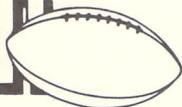


John Elway's

COMMODORE 64/128 REFERENCE CARD

QUARTERBACKTM



LOADING INSTRUCTIONS

1. Insert the disk into Drive 1.
2. Turn on the computer, drive, and monitor.
3. At the first screen, type LOAD "JEQ",8,1 and press Return. The program will load automatically.
4. When prompted, use your joystick with fire button to input the required biographical information and the city of the team you would like to play for.

GET READY FOR THE KICKOFF

PLAYER CONTROL

Use your joystick to move up, down, to the side, and diagonally. (You can tell which player is under your control by the lighter color of his jersey.) The "fire button" will be used for special functions such as passing and kicking, leaping and tackling (see reverse). For 2 players, 2 joysticks are required.

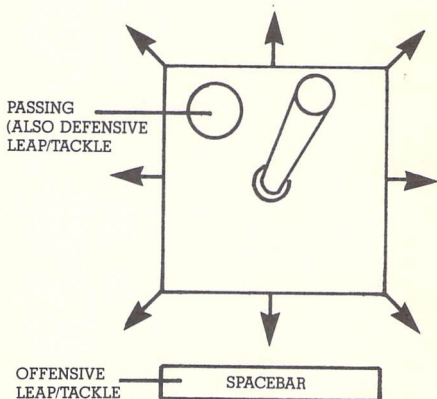
PASSING

Once the ball is snapped to the Quarterback, he can pass it as long as he remains behind the line of scrimmage.

The player enters the "passing mode" in regular game play by pressing and holding down the joystick button. An arrow will appear on the field. Using the joystick, move the arrow to the pass destination.

To pass, double-click the fire button.

[To abort passing mode, just release the fire button.]



KICKING

When a Kicking play is indicated, the player controls the Kicker.

The player enters the "kicking mode" by holding down the joystick button. An arrow will appear on the field. Using the joystick, move the arrow to the kick destination.

To kick, double-click the fire button.

[To abort kicking mode, just release the fire button.]

LEAPING/TACKLING

On Defense, press the joystick button to leap. If no direction is indicated with the joystick, the player will leap straight up (used to intercept a pass or block a kick). If a direction is indicated, the player will leap that way. This can be used to tackle the ball carrier.

On Offense, press the spacebar to leap. (The joystick must be released before you press the spacebar.) If your player is standing still, he will leap straight up (useful for catching a pass). If your player is running, he will dive in that direction (good for gaining a little extra yardage).

OTHER CONTROLS:

[P] Pause (from Play screen only)

[S] Sound on/off

[F1] Shows player(s) stats (from Pause mode only)

[F3] Help (From Pause mode only)

[F7] Exits game (from Pause mode only)

RUN
STOP

RESTORE

Exits game without updating status.

At the Hall of Fame (high score) screen, you may vary the length of the Quarters from 15 minutes to anything from 1 to 10 minutes by pressing a number key from 1 to 0.

EXTENDED PLAY

To build on the "player" used in your last play session, simply input the same personal info (initials, date of birth). You will also need to play with the same team you used before. You can then begin with your established salary, and the higher level of challenge that goes with it.

To play again at the beginning level, simply change your personal data slightly and the program will assume you are a different player.

