

HYPER AUDIBLES

WELCOME TO THE WILD WORLD OF NFL® QUARTERBACK CLUB™ '96 HYPER AUDIBLES!

This unique play calling feature lets you adjust your calls to fit the situation, with over 50 available plays! No more running into a buzzsaw defense who saw your play coming. No more looking at a pass formation and being helpless to shift defenders. Now you can make last-minute play changes on the line, and really let your QBs do their stuff!

HOW HYPER AUDIBLES WORK

To call for a Hyper Audible, press the Y BUTTON when your team is set at the line of scrimmage. (NOTE: make sure to switch Audible Type, in the Pause Options, to Hyper Audibles.) This will allow you to enter the three button code that matches the Hyper Audible you wish to call. It's easy to remember them, because each button means something!

THE FIRST CODE BUTTON:

This sets the type of play. The Y BUTTON calls for a RUN play, the B BUTTON calls for a PASS play, and the A BUTTON calls for SPECIAL TEAM plays. NOTE: BOMB ZONE PASSES are part of SPECIAL TEAMS.

THE SECOND CODE BUTTON:

On running and passing plays, this sets the play distance. Press the Y BUTTON for a SHORT yardage play, the B BUTTON for a MEDIUM yardage play, or the A BUTTON for a LONG yardage play. For SPECIAL TEAMS plays, the second code button selects the type of play: Press the Y BUTTON to call for a FIELD GOAL, the B BUTTON to call for a PUNT, or the A BUTTON to call for a BOMB ZONE PASS.

THE THIRD CODE BUTTON:

On running and passing plays, including BOMB ZONE plays, this sets which part of the field the play will go to. Press the Y BUTTON for plays to the LEFT, the B BUTTON for plays to the CENTER, and the A BUTTON for plays to the RIGHT. For FIELD GOAL and PUNT plays, the third code button sets the type of kicking play. Press the Y BUTTON for a NORMAL punt or field goal. Press the B BUTTON for a RUN FAKE (a running play out of a kick formation). Press the A BUTTON for a PASS FAKE (a pass play out of a kick formation).

RUN



SHORT MEDIUM LONG



LEFT CENTER RIGHT



PASS



SHORT MEDIUM LONG



LEFT CENTER RIGHT



SPECIAL



FIELD GOAL PUNT



NORMAL RUN FAKE PASS FAKE



BOMB ZONE



LEFT CENTER RIGHT



OFFENSE

LEFT

YYY-SingleBack 37 Sweep
YBY-Pro Set 45 Sweep
YAY-Power I TB Pitch Out

CNTR

YYB-Shotgun HB Slice
YBB-Far Near 43 Counter Trap
YAB-Double TE Reverse Slant

RT

YYA-Power I 34 Power
YBA-Double TE End to End
YAA-SingleBack Reverse Fake

LEFT

BYY-Double TE Weak Lean
BBY-Pro Set Square In
BAY-SingleBack Flood

CNTR

BYB-Shotgun Short Posts
BBB-Power I Cross Roads
BAB-Pro Set All In

RT

BYA-Shotgun RB Flats
BBA-Far Near Open Outs
BAA-Double TE Flea Flicker

FG

kick AYY-Full Block
run AYB-Wide Fake
pass AYA-Wing Reverse Pass

PUNT

kick ABY-Long Full
run ABB-Punter Run Option
pass ABA-Punter Pass Fake

BOMB ZONE (ALL PASSES)

Left AAY-Shotgun All Roll
Cntr AAB-Shotgun Deep Posts
Rt AAA-Power I WR Reverse Pass

DEFENSE

LEFT

YYY-Dime DN Wrap Mstr Dog
YBY-43 LB Off Blitz
YAY-34 LB 0 Blitz

CNTR

YYB-43 Graveyard Blitz
YBB-46 Monster Slice
YAB-43 Tiger 3

RT

YYA-62 Tight Corner Blitz
YBA-34 IL T Blitz
YAA-43 Strong Dog

LEFT

BYY-34 Z53 Corner Dp
BBY-Nickel Z2 Out Man
BAY-43 Z232 Shroud

CNTR

BYB-46 Z3 Flat Man
BBB-Nickel Z322 Even
BAB-Dime 0 Fld 2 Deep

RT

BYA-62 Z52 T Screen
BBA-Dime Out Zone
BAA-Nickel Z32 WR Man

FG

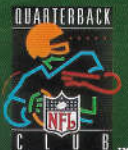
AYY-Full Block
AYB-Run Fake Ruin
AYA-24 Robber

PUNT

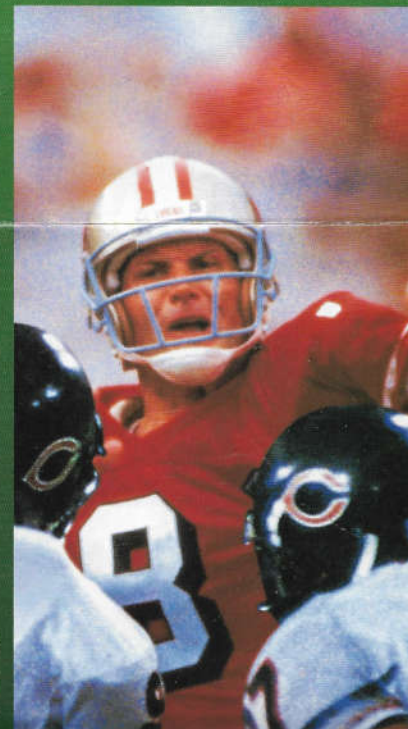
ABY-Full Block
ABB-Run Fake Stop
ABA-46 Z34 Deep

BOMB ZONE (ALL PASSES)

Left AAY-Nickel Z44 Deep
Cntr AAB-45 Z34 Deep
Right AAA-Dime Z43 Deep Robber



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[illegible][illegible]

This screenshot shows a scene from the game 'The Simpsons: Hit & Run'. In the foreground, a large truck is driving towards the viewer. The side of the truck features the word 'NOM' in large, white, block letters. Above the truck, there are two large, glowing, orange, flame-like shapes. In the background, a helicopter is visible, and the scene is set in a dark, industrial environment with various structures and lights.

[illegible][illegible]

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