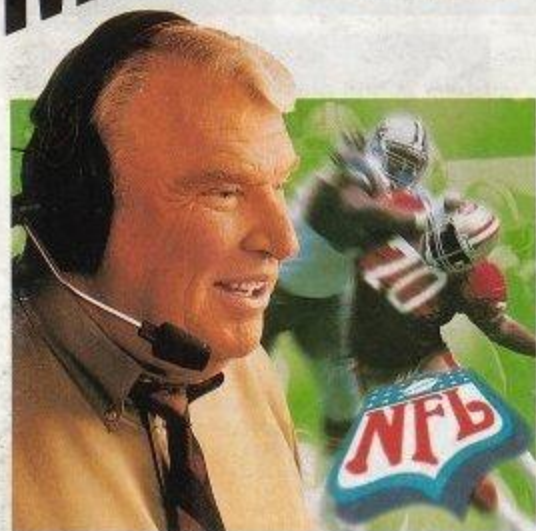


MADDEN 95



**EA**
SPORTS.

INSTRUCTION BOOKLET


ELECTRONIC ARTS™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND PRECAUTIONS
BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



Back (left to right): Matthew Crysdale, Eric Browning, Greg Thomas.
Front (left to right): Steve Paris, John Schappert, Scott Patterson.

About the Artists

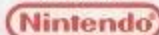
Founded in May, 1988 in Marin County, California, Visual Concepts is based on the single-minded principle of creating the absolute best video games possible. Consisting of a talented and dedicated staff of thirty-five people, Visual Concepts strives to set new standards through innovative design and technical excellence.

John Schappert, the programmer for *Madden '95*, was also the lead programmer for the Super NES® version of *Madden NFL '94*. A talented programmer and avid *Madden* player, John first began programming over a decade ago on his home computer.

In addition to *Madden*, Visual Concepts has been responsible for such titles as *Clay Fighter*, *Claymates*, *TazMania*, *Desert Strike*, *MLBPA Baseball* and *Bill Walsh College Football*.

Visual Concepts looks forward to creating many exciting games in the future.

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TABLE OF CONTENTS

Madden NFL '95.....	2
Starting The Game.....	3
Command Summary.....	3
Opening Kickoff.....	4
Before the Snap.....	4
After the Snap.....	5
Game Setup.....	6
Play Mode.....	6
Home.....	7
Visitor.....	7
Game Length.....	7
Weather.....	8
Controller Setup.....	8
Multiple Player Games.....	9
Team Matchup.....	10
Pre-Game Show.....	10
Playing a Game.....	16
Executing an Offensive Play.....	19
Executing an Defensive Play.....	23
Special Teams.....	23
Game Paused.....	24
Halftime Show.....	28
End Game Show.....	28
Season Mode.....	28
Playoff Mode.....	31
Continue Season/Playoffs.....	32
League Stats.....	33
League Standings.....	34
Endzone Dances.....	35
Credits.....	36

MADDEN NFL '95

Welcome to EA SPORTS' coverage of the NFL! Once again EA SPORTS has teamed up with John Madden to bring you the most true-to-life interactive football experience available!

We got together with real NFL players and coaches, rewrote our playbooks, and came up with 28 current NFL squads who perform as their professional counterparts would in similar situations. Try to contain the no-huddle Run & Shoot offense of the Buffalo Bills or see if you can pick apart the Seahawks' "Double Talon" defense. EA SPORTS—It's in the game!

Madden NFL '95 features:

- Complete 48-man rosters for every team. Free player substitutions at any position.
- Full NFL season with playoff tournament and Super Bowl. Comprehensive team and position stats throughout.
- 28 current NFL squads along with the 1994 All-Madden team.
- Extensive player injuries affecting full season stats and player availability.
- All new Defensive Playbook.
- Completely revamped, in-depth play-design and execution.
- On-screen player ratings.
- 1994-95 NFL rules including 2-point conversions.
- High Steppin', Stiff Arms, Lay-out Tackles, One-handed Catches, QB Slide, and other detailed player animations.
- Selectable touchdown dances.
- New Madden commentary.



STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

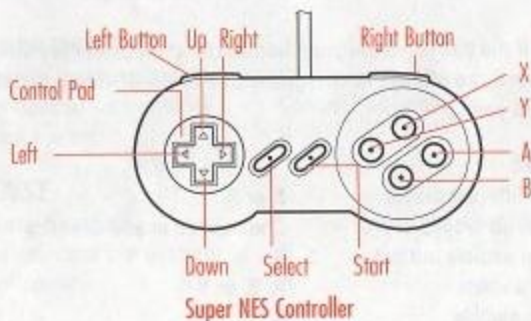
2. Make sure a Controller is plugged into Controller Socket 1 on the Super NES®.

If you're playing against a friend, plug the other Controller into Controller Socket 2.

3. Insert the **Madden NFL '95** Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch.

The EA SPORTS™ logo appears. If you don't see it, begin again at step 1.

COMMAND SUMMARY



OPENING KICKOFF

DEFENSE

Set kicker into motion	B
Control direction of kick	Control Pad left/right
Kick the ball into play	B

OFFENSE

Take control of kick receiver	Control Pad in any direction
Dive	Y
Stiff Arm/High Step	B
Spin	A
Hurdle	X

BEFORE THE SNAP

OFFENSE

Snap the ball	B
Call fake snap signal	X
Call up the audible indicator	A
Select an audible	A, B, or Y
Cancel an audible	X
Set a man in motion	Control Pad left/right

NOTE: If the ball is not snapped before the 45-second Play Clock reaches zero, the offense is charged with a Delay-of-Game penalty and penalized 5 yards.

DEFENSE

Control a different player	B or X
Reposition controlled player	Control Pad in any direction
Call up the audible indicator	A
Select an audible	A, B, or Y
Cancel an audible	X



AFTER THE SNAP

OFFENSE

RUSHING

Run in any direction	Control Pad in any direction
Dive	Y
Stiff Arm/High Step	B
Spin	A
Hurdle/Juke Move (Open field)	X
QB Slide (Quarterback only)	Y

PASSING

Control the QB/Scramble	Control Pad in any direction
Call up passing windows	B (Passing windows ON)
Pass to receiver Y	Y
Pass to receiver B	B
Pass to receiver A	A

RECEIVING

Control receiver closest to ball	B
Dive	Y
Jump and raise hands	X

PUNTING/KICKING

Snap ball to the punter/kicker	B
Control direction of punt/kick	Control Pad left/right
Punt/kick the ball	B

DEFENSE

Run in any direction	Control Pad in any direction
Control defender closest to ball	B
Burst of speed	A
Dive	Y
Jump and raise hands	X

GAME SETUP

Select a Play Mode to determine the type of game you'd like to play. There are four different Play Modes to choose from. Each Play Mode has its own set of Game options.



To select a Play Mode:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to cycle through choices.

PLAY MODE

EXHIBITION: A single game contest between any two teams. You don't have to worry about the condition of your players next week, so pull out all the stops. Every team is available—you can even match a team against itself!

NOTE: Injuries and Overtime periods are not available during Exhibition games.

NEW SEASON: Creates an actual NFL season—complete with AFC and NFC conferences divided into East, West, and Central divisions. Play as many games as you like, or select your favorite team and try to take them to the Super Bowl.



NEW PLAYOFFS: Bypass the season and begin play from the Wildcard round of the Playoff tournament. The Playoff tree is divided into four rounds, culminating with the conference champs going head-to-head in the Super Bowl.

SUDDEN DEATH: Love the competition, but don't have time for 4-quarters of action? Play a Sudden Death game against the CPU (Super NES) or a friend. First team to score takes it all—the taste of victory is just as sweet!

To select Game options:

1. From the Game Setup screen, Control Pad **up/down** to highlight an option.
2. Control Pad **left/right** to cycle through choices.
3. Press **START** when the desired options are selected. The Controller Setup screen appears.

HOME

When you select the home team, you are also selecting the stadium. If you want to play under a dome, be sure to select a team (such as Houston) who plays in a domed stadium. All 28 teams from the 1994 NFL season are available. If you're playing an Exhibition or Sudden Death game, you can choose the All-Madden team as well.

VISITOR

Select the visiting team. In Exhibition and Sudden Death games the visiting and home teams can be the same.

GAME TIME

No matter which Play Mode you select, the Game Time option appears. You choose the full-game length with this option—quarters are broken down automatically by the timekeeper.

WEATHER

You can choose the weather conditions before Exhibition and Sudden Death games. During Season and Playoff games, the weather conditions are determined by Mother Nature and your schedule. A game played in Chicago during the 14th week of the season has an excellent chance of being affected by snow.

Don't worry about games played in domed stadiums. The weather conditions are not a factor due to the controlled environment created by the dome.

CONTROLLER SETUP

From the Controller Setup screen, you can determine which team you wish to represent on the gridiron.

The two teams playing in the upcoming game appear on the Controller Setup screen—home team on the left and visitors on the right.

Numbered icons for each controller connected to your Super NES appear in the middle of the screen.



To select teams:

1. From the Controller Setup screen, each human player must Control Pad **left/right** to place their controller icon under the desired team.
2. Press **START** to exit. The Team Matchup screen appears.



NOTE: Controllers do not function during the game unless they are designated to a team. Teams which do not have any controllers designated to them are CPU controlled.

MULTIPLE PLAYER GAMES

The Multi-Player Adapter lets up to five players play against each other or as teammates.

Just plug the adapter into Controller Socket 2 on the Super NES, and you're ready to go.

CAUTION: The Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse, or Controller Socket 1.

In multiple player games, Controller 1 always controls the team captain. The team captain is in charge of calling the coin toss, kicking the ball, calling plays in the huddle, and quarterbacking the team on offense.

Up to five human players can play *Madden NFL '95* at the same time using the Multi-Player Adapter. Each controller controls the player on its corresponding color-coded star.

CONTROLLER #	COLOR-CODED STAR
1	Yellow
2	Red
3	Green
4	White
5	Blue

On rushing plays, players with controllers 2-5 can press **B** or **X** to become the intended running back before the ball is snapped. On passing plays, they can become the eligible receivers before the snap, and the intended receiver after the ball is thrown.

NOTE: If the intended running back is not controlled by controllers 2-5 before the ball is snapped, he is controlled by the team captain after the hand-off.

TEAM MATCHUP

The Team Matchup screen provides you with a pre-game skills comparison between the teams before they take the field. The Team Matchup screen displays ratings by position (on a scale of 1-100) and by specific player (using a 15-point rating system).



To view Team Matchups by position:

- From the Team Matchup screen, Control Pad **up/down** to scroll through position ratings.

To view Team Matchups by player:

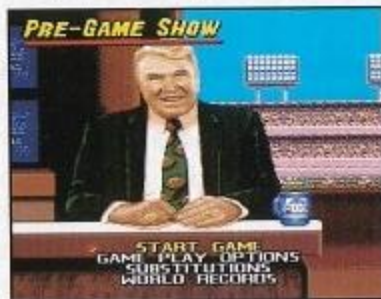
- From the Team Matchup screen, press **A** to cycle FORWARD through positions—**Y** to cycle BACK.
 - From each Position screen, Control Pad **left/right** to cycle through ratings categories.
- Press **X** to exit. The Pre-Game Show screen appears.

PRE-GAME SHOW

As always, John Madden is your host for the Pre-Game Show. Football's most colorful commentator provides you with the inside info you rarely hear about before it hits the sports page and becomes yesterday's news.



From the Pre-Game Show screen you can customize the upcoming game geared toward your current opponent.



To select Pre-Game Show options:

- From the Pre-Game Show screen, Control Pad **up/down** to highlight an option.
 - Press **B** to select a highlighted option.
- Press **X** to return to a previous screen.

START GAME

When you're happy with the Pre-Game Show option settings, select **START GAME** to send the co-captains from both teams out to midfield. The co-captains meet with the head referee for the coin toss.

GAME PLAY OPTIONS

Game Play Options contains a submenu with several game modifying options. Adjust the Game Play options until you find a combination you like.

SET AUDIBLES

During a game you have access to a total of six audibles—three offensive and three defensive. Audibles can be called from the line of scrimmage, to adjust to an unusual line-up by your opponent.

From the Set Audibles option, you can select the six plays you are most comfortable with as your audible choices.

To set audibles:

1. From the Set Audibles screen, Control Pad **up/down** to highlight OFFENSE or DEFENSE.
2. Press **B** to select the highlighted option.
3. Control Pad **up/down** to highlight AUDIBLE Y, B, or A and press **B** to select. Audible letters correspond to the buttons on your controller.
4. Select the desired Formation and Play as you would during a game. (See Playing A Game on page 16.)
5. Press **X** to return to the Game Play Options screen.

MUSIC MODE

The music at EA SPORTS Central can be turned OFF or ON. With music OFF, a celebration tune is still played each time a team scores.

MADDENISMS MODE

John Madden is the most exciting Color Commentator in sports. However, you have the option to silence his mid-action interjections if you wish to take over this responsibility.

PLAY CALL MODE

The default Play Call Mode is Direct mode, but Bluff mode may give you an advantage over opponents who can't help but peek at your team's playbook.

When you select Bluff as your Play Call Mode, only one highlighted box appears for your team in the huddle.

To call a formation and play in Bluff mode:

1. From the huddle, Control Pad in any direction to move the highlighted box around the formation you want.

2. Press **B** to select. The play choices appear.
3. Control Pad in any direction to move the highlighted box around a play you would like to use as a Bluff.
4. Press **Y**. The usual select tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
5. Control Pad in any direction to move the highlighted box around the play you wish to run.
6. Press **B**. The play is selected, although the huddle does not break.
7. Bluff several more plays.
8. Press **A**. The huddle breaks and your opponent has no idea which play you've selected.

PASS CATCH MODE

When Pass Catch Mode is set to Auto mode, you control your receiver *after* a pass completion. Select Manual mode to take control of the intended receiver when the ball is still in the air. It's up to you to direct your receiver to catch the ball.

PASS WINDOW MODE

In *Madden NFL '95*, EA SPORTS gives you the option to view your receivers in the traditional passing windows, or remove the passing windows and scan your receivers as they run their patterns on the field.

INJURY MODE

Unfortunately, injuries are a major part of football—career-ending collisions occur every season in the NFL. As no professional football player is invincible, neither are the athletes in *Madden NFL '95*. With Injuries ON, players are subject to over 70 different injuries, ranging from Back Spasms to Dislocated Hips.



SETTINGS

After you have modified the Game Play options, select **SAVE SETTINGS** from the Settings option. **RESTORE SETTINGS** restores the Game Play Options to their defaults.

SUBSTITUTIONS

Each team in *Madden NFL '95* has a full 48-man roster. Any member of your squad can be brought into the game from the Substitutions screen at any time. When players are knocked out by injury, substitutions are made automatically.

To make substitutions:

1. From the Substitutions screen, Control Pad **up/down** to highlight **OFFENSE** or **DEFENSE** and press **B** to select.
 2. From the Offense/Defense screen, Control Pad **up/down** to highlight the formation you wish to change and press **B** to select.
 3. From the Formation screen, Control Pad **up/down** to highlight the position you wish to change and press **B** to select.
 4. From the Position screen, Control Pad **up/down** to highlight the Active Player you wish to replace and press **B** to select.
 5. Control Pad **up/down** to highlight the Available Player you wish to bring into the formation and press **B**. The two players switch places.
- Control Pad **left/right** to cycle through the ratings categories.
 - Press **Y** to cancel player selections.
 - Press **A** to cancel any substitutions and return the screen to its default settings.
 - Press **X** to exit to the previous screen.



INJURY REPORT

The Injury Report is available in Season and Playoff modes to keep you abreast of your team's health condition and that of your opponents. Mary Snow provides up-to-the-minute information on injuries from around the league. The injured player's number and position appear, along with the type of injury and the player's expected convalescence period.

When an injury occurs during a game, Mary automatically appears with the current status of the injury.

To view injury information from around the league:

- Control Pad **left/right** to cycle through the teams.
- If more than one player on a team is injured, press **Y** or **A** to cycle through the injured players.
- Press **X** to exit to EA SPORTS Central.

WORLD RECORDS

If you find yourself matched-up against an inferior opponent, you could turn the intensity level down a bit and take it easy on 'em—we suggest generating as much yardage and as many points as possible. The World Records screen keeps track of outstanding individual and team accomplishments.

If you break a World Record during a game, the World Records entry screen appears prompting you to enter your name.

To enter your name for a World Record:

1. From the World Records entry screen, Control Pad **up/down** to cycle through the available letters, numbers, and symbols.
2. When the desired character has been selected, press **B** to enter it and move the cursor to the next space.
3. If you make a mistake, press **Y** to move the cursor back to the previous space.

- When your name has been entered correctly, press **START** to save. The World Records screen appears with the updated information.

EA SPORTS TICKER

When playing in Season or Playoff mode it is essential to keep tabs on how your opponents are faring in their match-ups for the week. The EA SPORTS Ticker provides up-to-the-minute quarterly scores for games in progress, and final scores for each completed game.

PLAYING A GAME

During the time you spent at EA SPORTS Central for the Pre-Game Show, the players had a chance to suit up and begin stretching out on the field. Now that the game has been customized to your liking and the players are warmed up, it's time to start playing football.

COIN TOSS

The co-captains from each team converge on the NFL logo in the center of the field and the head referee flips the official coin into the air. The visiting team's co-captains must call heads or tails before the coin hits the ground.

To make a coin toss selection:

- Control Pad **left** to select heads—**right** for tails.

The winner of the coin toss has the opportunity to choose whether they wish to Kick or Receive the opening kickoff.

To make a kickoff selection:

- Press **Y** if you choose to kick—**B** to receive.

The losing team chooses whether they wish to defend the Home or Away goal during the first half of the game.



To make a goal selection:

- Press **Y** if you choose to defend the home goal—**B** for the visitor goal.

NOTE: To assist you in your choice of goal, the wind sock displays which direction (if any) the wind is blowing. The wind blows with the same force and in the same direction for the entire game.

KICKING OFF

The opening kickoff and ensuing first drive can set the emotional tone for the entire game. Make sure your intensity level is high before setting your kicker into motion.

To kick the ball:

- When your team is lined up in kicking formation, press **B** to set your kicker in motion and start the strength meter moving upward.
- Control Pad **left/right** to aim your kick.
- Press **B** again to stop the meter and strike the ball. The higher the meter is at the time you stop it, the further the ball will travel in the air.

NOTE: The procedure for kicking the ball is consistent for kicks, punts, and field goals throughout the game.

As soon as the ball is in the air, rush your kicking team down field as fast as possible and "stick" the kick returner.

To make a special teams tackle:

- Control Pad in any direction to chase down the kick returner.
- Press **B** to control your player closest to the ball.
 - Press **A** for a burst of speed.
 - Press **Y** to dive at the kick returner.

ON-SIDE KICK

Use the Onside kick to attempt to gain quick possession of the football. Try an Onside kick late in the game, when the scoreboard shows you're still trailing.

To recover an Onside kick, the ball must travel at least ten yards. After ten yards it's anybody's ball and both teams have an equal opportunity to gain possession.

To attempt an onside kick:

1. When your team is lined up in kicking formation, press **A** to call up the audible indicator.
2. Press **A** again to set the onside kick formation. Your kicking team shifts to the right-hand side of the ball. (If you wish to return your team to standard kickoff formation, press **A** then **B**.)
3. Press **B** to set your kicker in motion and start the strength meter moving upward.
4. Control Pad **right** and press **B** again immediately. The ball is kicked a short distance in the direction of your teammates.

RECEIVING THE KICK

The Kick Returner is automatically positioned to catch the ball. If he catches the ball in the open field, he begins to run upfield. If he catches the ball in the end zone he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the offensive drive starts on your own 20-yard line.

To take control of the Kick Returner:

1. When the Kick Returner is in possession of the ball, Control Pad in any direction.
- Press **B** to Stiff Arm or High Step past a defender.
- Press **A** to Spin out of an opponent's grasp.

- Press **X** to Hurdle over a downed defender.
- Press **Y** to Dive for extra yardage or over the goal-line.

EXECUTING AN OFFENSIVE PLAY

In *Madden NFL '95* you can control a play from the moment the ball is snapped until the referee blows it dead, or call a play and watch as it unfolds. Before you set your team at the line of scrimmage, you must get together in the huddle to select a formation and call a play.



To call formations and plays:

1. The Huddle screen appears before each down. From the huddle, Control Pad **up/down** to scroll through the available formations.
- Press **X** to flip the formations and plays if you wish to run them in the opposite direction. Press **X** again to revert the formations and plays back to the defaults.
2. Press **Y**, **B**, or **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Control Pad **up/down** to scroll through the available plays.
4. Press **Y**, **B**, or **A** to call the play in the corresponding box. Your team breaks the huddle and sets up at the line.

After you have selected a formation, but before you have called a play, you can change your formation selection.

- From the play choices, press the **L** or **R** buttons to return to the formation choices.

NOTE: After you have selected a formation and called a play, the only way to change your decision is to call a timeout or audible from the line of scrimmage. You are sent back to the huddle where you may choose a different play.

RUSHING PLAYS

In the huddle, rushing plays are displayed against a dark blue background on the play choices. Choose your desired rushing play and call it. You can watch the CPU execute the play or take control of the ballcarrier after the hand-off. A color-coded star and his jersey number appear beneath the ballcarrier's feet so you know who he is.

To execute a rushing play:

1. When the offensive line is set, press **B** to snap the ball. The hand-off or toss is automatic.
2. Control Pad in any direction to take control of the ball carrier, direct him through the line of scrimmage, and move up-field.

To break tackles and shake defenders:

- Press **B** to Stiff Arm or High Step past a defender.
- Press **A** to Spin out of an opponent's grasp.
- Press **X** to Hurdle over a downed defender.
- Press **Y** to Dive for extra yardage, or over the goal-line.

NOTE: If your quarterback is the ball carrier and in danger of being tackled, press **Y** for a QB Slide. The quarterback slides feet first to avoid the tackle and any possibility of injury.



PASSING PLAYS

In the huddle, passing plays are displayed against a light blue background on the play choices. Choose your desired passing play and call it. You can let the CPU execute the play or move the quarterback out of the pocket and take over yourself.

To execute a passing play:

1. When the offensive line is set, press **B** to snap the ball.
2. Control Pad in any direction to move the quarterback out of the pocket and take over the play.
3. Press **B** to call up the passing windows. An eligible receiver appears in each window corresponding to the **Y**, **B**, and **A** buttons on your controller.
4. Press **Y**, **B**, or **A** to throw a pass to the corresponding receiver.

NOTE: When playing with Passing Windows OFF, each eligible receiver is labeled Y, B, or A corresponding to the buttons on your controller. Watch the receivers run their patterns on the field and throw a pass to the open man.

Once the ball is in the air, a yellow crosshair appears on the field marking the ideal reception spot. The receiver automatically completes his pattern toward the crosshair, raises his hands for the ball and runs upfield—if he makes the catch. You can take control of the designated receiver while the ball is still in the air to assist him in the reception of the pass.

To control the intended receiver:

1. When the ball is in the air, press **B** to take control of the intended receiver. A color-coded star appears beneath his feet.
 2. Control Pad in any direction to guide the receiver toward the yellow crosshair.
- Press **X** to jump and raise hands for the ball.

- Press **Y** to dive for the ball.

NOTE: When playing in the Manual Pass Catch mode, you must take control of the intended receiver or he will simply run his designated pattern.

NO HUDDLE PLAYS

You may experience situations during a game when it seems as though the clock is a tougher opponent than the opposing team. Under these circumstances, it makes sense to bypass the huddle and call your plays at the line.

To execute a no huddle play:

1. Immediately after the ref blows a play dead, hold **A**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. Your team runs the same play it ran the previous down.

To run an audible from a no huddle play:

1. Immediately after the ref blows a play dead, hold **A**. Your team rushes back to the line of scrimmage.
2. Press **A** to call up the audible indicator.
3. Press **A**, **B**, or **Y** to select the desired audible. (Press **X** if you decide not to run an audible.)
4. Press **B** to snap the ball. Your team runs the selected audible.

To stop the clock from a no huddle play:

1. Immediately after the ref blows a play dead, hold **Y**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. The quarterback immediately throws the ball into the turf.



EXECUTING A DEFENSIVE PLAY

Select a defensive formation and call a play in the same manner as described above for offensive plays.

The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. A timer appears on the screen indicating the amount of time left. If you don't choose a formation and a play in time, your team lines up to run the same play it ran the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B** to cycle FORWARD through your line-up—**X** to cycle BACK.
2. Control Pad in any direction to move the currently controlled defensive player.

NOTE: Defensive players can be repositioned anywhere you like, but if they make contact with the offensive line before the ball is snapped or are past the line of scrimmage when the ball is snapped, an offside penalty is called.

To tackle the ball carrier and break up offensive plays:

- Press **B** to control the defender closest to the ball.
- Press **A** for a burst of speed if you get burned.
- Press **Y** to make a diving tackle or smother the QB.
- Press **X** to jump and raise hands to intercept a pass or block a kick.

SPECIAL TEAMS

Special Teams plays are generally used in punting, field goal situations, and extra point attempts. But, nobody will criticize you for utilizing the Field Goal Block play as your ultimate blitz if it results in a QB sack for a 15-yard loss.

To select a Special Teams play on offense:

1. From the huddle, Control Pad **down** twice to highlight Punt and Field Goal.
2. Press **B** or **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Control Pad **up/down** to scroll through the available plays.
4. Press **Y**, **B**, or **A** to select the play in the corresponding box. Your team breaks the huddle and sets up at the line.

To select a Special Teams play on defense:

1. From the huddle, Control Pad **down** to highlight Special Teams.
2. Press **A** to select the Special Teams formation. A set of plays appear that are available from the selected formation.
3. Control Pad **up/down** to scroll through the available plays.
4. Press **Y**, **B**, or **A** to select the play in the corresponding box. Your team breaks the huddle and sets up at the line.

GAME PAUSED

When the game is paused, you return to EA SPORTS Central where John Madden is standing by. Check on game stats and summaries, view an instant replay of the last down, or call a timeout. The Game Paused screen offers all of the options available from the Pre-Game Show screen along with additional choices relevant to the present game.

To pause the game in progress:

1. At any time during gameplay, press **START**. The Game Paused screen appears.



To make selections from the Game Paused screen:

1. From the Game Paused screen, Control Pad **up/down** to highlight options.
2. Press **B** to select a highlighted option.
3. Press **X** to return to a previous screen.

RESUME GAME

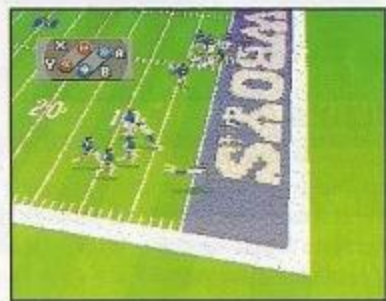
Resume the game in progress. Get back to the action. Hustle your team back on the field.

CALL TIMEOUT

Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock with a fresh 45 seconds. Call a timeout to gather your wits when you must score before the end of the half, or if you're behind and your opponent is attempting to run the clock down.

INSTANT REPLAY

Let's face it—QB sacks, interceptions, and kickoffs returned for touchdowns are worth seeing again. Instant Replay allows you to view great plays over and over. Utilize the VCR-like controls to step inside the production booth and roll the tape.



To view an Instant Replay:

- Press **B** to play at normal speed.
- Press **B** again to pause.
- Hold **X** to play in super-slow motion.
- Hold **A** to play in super-fast motion.
- Hold **Y** to rewind.
- Hold the **L/R** buttons to rotate the view left/right.
- Press **START** to exit. The Game Paused screen appears.

NOTE: If you wish to isolate a particular player or portion of the field, Control Pad in any direction to position the yellow box over the player or portion of the field you want to isolate.

GAME STATS

Measure the performance of both teams at any time during the game with up-to-the-minute stats in 31 categories. The Game Stats screen lists the two teams side-by-side for easy comparisons.

To view Game Stats:

- From the Game Stats screen, press **A** to cycle FORWARD through stat categories—**Y** to cycle BACK.
- Press **X** to exit. The Game Paused screen appears.

TEAM STATS

The Team Stats screen displays current game statistics for every player on each team. Stat categories are separated by position, and rosters are listed one team at a time. The Team Stats screen is a good place to determine if your players are performing up to their potential and make some preliminary substitution decisions.

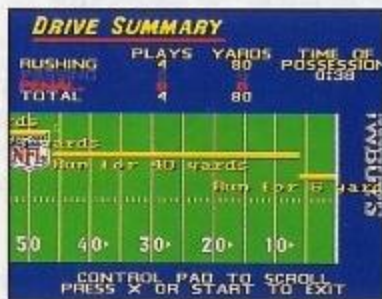


To view Team Stats:

- From the Team Stats screen, press **A** to cycle FORWARD through positions and teams—**Y** to cycle BACK.
- Control Pad **up/down** to cycle through on-screen positions.
- Control Pad **left/right** to scroll through stat categories.
- Press **X** to exit. The Game Paused screen appears.

DRIVE SUMMARY

Drive Summary chronicles the sequence of events making up the current offensive drive. The Drive Summary displays a report of total plays, yards, and time of possession, as well as a bar graph representing the drive.



To view the Drive Summary:

- Control Pad in any direction to scroll the field diagram.
- Press **X** to exit. The Game Paused screen appears.

SCORE SUMMARY

The Score Summary screen displays a line score showing the amount of points scored by each team in every quarter. You can also review a detailed account on how the most current points were scored and by whom.

HALFTIME SHOW

The Halftime Show appears automatically, after the final play of the second quarter. You return to EA SPORTS Central where John Madden is waiting, with a complete summary of first half action. The players are busy receiving updated game plans for the second half, so take some time to examine the extensive stats available during the Halftime Show.

START HALF

Run your team back out onto the field and line up in kicking formation for the start of second half play.

END GAME SHOW

At the end of a game the final score is displayed on the screen while the players run off the field and head for the locker room. Once the players leave the field, you return to EA SPORTS Central for a final wrap-up of the game. John Madden has some closing thoughts on the contest and you'll have the opportunity to view cumulative stats for the entire game.

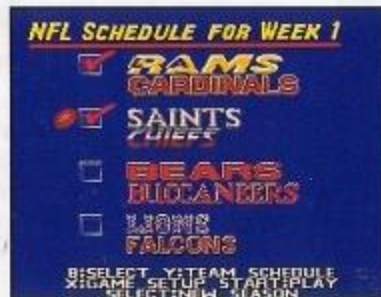
EXIT

Exit the End Game Show, distribute icepacks to your players, and return to the Game Setup screen.

SEASON MODE

Madden NFL '95 generates an entire NFL season schedule complete with a post-season playoff tournament, culminating with the Super Bowl. The league is divided into NFC and AFC conferences, each with East, West, and Central divisions.

Play any games you choose throughout the season or select your favorite team and try to win the Super Bowl. The CPU can simulate any games you wish to bypass, but you must compete in the Super Bowl. Realistic statistics and standings are compiled and saved for every game, played or simulated.



To set up a New Season schedule:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to choose NEW SEASON.
3. Adjust the game length if you wish and press **START** to select. A warning message appears indicating all saved season data will be erased if you continue.
4. Press **Y** to continue—**B** to cancel. If you continue, the NFL Schedule for Week 1 appears.

From the NFL Schedule screen, you can preview upcoming schedules for every team. If your favorite team's schedule appears especially grueling this season, you can petition for a new schedule and hope for an easier road to the playoffs. When the season looks fair all the way around, select your games and start playing football!

To view the upcoming NFL schedule:

- From the NFL Schedule screen, Control Pad **left/right** to scroll through the schedule week-by-week.

To view upcoming Team schedules:

1. From the NFL Schedule screen, Control Pad **up/down** to move the football icon next to the match-up of your choice.

2. Press **Y**. The Team Schedule appears for the team listed on top.
 3. From the Team Schedule screen, Control Pad **up/down** to highlight one of the selected team's opponents.
 4. Press **Y**. The Team Schedule appears for the highlighted opponent.
- Press **X** to return to the NFL Schedule.

NOTE: During the season, the Team Schedule displays the results and final scores of completed games for each team.

To generate a new schedule:

- From the NFL Schedule screen, press **SELECT**. A new schedule is generated and ready to be viewed.

Select as many games to play for the week as you want. Each game must be selected before you begin playing the first game. Games that are not selected are simulated by the CPU.

To play games in a Full Season:

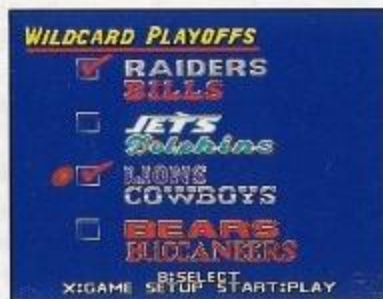
1. From the NFL Schedule, Control Pad **up/down** to move the football icon to the game of your choice.
2. Press **B**. A check mark appears, indicating the game is selected.
3. Press **B** again to deselect games you decide not to play; the check mark disappears.
4. Press **START** to continue. The Controller Setup screen appears for the first game.

After completing a season game, the NFL Schedule appears displaying selected games yet to be played. When all games are completed, the NFL Schedule appears for the next week. Select and play games for the remainder of the season in the manner above.



PLAYOFF MODE

Madden NFL '95 generates a 4-round playoff tree, culminating in the Super Bowl. Your team enters the playoffs as a wildcard or division champion with a tough schedule on the road to the finals. Play any games you choose throughout the playoffs or select your favorite team and try to win the Super Bowl. The CPU simulates any games you wish to bypass, but you must compete in the Super Bowl. Realistic statistics are compiled and saved for every game, played or simulated.



To set up a New Playoff tree:

1. From the Game Setup screen, Control Pad **up** to highlight **PLAY MODE**.
2. Control Pad **left/right** to choose **NEW PLAYOFFS**.
3. Highlight **HOME** and Control Pad **left/right** to cycle through the 28 NFL teams.
4. Adjust the game length if you wish and press **START** to select. A warning message appears indicating all saved season data will be erased if you continue.
5. Press **Y** to continue—**B** to cancel. If you continue, the Wildcard Playoffs screen appears.

To play games in the Playoffs:

1. From the Wildcard Playoffs screen, Control Pad **up/down** to move the football icon to the game of your choice.
2. Press **B**. A check mark appears indicating the game is selected.
3. Press **B** again to deselect games you decide not to play; the check mark disappears.
4. Press **START** to continue. The Controller Setup screen appears for the first game.

When you have adjusted the Controller Setup, the Playoff Chalkboard appears with the playoff teams matched up in their respective brackets.

- From the Playoff Chalkboard, Control Pad in any direction to scroll the playoff tree.
- Press **START** to exit. The Team Matchup screen appears.

After completing a playoff game, the Playoffs screen appears displaying selected games yet to be played. When all games are completed, the Playoffs screen appears for the next round. Select and play games for the remainder of the tournament in the manner above.

CONTINUE SEASON/PLAYOFFS

Madden NFL '95 saves one Season or Playoff in progress at a time. Season and Playoff data is saved after each completed game. You can play as many games of a Season or Playoff as you like, turn OFF the power on your Super NES, and resume the Season or Playoff at a later time from the next game.

NOTE: You must select EXIT from the End Game Show to complete a game. Data is not saved for incomplete games.



To continue a Season in progress:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to choose CONT. SEASON.
3. Adjust the game length if you wish and press **START** to select. The NFL Schedule reappears at the point it was saved.

To continue a Playoffs in progress:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to choose CONT. PLAYOFFS.
3. Adjust the game length if you wish and press **START** to select. The Playoffs screen reappears at the point it was saved.

LEAGUE STATS

Madden NFL '95 compiles and saves statistics for every player throughout an entire season or playoff tournament. From the League Stats screens, you can view current stats in several different categories.

Statistics can be viewed by league and conference leaders, or complete team rosters. Stat leaders are displayed in a wide variety of passing, receiving, rushing, defense, kicking, punting, kick returning, and punt returning categories.

To view League Stats:

1. From the Cont. Season or Cont. Playoffs screen, Control Pad **up/down** to highlight LEAGUE STATS.
2. Press **START** to select. The League Stats screen appears.
3. Control Pad **up/down** to highlight an option.
4. Control Pad **left/right** to cycle through choices.
5. Press **START** when the desired options have been selected. The appropriate Stats screen appears.

- Press **X** to return to the Game Setup screen.

Viewing stats by league or conference:

1. From the Stats screen, press **A** to cycle FORWARD through Stat Type—**Y** to cycle BACK.
 2. From each Stat Type screen, Control Pad **left/right** to scroll through stat categories.
- Press **X** to exit. The League Stats screen appears.

Viewing stats by individual team:

1. From the Team Stats screen, press **A** to cycle FORWARD through teams—**Y** to cycle BACK.
 2. From each team's screen, Control Pad **up/down** to highlight position groupings.
 3. Control Pad **left/right** to scroll through the stat categories for the position grouping.
- Press **X** to exit. The League Stats screen appears.

NOTE: All accumulated League Stats data is erased when you begin a New Season or New Playoffs.

LEAGUE STANDINGS

The League Standings screens can be displayed after any completed season game. View standings by league or conference to keep tabs on the top ten teams in the NFL, NFC, and AFC or check out the divisional standings to determine which teams are in the running for playoff spots.

To view League Standings:

1. From the Cont. Season screen, Control Pad **up/down** to highlight League Standings.



2. Press **START** to select. The Standings screen appears.
 3. From the Standings screen, press **A** to cycle FORWARD through groupings—**Y** to cycle BACK.
 4. Control Pad **left/right** to cycle through standings categories.
- Press **X** to exit. The Game Setup screen appears.

NOTE: All accumulated League Standings data is erased when you begin a New Season or New Playoffs.

ENDZONE DANCES

Madden NFL '95 features eight original Endzone Dances performed by the player who scores a touchdown. Dances are executed automatically, in random order, unless you decide to take control. Each touchdown caps a unique drive and only you can determine which Endzone Dance is most appropriate for the current celebration.

To call up a specific endzone dance:

Cabbage Patch	Y + D-Pad up
Chicken	Y + D-Pad right
Back Spike	Y + D-Pad down
Spike Jump	Y + D-Pad left
Spike Windup	B + D-Pad up
Knees	B + D-Pad right
Shake	B + D-Pad down
Pepper	B + D-Pad left

NOTE: Activate the Endzone Dance controls immediately after your player scores or a random dance is performed. Some Endzone Dances require that your player be in specific situations; experiment with these moves and see what happens.

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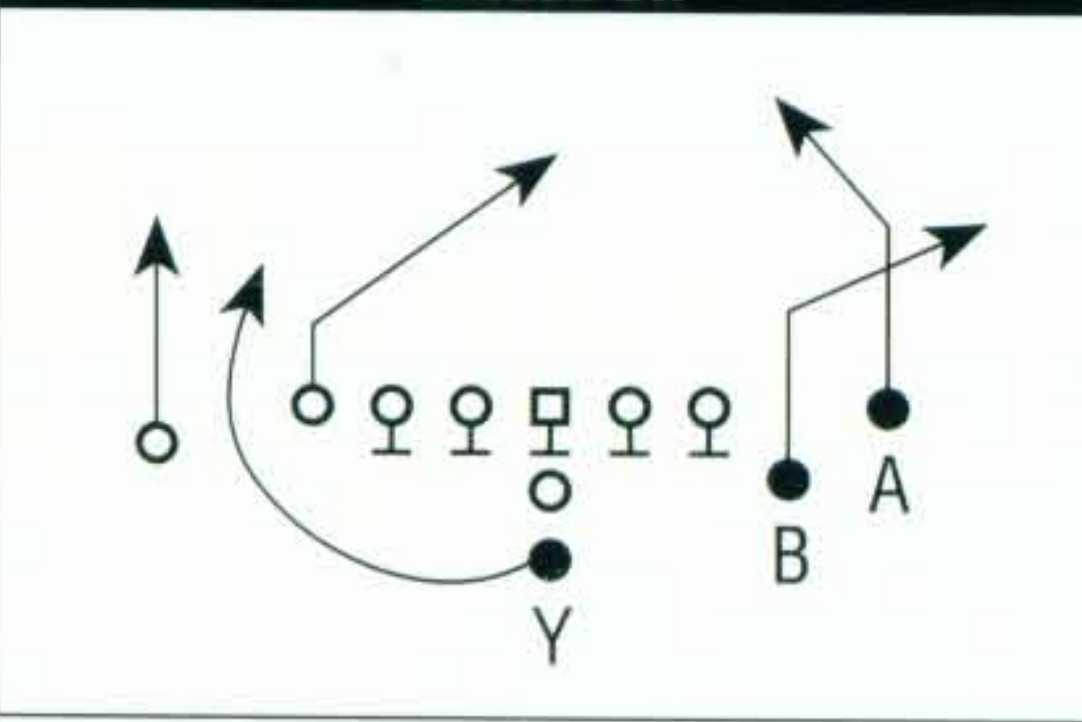


MINNESOTA VIKINGS

The Vikings have a new leader who is on a mission to take them to the Super Bowl.

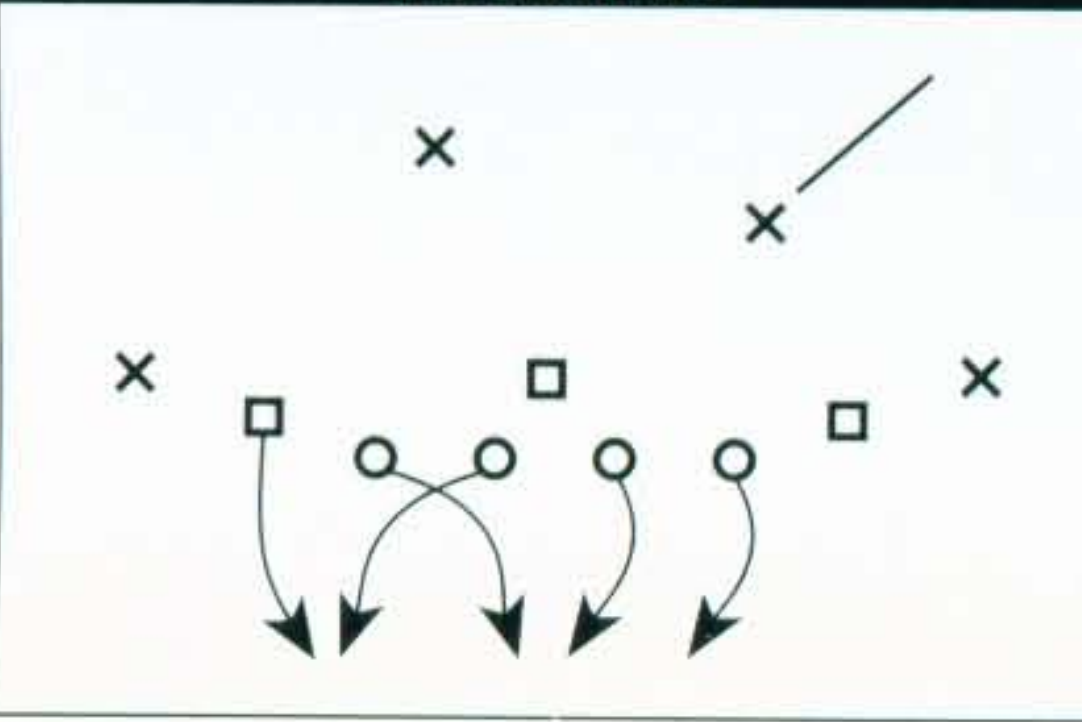
KEY OFFENSIVE PLAY

SINGLE BK



KEY DEFENSIVE PLAY

4-3 BREAKER



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS				
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY
QB1	1	7	4	13
QB2	11	7	6	7
QB3	13	5	4	10

RUNNING BACKS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
RB1	31	10	11	5
RB2	21	11	4	3
RB3	26	12	6	2
FB	30	8	6	4
FB2	40	7	8	4

RECEIVERS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
WR1	80	12	14	2
WR2	82	13	14	2
WR3	86	12	7	1
WR4	84	13	11	2
WR5	83	13	8	1
WR6	22	12	11	2
TE1	87	8	10	8
TE2	43	6	9	4
TE3	46	6	9	3

DEFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	305	15	13
LB	25	268	12	10
C	62	298	10	10
RG	61	290	10	8
RT	76	311	7	7
TE	74	298	8	9
G2	72	293	8	7
C2	63	285	7	7

DEFENSIVE LINE				
POS.	NO.	SPEED	TACKLING	ABILITY
LE	92	8	9	11
DLT	93	7	10	9
DT(NT)	97	9	13	9
RE	95	6	7	8
DE2	90	8	6	10
DT2	98	6	6	9

LINEBACKERS				
POS.	NO.	SPEED	TACKLING	ABILITY
LOLB	51	10	10	11
ILB2	50	9	9	12
ILB3	55	8	13	10
ROLB	54	10	11	9
ILB3	52	7	7	8
OLB2	91	8	5	9
OLB3	58	8	5	5

DEFENSIVE BACKS				
POS.	NO.	SPEED	TACKLING	PASS COVERAGE
LCB1	27	12	11	9
LCB2	35	12	9	8
RCB1	20	13	8	8
RCB2	47	13	6	6
FB	25	13	12	13
SS	38	12	13	10
FS2	42	11	7	9
SS2	37	11	11	9

SPECIAL TEAMS				
POS.	NO.	DISTANCE	ACCURACY	POS.
K	3	12	10	14
P	4	6	9	8
KR	30	13	10	6
KR2	36	13	10	6
PR	84	12	11	5

MADDEN 95



TEAM PROFILES

Weight ratings in software correspond to actual weights in poster.



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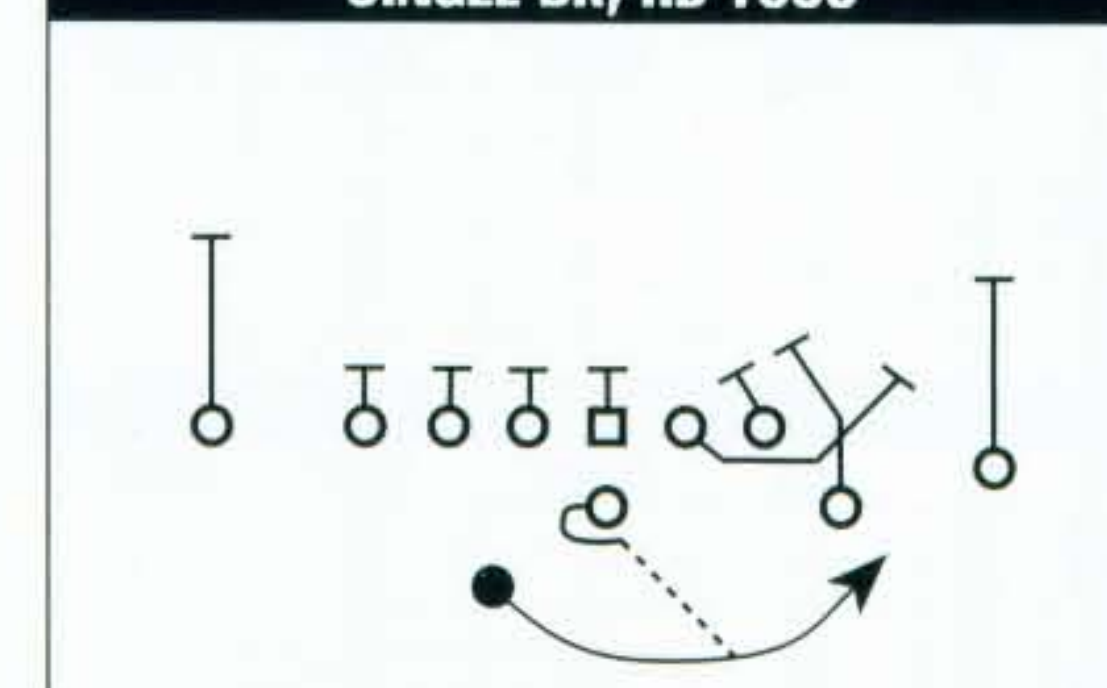


WASHINGTON REDSKINS

The many new faces are learning to work together in Washington.

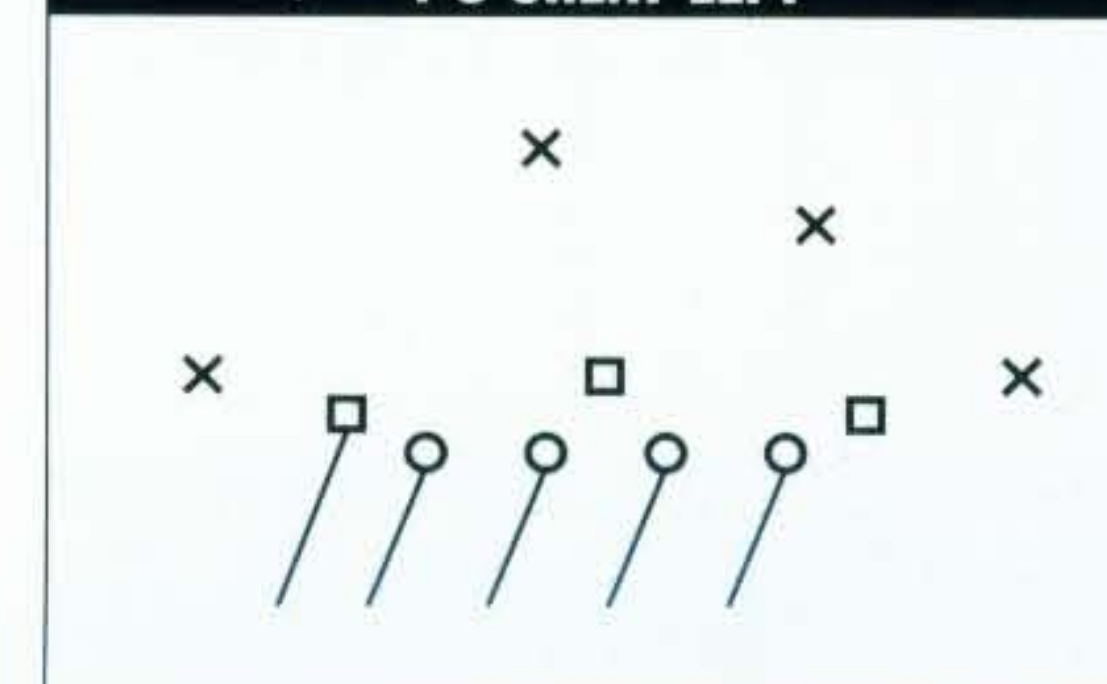
KEY OFFENSIVE PLAY

SINGLE BK, HB TOSS



KEY DEFENSIVE PLAY

4-3 CHEAT LEFT



NFC EAST PLAYER RATINGS

QUARTERBACKS				
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY
QB1	5	5	7	8
QB2	19	3	3	10
QB3	4	5	4	4

RUNNING BACKS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
RB1	40	12	13	5
RB2	32	12	10	3
RB3	30	11	10	1
FB	22	6	7	5
FB2	37	6	6	4

RECEIVERS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
WR1	80	13	11	2
WR2	85	12	11	1
WR3	83	13	10	1
WR4	13	13	11	1
WR5	31	12	12	1
WR6	86	12	8	1
TE1	89	7	9	1
TE2	88	6	6	1
TE3	48	6	7	1

DEFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	294	14	12
LB	67	312	12	10
C	75	282	14	13
RG	63	277	12	11
RT	76	300	12	11
TE	72	315	11	10
G2	61	288	8	6
C2	52	285	7	5

DEFENSIVE LINE				
POS.	NO.	SPEED	TACKLING	ABILITY
LE	91	7	7	6
DLT	94	6	10	9
DT(NT)	78	7	7	6
RE	96	7	8	8
DE2	93	6	7	6
DT2	74	6	7	6

LINEBACKERS				
POS.	NO.	SPEED	TACKLING	ABILITY
LOLB	57	10	12	11
ILB2	56	8	8	11
ILB3	54	8	11	7
ROLB	55	7	13	10
ILB3	51	7	10	9
OLB2	96	8	8	9
OLB3	97	5	12	7

DEFENSIVE BACKS				
POS.	NO.	SPEED	TACKLING	PASS COVERAGE
LCB1	25	13	8	7
LCB2	37	12	6	2
RCB1	26	14	13	8
RCB2	41	12	5	3
FB	27	11	13	10
SS	29	12	13	10
FS2	24	11	4	4
SS2	23	11	3	3

SPECIAL TEAMS				
POS.	NO.	DISTANCE	ACCURACY	POS.
K	4	9	11	10
P	1	8	13	11
KR	30	11	10	6
KR2	30	13	11	3
PR	30	11	10	6

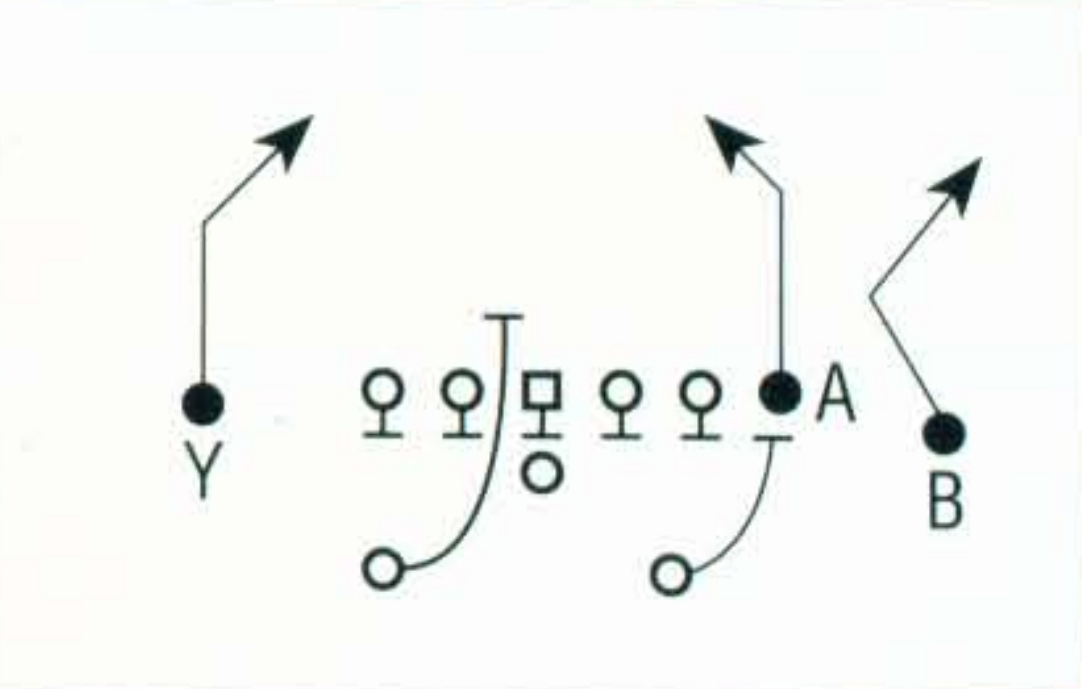


NEW ORLEANS SAINTS

The Saints have installed a new offense and defense to showcase their off-season acquisitions.

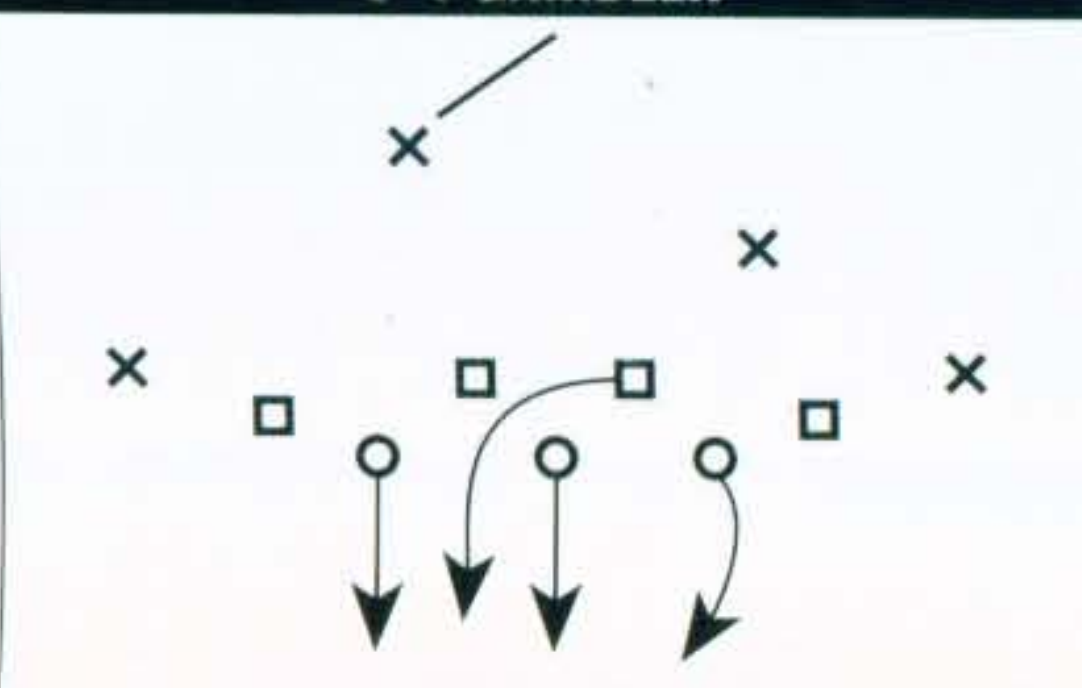
KEY OFFENSIVE PLAY

PRO, PLAY ACTION



KEY DEFENSIVE PLAY

3-4 GAMBLER



NFC WEST PLAYER RATINGS

QUARTERBACKS				
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY
QB1	17	5	4	6
QB2	18	4	3	10
QB3	13	5	4	13

RUNNING BACKS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
RB1	24	12	10	2
RB2	32	12	6	4
RB3	28	13	8	3
FB	22	8	6	3
FB2	23	9	8	5

RECEIVERS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
WR1	81	14	11	3
WR2	80	12	13	2
WR3	89	12	13	2
WR4	85	13	10	2
WR5	84	12	13	3
WR6	86	13	11	3
TE1	82	7	7	6
TE2	87	6	5	3
TE3	85	6	5	2

DEFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	300	13	12
LB	72	300	11	10
C	65	284	12	11
RG	70	295	11	8
RT	71	290	10	9
TE	68	295	8	10
G2	79	315	6	5
C2	76	305	6	5

DEFENSIVE LINE				
POS.	NO.	SPEED	TACKLING	ABILITY
LE	93	7	8	6
DLT	95	6	6	6
DT(NT)	92	6	9	7
RE	93	6	10	7
DE2	94	8	9	6
DT2	96	6	8	5

LINEBACKERS				
POS.	NO.	SPEED	TACKLING	ABILITY
LOLB	99	9	10	6
ILB2	90	7	12	6
ILB3	51	8	13	6
ROLB	97	11	14	10
ILB3	52	9	10	5
OLB2	56	8	8	5
OLB3	55	8	10	7

DEFENSIVE BACKS				
POS.	NO.	SPEED	TACKLING	PASS COVERAGE
LCB1	37	13	12	13
LCB2	33	12	9	10
RCB1	27	13	10	9
RCB2	43	13	10	7
FB	26	13	12	13
SS	46	12	8	7
FS2	44	10	11	9
SS2	20	12	10	5

SPECIAL TEAMS				
POS.	NO.	DISTANCE	ACCURACY	POS.
K	7	12	13	10
P	6	12	13	10
KR	33	13	12	5
KR2	36	13	12	5
PR	33	13	12	5

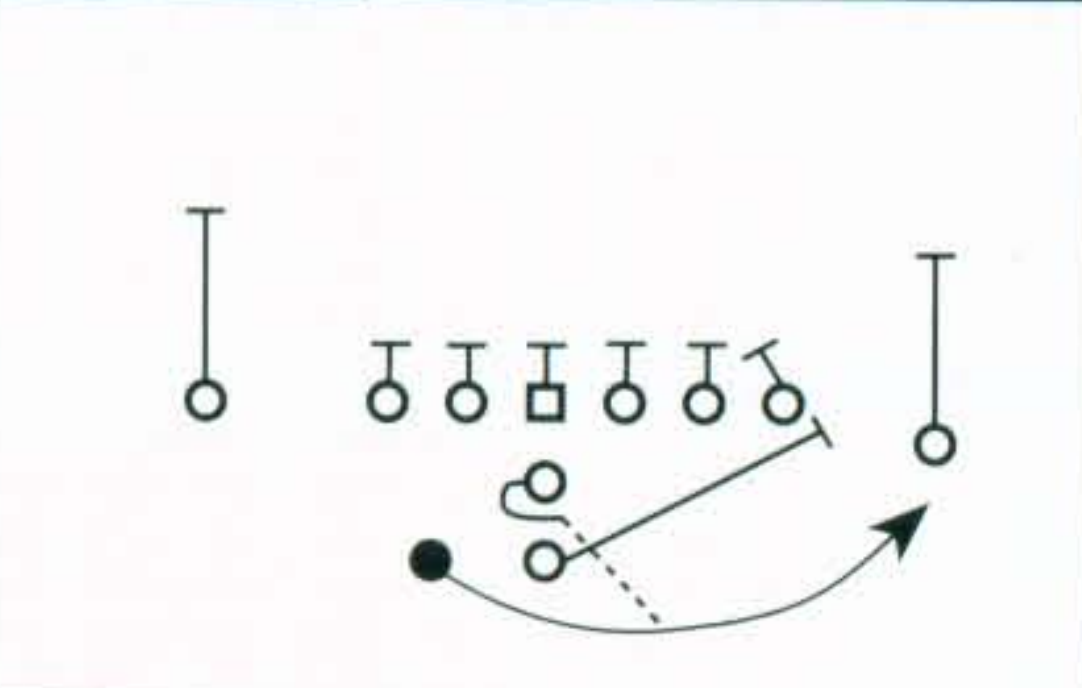


NEW YORK GIANTS

The Giants will need a big game out of their defense to win.

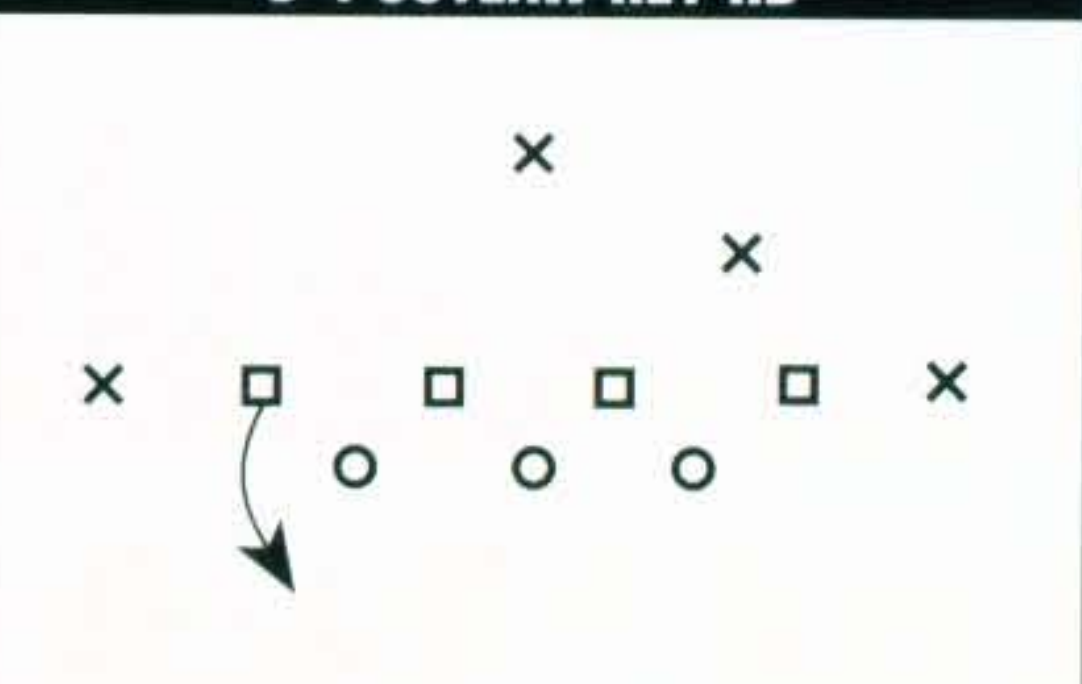
KEY OFFENSIVE PLAY

FAR, HB TOSS SWEEP



KEY DEFENSIVE PLAY

3-4 OUTLAW KEY HB



NFC EAST PLAYER RATINGS

QUARTERBACKS				
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY
QB1	10	4	4	7
QB2	17	3	3	5
QB3	13	5	4	6

RUNNING BACKS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
RB1	27	11	11	10
RB2	30	13	11	2
RB3	32	12	6	4
FB	33	8	7	4
FB2	44	6	8	3

RECEIVERS				
POS.	NO.	SPEED	ABILITY	BREAK TACKLES
WR1	81	14	11	3
WR2	83	13	10	2
WR3	89	12	13	2
WR4	80	11	13	2
WR5	89	11	13	2
WR6	85	13	11	1
TE1	87	7	9	5
TE2	86	6	9	4
TE3	46	6	4	3

DEFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	308	8	7
LB	69	292	10	9
C	59	300	9	10
RG	61	290	8	6
RT	72	280	15	12
TE	78	295	8	8
G2	62	289	6	6
C2	73	278	7	6

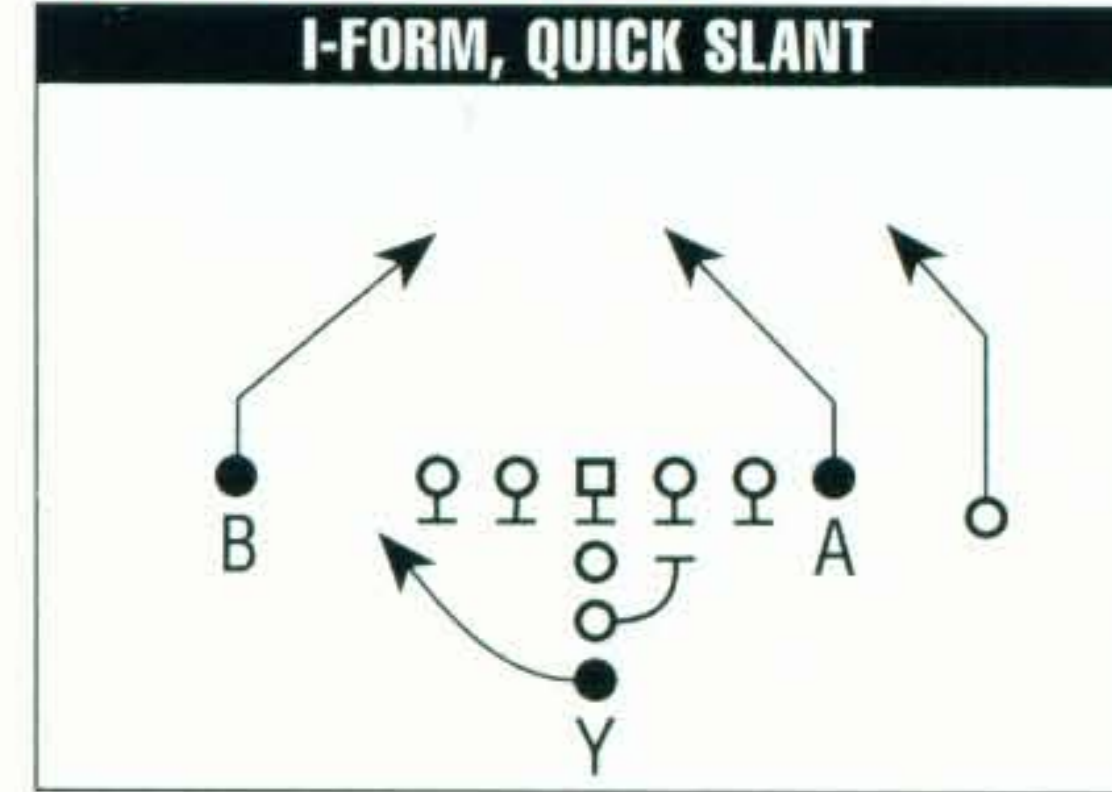
DEFENSIVE LINE				
POS.				



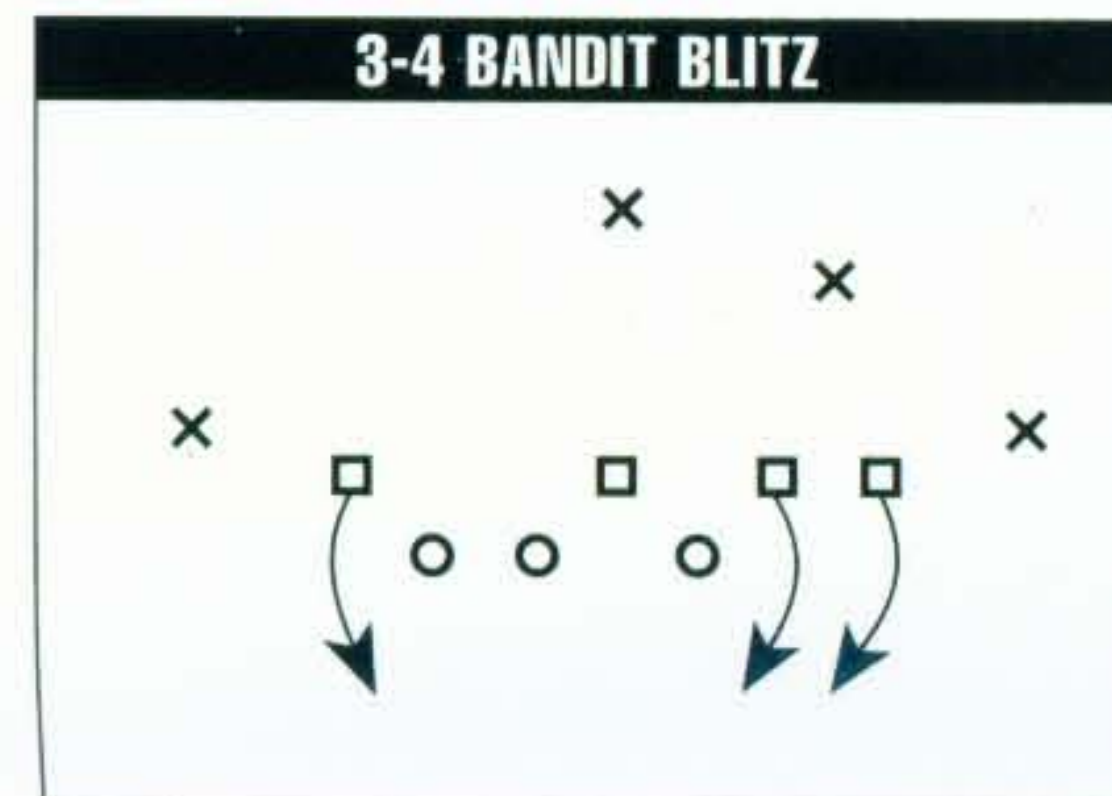
ARIZONA CARDINALS

The Cardinals' new coach brings with him his 46 defense and many of his favorite players. With their talent, Arizona is tough against the run.

KEY OFFENSIVE PLAY



KEY DEFENSIVE PLAY



NFC EAST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	7	8	7	8	9
QB2	9	5	4	10	5
QB3	2	5	5	4	6

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	23	12	10	4	5
HB2	30	11	11	3	7
HB3	4	11	12	4	3
FB	37	10	8	7	6
FB2	32	9	8	6	5

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	84	11	10	3	8
WR2	87	9	12	4	11
WR3	81	14	13	2	9
WR4	83	10	10	3	3
WR5	47	10	11	1	2
WR6	86	10	11	6	2
TE1	85	7	8	6	6
TE2	89	8	5	7	3
TE3	80	8	5	5	7

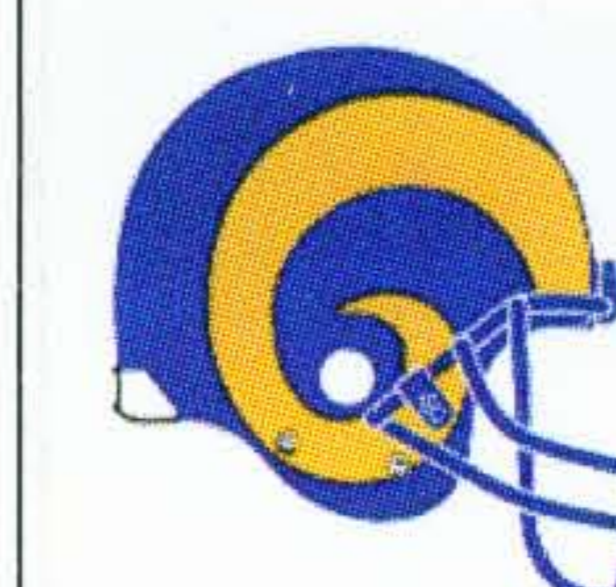
DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	78	5	9	7	8
DLT	72	6	7	6	9
DT(NT)	98	8	11	6	12
DE	96	9	14	12	14
DE2	92	7	6	9	4
DT2	75	6	8	8	3

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LNLB	59	11	14	10	15
ILB2	83	9	7	8	5
ILB	58	7	11	10	10
ROLB	95	11	13	12	7
ILB3	82	9	7	7	4
OLB2	89	8	6	4	4
OLB3	57	6	7	8	7

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	32	12	11	11	7
LCB2	28	11	13	7	4
RCB1	21	13	8	4	5
RCB2	41	11	8	10	4
FS	26	11	10	9	7
SS	29	10	12	11	4
FS2	46	10	13	8	1
SS2	31	11	9	7	6

SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	AGILITY	HANDS
K	5	5	9	KR	25	10	8	6
P	10	9	6	KR2	4	11	12	3
				PR	4	11	12	3

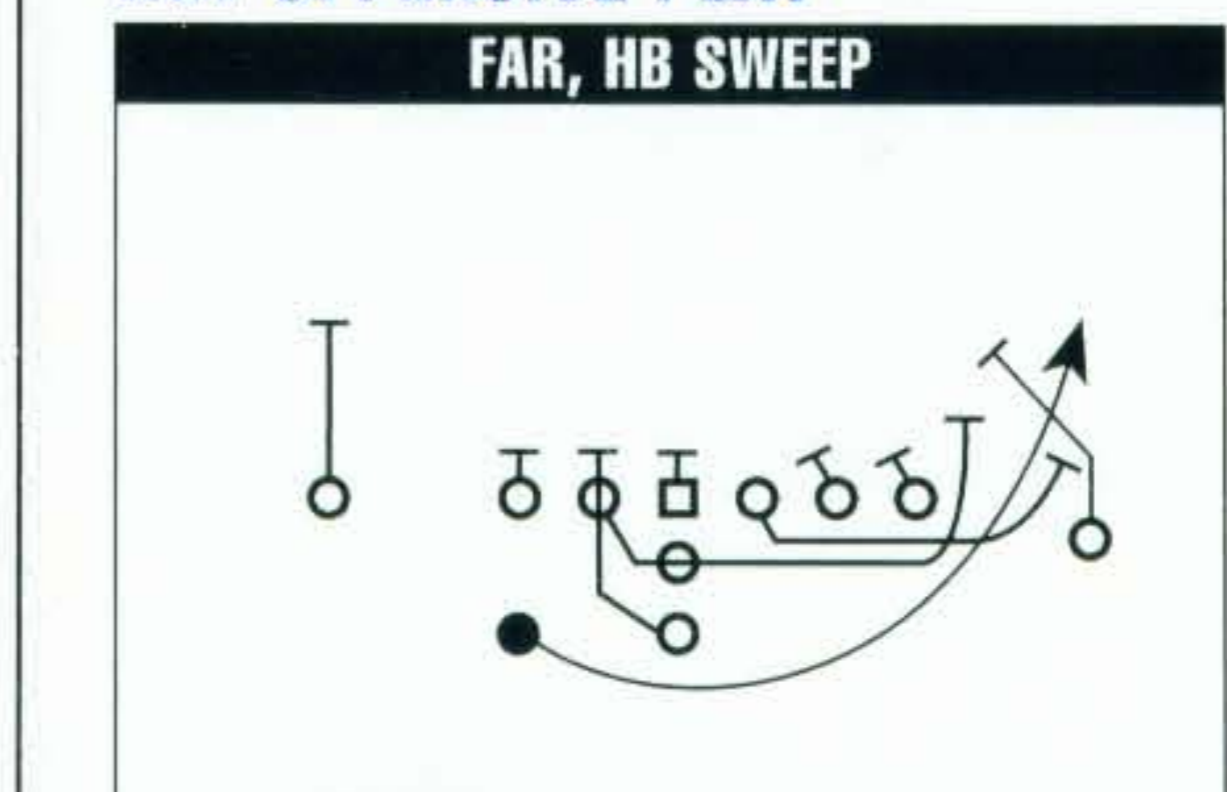
MADDEN 95



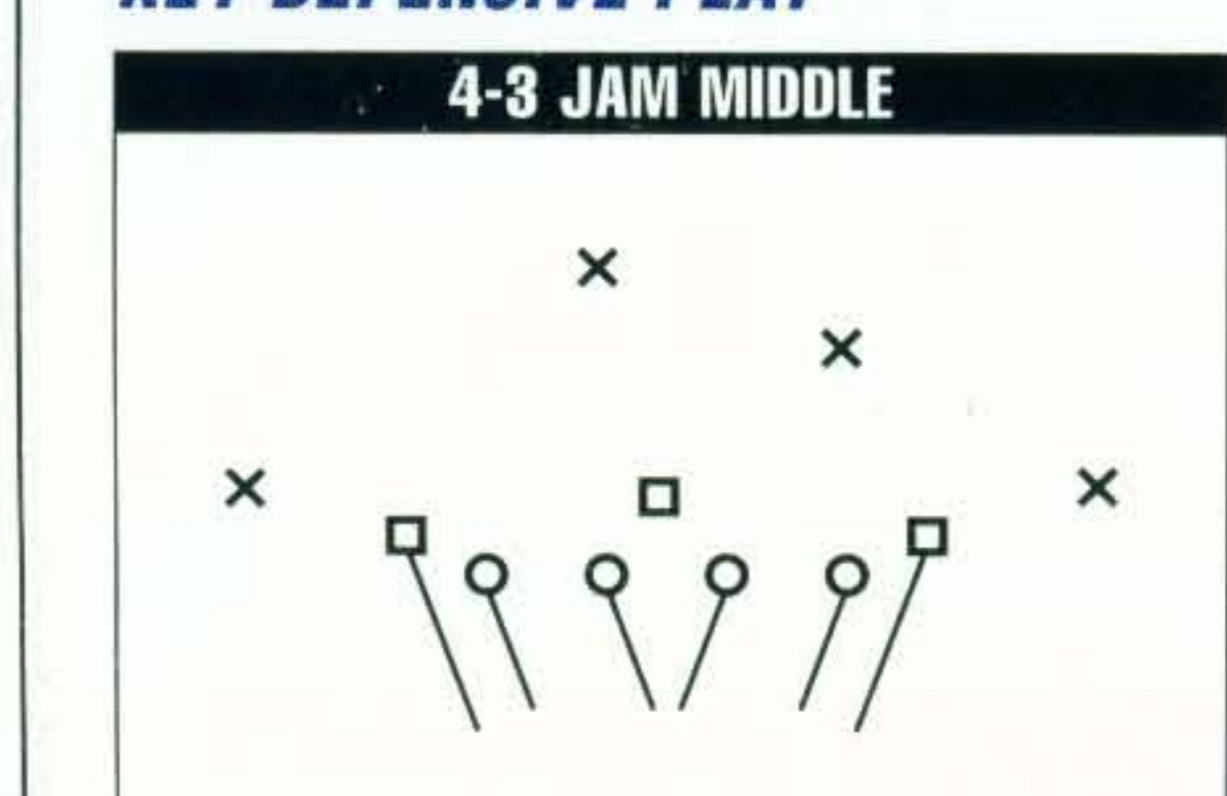
LOS ANGELES RAMS

The Rams have a bruising ground game.

KEY OFFENSIVE PLAY



KEY DEFENSIVE PLAY



NFC WEST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	13	5	4	12	12
QB2	12	5	2	10	9
QB3	17	7	6	8	3

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	36	11	14	11	6
HB2	33	11	9	6	4
HB3	43	11	11	2	4
FB	34	7	10	8	5
FB2	38	12	6	3	2

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	12	11	2	3
WR2	83	12	10	2	5
WR3	88	8	10	2	2
WR4	83	11	11	2	3
WR5	89	11	10	3	2
WR6	2	12	11	2	2
TE1	84	7	9	5	4
TE2	82	6	6	2	1
TE3	48	5	8	2	1

DEFENSIVE LINE					
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	70	289	6	11	7
LG	66	325	11	8	8
C	61	300	6	6	6
RG	79	292	11	8	9
RT	68	310	10	9	6
LT2	78	285	13	8	8
LG2	71	308	3	6	6
RT2	51	275	3	6	6

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	76	7	7	5	10
DLT	58	8	10	9	5
DT(NT)	50	10	12	11	13
DE	60	10	13	12	13
DE2	95	7	9	6	3
DT2	87	6	7	8	7

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LNLB	59	10	10	10	7
ILB	56	7	11	4	12
ROLB	68	10	11	11	8
ILB3	50	8	7	8	7
OLB2	57	8	5	9	3
OLB3	54	7	8	10	4

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	41	14	11	10	3
LCB2	27	13	10	10	3
RCB1	51	13	10	10	5
RCB2	28	12	9	10	1
FS	26	13	11	6	5
SS	32	12	12	5	4
FS2	21	11	11	8	1
SS2	22	11	5	9	5

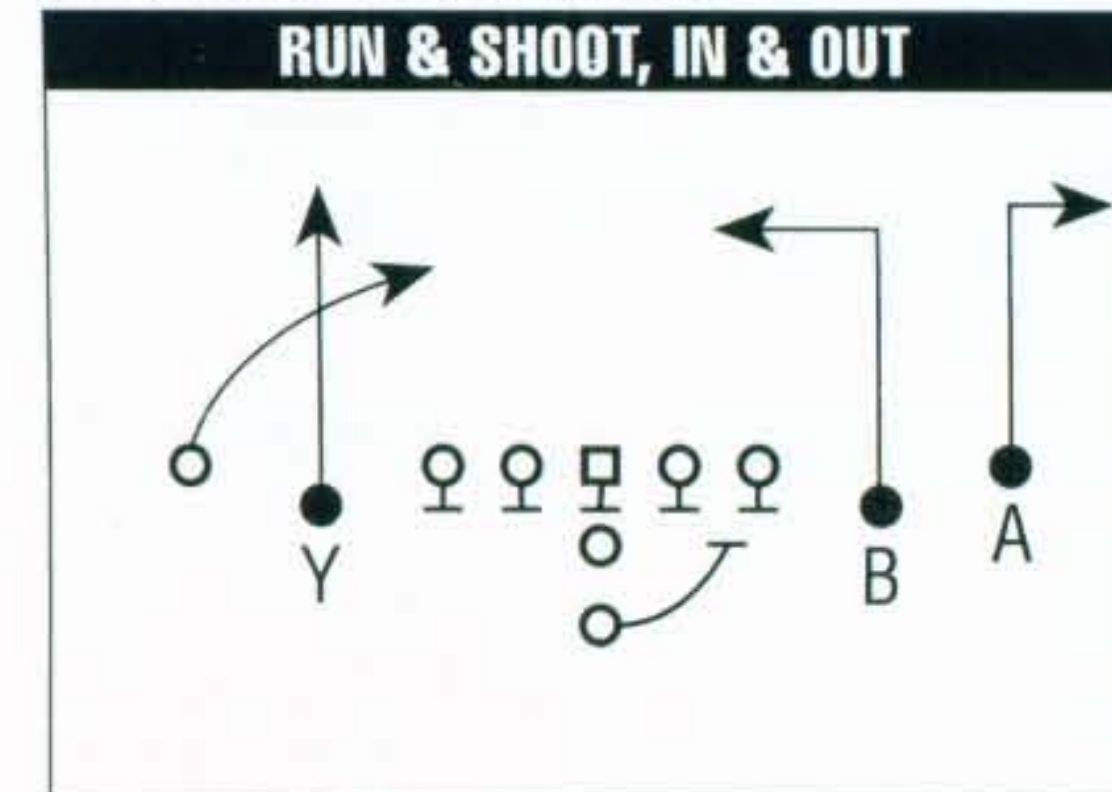
SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	AGILITY	HANDS
K	10	7	8	KR	87	11	11	2
P	5	10	10	KR2	2	12	11	1
				PR	87	11	11	2



ATLANTA FALCONS

The Falcons have a new quarterback at the helm of the Red Gun. Unfortunately, they lost most of their receiving corp in the off-season.

KEY OFFENSIVE PLAY



KEY DEFENSIVE PLAY



NFC WEST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	1	5	6	12	11
QB2	3	4	4	10	11
QB3	7	3	6	7	5

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	10	9	5	3
HB2	40	8	10	2	3
HB3	28	11	10	2	1
FB	34	7	9	4	5
FB2	38	8	10	1	9

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	12	13	3	15
WR2	6	14	12	4	5
WR3	81	11	14	2	4
WR4	87	14	10	2	4
WR5	82	11	12	1	4
WR6	21	15	14	2	2
TE1	86	11	11	1	1
TE2	83	6	4	4	1
TE3	88	5	4	4	2

DEFENSIVE LINE					
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	67	280	13	10	7
LG	65	325	4	8	8
C	79	285	11	8	9
RG	82	292	8	8	7
RT	64	300	13	8	8
LT2	68	296	5	7	7
LG2	70	308	5	7	7
RT2	61	290	6	7	7

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	52	6	4	11	5
DLT	95	6	7	6	11
DT(NT)	67	5	6	5	7
DE	56	7	10	8	12
DE2	80	6	7	7	5
DT2	97	6	7	4	7

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LNLB	50	10	11	12	11
ILB2	53	8	8	10	6
ILB	58	10	12	11	14
ROLB	57	9	7	6	7
ILB3	48	8	5	9	4
OLB2	46	8	4	9	3
OLB3	52	7	4	9	3

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	21	15	9	14	14
LCB2	27	11	13	12	4
RCB1	44	13	12	12	4
RCB2	45	13	9	5	7
FS	25	12	13	13	7
SS	47	12	12	8	4
FS2	46	11	11	4	3
SS2	22	11	8	6	6

SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	AGILITY	HANDS
K	9	13	11	KR	28	11	13	14
P	5	5	12	KR2	21	15	13	14
				PR	28	11	13	14

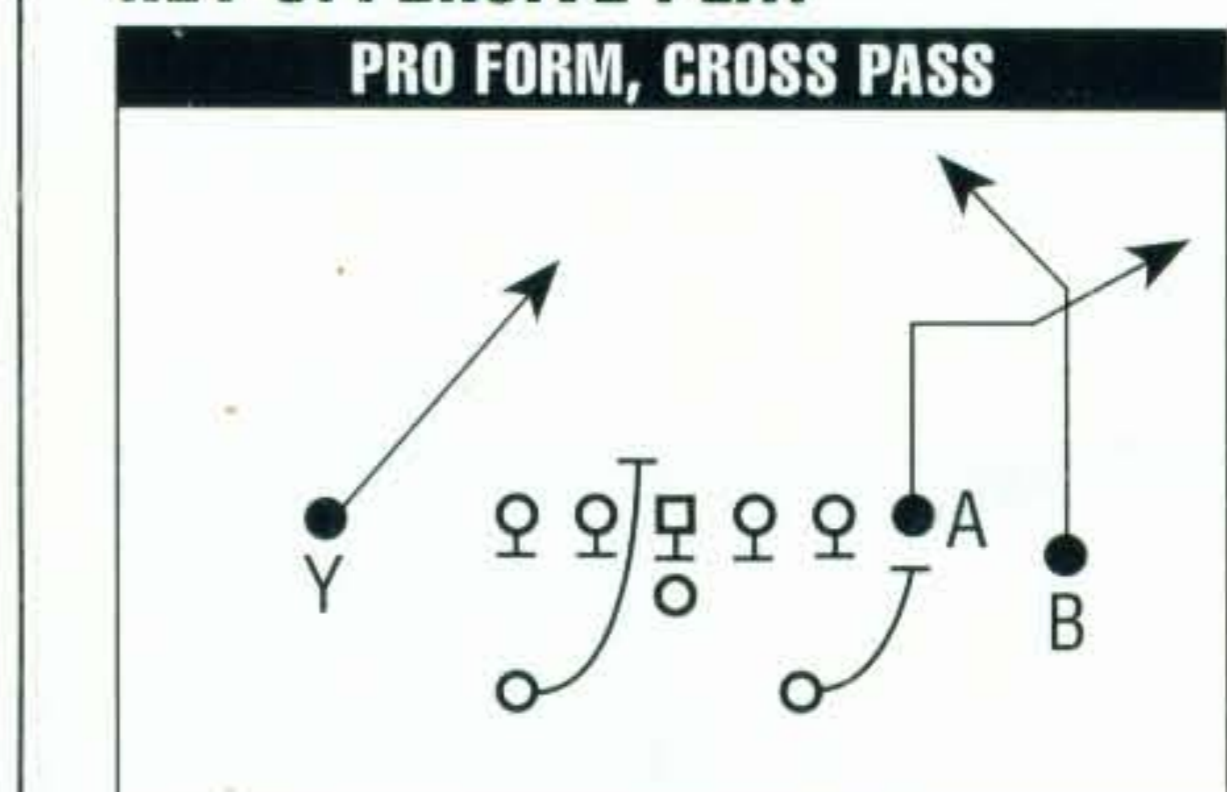
TEAM PROFILES



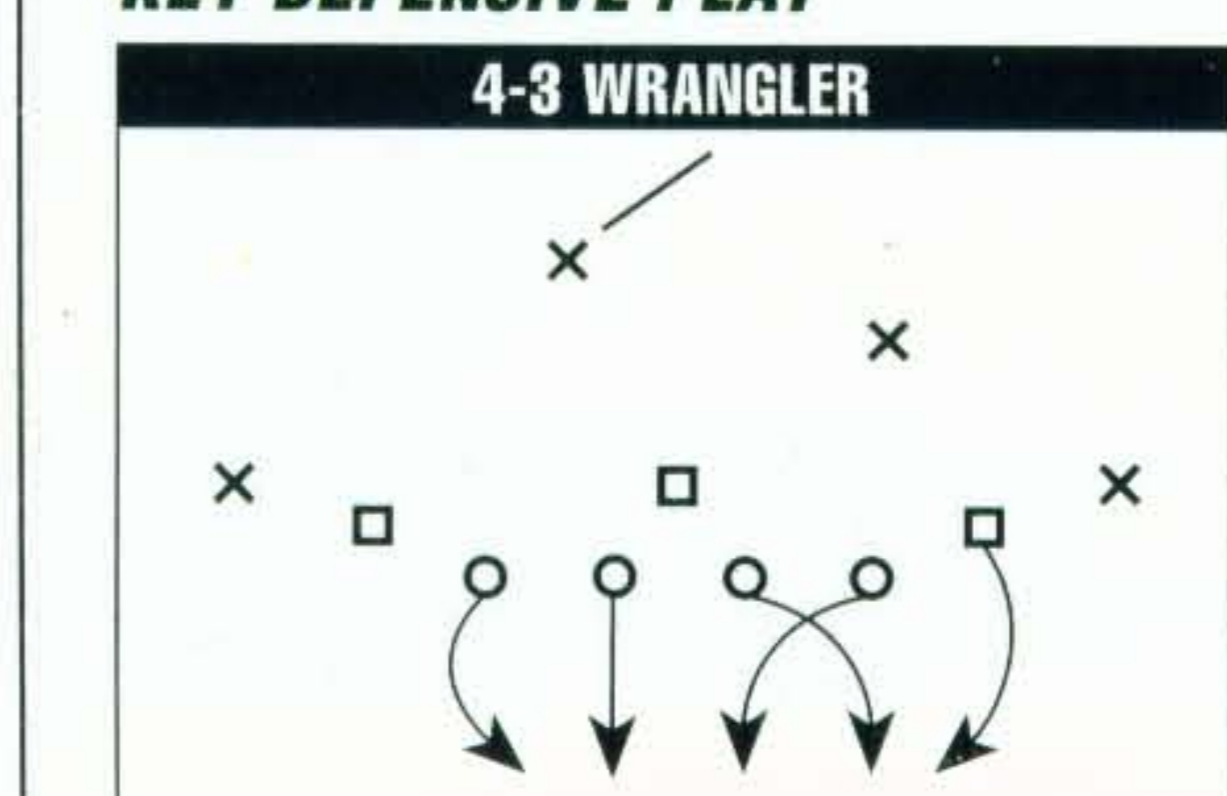
GREEN BAY PACKERS

The Pak is making a switch to a 4-3 defense to feature their two super defensive ends. On offense, their strategy centers around getting the ball to their wide out.

KEY OFFENSIVE PLAY



KEY DEFENSIVE PLAY



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	4	5	6	8	12
QB2	11	3	7	5	9
QB3	8	3	10	5	11

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	1	5	11	6	7
HB2	42	14	5	4	3
HB3	29	12	10	3	1
FB	34	8	6	7	6
FB2	44	7	8	4	5

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	84	13	12	6	15
WR2	87	12	11	2	5
WR3	88	11	12	2	3
WR4	85	11	11	1	3
WR5	81	12	12	3	3
WR6	82	12	15	2	1
TE1	40	7	8	5	4
TE2	89	7	8	5	8
TE3	86	6	6	6	2

DEFENSIVE LINE					
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	75	280	10	11	11
LG	67	325	10	10	10
C	62	285	8	8	8
RG	76	275	11	8	8
RT	68	310	10	9	6
LT2	78	315	7	8	8
LG2	77	290	6	9	9
RT2	63	280	7	9	9

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	52	10	13	13	15
DLT	50	6	14	9	11
DT(NT)	64	8	10	13	11
DE	96	10	13	12	13
DE2	97	8	3	10	5
DT2	53	6	7	8	7

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LNLB	59	10	10	12	

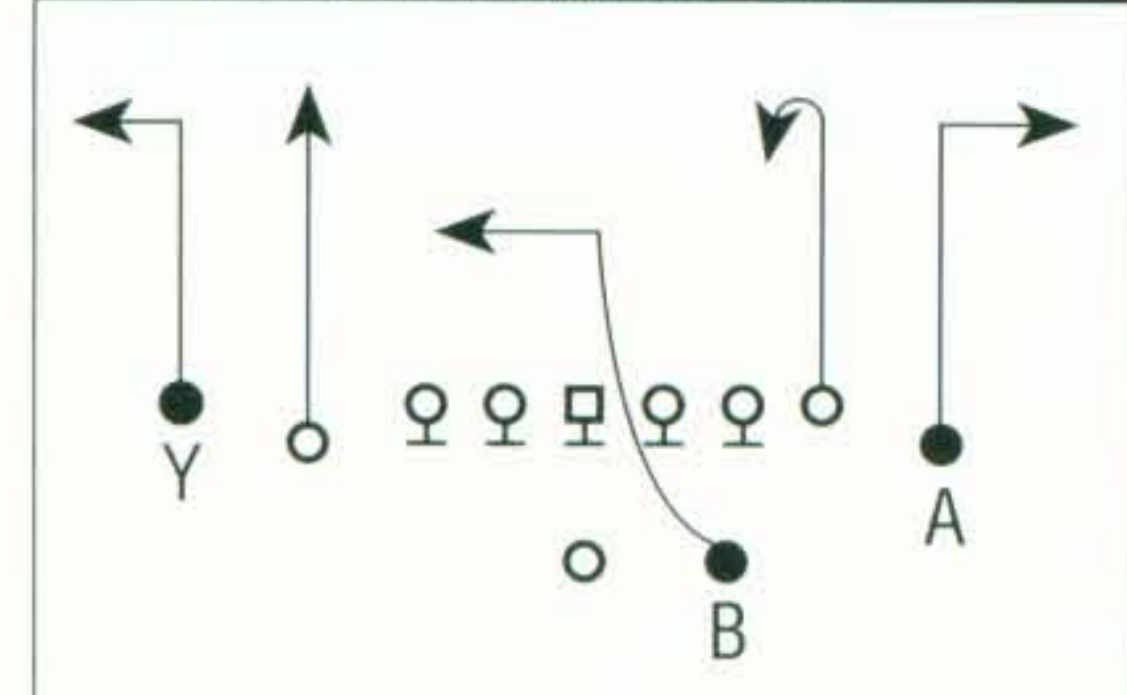


BUFFALO BILLS

The four time AFC champs look good again this year on both sides of the ball. Their no huddle K-gun offense will give teams problems.

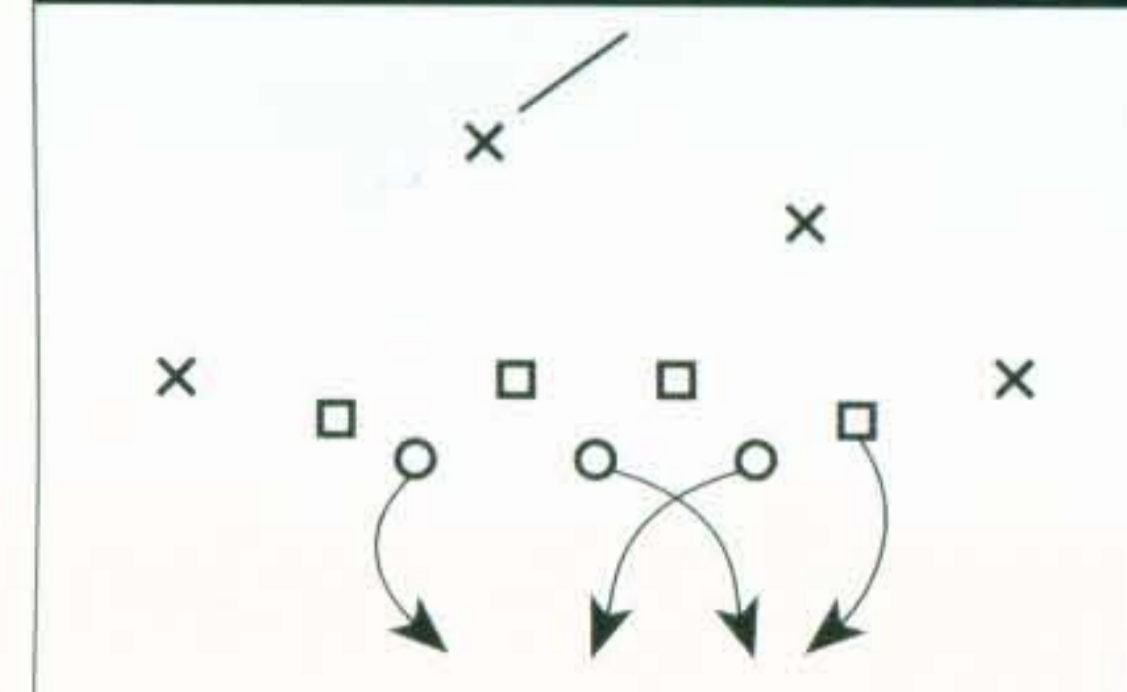
KEY OFFENSIVE PLAY

SHOTGUN, DEEP OUT



KEY DEFENSIVE PLAY

3-4 RENEGADE



AFC EAST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	12	6	5	9	11
QB2	7	5	7	6	12
QB3	11	6	6	6	7

RUNNING BACKS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	34	12	13	12	9
RB2	23	12	13	8	3
RB3	53	9	10	4	6
FB	35	9	8	4	4
FB2	21	8	9	3	4

RECEIVERS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
WR1	83	12	13	2	11
WR2	80	12	12	3	7
WR3	82	14	11	3	8
WR4	84	12	11	4	6
WR5	85	13	11	2	9
WR6	81	13	10	2	6
TE1	89	7	8	4	10
TE2	87	8	8	7	5
TE3	84	10	7	4	6

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	90	3	11	8	7
DL1	73	4	9	5	9
DL2	91	6	11	8	6
RE	78	8	13	11	14
DE2	77	5	8	8	7
DT2	92	5	10	5	8

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	ABILITY	AWARENESS
L0LB	97	10	13	11	11
L0LB	53	9	8	10	7
L0LB	55	8	10	11	10
L0LB	56	11	12	12	11
L0LB	50	7	9	8	5
L0LB	58	9	9	9	6
L0LB	58	8	8	9	4

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	25	12	8	8	7
LCB2	45	11	11	9	6
RCB1	28	14	10	8	5
RCB2	36	12	8	7	4
FS	43	13	11	11	7
SS	26	12	12	10	6
SS2	22	11	8	9	4
SS2	24	12	8	6	5

SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	ABILITY	HANDS
K	2	8	10	KR	85	13	11	9
P	9	7	9	KR2	21	8	7	4
				PR	85	13	11	9

MADDEN 95



TEAM PROFILES

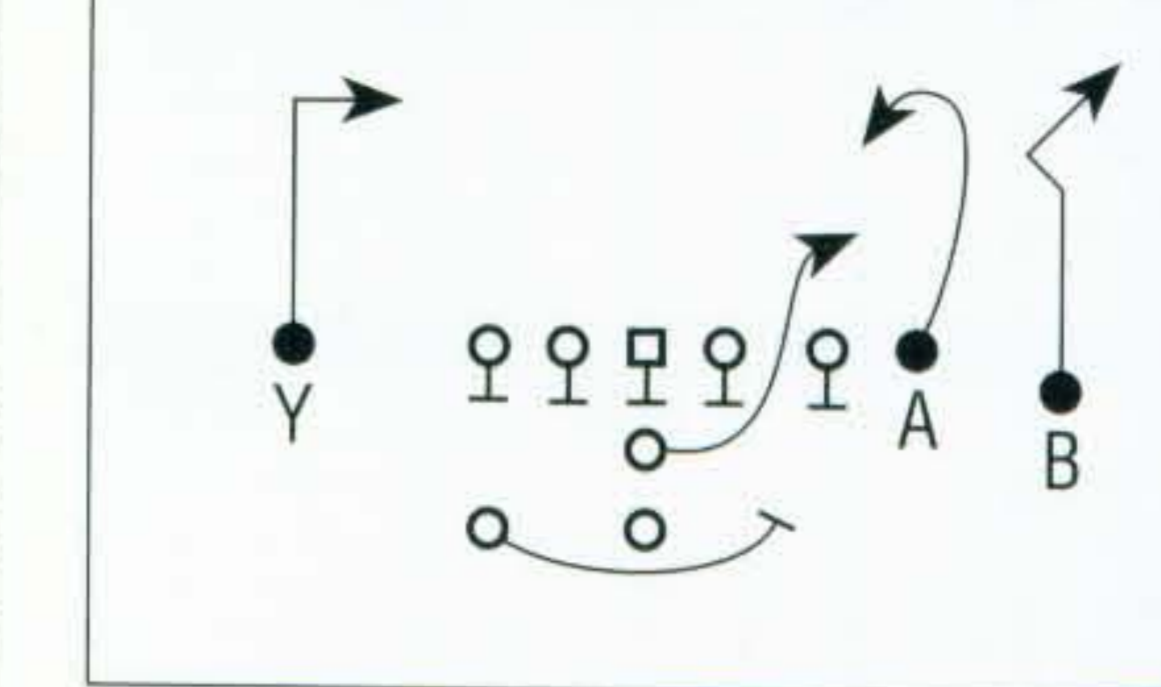


KANSAS CITY CHIEFS

The Chiefs rely on veteran leadership to win.

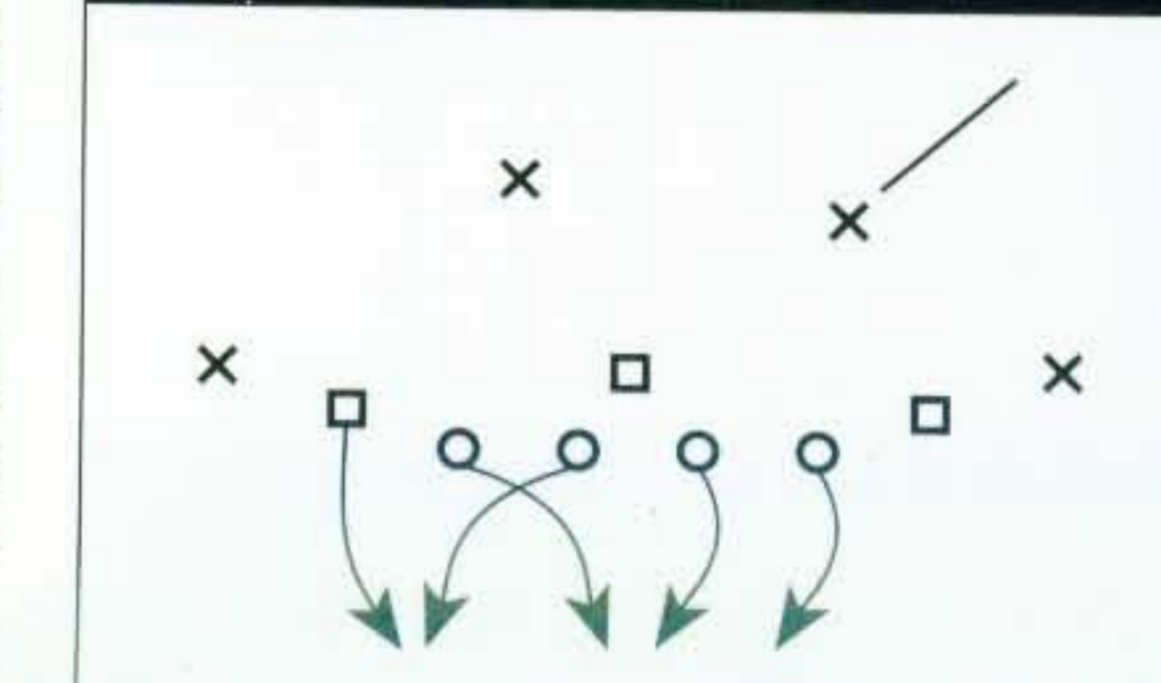
KEY OFFENSIVE PLAY

FAR, PA FAR



KEY DEFENSIVE PLAY

4-3 BREAKER



AFC WEST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	19	6	8	13	14
QB2	13	7	9	11	11
QB3	14	8	8	9	9

RUNNING BACKS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	32	12	13	8	8
RB2	29	12	11	6	5
RB3	22	10	10	5	4
FB	38	9	9	9	10
FB2	21	8	8	7	7

RECEIVERS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
WR1	88	13	11	3	9
WR2	84	13	9	2	10
WR3	82	11	11	3	11
WR4	80	12	10	2	7
WR5	83	11	12	4	6
WR6	81	10	10	2	9
TE1	89	9	9	9	11
TE2	81	8	7	7	7
TE3	87	7	9	5	4

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	90	7	12	11	14
DL1	75	3	11	6	8
DL2	69	4	12	9	12
RE	77	6	9	9	10
DE2	67	5	9	8	7
DT2	96	3	10	7	9

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	ABILITY	AWARENESS
L0LB	52	8	11	11	10
L0LB	50	8	10	9	7
L0LB	54	9	10	10	10
L0LB	55	10	13	9	12
L0LB	53	6	7	7	8
L0LB	59	9	9	11	10
L0LB	51	7	8	8	6

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	34	14	10	10	5
LCB2	27	12	9	9	3
RCB1	24	13	11	7	4
RCB2	39	12	8	9	4
FS	42	12	11	13	9
SS	25	11	11	12	6
SS2	21	10	10	9	4
SS2	41	10	10	9	4

SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	ABILITY	HANDS
K	2	8	10	KR	83	11	12	9
P	5	9	10	KR2	83	11	12	9
				PR	34	14	14	9

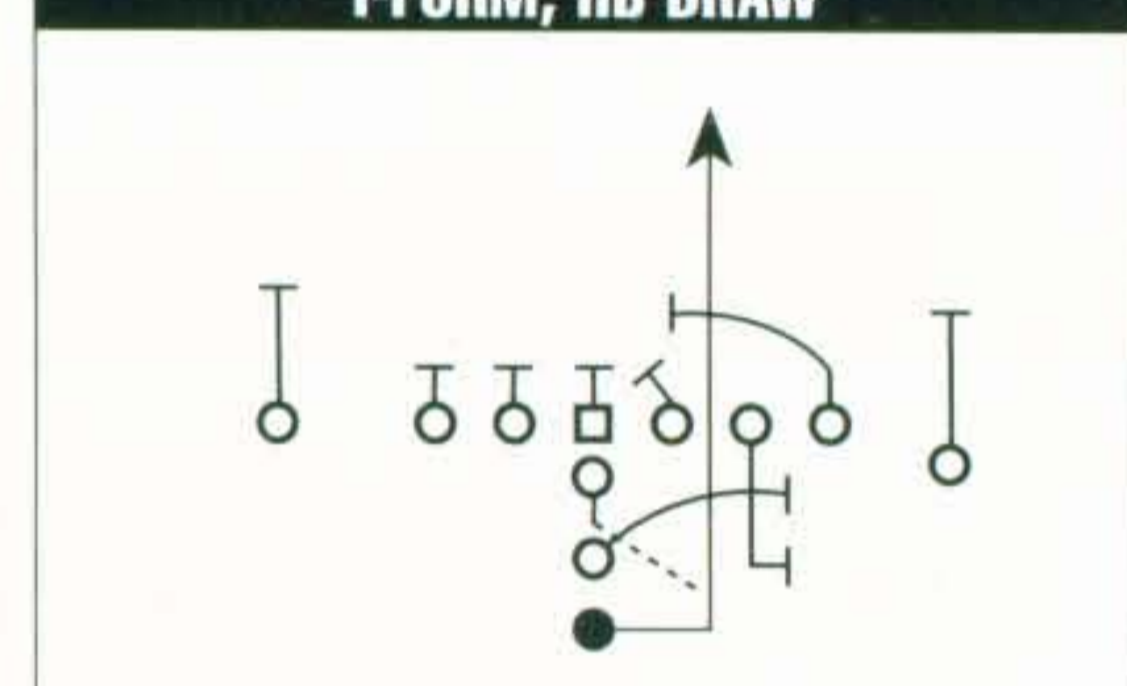


CINCINNATI BENGALS

The Bengals are tough in the trenches. Their defense is anchored by a top pick in the draft and they improved their offensive line in the off-season as well.

KEY OFFENSIVE PLAY

I-FORM, HB DRAW



KEY DEFENSIVE PLAY

4-3 CHEAT LEFT



AFC CENTRAL PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	7	8	9	9	8
QB2	10	7	6	7	5
QB3	12	6	6	7	6

RUNNING BACKS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	28	11	10	6	7
RB2	21	10	10	5	6
RB3	33	10	11	7	9
FB	44	8	9	8	10
FB2	46	7	7	7	8

RECEIVERS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
WR1	83	11	11	2	11
WR2	80	13	10	2	8
WR3	85	12	11	3	8
WR4	88	11	13	2	8
WR5	84	12	9	3	5
WR6	86	13	8	2	3
TE1	82	7	10	3	9
TE2	48	6	3	3	5
TE3	87	8	5	4	4

DEFENSIVE LINE					
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
LT	62	290	10	9	
LG	64	287	10	9	
C	63	297	10	9	
RG	65	287	7	9	
RT	63	296	5	6	
T2	61	310	4	10	
C2	66	298	4	6	
C2	77	330	6	7	

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	6	11	7	11
DL1	99	8	12	9	11
DL2	69	4	10	6	10
RE	94	6	10	8	7
DE2	79	5	6	6	5
DT2	97	4	10	5	8

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	ABILITY	AWARENESS
L0LB	50	9	12	12	3
L0LB	90	8	11	11	9
L0LB	51	8	12	10	12
L0LB	59	8	10	8	7
L0LB	45	9	10	7	6
L0LB	59	7	9	9	8
L0LB	52	7	8	8	6

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	43	13	9	11	11
LCB2	22	12	8	8	6
RCB1	25	13	10	11	11
RCB2	24	11	9	9	4
FS	31	11	13	11	8
SS	29	10	11	10	5
SS2	29	10	6	8	10
SS2	27	10	9	4	4

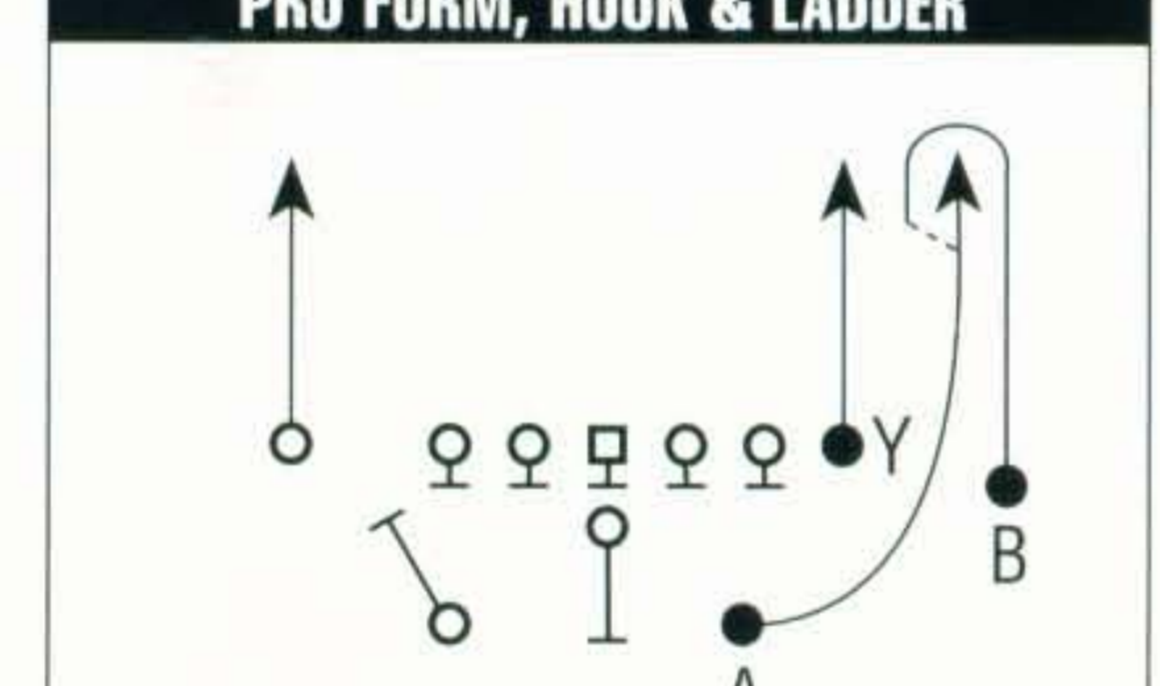
SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	ABILITY	HANDS
K	9	8	10	KR	81	11	17	12
P	11	8	6	KR2	42	11	17	5
				PR	81	11	11	12

ALL MADDEN '94

You can take this team anywhere, against any team, and you can whoop 'em.

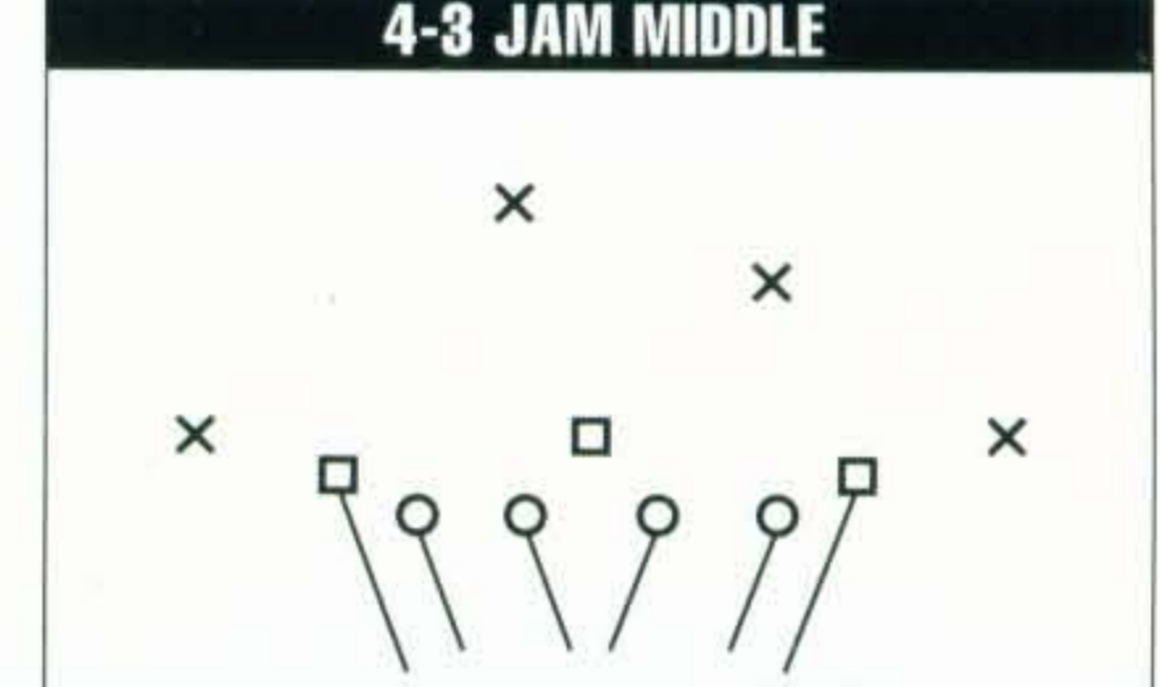
KEY OFFENSIVE PLAY

PRO FORM, HOOK & LADDER



KEY DEFENSIVE PLAY

4-3 JAM MIDDLE



PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	8	9	10	15	13
QB2	19	6	8	13	14
QB3	9	5	5	14	13

RUNNING BACKS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	22	12	15	8	11
RB2	32	13	14	8	10
RB3	35	11	14	11	6
FB	48	9	5	8	6
FB2	27	11	11	11	10

RECEIVERS					
POS.	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
WR1	84	13	12	6	15
WR2	80	12	15	3	15
WR3	81	12	13	3	15
WR4	88	13	11	4	15
WR5	82	12	12	3	10
WR6	87	10	10	6	11
TE1	85	8	10	7	14
TE2	85	8	10	7	14
TE3	86	9	7	7	10

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	10	13	13	15
DL1	90	10	12	13	12
DL2	67	6	10	6	11
RE	95	9	14	12	14
DE2	60	7	10	6	12
DT2	91	4	12	9	12

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	ABILITY	AWARENESS
L0LB	59	11	14	10	15
L0LB	53	10	13	12	14
L0LB	56	12	15	13	15
L0LB	95	10	14	12	14
L0LB	51	10	12	11	14
L0LB	58	10	11	10	11
L0LB	97	11	14	10	14

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	21	15	9	14	7
LCB2	37	13	12	14	5
RCB1	24	14	13	15	15
RCB2	20	15	13	15	11
FS	20	12	12	15	10
SS					

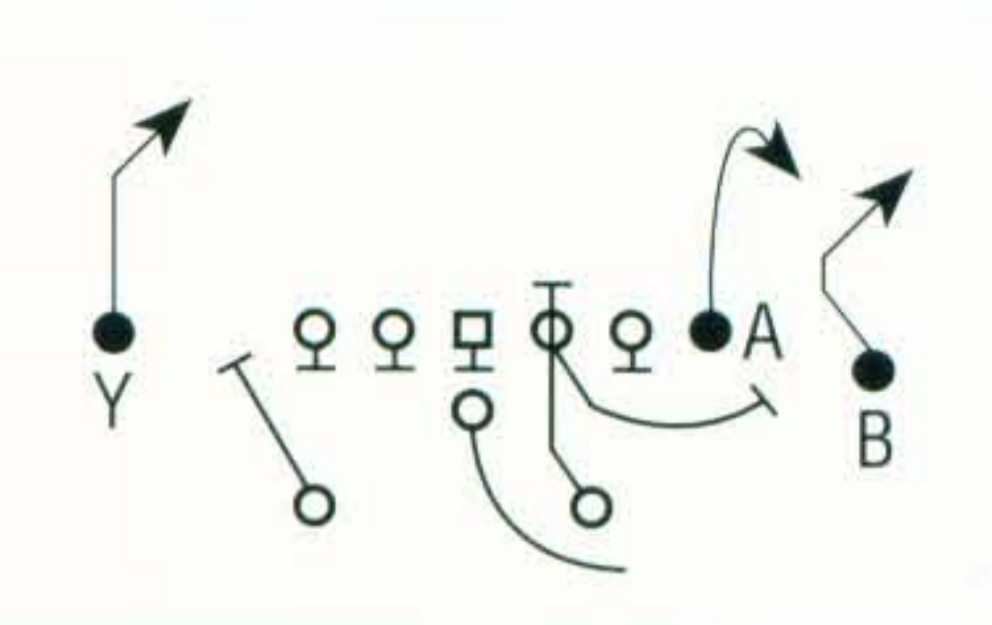


LOS ANGELES RAIDERS

The Raiders' speedy receivers are always looking to make the big play.

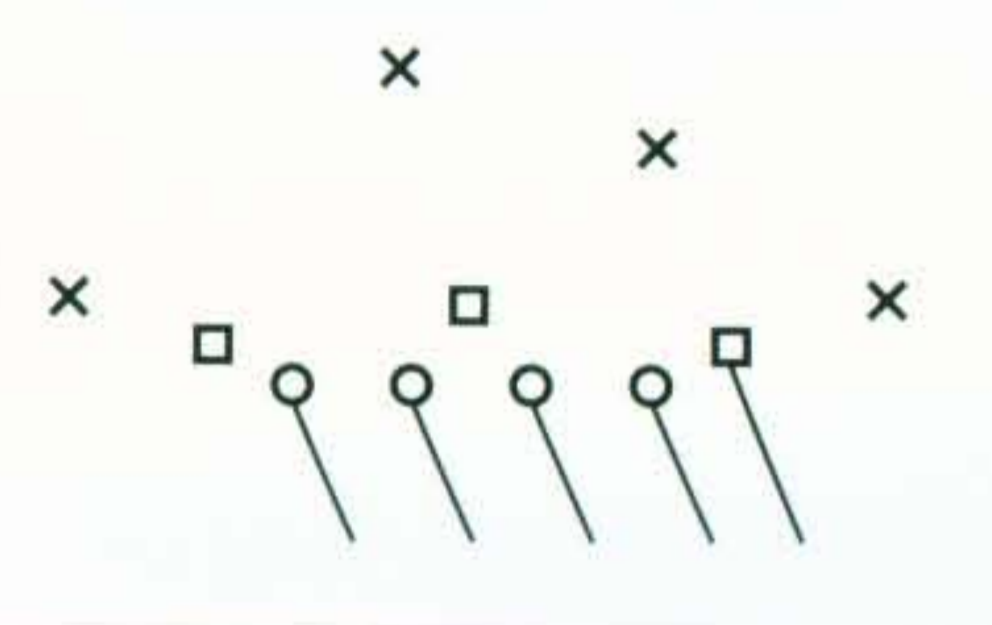
KEY OFFENSIVE PLAY

PRO FORM, ROLL OUT



KEY DEFENSIVE PLAY

4-3 CHEAT RIGHT



AFC WEST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	15	8	9	10	11
QB2	11	9	5	9	9
QB3	12	6	8	5	6
RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
RB1	22	12	11	7	8
RB2	27	11	12	6	5
RB3	21	12	11	4	4
FB	44	8	9	9	8
FB2	41	9	7	8	4
RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	81	14	13	3	13
WR2	82	13	14	2	13
WR3	86	14	13	2	8
WR4	89	13	11	3	6
WR5	83	12	11	3	6
WR6	80	12	9	4	4
TE1	87	8	9	7	3
TE2	84	7	8	7	2
TE3	88	8	9	9	2
OFFENSIVE LINE					
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	HANDS
LT	71	300	11	10	10
LG	76	295	13	12	11
C	65	290	10	11	11
RG	66	319	11	11	11
RT	68	295	8	10	10
TE	79	285	11	9	10
OT	78	305	8	10	10
OT2	67	295	12	9	9

DEFENSIVE LINE								
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT			
LE	93	6	11	10	9			
DE1	91	3	10	5	6			
DE2	94	4	11	7	3			
DE3	97	3	10	9	12			
DE4	92	5	9	7	6			
DT1	97	3	10	5	5			
LINEBACKERS								
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS			
LOLB	51	8	11	8	8			
ILB1	54	9	10	11	11			
ILB2	54	8	11	9	8			
ROLB	50	10	13	12	13			
ILB3	57	9	8	8	10			
OLB1	53	8	12	10	7			
OLB2	52	9	10	11	11			
DEFENSIVE BACKS								
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS			
LCB1	36	15	12	13	10			
LCB2	46	13	10	9	7			
RCB1	24	13	11	12	7			
RCB2	48	12	10	12	6			
FS	33	10	13	5	6			
SS	20	11	9	11	8			
FS2	29	13	10	4	7			
SS2	31	12	9	9	5			
SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	AGILITY	HANDS
K	1	15	14	KR	86	14	13	13
P	1	11	10	KR2	81	14	13	13
				PR	81	14	13	13

MADDEN 95

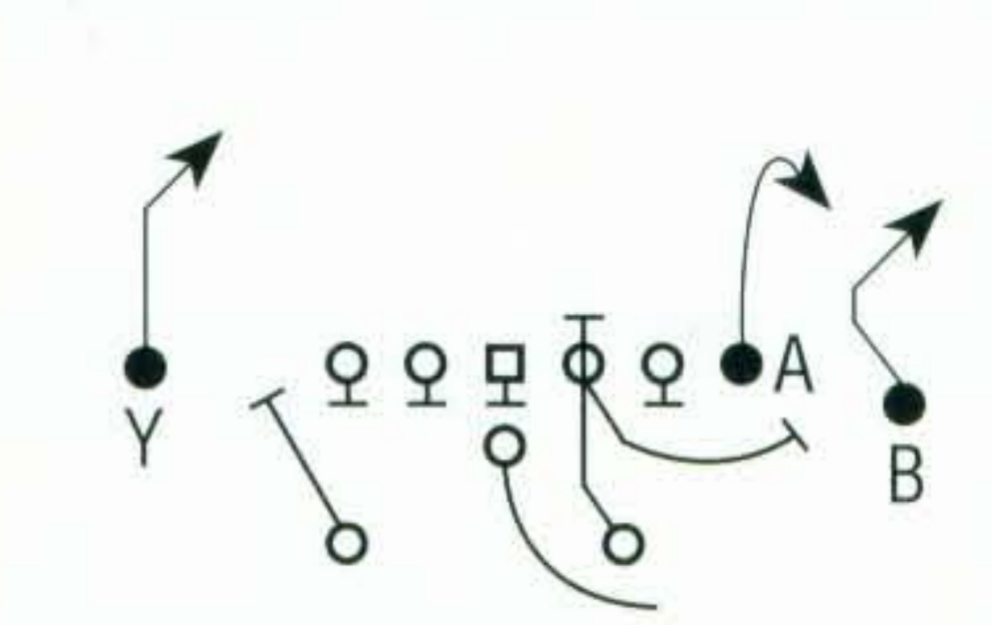


SEATTLE SEAHAWKS

With a cast of young stars, Seattle is a team on the rise.

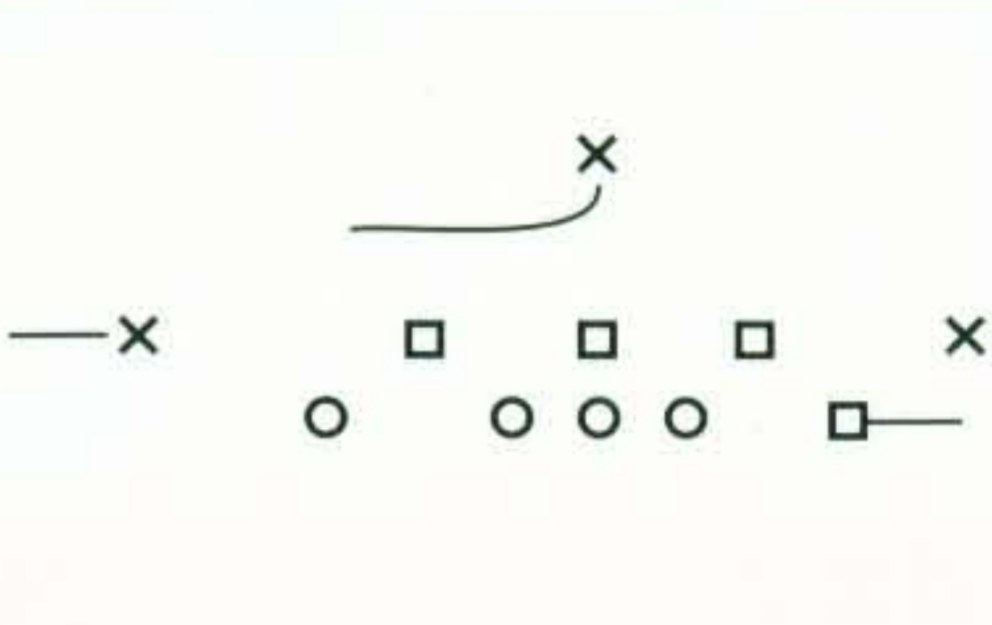
KEY OFFENSIVE PLAY

PRO FORM, ROLL OUT



KEY DEFENSIVE PLAY

GOAL LINE 53 SEAHAWK



AFC WEST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	3	4	5	6	9
QB2	10	4	4	5	6
QB3	7	6	4	3	10
RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
RB1	49	12	12	5	9
RB2	22	11	12	7	4
RB3	36	10	11	6	7
FB	35	8	7	9	6
FB2	43	7	6	8	5
RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	84	13	12	3	10
WR2	89	12	10	4	12
WR3	85	11	9	3	7
WR4	86	10	10	2	7
WR5	81	14	12	2	6
WR6	88	12	13	3	4
TE1	87	8	7	8	4
TE2	87	9	8	7	5
TE3	48	8	7	4	7
OFFENSIVE LINE					
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	HANDS
LT	73	304	10	10	10
LG	59	296	9	9	9
C	53	300	11	10	10
RG	76	306	8	8	8
RT	75	335	9	11	11
TE	78	292	7	10	10
OT	69	315	5	9	9
OT2	52	288	6	9	9

DEFENSIVE LINE								
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT			
LE	70	6	11	10	10			
DE1	98	5	11	8	8			
DE2	99	6	12	8	13			
DE3	93	5	9	10	9			
DE4	99	4	8	8	7			
DT1	72	4	9	5	10			
LINEBACKERS								
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS			
LOLB	90	9	11	10	10			
ILB1	94	9	9	7	8			
ILB2	94	9	12	10	12			
ILB3	90	9	11	11	8			
ROLB	51	10	9	11	8			
OLB1	49	6	7	9	10			
OLB2	49	6	8	7	7			
OLB3	95	7	6	8	9			
DEFENSIVE BACKS								
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS			
LCB1	39	12	9	9	4			
LCB2	29	12	9	7	3			
RCB1	26	13	10	11	8			
RCB2	27	12	9	8	7			
FS	41	13	12	13	11			
SS	25	11	12	11	6			
FS2	44	10	10	8	7			
SS2	21	11	9	6	7			
SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	AGILITY	HANDS
K	4	10	10	KR	81	14	12	6
P	14	11	8	KR2	89	12	12	12
				PR	84	12	10	10

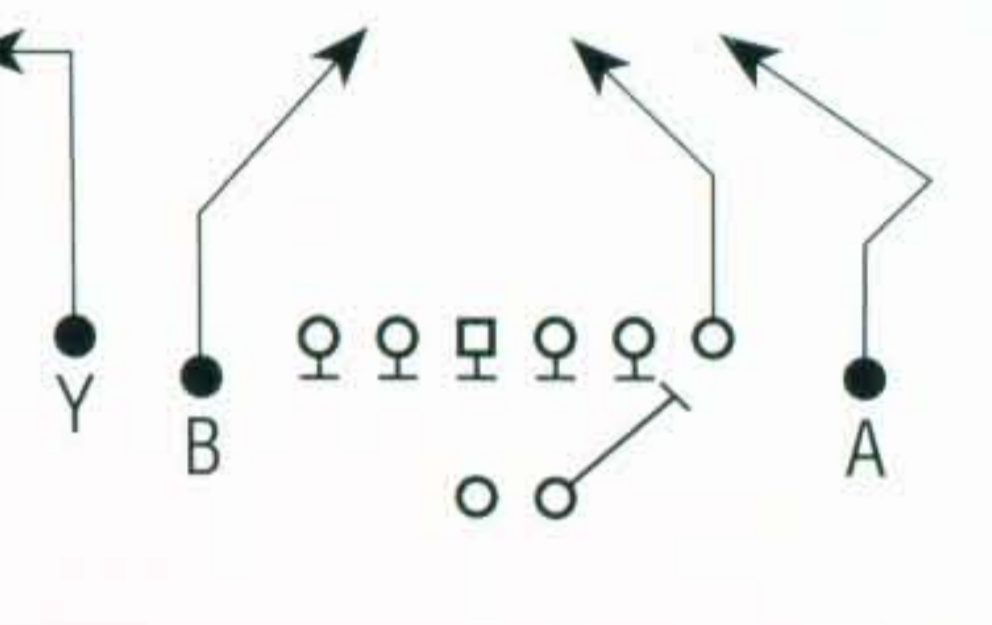


MIAMI DOLPHINS

With one of the best quarterbacks in the NFL back from injury, the Dolphin passing attack is one of the best.

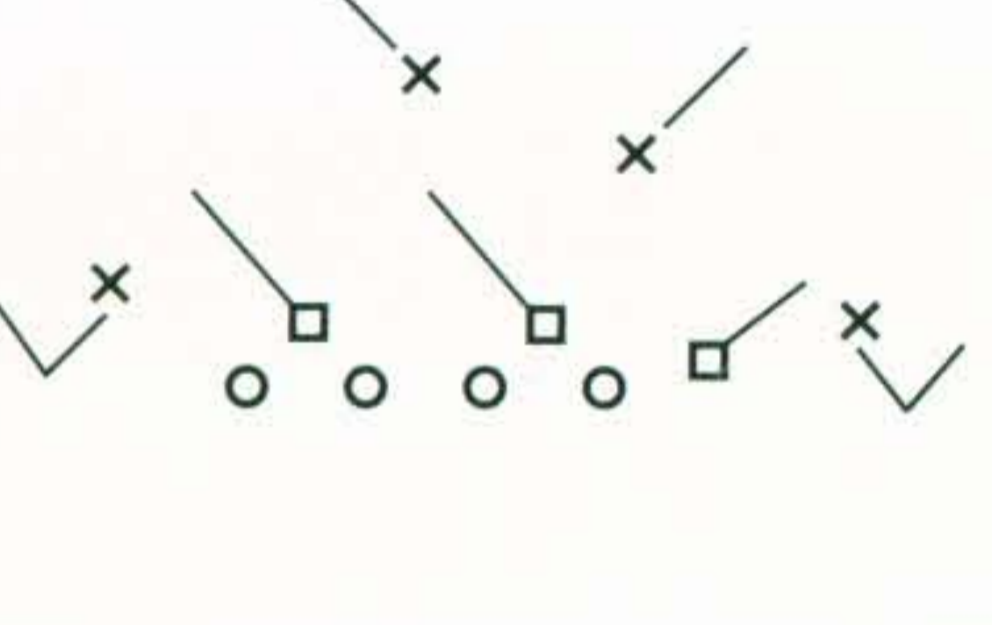
KEY OFFENSIVE PLAY

SHOTGUN, SHORT POSTS



KEY DEFENSIVE PLAY

4-3 DBL TALON ZONE



AFC EAST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	13	5	4	12	13
QB2	19	5	5	9	10
QB3	11	7	7	5	6
RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
RB1	43	10	11	6	9
RB2	21	11	10	7	4
RB3	30	9	16	5	3
FB	41	20	12	8	8
FB2	22	8	5	5	3
RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	82	13	14	2	10
WR2	80	12	13	4	9
WR3	81	13	13	4	9
WR4	86	11	10	3	6
WR5	87	14	12	2	6
WR6	88	12	11	2	5
TE1	88	9	10	8	9
TE2	84	8	9	5	8
TE3	85	8	6	4	4
OFFENSIVE LINE					
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	HANDS
LT	78	302	13	14	14
LG	69	303	14	13	9
C	65	290	12	12	12
RG	60	290	9	8	8
RT	73	293	8	9	9
TE	74	296	11	9	9
OT	67	295	5	9	9
OT2	61	286	10	8	8

DEFENSIVE LINE								
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT			
LE	91	6	11	9	12			
DE1	79	4	9	5	9			
DE2	99	2	10	4	3			
DE3	90	5	10	8	11			
DE4	72	4	9	8	9			
DT1	95	3	8	6	7			
LINEBACKERS								
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS			
LOLB	51	8	12	10	8			
ILB1	50	8	10	8	8			
ILB2	56	8	11	9	10			
ROLB	54	10	13	12	9			
ILB3	54	9	9	8	8			
OLB1	53	9	11	11	8			
OLB2	58	9	11	7	6			
DEFENSIVE BACKS								
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS			
LCB1	23	12	10	11	14			
LCB2	47	10	8	5	8			
RCB1	37	14	12	13	5			
RCB2	24	13	9	10	7			
FS	28	12	9	12	7			
SS	35	10	13	9	4			
FS2	42	10	10	5	5			
SS2	26	11	11	7	2			
SPECIAL TEAMS								
POS.	NO.	DISTANCE	ACCURACY	POS.	NO.	SPEED	AGILITY	HANDS
K	10	15	14	KR	81	14	13	2
P	9	6	8	KR2	87	14	13	9
				PR	81	13	13	9

TEAM PROFILES

Weight ratings in software correspond to actual weights in poster.



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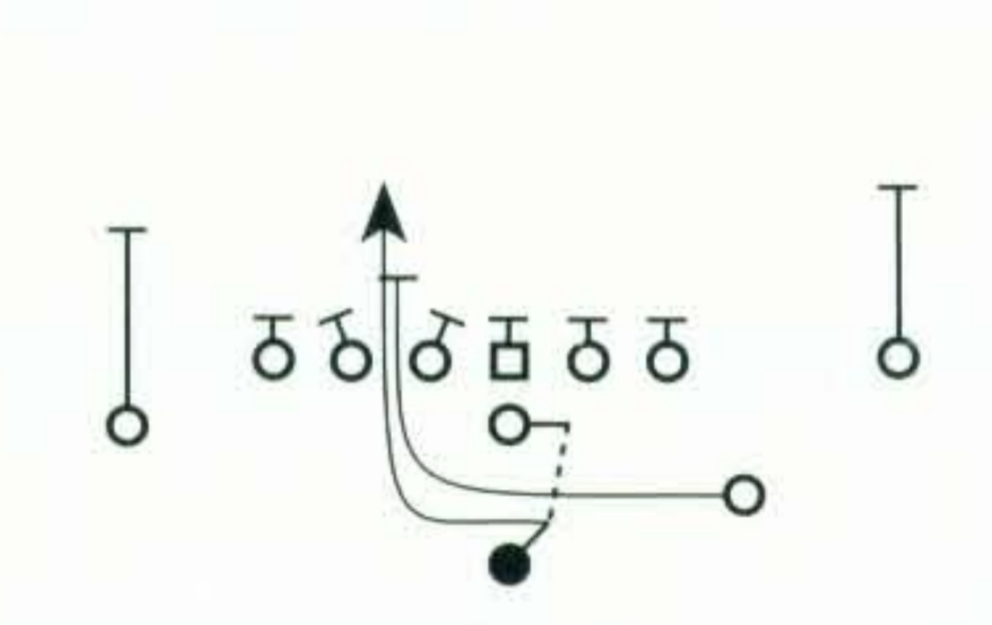


SAN DIEGO CHARGERS

With the loss of their star runner and receiver, the pressure is on San Diego's defense to win games.

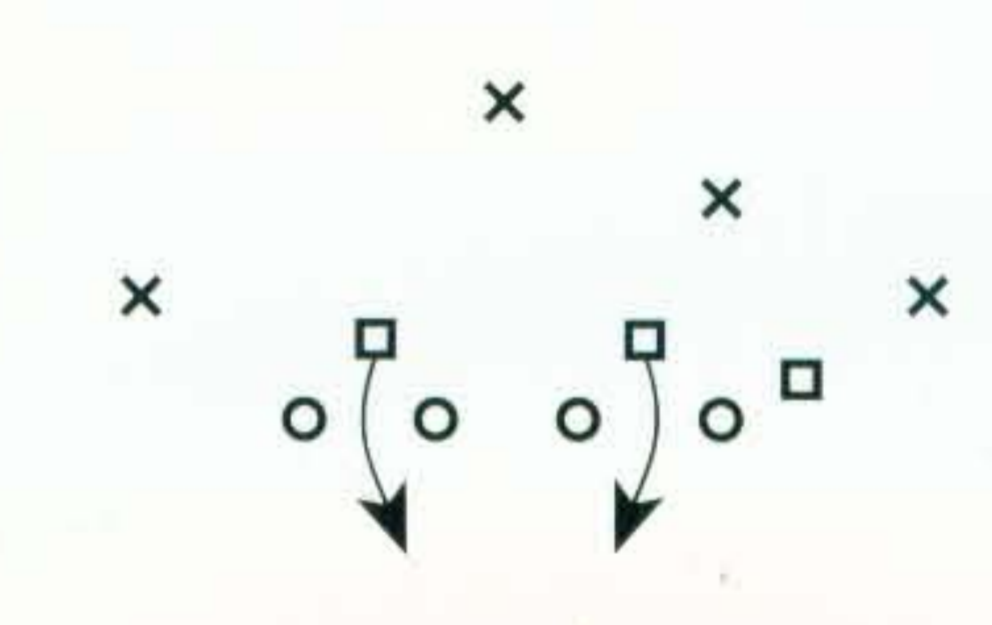
KEY OFFENSIVE PLAY

SINGLE BK, HB COUNTER



KEY DEFENSIVE PLAY

4-3 DBL TALON STRIKE



AFC WEST PLAYER RATINGS

QUARTERBACKS				
POS.	NO.			