

John Elway's

## APPLE IIGS REFERENCE CARD

# QUARTERBACK<sup>TM</sup>



### WARNING:

IF YOU HAVE A RAM DISK, IT WILL BE ERASED UPON BOOTING "JOHN ELWAY'S QUARTERBACK." BACKUP YOUR RAM DISK BEFORE BOOTING THE PROGRAM. REFER TO YOUR APPLE IIGS MANUAL FOR BACKUP INSTRUCTIONS.

### LOADING INSTRUCTIONS

1. Insert the disk into Drive 1.
2. Turn on the computer.
3. When prompted, indicate if you have a joystick. If you want to use the keyboard instead, indicate that you don't have a joystick. If you want to play with two players, a joystick is required.
4. At the high score screen, you may optionally press any number from 1 through 9 to adjust the length of the quarters (default is 15 minutes).
5. When prompted, use your joystick or keyboard controls to input the required biographical information and the city of the team you would like to play for.

### HARD DISK INSTALLATION

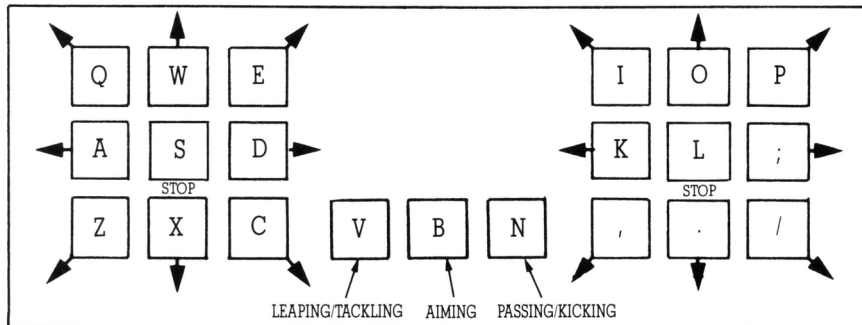
1. Create a folder called JEQ.
2. Copy ALL of the files from the "Quarterback" disk into the JEQ folder.
3. To load the program from the hard disk, open the JEQ folder and double click on JEQ.SYSTEM.

### PLAYER CONTROL

If you are using a joystick, use the stick to move up, down, to the side, and diagonally. The "fire button" will be used for special functions such as passing and kicking, leaping and tackling, and selecting plays.

For keyboard controls, use your choice of keyboard controls diagrammed below. Return selects plays in the "Play Select" screen.

If there are two players, Player 1 will use the keyboard and Player 2 the joystick.



## 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 aims the pass in regular game play by holding down the first joystick button, or pressing the "B" key. An arrow will appear on the field. Using the joystick or directional keys, move the arrow to the pass destination.

To pass using the joystick, release the first fire button and press the second. To pass using the keyboard, press the "N" key.

## KICKING

When a kicking play is indicated, the player controls the kicker.

The player aims the kick by holding down the first joystick button, or pressing the "B" key. An arrow will appear on the field. Using the joystick or directional keys, move the arrow to the kick destination.

To kick using the joystick, release the first fire button and press the second. To kick using the keyboard, press the "N" key.

## LEAPING/TACKLING

Press either joystick button or the "V" key to leap. If no direction is indicated with the joystick or keyboard, the player will leap straight up (used on Defense to intercept a pass or block a kick). If a direction is indicated, the player will leap that way. This can be used to gain yardage on Offense, or to tackle the ball carrier when on Defense.

## OTHER CONTROLS:

CTRL	P	Pause (from Play screen only)
CTRL	V	Voice on/off (from Play screen only)
CTRL	S	Shows player stats (from Pause mode only)
CTRL	H	Help (from Pause mode only)
CTRL	C	Re-center joystick (from Pause mode only)
CTRL	Q	Quit and update stats (from Pause mode only)

