

# John Elway's Quarterback Challenge FAQ

by Pyroe

Updated to v12.0 on Jul 4, 2004

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Game: John Elway's Quarterback      | \\  
      Challenge                      | |  
System: Nintendo Entertainment System| |  
Author: Pyroe                       | |  
Copyright: 2003                     | |  
Last Updated: 07/04/04              | /  
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This guide may be used on:

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseeker.com](http://www.neoseeker.com)  
[www.cheats.de](http://www.cheats.de)

If you would like this guide on your website, e-mail me at [shredhead@gmail.com](mailto:shredhead@gmail.com) (without the space).

Version History:

0.1| First draft. Most things finished. (9/19/03)  
1.0| This is officially posted but a few mistakes have been found. (9/20/03)  
2.0| Updating a new play and a new e-mail. I even added a credits section.  
 | (7/4/04)

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Section 1: What this FAQ is.

This game was one of my favorites as a child. In truth, it started my love of video games. So, when I saw this at K-Mart for \$5, I had to buy it. I played through a couple games and realized, it was still fun, but not the mega game I had played for hours on end with anybody who would play. Next, I looked on [www.gamefaqs.com](http://www.gamefaqs.com) and was shocked (semi-shocked) there was no FAQ for it. That is why I have created the one you are (hopefully) reading today.

This guide is to instruct you on how to play this game and how to win. It is a pretty simple game that shouldn't need much in the way of questions, but some people might need help. That is why I created this guide, because somebody (probably you) might buy John Elway's Quarterback Challenge at a Flea Market and wonder what to do. Please read on to learn how.

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## Section 2: Controls/ How to play

### Controls

#### Offense

(As Quarterback)

Start: Timeout

Select: N/A

A: Dive

B: Bring up throw cursor

D-pad: Run/Move throw cursor

Down: Hike the ball

(Running/After the catch)

Start: Timeout

Select: N/A

A: Dive

B: N/A

D-pad: Run

#### Defense

Start: N/A

Select: N/A

A: Dive/Tackle

B: Switch player

D-pad: Run

#### Special Teams

Start: Timeout

Select: N/A

A: Dive/Tackle

B: Switch player

D-pad: Aim kick

### How to play

The game is pretty simple to play. You hike the ball, then run back, hold down B, move the cursor and throw the ball. The game consists of four quarters with fifteen minutes a quarter (obviously). I'm not sure how the clock really works, but it's not a full fifteen minutes. On defense, you just try to intercept the ball and if that fails, tackle whoever has the ball. Special teams, just aim the ball or tackle.

Simple, just like I said.

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## Section 3: How to win

Doing everything I said above, you should have very little trouble playing, but winning is a bit trickier. The game is flawed, I will admit, but you can

overcome this with these helpful hints.

## Offense

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The four best plays to pick are Bomb, Shotgun, Screen and Sneak.

**Bomb and Shotgun:** These give you time to set-up your throw. After the ball is hiked, run back while pressing B. Look for the open receiver and throw in the vicinity. They should make the catch and you can take it up field for some big yardage. There is also a "cheap" way to use the bomb. Hike the ball and hold down, but when you press B, hold up until it hits the top of the screen and then let go. It should be an easy reception and most likely an easy touchdown in one or two plays. Also for those playing the NES version, the bomb will sometimes cause your player to run many times faster. You can even lap the other players on the team.

**Screen:** This lets some defenders chase the quarterback, only to be dumbfounded when the running back is going upfield with no one in front of him. Luckily, it's also easy to use. After the ball is hiked, run back and watch your 'back go into the flat. When no one is around, dump the ball off to him and run off for about 10-30 yards. This is good to use after a big gain off the "Shotgun" or "Bomb" play.

**Sneak:** Use this on 2nd and 2 or 3rd and 2 situations. Hold Up the entire time and pray you'll get the yardage. That's all there is to this play.

## Running After the Catch

This isn't as easy as it sounds because the defense is always faster in this game. So, to counter-act this, you must run in a zig-zag pattern. When the defenders are chasing your player and are about to dive, run the other way like this:

```
|                                     |
|-----\-----|
|          \          |
|          /          |
|          /          |
|          U          |
|          DDD        |
|-----|
```

### Key:

D- Defender(s)

U- You

---- - Yard Lines

|- Out of bounds

/- Run up-right

\- Run up-left

It's pretty easy to score touchdowns with the methods provided above.

## Defense

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On defense there are only two things to try and do: intercept the ball, and

tackle the opponent.

First, the interception. You should always try and get one of these and it's pretty easy in this game. Take your middle-linebacker and move back a little. When the quarterback goes back, try to find the most open receiver and cover him. If all goes well, step in front of the pass and pick it off. They should rename this game "John Elway's Interception-mania" just because of the amount of picks in this game.

Second, our good friend the tackle. You should probably let the computer take over this as it is somewhat difficult to make the play. But, if you are stubborn, just switch to the closest guy and dive to try and tackle.

#### Special Teams

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This consists of kicking, tackling and running. First, I'll cover kicking off. Aim the ball down the middle and while it's going downfield, your kicker will be carried by the screen. If done correctly, you will tackle them at about the fifteen yard line. If not, don't worry, you'll stop them at the twenty-five yard line instead.

Next, extra point attempts. Just to let you know, you can never block a field goal/extra point. Plus, I've never had the computer miss. Anyways, now for you kicking them. Just hike the ball and then move the orangish arrow into the goal posts. It might take a couple times to get use to it, but it will become second nature after a few attempts.

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#### Section 4: The Teams

I'm just guessing at the team names, if any are incorrect PLEASE send me an E-mail.

- Los Angeles Rams
- Chicago Bears
- Denver Broncos
- New York Giants/Jets
- Miami Dolphins
- Seattle Seahawks
- Cleveland Browns
- Pittsburgh Steelers
- Minnesota Vikings
- New England Patriots
- San Francisco Forty-Niners
- San Diego Chargers
- Washington Redskins
- Dallas Cowboys

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#### Section 5: Frequently Asked Questions

When someone sends in a question, I'll post them up.

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#### Section 6: Credits

If you help contribute to the guide in any way, I'll put your name in this section.

-Pyroe  
-JJSander

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#### Section 7: Contact me

You can contact me at shredhead@gmail.com (without the space). Send me the following:

Good ASCII Art of "John Elway's Quarterback Challenge  
Comments  
Complaints  
Suggestions  
Typos  
Wanting to post this on your website

Do not send me:

Flames  
Hate mail  
Any thing else you don't want sent back your way

<End of FAQ>

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