

Updates

=03/10/11= vFinal
Final update.

=05/17/05= v1.0

Started the FAQ. Doing it for the N64 FAQ Completion Project. Unfortunately, I'm not too familiar with QB Club 99', so it might take about two days to master it completely. I'm sure it has similar elements to Madden 2000.

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- 1) Introduction          -
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The NFL Quarterback Club series was more of a short-lived sports title, simply because each year reviewers were not impressed. Glitches in gameplay would shine through, and yet the product designed by Acclaim would advertise breathtaking graphics (which were fairly better than Madden thanks to the N64 expansion pack). However, looking back, the only decent release on the N64 was NFL QB Club 99', the second title. Not only did it feature excellent 3D-like graphics, but it had replica NFL licensing written all over it. Official rosters, each player with stat ratings, the ability to play a full season with complete schedules, and even some chances to sign free agents or compile trades. Sadly enough, Madden featured a much more comprehensive Franchise mode, and simply had a more balanced gameplay portion. Still, NFL Quarterback Club 99' is the classic example of a title that could have exceeded the hump, had some extra effort been shoved in.

On a positive note, this game is jam packed with goodies, extras, and small scenarios you can play. Teams can be unlocked, historic simulations can be played, and you can even fantasy draft or import your team into season mode. The biggest downfall is no franchise options, as your new season is simply a repeat of the previous year. Nonetheless, your ultimate goal is to win the Superbowl.

GAME INFO

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Players: 1-4
Developer: Acclaim
Released: 1998
Rarity: fairly common

Special Features: Expansion pack compatible, Controller Pak required for saving
Cover Art on case:

- Shows Brett Favre winding back to toss a pass

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- 2) Game Basics -
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Thankfully, the Nintendo 64 controller actually fits well to the design of the game. The only true flaws in the control system involve the yellow C buttons, which tend to have certain side functions. They're fairly awkward to press, but other than that, you shouldn't have much trouble thanks to the analog stick. The best way to hold the controller is to put your left hand on the middle stick, and your right hand on the far right. For menu navigating, use the control pad as it's easier.

KEY representation for each button:

- A = A button (blue)
- B = B button (green)
- Up/Down/Left/Right C = C buttons (yellow)
- R = Right Trigger (gray)
- L = Left Trigger (gray)
- Z = Z Trigger (gray, underneath controller)
- Analog Pad = joystick (white, center)
- Directional Pad = control pad (black, left)
- START = start button (red, center)

/Menu Controls/

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- Pads - moves cursor, toggles options
 - A - selects option
 - Up C - brings up help menu, hold down to keep menu up

/Passing/

-
- Pads - moves quarterback in certain direction, affects sensitivity on ball
 - Up C - pump fake
 - A - passing route
 - Left C - n/a
 - Down C - passing route
 - Right C - passing route
 - B - passing route
 - R - throws out of bounds
 - Z - once to bring up passing icons, hold to scramble

- Passing is the primary choice of offense, mainly since this game is based around quarterbacks and throwing the ball. The toughest point to get use to is

that Z brings up your icons, but also acts as the scramble button. Hold it down to gain regular rushing abilities, and you can also tap it again to turn off passing icons. The pump fake is useful for throwing off oncoming rushers, or luring a defender down. QB Scrambling is very effective, and should be used often with better rated quarterbacks. You can get great gains in this game. Make sure you're out of the pocket when throwing the ball out of bounds.

/Rushing/

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Pads - moves rusher in designated direction
Up C - laterals to a player behind you
Left C - hurdles
Down C - spins
Right C - jukes
B - dives
A - speed bursts
R - lateral pass
Z - stiff arm

- Rushing is fairly awkward in QB Club 99', since there are no juke buttons per say. Matter of fact, you only have to press the rushing function, and the game automatically adapts to which side to perform it towards. This is an advantage, since it seems easier to control. It just takes time to memorize the functions of each button. The lateral pass can go both forward and backwards, meaning you will receive a penalty if it is forward passed. Hurdles/dives are very effective in this game, and a special goal line leap occurs as well. Speed burst should be tapped in intervals of every 2 seconds to burst outside or through a hole.

/Receiving/

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Pads - moves receiver in designated direction
Up/Left C - jumps/catches the ball
B - dives

- Once the ball is in the air, the game automatically switches you to control of the intended receiver. Press Up C, or Left C to catch the ball. Dives are necessary for extreme catches, although the game will do it automatically (which is why you shouldn't worry about dive catching). You can also speed burst as a normal rusher when attempting to reach the ball.

/Defense/

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Pads - moves player in designated direction
Up/Down C - switches players
A - speed boosts
Left C - power tackle
Right C - arm wave (bypass for defensive linemen)
B - dive tackle

- Defense is fairly limited per say, since the controls are sluggish and awkward. There is no strafe button to keep your player looking at the line of scrimmage while scuffling backwards. The arm wave is used to bypass offensive linemen, and is usually made for breaking out of blocks. The dive tackle is an effective attack, although it doesn't reach too far. Power tackles have shorter range but provide a more thorough blow.

/Pre-Play Offense/

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B - call audible

A - fake snaps

Z - snaps

Left/Right C - views to left/right of quarterback

Up/Down C - switches from QB to various offensive players

- It's recommended you use the Left/Right C buttons to see if there are any open players on the line, or mismatches in the defense. You can also take control of other players on the offensive side of the ball, and not have to worry about being the QB. Fake snapping is used to throw players offside, but it can also backfire for yourself.

/Pre-Play Defense/

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B - call audible

Up/Down C - switches players

Z/R - shift defensive linemen left/right

- Same as above, except shifting your defensive linemen is a specialty function. This is designed to match up which side the tight end is positioned, or if you want extra pressure (by placing a defense lineman on the far outside). Either way, it should be used often.

/Game Modes/

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Thankfully, Acclaim jam packed NFL Quarterback Club 99 full of goodies, extra gameplay modes, and options to select from. This section will briefly scan through each of the sections, providing a description. A more in-depth description of some sections is available in future chapters.

^"\ NFL PLAY /" ^

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- This is the primary game mode, simply because it expands to three different options:

- New Season (Let's you play a full 17-week season with the chance for Playoffs, the Superbowl, and Pro Bowl. Stats of each team are recorded, and you can choose to play as any team, on any week, simply by checkmarking a game. Rosters can also be managed, via trades, free agency moves, and what not. Season Mode only lasts a year, and resets. It is not like franchise mode where you'll draft players and start the next year.)
- New Playoffs (Let's you play the Playoffs by selecting teams to fill in each of the seeds.)
- New Tournament (Let's you play a custom tournament where you select the teams into various brackets, and one ultimate winner results. Elimination methods can be selected.)
- Exhibition (Let's you play a head-to-head matchup between two teams of any era. The game does not count, but is great for testing game-like conditions.)

- The 49ers are still fairly in their prime with this unique setup. Their offense is deadly with Young at QB, Rice to catch, and even the developing Owens as a secondary target. Hearst is a very capable runner, but the biggest factor is their youthful defense. Almost all of their players are out of rookiehood, but affordable at cheap prices. Capable of stopping both the run and pass. Only lack is that of a superstar player in the secondary.

/Chicago Bears/

-----Top Tier Players-----

[OFFENSE: **	Eric Kramer	=QB=
[DEFENSE: **	Curtis Enis	=HB=
[OVERALL: **	Curtis Conway	=WR=

- The Bears are a very hard-pounding team. Fundamentally, their offense is probably the better portion of their team. They have several young runningbacks and tight ends, including Enis who is supposed to be a great star (but turns out differently in real life). Kramer is an above average quarterback, and Conway is the only superstar threat. Their defense suffers from no standouts whatsoever, and neither extremely capable at stopping the run or pass.

/Cincinnati Bengals/

-----Top Tier Players-----

[OFFENSE: ***	Neil O'Donnell	=QB=
[DEFENSE: *	Carl Pickens	=WR=
[OVERALL: **	Takeo Spikes	=ILB=

- Of course, my favorite team in the NFL gets a huge defensive downgrade. As usual, the Bengals were fumbling quite a bit after their exciting runs in the late 80s. This team is favorable an offensive power, with O'Donnell (top 5 QB in the game), Pickens as a lethal receiver, and a nice linebacker core. While they suck at stopping the run, they have plenty of youth developing everywhere except the quarterback position.

/Buffalo Bills/

-----Top Tier Players-----

[OFFENSE: **	Rob Johnson	=QB=
[DEFENSE: ***	Ruben Brown	=LG=
[OVERALL: **	Bruce Smith	=DRE=

- The Bills are a fairly awkward team. Some players at certain positions are overpaid, much like the overrated Rob Johnson. Their runningbacks are above average, in Antowain Smith & Thurman Thomas. The receiving core is better than the QBs, but their offensive line struggles at times. The strength lies in the defense, led by sacker Bruce Smith and the gang. A few spectacular players, but nothing more than an average team.

/Denver Broncos/

-----Top Tier Players-----

[OFFENSE: *****	John Elway	=QB=
[DEFENSE: ****	Terrell Davis	=HB=
[OVERALL: *****	Shannon Sharpe	=TE=

- The Superbowl Champions are looking to defend their title in style. While Elway actually did retire (game came out before change could be made), this team rocks because of it. They have a deadly running attack led by Davis

(behind a speedy offensive line), plus receiving threats and a very lethal linebacker core. The secondary is above average, but probably the only weakness aside from special teams. Definite repeat Superbowl contender.

/Tampa Bay Buccaneers/

-----Top Tier Players-----
[OFFENSE: *** | Trent Dilfer =QB=
[DEFENSE: **** | Warrick Dunn =HB=
[OVERALL: *** | Brian Kelly =CB=

- Quite a lethal team overall, simply because of their threatening defense. Offensively, they're capable. The receiving threats are not there, but they have a pounding running game accompanied by fullback Mike Alstott. Not to mention, their defense has a great D-line, LBs, safeties, and CBs. What more could you want? Probably the most promising team when led by healthy hands.

/Arizona Cardinals/

-----Top Tier Players-----
[OFFENSE: **** | Jake Plummer =QB= / Dave Brown =QB=
[DEFENSE: * | Adrian Murrell =HB=
[OVERALL: *** | Aeneas Williams =CB=

- What an offensively gifted team, mainly because of their depth chart. While they have the recently drafted Plummer, Dave Brown is a MUCH better passer, and also QB backup. Their WRs are quick, along with capable receivers out of the backfield. The offense has tons of depth. Their defense is very lackluster, with lots of future stars that are rated low. It's led by Aeneas Williams in the secondary, but other than that, Simeon Rice has yet to develop a pass rush basis.

/San Diego Chargers/

-----Top Tier Players-----
[OFFENSE: * | Ryan Leaf =QB=
[DEFENSE: *** | Natrone Means =HB=
[OVERALL: ** | Junior Seau =ILB=

- Really, the problem with this team is not the future draft bust, Ryan Leaf. It's more about a true lack of balance. The Chargers supposedly have a future star in Leaf who is rated above average, and Means is a spectacular runningback. Their offensive line is very talented at blocking. Aside from that, the WR core is weak, the defense only has 1-2 above average players at each category listing. There simply isn't enough speed to keep this team flowing.

/Kansas City Chiefs/

-----Top Tier Players-----
[OFFENSE: **** | Elvis Grbac =QB=
[DEFENSE: **** | Tim Grunhard =C=
[OVERALL: **** | Will Shields =RG=

- What a talented team offensively. If you look at some of the names, you'd be amazed at how many of these guys would be #1 players on other teams, and the Chiefs themselves. Nonetheless, the passing core of the Chiefs is the strong point with depth at QB, plenty of WRs, and even pass-receiving TEs. The offensive line can block extremely well, even though their running game is lackluster. The defense is comprised of many free agents who were in their

prime, such as Dale Carter, and Derrick Thomas, allowing for a nice easy coast to the playoffs. It's just a matter of bringing it together.

/Indianapolis Colts/

-----Top Tier Players-----

[OFFENSE: ** | Peyton Manning =QB=
[DEFENSE: *** | Marshall Faulk =HB=
[OVERALL: ** | Tyrone Poole =CB=

- Not entirely bad when you approach them offensively, it's just that the WR talent isn't there for my man Peyton. Peyton isn't rated too well either, even though he has a decent Marshall Faulk and above average line to protect him. The defense is actually decent. The strengths lie on the defensive line and secondary, although the linebacker core is fairly bad. Wouldn't expect much out of this team in a state of rebuilding. Not even Marvin Harrison is ready for the challenge.

/Dallas Cowboys/

-----Top Tier Players-----

[OFFENSE: *** | Troy Aikman =QB=
[DEFENSE: *** | Emmitt Smith =HB=
[OVERALL: *** | Michael Irvin =WR=

- When you get a first impression of the Cowboys, you would think just an average team. You thought wrong. This is probably the most underrated team in the entire game. Led by a top 5 QB in Aikman, a capable runner in Emmitt, and Irvin the shutdown wide receiver, this trio can decimate most average defenses. The X-factor comes in with the defense. They actually have about 4-5 superstars you could name to an all-star teams. It's just that the depth is lacking, and most of the backups aren't capable of performing up to standards. Very capable of making it to the Superbowl.

/Miami Dolphins/

-----Top Tier Players-----

[OFFENSE: ** | Dan Marino =QB=
[DEFENSE: * | Kareem Abdul-Jabbar =HB=
[OVERALL: ** | Terrell Buckley =CB=

- Well, when you've got Dan Marino, you get a free star. This Miami offense really is led by one of the best QBs in the game, but doesn't have too many friendly WRs. The overall offense is led by an above average runningback, and the O-line doesn't exactly pancake me over. The defense is actually better than the rating, but it lacks consistency. Most of the supposed stars are NOT developed, and only 2-3 free agents comprise the base - which is weak after all.

/Philadelphia Eagles/

-----Top Tier Players-----

[OFFENSE: **** | Rodney Peete =QB=
[DEFENSE: *** | Irving Fryar =WR=
[OVERALL: *** | Tra Thomas =LT=

- To be honest, this team is overrated in a sense. Their QB position is probably the weakness, with hardly any capable backups and a lackluster Rodney Peete. However, they have key offensive threats in Fryar, shifty backs at FB/RB, and most of all, a very capable offensive line. There are a decent

amount of young players, or rookies on the defense, but many of them have size and speed to back up their ratings. You can do quite well with this team if you can get by the weak quarterback problems. Oh where's a Donovan when ya need him.

/Atlanta Falcons/

-----Top Tier Players-----

[OFFENSE: ***	Chris Chandler =QB=
[DEFENSE: ***	Tony Martin =WR=
[OVERALL: ***	Ray Buchanan =CB=

- Another team almost exact to the Eagles, the Falcons are two years off of their last Superbowl win. Their offense is very streaky, led by veterans who were formerly amazing on past teams, but coming off of spoon-fed passing systems (like Tony Martin from Marino). Nonetheless, their ratings are high and useful. The best part about this team is their young and developing defense, led by Keith Brooking. A few odd fellows here and there, but overall another capable team of entering the playoffs much like the birds.

/New York Giants/

-----Top Tier Players-----

[OFFENSE: **	Danny Kanell =QB=
[DEFENSE: ***	Jason Sehorn =CB=
[OVERALL: **	Shaun Williams =SS=

- While their offense is nothing more than a teabag short of green tea, the best aspect of this team is their defense. They have an average defensive line and linebacker core, but their secondary is quite spectacular. An array of speed, tackles, and interception-based players is a nice show stopper on friendly turf. The QB position is weak, along with a mixed core of RBs & WRs. A few good TEs and outside blockers help out.

/Jacksonville Jaguars/

-----Top Tier Players-----

[OFFENSE: ****	Mark Brunell =QB=
[DEFENSE: **	Jimmy Smith =WR=
[OVERALL: ***	Keenan McCardell =WR=

- This is the same capable Jaguars that expanded and became an annual playoff team. The great thing about these Jags is that their receiving core is full of possession catchers, just what every offense needs. They have tackles worthy of great blocking skills, but the running game is weak. The defense is nothing to be up about, considering there wasn't one standout player until the safety position. It was a rookie too, Donovan Darius. They'll struggle keeping points off the board, which may push them out of the playoffs.

/New York Jets/

-----Top Tier Players-----

[OFFENSE: ***	Vinny Testaverde =QB=
[DEFENSE: ***	Curtis Martin =HB=
[OVERALL: ***	Bobby Hamilton =DE=

- As usual, this Jets team has a nice mix of talent both offensively and defensively. Testaverde is an excellent passer, and Martin is a speedy runner. There's also Keyshawn, and great tight ends at stake. The defense is slightly weaker, but has a lot of underpaid players that have higher ratings.

Unfortunately, no stars in the secondary prevents them from hitting a guaranteed playoff status.

/Detroit Lions/

-----Top Tier Players-----

[OFFENSE: ****		Scott Mitchell	=QB=
[DEFENSE: ***		Barry Sanders	=HB=
[OVERALL: ***		Herman Moore	=WR=

- Believe it or not, the Lions were fairly decent in the late 90s, especially with Barry Sanders at halfback. While he was a beast in his prime, he's not as high as you'd expect in NFL QB Club 99. Scott Mitchell is a pretty good quarterback, even though he's third on the depth chart by default. Herman Moore is also one of the best possession receivers in the game (he recently broke the receptions record when this game was released), so their offense is definitely stacked up. Defense is above average with no stars worth extreme mentioning.

/Tennessee Oilers/

-----Top Tier Players-----

[OFFENSE: **		Steve McNair	=QB=
[DEFENSE: ***		Eddie George	=HB=
[OVERALL: **		Bruce Matthews	=LG=

- This Oilers team has yet to make the change to the Titans, but the talent is there. McNair is at the helm, along with a very powerful running game led by Eddie George. Their receiver core is above average, but the offensive line shines behind Bruce Matthews. The weakness can be considered their defense, to an extent, since most of the player ratings are average. Samari Rolle and Blain Bishop have yet to develop to maximum potential.

/Green Bay Packers/

-----Top Tier Players-----

[OFFENSE: *****		Brett Favre	=QB=
[DEFENSE: ****		Dorsey Levens	=HB=
[OVERALL: ****		Reggie White	=DRE=

- The Packers are fresh off of a Superbowl loss, but they're still far ahead of the game. Favre is a top 5 QB, behind an impressive offensive line, and most of all, a highly effective running game. Their receiver core isn't that great, but it has spread out talent led by size. The defense will struggle with an above average secondary, and average defensive line. Thanks to Reggie White though, this team is saved. Hallejuah.

/Carolina Panthers/

-----Top Tier Players-----

[OFFENSE: **		Kerry Collins	=QB=
[DEFENSE: ***		Muhsin Muhammad	=WR=
[OVERALL: ***		Eric Davis	=CB=

- To be honest, this Panthers offense is saved by great depth in the QB department, and a few capable receivers. Other than that, the offensive line is not very powerful, the running game is NON-EXISTANT, and the defense has a few speedy secondary players. Each department seems to only have one top tier player, and the spending is fairly limited. Not too high on a positive record.

/New England Patriots/

-----Top Tier Players-----

[OFFENSE: **** | Drew Bledsoe =QB=
[DEFENSE: **** | Ben Coates =TE=
[OVERALL: **** | Dave Wohlabaugh =C=

- Bledsoe is one of the top QBs in the league, maybe not the top 5, but one of the highest paid. Combine this with an average receiving core, a below average running game, and a great offensive line yields big plays. They may not produce much in terms of yardage, but the points are there when necessary. Their defense is also quite impressive, with many well-rounded players such as Willie McGinest and Ted Johnson.

/Oakland Raiders/

-----Top Tier Players-----

[OFFENSE: **** | Jeff George =QB=
[DEFENSE: * | Napoleon Kaufman =HB=
[OVERALL: *** | Tim Brown =WR=

- The Raiders really have a bizarro world going on. From point A, their offense is pretty darn good, led by the strong-armed Jeff George, and youthful RB, Napoleon Kaufman. From there on, Tim Brown is a top receiver in the NFL, along with TEs, FBs, and backup WRs capable of being great possession threats. The line is great at pass blocking. The defense is abysmal, especially the front 7. There are no defensive lineman or linebacker superstars whatsoever. Thankfully, the secondary is saved by Charles Woodson and some speedy safeties.

/St. Louis Rams/

-----Top Tier Players-----

[OFFENSE: ** | Tony Banks =QB=
[DEFENSE: ** | Isaac Bruce =WR=
[OVERALL: ** | Kevin Carter =DLE=

- Mildly a disappointing team. The offense has no great runningbacks, a fairly inaccurate passer in Banks, and only Bruce/Kennison to pick up on the receiving end. The offensive line is in a state of rebuilding, with the fairly new Orlando Pace. The defense has nothing to gloat about either, and this is close to one of the worst teams in the game, if it's not saved by overall mediocrity. Well, besides, they're one year away from hitting the Superbowl.

/Baltimore Ravens/

-----Top Tier Players-----

[OFFENSE: ** | Jim Harbaugh =QB=
[DEFENSE: *** | Michael Jackson =WR=
[OVERALL: ** | Rod Woodson =CB=

- A first glance at the Ravens, and you would never imagine this team could become such a dominating defense. Nonetheless, Harbaugh is an above average QB, and Jackson is an excellent wide receiver. The true strength shines in their speedy/powerful secondary, with developing linebackers and a solid D-line. Not much to expect from the running game though, as Priest Holmes ratings were not inflated to represent his breakout year.

/Washington Redskins/

-----Top Tier Players-----

[OFFENSE: *** | Gus Frerotte =QB=

[DEFENSE: *** | Terry Allen =HB=
[OVERALL: *** | Henry Ellard =WR=

- Probably one of the oldest teams in the game, the aged veterans of the Redskins know how to do it when it counts. Unfortunately, the lack of youth shows as the team is nearly maxed out in cap space, and has no true speed. The defense is more to gloat about, as there's an overall balance of tackles, speedy players, and showboaters throughout the mix. To be honest, probably the most average team in the game.

/New Orleans Saints/

-----Top Tier Players-----

[OFFENSE: * | Billy Joe Hobert =QB=
[DEFENSE: **** | Willie Roaf =LT=
[OVERALL: ** | Chad Cota =SS=

- The Saints are by far the worst offensive team in the game. Their QBs are fairly horrible, the running game is lacking with Lamar Smith, and the receiver core is bad - plain and simple. If you can look past an ailing offense (with a great offensive line by the way), the defense will enlighten you. It has capable speedy corners, a great defensive line, and well-rounded linebackers. If only they had Ricky Williams.

/Seattle Seahawks/

-----Top Tier Players-----

[OFFENSE: *** | Warren Moon =QB=
[DEFENSE: **** | Ricky Watters =HB=
[OVERALL: *** | Joey Galloway =WR=

- Boy, the Seahawks came out of thin air with a pretty stacked team. The trio of Watters, Moon, and Galloway is a speed that can burn just about any defense. The offensive line is amazing as well, especially on the interior. The defense shines with a starting front four that lays down pressure, strong rookie linebackers, and an inexperienced secondary. Nonetheless, expect some competition from these high-flying birds.

/Pittsburgh Steelers/

-----Top Tier Players-----

[OFFENSE: **** | Kordell Stewart =QB=
[DEFENSE: **** | Jerome Bettis =HB=
[OVERALL: **** | Carnell Lake =CB=

- The Steelers had some explosive talent back in the day. This offense is complete with the mobile Stewart, the tackle-breaking Bettis, and an "alright" receiving core. Their offensive line is quite possibly the best in the game, with the best future prospects in backup roles. The defense is hard-nosed, especially on the D-line. Their linebacker core is VERY rock solid, led by Earl Holmes, Porter, and Gildon to name a few. The secondary is young but very fast.

/Minnesota Vikings/

-----Top Tier Players-----

[OFFENSE: **** | Brad Johnson =QB=
[DEFENSE: ** | Robert Smith =HB=
[OVERALL: *** | Chris Carter =WR= / Randy Moss =WR=

- What an offensive tundra. Not only does this team have stacked QBs (the

+ Halfback formation - Outside Pitches/Sweeps

-> These plays rule in the game because of a lack of dominating talent in the linebacker cores or on the defensive lines. The speed boost button gives you a great advantage, and you'll almost always break outside the speedy CBs. Get use to the stiff arm button, and throw one out when a defender is about two (game) feet close to your runningback. WRs make amazing blocks in this game, so we'll reap the benefits.

+ I formation - Power Runs

-> Unfortunately, power running in this game is not all that effective. I find that power running should only be done about 1/3 running plays, preferably through a guard/tackle (behind your fullback). They rarely work because the CPU will often get penetration in the middle, or blitz decreasing your gains. Watch your fullback, since that's where the hole always opens up, then break outside with a hurdle jump.

/Defense/

Sadly enough, defense in this game is not highly stressed, and very saddening. One of the major problems is that teams lack the playbooks, or correct formations. One of my biggest complaints is that there are NO Nickel, Dime, or Prevent formations. Everything is based out of the 4-3 Under/Over/Man, or 3-4. However, you can "emphasize" Nickel, Dime, or Default basis. It works like this. Press the L/R Triggers at the play selection screen, and a word near the bottom will change from Nickel/Dime/Default packages. Basically, the game subs in your Nickel/Dime packages for speedier secondary players, but the actual formations are base 4-3/3-4 sets, which is unrealistic. Nickel/Dime formations SHOULD have different formation schemes, but they don't. Nonetheless, there's only a small % of what you can do on defense. Some recommendations.

((PASSING))

+ 4-3 Over - Man to Man > Probably the best play you can select, and even better with Nickel/Dime packages subbed in. This has every defender on the field align themselves with a possible receiver, in complete man coverage. The only disadvantage is that there's no teaming up, and you'll usually get outmatched somewhere on the field. The advantage is no one will be open, unless a defender gets burnt. I usually play this on 3rd & longs, or passing situations.

+ 4-3/3-4 - Cover 2 > Either the 3-4 of 4-3 will work with the Cover 2, but each has different advantages. The 4-3 Cover 2 will really shut down the outside routes, but leave you wide open up the middle. The 3-4 Cover 2 is very effective at covering the middle (with your linebackers), and the outsides with safety/CB support. But this one leaves the deep middle routes WIDE OPEN. Use this occasionally.

((RUSHING))

+ 4-3 - Zone Plays > For some odd reason, zone plays work so effectively at stopping running plays, even though they're designed for preventing pass plays to certain areas on the field.

save your own custom rosters to your controller pak for future use. There are six functions that the Manage Rosters function allows for:

+ TRADE PLAYERS +

- This let's you trade players from team to team without CPU interference or what not. This is great for simulating a realistic trade that might occur, or if you're just trying to get the rosters as accurate as possible. Any player can be traded for anyone, there is no skill restriction. The salary cap is taken into effect if turned on, so certain players may cause your team to go over the limit, thus restricting the trade.

+ FREE AGENCY +

- This is the only way to sign different players to a team, to release current players, or to implement a created player. The free agency list has about 100 players or so, and is quite in-depth at each position. There are roughly only about 5 superstars in the list, but each player has a set price (usually the higher skilled cost more). You must release a player from the team's current roster, then sign one from the FA list, and make sure the signing doesn't go over the salary cap limit.

+ RESET ROSTERS +

- Simply puts the rosters back to their default stats. Great if you want to correct a mistake you made.

+ FANTASY DRAFT +

- Probably one of the few positive aspects of the game, the Fantasy Draft let's you pick from any player in the NFL, and add them to your team. Each round, all 31 NFL teams pick a player, and the rounds repeat until you have a full 53-man roster. Everyone becomes a draft pick, ranging from the very best (Steve Young), to the absolute worst.

- Up to 4 human players can do a fantasy draft, each for individual teams. The #1 human player always has the first pick in the fantasy draft.

- Some drafting recommendations:

- > QBs: 1st or 2nd round - This game is all about passing.
- > HBs: 3rd or 4th round - There are no dominating HBs in this game, not even Barry Sanders. Eddie George or Bettis are solid picks.
- > FBs: 20th+ round - Unless you love the I-formation, or enjoy passing to the flats, fullbacks play a minor part.
- > WRs: 2nd, 4th round - You need a fast receiver in this game, preferably one who can catch. Moss, Rice, and Irvin will most likely be taken early on. Get a stack of 3 solid WRs if possible.
- > TEs: 12th+ round - Very few TEs in this game are capable of catching well, and none of them are fast. Consider this low on the drafting board.
- > Ts: 5th round - Aim for the best pass-blocking tackles available. Many O-linemen are run blocking dominant, but few are pass-blocking dominant. Make this an exclamation point.
- > Gs: 8th round - Guards are designed primarily for the running game, but it doesn't hurt to have balanced ones. Look for above average guards.
- > Cs: 7th round - Get a franchise center.
- > OLBs: 5th+ round - Outside linebackers have both pass coverage

- and blitzing duties. Try to find speedy talent, preferably rookies or dominating ones.
- > ILBs: 15th+ round - While it's nice to have protection up the middle, your safeties are for that. ILBs have very little use, unless you run a dedicated 3-4. There's also a lack of talented ILBs.
 - > CBs: 5th round+ - Good coverage guys can lower the talent of great WRs. You're looking for CBs with high speed, catching, or hands. There are several great CBs, but most of the franchise ones may be taken early on.
 - > FSs: 12th round+ - Free safeties have primarily coverage duties, but few are extremely dominant. I would sacrifice skill at this position for the SS.
 - > SSs: 3rd round+ - A dominant Strong Safety can lay the back bone to your defense. Try to get the best franchise one possible, preferably with tackling, catching, and speed. Should be able to be a run stopper and pass stopper.
 - > DTs: 10th round+ - Look for quick speedy defensive tackles. You want ones capable of putting pressure up the middle. Look for heavy ones if you run a 3-4.
 - > DEs: 15th round+ - You'll rarely get pressure from DEs on the outside, which is why I prefer DTs.
 - > Ks/Ps: 35th round+ - Only a few extremely skilled punters/kickers, and the prices are cheap. Special teams players usually go near the end too.

+ CUSTOM CREATION +

- This is the customization portion of the game. It is composed of four options:

> CREATE PLAYER

- Let's you make your own player. Details range from Name, Position, Number, Height, Weight, Throwing Arm/Kicking Foot, Skin Color, Age, and a possible Kick Returner.
- You're then given a large energy bar of possible skill points to hand out. Depending on the position, there should be at least 6 empty bars listed below. You then have to decide which bars to fill up, by how much, and to a certain extent. There's a limitation on how powerful certain players can be. Since players' skills usually determine their salary, the cap on a QB's greatness is limited to 2.30M dollars. Basically, you cannot create an overpowering player, but one that is fairly good, horrible, or what not.

> CREATE TEAM

- Same as above, except you get to create a custom team. Details such as jersey colors, home stadium, profile/playbook, emblem, and name/city can be selected.
- You then must select at least 11 players from the NFL to comprise the team's core. The rest of your players can be taken from the Free Agency menu, or if you decide to import it, perhaps a custom draft.

> CREATE PLAYBOOK

- Let's you make your own playbook. You can select from all others plays in the game's memory. Playbooks are limited to 128 plays, and 16 plays are already reserved for special teams kicks/returns.
- The great thing about custom playbooks is that you have access to all formations, and all possible plays in that formation. Now is the ideal time to create a power running playbook, with some play action passes

& screens mixed in. Focus on creating plays you enjoy, or playbooks focuses on one aspect. Most of the playbooks that come with the game are very balanced. Defense should also have a wide variety of coverage schemes, preferably zone blitzes.

> CREATE PROFILE

- The last option you have access to is the create a profile mode. This basically keeps track of your user record and also locks in your favorite formations/audibles. You can select a % of pass, to run, to special play you would want your coach simulator to use for you. Your team playbook can also be assigned to this profile.

+ SALARY CAP +

- The salary cap is a limitation placed by the NFL to prevent teams from overspending, and getting too much talent. This let's you turn salary cap on or off. I'd prefer to have it on to keep realism.

/Simulations/

The following section will discuss the Historic Simulations included with the game, that let you replay those classic moments in Superbowl history. The scenarios will be listed briefly:

1) Super Bowl I - (Green Bay Packers vs. Kansas City Chiefs)

EXPECTED OUTCOME:

GB 35 - KC 10

"Try to change history by taking control of the Chiefs and defeating the Packers."

START: 2nd Half

2) Super Bowl II - (Oakland Raiders vs. Green Bay Packers)

EXPECTED OUTCOME:

GB 33 - OAK 14

"Correct the mistakes by the Raiders, and lead them to a Superbowl victory over the legendary Packers."

START: 2nd Half

3) Super Bowl III - (Baltimore Colts vs. New York Jets)

EXPECTED OUTCOME:

NYJ 16 - BAL 7

"Lead a game winning drive for the veteran Colts to overtake the brute Jets."

START: 4th quarter, 3:00 to go

4) Super Bowl IV - (Minnesota Vikings vs. Kansas City Chiefs)

EXPECTED OUTCOME:

KC 23 - MIN 7

"Make a turnaround, and help the favored Vikings overcome the threatening Chiefs."

START: 4th quarter

5) Super Bowl V - (Dallas Cowboys vs. Baltimore Colts)

EXPECTED OUTCOME:

BAL 16 - DAL 13

"Lead a goal-line stand against the Colts, and help shutdown the game for a victory."

START: 4th quarter

6) Super Bowl VI - (Miami Dolphins vs. Dallas Cowboys)

EXPECTED OUTCOME:

DAL 24 - MIA 3

"Shift the dominance away from Dallas, and help Miami lead themselves to a courageous superbowl victory."

START: 2nd Half

- 7) Super Bowl VII - (Washington Redskins vs. Miami Dolphins)

EXPECTED OUTCOME:

MIA 14 - WAS 7

"Make the history books wrong. Lead a game tieing drive via the Washington Redskins, to go to overtime."

START: 4th quarter, 2:00 to go

- 8) Super Bowl VIII - (Minnesota Vikings vs. Miami Dolphins)

EXPECTED OUTCOME:

MIA 24 - MIN 7

"Reverse history, and help the Vikings come back against a dominating Miami defense."

START: 2nd Half

- 9) Super Bowl IX - (Minnesota Vikings vs. Pittsburgh Steelers)

EXPECTED OUTCOME:

PIT 16 - MIN 6

"Help the Vikings recover from sloppy play, and lead them to a victory over the nose-hard Steelers."

START: 4th quarter

- 10) Super Bowl X - (Dallas Cowboys vs. Pittsburgh Steelers)

EXPECTED OUTCOME:

PIT 21 - DAL 17

"Help the Cowboys come back against a fairly overpowering Steelers defense."

START: 4th quarter

- 11) Super Bowl XI - (Minnesota Vikings vs. Oakland Raiders)

EXPECTED OUTCOME:

OAK 32 - MIN 14

"Deliver the Vikings their first superbowl victory over an offensively praised Raiders team."

START: 2nd Half

- 12) Super Bowl XII - (Denver Broncos vs. Dallas Cowboys)

EXPECTED OUTCOME:

DAL 27 - DEN 10

"Take over after the Broncos last score, and lead them to a hopeful victory over the mocking Cowboys."

START: 3rd quarter

- 13) Super Bowl XIII - (Dallas Cowboys vs. Pittsburgh Steelers)

EXPECTED OUTCOME:

PIT 35 - DAL 31

"Take over after a successful scoring drive by the Cowboys, and lead them to the correct gameplan to beat the Steelers."

START: 3rd quarter

- 14) Super Bowl XIV - (Los Angeles Rams vs. Pittsburgh Steelers)

EXPECTED OUTCOME:

PIT 31 - LA 19

"Take control of the Rams as they move for the go-ahead touchdown, and lay the stake to rest."

START: 2nd Half

- 15) Super Bowl XV - (Philadelphia Eagles vs. Oakland Raiders)
EXPECTED OUTCOME:
OAK 27 - PHI 10
"Take over the Eagles after their final score, and hope for an unexpected comeback."
START: 4th quarter
- 16) Super Bowl XVI - (Cincinnati Bengals vs. San Francisco 49ers)
EXPECTED OUTCOME:
SF 26 - CIN 21
"Guide my favorite Bengals to victory, after a first half shutdown by the 49ers."
START: 2nd Half
- 17) Super Bowl XVII - (Miami Dolphins vs. Washington Redskins)
EXPECTED OUTCOME:
WAS 27 - MIA 17
"Lead Miami to another Superbowl victory over the faltering Redskins."
START: 4th quarter, 10:00 to go
- 18) Super Bowl XVIII - (Washington Redskins vs. Oakland Raiders)
EXPECTED OUTCOME:
LA 38 - WAS 9
"Help Washington regain dominance and fight back against an overwhelming Raiders offense."
START: 2nd Half
- 19) Super Bowl XIX - (Cincinnati Bengals vs. San Francisco 49ers)
EXPECTED OUTCOME:
SF 38 - MIA 16
"Make way for Marino and his gang to bounce back against the ferocious 49ers and Montana."
START: 2nd Half
- 20) Super Bowl XX - (New England Patriots vs. Chicago Bears)
EXPECTED OUTCOME:
CHI 46 - NE 10
"Help New England fight back against unstoppable odds, down by 23 points."
START: 2nd Half
- 21) Super Bowl XXI - (Denver Broncos vs. New York Giants)
EXPECTED OUTCOME:
NYG 39 - DEN 20
"Take the comeback kid, Elway, and guide his team to a convincing victory over the darn Giants."
START: 3rd quarter, 1:00 to go
- 22) Super Bowl XXII - (Denver Broncos vs. Washington Redskins)
EXPECTED OUTCOME:
WAS 42 - DEN 10
"Try to take the Broncos and prevent them from getting swept 0 for 3 in all of their Superbowl appearances thus far."
START: 2nd quarter
- 23) Super Bowl XXIII - (San Francisco 49ers vs. Cincinnati Bengals)
EXPECTED OUTCOME:
SF 20 - CIN 16
"Take Joe Montana and lead his team to victory over my ever-so-willing

Bengals, who will dominate in the future years to come. I wish!"

START: 4th quarter, 3:00 to go

- 24) Super Bowl XXIV - (Denver Broncos vs. San Francisco 49ers)
EXPECTED OUTCOME:
SF 55 - DEN 10
"Hah, try to overcome a 31-point deficit against a dominant, undefeated Superbowl team. This one is truly a challenge."
START: 2nd Half
- 25) Super Bowl XXV - (New York Giants vs. Buffalo Bills)
EXPECTED OUTCOME:
NYG 20 - BUF 19
"I feel pity on the Bills. Their kicker missed a FG on the last seconds of the game giving glory to the Giants. Drive 90 yards and take back the lead, without David Beckham!"
START: 4th quarter
- 26) Super Bowl XXVI - (Buffalo Bills vs. Washington Redskins)
EXPECTED OUTCOME:
WAS 37 - BUF 24
"Take some vengeance out on the Redskins, and help attain a title well deserved for a talented Bills team."
START: 3rd quarter
- 27) Super Bowl XXVII - (Dallas Cowboys vs. Buffalo Bills)
EXPECTED OUTCOME:
DAL 52 - BUF 17
"Take over down by 21 points in the 4th quarter, and drive this ailing Bills team to their first superbowl victory...please do it."
START: 4th quarter
- 28) Super Bowl XXVIII - (Buffalo Bills vs. Dallas Cowboys)
EXPECTED OUTCOME:
DAL 30 - BUF 13
"Take control of Dallas and shutdown the Bills from any chance of a potential superbowl win. Wow, four years in a row, and not even a shed of dignity to show for it."
START: 2nd Half
- 29) Super Bowl XXIX - (San Francisco 49ers vs. San Diego Chargers)
EXPECTED OUTCOME:
SF 49 - SD 26
"Charge with the Chargers in the second half, and attempt to plow through the dominating 49ers."
START: 2nd Half
- 30) Super Bowl XXX - (Dallas Cowboys vs. Pittsburgh Steelers)
EXPECTED OUTCOME:
DAL 27 - PIT 17
"Help guide the punishing Steelers to a SB victory over a resilient Cowboys team."
START: 4th quarter
- 31) Super Bowl XXXI - (New England Patriots vs. Green Bay Packers)
EXPECTED OUTCOME:
GB 35 - NE 21
"Take the underdog Patriots, and guide them against a speedy Packers team with Brett Favre."
START: 3rd quarter

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- 8) Common Questions -
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) Gameplay ((

<< How does this compare to other football games on the N64? >>

- Definitely not close to the best, but it is the best product to come out of the NFL Quarterback Club series, period. This game has great graphics, almost better than the future Madden 2000. The expansion pack compatibility, support for 4 players, and plenty of extra game modes is enough to make the average sports gamer sit down in amazement. The only downfall is the lack of true blocking schemes I was looking forward to. This game too suffers from a poor philosophy of the running game, that outside runs ALWAYS net positive yardage. Many QBs throw the ball too darn good, especially for third stringers and backups. I was quite enthusiastic about their limitations on overrating certain players, but the playbooks were mildly disappointing. The idea of subbing in nickel/dime packages, but with no ability to actually select a nickel/dime formation truly ticked me off. To a football fanatic, this game can be sought after as a letdown. My biggest complaint is with defensive controls. They felt sluggish and out of place. Defenders tended to jog/walk around, rather than strafe like a true NFL player would do. The graphics often caused slowdowns in the gameplay, and the manual catching system perhaps made this game too easy at times. Nonetheless, I'd rate it a 7/10.

<< Are there any other NFL Quarterback Club games out there? >>

- Why yes, of course. There are literally over 20 different titles spread across over 12 systems, but I'll keep it limited. For starters, two other titles were released of the series, on the N64 specifically, 98' and 2000. Both of them were considered flops, especially 2000 which was suppose to be an actual competitor to Madden (Madden blew it away that year). Older one-year titles were released on the Game Boy, SNES, Genesis, and Game Gear systems. Acclaim attempted another try on the next gen systems, specifically the PS2/GC/XBOX. All titles released were simply average or above average. To be honest, this series can be considered a disappointment for the most part, that focuses heavily on great graphics. The NFL2K series took its place with the Dreamcast's release, and as we know now, EA solely owns the NFL rights.

<< How come I cannot pick up players during Season Mode? >>

- This game isn't like Madden complete with franchise developments. You cannot make roster changes during a season.

<< Why is it so easy to QB scramble in this game? >>

- My guess is to add excitement to the passing game. Many past football games always concentrated on two things - running the ball & passing the ball. No one ever imagined the possibilities of players like Michael Vick running the ball up and down from the pocket. NFL QB Club 99' had a preview of this, and gave a majority of the QBs in this game the ability to run. The disadvantage is that this feature can be abused, QUITE EXTENSIVELY. Many QBs can do better than the halfbacks themselves. One aspect they did get right was extensive injuries. Your quarterback will get injured, frequently if he is tackled a lot, or even just getting sacked a few times. This is the way Acclaim managed to balance it out.

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