

NFL QUARTERBACK CLUB

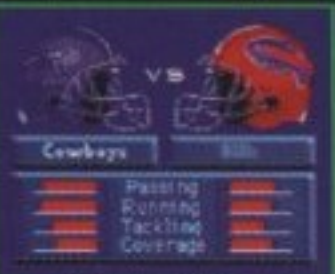
REAL FOOTBALL FOR REAL PLAYERS!



PLAYERS MOVE AND REACT JUST LIKE THE PROS



AUTHENTIC QUARTERBACK SIGNATURE PLAYS!



REALISTIC TEAM PERFORMANCE ATTRIBUTES



X AND O CONFIGURATIONS GIVE YOU THE COACH'S EDGE

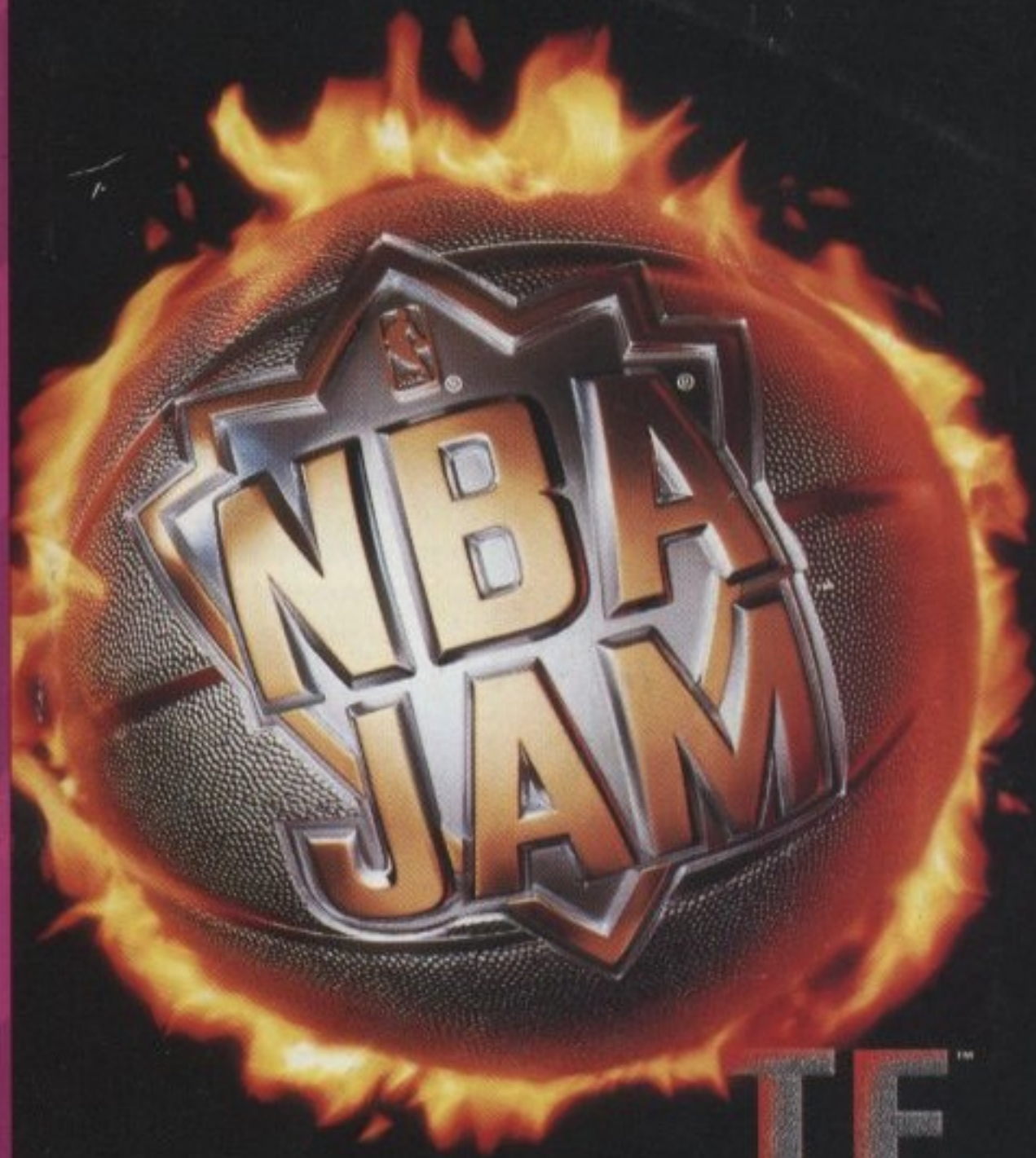
GENESIS GAME GEAR



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SEGA™

GAME GEAR



THE
TOURNAMENT EDITION



MIDWAY
Acclaim
entertainment, inc.

INSTRUCTION MANUAL
LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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JAM™
TOURNAMENT EDITION™

3

JAM™ IT HOME!

Cut loose, drive for the net, and give it all you've got! With NBA® JAM™ TOURNAMENT EDITION™, you're experiencing wham, bam hoop action like you've never seen before!

NBA® JAM™ TOURNAMENT EDITION™ lets you wham it and slam it with rim-rocking superstars like Scottie Pippen, Patrick Ewing, Dominique Wilkins, Hakeem Olajuwon, Chris Mullin and Karl Malone! They're all here: the greatest superstars of the sport that has become the greatest game on the globe!

Blast off with the Rockets and the Blazers, display some roundball Magic and Heat, fly high with the Hawks and the Hornets! All 27 NBA® teams are represented as you take to the boards!

Prepare for full-scale competition with a Jam-packed practice session! Hit the hardwood with slams and turbo-charged Jams! Take the three-point shot from the far end of the court, or Jam it home from under your opponent's net!

You think you know the game? Think again! With NBA® JAM™ TOURNAMENT EDITION™ you're entering a whole new world of rim-ramming, hard-hitting hoop excitement!

BEFORE YOU LACE UP THE SHOES

LOADING:

1. Make sure the power switch is OFF.
2. Insert the NBA® JAM™ TOURNAMENT EDITION™ Game Cartridge as described in your Sega™ Game Gear™ instruction manual.
3. Turn the power switch ON.



NOTE: NBA® JAM™ TOURNAMENT EDITION™ is a one player game only.

When the NBA® JAM™ TOURNAMENT EDITION™ title screen appears, you have three choices: **START GAME**, **PRACTICE** or set **OPTIONS**. Press **UP** or **DOWN** on the **D-BUTTON** to highlight your choice. Press the **START BUTTON** to select it.

You may choose to start play as any one of the four players on screen in positions 1, 2, 3 or 4. Use the **LEFT** or **RIGHT D-BUTTON** to highlight your choice.

PRACTICE mode, exclusive to NBA® JAM™ TOURNAMENT EDITION™, enables you to work extensively on perfecting your passing and Jamming skills before you take them into competition!

NBA® JAM™ TOURNAMENT EDITION™

Workable with one player plus a CPU teammate, PRACTICE mode allows you to set up specialty drills, to review and refine your dunks before you team up against the NBA®'s best!

OPTIONS mode, in which you can customize your NBA® JAM™ game play in a wide variety of ways! (For additional details on this mode, see CUSTOMIZE THE GAME on page 8.)

To begin playing NBA® JAM™ TOURNAMENT EDITION™, press the START BUTTON. You can choose to play as either the home or visiting team. The home team (players 3 and 4) plays right to left on screen, while the visitors (default setting, players 1 and 2) play left to right. Use the D-BUTTON and START BUTTON to choose. You will then be asked if you wish to enter your initials for record-keeping. Use the D-BUTTON and the START BUTTON to choose. If "yes" is selected, you will then be asked to enter your initials. Use the D-BUTTON to move the cursor to the desired letter, then press the 1 BUTTON to select. Then you will be asked to enter a password in the same manner. If you are playing for the first time, or do not wish to enter a password with your initials, select "EX" (exit) on the password screen. NBA® JAM™ TOURNAMENT EDITION™'s record-keeping feature stores each player's record, ranking, winning percentage, and more! After each game, you will be given a new

password updating your record. Although the password is given after each game, your Sega™ Game Gear™ will automatically keep track of your record as long as it remains ON, allowing you to play without having to write down and re-enter the password after each game. Your password will work not only on your Sega™ Game Gear™, but on your friends' machines, too, enabling you to bring your record wherever you play!

You will then be asked to choose your NBA® team. Use the D-BUTTON to highlight the team you want. Each team is comprised of two players selected



from a roster of three or more NBA® teammates. In addition to the 27 NBA® teams, NBA® JAM™ TOURNAMENT EDITION™ features a rookie team made up entirely of NBA® newcomers. Rookie team games do NOT count towards a season. Notice that for every player featured in NBA® JAM™ TOURNAMENT EDITION™, a field of statistical ability rankings appears at the bottom of the screen below the player's portrait. These figures rate each player on a scale of 0 to 9 in eight important playing categories.



ATTRIBUTES RATED ARE:

Speed: How peppy the player is.

3 Pt: Rates how well the player hits the hoop from "downtown".

Dunk: A ranking of what kind of Jammer the player is.

Pass: How accurate a player's passing game is.

Power: The power of a player is important in terms of both his strength and his ability to withstand injury.

Steal: Rates a player's ability to strip the ball from opponents.

Block: How good is this player at rejecting and deflecting attempted shots? The block rating tells no lie!

Clutch: Tells you whether this player comes through when you need him most, or if El Foldo is more his style.

Once you've highlighted your team, use the 1 or 2 **BUTTON** to scroll through the available players on that team, then press the **START BUTTON** to lock in your choice.

CUSTOMIZE THE GAME

The options screen provides you with a wide variety of ways to affect game play:

TIMER SPEED: The speed of the clock may be set from 1 (very slow) to 5 (very fast).

DRONE DIFFICULTY: The competitive intelligence of your computer controlled opponents may be set from 1 (not so smart) to 5 (very smart).

TAG MODE: **NBA® JAM™ TOURNAMENT EDITION™** allows you to select how you wish to control your teammate. **OFF** is the default. As in the arcade version, you control one player the entire game, and the computer controls your teammate. **ON** enables you to control both the ball-handling and the movement of whichever player on your team has the ball. In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

COMPUTER ASSISTANCE: Set on or off. When on, this option will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn off to give both teams a "fair shake".



NBA JAM™ TOURNAMENT EDITION™

CONTROLLER CONFIGURATION:

This mode offers you six different ways of setting up the buttons on your controller for various pass, shoot, and turbo options.

SPECIAL FEATURES allows you to make additional adjustments to six game features:

1. TOURNAMENT MODE. When on, this disallows all power-ups, cheats, and turns computer assistance off. Notice that when Tournament Mode is on, all other options in the special features menu are not available, and that Computer Assistance is automatically turned off on the regular options screen.

2. SHOT CLOCK. May be adjusted from 5 seconds to 24 seconds.

3. OVERTIME. May be adjusted from 1 minute to 3 minutes.

4. HOT SPOTS. When on, will create visible hot spots with different point values. Shoot or Jam from

a hot spot and score bonus points!

When your player lands on one, you'll hear a sound and the color of the spot will change.

5. POWER-UP ICONS. These will enable a player to instantaneously (and temporarily) increase his dunking ability, cause a player to remain

temporarily "on fire," increase his ability to intercept a pass... and more! Available to be picked up by a human player or the CPU, they appear on screen at random intervals. Here's a directory of available icons you'll find in **NBA® JAM™ TOURNAMENT EDITION™**:



[3] Increases a player's ability to make the three-point outside shot!



[D] Allows players to perform Monster Jams from anywhere on the court.



[S] Increases a player's overall speed!



[P] Increases a player's power.



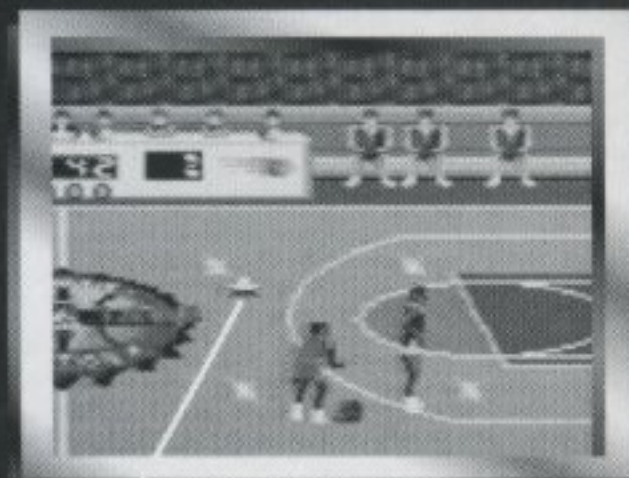
[T] Temporarily gives a player unlimited turbo!



[F] Causes a player to catch fire increasing his ability to sink those incredible slams!



[B] The Bomb flattens everyone on the court except the player who collects it.



HOT SPOT



6. JUICE MODE. Talk about high-speed slamming! Turning up the juice increases all players' overall speed by a factor of 1 to 4. Try hitting turbo when your player's been juiced up to a factor of four! Awesome!

NOTE: Hot Spot or Power-Up Icon games will **NOT** count toward your season record.



Once you've made whatever options changes you wish to make, press the **START BUTTON** to lock in those options.

After the first and third quarters, the computer will provide coaching tips

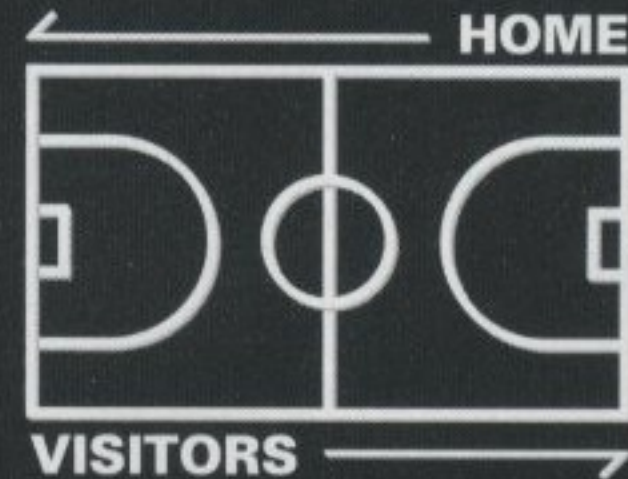
to help you improve your game!

After the second quarter, the computer will review the players' statistics for the first half.

TIME TO HIT THE BOARDS!

An NBA® Jam™ Session game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team

two), and to the visiting team (team one) starting the third regardless of who wins the initial tip or who possesses the ball when the previous quarter ended. The home team defends the basket at the right side of the screen and scores against the visiting team's basket at the left side of the screen.



The object of the game is to have outscored your opponents when the final buzzer sounds. A basket counts for two points when it is shot from inside the three-point line, and three points when shot from behind it.



THREE-POINT LINE

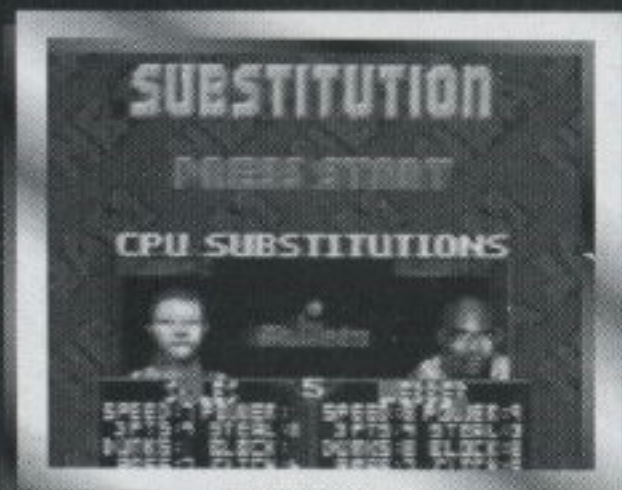
A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.

If a player scores three baskets in a row, he is "on fire!" During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be "on fire" at a time. Being "on fire" lasts for four baskets by the "on fire" player or until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. The ball glows when the player on fire holds it and smokes when he shoots it!

SUBSTITUTIONS

After the 1st, 2nd and 3rd quarters, NBA® JAM™ TOURNAMENT EDITION™ allows you to make player substitutions from your team roster. Change the player combination by pressing the 1 or 2 BUTTON. When you see

the two players on screen you want in the game, press the START BUTTON to begin the next quarter. [NOTE: When a player completes a season by defeating all 27



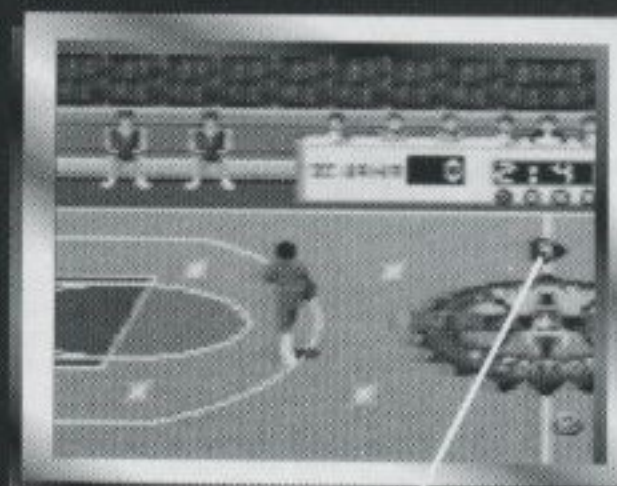
NBA® teams, expanded rosters become available for some teams.]

Injury: A progressive assessment of a player's health, this ranking will increase as a player sustains increased injury throughout a game. An injured player will suffer degraded play in all attribute areas, so you may wish to substitute a healthy player for an injured one. Sitting a player out for a quarter will completely restore his health.

JAM™ CONTROLS

D-BUTTON: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number, the height showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

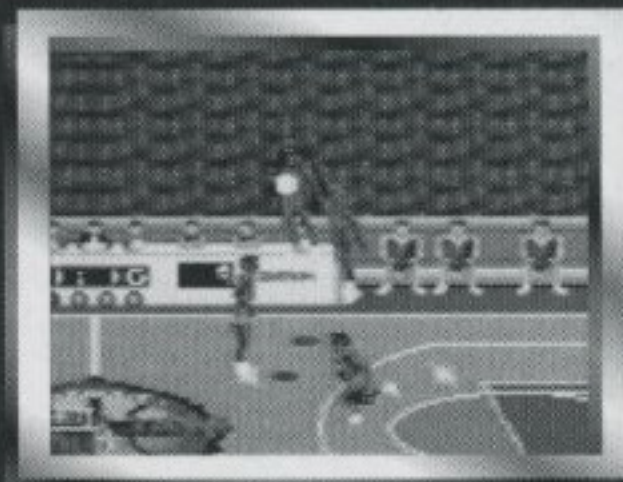
SHOOT/BLOCK: [Screen Shot] When your team has the ball, the SHOOT button will cause you or your computer teammate to shoot for the basket.



OFF-SCREEN INDICATOR ARROW

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Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping SHOOT quickly several times executes a head-fake which may trick the defense, but it stops your dribble so you must either pass or shoot the ball before you can move!



When your team does not have the ball, SHOOT/BLOCK causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you! Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.

PASS/STEAL: When your team has the ball, the pass button will cause you or your computer teammate to pass the

ball to his teammate. But a passed ball is easily intercepted by a defender so look before you pass!

When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

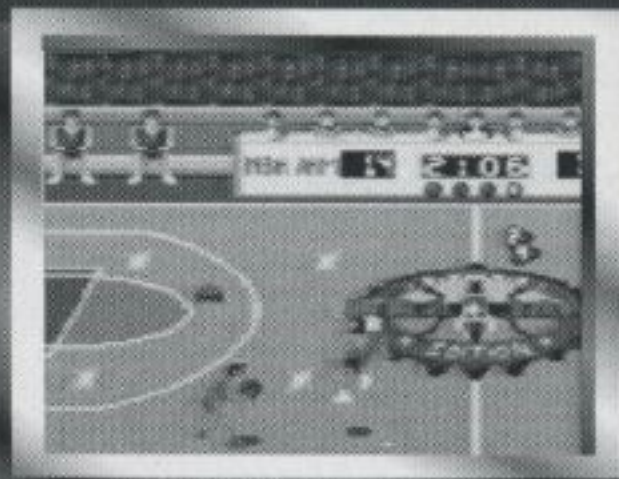


TURBO: TURBO causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter at the top of the screen. As you use it, the meter runs down, but when you release TURBO, it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!

TM
NBA JAM™
TOURNAMENT EDITION™



Tapping
TURBO several times quickly causes your player to grab and protect the ball, a move which can often knock defenders away and give you a clean shot at the basket.



TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you or your computer teammate to go for the Jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players dunking ability and position. Your player will only Jam if he is moving, however, so be sure to drive towards the hole if you want to slam!



When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping much higher than he ordinarily would!

TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a faster and safer pass than the PASS button by itself. Often these will take the forms of behind-the-back, or bounce passes.

When your player doesn't have the ball, pressing these buttons together makes your player maneuver his way through.



He may clear a player out of the way. Be careful, because you can clear your own player, too. Defensively this is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy Jams!" Offensively this is a good way to clear an area so a teammate has a clear shot at the basket.

START: START pauses or resumes a game.

On the following pages are offensive and defensive charts for quick and easy reference.

OFFENSIVE CONTROLS

When player has possession of the ball (default settings are in parentheses)

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (1- BUTTON)	Head Fake	Jump Shot	Dunk
PASS/ STEAL (2- BUTTON)	Pass	Super- pass	
TURBO (START BUTTON)	Protect Ball	Run Faster	

DEFENSIVE CONTROLS

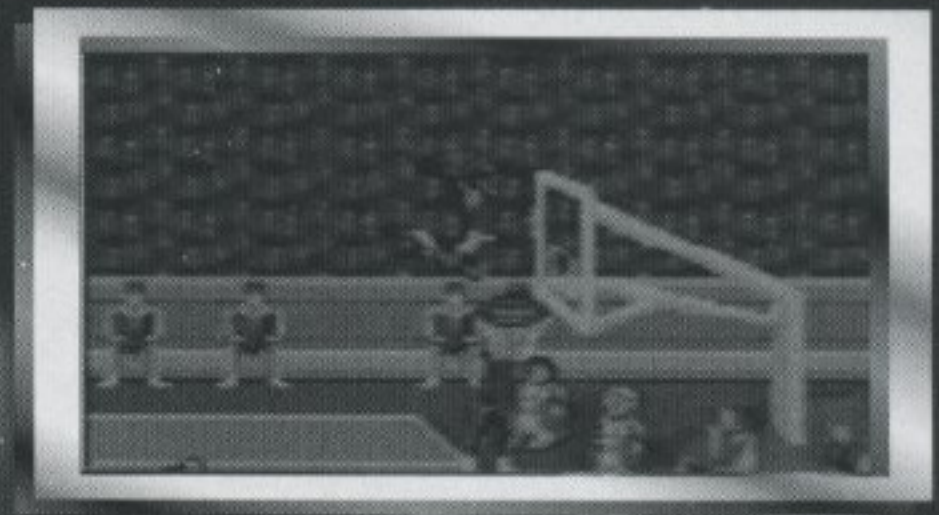
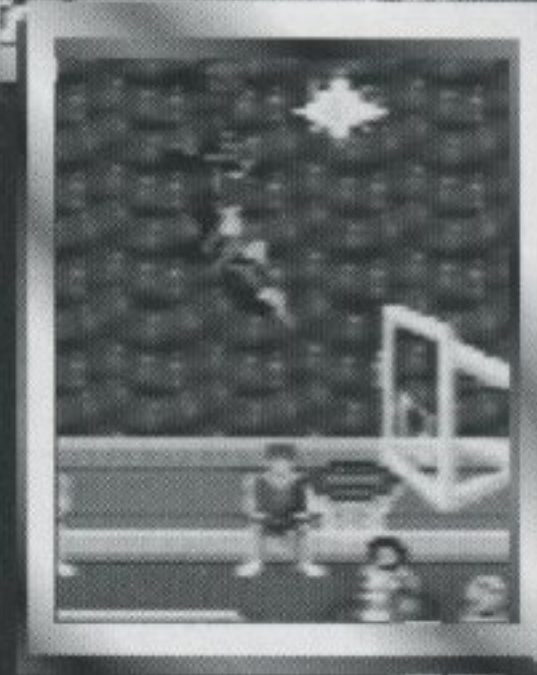
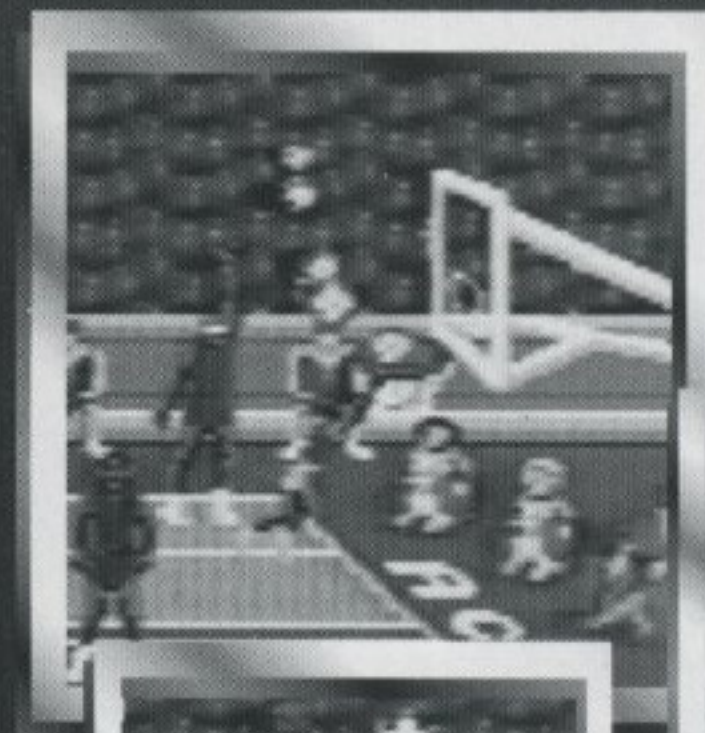
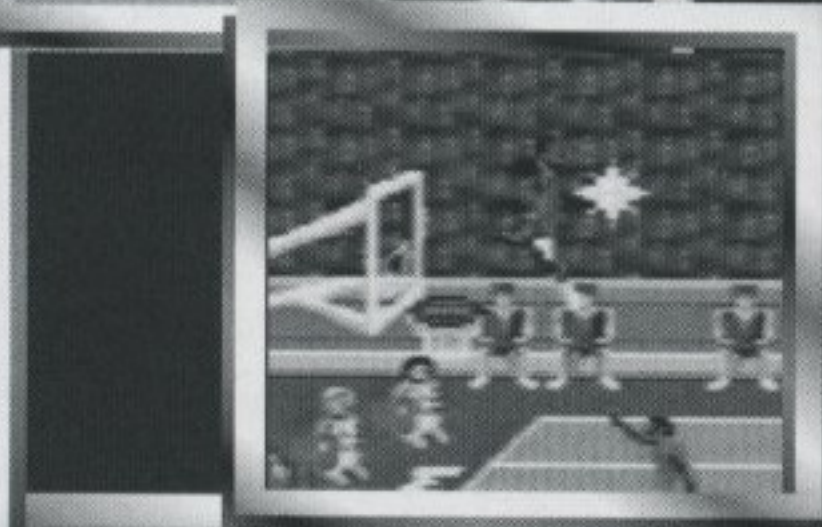
When player does not have possession of the ball (default settings are in parentheses)

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK (1- BUTTON)	Block	Block	Super- block
PASS/ STEAL (2- BUTTON)	Steal	Steal	Clear
TURBO (START BUTTON)		Run Faster	

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WHAM IT, SLAM IT, JAM™ IT!

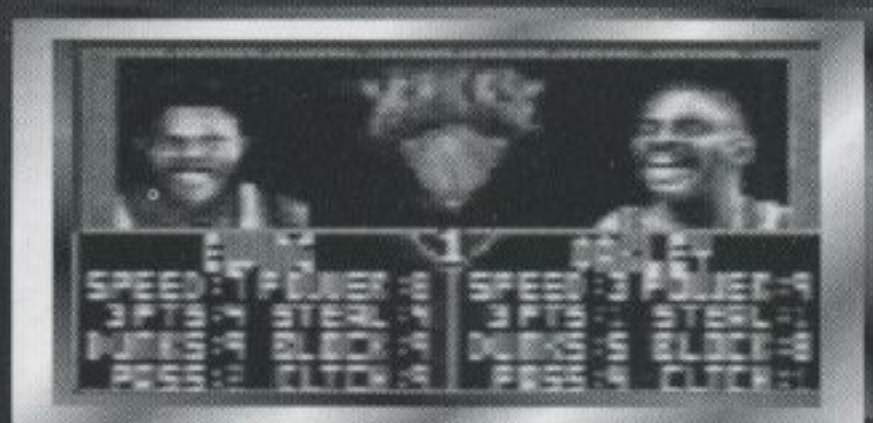
Practice your turbo-charged Jam™ming and slamming and see if you can duplicate some of these breathtaking moves!



WILSON
WILSON
TOURNAMENT EDITION™

PLAYER ATTRIBUTES

NBA® JAM™ TOURNAMENT EDITION™ includes all the greatest superstars of all 27 NBA® teams, each ranked on a scale of 0 to 9 in eight important categories of ability!



EASTERN CONFERENCE
CENTRAL DIVISION

1		113	
SPEED	POWER	SPEED	POWER
3PTS	STEAL	3PTS	STEAL
REBOUNDS	BLOCK	REBOUNDS	BLOCK
ASSISTS	CLUTCH	ASSISTS	CLUTCH

1		113	
SPEED	POWER	SPEED	POWER
3PTS	STEAL	3PTS	STEAL
REBOUNDS	BLOCK	REBOUNDS	BLOCK
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SPEED	POWER	SPEED	POWER
3PTS	STEAL	3PTS	STEAL
REBOUNDS	BLOCK	REBOUNDS	BLOCK
ASSISTS	CLUTCH	ASSISTS	CLUTCH

1		113	
SPEED	POWER	SPEED	POWER
3PTS	STEAL	3PTS	STEAL
REBOUNDS	BLOCK	REBOUNDS	BLOCK
ASSISTS	CLUTCH	ASSISTS	CLUTCH

1		113	
SPEED	POWER	SPEED	POWER
3PTS	STEAL	3PTS	STEAL
REBOUNDS	BLOCK	REBOUNDS	BLOCK
ASSISTS	CLUTCH	ASSISTS	CLUTCH

1		113	
SPEED	POWER	SPEED	POWER
3PTS	STEAL	3PTS	STEAL
REBOUNDS	BLOCK	REBOUNDS	BLOCK
ASSISTS	CLUTCH	ASSISTS	CLUTCH

WESTERN CONFERENCE
MIDWEST DIVISION

1

SPEED		POWER	
3PTS	STEAL	3PTS	STEAL
DUNKS	BLOCK	DUNKS	BLOCK
PRSS	CLTC	PRSS	CLTC

1

SPEED		POWER	
3PTS	STEAL	3PTS	STEAL
DUNKS	BLOCK	DUNKS	BLOCK
PRSS	CLTC	PRSS	CLTC

1

SPEED		POWER	
3PTS	STEAL	3PTS	STEAL
DUNKS	BLOCK	DUNKS	BLOCK
PRSS	CLTC	PRSS	CLTC

1

SPEED		POWER	
3PTS	STEAL	3PTS	STEAL
DUNKS	BLOCK	DUNKS	BLOCK
PRSS	CLTC	PRSS	CLTC

5

SPEED		POWER	
3PTS	STEAL	3PTS	STEAL
DUNKS	BLOCK	DUNKS	BLOCK
PRSS	CLTC	PRSS	CLTC

1

SPEED		POWER	
3PTS	STEAL	3PTS	STEAL
DUNKS	BLOCK	DUNKS	BLOCK
PRSS	CLTC	PRSS	CLTC

WESTERN CONFERENCE
PACIFIC DIVISION

SPEED		POWER	
3PTS	STEAL	3PTS	POWER
DUNKS	BLOCK	DUNKS	STEAL
REBOUNDS	CLUTCH	REBOUNDS	BLOCK
ASSISTS		ASSISTS	CLUTCH

SPEED		POWER	
3PTS	STEAL	3PTS	POWER
DUNKS	BLOCK	DUNKS	STEAL
REBOUNDS	CLUTCH	REBOUNDS	BLOCK
ASSISTS		ASSISTS	CLUTCH

SPEED		POWER	
3PTS	STEAL	3PTS	POWER
DUNKS	BLOCK	DUNKS	STEAL
REBOUNDS	CLUTCH	REBOUNDS	BLOCK
ASSISTS		ASSISTS	CLUTCH

SPEED		POWER	
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SPEED		POWER	
3PTS	STEAL	3PTS	POWER
DUNKS	BLOCK	DUNKS	STEAL
REBOUNDS	CLUTCH	REBOUNDS	BLOCK
ASSISTS		ASSISTS	CLUTCH



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