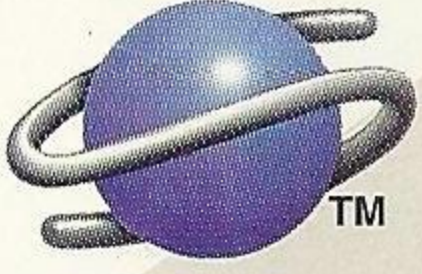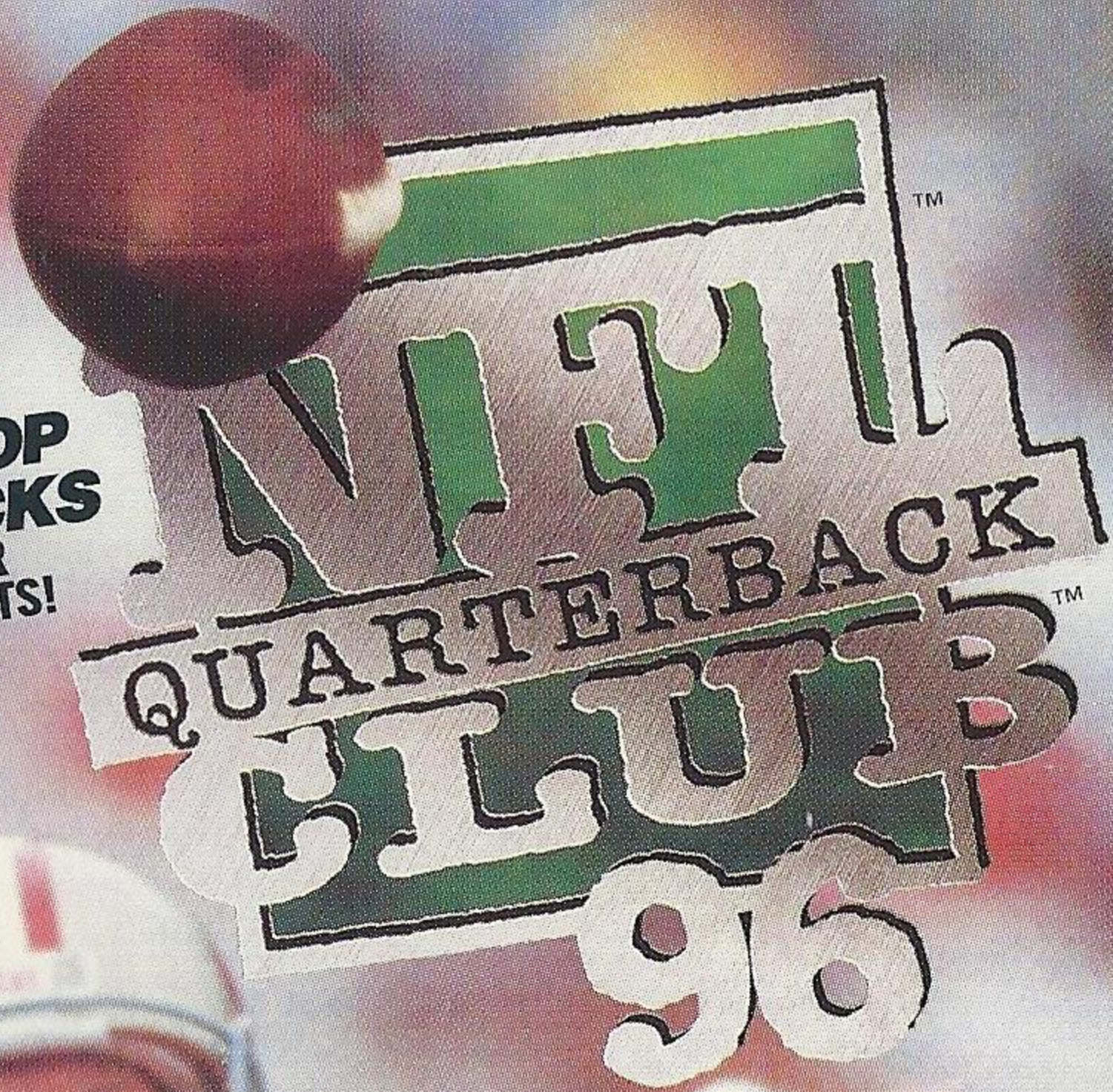SEGA™

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KIDS TO ADULTS

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AGES 6+

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

T-8109H

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ 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 Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATE-NESS 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.

The top talents in pro football are back with the very best in pigskin pandemonium. NFL™ Quarterback Club™ '96 takes a giant step into the future of football gaming with player, game and season 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!
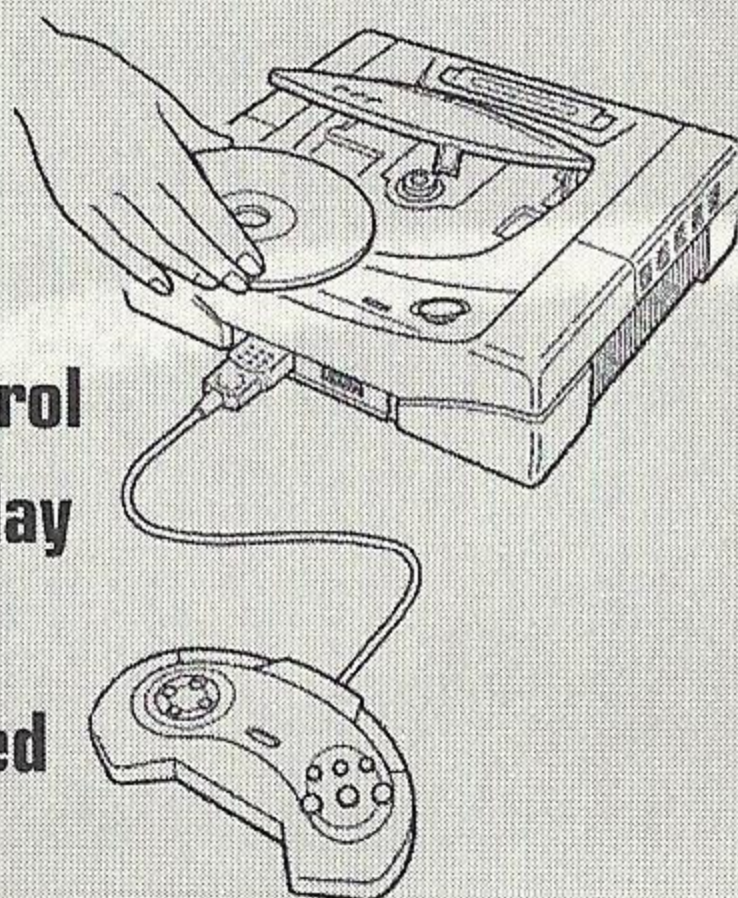
CONTENTS

BEFORE THE SNAP...

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1 for a one player game and Control Pad 2 for a two player game. If you wish to play a multi-player game, plug in a Saturn™ Team Player™ adapter (sold separately) as described in its instruction manual.
Note: NFL™ Quarterback Club™ '96 is for up to 12 players.

2. Place the NFL™ Quarterback Club™ '96 disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or after/when the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Getting Started

After the opening intro, the Title screen appears. You can press START 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 START BUTTON to see the game mode screen.

A NOTE ABOUT NFL™ QUARTERBACK CLUB™ '96 SCREENS:

Most screens include an On Screen Help feature to guide you through the game.

As a rule, press UP or DOWN on the D-PAD to highlight a desired option, and LEFT or RIGHT on the D-PAD to select the desired setting. Once you have set an option, continue to the next until all are set to your satisfaction. Pressing the C BUTTON will return you to a previous screen. Pressing the START BUTTON will advance you to the next appropriate screen or bring you directly into play, depending on circumstances. Pressing the B BUTTON will select an option.

GAME MODES

NFL™ Quarterback Club™ '96 offers 2 concussive ways to play: NFL™ Play (page 7) and Simulation (page 13). Refer to the pages above for detailed information on each mode. Press UP or DOWN on the D-PAD to highlight a game mode, then press the START or B BUTTON to set mode options.

CALLING PLAYS

NFL™ Quarterback Club™ '96 features over 800 plays, including a unique running and passing play for each team! To call a play, first select your team's formation by pressing LEFT or RIGHT on the D-PAD, then the A, B or C BUTTON

YARDAGE SITUATION
PLAY CLOCK
DEFENSIVE PLAQUES
SCORE
TIME OUTS REMAINING
TIME REMAINING
QUARTER
SCORE
OFFENSIVE PLAQUES

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 LEFT or RIGHT on the D-PAD to scroll through the plays available for your formation and yardage settings, then press the button (A, B or C) associated with the desired 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.

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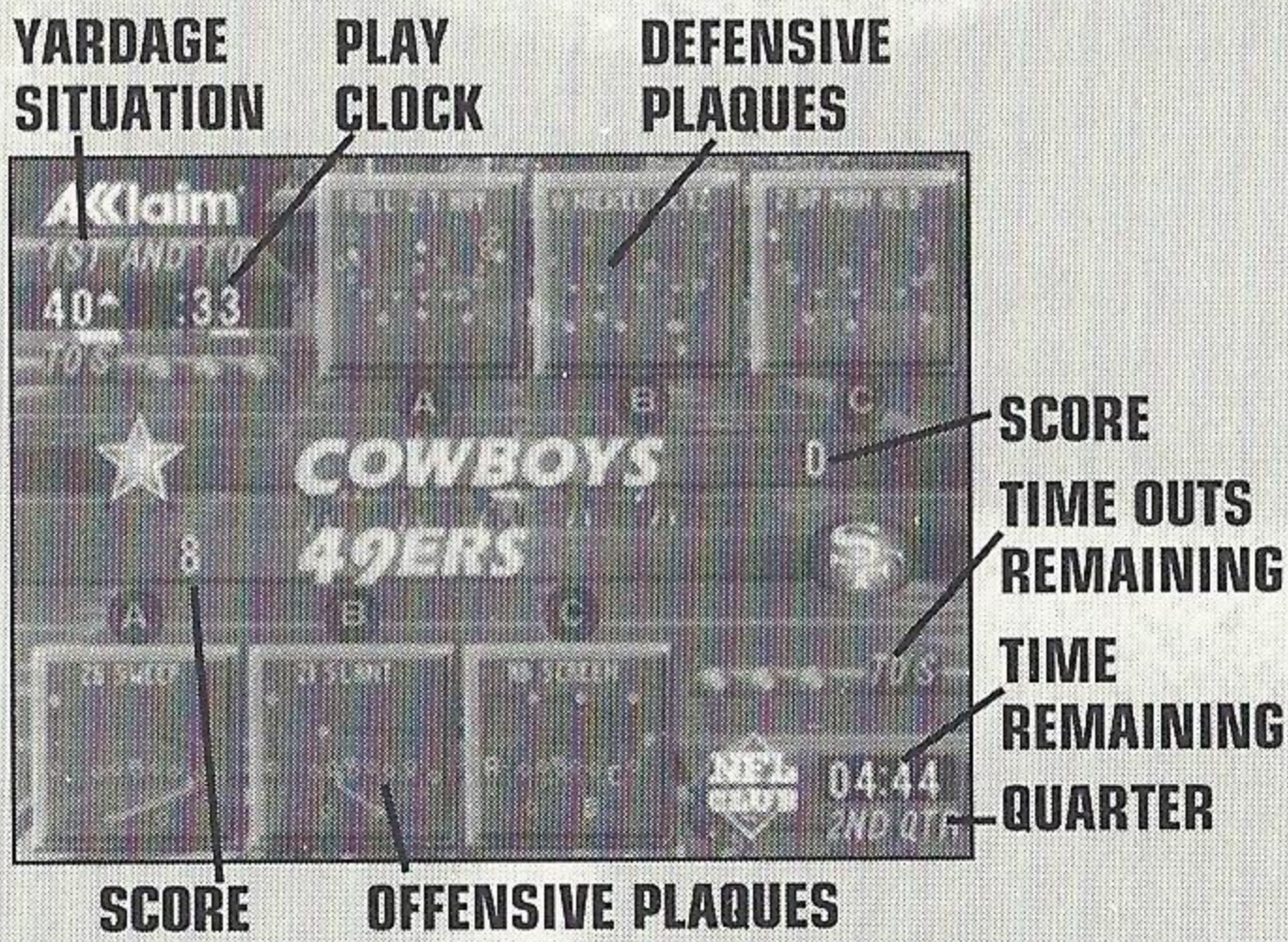
OFFENSIVE AND DEFENSIVE CONTROLS

BASIC OFFENSE

GENERAL OFFENSE

	CONTROL
MOVE CONTROLLED PLAYER AROUND FIELD	D-PAD
CONTROL A DIFFERENT PLAYER	LEFT OR RIGHT SHIFT BUTTON

QUARTERBACK BEFORE THE SNAP

BRING UP AUDIBLE	A BUTTON
SELECT STANDARD AUDIBLE	A, B OR C BUTTON

NOTE: AN AUDIBLE WILL CANCEL WHEN DOWN ON THE D-PAD IS PUSHED, OR AFTER 2 SECONDS IF NO BUTTON IS PUSHED

PUT TIGHT END IN MOTION (ON SOME RUNNING AND PASSING PLAYS)	LEFT / RIGHT D-PAD
FAKE HIKE	C BUTTON
HIKE THE BALL	B BUTTON

NON-QUARTERBACK PLAYER BEFORE THE SNAP

SELECT PLAYER	LEFT OR RIGHT SHIFT BUTTON

QUARTERBACK AFTER THE SNAP

BRING UP PASS TAGS	B BUTTON
THROW TO INTENDED RECEIVER	A, B OR C BUTTON

NOTE: A QUICK TAP WILL LOB THE BALL, WHILE A FIRM PRESS WILL THROW A BULLET PASS.

PUMP FAKE	QUICKLY PRESS A, B OR C TWICE
THROW BALL AWAY	QUICKLY PRESS A, B OR C TWICE (HOLD THE 2ND TIME)

PLAYER IN POSSESSION OF BALL

RUN WITH AN EXTRA BURST OF SPEED	C BUTTON
SPIN ONCE	HOLD Y BUTTON
"JUKE"	TAP Y BUTTON
DIVE	A BUTTON
STIFF ARM	Z BUTTON
HURDLE	X BUTTON
ESCAPE A HANGING TACKLE	PRESS B BUTTON QUICKLY

RECEIVER TRYING TO CATCH BALL

CALL FOR THE BALL	A BUTTON
DIVE FOR BALL	D-PAD IN DIRECTION OF BALL + A BUTTON
JUMPING CATCH	D-PAD IN DIRECTION OF BALL + LEFT OR RIGHT SHIFT BUTTON

KICKOFFS, FIELD GOALS AND PUNTS

HIKE THE BALL AND START THE KICK METER	B BUTTON
KICK THE BALL	B BUTTON
CONTROL THE ANGLE OF THE KICK UNTIL THE KICK METER IS LOCKED IN PLACE	LEFT / RIGHT D-PAD

BASIC DEFENSE

BEFORE THE SNAP	CONTROL
Select a different player to control	LEFT & RIGHT SHIFT BUTTONS
Call up standard defensive audibles	A BUTTON
Select defensive audibles	A, B or C BUTTON

NOTE: An audible will cancel when DOWN on the D-PAD is pushed, or after 2 seconds if no button is pushed

AFTER THE SNAP	
Gain control of player closest to ball	B BUTTON
Run with an extra burst of speed	C BUTTON
Dive	D-PAD in direction + A BUTTON
Spin	Hold Y BUTTON
Stiff Arm	Z BUTTON
Hurdle	X BUTTON
Complete Hanging Tackle	Press B BUTTON quickly
Diving Catch	D-PAD in direction of Ball + A BUTTON
Jumping Catch or Block Kick/Pass	D-PAD in direction of Ball + LEFT or RIGHT SHIFT BUTTON

PLAYER ASSIGNMENT

Up to 12 players can enjoy NFL™ QUARTERBACK CLUB™ '96. Each player's controller 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.

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 the offense can switch which position player you control by pressing the LEFT or RIGHT SHIFT BUTTON to scroll through your team's formation. 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 the LEFT or RIGHT SHIFT BUTTONS), 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 A BUTTON to call for the ball.

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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 B BUTTON, which will bring you to the Quarterback Select screen. See Change Quarterback (page 9) for details, then follow the Game Time instructions.

NEW SEASON

Use this mode to begin a fresh season, and guide your team all the way to gridiron glory in the Super Bowl! In season mode, only your team can be selected; the computer controls your opponents. Hate the schedule your team has this year? Press LEFT or RIGHT on the D-PAD 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 the B BUTTON. You will then see the save screen. If you are using the Sega Memory Cartridge, the Saturn will automatically sense the cartridge and give you the option of saving to either the Memory Cartridge or the internal memory. If you are not using a Memory Cartridge, the season schedule will be saved to the internal memory. You can save your place to any available season schedule slot. If all the 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 B BUTTON 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 LEFT or RIGHT on the D-PAD to switch between AFC and NFC standings. When you're through viewing standings, press the B BUTTON to see your season schedule, featuring your next opponent.

Once you've set your season schedule, press the START BUTTON. 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! As in a New Season game, you select only the team you'll be controlling. Once you've set your team, press the B BUTTON 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 LEFT or RIGHT on the D-PAD 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 UP or DOWN on the D-PAD.

You can go directly to player control selection by pressing the START BUTTON, or in Preseason press the B BUTTON 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 LEFT or RIGHT on the D-PAD to scroll through the available quarterbacks. Press UP or DOWN on the D-PAD to toggle Quarterback Select between Home and Away teams. Once you've made your selections, press the START BUTTON to choose player control selection.

GAME TIME
Player Select

It's time to choose which team you wish to play on. You'll see both selected teams and each player's color coded controller on screen. Press LEFT or RIGHT on the D-PAD to move your controller to the team you wish to play on. Up to 12 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
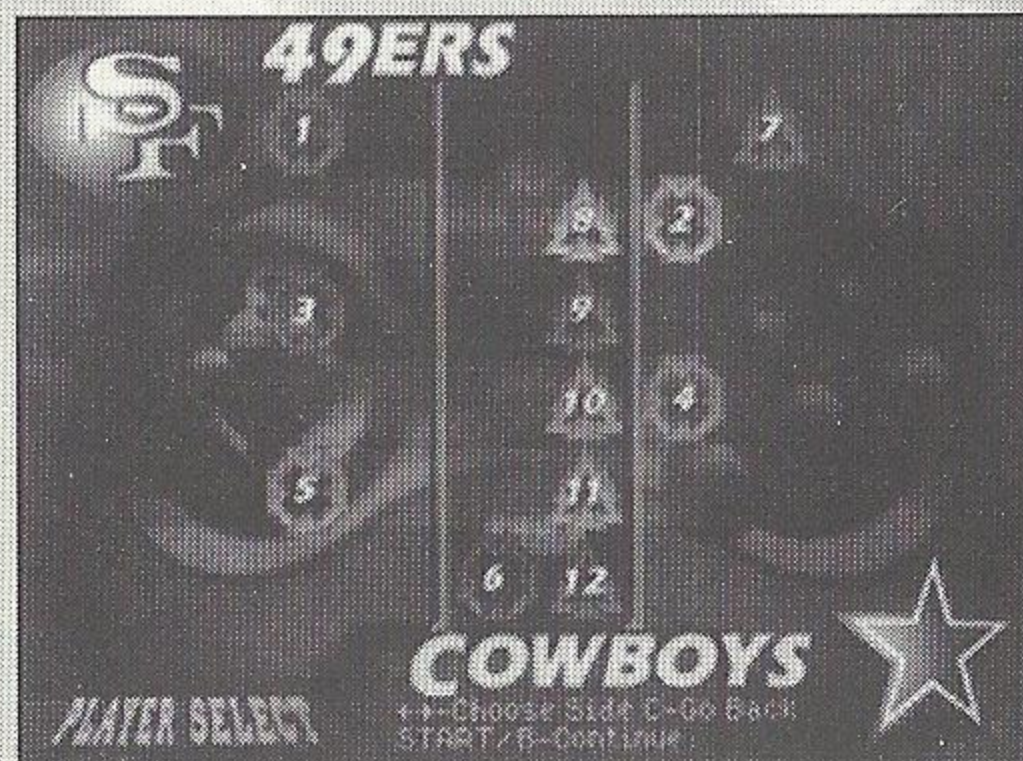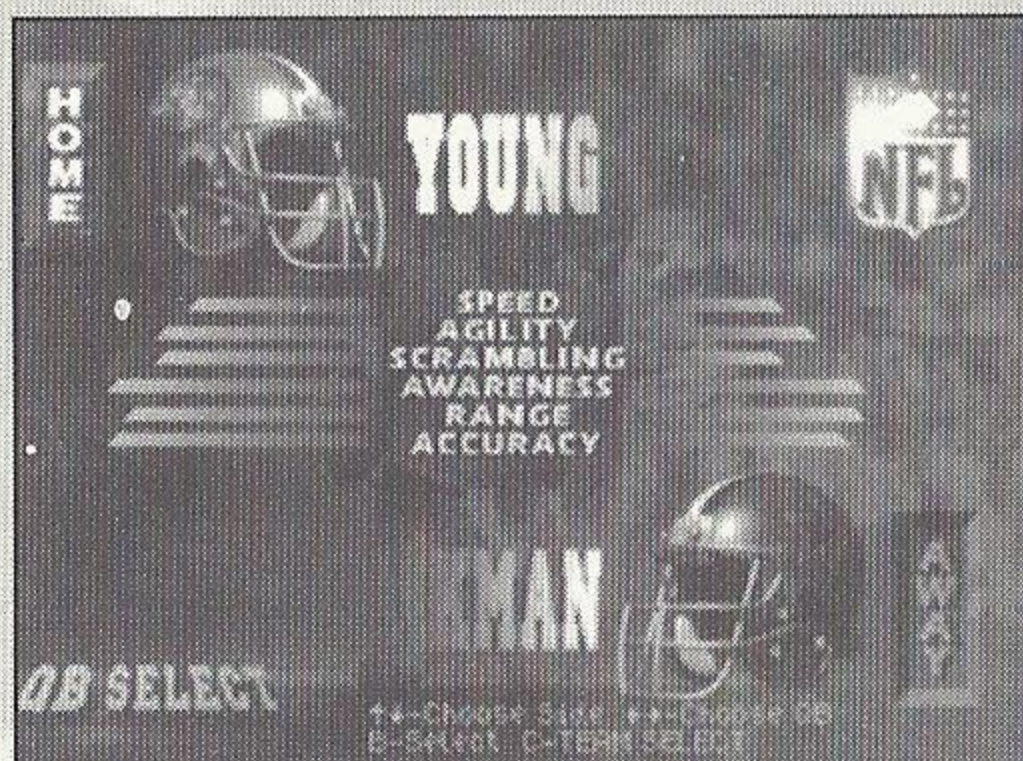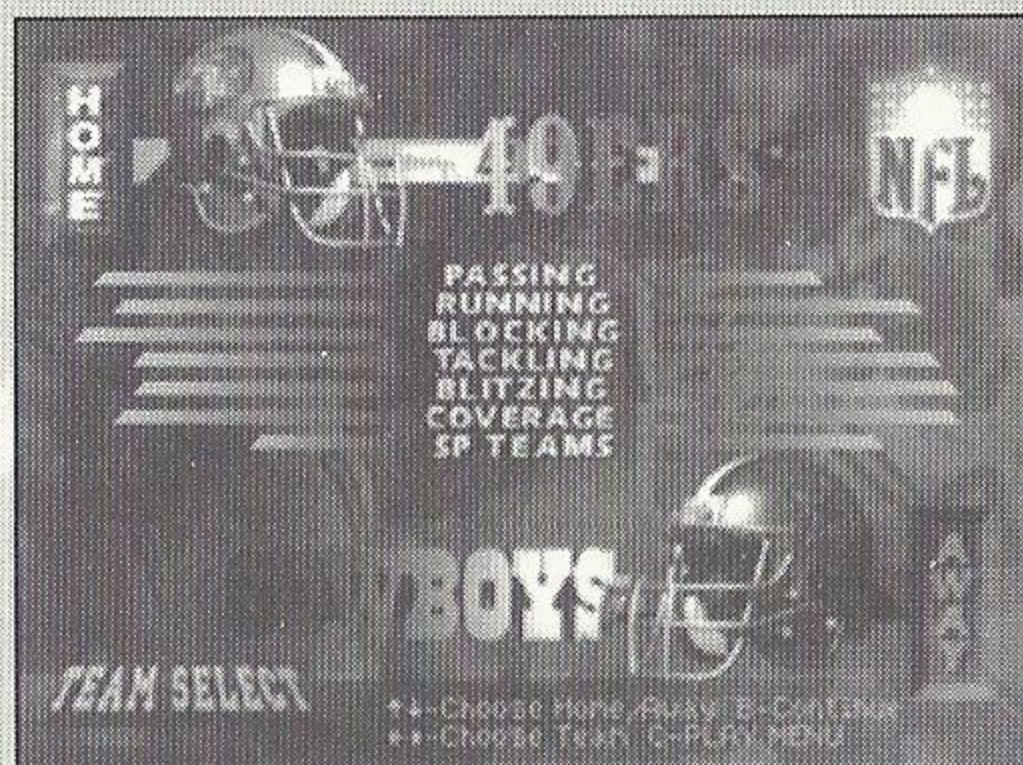
player. Note that play calling is determined by the two lowest controller numbers on a team, with the lowest number calling plays as the Offensive Captain, and the next lowest as the Defensive Captain.

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 BUTTON (A or C) 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 either A or C to make your choice. If you lose the toss, you get to choose which goal you wish to defend by pressing the A or C BUTTON 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 START BUTTON. The game begins!
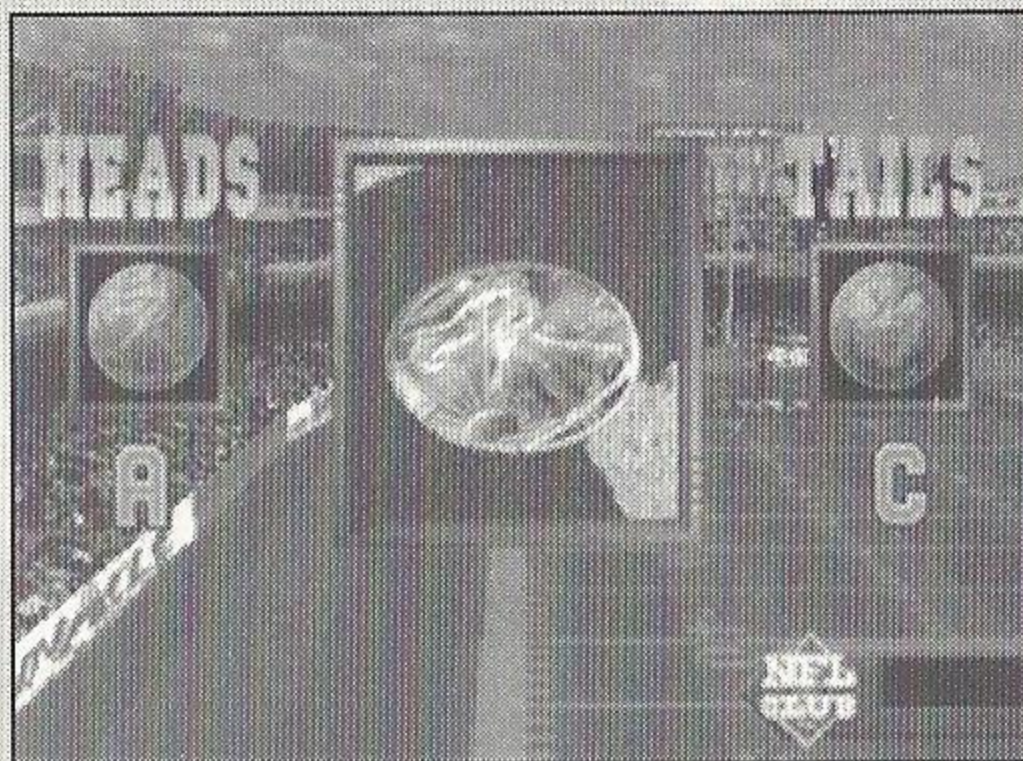
PAUSE OPTIONS

At any time during game play, press the START BUTTON to halt game play and bring up the Pause Options Screen. This screen allows for plenty of game play and statistical options.

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 that called up the Pause Options screen.
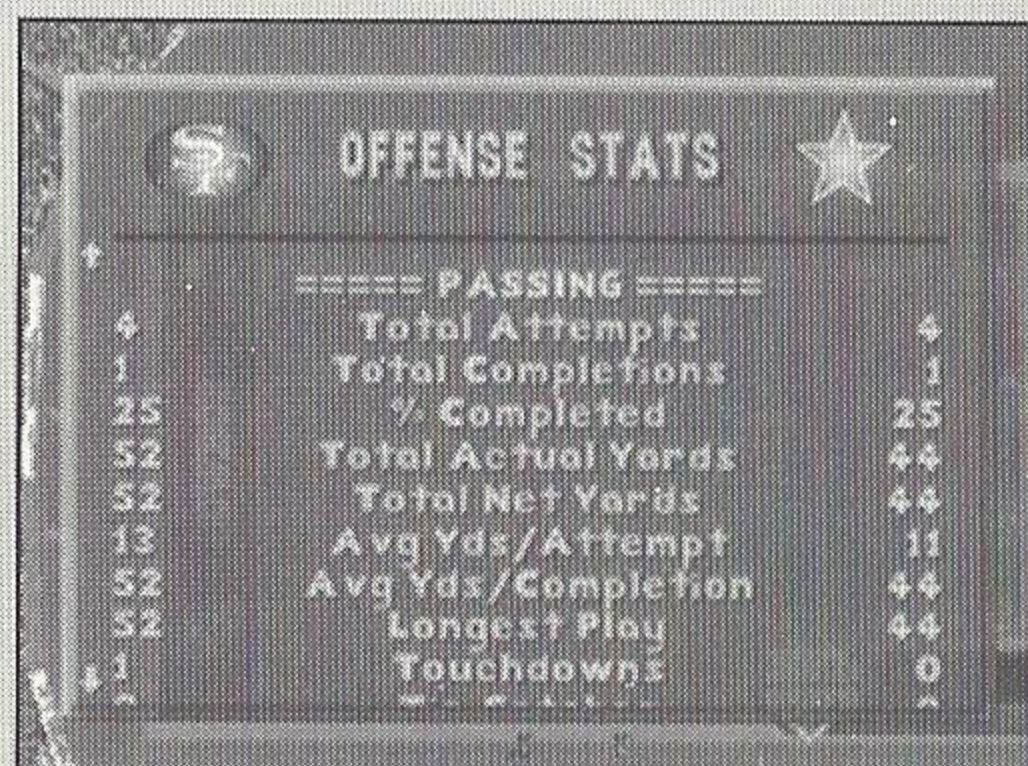
SMOOTH CAM REPLAY: This will allow you to review and analyze the previous play. Use the D-PAD to move the camera's point of view to the ball, a specific player, or a particular area of the field. To watch the play in real time, press the C BUTTON. To watch the play in frame-by-frame slow-motion, hold the B BUTTON. To rewind the action and review the play again, press the A BUTTON. Hold down the Z or X BUTTON to Fast Forward or Fast Rewind. Press the LEFT and RIGHT SHIFT buttons to ZOOM IN and OUT. Press the Y BUTTON plus LEFT on the D-PAD to turn the camera counter-clockwise and the Y BUTTON plus RIGHT on the

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D-PAD to spin it clockwise. To tilt the field up or down, press UP or DOWN on the D-PAD while pressing the Y BUTTON. Press the START BUTTON to return to the Pause Options screen.

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. Press the B BUTTON to return to the Pause Options screen.

GAME STATS: This allows you to view a comprehensive compilation of statistics for the game up to that point. Use the UP and DOWN D-PAD to scroll through the statistical listings, and LEFT or RIGHT to view different categories, such as offense, defense and special teams.
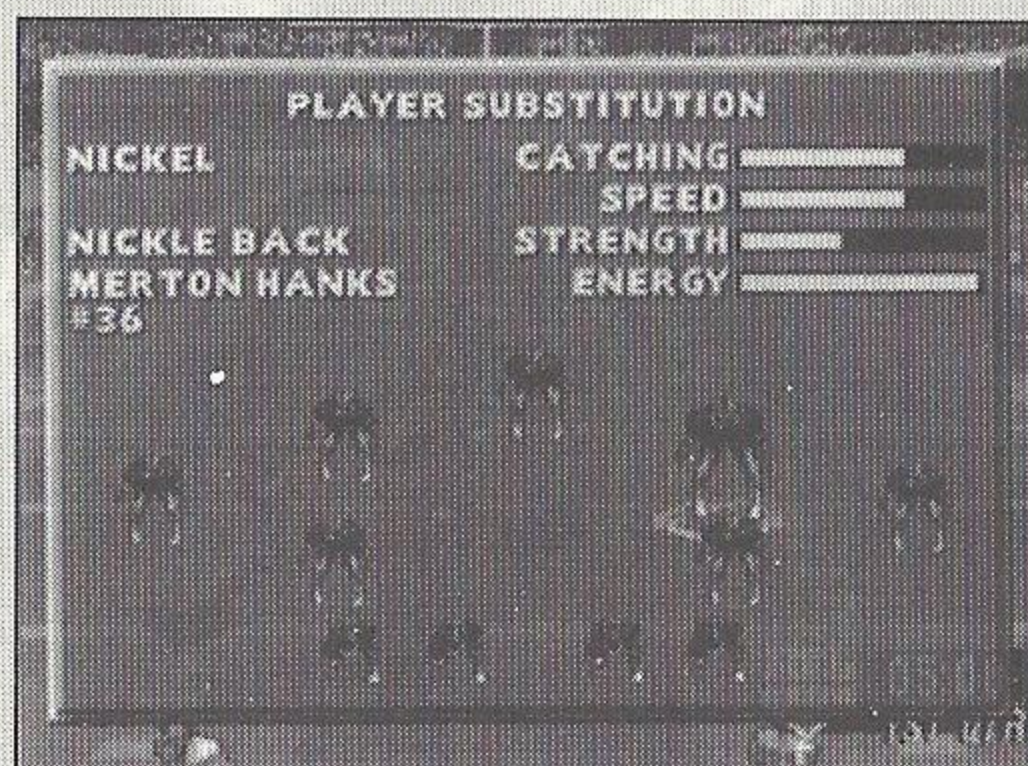
TEAM PLAYER STATISTICS: This option allows you to see game stats for each player on your team. Use the D-PAD to scroll through players and stats. Press the A BUTTON to view an opponent's Team Player stats. Press the C BUTTON to view different position stats, such as quarterback, kicker, etc.

TEAM SEASON STATISTICS: In season mode, this allows you to view a complete list of your team's progress, including offensive, defensive and special teams statistics!

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 UP or DOWN on the D-PAD. To select the player position you wish to substitute, press LEFT or RIGHT on the D-PAD. Press the B BUTTON to select a different player for that position/ formation. Press the C BUTTON to reset all formations to default players. If you'd like to substitute a player into all formations, press the A BUTTON. Once all substitutions have been made, press the START BUTTON to return to the Pause Options screen.

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SET AUDIBLES: This allows you to access your playbook and assign specific plays to the A, B, and C BUTTONS for audible use. Use the LEFT and RIGHT D-PAD to scroll through the plays, then press the A, B, or C BUTTONS when the specific play you want assigned to that button is in the box labeled with that button's letter. Press the Y BUTTON to move the highlight between Offensive and Defensive plays. Press the START BUTTON to return to the Pause Options screen.

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

GAME OPTIONS

SUBSTITUTION TYPE: Choose between Manual and Auto Substitution methods. If you choose Auto Substitution, the computer will automatically replace a player at 80% energy with the next best position player. If you select 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!

TACKLE MODE: Choose between Normal and Power Shuck tackle modes. When Power Shuck is selected, rapidly pressing the B BUTTON allows an offensive player to break tackles, and a defensive player to increase his chances of making a tackle by dragging a player down.

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

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.

REFEREE ANIMATION: 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 AllPro skill levels.

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 UP or DOWN on the D-PAD to highlight either "yes" or "no," then press the B BUTTON. Once a No Huddle offense is set, it remains in effect until you select a Huddle setting.

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 and DOWN on the D-PAD to highlight either "yes" or "no," then press the B BUTTON.

CAMERA VIEW: 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 UP or DOWN on the D-PAD to highlight a view. The view of the field will change to the selected view. Change the camera angle by pressing LEFT or RIGHT on the D-PAD to toggle between eight compass directions.

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!

Press the D-PAD to highlight either Historic or Custom simulation options.

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 B BUTTON!

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 5 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 A BUTTON to access Save and Restore functions and LEFT or RIGHT on the D-PAD to toggle between them. Press the B BUTTON to implement the highlighted function.

PLAY BOOKS
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:
A **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 **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 **Dotted Line** denotes a Pitch or Hand off.
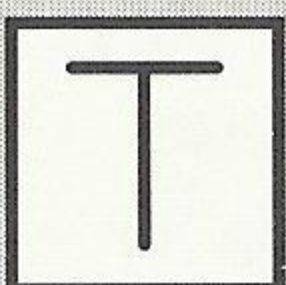
A **Line crossed with a T junction** denotes both the position and direction of a Block
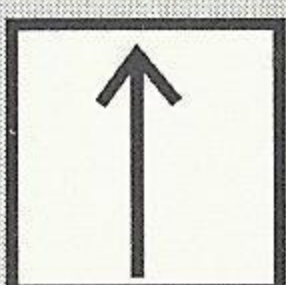
A **Line with an Arrow** indicates that the player should continue in the direction of the arrow for the maximum distance the play allows.

On Defensive Plaques:

△ A Triangle denotes a Lineman at the line of scrimmage. This player will remain near the scrimmage line.
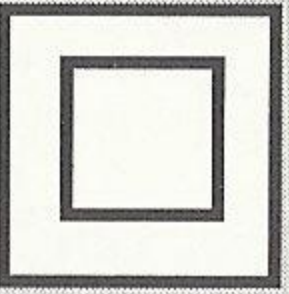
□ A Square denotes a Linebacker. This player is most often responsible for containing any offensive penetration of the defensive line.

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

C 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 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 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 D indicates a Dime Back. This player is a second extra defensive back used to further bolster pass coverage.
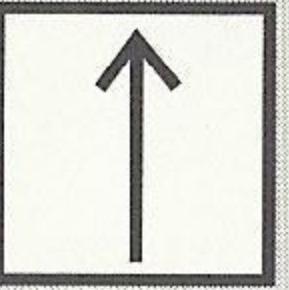
↑ A Line with an Arrow denotes a player should move and continue in that direction.

⋮ A Dotted Line equals man to man coverage.
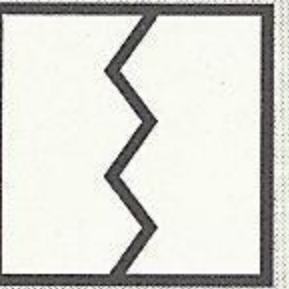
⟨⟩ A Zig Zag Line indicates a pre-hike shift.
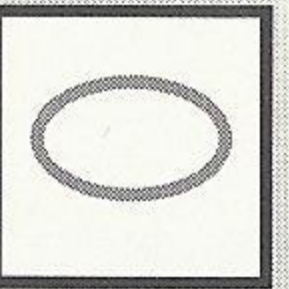
◯ A Yellow Oval at the end of a line denotes Zone coverage. As a rule, defenders in underneath zones will defend this zone, and not leave it to pursue an offensive player unless it's clear that surrounding coverage has failed and there is no one else able to cover him. Backs in deep zones are usually 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: Full backs 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 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 lineup 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 lineman 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.
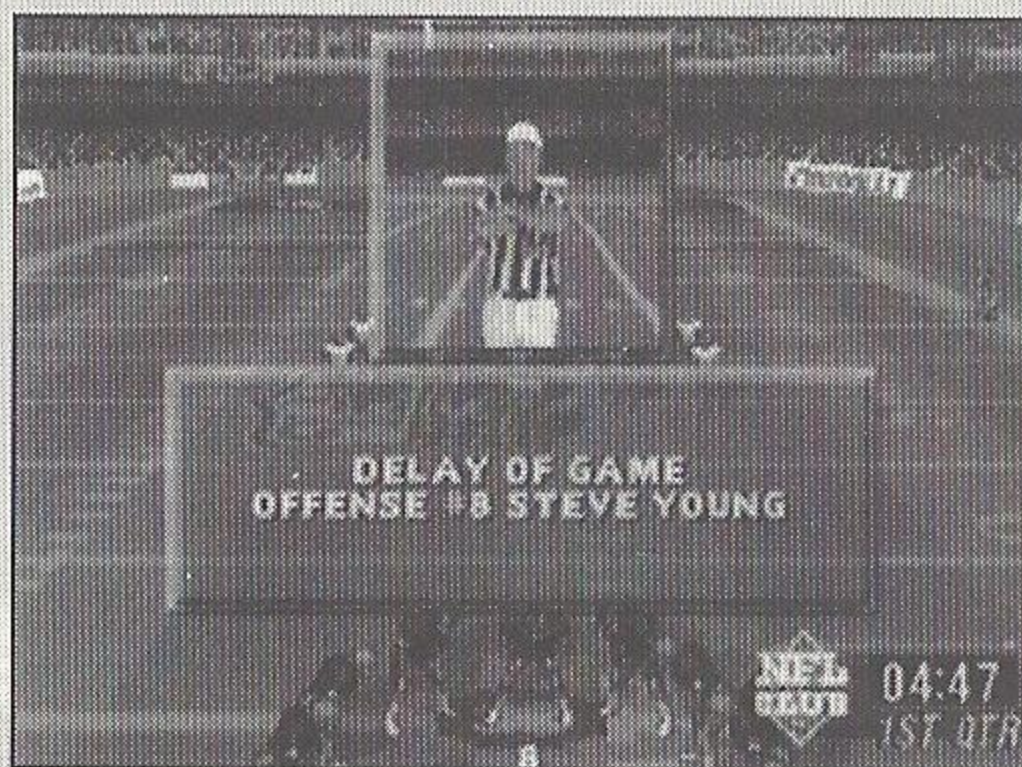
THE NFL™ QUARTERBACK CLUB™ '96

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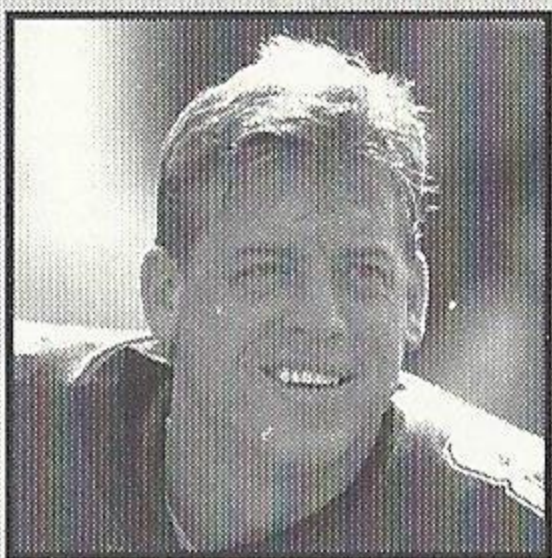
Troy must be considered one of the top three quarterbacks playing today... Aikman has led his Cowboys to two Super Bowl victories... he was selected for the Pro Bowl four years in a row...

Troy Aikman

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...
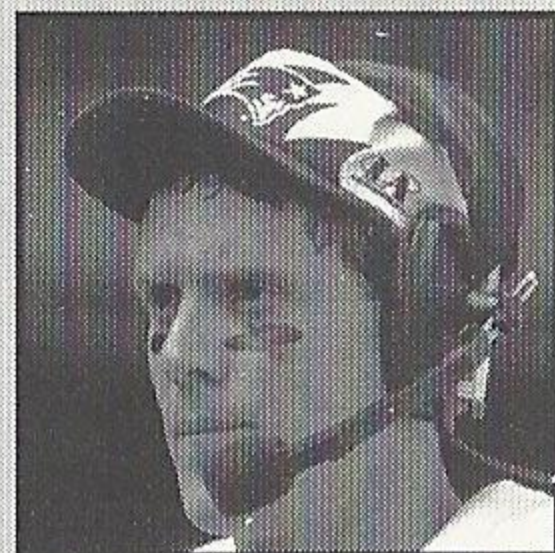
Patriots

Drew Bledsoe

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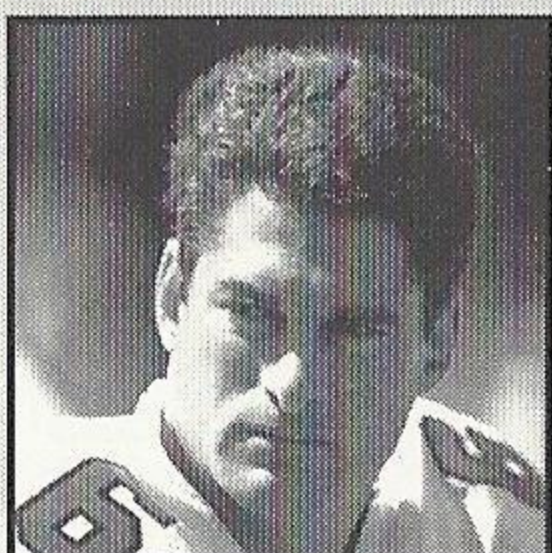
Former teammate of fellow QB Club member Randall Cunningham, Bubby now joins forces with the Jets' Boomer Esiason... in 1990, Bubby threw 20 touchdown passes for the Steelers... Brister was a fourth round draft pick for baseball's Detroit Tigers in 1981...

Bubby Brister

Dave was the Giant's 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 Giant's fan...
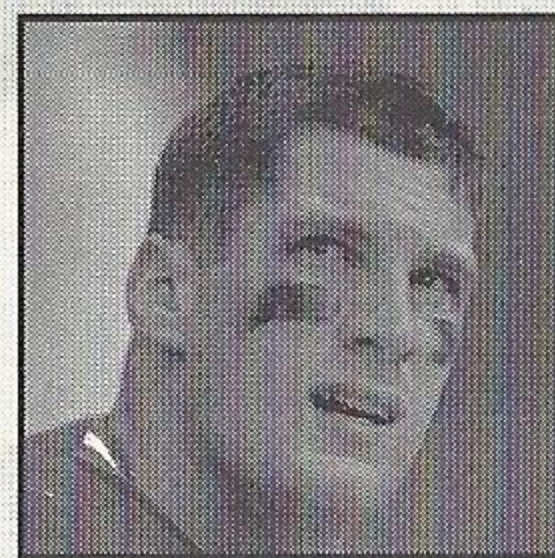
Giants

Dave Brown

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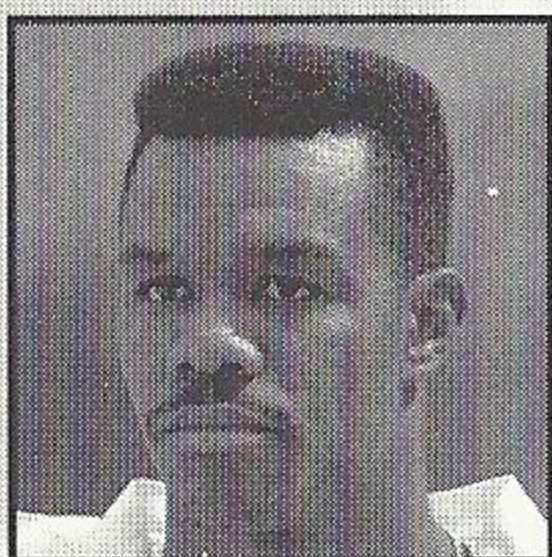
Randall is one of the bright lights of the NFL™, though he struggled last year... an exceptional rusher, Cunningham disarms defenses with his scrambling... Randall was the Professional Football Writers of America league MVP in 1990... he passed for 3,229

Randall Cunningham yards in 1994...

20

The league's fourth all-time leading rusher 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...
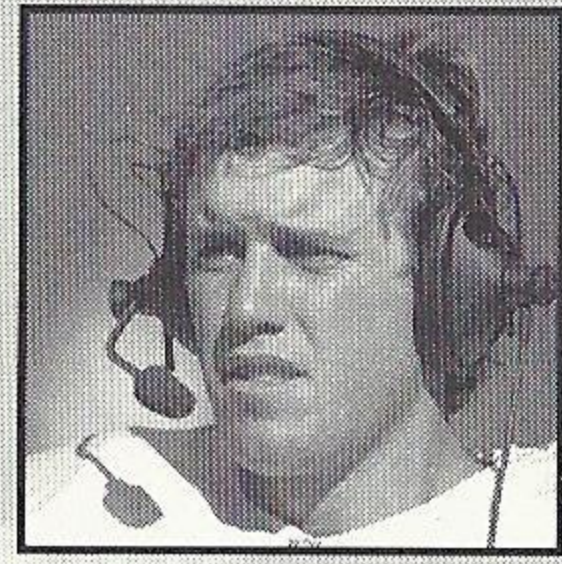
Broncos

John Elway
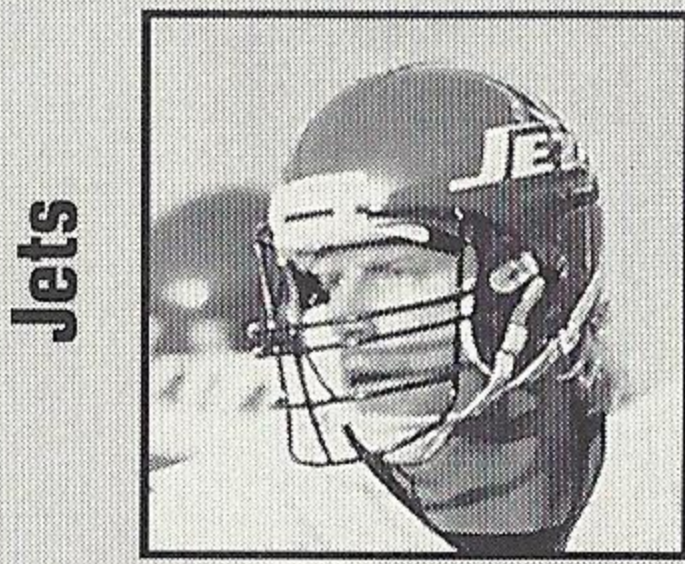
Jets

Boomer Esiason

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 Bubby Brister will be looking for his starting slot...

Jim has continued to impress in New Orleans, setting a team record with 3,866 passing yards...he's thrown for 3,000 or more yards in six seasons, insuring Everett a place in the NFL™ history books...
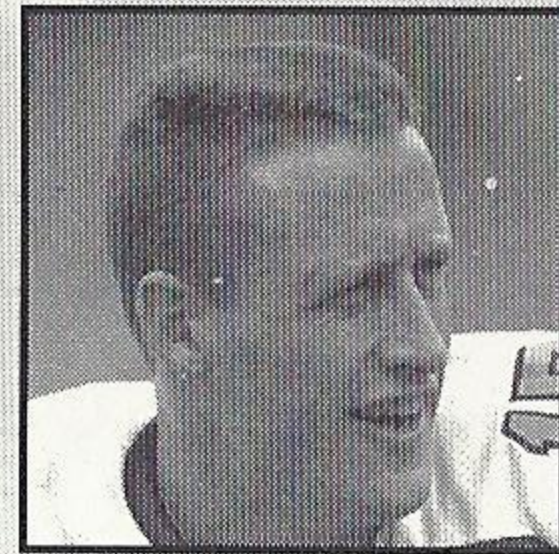
Saints

Jim Everett
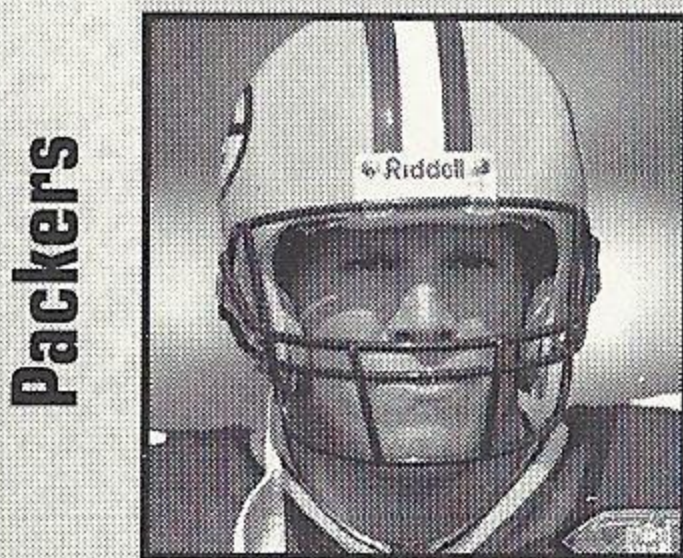
Packers

Brett Favre

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...

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

Raiders
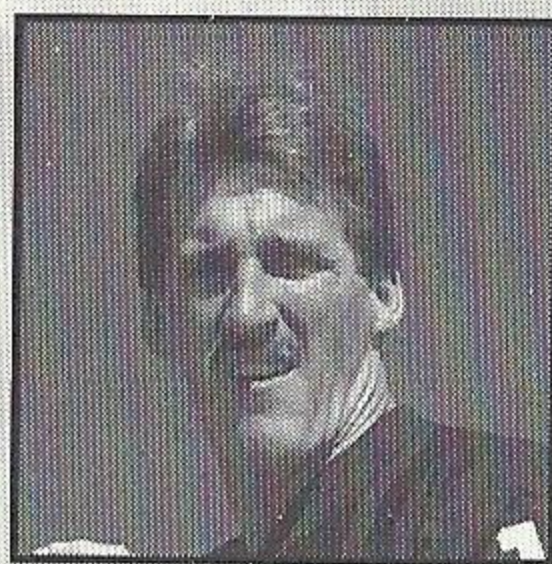
Jeff Hostetler

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 36,000 yards in his career... Jim began his career in the defunct USFL, where he was named MVP in 1984...
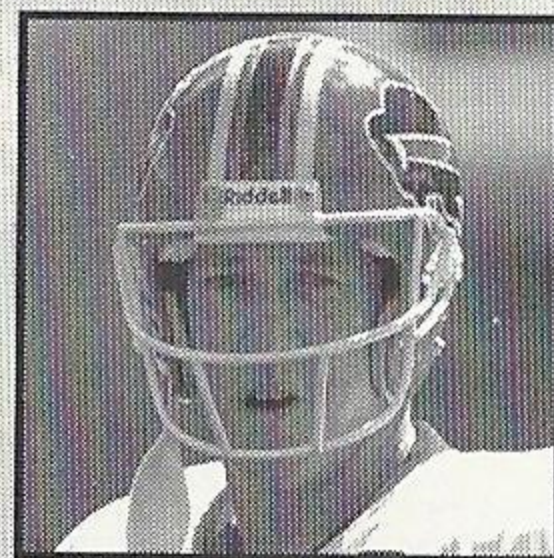
Bills

Jim Kelly

Bengals
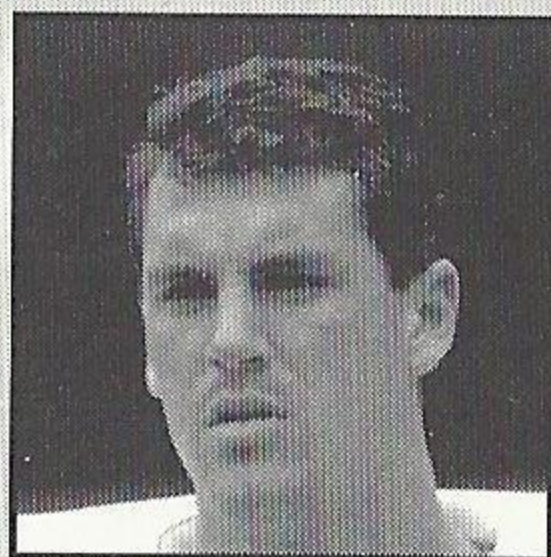
David Klingler

Dave was a first round pick for the Bengals in '92... a college phenomenon at Houston, Klingler collected fifty 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 yards or more 10 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 also owns the career record for lowest percentage of passes intercepted (2.54) and for most consecutive passes without an interception (308, 1990-1991)...
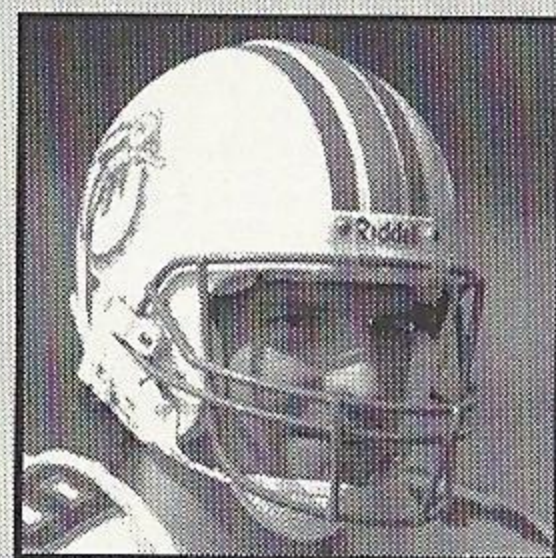
Dolphins

Bernie Kosar

Dolphins
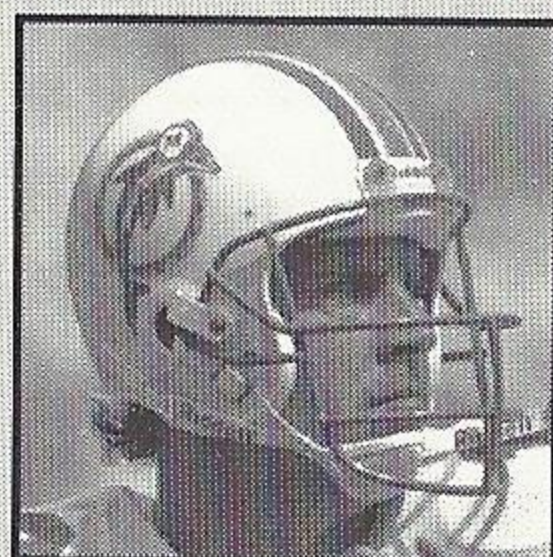
Dan Marino

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

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...
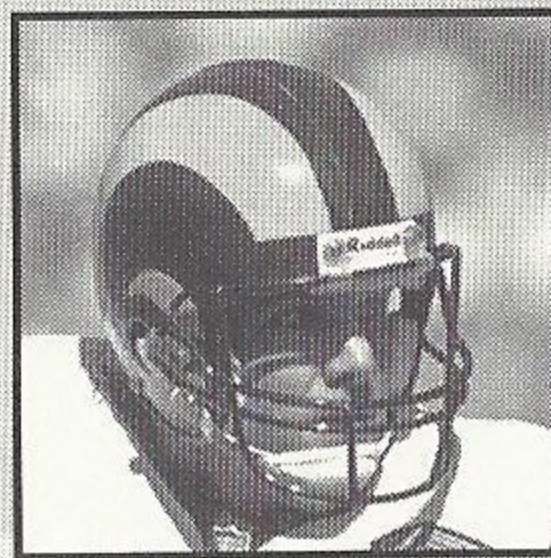
Rams

Chris Miller

Seahawks
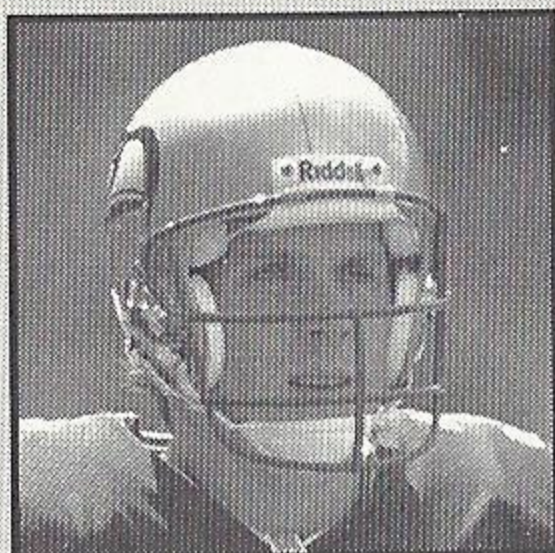
Rick was tied with Joe Montana for best interception avoidance percentage in 1994... named the AFC Rookie of the Year in '93, Rick set rookie records for completions and passing yardage... along with Drew Bledsoe, he is one of the best young quarterbacks in the game...

Rick Mirer

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™...
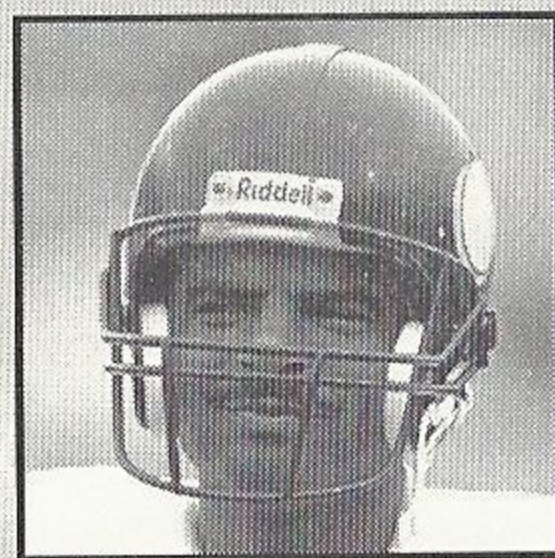
Vikings

Warren Moon

Steelers
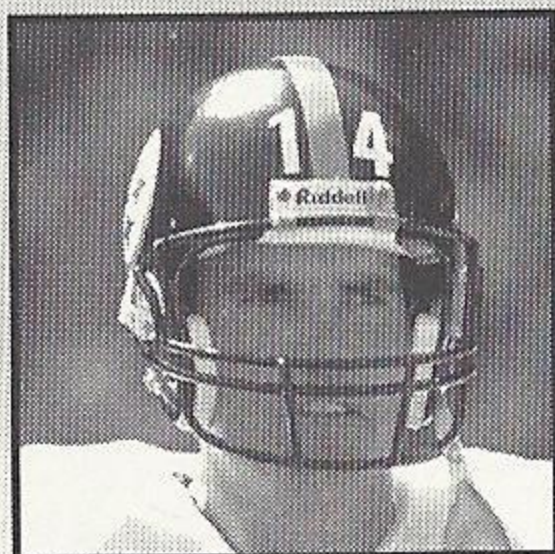
The word on O'Donnell is maturity matters... he threw 370 passes last season, 212 for completions... the Steelers have a 31-18 record in the games O'Donnell has started...

Neil O'Donnell

This former Buffalo Bill will be bringing plenty of Super Bowl experience to the Panthers: he's played in four of them... Frank has earned a QB rating of over 100 four times in his career... originally drafted by the USFL's Tampa Bay Bandits, Reich signed with Buffalo in 1985...
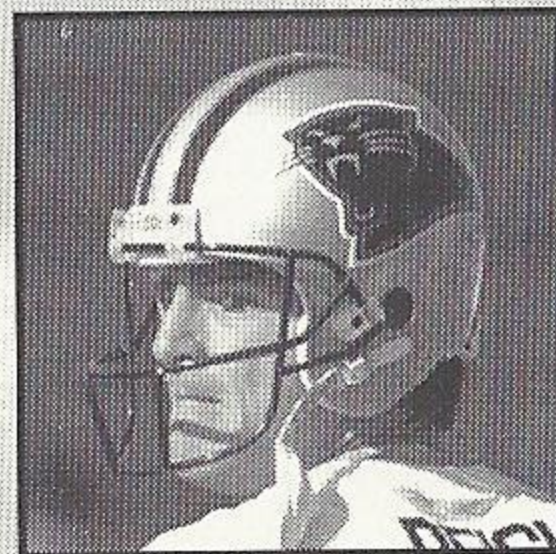
Panthers

Frank Reich

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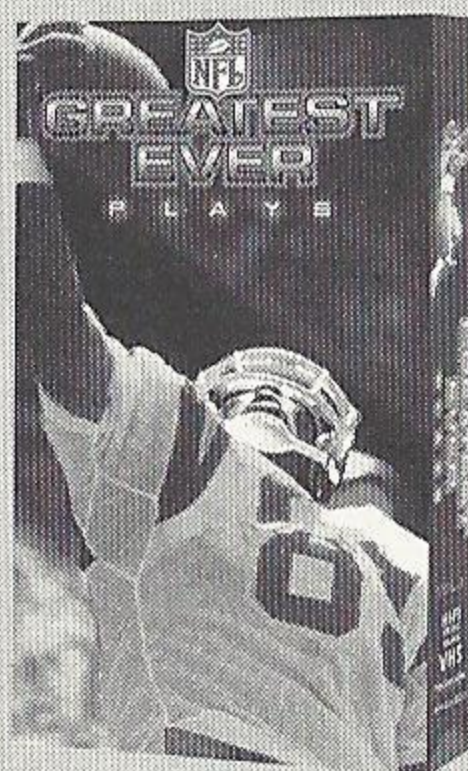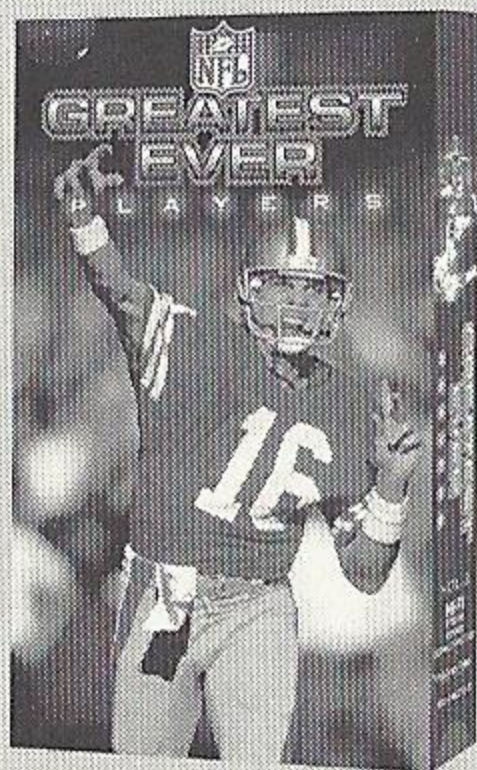
49ers

Steve Young
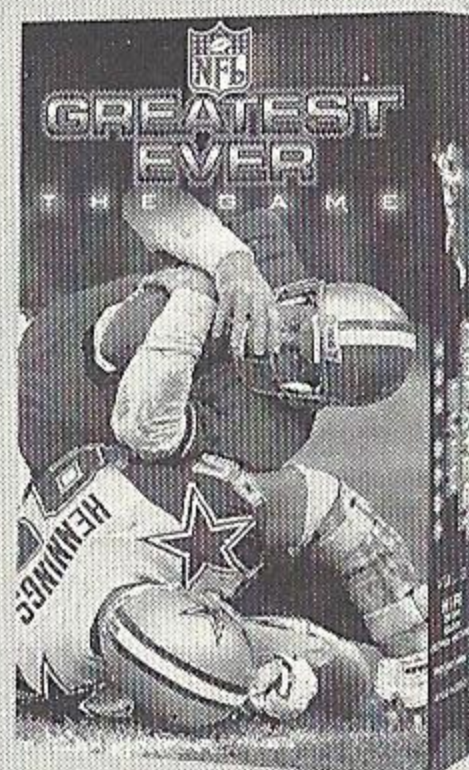
NOTES
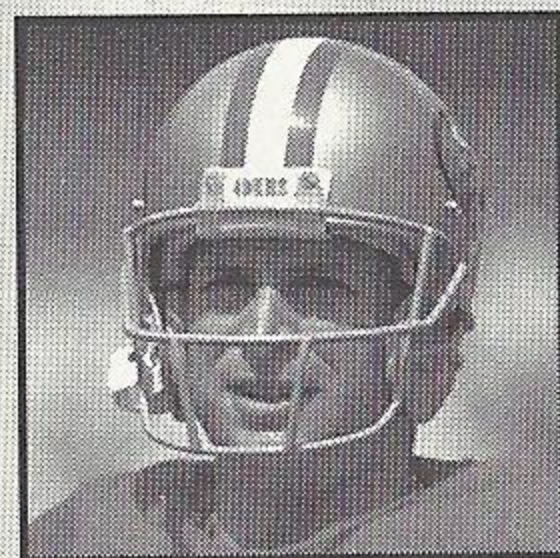
Video. It's more than a game.
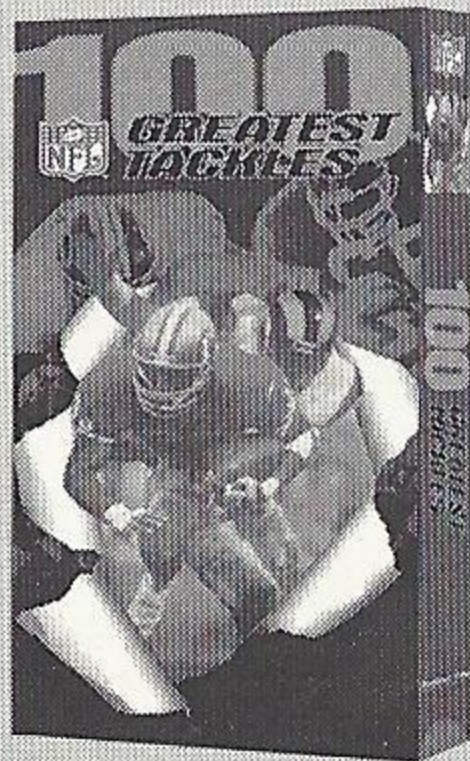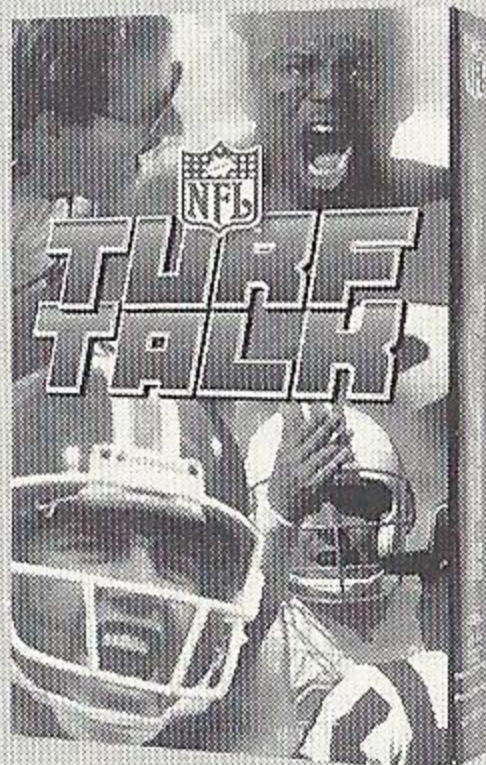
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GREATEST EVER PLAYS
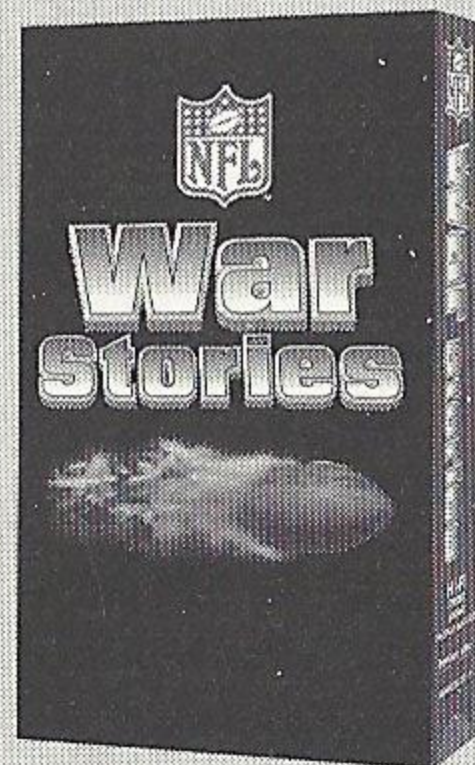
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