## NFL Quarterback Club '99 FAQ

by antseezee
Updated to vFinal on Mar 11, 2011


Author's Note

Many of you football fanatics may already know about the previously ongoing competition between the NFL2K series by Sega Sports, and Madden being continued by EA. EA won the battle by purchasing the official NFL license, and that was the end of that. However, back in the primitive days of the N64, there was actually a competitive battle going on for the football market, and it was between the NFL Quarterback Club series, and Madden itself. While Madden eventually dominated the market, Acclaim's best year was 99', where their title received decently good reviews (as opposed to the previous and future years). Nonetheless, this guide will cover NFL Quarterback Club 99, provide several key strategies, team overviews, and also secret cheat codes. Will you drive the ball for the game winning touchdown, or get sacked and whine like an insolent fool?

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates
=03/10/11= vFinal
Final update.
$=05 / 17 / 05=\mathrm{v} 1.0$
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

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 \#\#\#\#\#
//////////<br><br><br><br><br>
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


- 2) Game Basics
$========================$
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/
$-=-=-=-=-=-=-=-=-=-=-=-=-=-=$
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/
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
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 $Q B$ 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/
-=-=-=-=-=-=-=-=-=-=-=-=-=-=
    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/
-=-=-=-=-=-=-=-=-=-=-=-=-=-=
    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/

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=
    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 $Q B$. Fake snapping is used to throw players offside, but it can also backfire for yourself.

```
/Pre-Play Defense/
-=-=-=-=-=-=-=-=-=-=-=-=-=-=
            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/

-=-=-=-=-=-=-=-=-=-=-=-=-=-=
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.
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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.)
^" $\backslash$ QUICK PLAY /"^
||||||||||||||||
- This is identical to Exhibition mode, except it's accessible from the main menu.

```
^"\ SIMULATIONS /"^
```

|||||||||||||||||

- These are custom game scenarios setup to enhance the gameplay, replay classic football moments, or even test out game situations for yourself. Custom Scenarios are basically a situation creator, as you pick the time remaining, what quarter, what teams, where they are, pretty much all the playing conditions. Historic Simulations are discussed in a later on chapter as they are all of the Superbowls to present day.


## ^"

|||||||||||||||||||

- Very similar to Simulation Mode, except Practice mode let's you continually repeat plays over and over, either on offense, defense, or special teams. It's made to practice and enhance your skills. You can play optionally with or without an opposing force, experiment with custom playbooks, and so forth. Useful on the higher difficulties to master your tricks.

```
^"\ MANAGE ROSTERS /"^
```

||||||||||||||||||||

- This is one of the few ways to edit the rosters of NFL QB Club 99, to create your own team/player/playbook/profile, to fantasy draft, and so forth. Great way to tuneup rosters to modern standards if you wish, although you'll have a ton of players to custom create. This section is explained in detail later on.


## ^"

||||||||||||||||

- This is more for personal use, but it let's you read the history about each of the past Superbowls. A large amount of text can be scrolled and read for your own personal knowledge. No actual gameplay simulations.
^" $\backslash$ ENTER CHEAT /"^
|||||||||||||||||
- Let's you input password-based cheats which unlock special functions, teams, or strange abilities. The code list can be found in the Cheats Chapter.
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- 3) Team Overviews

The NFL is all about fans and their teams. When your favorite team makes the playoffs, you become ecstatic. Well, this section will bring you an overall view of all 31 official teams back with default rosters. The strengths/weaknesses of each team will be discussed, along with the top tier players. Teams are ordered alphabetically.

```
/San Francisco 49ers/
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=Top Tier Players-=-=-=-=-=-
[ OFFENSE: **** | Steve Young =QB=
[ DEFENSE: **** | Jerry Rice =WR=
[ OVERALL: **** | Garrison Hearst =HB=
```

- The 49ers are still fairly in their prime with this unique setup. Their offense is deadly with Young at $Q B$, 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 $=Q B=$ |
| :--- | :--- | :--- |
| [ DEFENSE: ** | \| Curtis Enis $=H B=$ |
| $[$ OVERALL: ** | $\mid$ Curtis Conway $=W R=$ |

- 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 $: * * *$ | $\mid$ Trent Dilfer $=Q B=$ |
| $[$ DEFENSE: **** | \| Warrick Dunn $=H B=$ |
| $[$ OVERALL: *** | $\mid$ Brian Kelly $=C B=$ |

- 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/
\(-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=T\) 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 $=Q B=$ |
| $[$ DEFENSE: *** | \| Michael Jackson $=W R=$ |
| $[$ OVERALL: ** | \| Rod Woodson $=C B=$ |

- 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 war), 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 tandrum. Not only does this team have stacked QBs (the
mobile Cunningham, or Brad Johnson), but there's also a speedy runner in Smith, and the duo of Carter/Moss. Moss's ratings are unbelievably high, almost equivalent to the veteran Carter who is a top 10 receiver. Combine this with an average defense with a few perks, and you have yourself a possible playoff competitor. Definite offense waiting to explode with the right calls.
-<>--<>--<>--<>--<>---<>--<>--<>--<>--<>--<>--<>--<>--<>--<>--<>--<>-

- 4) Season
$==========================$
Season mode is probably the best aspect of NFL Quarterback Club 99', simply because it offers you the chance to play a full NFL season with the ability for minor roster changes, a salary cap, and the chance to win the Superbowl. Sadly enough, it's very unlike franchise mode in the Madden series, which let's you expand the gameplay for many years, the ability to draft made-up players, and so forth. Still, this game mode is fun for the time being. This section will describe a basic walkthrough of Season Mode, and how to manage your team to success.
/Walkthrough/
-=-=-=-=-=-=-=-=-=-=-=-=
When the new Season starts, you'll be brought to a main menu with several options. Your Weekly Schedule is your primary stop. Each week, it shows the matchup between teams. Press Down C to mark which games you want to play, and pick the team you wish to play as. For consistency, it's best to mark one team for each of the 17 weeks (16 games, 1 bye week), if you wish to act like a "franchise owner."
- To enforce a custom team into season mode, look at the Weekly Schedule, highlight the Import Team option, then it should fill in the team you currently have highlighted on the schedule.
- Stats can be viewed in the Season Stats category. All stats are categorized by positions and what not. Team Standings shows the $W$-L records of each team in the split divisions. Season Leaders shows the top players in each category. Team Rankings compares your team's overall success in a specific category, and compares it to other NFL teams. Injured Players let's you view a list of players injured, their duration, and possibility of coming back. Finally, Weekly Matchups shows a ratings comparison of team versus team in each matchup. This is an excellent tool for comparing talent.
- The NFL season lasts 17 weeks. Each team plays 16 games, and has one "break" week. After the season ends, you'll have your last chance to view the season stats, before they enter the playoffs. You CANNOT make roster moves during the Season Mode, which sucks quite a bit. Each team has plenty of depth usually, but this is a huge downfall. There are 3 rounds to each conference when it comes to playoffs. There's the Wildcard round, where the two lower record division winners must face off against two of the entered wildcards. The two higher record division winners face the winner of those games in the Divisional Round. Finally, the winners of both games enter into a Conference Finals matchup, and both winners compete in the Superbowl. After the Superbowl is the Pro Bowl, which features the best stat performing position players to comprise an all-star team. After this, your season ends.
- Since there is no way to make roster moves during Season play, there's not much you can do from a managing standpoint. It all comes down to your gameplan, making in-game subs, and so forth.

Sports games are always about performing with skill and performing strategy to some degree. NFL QB Club 99' is no different. This section will go over a few decent strategies to employ on offense, defense, and even in the special teams gameplay.
/Offense/
-=-=-=-=-=-=-=-=-=-=-=-=-=-=
I've found the best offensive approach in this game to be pass about 65\% of the time, run $30 \%$, and $5 \%$ trick plays. Offensively, you want the passing game to open up your running game, as pounding the ball inside only works effectively with a wide open passing attack. Even if your quarterback is not that good, try your best to use mobility (since $Q B$ rushing is quite exaggerated in this title), to open up lanes down the field.

## ( ( PASSING ))

## + Rollout Pass

-> By far the most effective tool, the rollout pass is a mobile jog to the throwing arm side of the quarterback, in which he launches a ball to an agile wide receiver. Look for any passing play with PA in it, or roll out, and select it. To continue performing the rollout, hold down $Z$ to keep sprinting towards the outside. If you see the open man, STOP the $Q B$, and launch it deep. If you have a highly rated quarterback, he can make the completion on the run, but most would suffice otherwise. I found it best to go with a receiver on that side of the field, even if he is covered. A good example of a rollout pass play would be this:

| Other | S |  | Generally, QBs with high scramble ratings |
| :---: | :---: | :---: | :---: |
| Half | \| | CB / / | almost always make completions on these |
| of | 1 LB LB | / / | plays. Speedier QBs are even better, since |
| Defense | \| DTDE | WR/ | they can usually avoid oncoming DEs for the |
| T | G T TE |  | sack. Always light tap when passing these |
|  |  | Throw | deep routes, as bullet passing brings more |
|  | $\backslash 1$ |  | INTs. |

## + Shotgun Passes

-> You'll need a decent $Q B$ to get these plays off, but they're extremely effective in completions as long as you KNOW the routes. Get a strong-armed $Q B$, and simply know where all of your receiver routes are. Look for the open man. The great thing about Shotgun formations is that they keep the pressure off from oncoming blitzes.

## + Screens

-> They rarely work in this game, simply because the blocking schemes aren't realistic enough to account for defenders. Never run these plays, or $W R$ screens too.

[^0]-> 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.


#### Abstract

/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 $3 r d$ \& 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 ) )

$$
\begin{aligned}
+4-3-\text { Zone Plays }> & \text { For some odd reason, zone plays work so effectively at } \\
& \text { stopping running plays, even though they're designed } \\
& \text { for preventing pass plays to certain areas on the } \\
& \text { field. }
\end{aligned}
$$ Blitzes act as delayed blitzes, which usually hit the hole right when the $R B$ does the same. Great for stuffing runs, but can also backfire, especially if you zone blitz the wrong side. I'm not a big fan of all-out blitzes, considering a passer in an I-formation can easily pick you apart.

/Special Teams/
-=-=-=-=-=-=-=-=-=-=-=-=-=-=
The most challenging aspect of special teams comes to the kicking meter, for both field goals and punts. Unlike traditional games where you hit the button once to start the meter, and tap it again to stop, NFL QB Club 99' has an entirely different idea. Their idea of construed madness involves holding the $Z$ button down to keep the meter going, then you must release it at the exact point you wish...WHILE tilting the joystick to indicate a direction. This method is quite difficult on the All Pro difficulty, in which it bounces like a small metal ball attempting breakout. Nonetheless, the only tip $I$ can offer is to always use the following plays:
-> KR Middle
-> PR Sidelines
-> Fake Punt/FG Pass

- Kick returns always flop, especially on the sidelines in this game, because blocking is based solely upon the KR's movement. Your blockers follow the same wire path, and often miss easy blocks due to the game's AI design.
- Punt Returns on the sidelines are much easier since you already have retreating blockers in place, with oncomers being tied up at the line. A good strategy is to put your secondary blocker, and move him manually in front of your punt returner. Acts like a personal fullback.
- Fake Punt/FG Pass are the only viable fake special team plays that tend to work. Both fake runs are stopped by the outside rushers, and this game does not work like the modern ones in which you can try plugging it up the middle.
- For Kick Returns, take control of the secondary returner who is not in the vicinity of the ball, and cross him past the primary returner. Have this secondary man strafe diagonally towards the sidelines, then follow his lead block, and use jukes to continue down the sideline.


- 6) Special Features

The more enjoyable aspect of NFL Quarterback Club 99' is the sheer fact that there are plenty of extra gameplay modes available. One of the best customization features comes from the Manage Rosters function, which does a lot more than just let you shift players to different teams. This section will go into in-depth detail on how to maximize the effectiveness of your roster, play some of those unique modes, and ways to create items.

[^1]Managing rosters is the franchise aspect of the game that is long lost. You can only use this function before entering into a game mode, meaning it's best to
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 \#l human player always has the first pick in the fantasy draft.
- Some drafting recommendations:

> ILBs: 15th+ round
$>$ CBS: 5th round+
$>$ FSS: 12th round+
> SSS: 3rd round+
> DTs: 10th round+
$>$ DEs: 15th round+
$>\mathrm{Ks} / \mathrm{Ps}: 35 \mathrm{th}$ round+
and blizting duties. Try to find speedy talent, preferably rookies or dominating ones.
- 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.
- 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.
- Free safeties have primarily coverage duties, but few are extremely dominant. I would sacrifice skill at this position for the $S S$.
- 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.
- 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.
- You'll rarely get pressure from DEs on the outside, which is why I prefer DTs.
- 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 acecss 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 o 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 faultering 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 sweeped 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

```
32) Super Bowl XXXII - (Denver Broncos vs. Green Bay Packers)
    EXPECTED OUTCOME:
    DEN 31 - GB 24
    "Lead the Pack to repeat championships under extreme pressure from a
        determined Elway and his band."
    START: 4th quarter
```

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- 7) Codes

Often, one of the positive aspects of sports games is the ability to plug in your own cheat codes that help alter the normal dimensions of reality. Now you can make extreme catches, toss the ball 100 yards, and eat a hot dog all at the same time. This section will review most of the available cheats for the game. I'd like to thank:
http://www.gamewinners.com/

- for providing these extremely useful codes.
- To input these cheat codes, go to the main menu of the game. There should be a Enter Cheat button in the lower right corner. Click it, input the codes, and you should hear a tone letting you know if the code worked.

| \|Effect | Code |
| :---: | :---: |
| \| Thin players | \| TTHPCK |
| \|Fat players | \| MRSHMLLW |
| \|Short players | I SHRTGYS |
| \|Big feet | \| REALBIGFEET |
| \| Big heads | \| BCHDDE |
| \| Ball always fumbled | \| BTTRFNGRS |
| \| No fumbles | \\| STCKYBLL |
| \| Big coins during toss | I BGMNY |
| \| Big football | \| BCHBLL |
| \| Increased injuries | \| HSPTL |
| \|Eight downs available | \| DBLDWNS |
| \|Electric football mode | \| XTRVLTG |
| \| Rugby mode | \\| RGBY |
| \|Racquetball mode | \| RCQTBLL |
| ISlow-motion mode | \| FRRSTGMP |
| \| Turbo mode | \| TRBMN |
| \|Kickers never miss | \| PWRKCKR |
| \|Flubber ball | \| FLBBR |
| \|Slippery field | \| SLPNSLD |
| \|Pylons on field | \\| PWRPYLNS |
| \|Players bounce like pinballs | \| PNBLL |
| \|Players on fire | \| HSNFR |
| \|Fire stadium | \| FIRFILD |
| \|Unlock all extra teams | \| XTRTMS |
| \|Alien stadium | \| SCLLYMLDR |
| \| Landmine mode | \| PPCRNRTRNS |
| \|Opponents score set to 0 | \| RLSTN |
| \|Start game with 12 points | \| BLOWOUT or SHTOUT |

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－8）Common Questions
））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．
$\ll$ Is there any reward for completing all of the Superbowl simulations? >>

- Honestly I have no idea. A majority of those challenges seem fairly easy, although some of the outcomes are quite hard to overcome. Personally, I don't believe there's a reward for completing them all, or at least one not known yet. If you ever do find it out, send me an e-mail.
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- 9) Copyright/Distribution/Reproduction Guidelines -

This FAQ/Strategy Guide/Walkthrough is my own published work, and copyrighted by Christopher Zawada. Whatever you do, DO NOT edit this FAQ in any way. DO NOT steal anything from this FAQ. If you want to use some information in your own guide, simply ask me. If you want to place this guide on your website, either link to the GameFAQs game page, or download the file and place it on your own web server. Basically, you can post this on your website as long as its in ORIGINAL form, and not linking directly to GameFAQs. Aside from that, all proper credit is due when necessary. Also, don't even think about selling FAQs. Trying to prosper off of other people's work will get you in big time trouble (coming from an eBay seller myself).

This is a list of the current known sites that host my FAQs:

- http://www.gamefaqs.com/
- http://www.ign.com/
- https://www.neoseeker.com/
- http://www.cheatcc.com/
- http://www.cheatplanet.com/
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- 10) Proper Credit
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I'd like to thank the following people for their help in making this FAQ possible:
)) CJayC (( for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.
)) Gamewinners.com (( for providing the cheat codes for one of my lesser-liked, but still moderately enjoyed football games.
)) Movie Gallery ( ( for having this pre-rental game on sale. I think it was only a measly $\$ 4.99$, and probably not worth the wasted money. Still, a different type of football experience.
)) Acclaim (( for attempting a long-lasting football series, that simply got outdesigned by Madden.
"Some people make sacrifices to make other people happy." - Chris Zawada
"Frrrrreeeeeeeeddddooooooooooooommmmmmm!" - William Wallace, Braveheart

As always (in all of my football FAQs), I'd like to give a Shabooyah out to my Cincinnati Bengals who have had a wonderous year. Keep up the solid work, and the playoffs are only a heartbeat away.


[^0]:    + Best Passing Formation
    -> 3 WR formation - It has more designed plays for passing routes, unlike the Halfback formation which is identical (3 WR, 1 HB , 1 TE ), except it has more running plays.

[^1]:    /Manage Rosters/
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