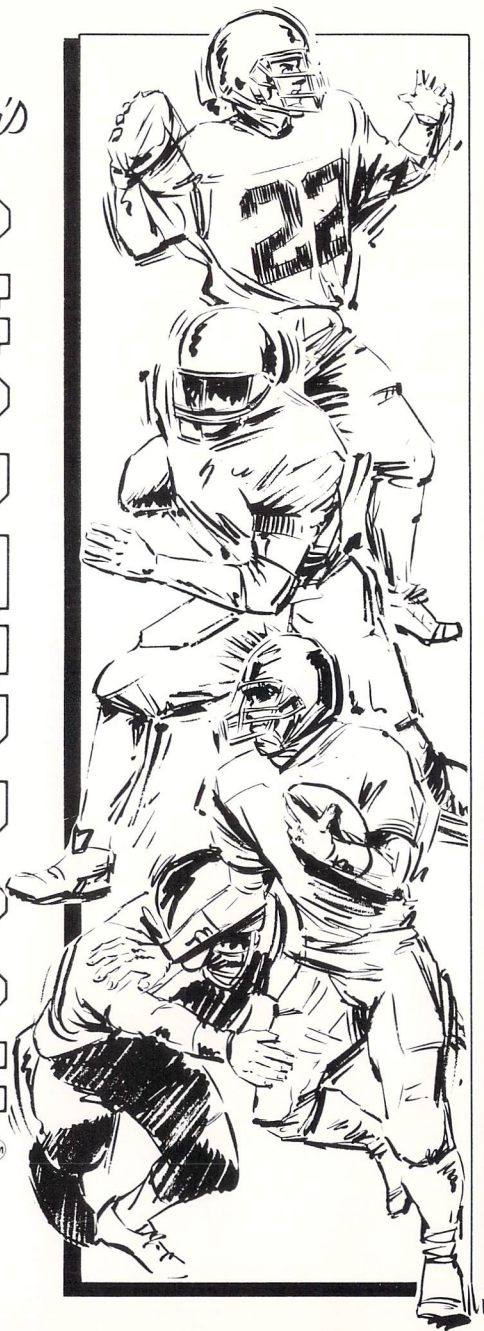


PLAYER'S MANUAL



John Elway's

QUARTERBACK



TM



ABOUT JOHN ELWAY'S QUARTERBACK

Quarterback, by Melbourne House, is a direct translation of the arcade favorite of the same name. PC versions of Quarterback display all players in sharp, true-to-life graphics of arcade quality. YOU are the Quarterback (not just an armchair coach!) You call the plays, and you run the patterns. Not only your strategy but also your playing skills are challenged!

To dive into Quarterback, check the computer-specific reference card also included in the Quarterback package. The card includes Loading Instructions and an overview of the Control Keys. Then, if you know little or nothing about football, read the section "About Football" in the next few pages. If you know all about football, you can skip ahead to briefly read the "How to Play" section.

To acquire a wider range of playing skills and strategies over time, study the Offensive and Defensive plays diagrammed and discussed in the rear portion of this manual. Experiment with different plays, noticing how the strategy and play of your opponent affects the relative success of your own.

Remember though, that all work and no play is a drag. Don't spend all your time analyzing – you bought this game to have FUN! So get out there and PLAY!

ABOUT FOOTBALL

Note: "About Football" is for players who know little or nothing about football. If you've ever played, even in the vacant lot down the street when you were a kid, you don't need to read this. Even if you've only watched football, the information is probably already known to you. You can skip ahead to "How to play."

Object Of The Game

The object of the game is to move the ball down the field and eventually carry it across the Goal Line into the opposing team's End Zone. The team is awarded points for each time it is



able to accomplish this (there are other ways of earning points which will be discussed, but this is the principle one). The team with the most points at the end of a game wins.

The Team

A football team is normally made up of eleven players. The positions and duties of these players are different, depending on whether the team is playing Offense (the team that has control of the ball) or Defense. In college and league games, usually a different group of eleven plays Defense from the group that plays Offense (teams may have as many as 45 men to choose from).

OFFENSIVE PLAYERS

The Quarterback calls the Offensive plays, receives the ball from the Center on command (the Snap), is the primary passer and ball handler, and sometimes also runs the ball.

On the Offensive Front Line, there is the Center, who "Snaps" the ball to the Quarterback to put it into play, then blocks against the rushing Defensive Lineman. He is flanked by two Guards and two Tackles. These five make up the interior Front Line. None are ever eligible to receive a pass from any Offensive player (when their team is the Offense).

The Tight End, although stationed next to one of the Tackles and part of the Front Line (one of his responsibilities is to block), is eligible to receive a pass. Because only one side of the Offensive Line has a Tight End, this side is referred to as the Strongside, and the side without the Tight End is referred to as the Weakside.

Two Wide Receivers are stationed several yards away from the interior Linemen, either right on the Front Line or slightly back from it. These are usually the team's fastest pass receivers.

In the Backfield are the Fullback and Halfback (sometimes designated together as Running Backs). These are both expected to be good blockers (they often are the ones protecting the ball carrier on a run), as well as receivers, and



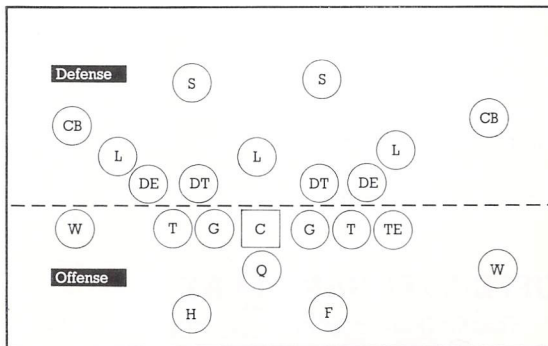
runners. In addition, the Halfback sometimes throws passes after a Handoff from the Quarterback.

DEFENSIVE PLAYERS

The Defensive Front Line is made up of two Tackles in between two Ends. Their job is to stop a running attack and rush a passer.

Directly behind the Front Line are three Linebackers. They defend against running plays, drop back to defend against passes, or bolster the front line in heavy rushing plays such as Blitzes (more about the Blitz in the "Strategy" section).

In the Backfield are two Safeties and two Cornerbacks. Their jobs are to tackle any runners who get past the Linebackers, and cover Receivers going out for passes (to either intercept the passes or tackle Receivers after they have gained possession of the ball). They also help rush in a Blitz play.



Legend:

Offense -

C : Center
G : Guard
T : Tackle
TE : Tight End
W : Wide Receiver
Q : Quarterback
H : Halfback
F : Fullback

Defense -

DT : Def. Tackle
DE : Def. End
L : Linebacker
CB : Cornerback
S : Safety

THE GAME

At the beginning of a game, the team captains flip a coin to decide who will kick off and who will receive.

The kickoff is taken from the 35-yard line of the kicking team. The ball must travel at least 10 yards to be a legal kick. The kicker's objective is to kick the ball as far as he can, so the opposition will gain possession of the ball as deep in their own half of the playing field as possible. The first Line of Scrimmage (starting point) is determined by:

- a) where the ball goes out of bounds (if outside of the Receivers' 35-yard line), or,
- b) on the Receivers' 35-yard line (if the ball goes out of bounds between the Receivers' 35-yard line and Goal Line), or,
- c) where the ball carrier is tackled (if someone picks it up and begins running it back) or,
- d) on the Receivers' 20-yard line (if the ball travels, without anyone touching it, all the way into the receiving team's End Zone, or if a Receiver catches the ball in the End Zone and touches his knee to the ground) – this is called a Touchback.

After the ball is "downed," a strategic battle begins. The Offense (team with control of the ball at that time) is allowed four attempts, called Downs, to move the ball at least ten yards forward. The Quarterback directs these efforts by designating individual running and passing Plays.

OFFENSIVE GAME PLAY

When the Quarterback calls a play for the Offense, he is directing the men on his team to run a "pattern," a predetermined series of moves. Usually the interior Linemen will block in some fashion, and one or more of the eligible receivers will run down the field in order to be ready to receive a pass. The Quarterback will then either run with the ball toward the Goal Line, or give the ball (via a handoff or a



short or long pass) to someone else to carry, according to the Play determined in the Huddle a few seconds before.

During the Play, many things may happen. The Play may go as scheduled, and the Offense gain some yardage toward the Goal (or even make it all the way to the Goal for a Touchdown). Or, the Quarterback or other ball carrier may be sacked (tackled) behind the Line of Scrimmage, for an actual loss of yardage (at which point the Offense now has to make up the distance in addition to the original ten-yard target). Or a pass may be incomplete (no one catches it before it touches the ground), for no yardage gain.

But worse yet, a pass may be Intercepted by a Defensive player, at which point the control of the ball changes hands and the Defense becomes the Offense. Or the ball can be fumbled (dropped) by the ball carrier, and picked up by a Defensive player, which also changes possession of the ball (the ball can also be fumbled and recovered by a member of the same team, in which case that team retains possession).

When the Offense is successful in moving the ball at least ten (net) yards in four downs or less, a new first down is declared and the Offense has a new target of ten yards from the current Line of Scrimmage.

When the Offense fails to move the ball to the ten-yard target in four downs, the other team gains control of the ball at the current Line of Scrimmage, and the Offense becomes the Defense.

When, after three Downs, the Offense has more than a couple of yards to go, or feels itself unlikely to be able to reach the target, the Quarterback frequently designates a Punt (kick) instead of a running or passing play. Although a Punt still gives possession of the ball to the other team, it has the advantage of moving them much further down the field from their Goal, so they have further to go than if they took control around the present Line of Scrimmage.



DEFENSIVE GAME PLAY

While the Offense is trying to move the ball down the field toward the appropriate Goal, the Defensive team is doing its best to prevent it. Even more, the Defense would like to push the Offense back farther from their Goal, or better yet (but more rare), gain possession of the ball through a fumble or interception.

The person who calls the play on the Defensive team is the Middle Linebacker.

SCORING

There are several different ways to score in Football. There is the Touchdown, which is accomplished by a player carrying the ball into the opposition's End Zone. This can be accomplished by any player on the field. For instance, a Defensive Tackle, who would be ineligible to receive the ball if his team were playing Offense, can intercept a pass meant for an Offensive receiver and run with the ball all the way down to the opposite End Zone. A Touchdown awards six points to the team that accomplishes it.

After every Touchdown, the team has the opportunity to make the "Extra Point." The ball is snapped from the 2-yard line to about the 10-yard line, where a Kicker attempts to kick the ball through the Goal Posts and over the crossbar, for one point. The Extra Point looks identical in execution to the Field Goal, described next.

A Field Goal (kicking the ball through the Goal Posts) attempt may be made by the Offense at any time in the game, from anywhere on the playing field. It is frequently performed in place of a Punt on the fourth down, if the Offense is within 35 yards of the Goal. Sometimes it may be possible to successfully kick a Field Goal from as far as the 50-yard line (making a kick of 67 yards, including the ten yards in the End Zone and the seven or so yards the kicker usually stands back from the Line of Scrimmage). Longer Field Goals are beyond the capacity of even most professional Kickers. A team is

awarded three points for a completed Field Goal.

Although it does not happen often, a team may score two points for a Safety when it is able to tackle an Offensive ball carrier inside his own End Zone.

BEYOND UNDERSTANDING

Although understanding how the real-life game of Football is played is useful in playing Quarterback, there are some minor, necessary differences in the way the arcade game is played. Read the "How to Play Quarterback" section on the next few pages to understand the differences.

When you play Quarterback, don't be frustrated if you keep getting tackled all the time, or if you can't throw a pass to save your life. Even John Elway didn't spring to greatness overnight (in real life or when he started playing Quarterback). Just keep working on your reflexes, and gradually introduce your own strategy (read further for strategy and play patterns), and someday you too may be a great Quarterback.



HOW TO PLAY QUARTERBACK

Loading Instructions

Follow the loading instructions listed on the Reference Card to load Quarterback onto your computer.

The Locker Room

The Quarterback game is set up to keep a record of all your individual Passing and Rushing statistics. To enable it to do this, the program requires that you input your initials and date of birth.

The computer then will ask you to select the city of the team you want to represent. If you are playing in the two-player mode, it will also allow your opponent to choose a team. If you are playing against the computer, it will select its own team.

You may note that the teams each have only nine players, as compared to the usual eleven. Because Quarterback is an EXACT translation of the coin-op favorite, and that game is played with nine players, the home computer version is also. (The computations necessary for each INTELLIGENT computer-controlled animated figure increase exponentially with each one added, slowing down the computer response. A game with 22 players on the screen at one time was not considered to have acceptable quality of play value.)

Overview

Quarterback is played the same as a real-life football game. After the kickoff, the Offensive team has four downs in which to move the ball ten yards toward the Defenders' Goal Line. If not, the ball reverts to the other team and the Defenders become the Offensive team, which in turn has four downs to move the ball ten yards toward their own Goal.

The Play-Select (Huddle)

For each play (after the kickoff), you have the opportunity to select what you want to do. Your choices are listed schematically on the play-select screen. If you are the Offense, you have nine diagrammed plays (which can be run as they are pictured, or reversed), plus a field goal or a punt to choose



from. If you are the Defense, you have six diagrammed plays, plus returning a punt or blocking a kick to choose from.

In football, it is illegal to hold up the game too long in the Huddle. You will be penalized if you take too long. Quarterback solves this problem by simply stopping the clock after 30 seconds.

The Play

When you are the Offensive team, you control the person with the ball (at least, after the Center snaps the ball). That means that when the ball first goes into play, you are the Quarterback. If you pass the ball and a Receiver catches it, you then become that receiver (who is then the ball carrier).

When you are the Defensive team, you control the Middle Linebacker during almost all plays. The exception to this is if one of your team members other than the Middle Linebacker intercepts a pass. Instantly, you become that player and control his movements. Of course, the moment you are downed, since your interception has given you control of the ball, you become the Offensive Quarterback.

You can tell which player on your team that you control because the pants on his uniform are the same color as his jersey. (On the other team, the same rule applies, whether the computer or another player is opposing you.)

Remember that you are in command. Even after you have designated the play and the ball has been snapped, you can still junk the play and improvise. For instance, if you have called a passing play and you can't find a man free, you may choose to run the ball yourself. Or vice-versa: if you have called a running play, you may still pass the ball. You can deviate from the specified play any way you wish.

Sometimes improvisations can be successful. The other team may be defending quite well against the set play, but leave a space wide open for you to deviate quite profitably. However, the weakness in changing the play without telling your teammates is that they will be following the old play and not supporting you on your course. If you called a running play, your decoy receivers might not be trying very hard to get clear



for a pass. And if you called a passing play, you may not have the right kind of blocking support for a run.

The decision, as in real life, is yours.

Refer to your reference card for controls of available types of movement, which include running, passing, kicking, leaping and tackling.

Differences

The Quarterback game basically looks and feels like football. There are, however, some differences.

Number of Players

As stated earlier, each of the teams in Quarterback has only nine players, as compared to the usual eleven.

As in football, quite a few positions carry multiple responsibilities of blocking and running, depending on the play selected. For that reason, it is not always easy to determine which of the eleven positions are "missing" from Quarterback's nine-man teams. In general, there is one Backfielder and one Lineman "missing" from each team.

Eligibility

Normally in Football, there are only a limited number of Offensive players who are eligible to receive a pass. The Center, Guards, and Tackles are almost never eligible. The Ends are eligible to receive. And of course, all the players in the Backfield can receive a pass.

In Quarterback, the Center, Guards and one of the Tackles are ineligible, just as they are in real football. However because of the reduced team size, Quarterback designers made the other Tackle eligible to receive a pass. You can tell which one is eligible in each play by the different stance he will take from the other interior Linemen.

Penalties

Penalties are not allowed in Quarterback. This may sound rather redundant, but in fact, it is not possible to incur a Penalty when playing Quarterback. The reason for this is simple. Movement of sixteen out of eighteen players is predetermined

by the play selected by each player (if you play against the computer, it selects the play). The other two players are intelligently guided by either yourself and a friend or yourself and a computer. The computer will not commit an error that would result in a penalty, and it will not let players commit an error either.

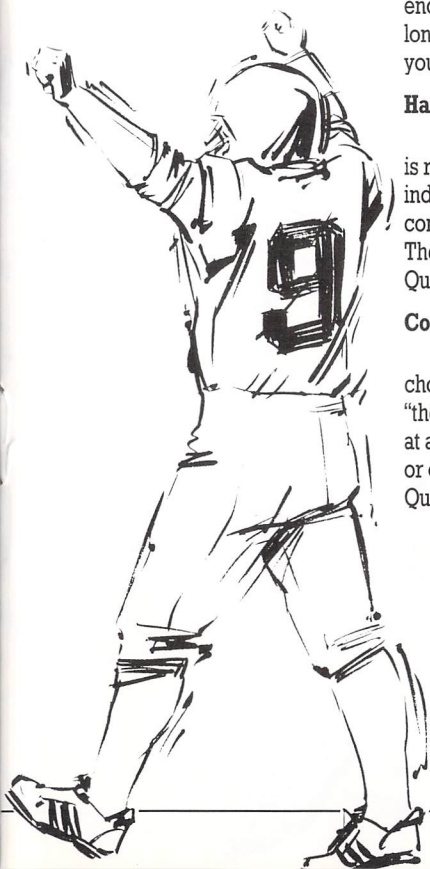
You may not pass the ball forward (or laterally, for that matter) once you are beyond the Line of Scrimmage. You may not cross the Line of Scrimmage before the ball is in play. You may not tackle another player after the whistle sounds, ending the play. You may not delay the game by taking too long in the huddle. And so on. The computer simply will not let you do anything illegal.

Handoffs

The split-second precision of coordination and timing that is required for handoffs, even in the real game, is very great indeed. With the players all reduced to a size that will fit on a computer screen, handoffs become virtually impossible. Therefore, handoffs have been omitted as an option in Quarterback.

Conversion

In football, after a Touchdown, the team always has a choice of either kicking a Field Goal (usually referred to as "the extra point" to distinguish it from a Field Goal attempted at any other time in the game, which is worth three points) or of making a Conversion run (also worth one point). In Quarterback, the Conversion run is not available.



STRATEGY

After you have fun just fooling around for a while, you'll probably want to increase your chances of winning by injecting some strategy into your game play. Strategy is just common sense.

Time

Sometimes time is on your side. And sometimes it isn't.

If you are losing, don't waste precious moments in the huddle. Make your play selection as quickly as possible so you'll have more time to play ball.

On the other hand, when you are ahead in the final minutes of the game, sometimes stalling in the huddle can waste precious seconds in which the other team might have more chances to make a touchdown (even if your team has the ball, they can still intercept).

Kicking

When kicking, the usual strategy is to get the ball as deep in your opponent's territory as you can, without kicking it into the End Zone (which results in a Touchback, and allows the other team to put the ball back into play at their twenty-yard line). If you can, you want to do better than that by having the ball stop at the ten or even the five-yard line. (Of course, your opponents can still pick up the ball and run with it, but if you're fast, hopefully they won't get far.)

Alternatively, you might want to try an Onside Kick. This is a short kick (remember, in order to be legal the kick must travel at least 10 yards). The idea is that if you move fast, one of your own players may be able to pick up the ball, and you (instead of your opponent) would have control of the ball. This is a very risky play, because if you don't recover the ball, the other team will be much closer to their Goal than if you had kicked the ball deep. The only time you might want to try this is when you are behind and time is short.

Passing

After the snap, you should always fade back five to ten



yards before you pass. This will give you time to scan for a receiver. Of course, this also makes it more critical than ever that you not get sacked before you release the ball, or you will be thrown for a significant loss.

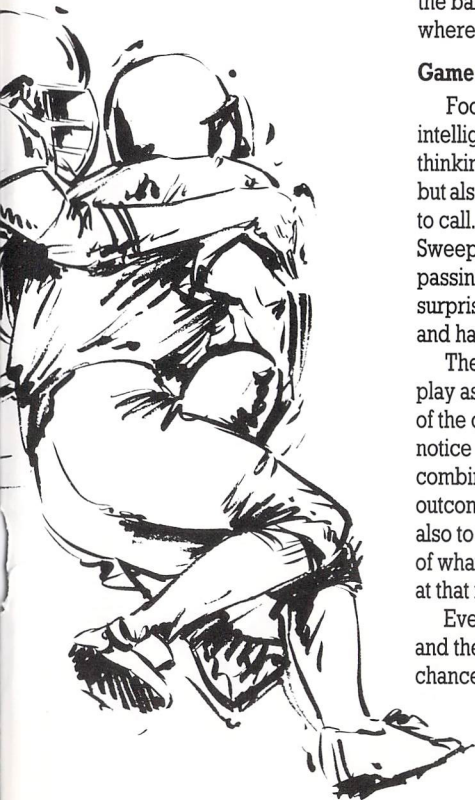
Always remember to "lead" your receiver. That is, throw the ball not to where he is at the minute you release it, but to where he will be when the ball comes down.

Game Plan

Football is very much a thinking man's game. The intelligent selection of a play is made possible by not only thinking of what is sensible from your own team's standpoint, but also by trying to psych out what play the other team is likely to call. For instance, if you are the Offense, you might select a Sweep, even though you have been having good luck with passing and you need at least several yards. This way you may surprise the Defense, who are probably expecting you to Pass and have called their play accordingly.

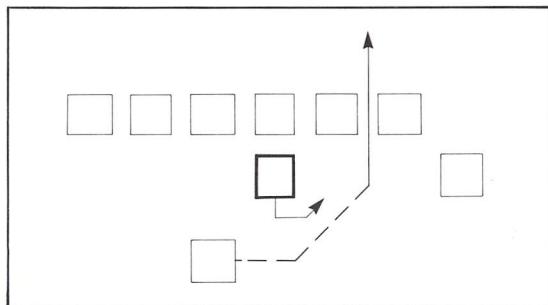
The best Quarterbacks and coaches try to analyze each play as it is happening, not only their own plays but also those of the opponents. If you pay attention, you may be able to notice what play the other team is using against yours, combine that with what you personally did, and analyze the outcome. Eventually, you may be able not only to act, but also to react fluidly in the game, according to your analyses of what has happened in the past and what is happening at that moment.

Eventually, you may want to develop a game plan to follow, and then refine it constantly until you can maximize your chances for success in any one game.



OFFENSIVE PLAYS

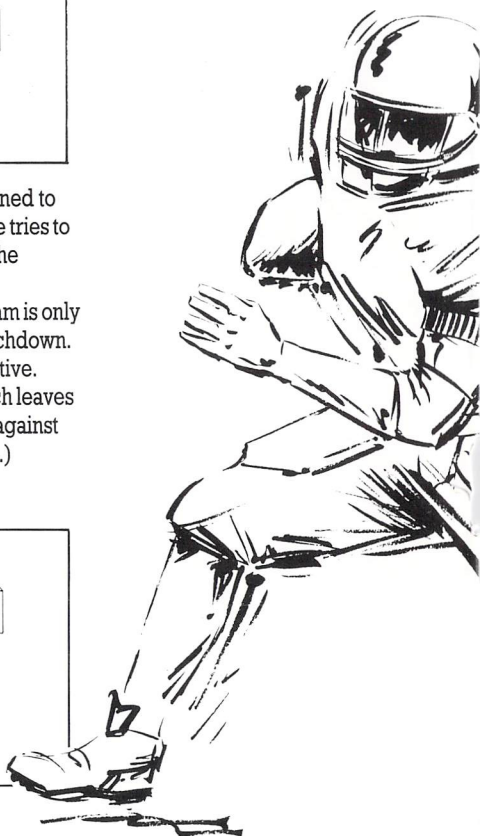
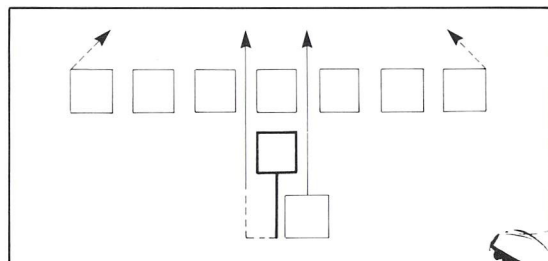
Sneak



The Sneak is a fairly conservative, safe play designed to gain a small amount of yardage. Basically, the front line tries to open up a small space in the center of the field, and the Quarterback shoves through as far as he can go.

This play is most appropriately used when your team is only a couple of yards away from a first down or from a touchdown. If much yardage is needed, this play will not be effective. (Exception: if the Defense sets up a Prevent play, which leaves the front line weak because it is designed to defend against passes, a Sneak play may actually gain several yards.)

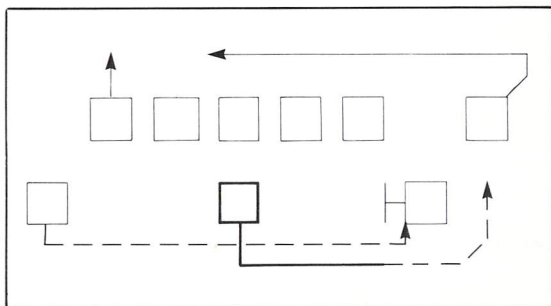
Draw



The player placement for the Draw looks like a passing play, but is actually a tricky running play. The idea is for four receivers to run patterns (two up the middle and two up the sides), as if they were expecting a pass, and "draw" off the defense so the Quarterback can run directly up the center.

The Draw is potentially capable of gaining several offensive yards. However, the downside risk is that if the Defense has set up a heavy blocking play and does not deviate from that (even when they see what looks like a passing play in progress), there is a good chance of the Quarterback getting sacked for a loss, or having to throw the ball hurriedly. In this case there is very little chance of his connecting with the receiver, and a better-than-average chance of the pass being intercepted.

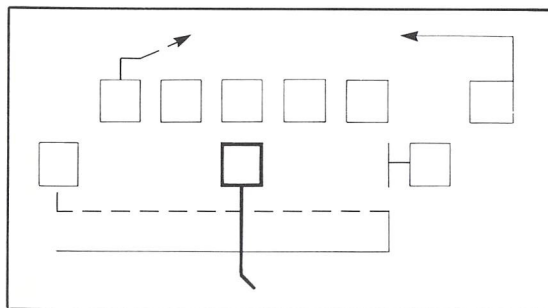
Sweep



The Sweep is basically a wide run by the Quarterback, with plenty of offensive blocking. The play is most effective if the ball carrier does not swing out too wide before heading right downfield.

If the Quarterback has good speed and gets some running room, this play can gain you good yardage.

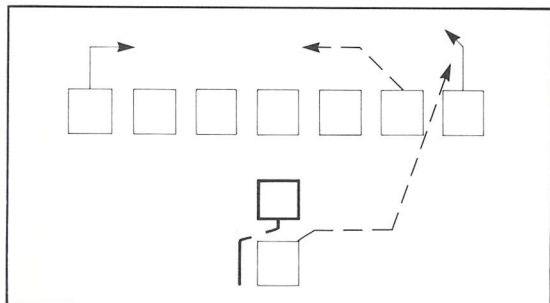
Screen Pass



The setup of the Screen Pass is the same as for the Sweep, with plenty of front line blocking support. However, in this case the Running Back receives the ball. After the ball is snapped, he circles behind the Quarterback to take a pass somewhere behind the Line of Scrimmage. Then he runs down the field, toward the goal.

The Screen Pass is usually good for a few yards. It also has the advantage of being impossible to tell from the Sweep until after the ball has been in motion for at least a couple of seconds. At worst, this leads to a moment of indecision on the part of the Defense. At best, the Defense might be momentarily fooled into running the wrong way.

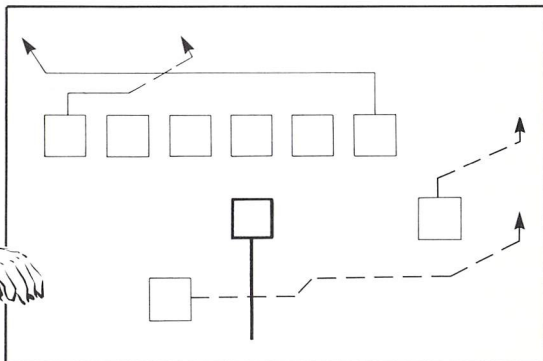
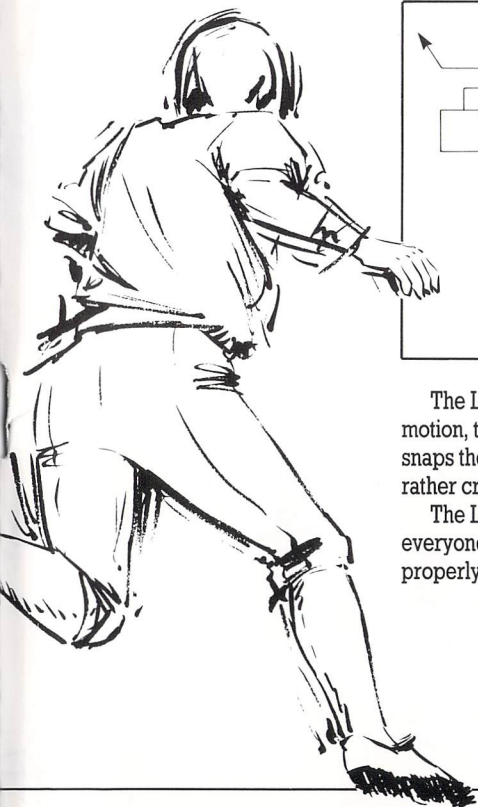
Action



The Action play has nearly everyone possible lined up on the Line of Scrimmage, as if to block heavily for a running play. After the snap, three players snake out to become potential receivers for a pass from the Quarterback.

The Action play is designed to catch the Defense off guard, by setting up what looks like a running play and then "switching" to a pass. It has fairly good potential for yardage gain, if the defensive line doesn't get through the hole left by the Tackle going out for the pass.

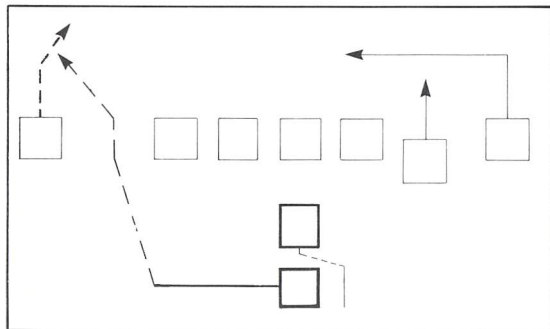
Lookie



The Lookie is quite simply a short pass. After the ball is in motion, the Quarterback takes not more than three steps, and snaps the ball at any one of four Offensive players running rather criss-cross paths.

The Lookie is a very basic play, but which requires everyone to be fast on their feet: the Offense, to execute it properly, and the Defense, to effectively defend against it.

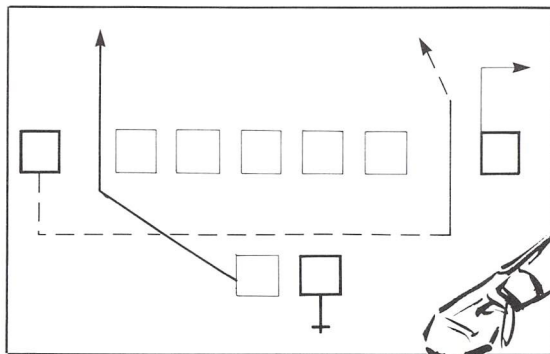
Post



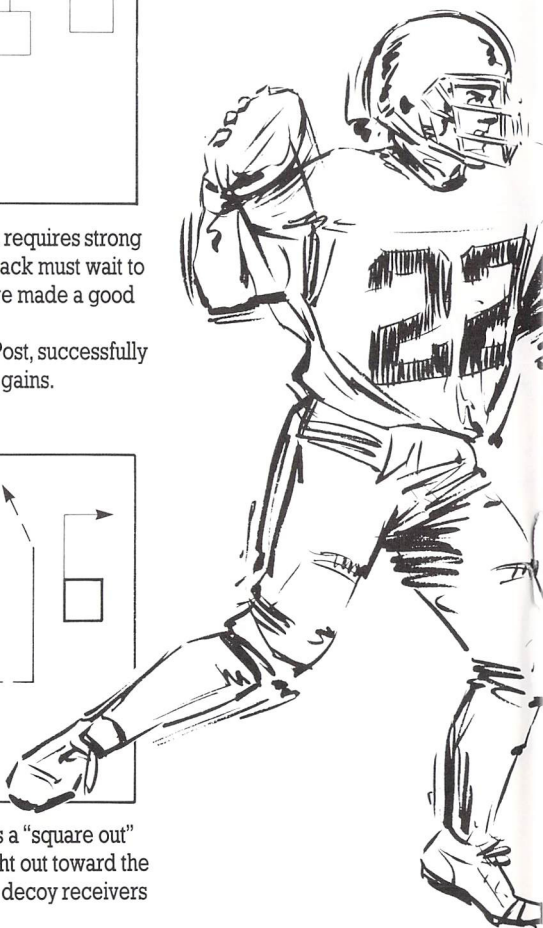
The Post is a deep pass down the middle. It requires strong blocking to be successful, since the Quarterback must wait to throw the ball until his potential receivers have made a good start down the field.

While not as spectacular as the Bomb, the Post, successfully executed, has the potential for large yardage gains.

Shotgun



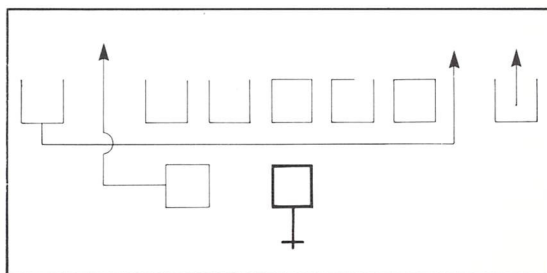
In the Shotgun, the intended Receiver runs a "square out" pattern (slightly downfield then cutting straight out toward the sidelines) to about ten yards downfield. Other decoy receivers



head straight downfield, to distract and dilute the Defensive coverage.

The Shotgun is not as spectacular as the Bomb play, but has the potential for picking up First Down yardage in obvious passing situations. The Receiver is much easier to hit if you are successful in faking out the Defense into following the decoys.

Bomb



In the Bomb, several eligible receivers head straight down the field as soon as the ball is snapped. The Linemen then have the difficult job of defending a rush with less than half their team, while the Quarterback waits until his targets are far down the field. Then he launches The Bomb.

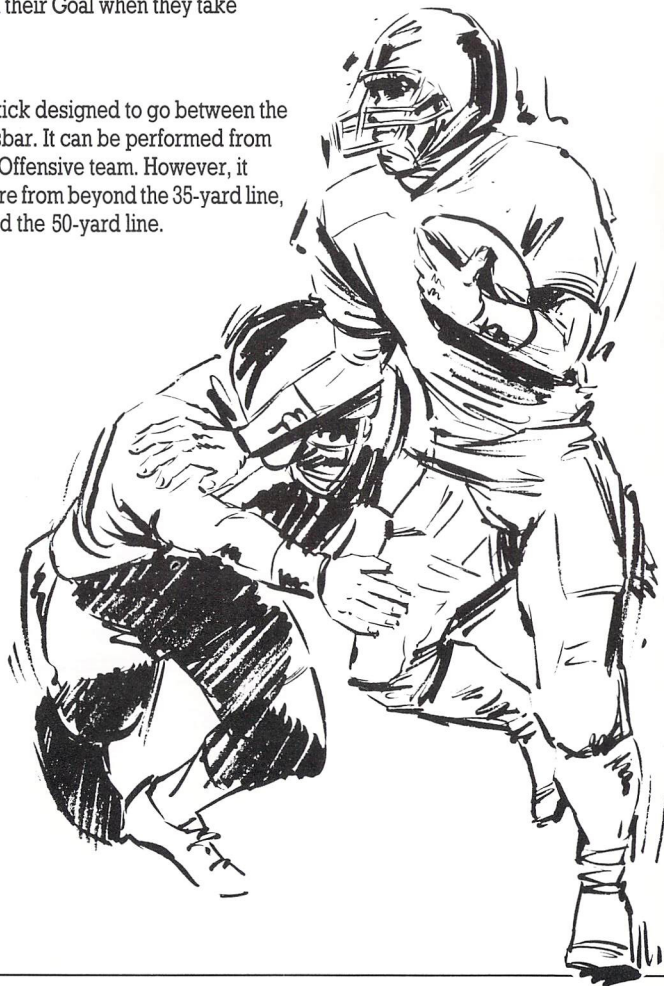
The Bomb is probably the most spectacular of all Offensive plays. A successful execution always pleases the fans, and in just a few moments adds significantly to a Quarterback's "passing yards" statistic. It also has a decent chance of directly or indirectly causing a Touchdown. For these reasons and others, the Bomb is attempted far more often than its difficulty and odds for success probably warrants.

Punt

The Punt is simply a kick. It is usually only performed on the Fourth Down, when the Offense stands a good chance of losing the ball. Since that is the case, it is better to put more distance between your opponents and their Goal when they take possession.

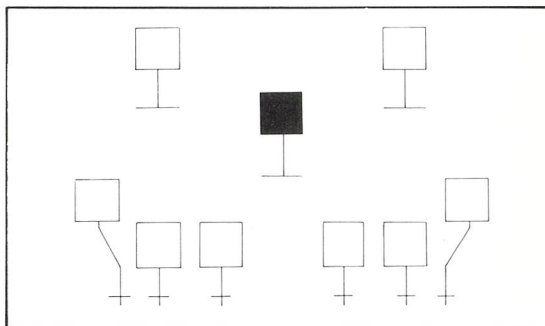
Field Goal

A Field Goal attempt is a kick designed to go between the Goal Posts and over the crossbar. It can be performed from anywhere on the field by the Offensive team. However, it becomes more difficult to score from beyond the 35-yard line, and almost impossible beyond the 50-yard line.



DEFENSIVE PLAYS

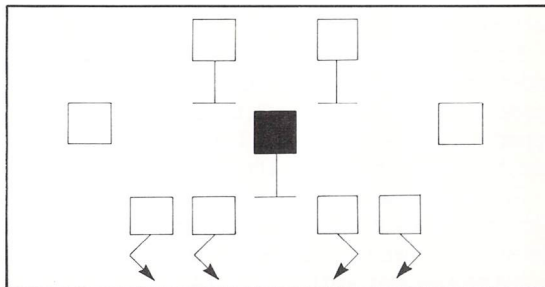
Goal Line



The Goal Line play emphasizes blocking, positioning the majority of the defensive players on the Line of Scrimmage, leaving only three players to defend against passes.

This play is applicable in a short yardage defensive situation. When the offense is only a couple of yards away from a first down, or Goal, their most likely selection of play would be a brute force rush. The Goal Line play is a good defensive counter to that strategy. It is not great strategy for defending against a run down the line, and even less effective against passing.

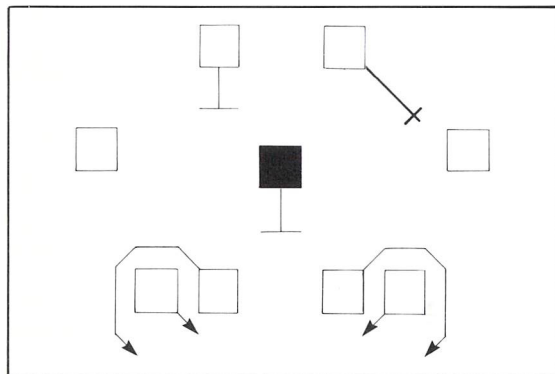
Standard Run



The Standard Run is a split defensive play. It gives roughly equal manpower (as far as is possible on a team with an odd number of players) to defending against a run or against a pass.

The Standard Run defense is a frequently-used defense in a situation where there is no indication of what the Offense will do.

Stunt



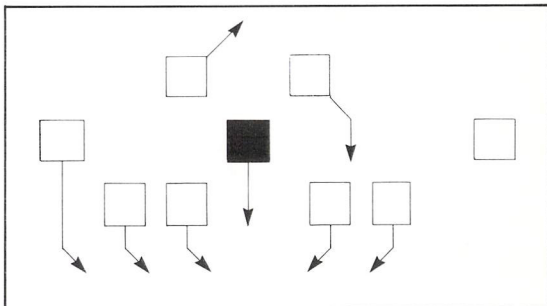
This is a tricky play designed to fake out the Offensive Blockers. The Defensive Ends cut diagonally inside instead of meeting the Offensive Tackle head on (this should bring him in BEHIND the Offensive Guard). The Defensive Tackles cut behind their own Defensive Ends and ideally cut back in behind the Offensive Tackles.

Both the Stunt and the Blitz (following) are designed to widen the action and force the Blockers to deal with more space. Because of the open space, there is a greater opportunity for one or more of the Defensive Linemen to get past the Blockers and zero in on the Quarterback.

At worst, this play will at least knock the Offensive blockers a little off balance. At best, there is a potential for up to four Defensive Linemen to get past the Offensive line with possibly no one between them and the Quarterback.



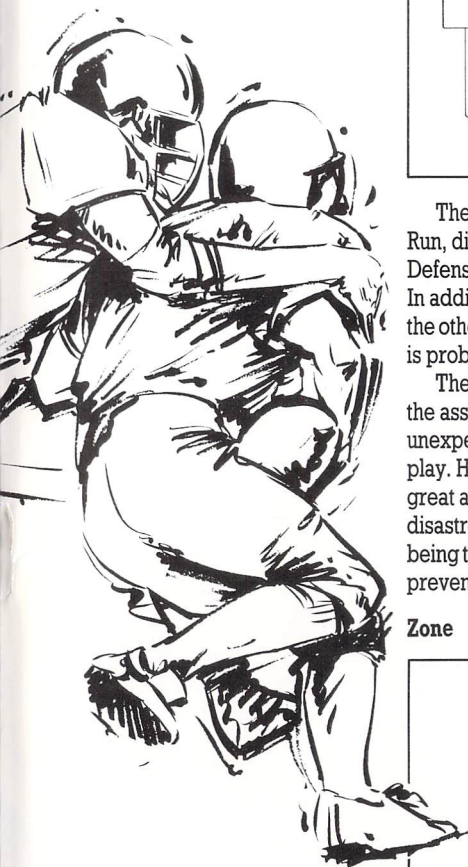
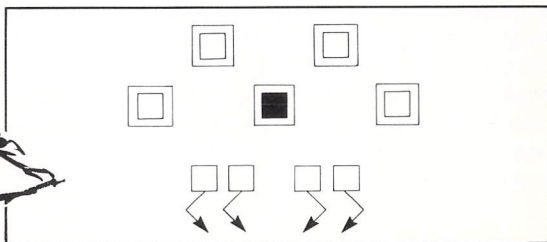
Blitz



The setup for a Blitz play looks just the same as a Standard Run, disguising the Defensive strategy. After the snap, the Defensive Linemen, and also a Safety, rush the Offensive line. In addition, a Cornerback runs around the end, leaving only the other Cornerback and Safety to guard against passes. This is probably the most "offensive" of Defensive plays.

The value of the Blitz is in the surprise offered. Not only is the assault on the Offense hard to resist, but the unexpectedness of the attack increases the strength of the play. However, the Blitz is a very high-risk defense. While it is great against runs up the middle and sweeps, it can be disastrous if the Quarterback manages to launch a pass before being tackled, since the Defense is in a VERY weak position to prevent or to catch the receiver.

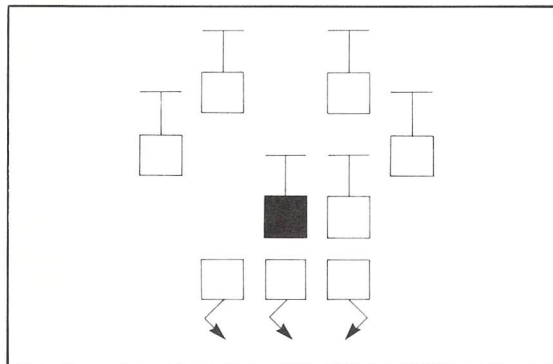
Zone



The Zone defense looks exactly like a Standard Run, evenly divided between backfielders defending against a pass and linemen defending against a rush or a run. The difference is that after the snap, the backfielders stay in specific assigned areas, or zones, to prevent any one area of the field being left open to a pass.

The Zone is a very commonly used defense. It is best used against an Offensive passing play – it is not as effective against a run.

Prevent



In the Prevent defensive play, the Line is limited to three men, and the backfield stands a little further back than usual. The purpose of the Prevent play is to defend against a pass.

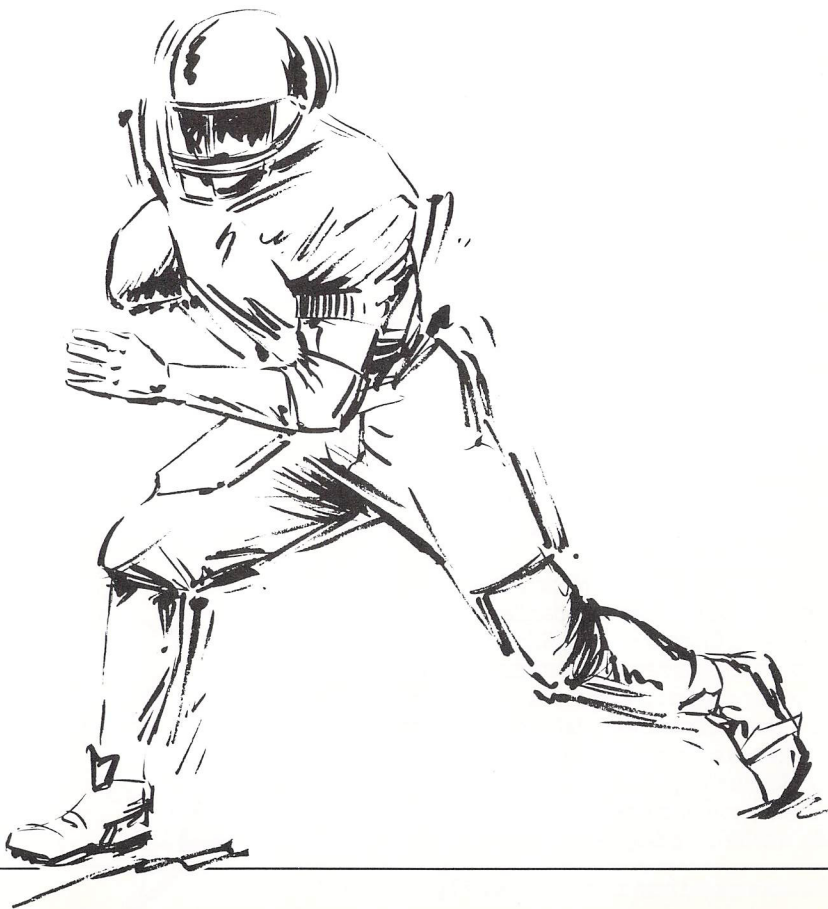
This play should be used when anticipating a pass. If the opposing Quarterback has a high "hit" ratio or has some other reason for attempting a pass, this play should be used. If the Offense chooses to run instead of pass, the backfield is still in a position to stop the ball carrier if he gets past the linemen, however, since they start further back than usual, it is a good possibility that the carrier will gain more yardage than if another play were used.

Punt Return

This play is only to be used when the Offense is in Punt formation. But since the Offense may still decide to switch and run the ball, you should keep alert.

Blocking A Kick

Use only when the Offense is set up for a Field Goal or the Extra Point after a Touchdown. As above, remain alert!



QUARTERBACK'S BIGGEST FAN: JOHN ELWAY

Just ask John Elway what his favorite arcade game is, and he'll answer without hesitation: "Quarterback."

One of the brightest stars in professional football today, Elway was named the League's Most Valuable Player after turning in another tremendous season. He was also named by his teammates as Denver's Offensive Most Valuable Player for the third straight season.

And no wonder. Elway had his third consecutive 3,000-yard passing season, completing 224 of 410 passes for 3,198 yards, an average of 266.5 per game, with 19 TDs and 12 interceptions.* He had at least one TD pass in 10 of his 12 appearances and had a stretch in which he threw a TD in nine straight games. He had four 300-yard games, a team record, and has now thrown for over 300 yards in 12 games, including Super Bowl XXI.

John Elway became a permanent starter for Denver from the first game of 1984. Since then, he has directed his club to more regular season wins (42) than any other League Quarterback. Elway has career figures of 14,835 passing yards and 1,197 rushing yards for a total of 16,032 yards of total offense. All three marks are team records. He holds, or is tied for, 16 Denver records, including most TD passes (85) and best average per rush (4.73). His rushing total of 1,197 yards is 27th among all-time League Quarterbacks, and he has rushed for over 40 yards nine times.

A native of Port Angeles, Washington, Elway moved to California in his youth. He had an unparalleled football/baseball career at Granada Hills High School, and was the most highly recruited prep athlete in the nation in 1979. While at Stanford getting a degree in Economics, he broke virtually all Pac-10 and Stanford career records for total offense and passing. John was a consensus All-American and finished second in Heisman Trophy balloting.

John and his wife Janet make their home in Aurora, Colorado, with their two daughters.



A FOOTBALL GLOSSARY

Football, like many sports, uses specialized technical terms that can leave the outsider or newcomer confused and bewildered.

This glossary of terms will help you become more familiar with the vocabulary of football.

BACK: Shortened term for a Backfielder, that is, a Fullback, Halfback, Cornerback, or Safety.

BACKFIELD: The areas behind the Offensive and Defensive Lines. Also refers to players behind the Linemen.

BLITZ: A risky Defensive play in which most of the team (including most of the Backfielders) rushes the Line of Scrimmage.

BLOCK: Getting between a Defender and his target, the ball carrier.

CENTER: The Offensive player in the center of the Line, who hikes or snaps the ball to the Quarterback to begin play. He is also responsible for blocking after the ball is hiked.

COMPLETION: A completed pass, one that has been caught by the receiver on the Offensive team.

CORNERBACK: The Defensive player positioned at the extreme outer limits of the Defense – that is, the corner.

CROSSBAR: The beam running between the upright sections of the Goal Post, parallel to the ground.

DEFENSE: The team without the football.

END ZONE: The ten yards of field between the Goal Line and Goal Posts. The team running the ball into this area is awarded a Touchdown.

EXTRA POINT: The point awarded the Offensive team for successfully kicking the football through the Goal Post after scoring a touchdown.

FIELD GOAL: An Offensive kick made any time other than after a Touchdown, from any point on the field, and designed to put the football through the Goal Post; like an Extra Point kick, but worth three points.



FIRST DOWN: First of four plays, called Downs, during which the Offensive team attempts to advance the ball ten yards.

GOAL LINE: Boundary between the playing field and the End Zone.

GOAL POST: Vertical posts connected by a crossbar, set ten yards behind the Goal Line.

GUARD: An Offensive Lineman, whose primary responsibility is to keep the Defensive Tackle from getting to the Quarterback or other ball carrier.

HIKE: The exchange of football from the Center to the Quarterback that initiates play.

INTERCEPTION: A pass caught by a Defensive player rather than the intended receiver.

INCOMPLETE: Refers to a pass which was dropped or missed by the intended receiver, and not caught by anyone else.

KICKOFF: Play that starts each half of a game, or follows a Touchdown or Field Goal, in which one team kicks the ball to the other team.

LINE: Refers to Defensive and Offensive players stationed on the Line of Scrimmage at the start of play, whose respective duties are to Rush the Quarterback and to Block.

LINEBACKER: Defensive players behind the Linemen. Sometimes they "back up" the Linemen on Rushes, and sometimes they drop back to defend against passes.

LINEMEN: Same as Line.

LINE OF SCRIMMAGE: Imaginary line running through the tip of the football positioning at the start of each play, which extends from sideline to sideline. It marks the boundary between Offensive and Defensive players before a play begins.

OFFENSE: The team in possession of the football at the beginning of the current play in progress.

PAT: An abbreviation for the Point after Touchdown.

PASS: Throwing the ball, usually from the Quarterback to an eligible receiver.

PENALTY: An infraction of the rules. John Elway's Quarterback does not allow the player to do anything that would result in a penalty.

POINT AFTER TOUCHDOWN: Point awarded a team after successfully kicking the ball through the Goal Post in the play after scoring a Touchdown.

PUNT: A kick downfield, usually on a Fourth Down after the Offensive team has judged it unlikely that they will attain a First Down.

QUARTERBACK: Offensive player who calls the plays and more or less controls the ball.

RUNNING BACK: Term used to refer to either a Halfback or Fullback, both Offensive Backfielders.

SAFETY: Defensive Backfielder whose main responsibility is to defend against passes and long runs.

SWEEP: Offensive rushing play.

TD: Abbreviation for Touchdown.

TACKLE: As a noun (object), Tackle refers to either a Defensive or Offensive Lineman. As a verb (action word), Tackle refers to the act of grabbing and knocking the ball carrier to the ground.

TOUCHDOWN: Crossing the Goal Line with the football, or catching the ball in the opponent's End Zone; worth six points.





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