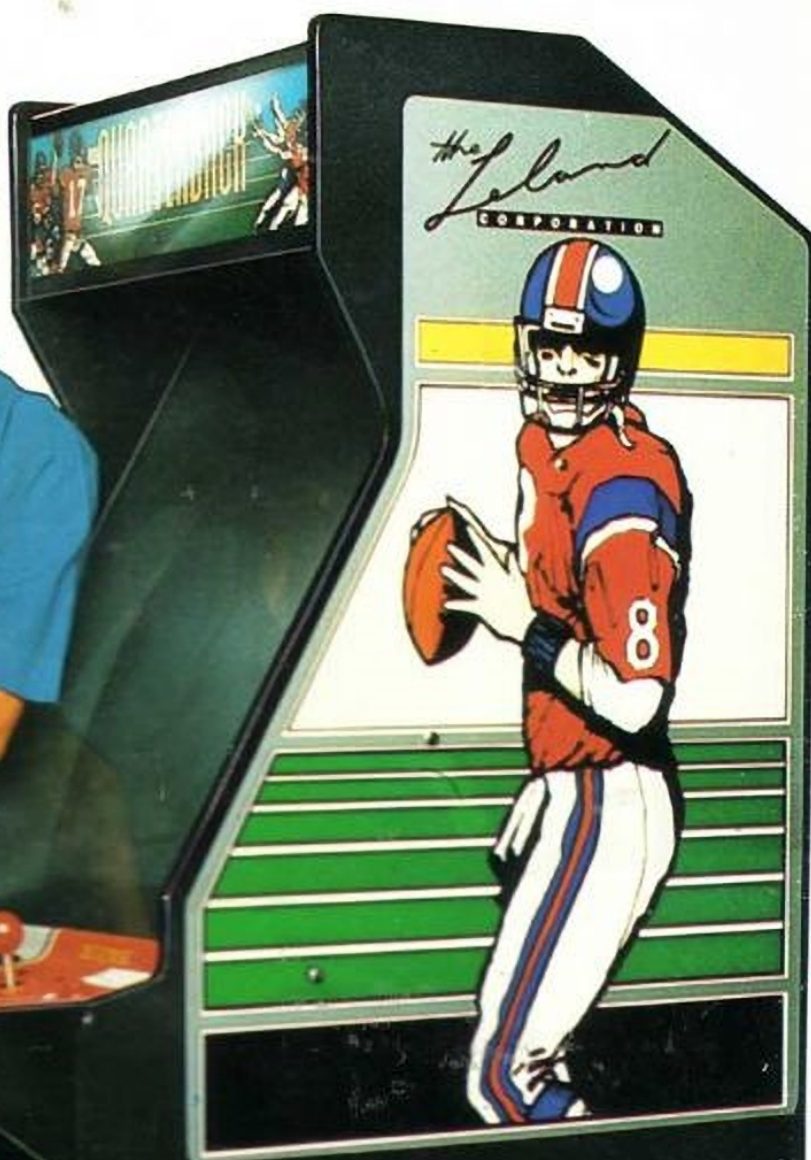
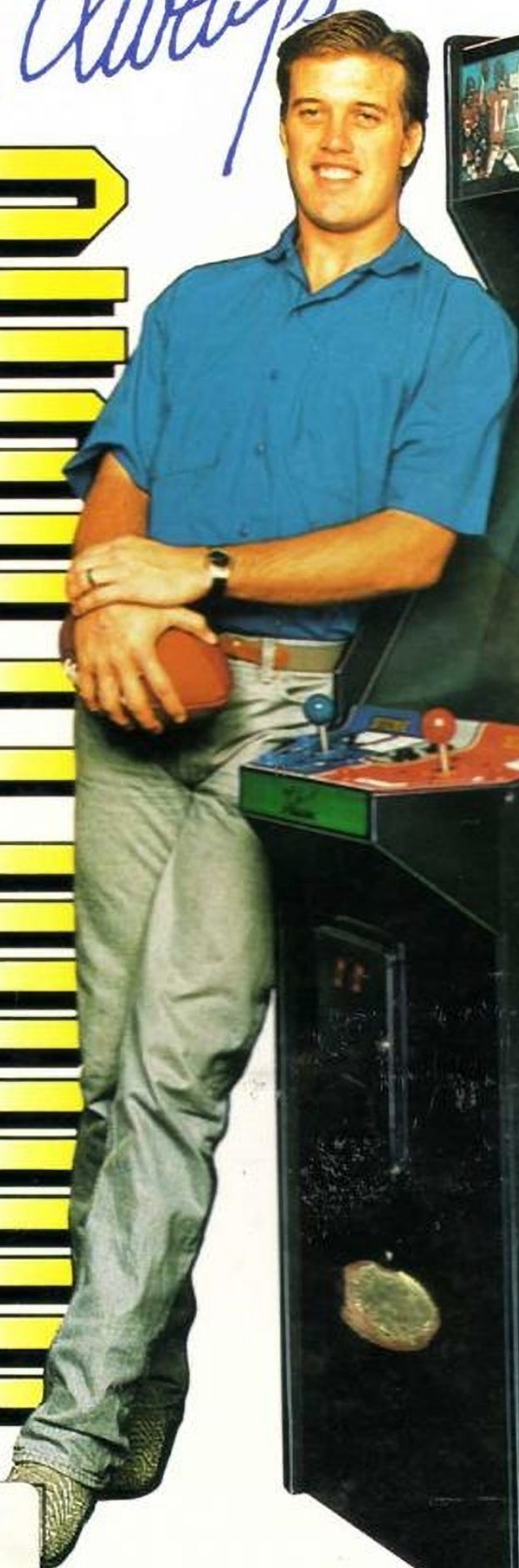
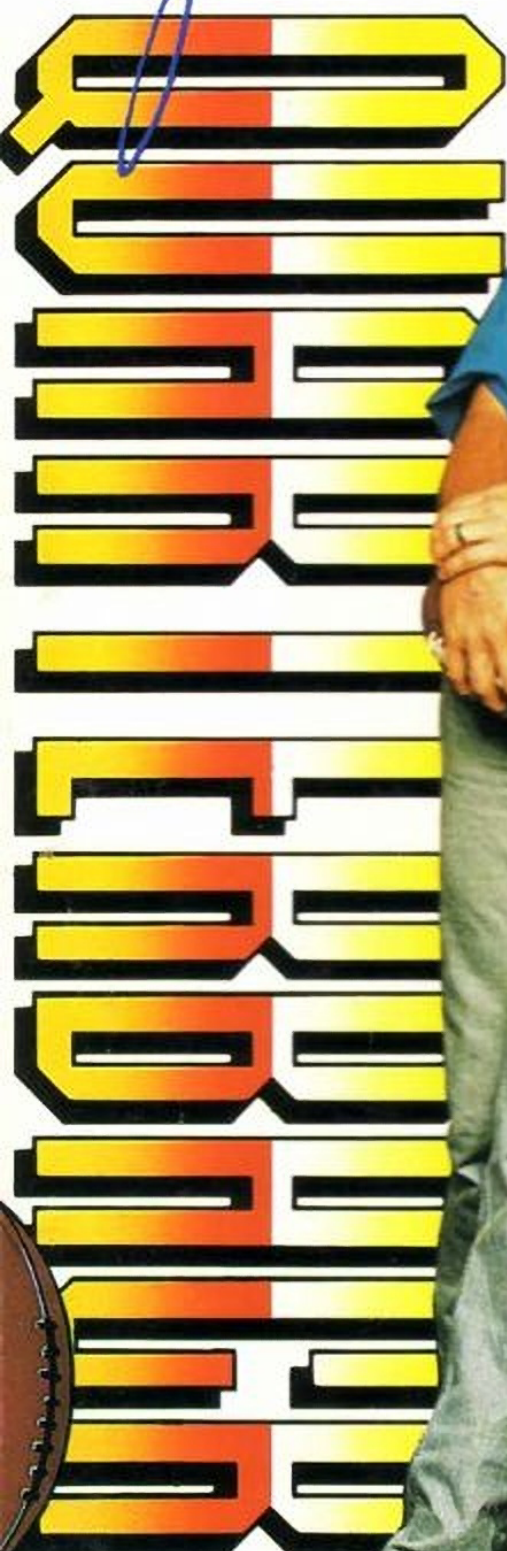


John Elway's

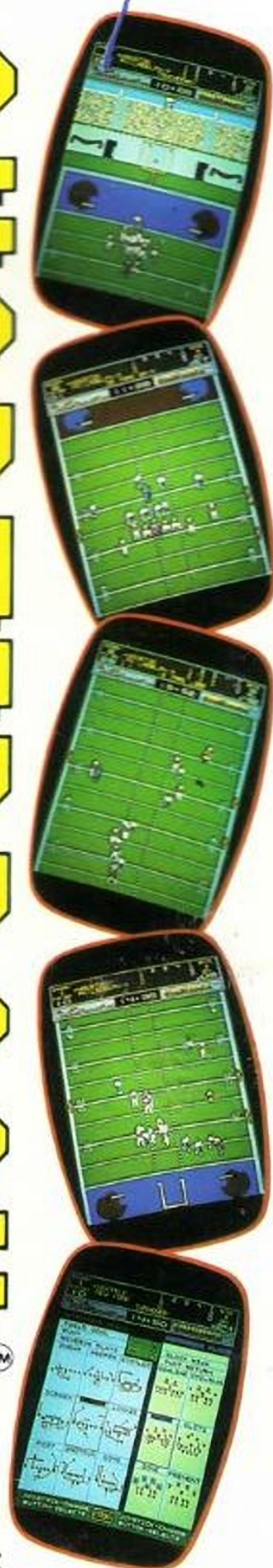


*You can tell a lot
about a game by
the people who
play it.*

PROGRAMMED FOR:
Commodore 64/128 computers
Joystick required (2 joysticks for
2 players)
5 1/4" disk version



John Elway's



FOOTBALL THE WAY IT WAS MEANT TO BE PLAYED.

Third and ten on your own 30 yard line. Forty-three seconds left on the clock and you're down by two points. Suddenly the end zone seems to be a hundred miles away. If you're going to be a hero, now's the time. You call the play:

"Yellow-nineteen! Yellow-nineteen! Hut! Hut!! HUT!!!" The ball is snapped. There's a crunch of armor on the front line and you drop back. You look for a receiver but the blitz is on in a power sweep from the left! Roll to the right - you keep dancing, you look for an opening but your blockers are starting to crumble. Keep pedalling back... you're in trouble now, you're too deep. But wait! You spot an open man down field! You cock back, ready to fire, when suddenly an ugly-looking guard is all over you. Do you try and throw? Or duck and run!

Football action so real you can almost feel the pigskin in your hands. Designed under the watchful eyes of the game's premier quarterback - **John Elway** - this faithful computer version of the #1 arcade winner brings all the strategy and ground pounding excitement of the world's greatest sport right to your computer screen, one or two players! Play big league football the way it was meant to be played... with **QUARTERBACK!**

John Elway



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QUARTERBACK - COMMODORE 64/128



PUBLISHED BY MASTERTRONIC INTERNATIONAL

Screen shots taken from the Arcade version.
DESIGNED BY WORDS & PICTURES, LONDON