

# HYPER AUDIBLES

**WELCOME TO THE WILD WORLD OF NFL™ QUARTERBACK CLUB™ '96 HYPER AUDIBLES!**

This unique play calling feature lets you adjust your calls to fit the situation, with over 50 available plays! No more running into a buzz-saw defense who saw your play coming. No more looking at a pass formation and being helpless to shift defenders. Now you can make last-minute play changes on the line, and really let your QBs do their stuff!

**HOW HYPER AUDIBLES WORK**  
To call for a Hyper Audible, press the A BUTTON when your team is set at the line of scrimmage. (NOTE: make sure to switch Audible Type, in the Pause Options, to Hyper Audibles.) This will allow you to enter the three button code that matches the Hyper Audible you wish to call. It's easy to remember them, because each button means something!

**THE FIRST CODE BUTTON:**

This sets the type of play. The A BUTTON calls for a RUN play, the B BUTTON calls for a PASS play, and the C BUTTON calls for SPECIAL TEAM plays. NOTE: BOMB ZONE PASSES are part of SPECIAL TEAMS.

**THE SECOND CODE BUTTON:**

On running and passing plays, this sets the play distance. Press the A BUTTON for a SHORT yardage play, the B BUTTON for a MEDIUM yardage play, or the C BUTTON for a LONG yardage play. For SPECIAL TEAMS plays, the second code button selects the type of play: Press the A BUTTON to call for a FIELD GOAL, the B BUTTON to call for a PUNT, or the C BUTTON to call for a BOMB ZONE PASS.

**THE THIRD CODE BUTTON:**

On running and passing plays, including BOMB ZONE plays, this sets which part of the field the play will go to. Press the A BUTTON for plays to the LEFT, the B BUTTON for plays to the CENTER, and the C BUTTON for plays to the RIGHT. For FIELD GOAL and PUNT plays, the third code button sets the type of kicking play. Press the A BUTTON for a NORMAL punt or field goal. Press the B BUTTON for a RUN FAKE (a running play out of a kick formation). Press the C BUTTON for a PASS FAKE (a pass play out of a kick formation).

**RUN**



**PASS**



**SPECIAL**

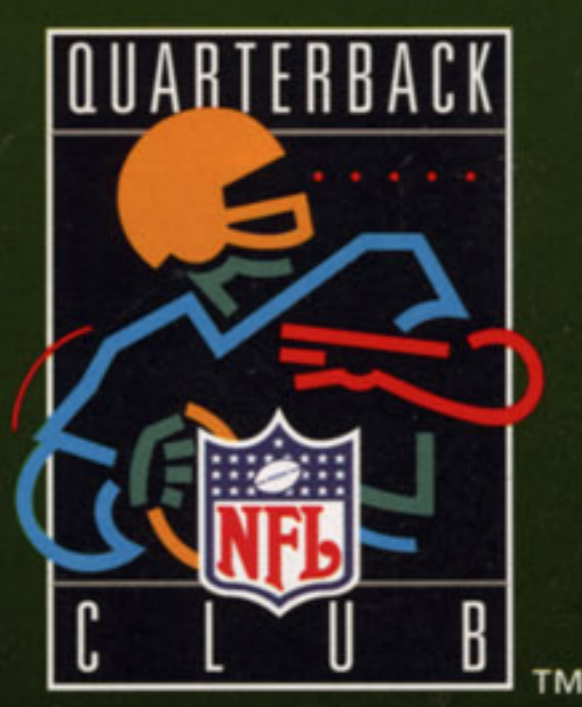


<b>SHORT</b>	<b>MEDIUM</b>	<b>LONG</b>
<b>LEFT</b>	<b>CENTER</b>	<b>RIGHT</b>

<b>SHORT</b>	<b>MEDIUM</b>	<b>LONG</b>
<b>LEFT</b>	<b>CENTER</b>	<b>RIGHT</b>

<b>FIELD GOAL</b>	<b>PUNT</b>	<b>BOMB ZONE</b>
<b>NORMAL</b>	<b>RUN FAKE</b>	<b>FAKE PASS</b>

<b>LEFT</b>	<b>CENTER</b>	<b>RIGHT</b>



<b>OFFENSE</b>	<p><b>LEFT</b> AAA-SingleBack 37 Sweep ABA-Pro Set 45 Sweep ACA-Power I TB Pitch Out</p> <p><b>CENTER</b> AAB-Shotgun HB Slice ABB-Far Near 43 Counter Trap ACB-Double TE Reverse Slant</p> <p><b>RIGHT</b> AAC-Power I 34 Power ABC-Double TE End to End ACC-SingleBack Reverse Fake</p>	<p><b>LEFT</b> BAA-Double TE Weak Lean BBA-Pro Set Square In BCA-SingleBack Flood</p> <p><b>CENTER</b> BAB-Shotgun Short Posts BBB-Power I Cross Roads BCB-Pro Set All In</p> <p><b>RIGHT</b> BAC-Shotgun RB Flats BBC-Far Near Open Outs BCC-Double TE Flea Flicker</p>	<p><b>FIELD GOAL</b> kick CAA-Full Block run CAB-Wide Fake pass CAC-Wing Reverse Pass</p> <p><b>PUNT</b> kick CBA-Long Full run CBB-Punter Run Option pass CBC-Punter Pass Fake</p> <p><b>BOMB ZONE (ALL PASSES)</b> Left CCA-Shotgun All Roll Cntr CCB-Shotgun Deep Posts Rt CCC-Power I WR Reverse Pass</p>
	<p><b>LEFT</b> AAA-Dime DN Wrap Monster Dog ABA-43 LB Off Blitz ACA-34 LB O Blitz</p> <p><b>CENTER</b> AAB-43 Graveyard Blitz ABB-46 Monster Slice ACB-43 Tiger 3</p> <p><b>RIGHT</b> AAC-62 Tight Corner Blitz ABC-34 Inside Line T Blitz ACC-43 Strong Dog</p>	<p><b>LEFT</b> BAA-34 Z53 Corner Dp BBA-Nickel Z2 Out Man BCA-43 Z232 Shroud</p> <p><b>CENTER</b> BAB-46 Z3 Flat Man BBB-Nickel Z322 Even BCB-Dime O Fold 2 Deep</p> <p><b>RIGHT</b> BAC-62 Z52 T Screen BBC-Dime Out Zone BCC-Nickel Z32 WR Man</p>	<p><b>FIELD GOAL</b> CAA-Full Block CAB-Run Fake Ruin CAC-Z4 Robber</p> <p><b>PUNT</b> CBA-Full Block CBB-Run Fake Stop CBC-46 Z34 Deep</p> <p><b>BOMB ZONE (ALL PASSES)</b> Left CCA-Nickel Z44 Deep Cntr CCB-46 Z34 Deep Right CCC-Dime Z43 Deep Robber</p>



**GENESIS**  
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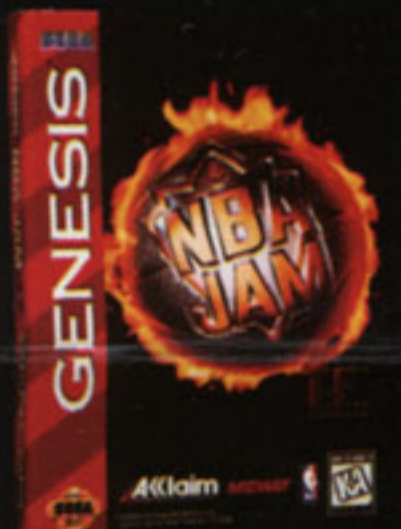
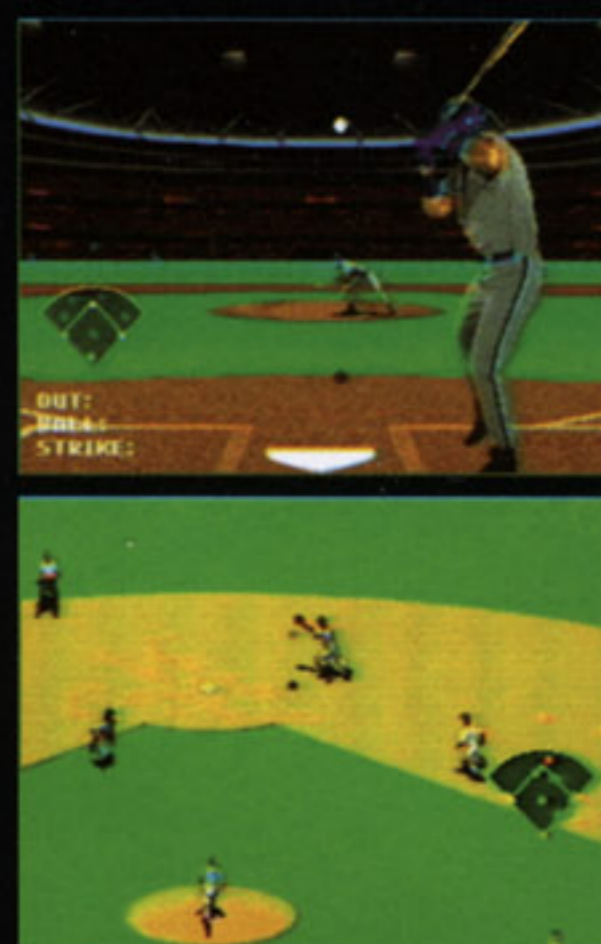


# FRANK THOMAS BIG HURT™ BASEBALL

GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS

For the first time ever, Acclaim's

next-generation technology combines with the ultimate power hitter! Experience hardball realism like never before in Frank Thomas "Big Hurt™" Baseball! Acclaim's spectacular motion capture technology brings you the most realistic batting and fielding ever! It's the revolutionary new way to play America's favorite pastime! Frank Thomas Big Hurt Baseball... So real it hurts!



# NBA® JAM™ TE™

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NBA® JAM™ Tournament

Edition™ brings you more senses-shattering slam dunking excitement than ever! More than twice as many NBA® superstars, more than double the secret characters, Hot Spots, Super Jam Power-Ups and -OH MY- nine all-new rim-rattling slam dunks plus all the original jams! NBA® JAM™ Tournament Edition™ ...it's on FIRE!!!

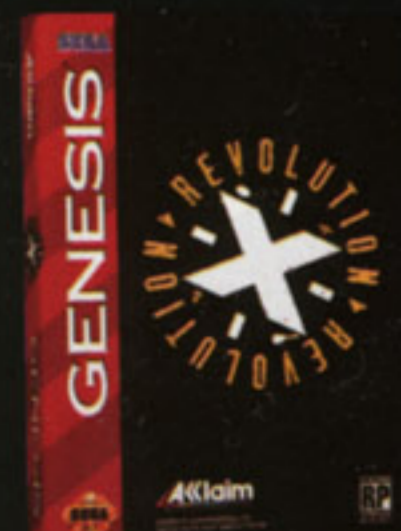


# CUTTHROAT ISLAND™

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Cutthroat Island is the

swashbuckling pirate adventure game that takes no prisoners! The sword-fighting realism is incredible! Ruthless pirates, blazing sea battles, secret passageways and surprising plot twists await gamers in search of the buried treasure!



# REVOLUTION X

GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS

The #1 coin-op of the

New Order Nation explodes onto the home market with vivid 3-D graphics and digitized images that will rock the gaming world. Music is the weapon with CD-bombs, secret passages, power ups... and the hottest guitar licks around.



# BATMAN™\* FOREVER

GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS

Brace yourself for endless

action with Batman Forever! Batman and Robin blast into Gotham CITY in a duoplayer fighting game! Armed with over 125 incredible attacks, fierce combat moves, and an arsenal of gadgets, the dynamic duo are ready to battle the diabolical minds of Two-Face and The Riddler! Without question ...it's Batman Forever!



# JUSTICE LEAGUE™

GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS GENESIS

Are you reading this right?

For the first time ever, the DC super heroes battle head-to-head! Incredible, pulse-pounding one-on-one fighting action and super sound f/x put this game in a league of its own! Get ready to deliver your own brand of justice, and determine the ULTIMATE super hero!

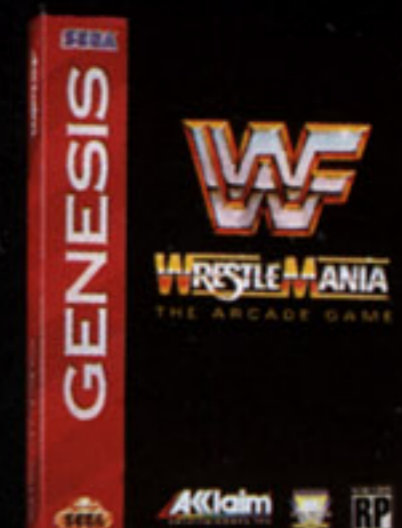


# NFL™ QB CLUB™ '96

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NFL Quarterback Club '96

sacks the competition with a full-roster of grid-iron features. Choose from over 800 plays! Three game play modes: NFL Play, Practice Mode and Simulation. And authentic QB signature plays. So if you want real football, join the Club!



# WRESTLEMANIA™: THE ARCADE GAME

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Wrestlemania will

drive you to insanity with the most realistic, digitized graphics ever! Chaos reigns with eight of your favorite W wrestling stars each with all-new Mayhem moves like the Flying Fire Splash and Razor Arm! Wrestling will never be the same!



# JUDGE DREDD™

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Mega-City One is in ruins.

Corruption is rampant. It's time to take the law into your own hands. Armed with explosive Lawgiver firepower — heat seekers, ricochet rockets, incendiary missiles and more — take on Mean Machine, the ABC Robot and other brutal barriers to justice. Take to the skies on your high speed Lawmaster motorcycle and pacify even the most persistent perps! You're not above the law. You are the law!!!

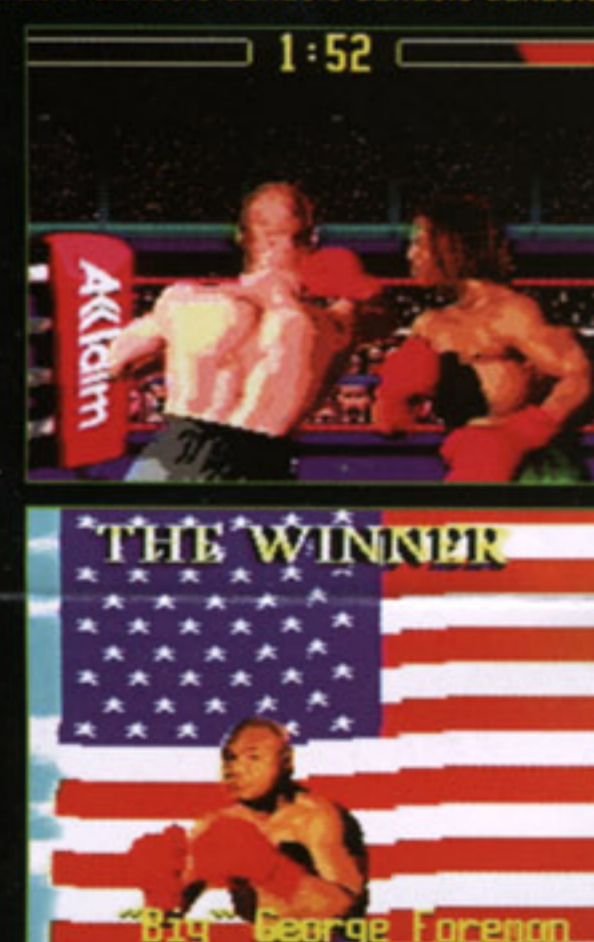


# FOREMAN FOR REAL™

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You're facing 20 of the toughest

boxers in the world, and each packs a powerful punch! If you get past them, you got "Big" George Foreman and the title waiting! This ain't no club fight: Acclaim's motion capture technology makes this the most authentic action you've ever experienced! So get in there, get tough, and get real: FOREMAN FOR REAL™!



# GENESIS™

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