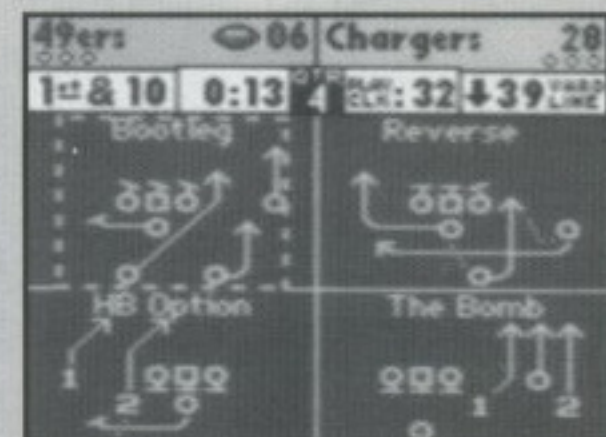


## PASS 2

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.

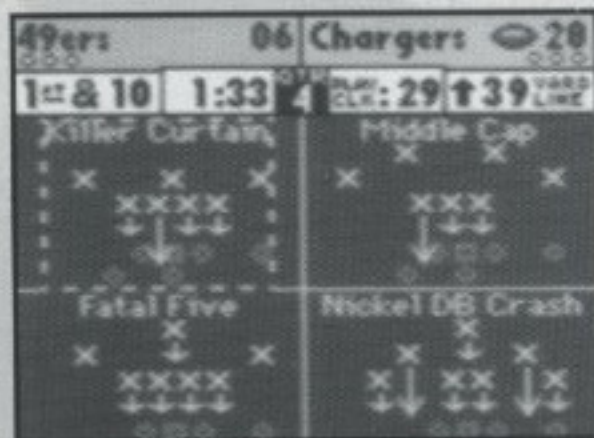
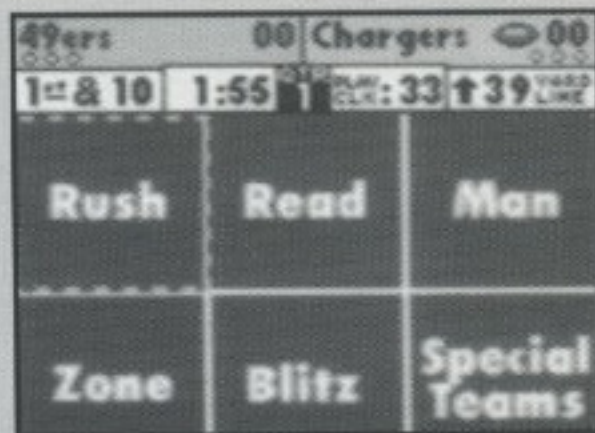


## SPECIAL TEAMS

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

# DEFENSIVE PLAYBOOK

The Defensive Playbook in NFL™ QUARTERBACK CLUB™ '96 features 24 plays, four in each of six popular defensive play categories. Use the D-PAD to highlight a category, then press the 2 BUTTON to select it. Follow the same procedure to choose a particular play. To change your selection, press the 1 BUTTON to return to the category screen. Categories are as follows:

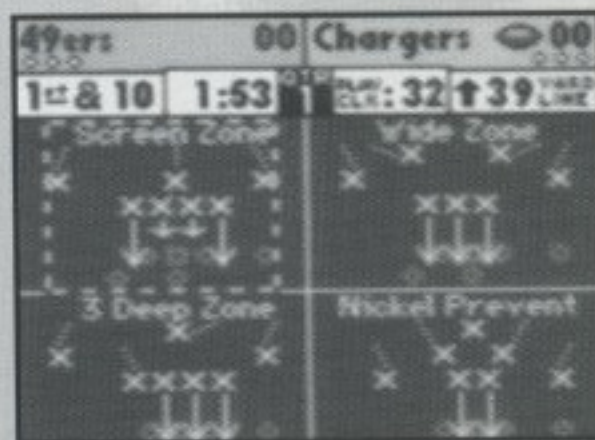


## RUSH

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

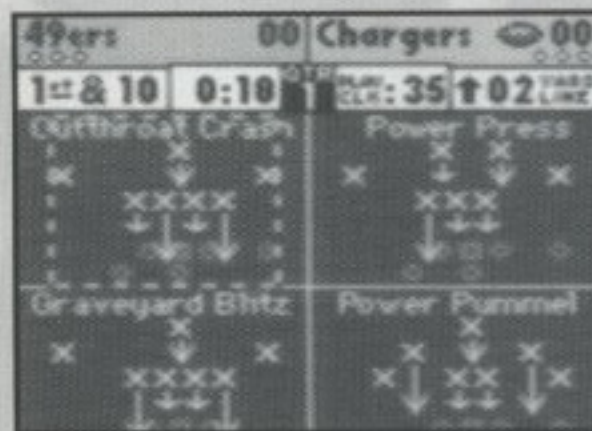
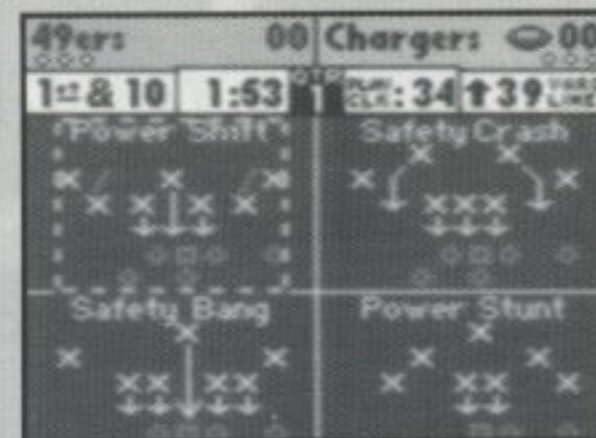
## ZONE

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



## 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.

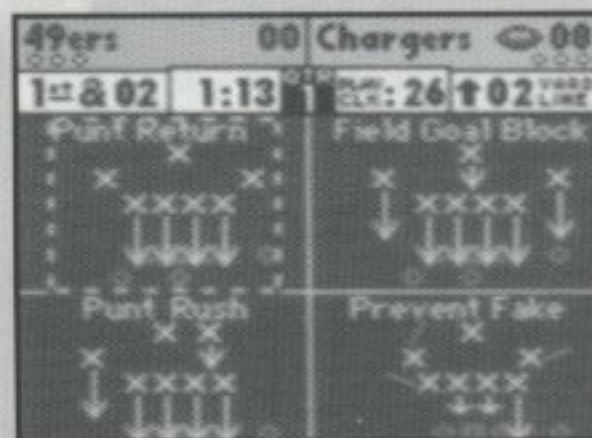
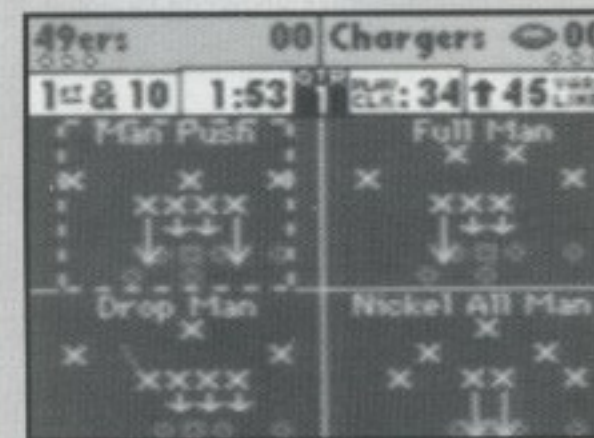


## BLITZ

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

## MAN

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



## SPECIAL TEAMS

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



## THE PAUSE OPTIONS



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 **D-PAD** to highlight one of the four pause options available. To activate that option, press the **2 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. This option is not available while the ball is in play.

### Flip Plays:

Whether on **Offense** or **Defense**, **Flip Plays** allows you to flip plays so that you can contour your play calling to any game situation. **Flip Plays** literally reverses the play plaques. To flip a play, press the **2 BUTTON** to activate the option. You may then make your selection from the **playbook** in the usual manner, but with the plays reversed from how they normally appear. You must select the **Flip Plays** option each time you wish to flip a play.

### View Game Statistics:

This allows you to view a comprehensive compilation of statistics for the game up to that point. To view your team's statistics, press the **2 BUTTON**. Press the **2 BUTTON** again to view your opponent's stats. Press the **1 BUTTON** to return to your own stats. Pressing the **2 BUTTON** a third time will exit this option and return you to the **Pause Options** screen.

Chargers:	
First Downs:	3
Rushes/Yards:	6 / 17
Passing Yards:	61
Comps/Attempts:	4 / 6
Turnovers:	1
Sacks/Yards Lost:	2 / 14
Penalties/Yards:	1 / 5

### Restart Game:

This allows you to cancel all game play up to this point and begin again at the opening kick off. The teams and options remain as you set them previously. Press the **START BUTTON** to activate this option, but remember that all statistics for the game up to that point will be lost.

## **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.

### **Off Sides**

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.

### **Pass Interference**

First down at point of interference. No player may interfere with a receiver before he catches the ball.

## **THE NFL™ QUARTERBACK CLUB™**

**COWBOYS**



**TROY AIKMAN**

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 for the Pro Bowl four years in a row...

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...

**PATRIOTS**



**DREW BLEDSOE**

**EAGLES**



**RANDALL CUNNINGHAM**

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...

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 a first-round pick for the Colts... from 1984-1994, Elway has amassed more victories than any other quarterback: 108 wins and just 66 losses...

**BRONCOS**



**JOHN ELWAY**

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

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 accuracy and quick release are trademarks... despite coming off an injury, Marino was good for over 4,000 passing yards in 1994...

**DOLPHINS**



**DAN MARINO**

**49ERS**



**STEVE YOUNG**

Steve threw an incredible 6 touchdown passes in Super Bowl XXIX, a record achievement... probably the best running quarterback around... Young has won four consecutive passing championships... he's led the 49ers to the NFC Championship Game each of the last three seasons...



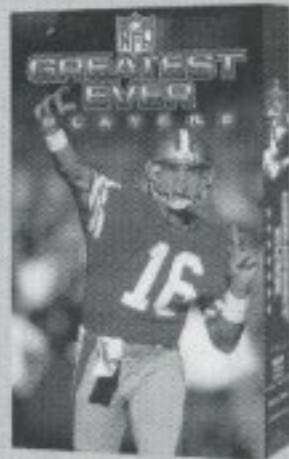
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# GREATEST EVER

S E A S O N



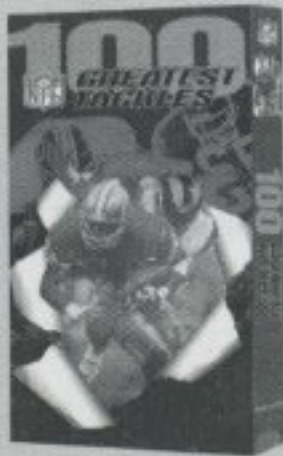
**GREATEST EVER PLAYS**



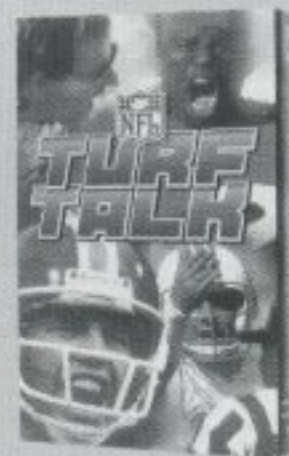
**GREATEST EVER PLAYERS**



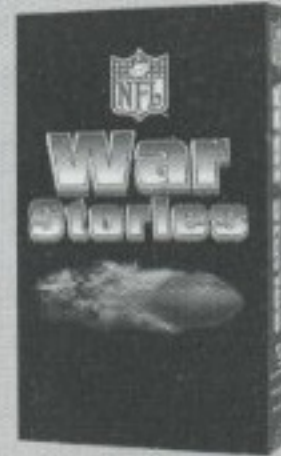
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**100 GREATEST TACKLES**



**TURF TALK**



**WAR STORIES**

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**Acclaim® Hotline/Consumer Service Dept. (516) 759-7800**

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