

HYPER AUDIBLES

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

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

HOW HYPER AUDIBLES WORK

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



THE FIRST CODE BUTTON:

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

THE SECOND CODE BUTTON:

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

THE THIRD CODE BUTTON:

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

RUN



SHORT	MEDIUM	LONG
Y	B	A
LEFT	CENTER	RIGHT
Y	B	A

PASS



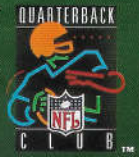
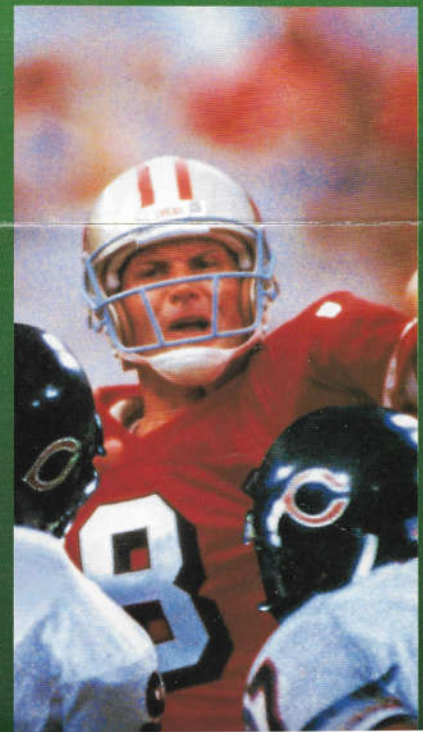
SHORT	MEDIUM	LONG
Y	B	A
LEFT	CENTER	RIGHT
Y	B	A

SPECIAL



FIELD GOAL	PUNT	BOMB ZONE
Y	B	A
NORMAL	RUN FAKE	FAKE PASS
Y	B	A
LEFT	CENTER	RIGHT
Y	B	A

DEFENSE	LEFT YYY-SingleBack 37 Sweep YBY-Pro Set 45 Sweep YAY-Power I TB Pitch Out CNTR YYB-Shotgun HB Slice YBB-Far Near 43 Counter Trap YAB-Double TE Reverse Slant RT YYA-Power I 34 Power YBA-Double TE End to End YAA-SingleBack Reverse Fake	LEFT BYY-Double TE Weak Lean BBY-Pro Set Square In BAY-SingleBack Flood CNTR BYB-Shotgun Short Posts BBB-Power I Cross Roads BAB-Pro Set All In RT BYA-Shotgun RB Flats BBA-Far Near Open Outs BAA-Double TE Flea Flicker	FG kick AYY-Full Block run AYB-Wide Fake pass AYA-Wing Reverse Pass PUNT kick ABY-Long Full run ABB-Punter Run Option pass ABA-Punter Pass Fake BOMB ZONE (ALL PASSES) Left AAY-Shotgun All Roll Cntr AAB-Shotgun Deep Posts Rt AAA-Power I WR Reverse Pass
	LEFT YYY-Dime DN Wrap Mstr Dog YBY-43 LB Off Blitz YAY-34 LB 0 Blitz CNTR YYB-43 Graveyard Blitz YBB-46 Monster Slice YAB-43 Tiger 3 RT YYA-62 Tight Corner Blitz YBA-34 IL T Blitz YAA-43 Strong Dog	LEFT BYY-34 Z53 Corner Dp BBY-Nickel Z2 Out Man BAY-43 Z232 Shroud CNTR BYB-46 Z3 Flat Man BBB-Nickel Z322 Even BAB-Dime 0 Fld 2 Deep RT BYA-62 Z52 T Screen BBA-Dime Out Zone BAA-Nickel Z32 WR Man	FG AYY-Full Block AYB-Run Fake Ruin AYA-24 Robber PUNT ABY-Full Block ABB-Run Fake Stop ABA-46 Z34 Deep BOMB ZONE (ALL PASSES) Left AAY-Nickel Z44 Deep Cntr AAB-45 Z34 Deep Right AAA-Dime Z43 Deep Robber



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