

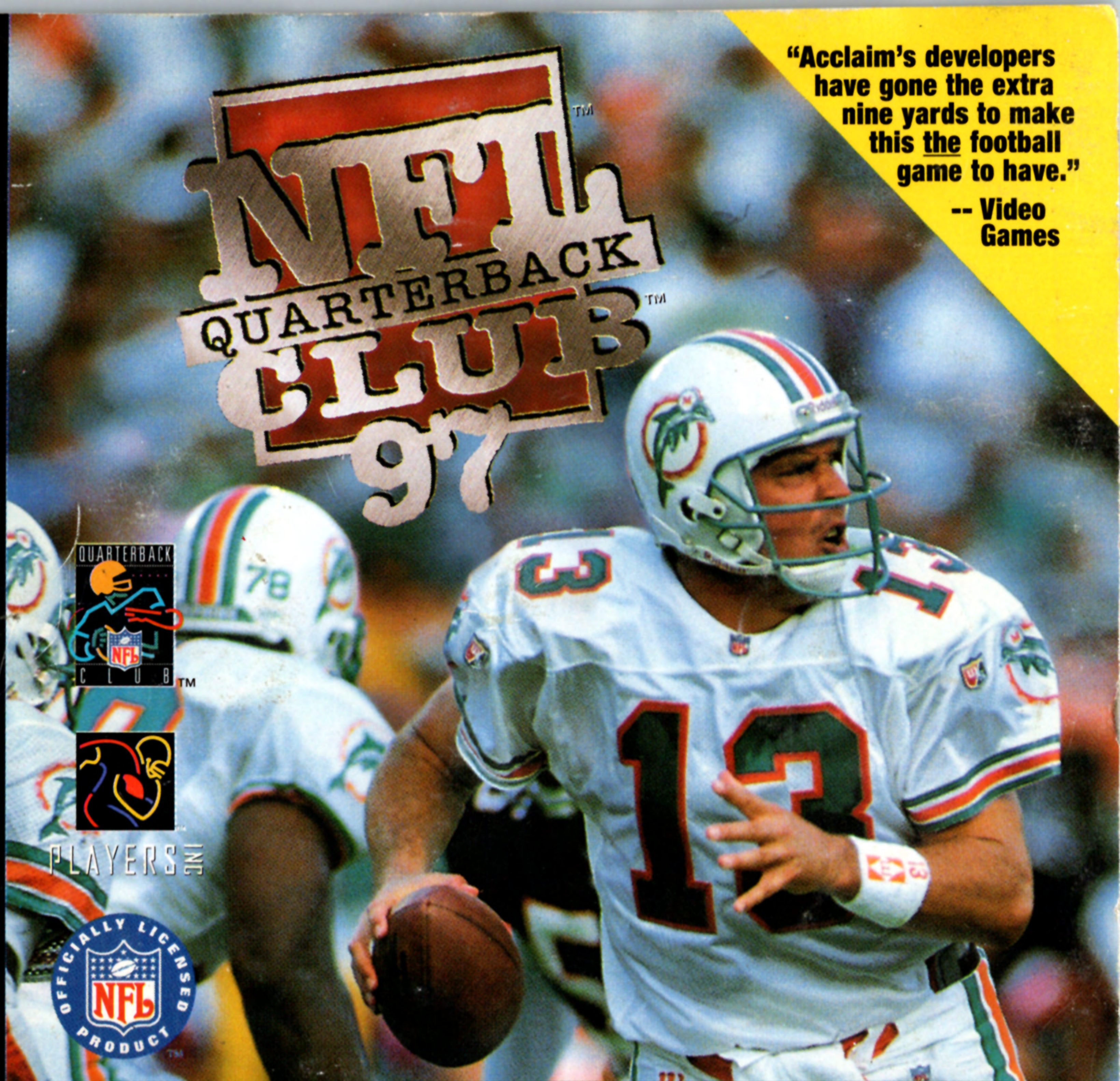


NTSC U/C

# PlayStation™



SLUS-00011  
#21073



# MIAMI QUARTERBACK CLUB 97



PLAYERS INC.



"Acclaim's developers have gone the extra nine yards to make this the football game to have."

-- Video Games

# Acclaim®

entertainment, inc.

## **WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.**

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, including games played on the PlayStation game console, 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.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the users manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

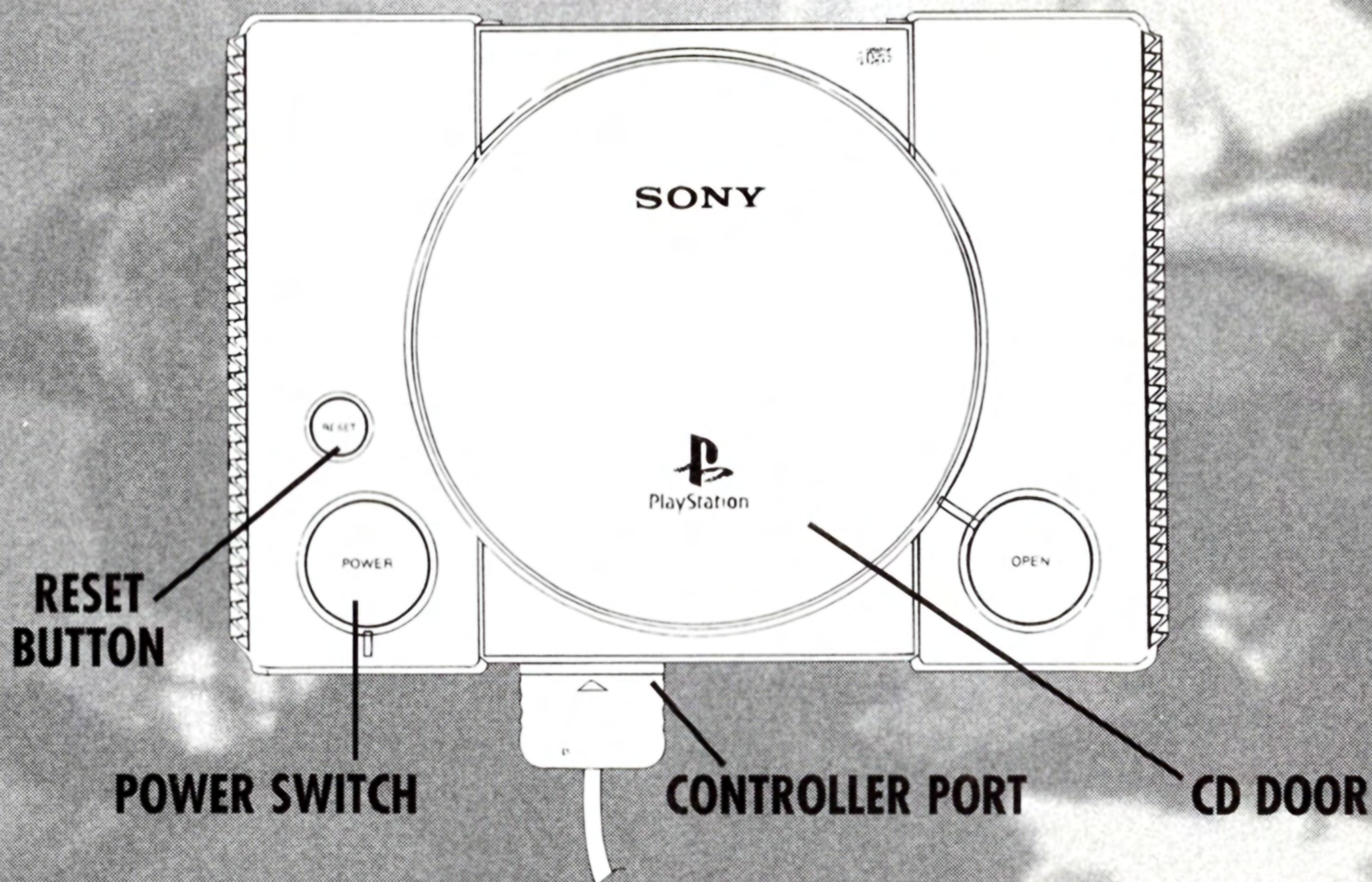
## **HANDLING YOUR PlayStation™ DISC:**

- This compact disc is intended for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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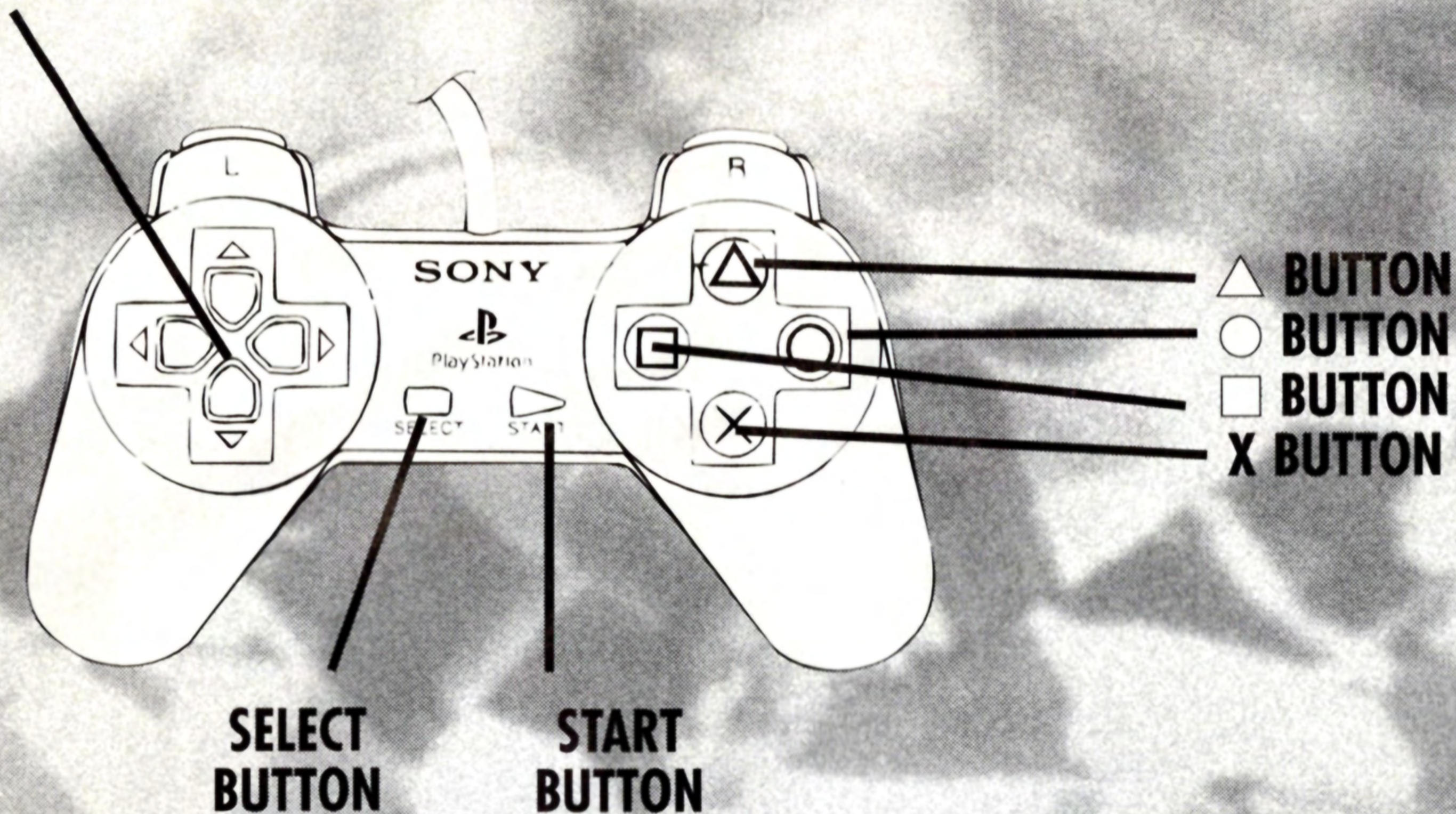
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1. Set up your SONY PlayStation game console according to the instructions in its instruction manual. Make sure the PlayStation game console power is OFF before inserting or removing a compact disc.
  2. Insert the NFL™ Quarterback CLUB™ '97 disc and close the CD door.  
Note: NFL™ Quarterback CLUB™ '97 is for up to 8 players.
  3. Insert game controllers and turn on the PlayStation game console. If you wish to play with more than 2 players, plug in one or more SONY Multi-Tap™(s) (sold separately) as described in its instruction manual.
- Follow on-screen instructions to start a game.



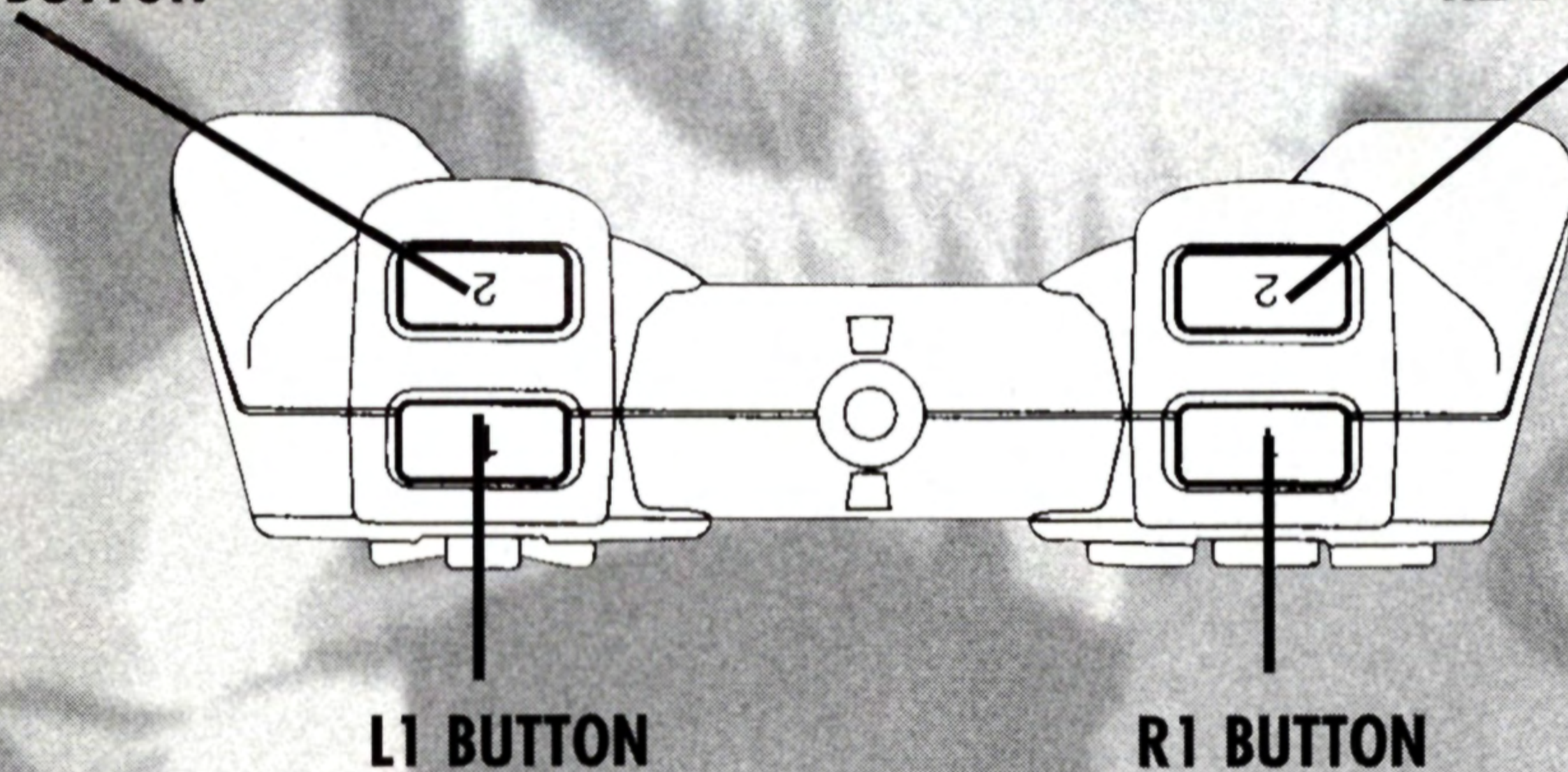
A valid controller must be inserted into the port 1 of the PlayStation™ in order to commence game play.

**DIRECTIONAL  
BUTTONS**



**L2 BUTTON**

**R2 BUTTON**

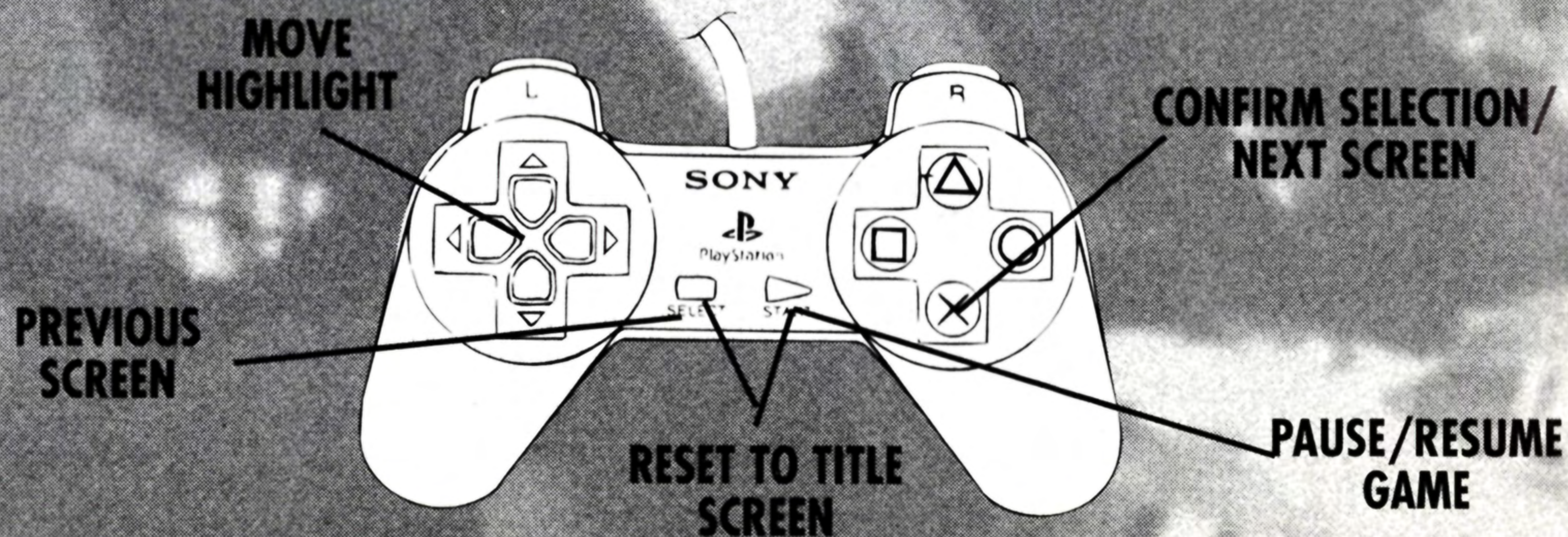


# WELCOME TO NFL™ QUARTERBACK CLUB™ '97!

Welcome to the action! If you're new to NFL™ Quarterback Club™, get ready to be blown away by the best quarterbacks in the business, leading your team to victory! If you've played before, you'll appreciate the host of new features in NFL™ Quarterback Club™ '97. Features like trading players, more on-screen plays to choose from, on-field referees, an on-field clock, and new "more better" player animations. So let's quit the jawboning and get down to the field!

## MOVING THROUGH THE GAME

On Screen help appears throughout the game, making NFL™ Quarterback Club™ '97 fast and easy to learn and play. Just watch the screen and follow the directions at the bottom your screen!



See the enclosed **Quick Control cards** for default game controls, or view Control under Options.

## GAME MODES

Press **UP** or **DOWN** on the Directional Button to highlight your choice, then press the **START** or **X BUTTON** to confirm your choice.

### NFL™ PLAY

This mode features Preseason, Full Season, Playoff and Pro Bowl™ action, plus the ability to mold your own team via trades!

### QUICK PLAY

Jump straight into action with Quick Play mode. In this mode, two teams are selected at random by the computer for a fast fix of Preseason action. Quarters are only five minutes each in Quick Play, and difficulty is set to Pro.

### SIMULATION

This mode lets your imagination and adrenaline kick in as you play in the most incredible game situations of the past, present and future--or create your own! Can you defeat them all? (See page 19 for more details on Simulation play.)



# CALLING PLAYS



There are two play select modes, Quick Select and Normal Select. Plays are divided first by Defensive and Offensive formations. Zone categories based on yardage situations (Short, Medium, Long, and Bomb Zone) appear next, finally branching out to a number of plays appropriate to the selected formation and yardage.

## Quick Select:

- Select your formation, then confirm your choice.
- Select a play in that formation, then confirm your choice.
- Get into the action!

## Normal Select:

- Select the desired formation, then confirm your choice.
- Select the proper yardage situation and confirm your choice.
- Scroll left and right through the available plays, then press the action control (, , , ) for the desired play.

## Once you've picked a play, you can:

- Flip the Play (reverse the formation and direction of the play)
- Start Play (begin the action!)
- Choose No Huddle (or Flip Play/ No Huddle!) No Huddle will take you back to the line of scrimmage following the play.

## USING AUDIBLES/HYPER AUDIBLES:

To call regular Audible plays, you must first set audibles (see Pause options for details). When you get to the line of scrim-



you may press the L2 BUTTON to call an Audible, then press the control associated with the desired play. To call a Hyper Audible, press the R2 BUTTON, then the three-control code associated with the desired play.

**HYPER AUDIBLES** allows you to quickly call a play at the line of scrimmage without specifying the formation.

## PLAYSTATION HYPER AUDIBLES CHART

	<b>L1</b>	<b>SQ</b>	<b>X</b>	<b>CIRCLE</b>	<b>R1</b>
<b>PRESS 1</b>		RUN	PASS		
<b>PRESS 2</b>		SHORT	MEDIUM	LONG	BOMB ZONE
<b>PRESS 3</b>	SIDELINE LEFT	LEFT	MIDDLE	RIGHT	SIDELINE RIGHT
	<b>L1</b>	<b>SQ</b>	<b>X</b>	<b>CIRCLE</b>	<b>R1</b>
<b>PRESS 1</b>				FIELD GOAL	PUNT
<b>PRESS 2</b>		NORMAL	*	RUN FAKE	PASS FAKE
<b>PRESS 3</b>	SIDELINE LEFT	LEFT	MIDDLE	RIGHT	SIDELINE RIGHT

\* Normal, except for defense

Punt case: punt block

You simply input a three button sequence for the play situation and the computer will automatically pick one of the many

appropriate plays.

For example: a short run to the left would be input as:

**SQ,SQ,SQ**

A pass fake from a punt formation to the middle would be:

**R1,R1,XNo**

**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. Once a No Huddle offense is set, it remains in effect until you select a Huddle setting or the clock stops.

**Huddle:** This option turns OFF **No Huddle** mode if it was selected when calling a play.

## **NFL™ PLAY MODES** **ORIGINAL & TRADED ROSTERS**



In Preseason, Season or Playoff modes, you can use the default Original Roster, or use a previously saved Traded Roster\*. If you select a Traded Roster, you will go to the Restore screen, where you can choose one of five saved rosters. You will then begin the selected game type with the specified roster. See Trade Player (page 11-12) for more on this mode.

\*Requires a Memory Card.

## **PRESEASON**

Practice your skills in this exhibition mode, then take your instincts and intensity into Season play. Preseason games are a great way to get a feel for the game!

## **NEW SEASON**

Begin a new Season and coach your team all the way to the Super Bowl™! You can even upgrade your team using the Trade Players mode to build a team that's virtually unbeatable! In Season mode, you select only your own team; the computer determines your opponents throughout the season.

## **SAVING A SEASON SCHEDULE**

At the end of every Season game, you will be given the option of saving your place in the schedule; you may save to a Memory Card. If all the slots are full, you must erase a previously saved season to make room for the new one. To do this, highlight the slot you wish to save over. You will be asked if you wish to overwrite that season. Press the **X BUTTON** to do so. Your new season will replace the old one. Use the Resume Season feature to pick up any saved Season schedule. By pressing the **△ BUTTON** at the save screen, you can access the File Manager, which allows you to manipulate data on your Memory card.

## **SEASON STANDINGS**

After each Season game, a standings screen appears, showing the current standings in your league. Toggle between AFC and NFC standings by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON**. Press the **X BUTTON** to see the next opponent on your Season Schedule. Press the **START BUTTON** to make player controller selections, then it's on to the field--and victory!

## **RESUME SEASON**

Once you choose Resume Season, you'll see the Restore Screen, where you can select which of up to five saved seasons you wish to play.

## **ENTER PLAYOFFS**

Skip right to the playoffs on your way to the championship. Once you've selected the team you wish to control, press the **X BUTTON** to see the Playoff tree. If you don't like this playoff, pick a different year.

## **RESUME PLAYOFFS**

Pick up your saved Playoff where you left off! From the Restore screen, view your saved Playoff tree before making the required choices and moving on to final Playoff victory!

## **PRO BOWL™**

The best players in the AFC face their NFC counterparts in this one game all-star competition. First look at the NFC vs. AFC matchup. At the player select screen, move your controller under the team you want to be on.

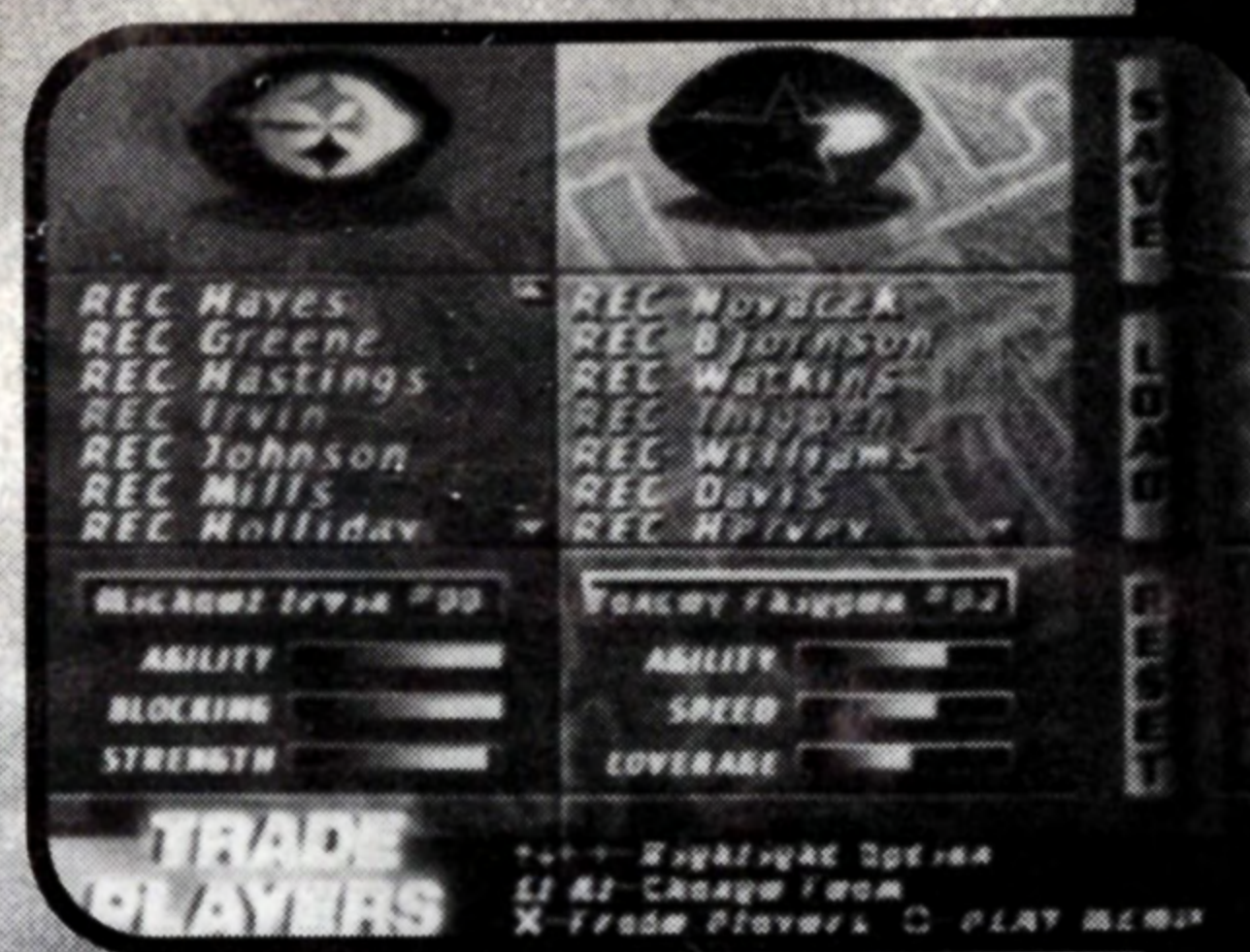
## TRADE PLAYERS

NOTE: A Memory Card is required to use this mode.

Move through the various areas by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON** to toggle from team area 1 to team area 2, or to the command bar on the far right, where you can Save, Load or Reset your team rosters (use the **UP** or **DOWN DIRECTIONAL BUTTON**).

- To trade players, move your highlight to the team area on the left and press the **L1** or **R1 buttons** to toggle through teams, then do the same for a team on the right. You will see a roster of all available players on each team. Scroll the highlight to the position player you wish to trade (exchange) on the left. You can only trade players who play the same position, such as a running back for a running back. Highlight the player you wish to trade for on the opposite team. Press the **X BUTTON**. Players will change teams. This process can be repeated as often as you like, between any teams.

**Saving Rosters** Once you've made all your league roster changes, select **SAVE** on the command bar and press the **X BUTTON**. You will go to the Save screen, where you can select one of 5 slots to save to. Highlight the desired slot and press the **X BUTTON**. (If all the slots are full, you can save over [overwrite] a previously saved slot.)



## Loading Rosters

To modify a previously saved roster, highlight **LOAD** and press the **X BUTTON**. At the Restore Screen, highlight the league roster you wish to load and press the **X BUTTON**.

**Reset Rosters** To reset rosters to the default settings, highlight **RESET** and press the **X BUTTON**. You will be asked if you are sure you want to Reset all rosters. Highlight **YES** and press the **X BUTTON** to reset.

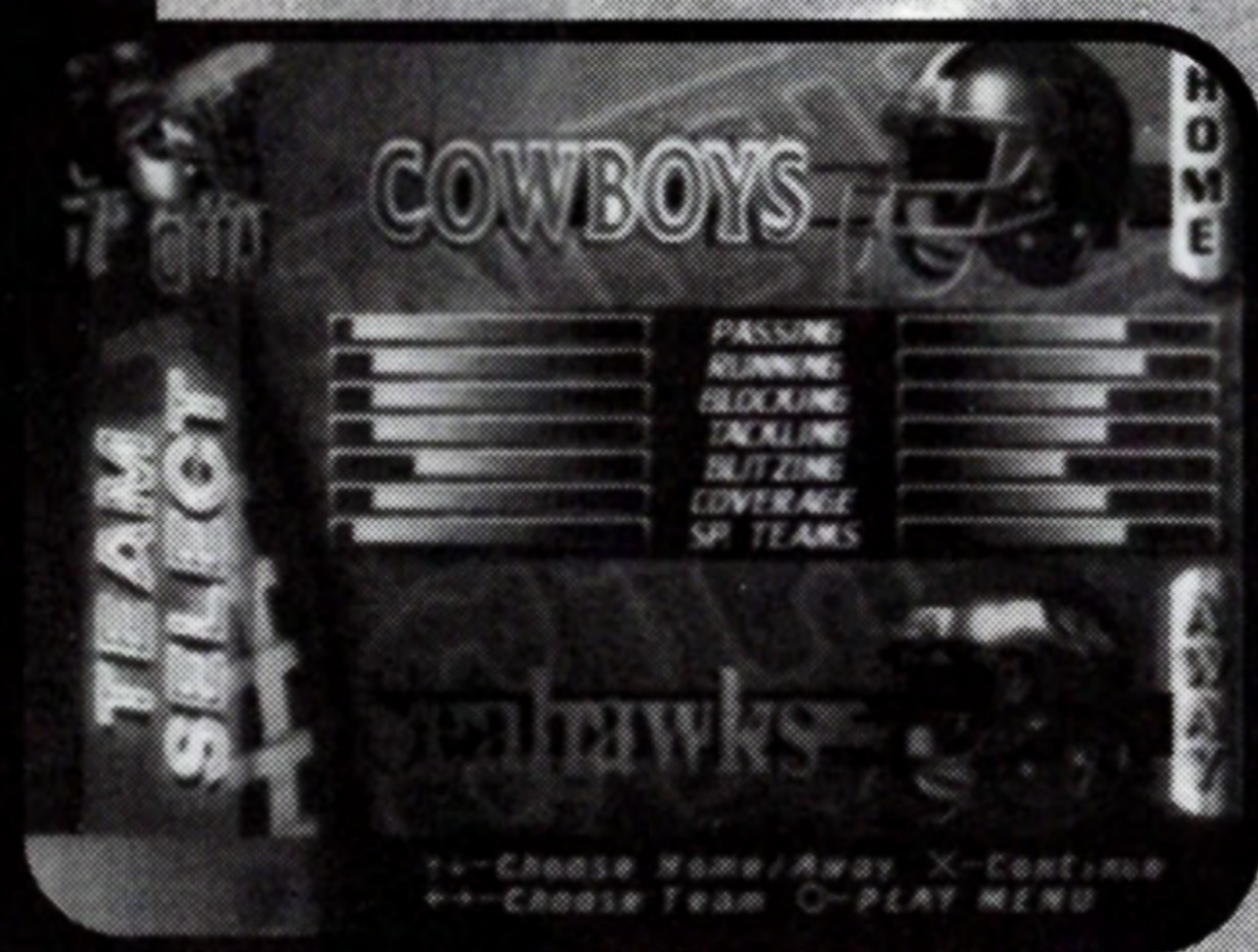
This does not affect Saved rosters.

# PLAY OPTIONS

Use this mode to pre-set NFL™ play mode options like Quarter length, Weather, Difficulty, and more! Some options only carry over in Preseason mode.

**NOTE:** This is the only option screen where game controls can be configured.

## CHOOSING TEAMS

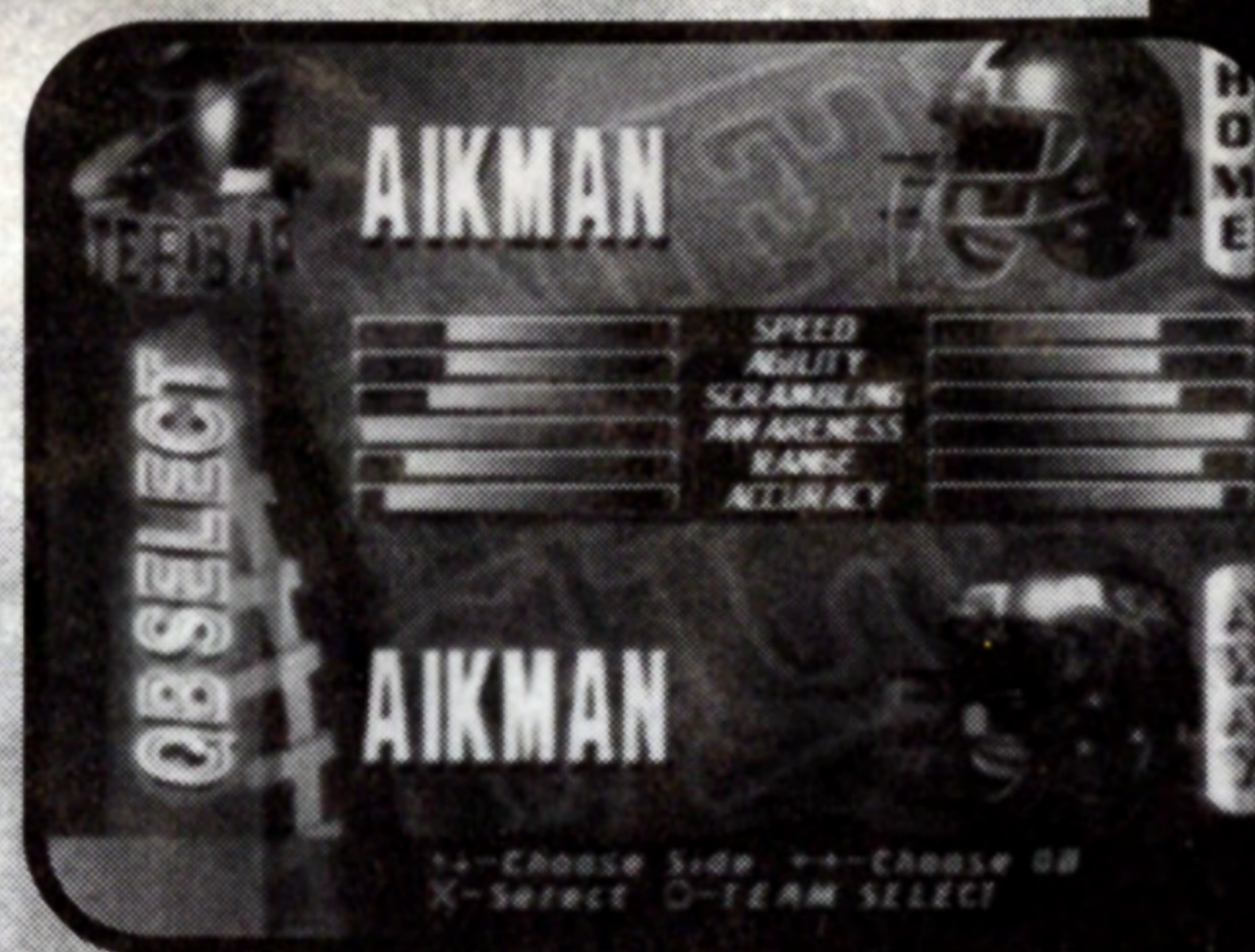


NFL™ Quarterback Club '97 features all 30 NFL™ teams. Attribute rankings appear for each team and include passing, running, blocking, tackling, blitzing, coverage and special teams. You have several options when choosing a team. In Preseason, choose whether a team will play as the Home or Away team by pressing **UP** or

**DOWN** on the **DIRECTIONAL BUTTON**. In Preseason, press the **START** or **X BUTTON** to import a quarterback to your team.

## QUARTERBACK SELECT SCREEN

In Preseason mode, you may 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 **DIRECTIONAL BUTTON** to scroll through the available quarterbacks. Press **UP** or **DOWN** on the **DIRECTIONAL BUTTON** to toggle Quarterback Select between Home and Away team. Once you've made your selections, press the **START BUTTON** to choose player control selection.

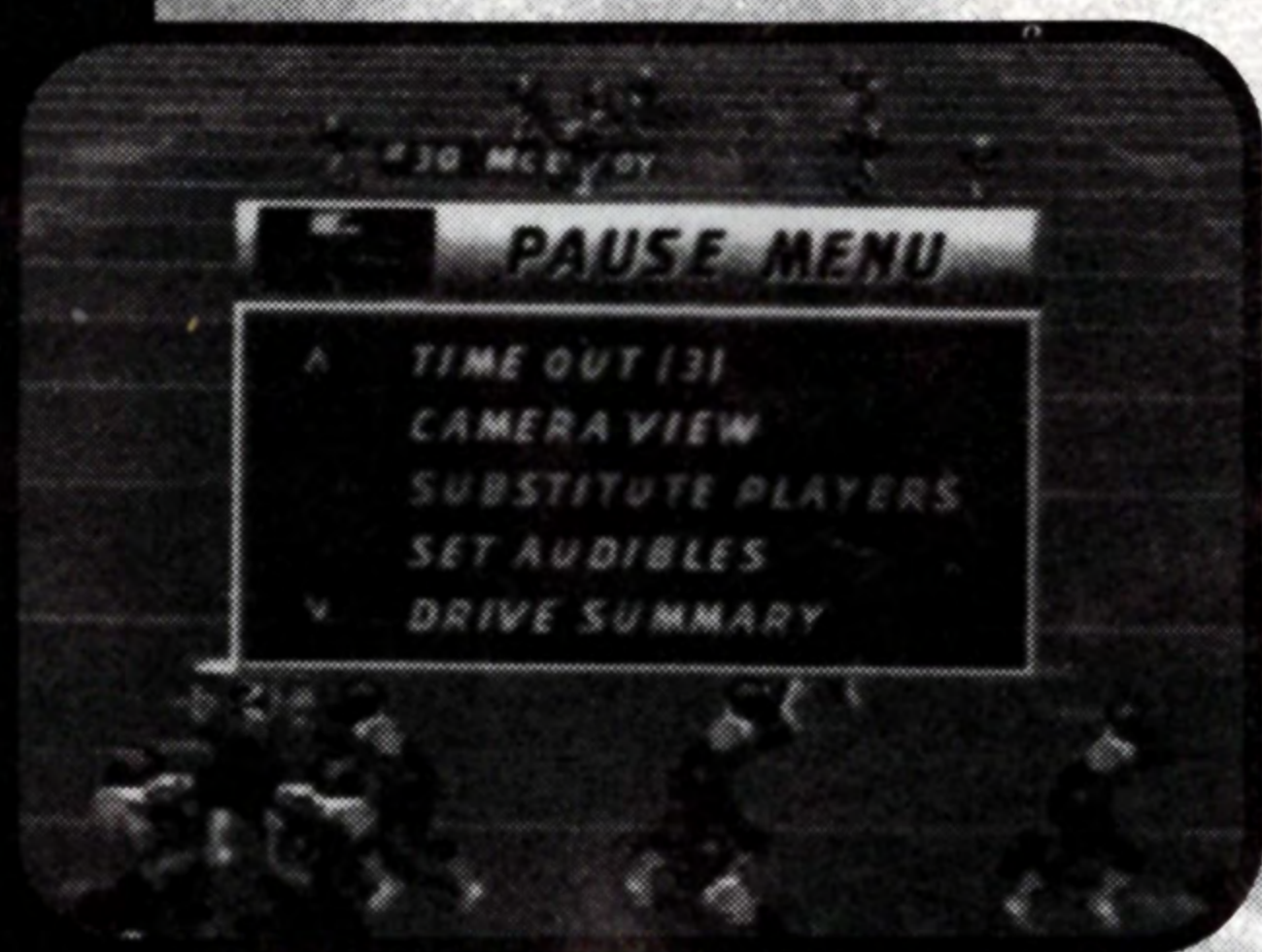


## GAME TIME PLAYER CONTROL SELECT

Press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON** to move your controller to the team you wish to play on. Up to eight 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.



# PAUSE OPTIONS SCREEN



At any time during game play, press the **START BUTTON** to halt game play and bring up the Pause Options Screen.

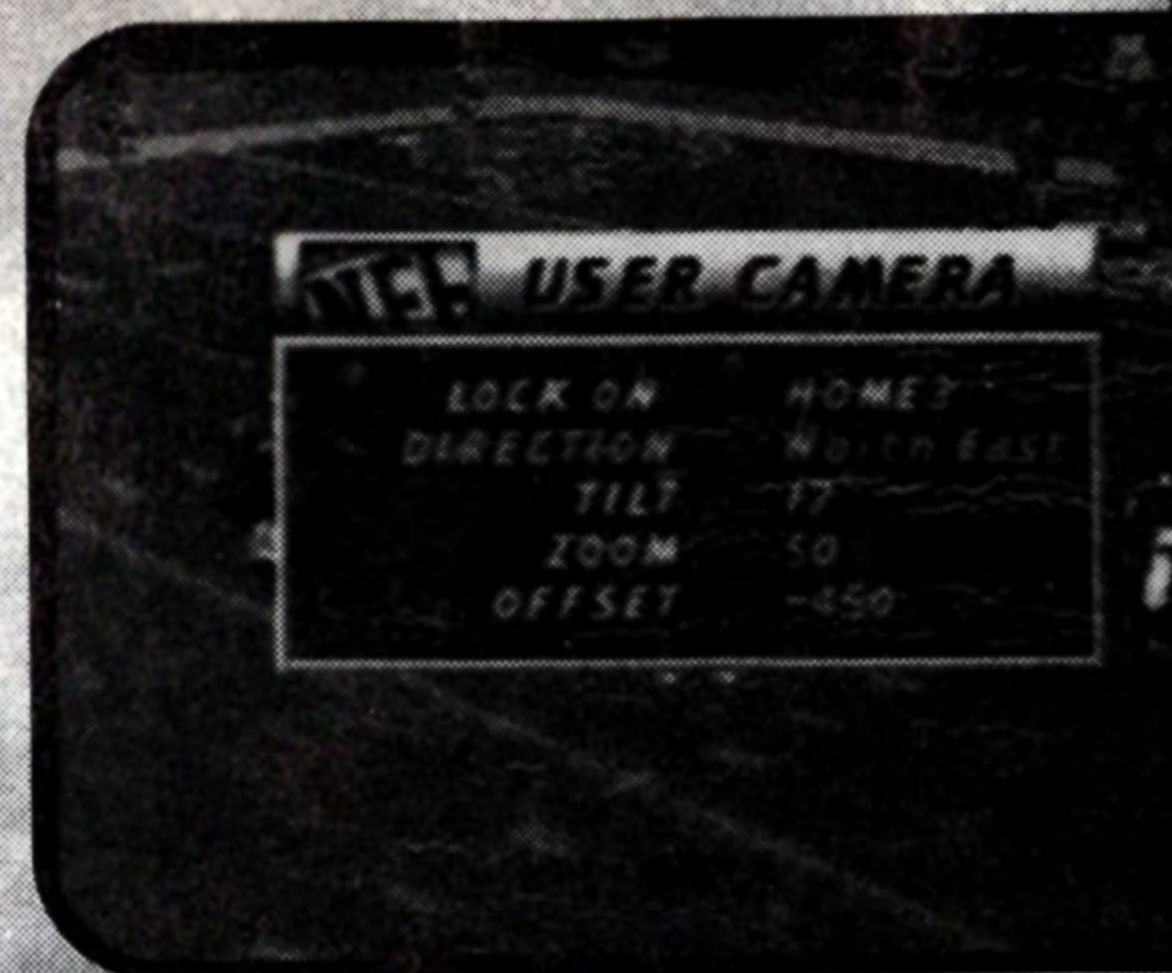
**Resume Game** Choose this option to pick up play where you left off.

**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 from a wide range of perspectives. Use the **DIRECTIONAL BUTTON** to move the camera's point of view to the ball, a specific player, or a particular area of the field.



**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 **DIRECTIONAL BUTTON** 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 **DIRECTIONAL BUTTON** to toggle between eight compass directions. You can also create your own custom camera view, including the viewing angle, amount of zoom and other options. Follow on screen prompts to do so. Note that the Lock on option will follow a particular player.





**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 player's involvement in a game. A player's current energy appears on this screen. A player can only be substituted for one who plays the same position.

Players are substituted in the current on-screen formation.

**Set Audibles:** This allows you to access your playbook and assign specific plays to the □, X, △, and ○ BUTTONS for audible use. Use the **LEFT** and **RIGHT DIRECTIONAL BUTTON** to scroll through the plays, then press the □, X, △ or ○ **BUTTONS** when the specific play you want assigned to that button is in the box labeled with that button's symbol. Press the **L1** to move the highlight between Offensive and Defensive plays. Press the **START BUTTON** to return to the Pause Options screen.

**No Huddle:** This option turns OFF **No Huddle** mode if it was selected when calling a play.

**Game Stats:** This allows you to view a comprehensive compilation of statistics for the game up to that point. Use the **UP** and **DOWN DIRECTIONAL BUTTON** to scroll through the statistical listings, and the **X BUTTON** to view different categories, such as offense, defense and special teams.

**Player Statistics:** This option allows you to see team game stats for each player on your team. Use the **DIRECTIONAL BUTTON** to

scroll through players and stats. Press the **□ BUTTON** to view an opponent's Player stats. Press the **X BUTTON** to view different position stats, such as quarterback, kicker, etc.

**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!

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

## GAME OPTIONS

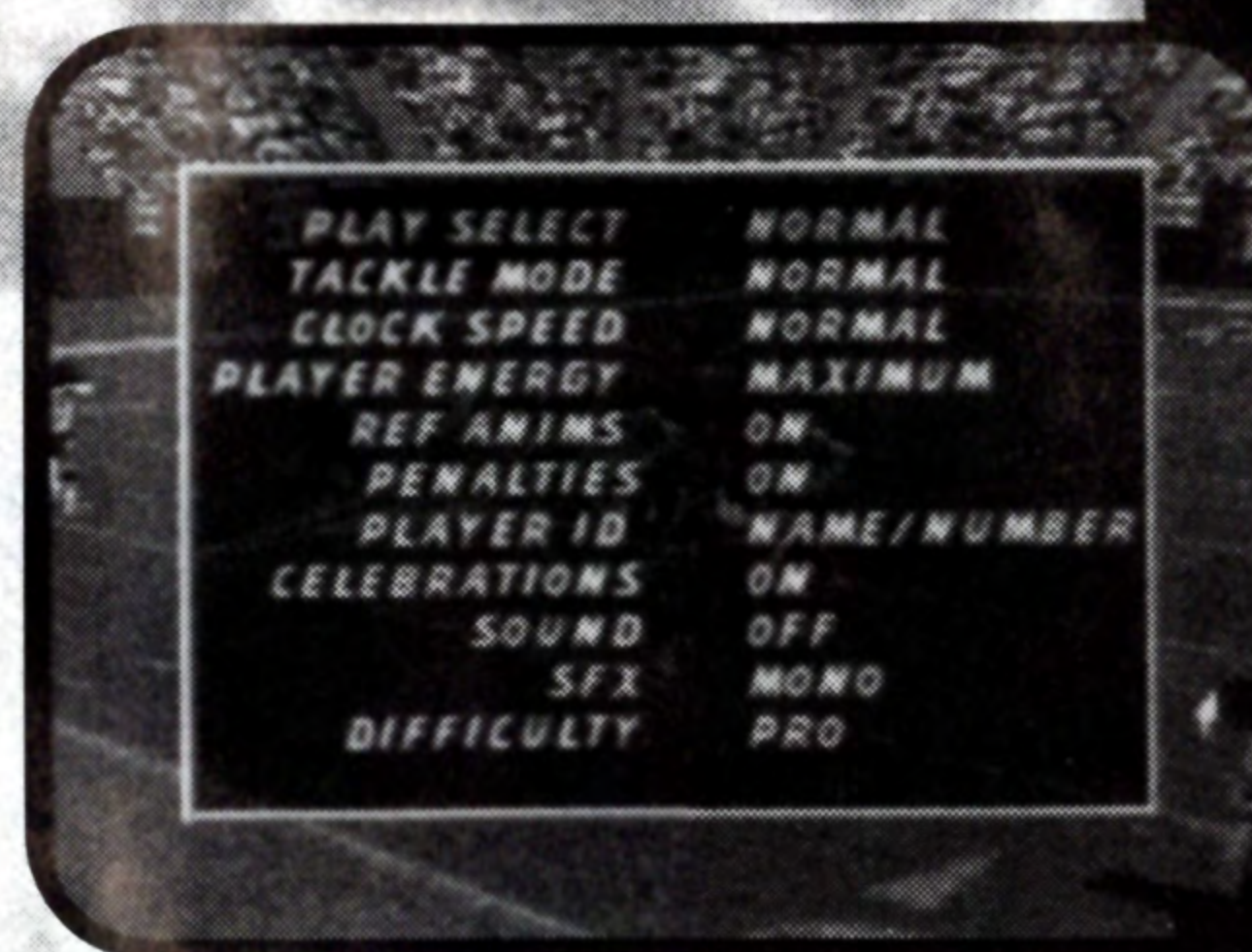
**Play Select:** Choose between Quick and Normal Play calling modes.

**Tackle Mode:** Choose between Normal and Power Shuck tackle modes. When Power Shuck is selected, rapidly pressing the **X 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.

**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.

**Clock Speed:** Choose to have the clock run at Normal, Accelerated or Turbo speed.

**Celebrations:** Choose to play with animated Player Celebrations ON or OFF.



**Ref Anim:** Choose to play with referee animations ON or OFF.

**Player ID:** Select whether you wish to have player's Name, Number, Name & Number or None (no display) shown below each player on screen.

**Penalties:** Choose to play with some penalties OFF or ON.

**Sound:** Choose between Stereo and Mono Sound.

**Difficulty:** Choose between Rookie, Pro and All Pro skill levels.

### **RESTART GAME**

This allows you to cancel all game play up to this point (including stats) and start over at the opening kickoff. The teams and options remain as you set them previously.

**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. Play in pre-simulated future game situations, or create your own unique game situations, then pull off the impossible win!

**Historic Simulations** recreate some of the greatest moments in football history, with 50 different situations to choose from! Plus, once you get a certain number of Historic Simulation wins under your belt, you'll earn special bonuses!

**Custom Simulations** lets you create and save up to 5 simulations for future play! You determine the exact game circumstances--even the weather! Press the **▲ BUTTON** to access Save and Restore functions.

# QUARTERBACK PROFILES

## **TROY AIKMAN**

Troy's signature play is the "Troy Toss."

**COWBOYS**



## **JEFF BLAKE**

Blake's signature play is the "Blake Bomb."

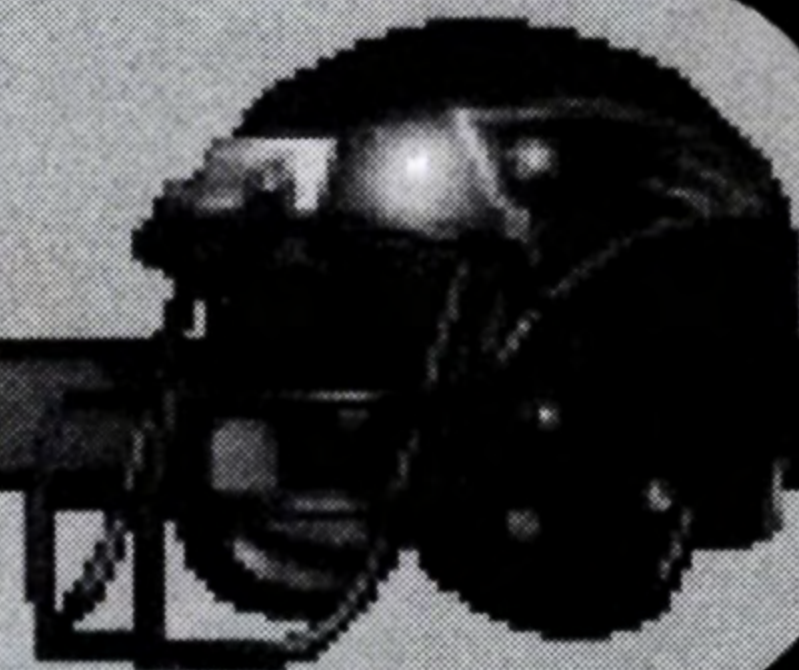
**BENGALS**



## **DREW BLEDSOE**

Bledsoe's signature play is the "Drew Blood."

*Patriots*



## **DAVE BROWN**

Brown's signature play is the "Brown Bag."

**GIANTS**



**JAGUARS**



**MARK BRUNELL**

Brunell's signature play is the "Mark Spark."

**PANTHERS**



**KERRY COLLINS**

Collins' signature play is the "Kerry Kut."

**BRONCOS**



**JOHN ELWAY**

Elway's signature play is the "El Way2Go."

**CARDINALS**



**BOOMER  
ESIASON**

Esiason's signature play is the "Boom Boom."

## **JIM EVERETT**

Everett's signature play is the "Saint Jim."

**SAINTS**



## **BRETT FAVRE**

Favre's signature play is the "Far Favre."

**PACKERS**



## **JEFF GEORGE**

George's signature play is the "By George."

**FALCONS**



## **JIM HARBAUGH**

Harbaugh's signature play is the "Slim Jim."

**COLTS**



**RAIDERS**



**JEFF  
HOSTETLER**

Hostetler's signature play is the "Howitzer."

**BILLS**



**JIM KELLY**

Kelly's signature play is the "Kelly Read."

**RAIDERS**



**DAVID  
KLINGLER**

Klingler's signature play is the "Air Raid."

**DOLPHINS**



**BERNIE KOSAR**

Kosar's signature play is the "Miami Ice."



## **ERIK KRAMER**

Kramer's signature play is the "Bear Bite."

**BEARS**



## **DAN MARINO**

Marino's signature play is the "Dan D Man."

**DOLPHINS**



## **RICK MIRER**

Mirer's signature play is the "Rick Route."

**SEAHAWKS**



## **SCOTT MITCHELL**

Mitchell's signature play is the "Lion Roar."

**LIONS**



**VIKINGS**



**WARREN MOON**

Moon's signature play is the "Moon Beam."

**JETS**



**NEIL O'DONNELL**

O'Donnell's signature play is the "Jet Stream."

**JETS**



**FRANK REICH**

Reich's signature play is the "Fly Frank."

**REDSKINS**



**HEATH SHULER**

Shuler's signature play is the "Heath Hike."

**KORDELL  
STEWART**

Stewart's signature play is the "Stew It Up."

**Steelers**



**STEVE YOUNG**

Young's signature play is the "Young Gun."

**49ERS**



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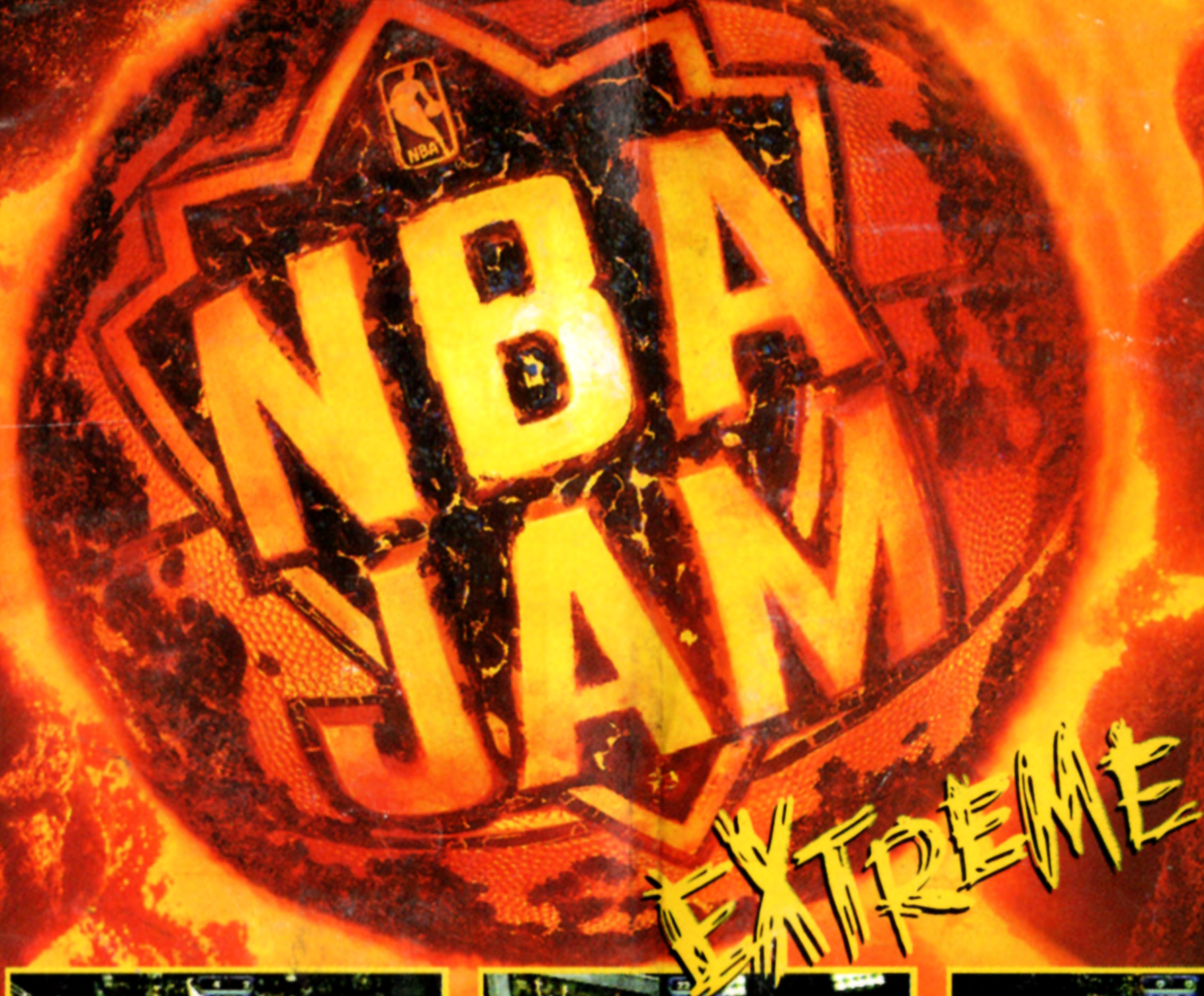
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