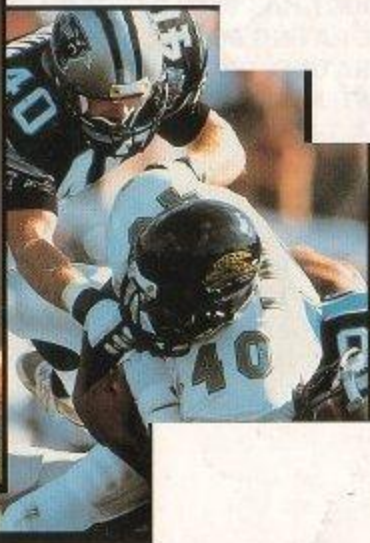


# MADDEN



# 96



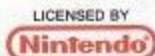
INSTRUCTION BOOKLET



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB A 1-800-771-3772



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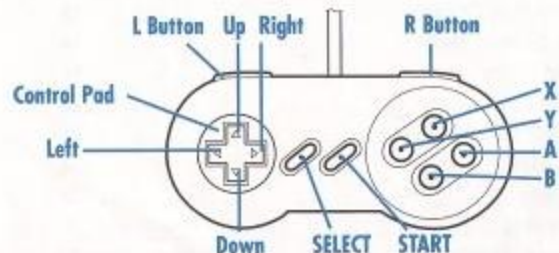
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# STARTING MADDEN NFL® 96

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 the 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 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.

## CONTROL SUMMARY



### General

Move player	Control Pad any direction
Pause	<b>START</b>

### Kickoff

Start the power bar	<b>B</b>
Aim kick left/right	Control Pad ←/→
Kick the ball	<b>B</b>
Call an audible	<b>A</b>
Line up right/left	<b>A/B</b>
Return to standard kicking formation	<b>Y</b>
Call for a fair catch	<b>SELECT</b>
Control the kick receiver	Control Pad any direction

## BEFORE THE SNAP

### Defense

Select player to control	<b>B or X</b>
Show blitz new	<b>L or R</b>

### Offense

Set a man in motion	Control Pad ↖/↗
Select player to control	<b>B or X (multi-player)</b>
Fake snap signal	<b>X</b>
Snap the ball	<b>B</b>

### Calling and Audible

Call an audible	<b>A</b>
Cancel audible	<b>X</b>
Select an audible play	<b>Y, B, or A</b>

## AFTER THE SNAP

### Defense

Control player closest to the ball	<b>B</b>
Jump and raise hands	<b>X</b>
Dive	<b>Y</b>
Power Tackle	<b>A</b>

## Offense Rushing

Burst of speed	<b>B</b>
Spin	<b>A</b>
Dive/QB slide	<b>Y</b>
Lateral to closest teammate new	<b>L or R</b>
Hurdle	<b>X</b>



## Passing

Move the QB (scramble)	Control Pad any direction
Bring up passing letters	<b>B</b>
Pass to receiver Y, B, A, L, or R	<b>Y, B, A, L, or R</b>
Throw the ball away (receiver letters up) new	<b>SELECT</b>
Lateral to closest teammate (receiver letters down) new	<b>L</b>



## Receiving

Control receiver closest to the ball	<b>B</b>
Jump and raise hands	<b>X</b>
Dive	<b>Y</b>
Spin	<b>A</b>





## PUNTING/KICKING

Fake snap signal	<b>X</b>
Start power bar/snap the ball	<b>B</b>
Aim the kick	Control Pad  
Kick the ball	<b>B</b>

## PLAY CALLING

Move play selection highlight	Control Pad  
Flip play (Offense only, not for Special formation, Goal Line, or Madden plays)	<b>X</b>
Reset/back up to formation	<b>L, R</b>
Choose a play	<b>Y, B, or A</b>

## MENUS

Move highlight up/down	Control Pad  
Cycle through choices	Control Pad  
Select highlighted option	<b>START</b>
Select highlighted option in Pre-Game and Game Pause screen	<b>B</b>
Back up one screen	<b>X</b>

## MADDEN NFL 96

It's third and seven and you're a little worried that your team isn't going to make the first down conversion. The wide receiver takes off on a slant pattern and the crowd quiets down. Everyone knows there's no way to stop him from catching the ball. The QB drills the pass and puts the ball right between the receiver's numbers. The crowd stands up in triumph. Suddenly, the receiver jukes the socks off of the cornerback and watches him slide to the turf. He sees daylight and knows no one's got an angle on him. He's cruising down the sideline, thinking about dancing in the end zone. A quick check over his shoulder makes him step it up a tiny bit. 20, 15, 10, 5, Touchdown! Chalk up another one for the home team. The crowd goes crazy. "They're going to the Super Bowl for sure this year..."

That's what football's all about, and that's what *Madden NFL 96* is all about too.

### New Features:

- ✓ New Playbook
- ✓ NFL Players
- ✓ 5 Receiver Passing Mode
- ✓ Create players and run the team from the Front Office
- ✓ Trade Players
- ✓ Make Global Substitutions
- ✓ New 3D rendered graphics and animations
- ✓ Additional Commentary from Pat Summerall

## MADDEN NFL 96 SCREEN

Choose a game mode, check out NFL Records, or head in through the Front Office and see if you can make it into the NFL as a player.

Control Pad  to highlight option



Press **START** to select the highlighted option and continue

## PLAY NOW


If you're anxious to get out on the gridiron, choose **PLAY NOW** and play an exhibition game at any of the 30 available stadiums.

### To start an exhibition game:

- From the *Madden NFL 96* screen, highlight **PLAY NOW** and press **START**. The Team Select screen appears.

## TEAM SELECT

It's time to choose up sides and decide which team you want to play for. Check each teams' key players to find out who to look for in big play situations.

Control Pad  to cycle through teams



Press **Y** or **A** to cycle through team information and key players


Press **START** to accept the team matchup and continue  
Press **X** to return to the *Madden NFL 96* screen

## GAME SETUP

Customize the upcoming game to your specifications.

Control Pad  to highlight option



Control Pad  to cycle through choices

Press **START** to accept the game setup and continue  
Press **X** to return to the Team Select screen

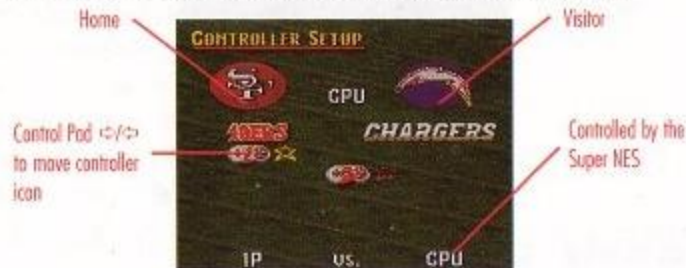
(Default settings in **bold**.)

QUARTER LEN.	Choose to play 3, <b>5</b> , 10, or 15 minute quarters.
STADIUM	Choose any one of 30 available stadiums.
WEATHER	Choose to play in <b>FAIR</b> , WINDY, RAINING, SNOWING, NIGHT, or VARIABLE conditions.
PENALTIES	Choose to play with <b>ALL</b> penalties on or turn PI (Pass Interference) OFF.
ROSTERS	Original, Modified

**Note:** The refs always call Offsides and Delay of Game infractions.

## CONTROLLER SETUP

Choose the teams that you and your opponent want to control, or choose your team and let the CPU (Super NES) control the opposing team.



Press **START** to accept controller setup and continue

## MULTIPLE PLAYER GAMES

In multiple player games, the player using controller 1 kicks the ball, calls the offensive and defensive plays and controls the quarterback.

Each controller has a colored star next to it and is used to control the player on its corresponding color-coded star. Up to five players can play at the same time using the Multi-Player Adapter.

- To become the intended running back or pass receiver on offense, players with controllers 2-5 press **B** or **X**.

With the Multi-Player Adapter five players can play head-to-head or as teammates. 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.

Controller #	Color-coded Star
1	★ Yellow ★
2	★ Red ★
3	★ Green ★
4	★ White ★
5	★ Blue ★

## TEAM MATCHUP

The Team Matchup screen provides a pre-game skills comparison between the two teams and each team's individual players before you take the field.

### Overall Ratings

Check out how well your team stacks up against the opposition.



Press **A** or **Y** to view Player Ratings

Press **START** or **X** to continue

### Player Ratings

For a deeper look at how your team's talent matches up against your opponent's team, check out the individual player ratings.



Press **START** to continue

Press **X** to exit and continue

## PRE-GAME SHOW

After a brief commentary from Madden and Summerall about the upcoming contest, the Pre-Game Show menu appears.

From the Pre-Game Show screen you can make coaching decisions and customize the upcoming battle.



Control Pad  $\leftarrow/\rightarrow$   
to highlight option

Press **B** to select  
the highlighted  
option

Press **START** or **X** to exit and continue

## Start Game

- To start the game, highlight Start Game and press **B** or press **START**.

## Game Play Options

Set up details for the upcoming game.



Control Pad  $\leftarrow/\rightarrow$   
to highlight option

Press **B** to select  
the highlighted  
option

Press **START** to continue.

Press **X** to return to the previous screen.

## Set Audibles

Audibles are called from the line of scrimmage to make last second changes to the opposing team's formation. You can set up three defensive and three offensive audible plays.

- To set offensive/defensive audibles, highlight Offense or Defense and press **B**.
- To set an audible for the Y, B, or A button, highlight Audible Y, Audible B, or Audible A and press **B**. A play calling window appears.
- Choose a formation and a play by pressing **Y**, **B**, or **A**.
- When you have set all three audibles, press **X** to return to the Game Play Options screen.

## Set Penalties

- To turn penalties on or pass interference off, highlight ALL or PI OFF and press **B**. For more information, see *Penalties* on p. 16.

## Set Skill Level

- To choose a skill level, highlight NOVICE, INTERMEDIATE, or ADVANCED and press **B**.

## Music Mode

- To turn music on or off, highlight MUSIC ON or MUSIC OFF and press **B**.

## Play Call Mode

*Madden NFL 96* automatically starts in Direct play calling Mode. When the competition is heating up and you want to be sure your opponent can't guess what play you just called, choose Bluff Mode.

- To choose Bluff mode or Direct Mode, highlight BLUFF MODE or DIRECT MODE and press **B**.

When you select Bluff Mode only one highlighted box appears on the play calling screen. For more information about Bluff Mode, see *Calling a Play* on p. 26.

## Pass Catch Mode

If you want to make sure your receiver is exactly where he should be to catch a pass, choose Manual Catch Mode to take control of the receiver while the ball is still in the air. If you want to let *Madden NFL 96* worry about getting the receiver into position, choose Automatic Catch Mode. In Automatic Catch Mode you can take control of the receiver after a pass completion.

- To choose manual or automatic pass catch mode, highlight MANUAL CATCH MODE or AUTO CATCH MODE and press **B**.

### Passing Mode

- To choose the number of receivers, highlight five receivers or single receiver and press **B**.

**Note:** In Single Receiver mode, press **A** to toggle through the available receivers and **B** to pass.

### Substitutions

Each team has a full roster of NFL Players, and you can send any available member of the squad out onto the field when you need them. If a player is injured, a replacement is substituted in automatically.

*Madden NFL 96* allows you to make global substitutions (replace an offensive or defensive player in all formations), or formation specific substitutions (replace a player only when certain formations or plays are called). For example, you may want to send in your best blocking back on passing plays but put in your best tackle-breaking halfback for a running play.

#### To make formation specific substitutions:

- Control Pad  $\leftarrow/\rightarrow$  to highlight Offense or Defense, and press **B**. The Offense or Defense screen appears.
- Control Pad  $\leftarrow/\rightarrow$  to highlight an offensive or defensive formation and press **B**. The Formation screen appears.

#### Offensive Formations

Far-Near  
I Form  
Single Back  
Run and Shoot  
Pro Form  
Shotgun  
Goal Line

#### Defensive Formations

3-4  
4-3  
Nickel  
Dime  
Goal Line

- Control Pad  $\leftarrow/\rightarrow$  to highlight an offensive or defensive position and press **B**. The Position screen appears.

#### Offensive Formations

Quarterbacks  
Running Backs  
Receivers  
Offensive Line

#### Defensive Formations

Defensive Line  
Linebackers  
Cornerbacks  
Safeties



Press **A** to reset the default line-up

Press **SELECT** to toggle between player names and position abbreviations

- Control Pad  $\leftarrow/\rightarrow$  to highlight an active player.
- Press **B** to select the highlighted player. A small arrow appears indicating that the player has been selected for substitution.
- Control Pad  $\leftarrow/\rightarrow$  to highlight an available player, then press **B** to make the substitution.
- Press **START** or **X** to leave the substitution and return to the Formation screen.

#### To make global substitutions:

- Control Pad  $\leftarrow/\rightarrow$  to highlight Global Offense or Global Defense, and press **B**. The Global Offense or Global Defense screen appears.
- Control Pad  $\leftarrow/\rightarrow$  to highlight an offensive or defensive position and press **B**. The Position screen appears.
- Follow steps 4-7 above to complete your player substitution.

### NFL Records

The NFL Records screen keeps track of outstanding individual accomplishments. If you break a world record, the NFL Records Entry screen



appears at the end of the game so you can enter your name. For more information, see *Records* on p. 24.

## NFL SEASON PLAY

Take your favorite team through an entire season based on the actual 1995-96 NFL schedule. If you're good enough, you can make it to the playoffs and have a shot at winning a Super Bowl ring.

Control Pad  $\leftarrow/\rightarrow$   
to highlight option



Press **START** to select the highlighted option and continue

Press **X** to return to the *Madden NFL 96* screen.

Once a new season begins, League Stats and League Standings are accumulated. You can stop mid-season and continue at a later time without having to start again at the beginning. See *Cont. Playoffs/Season* on p. 17.

- To start a new season, highlight **NEW NFL SEASON** and press **START**. The NFL Schedule for Week 1 appears.

### New NFL Season

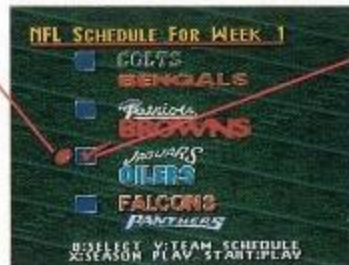
*Madden NFL 96* creates an entire NFL season complete with a post-season playoff tournament that leads up to the Super Bowl.

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

### NFL Schedule for Week 1

You play out checked games, and the Super NES simulates all the other games.

Control Pad  $\leftarrow/\rightarrow$   
to highlight a  
matchup



Press **B** to select a  
matchup

Press **Y** to view a team's entire schedule  
Press **X** to return to the *Madden NFL 96* screen

### Team Schedule

View each team's schedule for the whole season.

- To highlight a team, Control Pad  $\leftarrow/\rightarrow$ .
- To view the highlighted team's season schedule, press **Y**.

### New Playoffs

*Madden NFL 96* sets up a 4-round playoff tree, leading up to the Super Bowl. Your team enters the playoffs as either a wildcard team or division champion with a tough schedule on the way to the championship.

- To start a new playoff, highlight **New Playoffs** from the NFL Season Play screen and press **START**. The Wildcard Playoffs screen appears.

### Wildcard Playoffs

Control Pad  $\leftarrow/\rightarrow$   
to highlight a  
matchup



Press **B** to select a  
matchup

Press **START** to play a selected game or to move to the next week of the season  
Press **X** to return to the NFL Season Play screen

## League Rules

Control Pad  $\leftarrow/\rightarrow$   
to highlight option



Control Pad  $\leftarrow/\rightarrow$   
to cycle through  
choices

Press **START** to accept the league rules and continue  
Press **X** to return to the NFL Season Play screen

Customize the season or playoff game rules to your specifications.

- To set up the league rules, highlight League Rules from the nfl Season Play screen and press **START**. The League Rules screen appears.

### Quarter Len.

Choose to play 3, 5, 10, or 15 minute quarters.

### Penalties

Choose to play with **ALL** penalties on or turn PI (pass interference) OFF.

### Injuries

Toggle the chance of players getting injured and having to be taken out of the game **ON/OFF**.

### Rosters

Use your **MODIFIED** rosters or reset the **ORIGINAL** default rosters.

## League Stats

View the top ten players in the NFL, AFC, and NFC for each of the following types of stats:

Passing  
Receiving  
Rushing  
Defense

Kicking  
Punting  
Kick Returners  
Punt Returners

Or, view each player's stats in relation to their teammates.

- To cycle through NFL, AFC, NFC, or Team Stats highlight **CATEGORY** and Control Pad  $\leftarrow/\rightarrow$ .
- To cycle through Types of Stats/Teams, highlight **TYPE/TEAM** and Control Pad  $\leftarrow/\rightarrow$ .
- To view stats, press **START**.
- To view additional stats within the 8 statistical categories, Control Pad  $\leftarrow/\rightarrow$ .
- To return to the NFL Season Play screen, press **X**.

**Note:** Players that are not part of the NFLPA are not represented in the game by name, but by number.

## League Standings

Use this screen to keep an eye on your competition. You can check the overall league standings as well as each team's record in its own conference and division.

- To cycle through league, conference, and division standings, press **A/Y**.
- To cycle through additional statistic categories, Control Pad  $\leftarrow/\rightarrow$ .
- To return to the NFL Season Play screen, press **X**.

## Cont. Playoffs/Season

Select this option to load a saved season or playoff and return to the last completed game.

- To continue a saved **PLAYOFFS/SEASON**, highlight **CONT. Playoffs/Season** and press **START**.

**Note:** Only one playoff or season series can be saved at a time. If you start new playoffs or a new season, any saved playoff or season games will be erased, and you will have to start over at the beginning.

## FRONT OFFICE

Thanks to modern technology, we've simulated NFL pro tryouts and brought them into your living room. You might still work up a bit of a

sweat, but the worst physical pain you'll probably suffer is a bit of a flattened thumb.

The Front Office feature allows you to create a player at any position and see if you can successfully make it through the Scouting Combine.



Press **START** to select the highlighted option and continue.  
Press **X** to return to the *Madden NFL 96* screen.

## Sign Up New Player

To Enter your name:

1. Control Pad  $\leftarrow/\rightarrow$  to scroll through the letters.
2. Press **B** to move to the next space.
  - To back up one space, press **Y**.
3. When you have entered your name, press **START** to confirm your entry and continue.

To Complete the Registration form:

4. Control Pad  $\leftarrow/\rightarrow$  to cycle through the choices for HEIGHT, WEIGHT, TEAM, POSITION, JERSEY NUMBER, and SKIN COLOR. When you have made each choice, press **START** to confirm your entry and continue.

## Official Tryout Registration

Take your newly created player through a series of grueling events designed to test his ability at the position he hopes to land. Each position (QB, OL, RB, WR, DL, LB, DB, K, P) has several different sets of test events. After each event you are given a scout rating ranging from 0-100. This rating is used in conjunction with a table that takes into

account earlier choices of height, weight, and position, to give an actual 1-15 rating in each skill category.

You must complete the events in order. The upcoming event flashes on the screen.

- To begin each event, press **START**.

## 40 Yard Dash

This race is your basic all out sprint. The 40 yard dash sets the standard for gauging the speed of NFL players.

The speed of your player varies according to his height, weight, and how fast you press the buttons. For example, if you have created a behemoth offensive lineman who stands 6'6" tall and weighs 380lbs., you're going to have a harder time maintaining speed and getting across the finish line in a hurry.

- To run, press the **Y** and **B** buttons repeatedly as fast as you can.

## Obstacle Course

The object here is to run around the tackling dummies and make it to the finish line as quickly as you can. The trick is that you must run to the right of the red dummies and to the left of the blue dummies. You are penalized 2 seconds for running on the wrong side of a dummy.

- To run, hold **B**.
- To run to the left/right of the dummies, Control Pad any direction.

## Coach Rogers

Pay attention, son! In this drill, the coach shouts out a series of directions and expects you to have enough brains to repeat it. The first time you have to remember three directions, and each additional time, the coach adds one more direction to the sequence. As soon as you mess up the sequence, the drill is over.

- To repeat the coach's directions, Control Pad in the appropriate direction.

## Passing Range Drill

Let's see what kind of an arm you've got. We'll give you a ten yard start then see how far you can wing that pigskin.

- To get a good running start, press Y and B repeatedly as fast as possible.
- To adjust your throw angle when you reach the ten yard line, hold X and release it when the desired throwing angle is reached.

### **RB/Receiver Catch Drill**

Suit up and head out onto the field. The coach wants to see what kind of hands you've got. In this drill you have ten chances to get open against some well respected defensive backs. Run any pass route you want and when you're open, call for the pass. Try and get as many yards as you can. It's pretty tough to get open and it gets even tougher. After five attempts, a second defensive back comes out to help defend you, and in the receiver catch drill, after eight attempts a third comes out to really smother you.

- To start the play, press Y.
- To go out for a pass, Control Pad any direction.
- To call for a pass, press B.
- To spin, press A.
- To raise your hands for the catch, press X.

**Note:** If you don't call for the pass within five seconds, the QB throws automatically.

### **Defensive Back Drill**

In this drill, nothing stands between the quarterback, the receiver and the goal line—except you. Do whatever you have to do to stop the receiver from catching the ball.

- To run, Control Pad any direction.
- To make a diving tackle, press Y.
- To raise hands, press X.

### **10 Yard Fight Drill**

This one's pretty straightforward. Show the coach if you're quick enough, strong enough and have enough heart to go one-on-one, one-on-two, and one-on-three against some angry defenders and make it across the goal line. Just to make sure you don't wimp out and try to

run away, you can't run outside of the hash marks or back behind the 15 yard line.

- To run, Control Pad any direction.
- To spin, press A.
- To dive, press Y.

### **Protect QB Drill**

You don't want to go back to the huddle if that cranky QB is gonna yell at you. So, protect him for goodness sakes! You start out surrounded by a circle of defenders hoping to nail the quarterback. It's your job to find the one that is coming at him and stop him. Do whatever it takes to put the tackler on the ground.

- To stay with the defensive player, Control Pad any direction.
- For a little extra blocking power, press A.

### **Rush QB Drill**

Every Defensive player's dream is to rush the QB without obstruction. But, you should have no trouble getting around one big, slow offensive lineman, right? Maybe not. You've got seven seconds to show the coach how much you like quarterbacks.

- To rush the QB, Control Pad any direction.
- To spin around a blocker, press A.
- To dive, press Y.

### **Defensive 10 Yd. Fight**

Here's your chance to go head on with a running back. They don't have much running room, but you still have to make an open field tackle and stop him from scoring.

- To run control the defender, Control Pad any direction.
- To dive, press Y.

### **Punt/Kick Distance Drill**

Since you're trying out for one of the cushier jobs on the team, you don't have to do anything really tough, but you better be able to boot the crud out of the ball.

- To build up forward momentum, press **Y** and **B** repeatedly as fast as possible.
- To adjust your kick angle when you reach the ten yard line, hold **X**.

### Punt Accuracy Drill

You have six chances to punt the ball as close to the end zone as possible without it going into the end zone. If your kick goes out of bounds, the ball is marked where it crosses the boundary line. No points are given if the ball doesn't go past the 20 yard line or goes into the end zone.

- To set the punter and power bar in motion, press **B**.
- To aim the punt, Control Pad  $\leftarrow/\rightarrow$ .
- To punt the ball, press **B** again.

### Kick Accuracy Drill

Unfortunately, so many games come down to the last field goal or extra point attempt. You'd hate to go down in history as the kicker who could have won the game but choked an easy kick instead. There's no time like the present to get out there and start kicking under pressure. You have nine kicks from various points on the field and one longer kick from the 40.

- To set the kicker and power bar in motion, press **B**.
- To aim the kick, Control Pad  $\leftarrow/\rightarrow$ .
- To kick the ball, press **B** again.

### Assign a New Player

Your new player is put on the NFL Players team, and you can assign him to a team or trade him away.

- To highlight your new player, Control Pad  $\leftarrow/\rightarrow$ .
- To select the highlighted player and make a trade, press **B**.

### Practice Event

Just to be sure you don't buckle up in front of the coach and make a fool of yourself, you can practice any of the tryout events, as many times as you like.

From the Front Office screen:

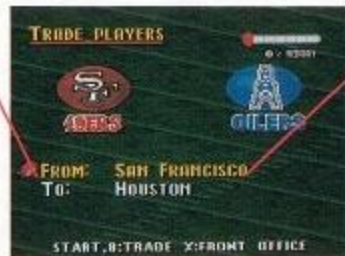
1. Control Pad  $\leftarrow/\rightarrow$  to highlight Practice Event and press **START**. The Practice Event screen appears.
2. Control Pad  $\leftarrow/\rightarrow$  to highlight an event and press **START**. The event you have chosen appears. For information on each event, see *Sign Up New Player* on p. 18.

### Trade Players

Can you believe your team traded away a key player? Do you ever find yourself wishing that you could give the owners and coaches a little advice? Well here's your chance to step in and run things the way you want to.

**Note:** Players that are "greyed out" cannot be selected.

Control Pad  $\leftarrow/\rightarrow$   
to highlight from  
and to



Control Pad  $\leftarrow/\rightarrow$   
to cycle through  
teams

Press **START** to go to the team rosters  
Press **X** to return to the previous screen

Control Pad  $\leftarrow/\rightarrow$   
to highlight from  
and to

49ERS		OILERS		
P.O.S.	NO. NAME	SP	HT	AGE
QB1	08 S. YORRING	25	30	25
QB2	18 E. GIBBAC	28	24	25
QB3	06 S. THOMLIN	28	22	28
OILERS				
P.O.S.	NO. NAME	SP	HT	AGE
QB1	12 C. CHAMBLER	28	20	28
QB2	17 RICHARDSON	28	20	28
QB3	03 S. MCMAHON	28	20	28

Press **B** to select  
the highlighted  
player and make  
the trade

Press **START** to go to the team rosters  
Press **X** to return to the Front Office screen

## Reset Rosters

This option allows you to reset all team rosters to their original lineups. All trades and stats are also deleted.

- To return to the Front Office screen without resetting rosters, press **X**.
- To go back to the original team rosters and clear all trades, go to the Reset Rosters screen, and press **START**.

## Delete Players

This option allows you to individually delete any players that you have created.

**Note:** Players can only be deleted from the NFLPA team. If the player you want to delete is on another team, you must trade him to the NFLPA team before you can delete him.

- To select the player you want to delete, press **A** or **Y**.
- To return to the Front Office screen, press **X**.
- To delete the selected player, press **START**.

## RECORDS

The NFL Records screen keeps track of outstanding individual and team accomplishments. If you break a world record during a game, the NFL Records Entry screen appears prompting you to enter your name.

**To enter your name:**

- To scroll through the letters, Control Pad  $\leftarrow/\rightarrow$ .
- To enter the letter and move to the next space, press **B**.
- To back up a space, press **Y**.
- To save your name and continue, press **START**.

## PLAYING THE GAME

### THE KICKOFF

The opening kickoff can set the emotional tone for the entire game. Make sure your special teams are pumped up before you take the field and kick off.

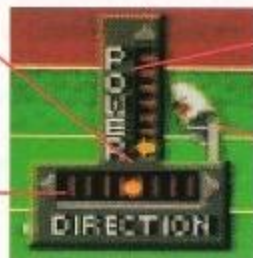
## KICKING

Press **B** to start the power bar

Press **B** again to kick

Control Pad  $\leftarrow/\rightarrow$  to cycle through teams

Wind Direction



### To kick the ball:

1. When your team is lined up in kicking formation, press **B** to set your kicker in motion and start the power bar.
2. Control Pad  $\leftarrow/\rightarrow$  to aim the kick.
3. Press **B** again to stop the power bar and kick the ball. The higher the power bar is at the time you stop it, the further the ball will travel in the air.

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

### To make a special teams tackle:

- To chase down the kick returner, Control Pad any direction.
- To take control of the player on your team that is closest to the ball, press **B**.
- To make a diving tackle, press **Y**.
- To get a burst of power, press **A**.

### Onsides

Use the onside kick to attempt to quickly regain possession of the ball and get back on offense. If you're behind at the end of a game you may want to try an onside kick.

An onside kick must travel at least ten yards. Once the ball has gone ten yards it's "live" and the team that recovers it takes over on offense.

### To attempt an onside kick:

1. From kicking formation, press **A** to call up the audible indicator.
2. Press **B/A** to set the onside kick formation. Your kicking team shifts to the right- or left-hand side of the ball.
  - To return to standard kickoff formation, press **A** to bring up the audible indicator again then press **Y**.
3. Press **B** to set the kicker in motion and start the power bar.
4. Control Pad  $\leftarrow/\rightarrow$  and press **B** again immediately to stop the power bar.

## RECEIVING

If you don't take control of the kick returner, he automatically gets under the ball, catches it, and begins to run up field. If the kick is deep and he catches it 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 ball is taken out to the 20 yard line.

### To control the kick returner:

- To run when you have possession of the ball, Control Pad any direction.
- To get a burst of speed, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**.

## OFFENSE

### Calling a Play

Control Pad  $\leftarrow/\rightarrow$  to move the play selection highlight



Press **Y, B, or A** to select a formation/play

### To call formations and plays:

1. The Play Calling screen appears before each down. From the huddle, Control Pad  $\leftarrow/\rightarrow$  to scroll through the formations.

**Note:** There are more formations and plays available than appear on the screen. Control Pad  $\leftarrow/\rightarrow$ , to view additional formations and plays that are initially off-screen.

  - To run a play in the opposite direction, press **X** to flip it. To return the play to its default direction, press **X** again.
2. Press **Y, B, or A** to select the formation in the corresponding box. A set of plays that are available from the selected formation appear.
  - To back up and change the selected formation press **L** or **R**.
3. Control Pad  $\leftarrow/\rightarrow$  to scroll through the plays.
4. Press **Y, B, or A** to select the play in the corresponding box.

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

### To call a formation and play in Bluff mode:

1. From the huddle, Control Pad any direction to move the highlight box to the formation you want to select.
2. Press **B** to select. The play choice appears.
3. Control Pad any direction to move the highlight box to a play you want to use as a bluff.
4. Press **Y**. The usual tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
5. Control Pad any direction to move the highlight box to the play you want to run.
  - To bluff additional plays, press **Y**.
6. Press **B**. The play is selected, but you stay at the Play Calling screen.
7. Press **A**. You return to the field and your opponent has no idea what you are going to run.

## No Huddle

When the clock is running down at the end of the half or, more critically, at the end of the game, you can save time and bypass the Play Calling screen. At the end of a play, you can get right back on the line of scrimmage by running a no huddle offense.

### To execute a no huddle play:

1. Immediately after the ref blows the 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 the 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 the 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.

## Running Plays

On the Play Calling screen, rushing plays are displayed against a dark blue background. You can watch the Super NES execute the play or take control of the ball carrier after the hand-off. A colored star and jersey number appear beneath the ball carrier'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 any direction to take control of the ball carrier and direct him through the line of scrimmage and up-field.

### To break tackles and shake defenders:

- To get a burst of speed and get around a tackler, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**. (Best used for 3 yards or less)
- To make the quarterback slide feet first to avoid a hard tackle when he is past the line of scrimmage, press **Y**.

## Passing Plays

On the Play Calling screen, passing plays are displayed against a light blue background.

### To execute a passing play:

1. When the offensive line is set, press **B** to snap the ball.
2. Control Pad any direction to move the quarterback and take over control of the play.
3. Press **B** to call up the passing windows. A yellow letter appears next to each eligible receiver on the field. These letters correspond to the **Y**, **B**, **A**, **L**, and **R** buttons on the Controller.



Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver

4. Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver. Watch the receivers run their patterns on the field then 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 manually control the designated receiver while the ball is still in the air to make the catch.

#### 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 on the field beneath the player.
2. Control Pad any direction to guide the receiver toward the yellow crosshair.
  - To raise your hands and jump for the ball, press **X**.
  - To dive for the ball, press **Y**.

**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.

## DEFENSE

Select your defensive formations and play the same way you select offensive plays, described above.

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 Play Calling screen that indicates 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/X** to take control of a different defensive player.
2. Control Pad any direction to move the selected 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:



- To take control of the player closest to the ball, press **B**.
- To jump and raise hands, press **X**.

- To dive, press **Y**.
- To make a power tackle, press **A**.

## SPECIAL TEAMS

Special Teams plays are used in punting, extra point, and field goal situations.

#### To select a Special Teams play on offense or defense:

1. From the Play Calling screen, Control Pad  to highlight Special Teams.
2. Press **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Control Pad  to scroll through the 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 and Pat Summerall are 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. For information about the options not listed here, see *Pre-Game Show* on p. 10.

#### To pause the game in progress:

- To bring up the Game Paused screen at any time during gameplay, press **START**.

#### To make selections from the Game Paused screen:

- To highlight options, Control Pad .
- To select a highlighted option, press **B**.
- To return to a previous screen, press **X**.

## RESUME GAME

Return to the game in progress.

- To return to the game, press **START**.

## INSTANT REPLAY

Instant Replay allows you to view those 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:

- To play at normal speed, press **B**.
- To pause, press **B** a second time.
- To play in super-slow motion, hold **X**.
- To play in super-fast motion, hold **A**.
- To rewind, hold **Y**.
- To rotate the view left/right, hold **L/R**.
- To exit Instant Replay, press **START**.
- To focus the replay on a player or area of the field, Control Pad any direction. A highlight appears, and the camera follows the highlighted player or stays focused on a section of the field.

## CALL TIMEOUT

Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock to a full 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.

## 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 both teams for easy comparisons.

### To view Game Stats:

- To cycle through stats categories, press **A/Y**.
- To exit, press **X**.

## TEAM STATS

The Team Stats screen displays current game statistics for each player on the 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 before making any substitution decisions.

### To view Team Stats:

- To cycle through positions and teams, press **A**.
- To move the highlight through on-screen position groups, Control Pad  $\leftarrow/\rightarrow$ .
- To scroll through stat categories, Control Pad  $\uparrow/\downarrow$ .
- To exit, press **X**.

## 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 of each score.

**Note:** Only the last 6 score summaries are recorded.

## END GAME NOW

If you want to change matchups or just start a new game, choose **END GAME NOW**.

To end the current game:

- Highlight **END GAME NOW** and press **B**. The End Game screen appears. (If you have achieved an NFL Record, you are asked to enter your name before you leave the stadium.)
- To go to the End Game Show screen, press **START**.
- To return to the *Madden NFL 96* screen from the End Game Show screen, press **START**.

**Note:** If you select End Game Now during a season or playoff game, then the current score is recorded as the final score. This score is saved into memory.

\*After winning the Super Bowl an all-time team code will appear. To use the code select Play Now from the Main menu. The left team needs to be the team that just won the Super Bowl. Enter the code and the all-time will appear.

## CREDITS

GAME DESIGN: Michael Rubinelli, Gordon Bellamy, A. Marsh Gardiner, Tiburon Entertainment, John Madden

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PROGRAMMING: Ian Schmidt

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PRODUCER: Michael Rubinelli

ASSOCIATE PRODUCER: Gordon Bellamy

ASSISTANT PRODUCER: A. Marsh Gardiner

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WORLD MADDEN BOWL CHAMP: Reggie Brooks - Washington Redskins

## ARTIST BIO



FROM LEFT TO RIGHT: Joe Vance, John Schappert, Ian Schmidt

Tiburon Entertainment, a Longwood, Florida based software developer, strives to create hit games by perfecting a balanced mix of excellent gameplay with outstanding programming and artwork. All of Tiburon's staff are avid gamers who enjoy a wide variety of games, particularly head-to-head games such as sports games, fight games, and, of course, Bomberman.

The *Madden NFL 96* team are Ian Schmidt, Joe Vance, and John Schappert. Ian Schmidt is a keen programmer who also enjoys composing and playing music, as well as outings to real sporting events. Joe Vance is newly wed to the former Joan Madden, no relation to John himself, and is well trained in both high end computer graphics and martial arts. Now that *Madden NFL 96* is done, hopefully Ian will get to see a Jaguars game in person, Joe will be able to kick something other than the walls of his office, and both will be able to sink their teeth into the next generation of game machines.

Tiburon Entertainment was founded by veteran Super NES programmers who have been responsible for such past hits as *Desert Strike*, *Clay Fighter*, *NHL 95 and 96*, *Bill Walsh College Football*, *WeaponLord*, and *Madden NFL 94 and 95*.

Their talented staff looks forward to the future, when they will be able to continue to stretch the limits of gaming.

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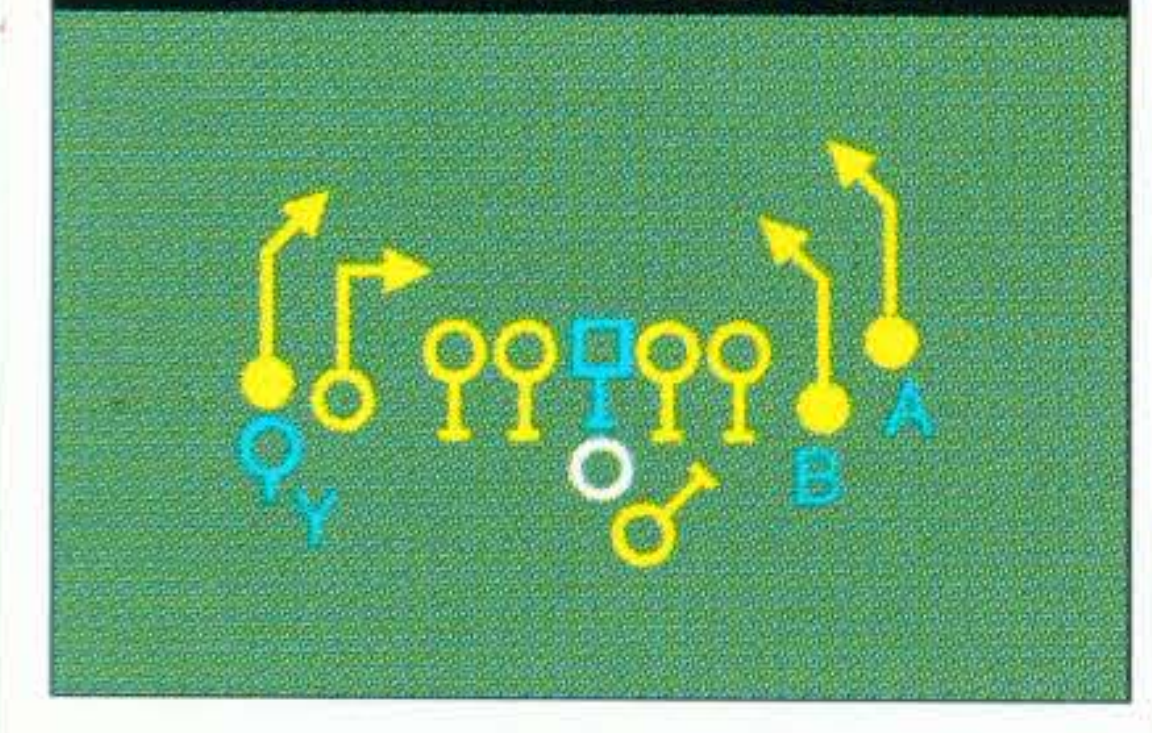


# MIAMI DOLPHINS

Dan Marino leads the explosive Miami offense with excellent decision making and precision passing. The defense is sparked by Brian Cox and Jeff Cross.

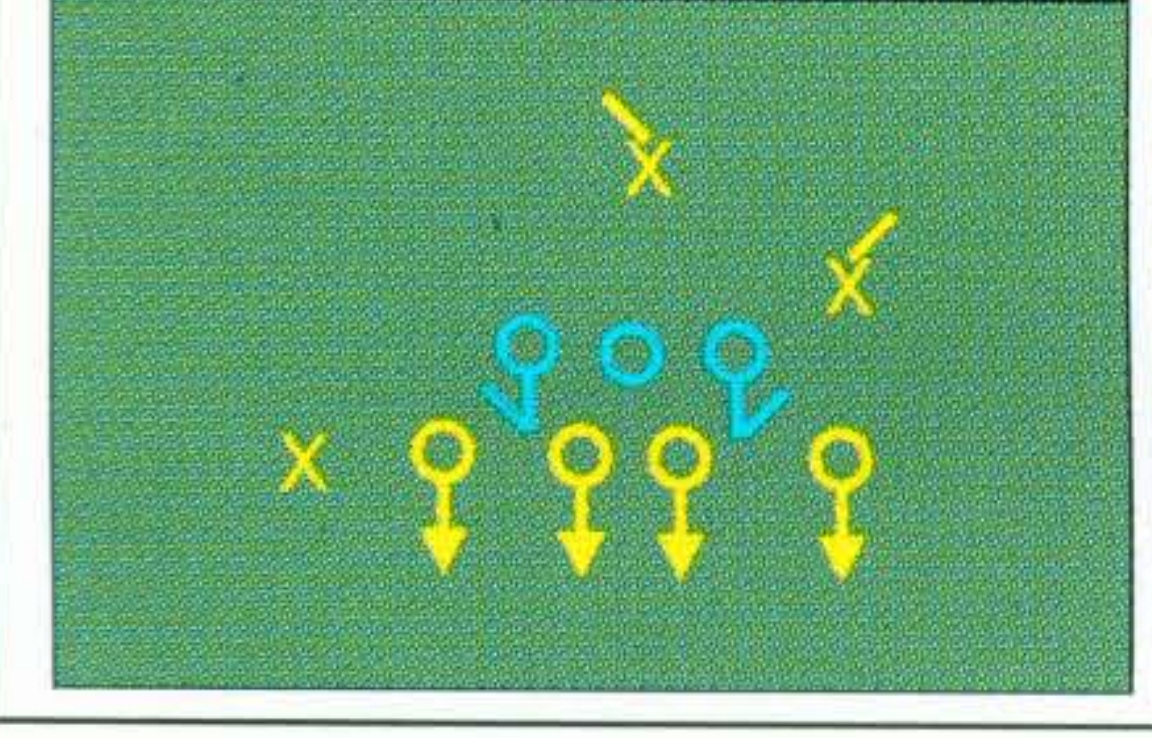
## KEY OFFENSIVE PLAY

### RUN AND SHOOT, QUICK POSTS



## KEY DEFENSIVE PLAY

### 4-3, COWBOY HB



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	13	D. Marino	55	60	90	90	90
RB	19	B. Kosar	50	50	85	65	65
RB	11	D. McGwire	60	55	50	65	65

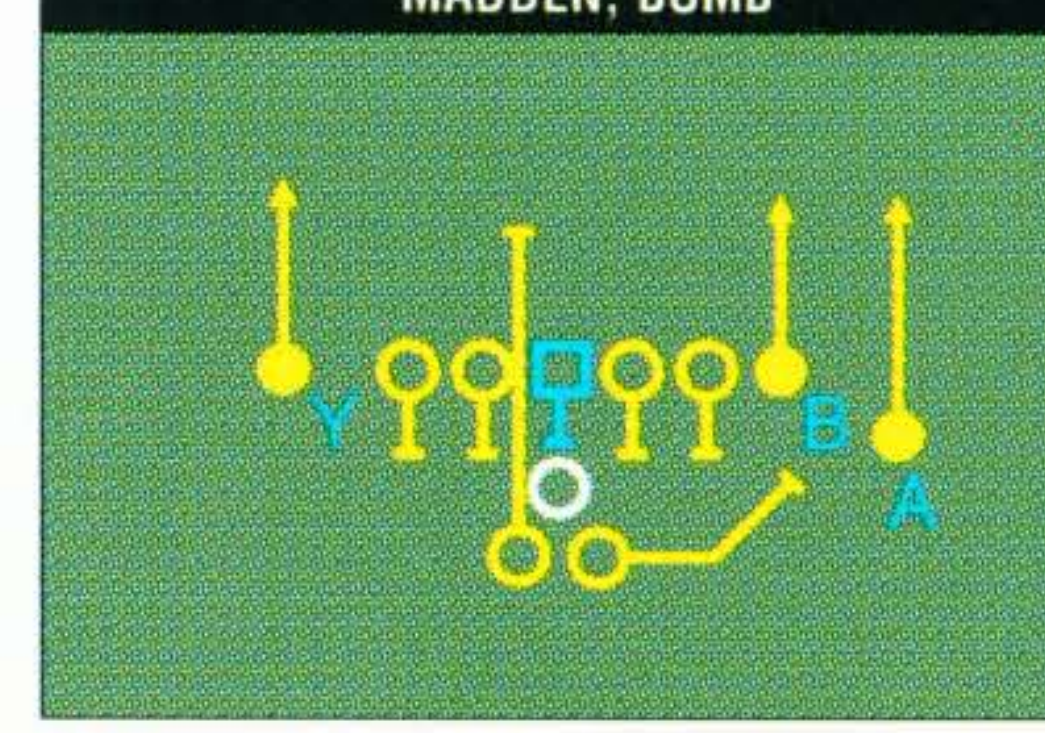
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	30	B. Parmalee	80	85	50	50	50
LB	43	T. Kirby	80	80	70	60	60
LB	40	I. Spikes	80	75	50	55	55

# ALL-MADDEN '96

The ultimate All-Star team, this team is the toughest of the tough.

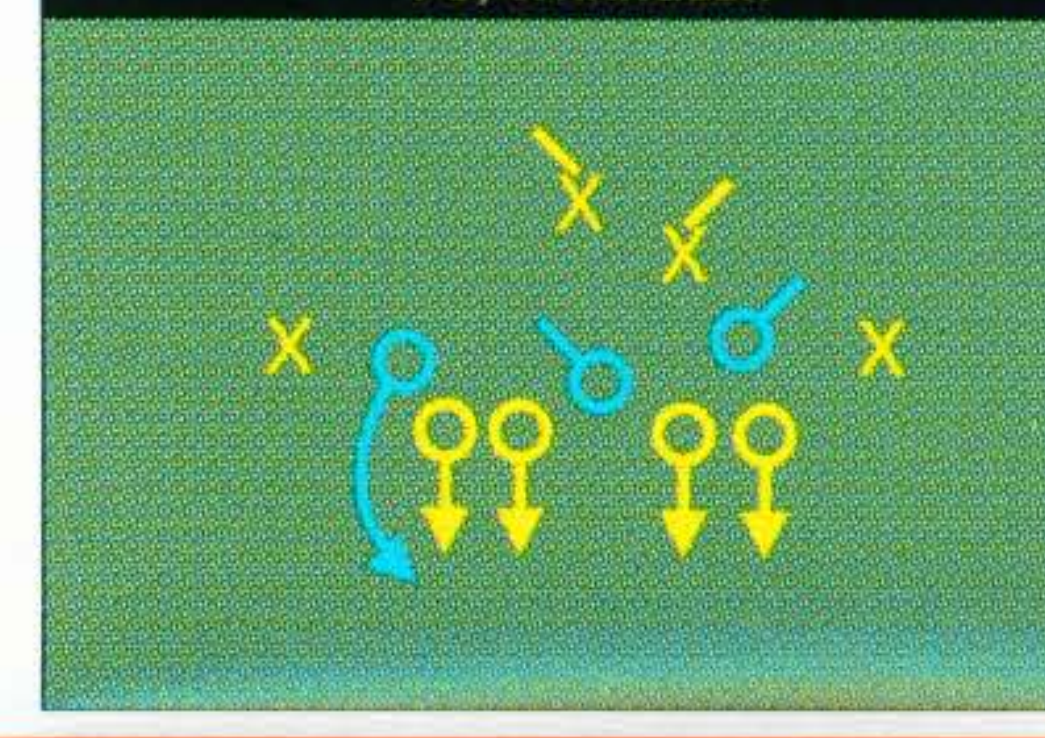
## KEY OFFENSIVE PLAY

### MADDEN BOMB



## KEY DEFENSIVE PLAY

### 4-3, WRANGLER



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	1	S. Young	75	75	95	90	90
RB	7	T. Aikman	65	60	90	95	95
RB	4	B. Favre	55	55	90	85	85

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	92	R. White	70	70	85	95	95
LB	78	L. Lett	60	65	70	75	75
LB	93	J. Randle	65	75	85	85	85

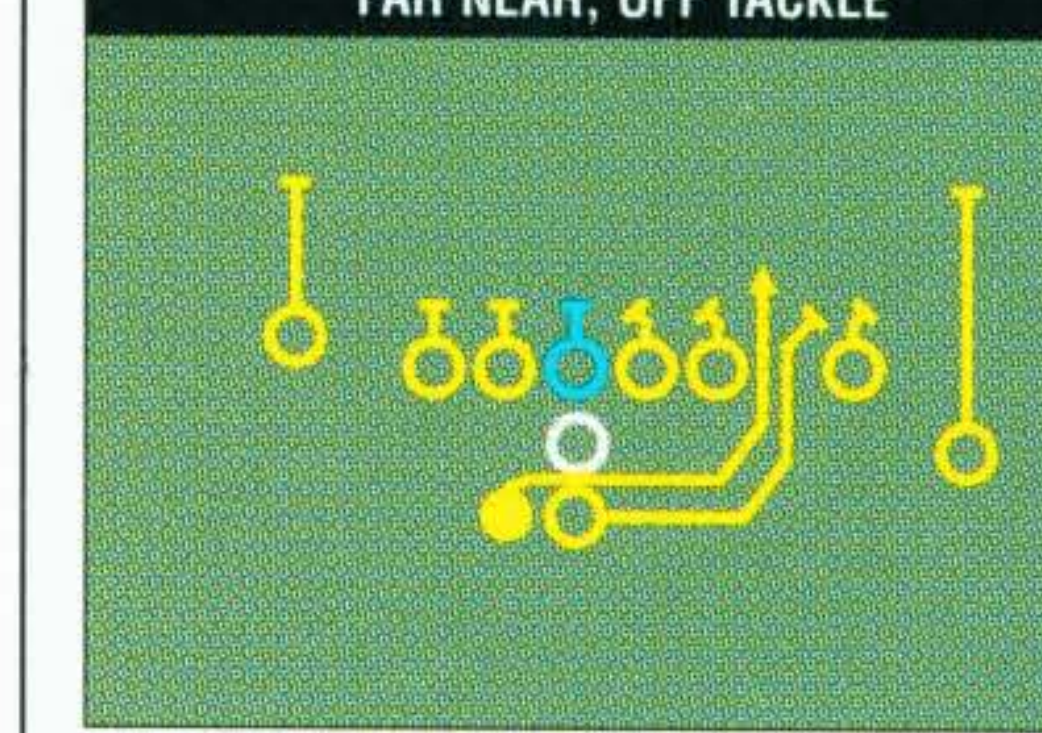


# PITTSBURGH STEELERS

Linebackers Greg Lloyd, Kevin Greene, and Chad Brown lead the Steelers' defense, which is one of the toughest in the league. The ball control offense features the power running of Bam Morris.

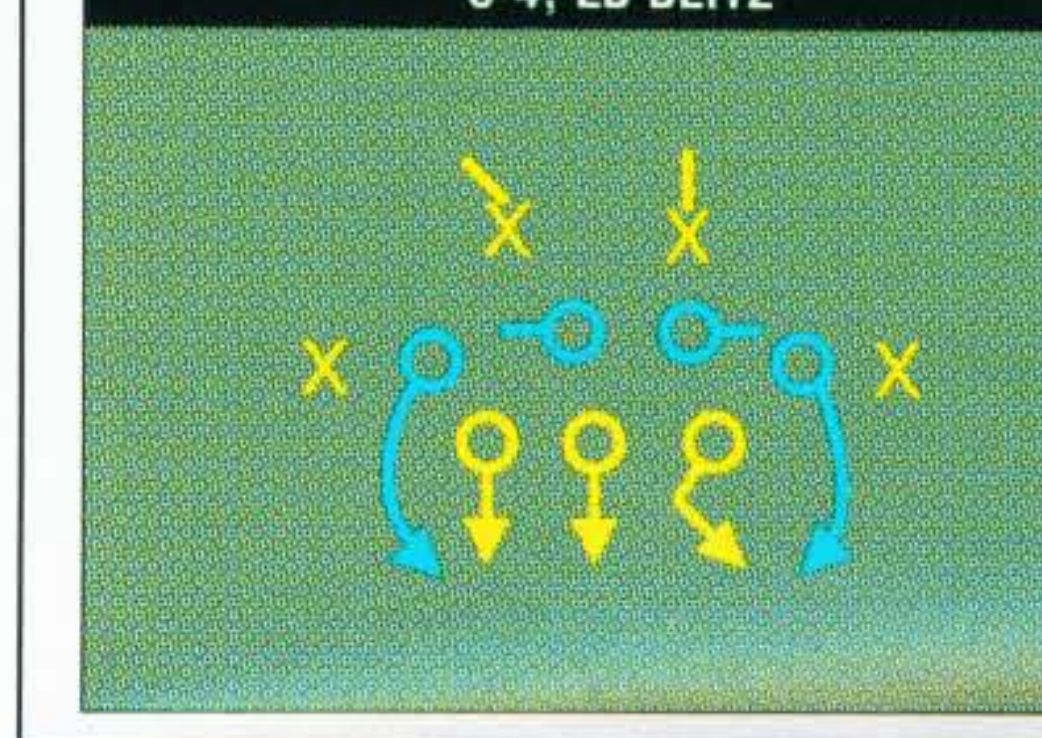
## KEY OFFENSIVE PLAY

### FAR NEAR, OFF TACKLE



## KEY DEFENSIVE PLAY

### 3-4, LB BLITZ



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	14	O. Dornell	65	65	80	85	85
RB	18	M. Tomczak	60	65	80	75	75
RB	10	K. Stewart	90	85	55	65	65

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	33	B. Morris	75	80	65	75	75
LB	20	E. Pagan	70	75	55	55	55
LB	23	A. Diggle	70	70	50	50	50

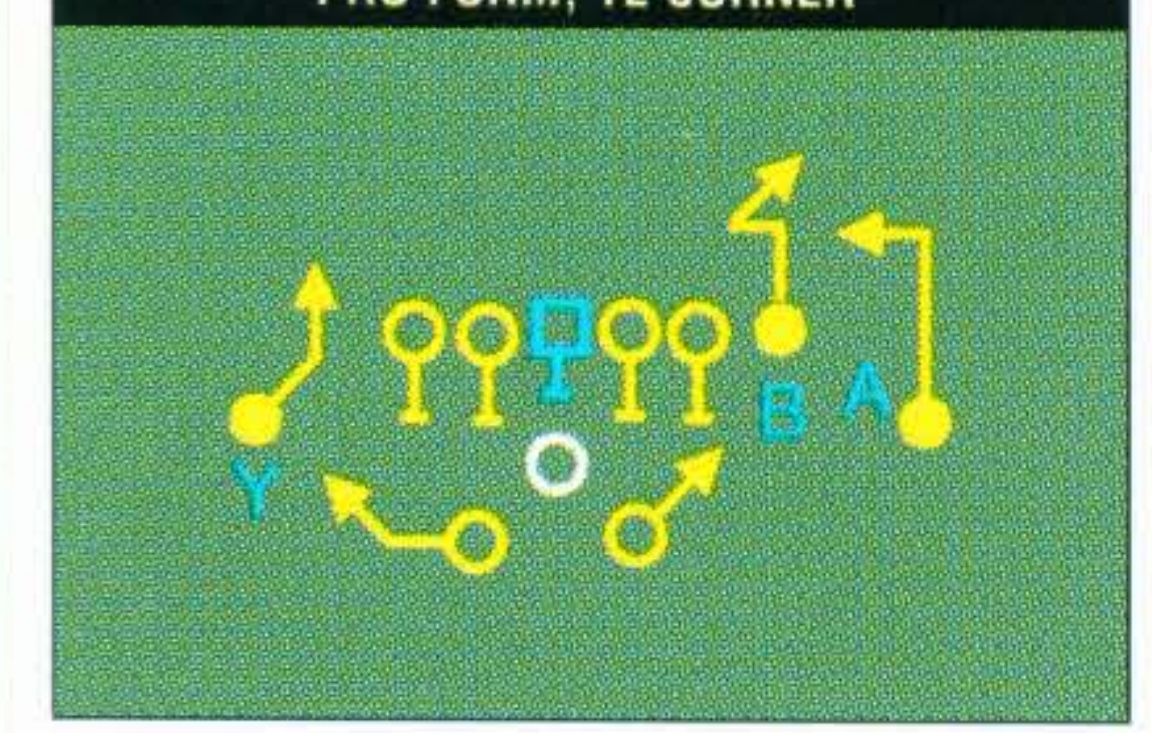


# NEW ENGLAND PATRIOTS

The emergence of Drew Bledsoe and the addition of Dave Meggett make the Patriots' offense dangerous. Ben Coates is developing into one of the best tight ends in football.

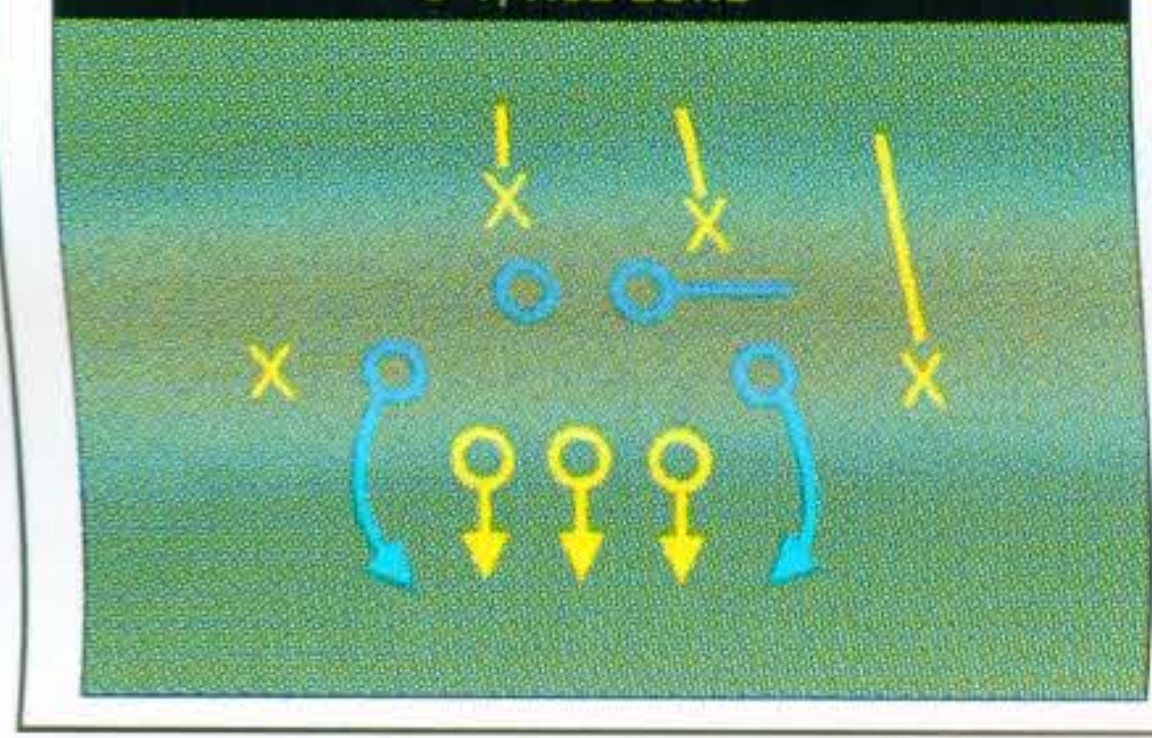
## KEY OFFENSIVE PLAY

### PRO FORM, TE CORNER



## KEY DEFENSIVE PLAY

### 3-4, ACE ZONE



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	11	D. Bledsoe	65	65	85	100	100
RB	16	S. Zolak	70	50	85	75	75
RB	7	J. Walker	60	50	65	65	65

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	22	D. Meggett	85	90	65	60	60
LB	26	C. Croom	75	70	60	50	50
LB	39	C. Martin	80	70	55	55	55

# AFC SCOUTING REPORT

# MADDEN 96



PLAYERS 96

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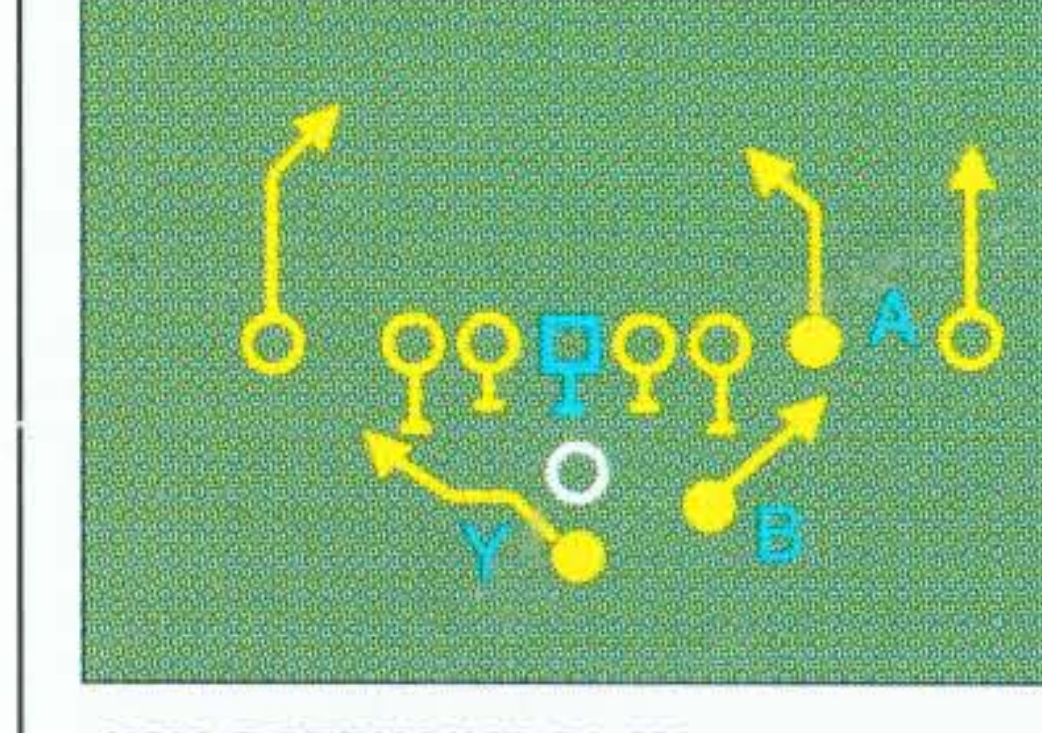


# SAN DIEGO CHARGERS

After last season's Super Bowl appearance, the Chargers are looking to take the next step. The offense is keyed by the powerful running of Natrone Means, while the swarming defense is led by linebacker Junior Seau.

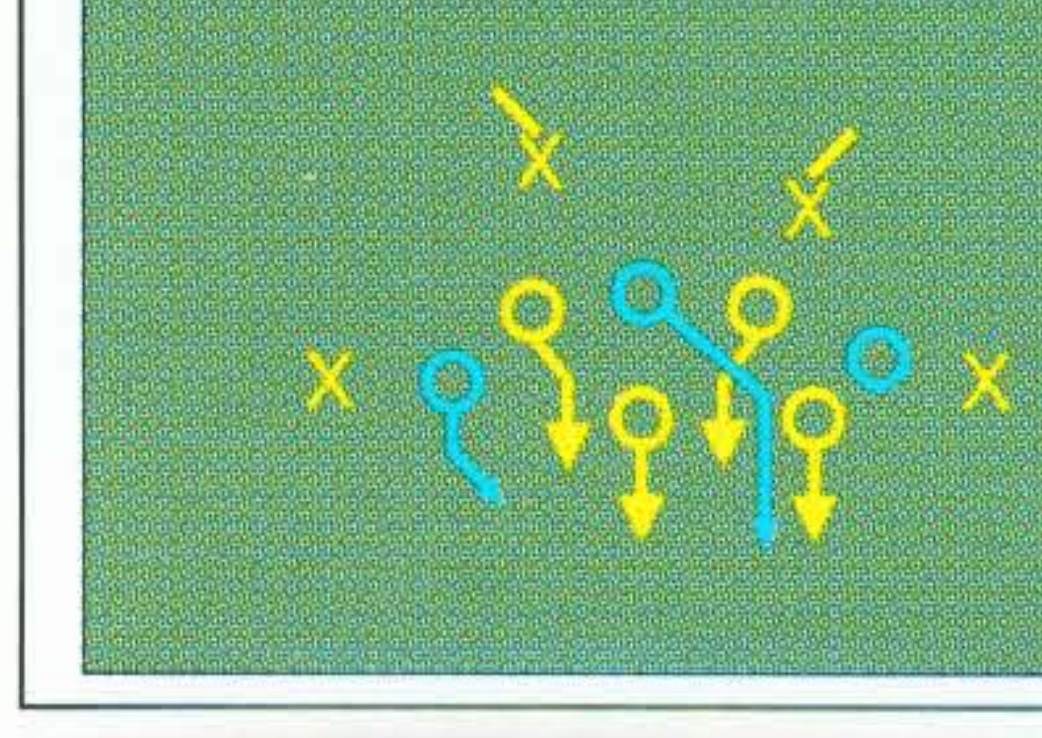
## KEY OFFENSIVE PLAY

### I-FORM, FLATS



## KEY DEFENSIVE PLAY

### 4-3, FLEX BOMBER



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	12	Humphries	60	60	80	100	100
RB	13	G. Gilbert	60	65	85	75	75
RB	11	J. Brohm	65	50	60	70	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	20	N. Means	80	85	70	75	75
LB	33	R. Harmon	80	80	85	50	50
LB	35	R. Culver	70	75	50	50	50

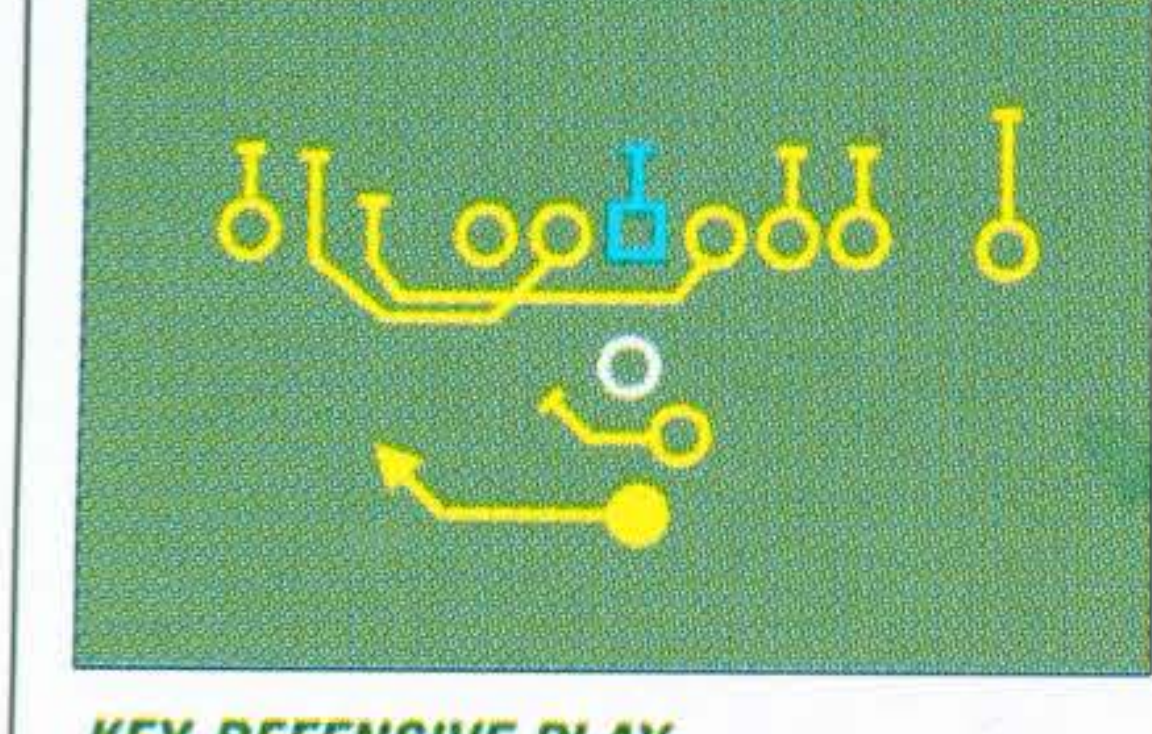


# NEW YORK JETS

Off season changes on both sides of the ball give the Jets a new look. Boomer Esiason leads the offense, while the defense is anchored by Mo Lewis.

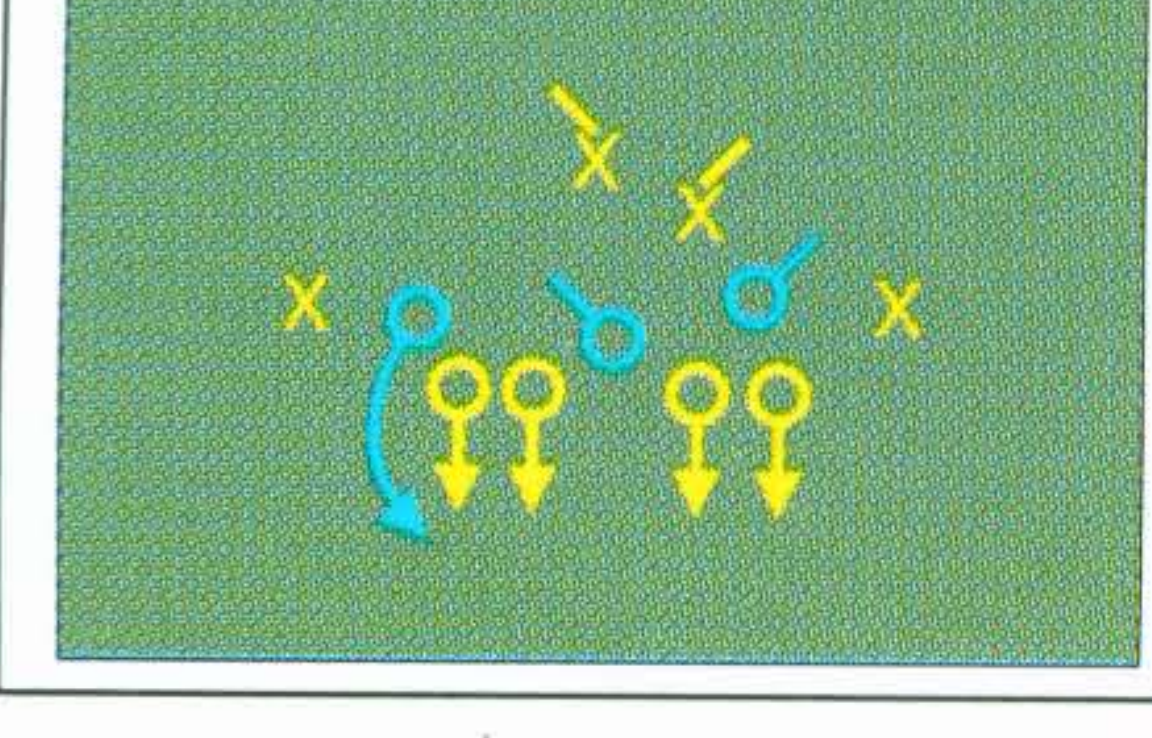
## KEY OFFENSIVE PLAY

### I-FORM, PITCH LEFT



## KEY DEFENSIVE PLAY

### 4-3 WRANGLER



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	7	B. Esiason	50	50	80	80	80
RB	6	B. Brister	55	60	70	85	85
RB	4	G. Foley	60	70	55	70	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	33	R. Moore	75	65	80	65	65
LB	29	A. Murrell	85	80	60	50	50
LB	35	D. Carter	80	85	55	45	45

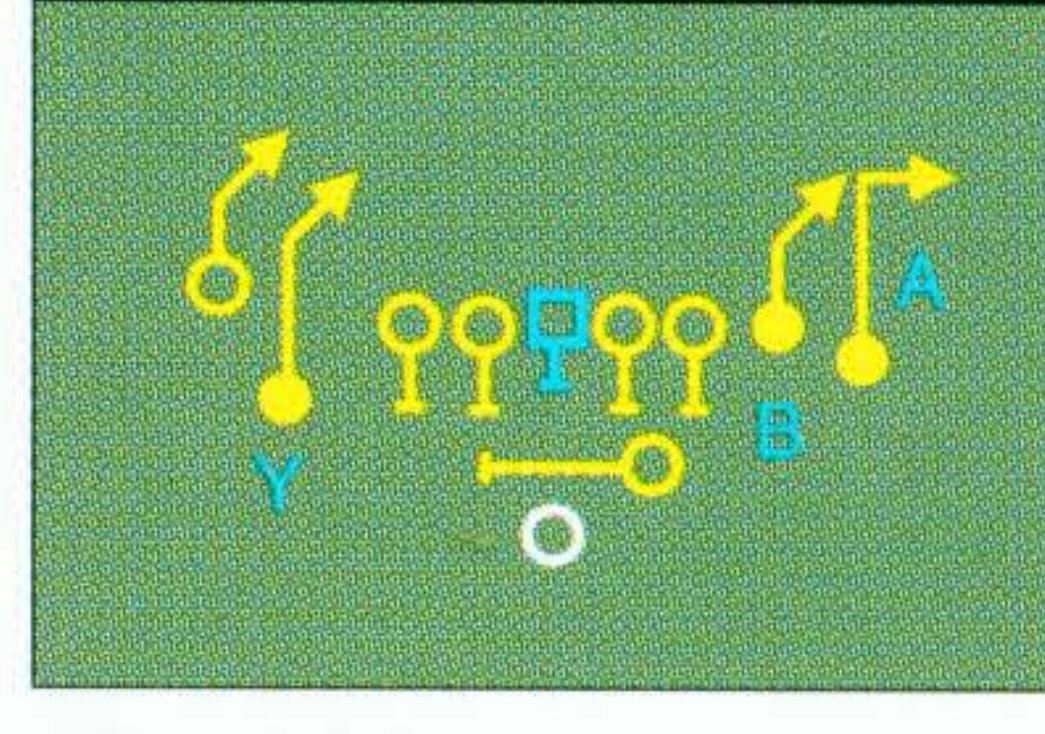


# OAKLAND RAIDERS

Back in Oakland, the Raiders hope to reestablish their dominance. The traditional vertical passing game features lightning-fast receivers, James Jett, Raghib Ismail, and Tim Brown.

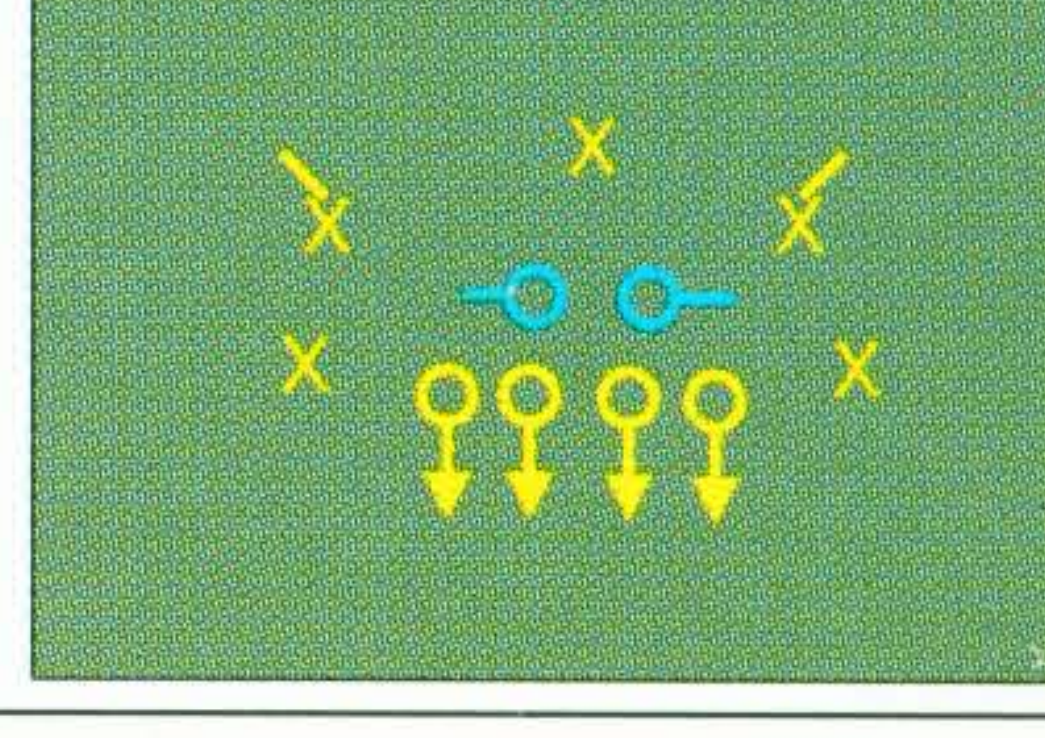
## KEY OFFENSIVE PLAY

### SHOTGUN, QB WAGGLE



## KEY DEFENSIVE PLAY

### NICKEL, OUTS



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	15	Hostetler	65	70	75	80	80
RB	9	B. Hobert	70	50	70	70	70
RB	11	V. Evans	55	45	65	50	50

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	22	H. Williams	75	60	60	55	55
LB	26	N. Kaufman	85	70	55	50	50
LB	35	J. Aska	75	75	50	55	55

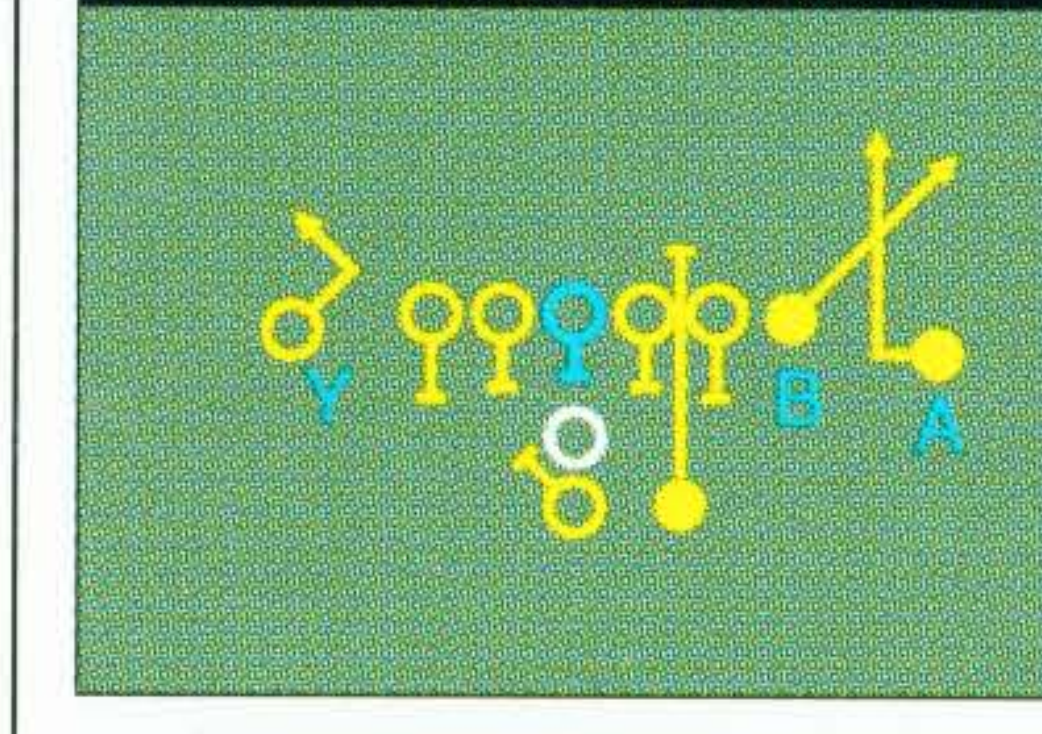


# SEATTLE SEAHAWKS

The offense looks to the athleticism of Rick Mirer and the determined running of Chris Warren to move the ball and put points on the board. The Seahawk defense is anchored by the solid play of Cortez Kennedy.

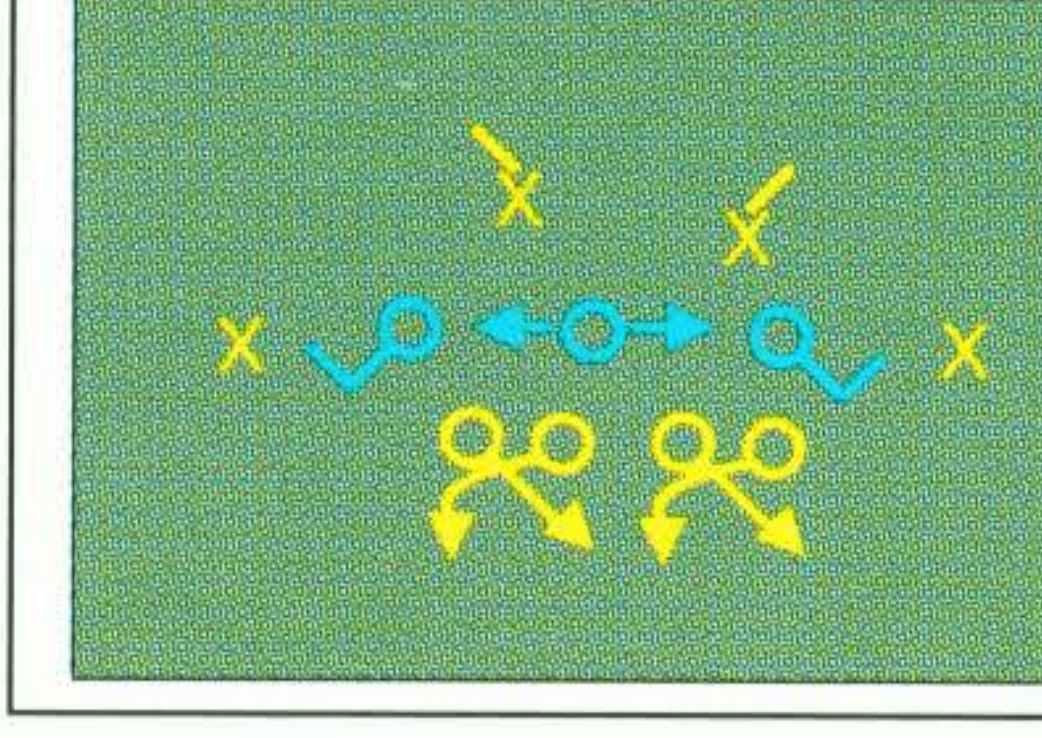
## KEY OFFENSIVE PLAY

### FAR NEAR, PA NEAR



## KEY DEFENSIVE PLAY

### 4-3, GRIZZLY READ



## PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS RANGE
QB	3	R. Mirer	70	70	70	90	90
RB	17	J. Friesz	55	60	75	70	70
RB	8	S. Gelbaugh	55	50	60	75	75

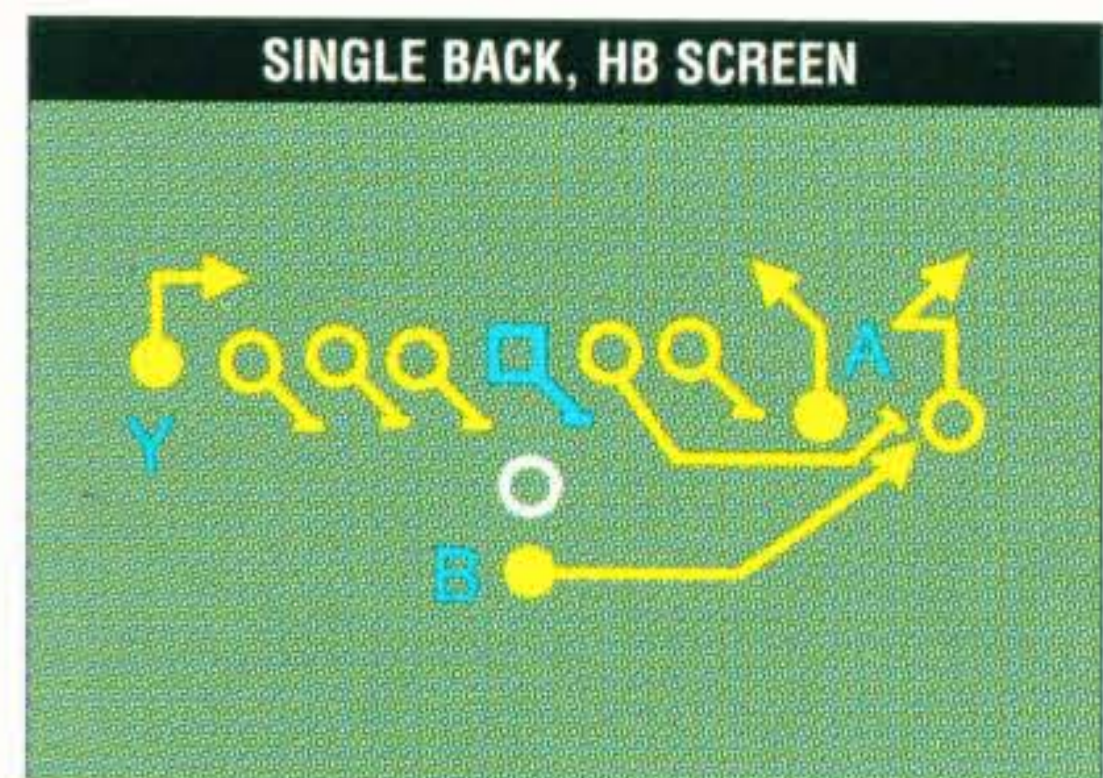
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
LB	42	C. Warren	85	85	70	70	70
LB	36	L. Smith	80	85	55	50	50
LB	46	B. Roussard	75	80	55	55	55



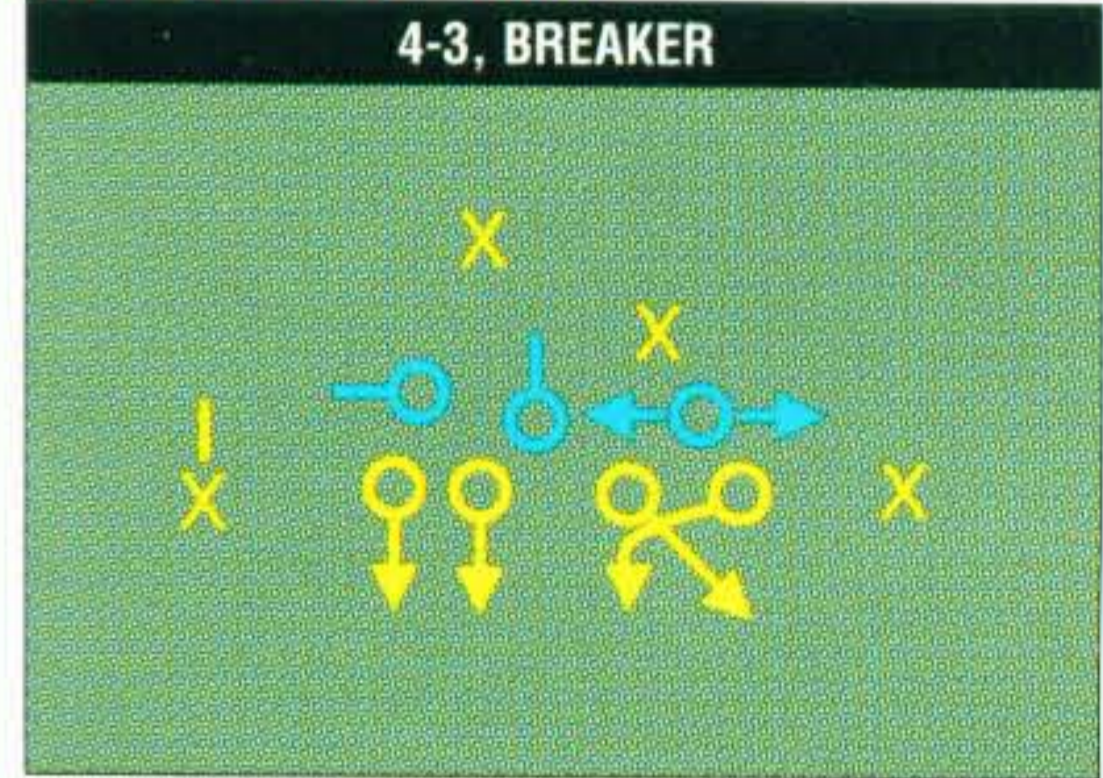
# BUFFALO BILLS

The offense features outstanding veteran leadership from Jim Kelly and Andre Reed. On defense, Bruce Smith and Cornelius Bennett drive the pass rush.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

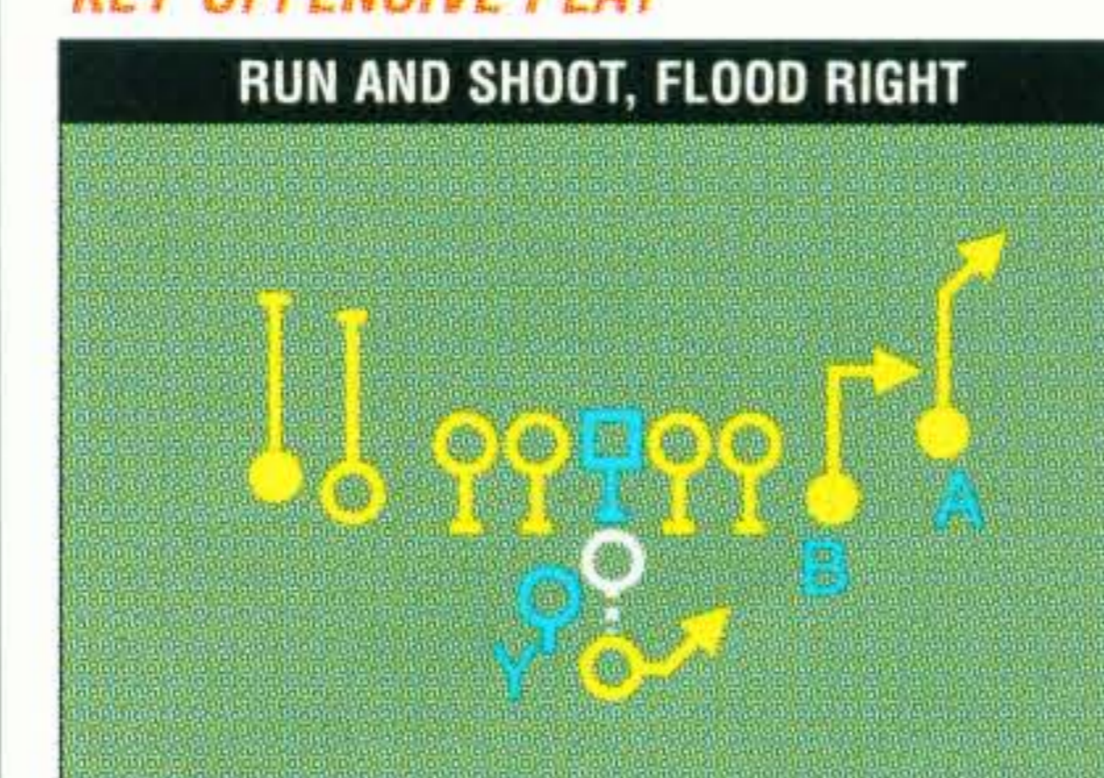
Player ratings table for Buffalo Bills, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.



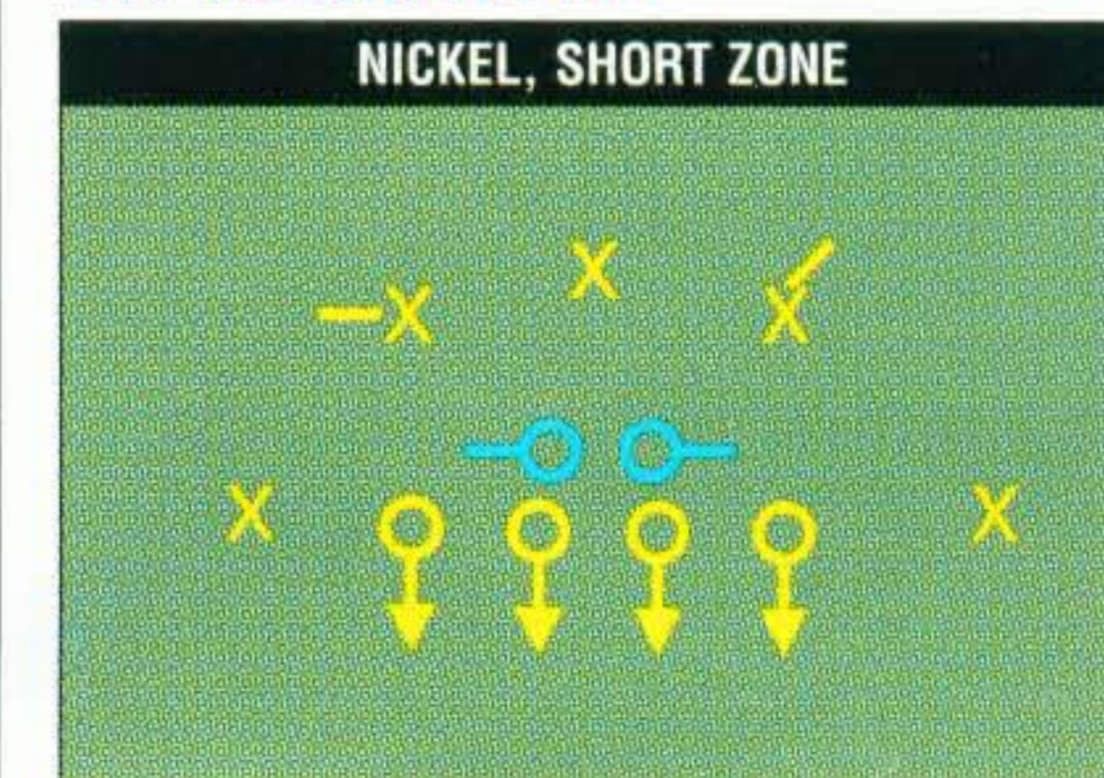
# DENVER BRONCOS

With Shannon Sharpe, Mike Pritchard, and Anthony Miller as targets, John Elway has plenty of options in the potent Broncos' offense. The defense has been improved with the addition of Micheal Dean Perry and James Jones.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

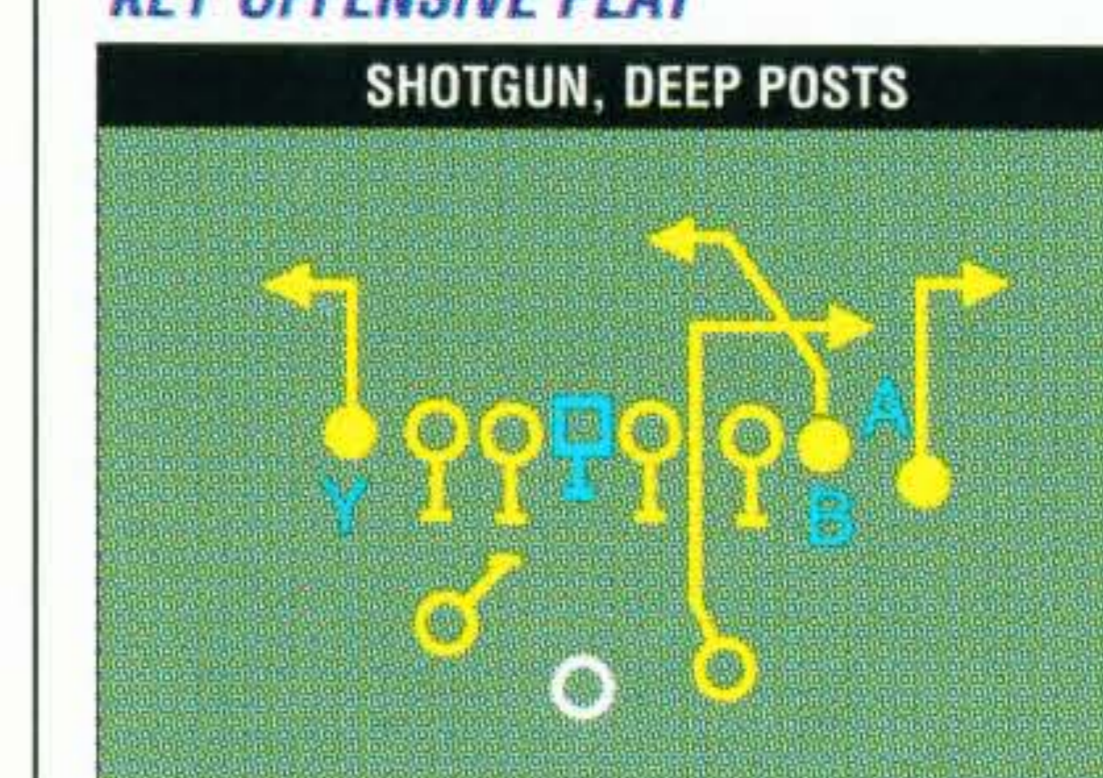
Player ratings table for Denver Broncos, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.



# INDIANAPOLIS COLTS

The Colts' offense centers around the running ability of Marshall Faulk and an improved passing attack. The defense is keyed by stand out corner, Ray Buchanan.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Player ratings table for Indianapolis Colts, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.

### PLAYER RATINGS

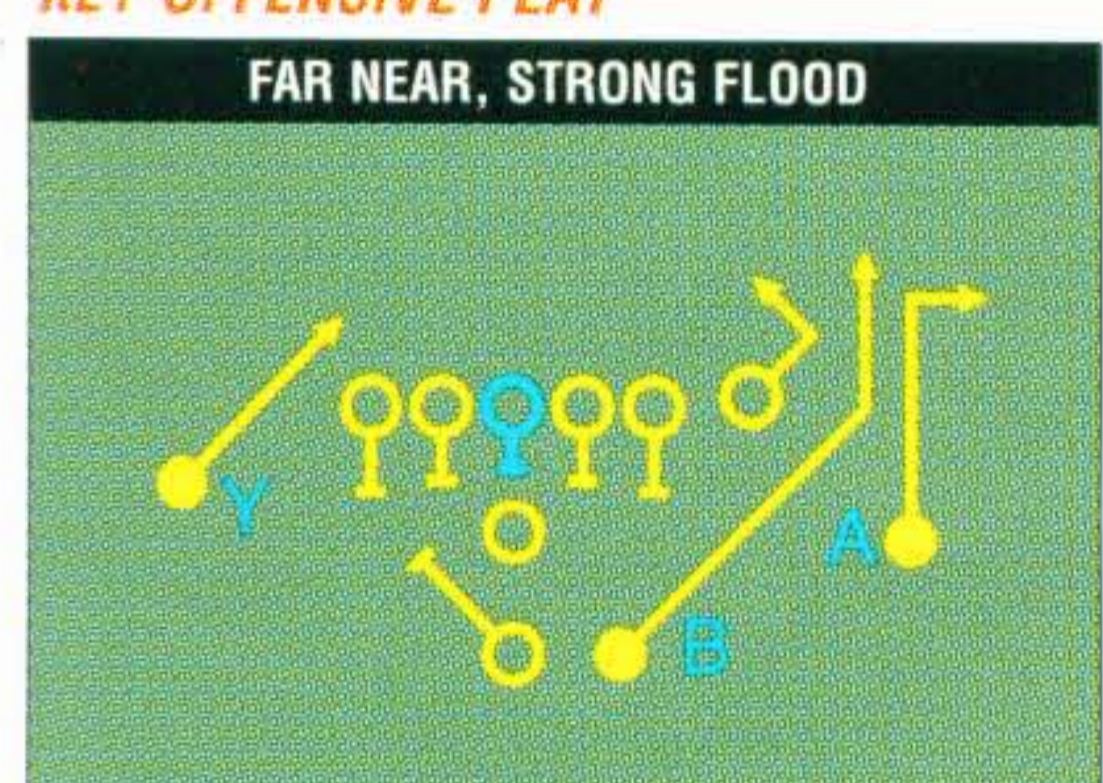
Player ratings table for Indianapolis Colts, including Defensive Line, Linebackers, and Special Teams.



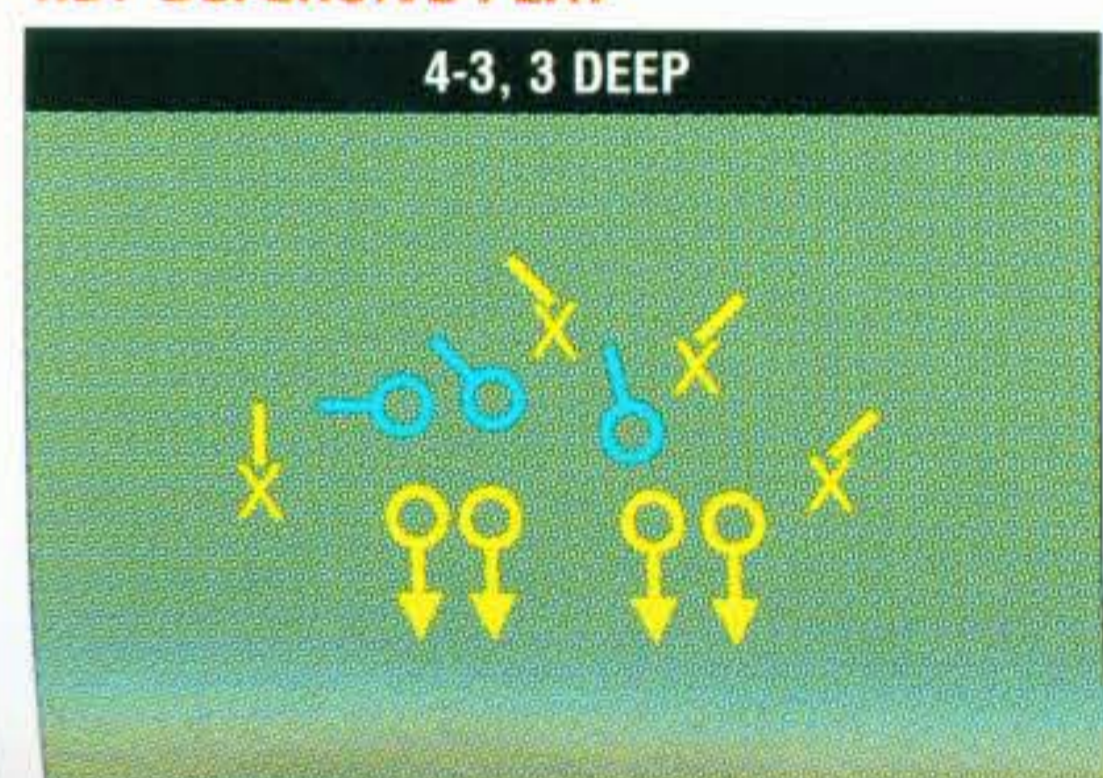
# CINCINNATI BENGALS

Top draft pick Ki Jana Carter helps share the offensive burden with emerging quarterback Jeff Blake. Look for Dan Wilkinson to dominate the defensive line.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Player ratings table for Cincinnati Bengals, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.

### DEFENSIVE LINE

Defensive line player ratings table for Cincinnati Bengals.

## AFC SCOUTING REPORT

# MADDEN 96



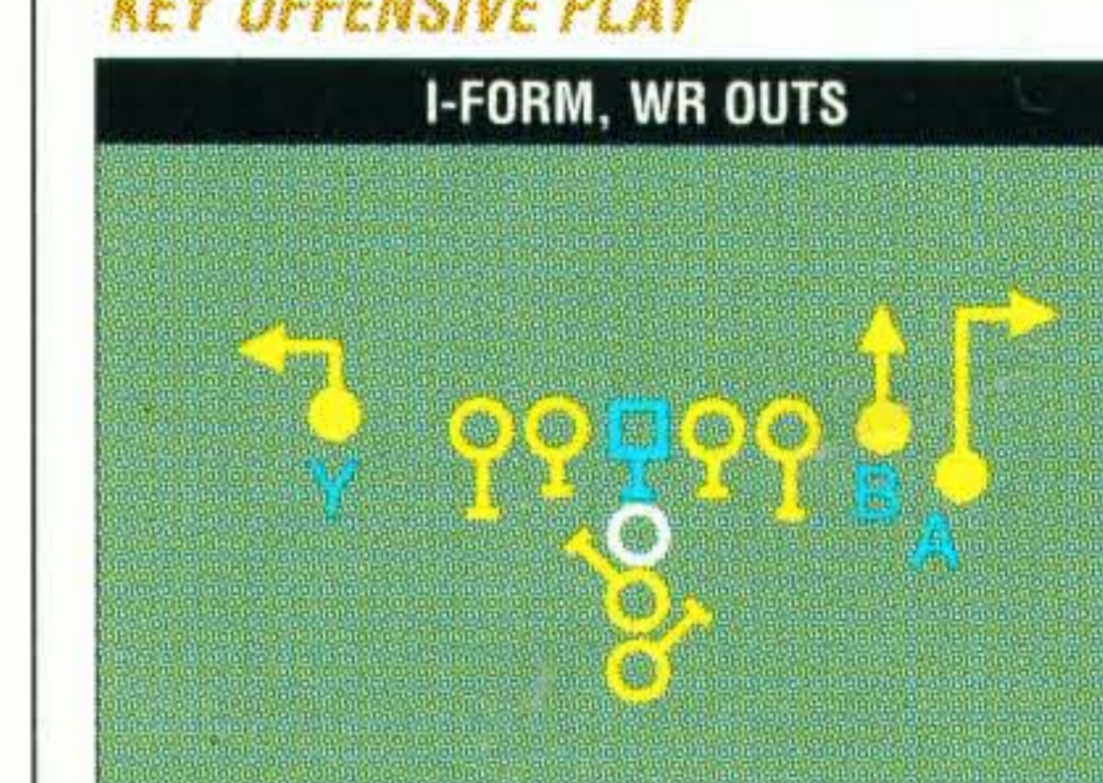
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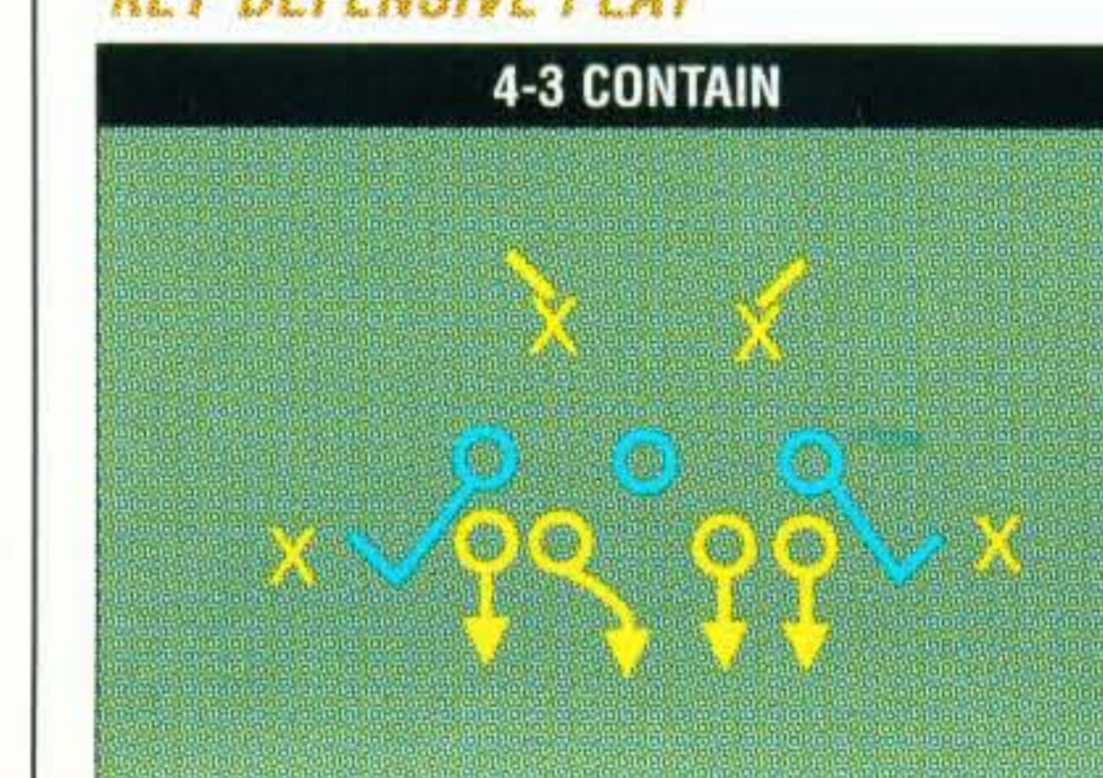
# JACKSONVILLE JAGUARS

Veteran quarterback Steve Beurlein leads the Jaguar attack in their debut season. The signing of Jeff Lagemann on the line provides a foundation for a strong defense.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Player ratings table for Jacksonville Jaguars, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.

### DEFENSIVE LINE

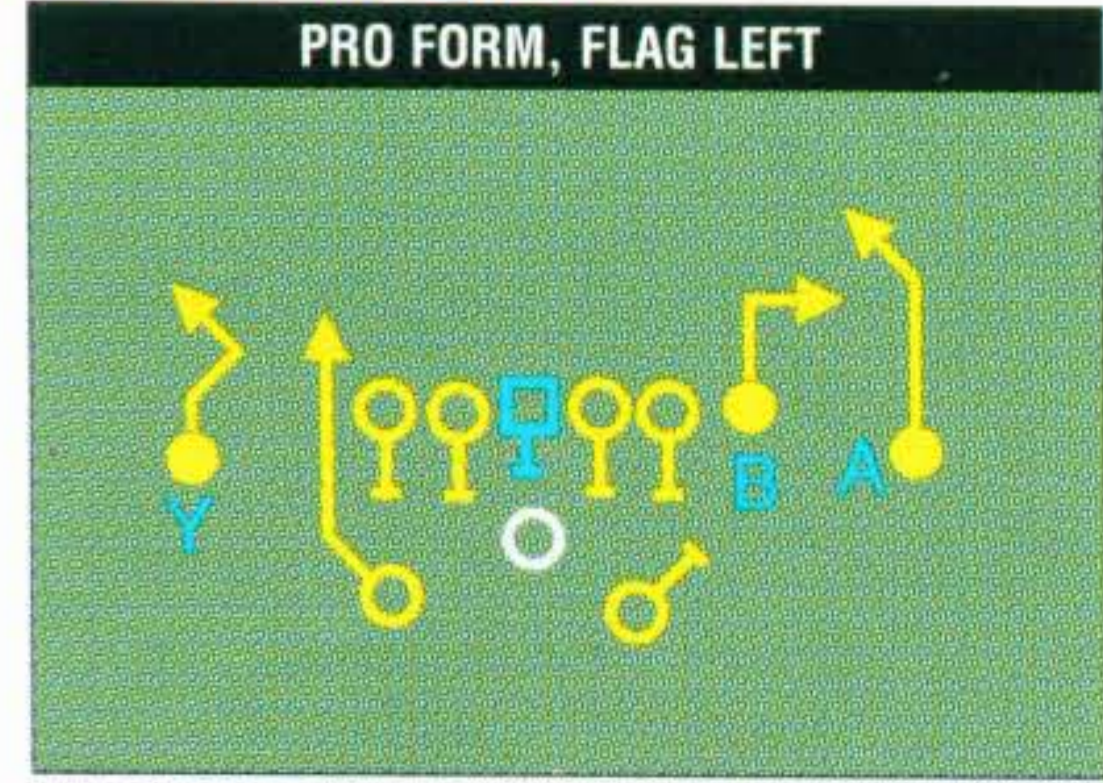
Defensive line player ratings table for Jacksonville Jaguars.



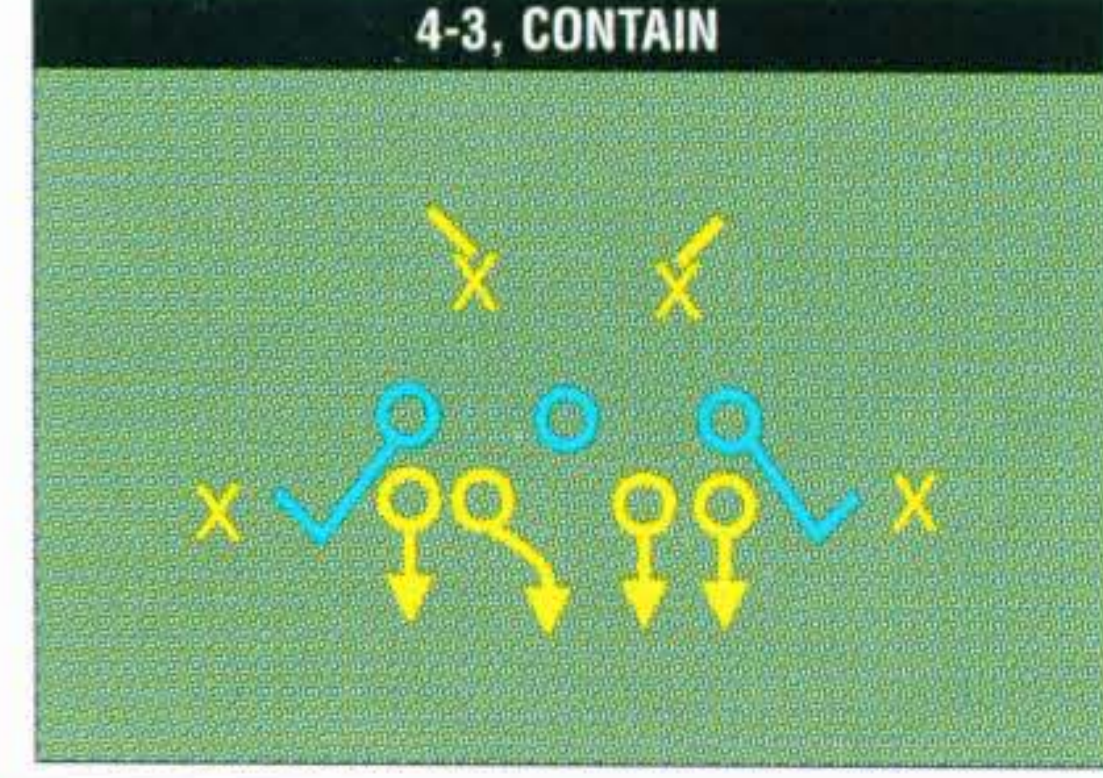
# CLEVELAND BROWNS

The arrival of wideout Andre Rison bolsters the Cleveland passing attack. The aggressive Browns' defense features Pepper Johnson at inside linebacker and Eric Turner at strong safety.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Player ratings table for Cleveland Browns, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.

### DEFENSIVE LINE

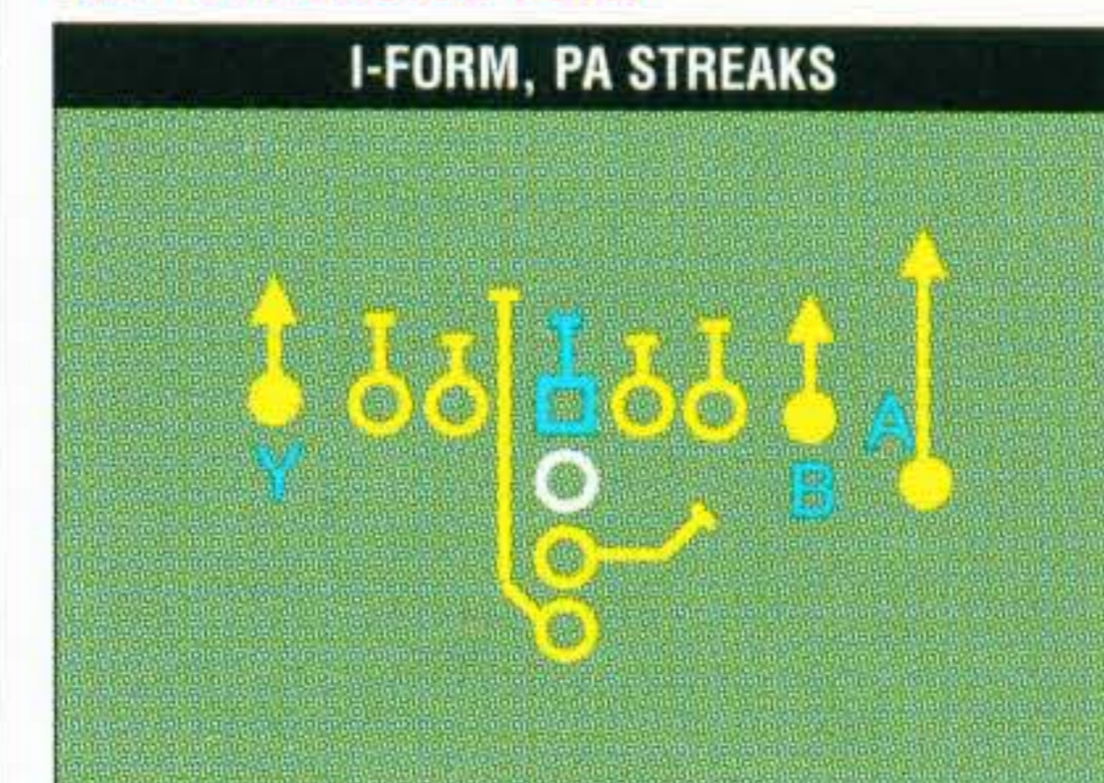
Defensive line player ratings table for Cleveland Browns.



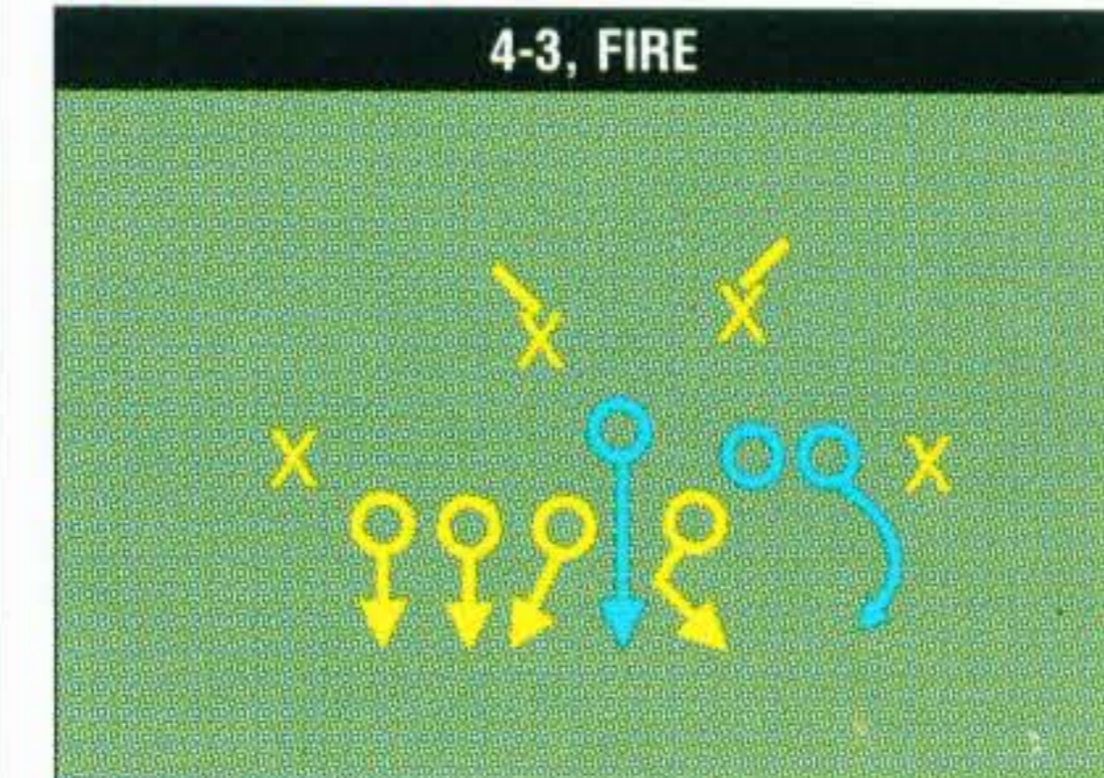
# HOUSTON OILERS

Newcomer Steve McNair and a healthy Gary Brown give the Oilers a new look on offense. Veteran Ray Childress is a force on the inside of the defensive line.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Player ratings table for Houston Oilers, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.

### DEFENSIVE LINE

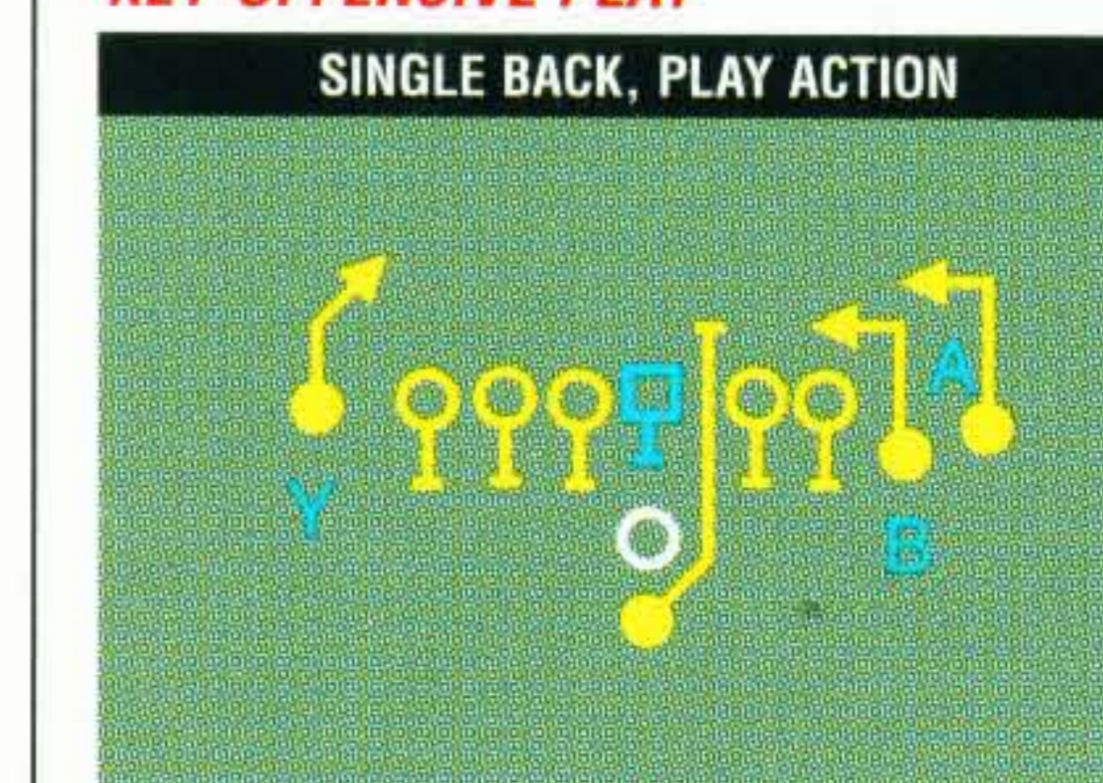
Defensive line player ratings table for Houston Oilers.



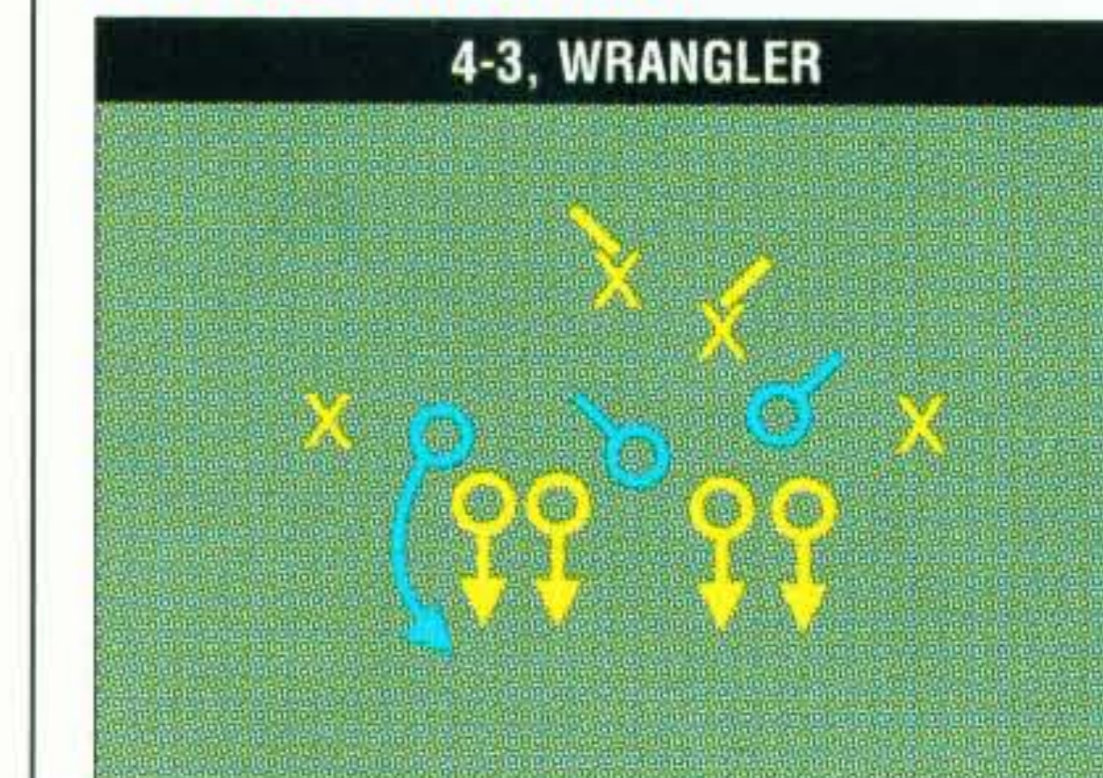
# KANSAS CITY CHIEFS

The Chiefs' defense is one of the best in the league with Neil Smith leading the attack. Steve Bono takes the reins of the offense after the departure of a legend.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Player ratings table for Kansas City Chiefs, including Quarterbacks, Running Backs, Receivers, Defensive Line, Linebackers, and Special Teams.

### DEFENSIVE LINE

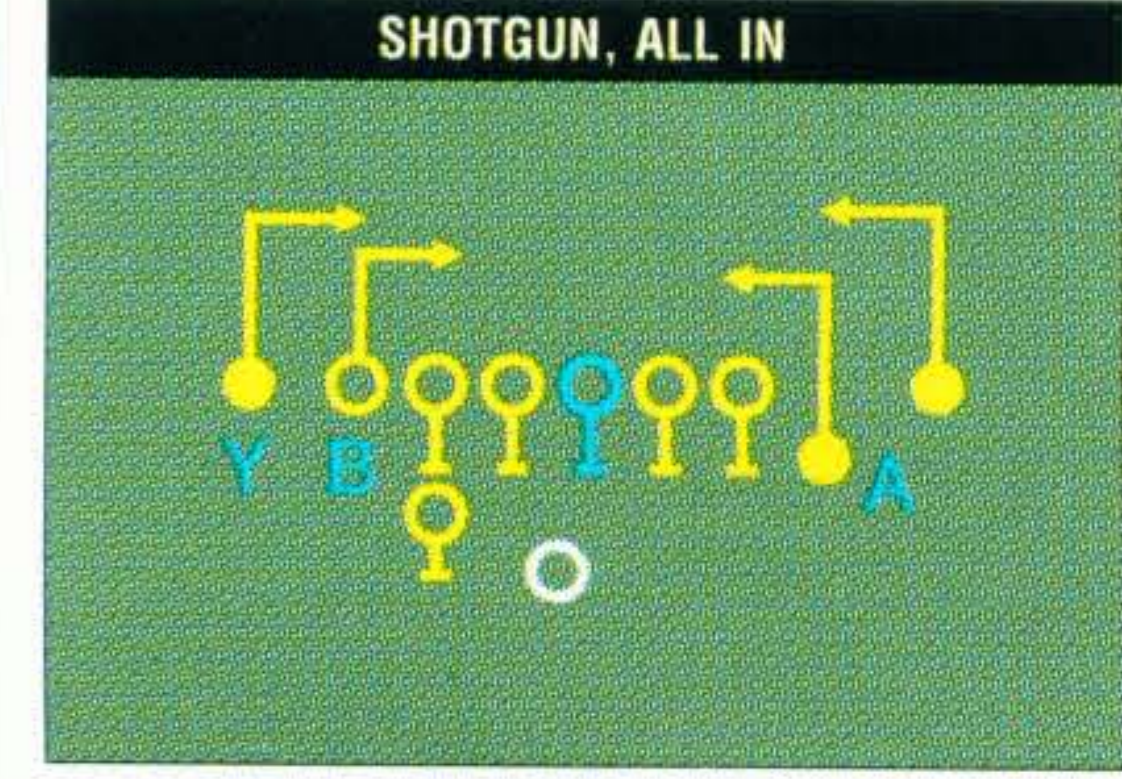
Defensive line player ratings table for Kansas City Chiefs.



# NEW ORLEANS SAINTS

The Saints look to Jim Everett and Michael Haynes to ignite the passing game. Jimmy Spencer and Eric Allen are standouts at cornerback in the improving secondary.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

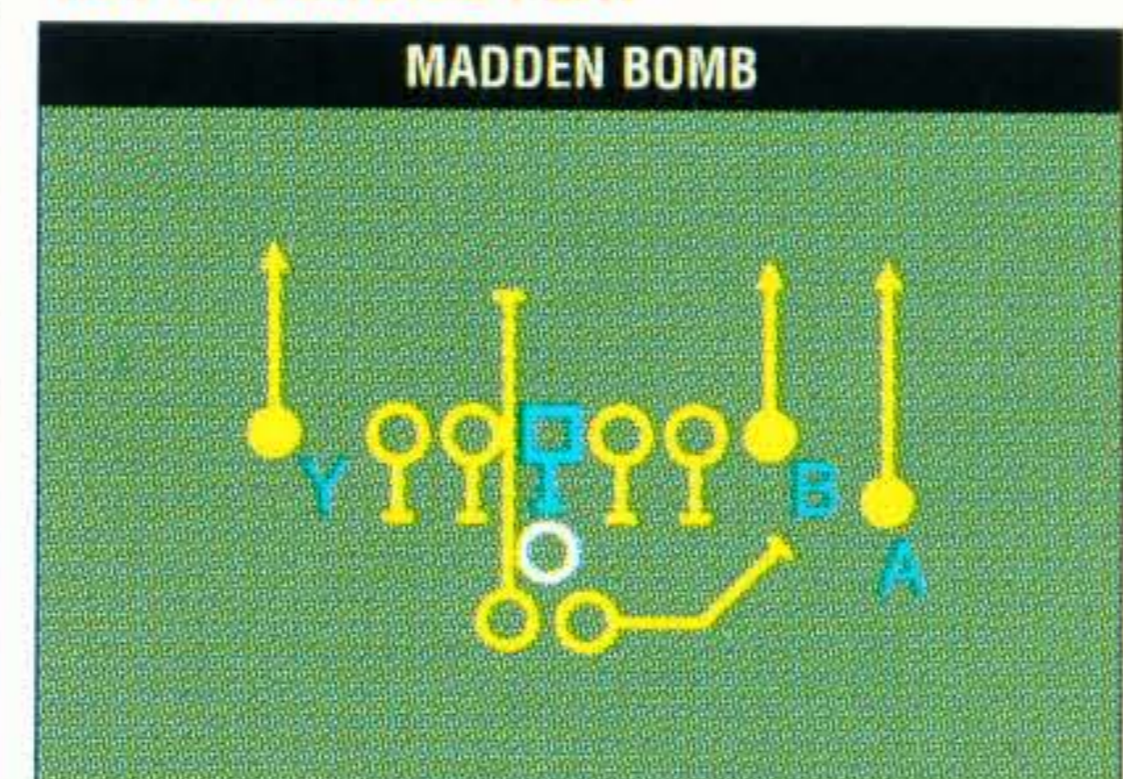
Table with columns: POS. NO., NAME, SPEED, SCRAMBLING, PASS ACCURACY, PASS RANGE. Includes QB1 17 J. Everett, QB2 13 Nussmeier, RB1 24 M. Bates, RB2 20 D. Brown, WR1 89 O. Early, WR2 81 M. Haynes, WR3 83 T. Small, WR4 88 D. Mitchell, WR5 84 S. Rheim, WR6 80 T. Johnson, WR7 82 J. Smith, WR8 85 W. Walls, WR9 86 K. Robinson, WR10 71 R. Cooper, WR11 85 W. Williams, WR12 68 A. Kline, WR13 67 A. McCollum.

Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes DE1 94 J. Johnson, DE2 97 R. Turnbull, DE3 96 D. Jefferson, DE4 98 J. Hannah, DE5 95 J. M. Bates, DE6 92 T. Wilson, DE7 91 S. Collins, DE8 92 T. Barnett, DE9 91 S. Collins, DE10 91 S. Collins, DE11 91 S. Collins, DE12 91 S. Collins, DE13 91 S. Collins, DE14 91 S. Collins, DE15 91 S. Collins, DE16 91 S. Collins, DE17 91 S. Collins, DE18 91 S. Collins, DE19 91 S. Collins, DE20 91 S. Collins.

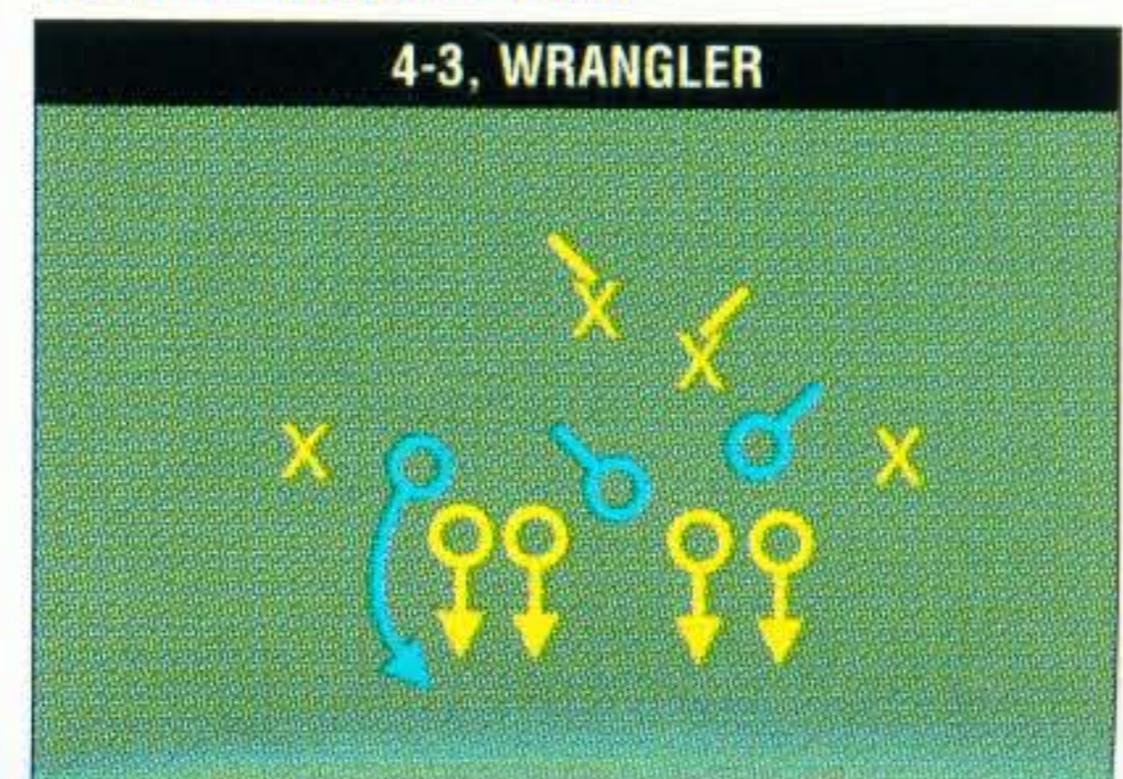
# ALL-N-MADDEN '96

The ultimate All-Star team, this team is the toughest of the toughest of the tough.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

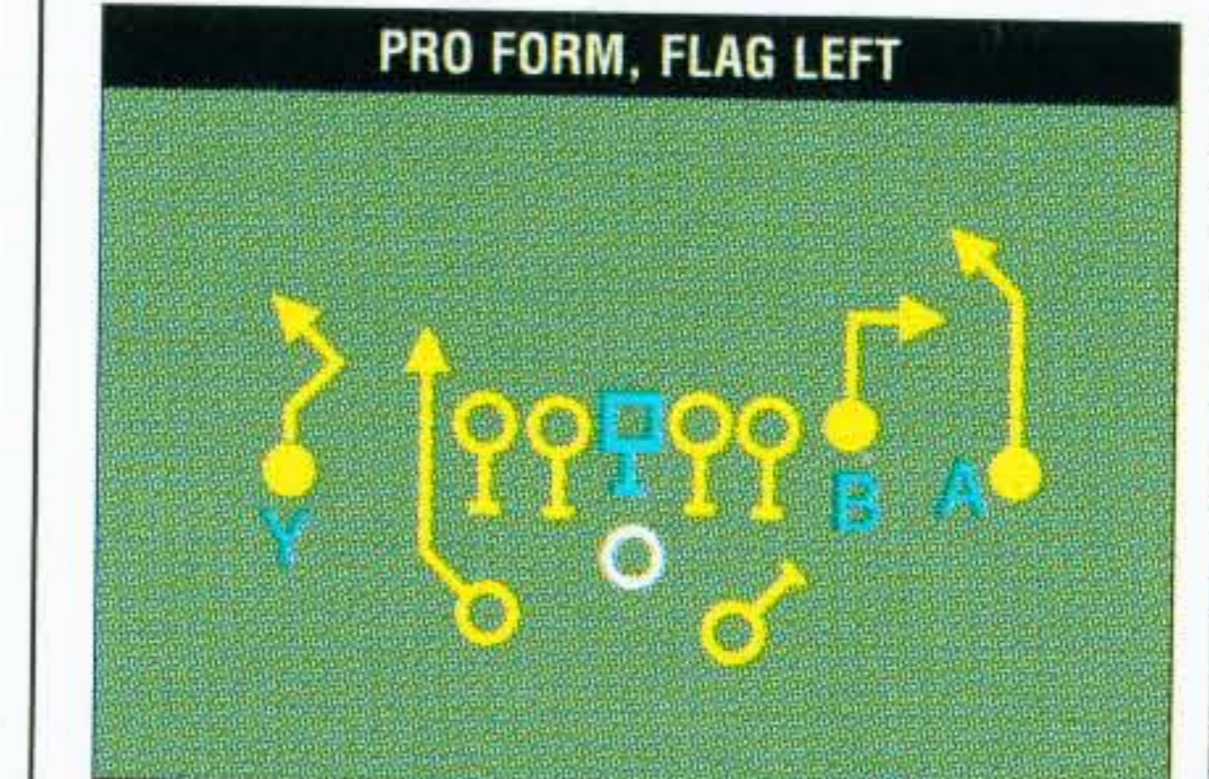
Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes QB1 8 S. Young, QB2 7 T. Aikman, RB1 20 B. Sanders, RB2 22 E. Smith, RB3 27 W. Floyd, RB4 34 C. Hayward, RB5 20 B. Sanders, RB6 22 E. Smith, RB7 27 W. Floyd, RB8 34 C. Hayward, RB9 20 B. Sanders, RB10 22 E. Smith, RB11 27 W. Floyd, RB12 34 C. Hayward, RB13 20 B. Sanders, RB14 22 E. Smith, RB15 27 W. Floyd, RB16 34 C. Hayward, RB17 20 B. Sanders, RB18 22 E. Smith, RB19 27 W. Floyd, RB20 34 C. Hayward.



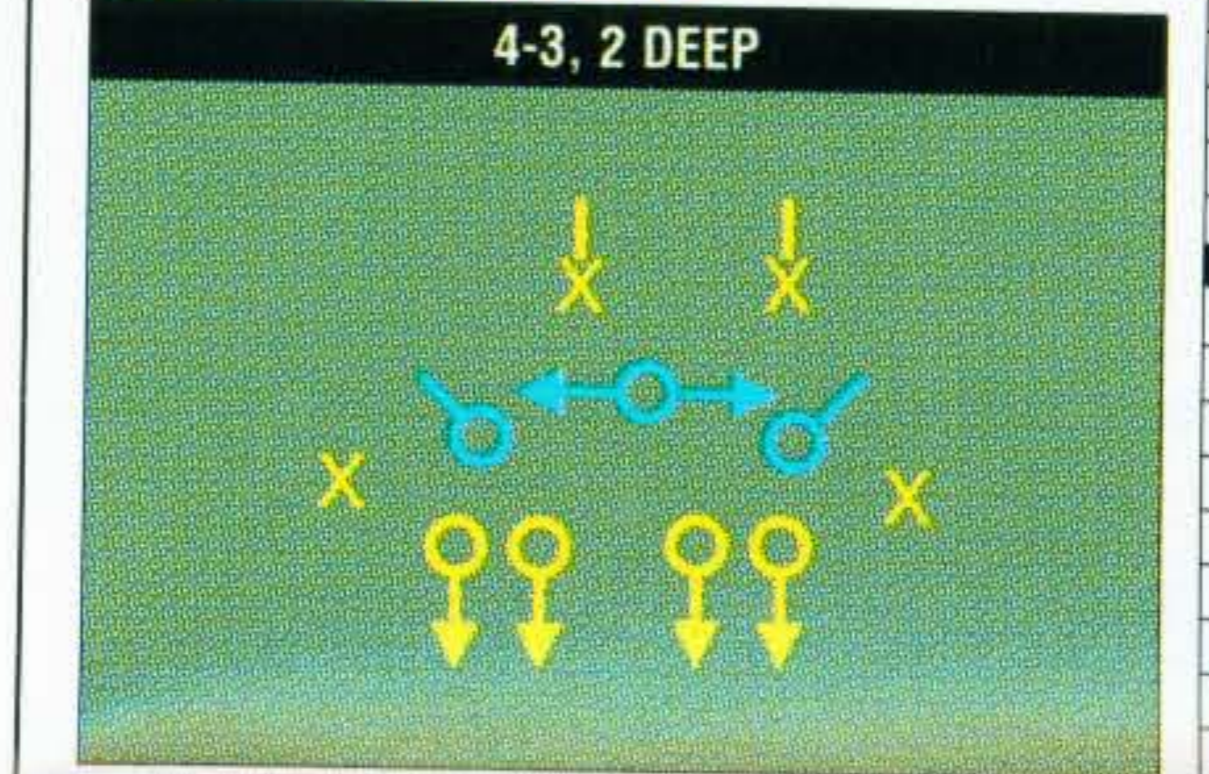
# SAN FRANCISCO 49ERS

The defending Super Bowl® champs look poised to repeat. The potent offense is led by Steve Young and Jerry Rice. Bryant Young and Merton Hanks are top performers for the underrated 49er defense.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Table with columns: POS. NO., NAME, SPEED, SCRAMBLING, PASS ACCURACY, PASS RANGE. Includes QB1 8 S. Young, QB2 18 E. Garbac, QB3 6 C. Conklin, RB1 29 D. Loville, RB2 31 D. Moore, RB3 32 V. Evans, RB4 40 W. Floyd, RB5 27 A. Walker, RB6 29 D. Loville, RB7 31 D. Moore, RB8 32 V. Evans, RB9 40 W. Floyd, RB10 27 A. Walker, RB11 29 D. Loville, RB12 31 D. Moore, RB13 32 V. Evans, RB14 40 W. Floyd, RB15 27 A. Walker, RB16 29 D. Loville, RB17 31 D. Moore, RB18 32 V. Evans, RB19 40 W. Floyd, RB20 27 A. Walker.

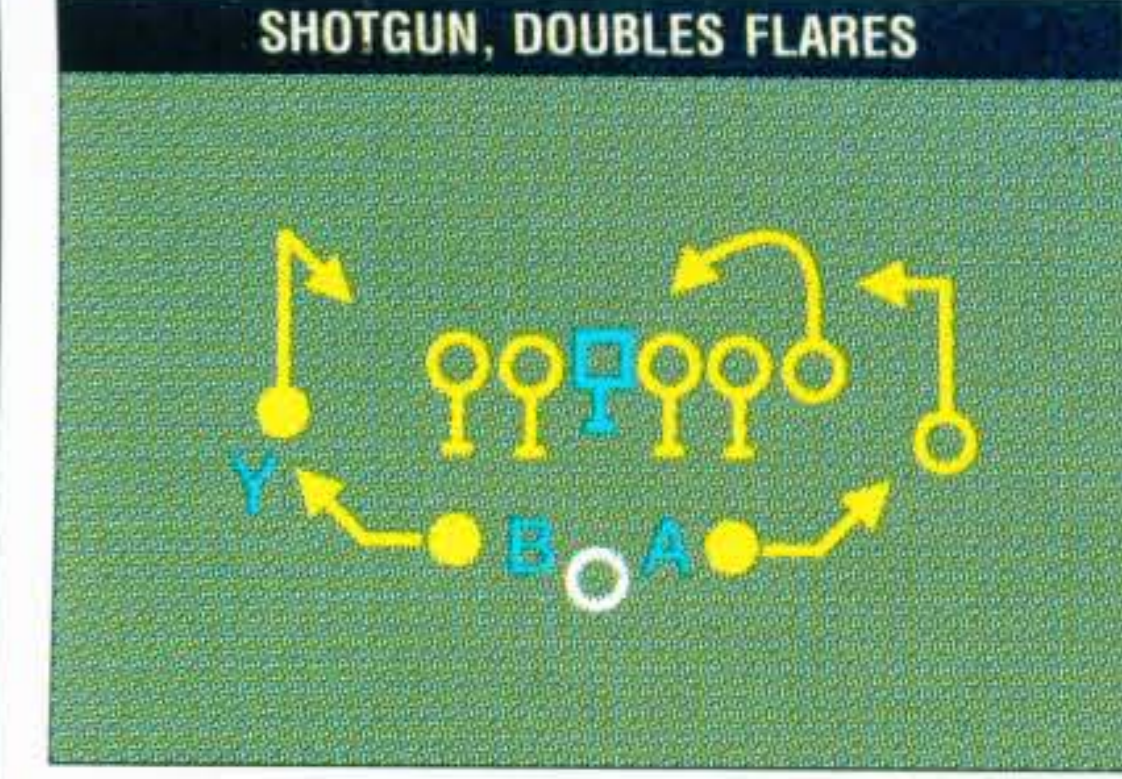
Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes DE1 96 D. Brown, DE2 97 B. Young, DE3 94 S. Stubbler, DE4 72 O. Barnett, DE5 92 T. Wilson, DE6 92 T. Wilson, DE7 91 S. Collins, DE8 92 T. Wilson, DE9 91 S. Collins, DE10 91 S. Collins, DE11 91 S. Collins, DE12 91 S. Collins, DE13 91 S. Collins, DE14 91 S. Collins, DE15 91 S. Collins, DE16 91 S. Collins, DE17 91 S. Collins, DE18 91 S. Collins, DE19 91 S. Collins, DE20 91 S. Collins.



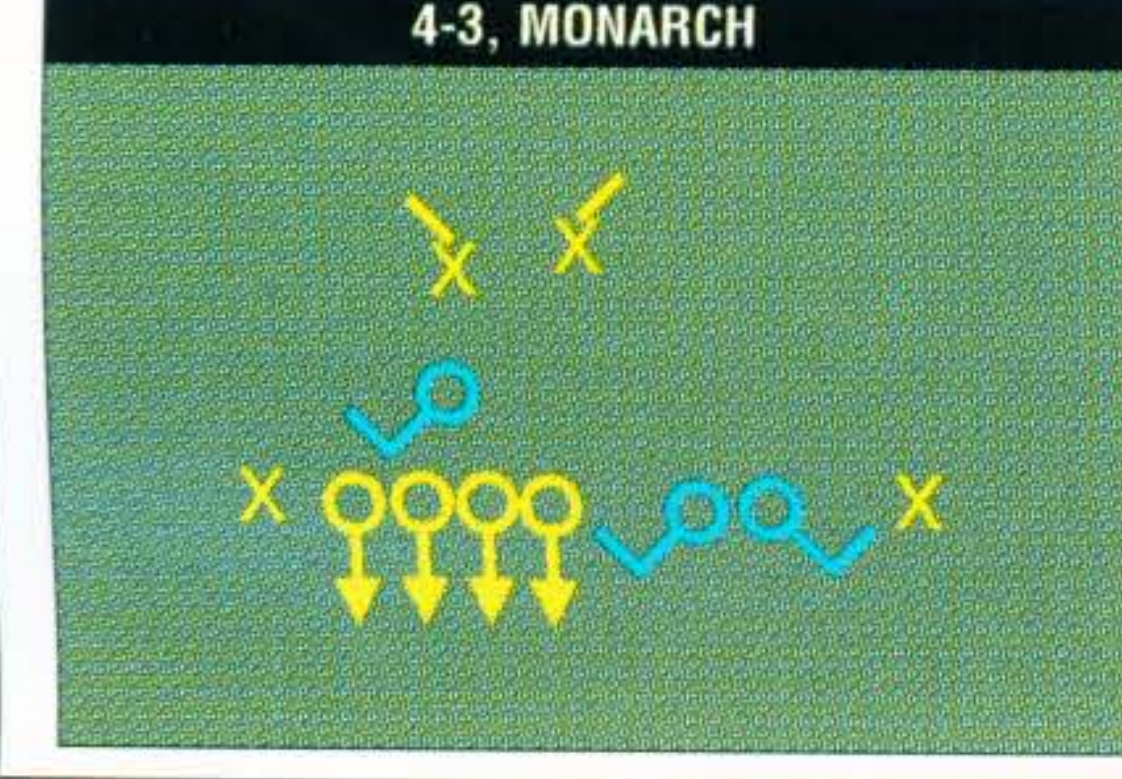
# NEW YORK GIANTS

Developing quarterback Dave Brown has plenty of punch in the backfield with Rodney Hampton and the addition of Herschel Walker. Michael Brooks is a standout at inside linebacker.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Table with columns: POS. NO., NAME, SPEED, SCRAMBLING, PASS ACCURACY, PASS RANGE. Includes QB1 17 D. Brown, QB2 10 G. Graham, QB3 13 M. Fox, RB1 27 R. Hampton, RB2 30 J. Johnson, RB3 45 G. Downs, RB4 34 H. Walker, RB5 44 K. Raskopf, RB6 40 C. P. Port, RB7 71 R. Cooper, RB8 65 W. Williams, RB9 315 A. Kline, RB10 270 A. McCollum.

Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes DE1 75 K. Hamilton, DE2 92 M. Strahan, DE3 71 S. Dillard, DE4 93 R. Agnew, DE5 90 H. Harris, DE6 99 M. Maunula, DE7 27 R. Hampton, DE8 30 J. Johnson, DE9 45 G. Downs, DE10 34 H. Walker, DE11 44 K. Raskopf, DE12 40 C. P. Port, DE13 71 R. Cooper, DE14 65 W. Williams, DE15 315 A. Kline, DE16 270 A. McCollum.

# NFC SFC SCOUTING REPORT

# MADDEN 96

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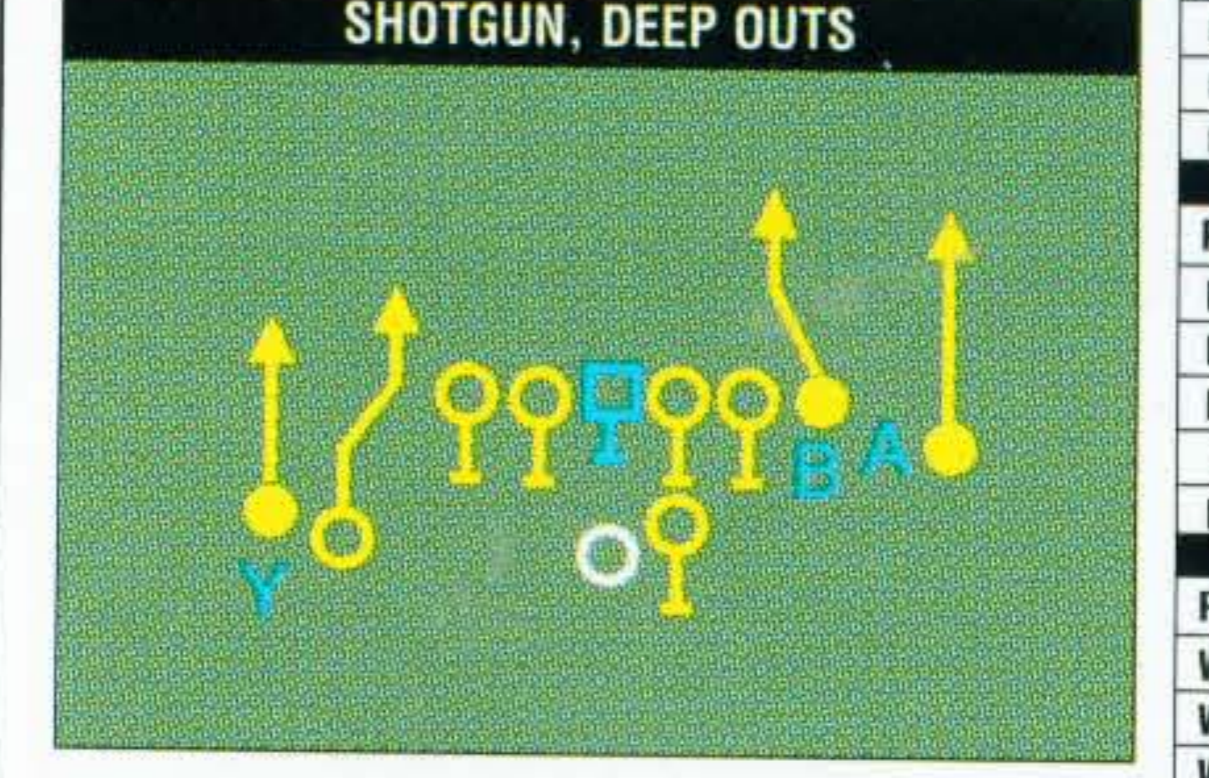
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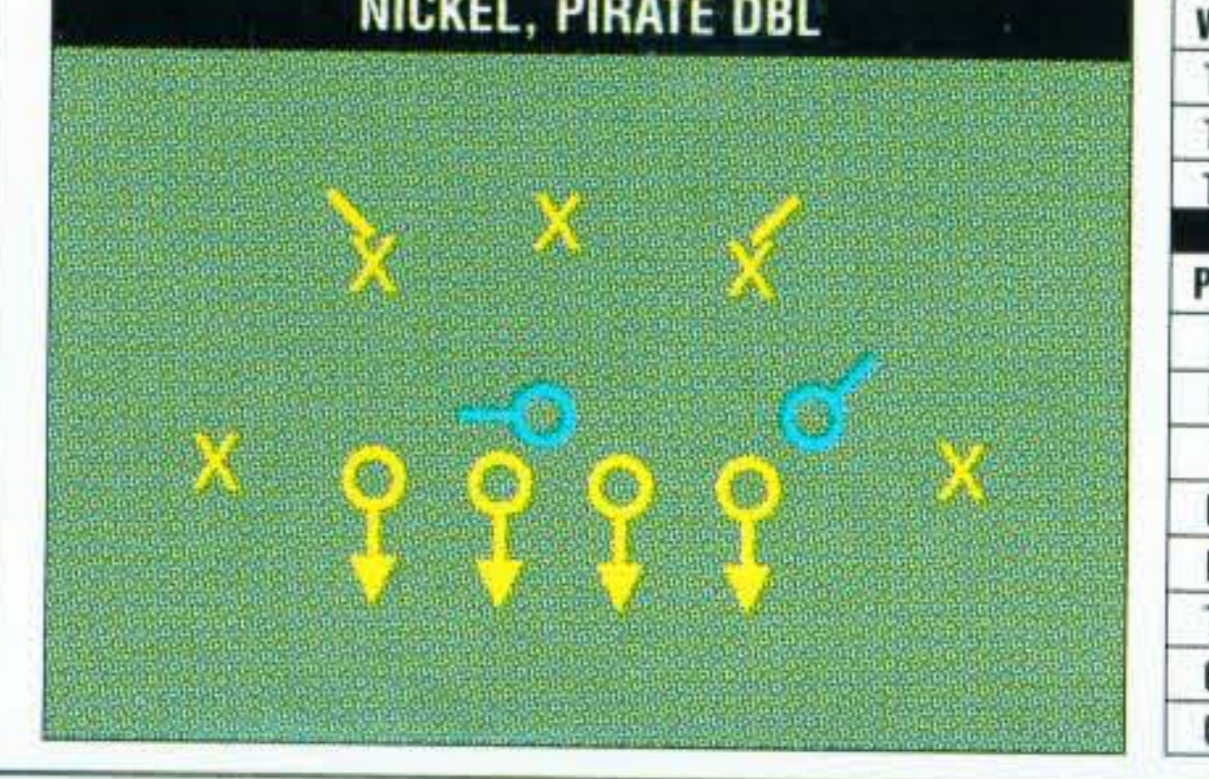
# TAMPA BAY BUCCANEERS

Trent Dilfer has a big target to throw to in Alvin Harper and a speedy Eric R. Rhett to key the running attack. The defense centers on the hard-hitting play of Hardy Nickerson.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Table with columns: POS. NO., NAME, SPEED, SCRAMBLING, PASS ACCURACY, PASS RANGE. Includes QB1 12 T. Dilfer, QB2 11 C. Weidman, QB3 10 K. Holcomb, RB1 32 E. Rhett, RB2 46 V. Workman, RB3 41 B. Edmonds, RB4 33 A. McDowell, RB5 43 R. Harris, RB6 85 C. P. Port, RB7 82 A. Harper, RB8 60 L. Dawsey, RB9 84 C. Wilson, RB10 88 H. Copeland, RB11 87 L. Thomas, RB12 85 C. Hawkins, RB13 76 J. Harris, RB14 86 Armstrong, RB15 83 D. Moore, RB16 74 P. Graub, RB17 70 C. M. R. Robert, RB18 66 W. Williams, RB19 73 R. Ziegenberg, RB20 72 R. Ziegenberg, RB21 72 R. Ziegenberg, RB22 72 R. Ziegenberg, RB23 72 R. Ziegenberg, RB24 72 R. Ziegenberg, RB25 72 R. Ziegenberg, RB26 72 R. Ziegenberg, RB27 72 R. Ziegenberg, RB28 72 R. Ziegenberg, RB29 72 R. Ziegenberg, RB30 72 R. Ziegenberg.

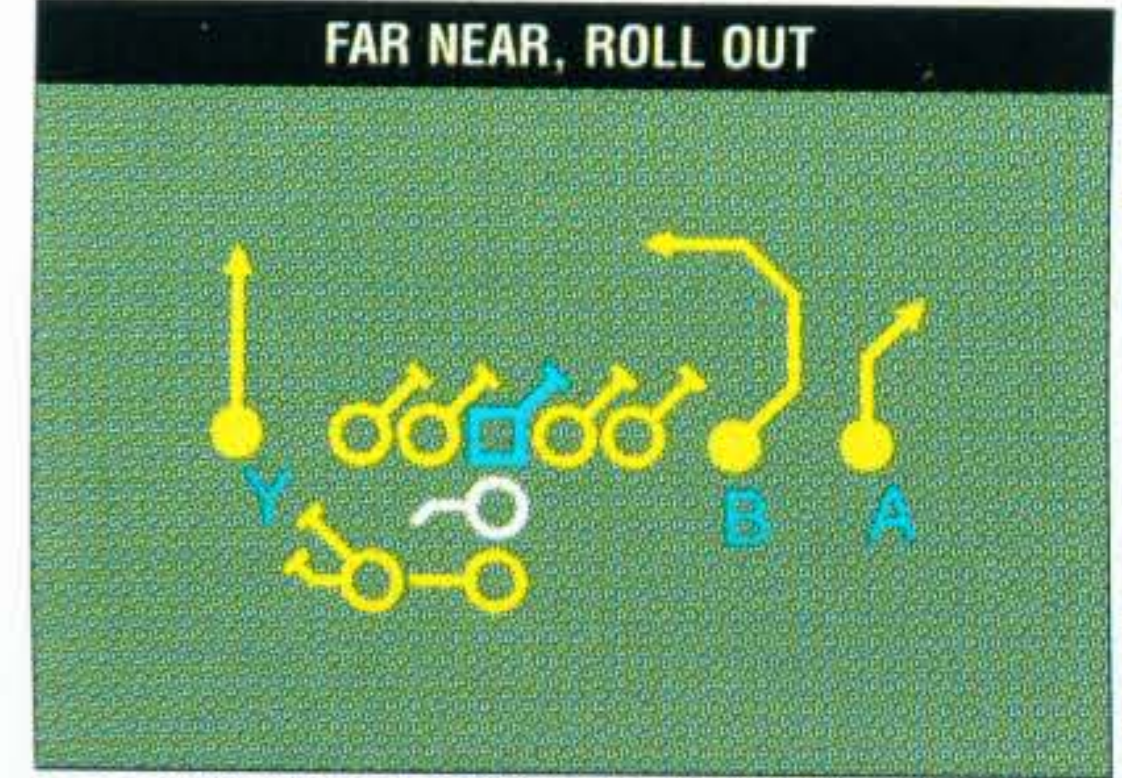
Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes DE1 72 C. Ahanotu, DE2 70 M. Wheeler, DE3 99 W. Sapp, DE4 10 K. Powell, DE5 71 S. Dalton, DE6 51 L. Marrs, DE7 53 E. Brady, DE8 56 Nickerson, DE9 93 D. DuBose, DE10 57 E. Block, DE11 52 W. Rouse, DE12 59 D. Brooks, DE13 35 M. Mayhew, DE14 31 T. Stargell, DE15 49 C. Dimmy, DE16 21 M. McGruder, DE17 22 T. Everett, DE18 47 J. Lynch, DE19 28 C. Buckley, DE20 27 B. Bussan, DE21 74 P. Graub, DE22 66 W. Williams, DE23 73 R. Ziegenberg, DE24 72 R. Ziegenberg, DE25 72 R. Ziegenberg, DE26 72 R. Ziegenberg, DE27 72 R. Ziegenberg, DE28 72 R. Ziegenberg, DE29 72 R. Ziegenberg, DE30 72 R. Ziegenberg.



# PHILADELPHIA EAGLES

The Eagles added running back Ricky Waters to help take the offensive load off Randall Cunningham. Greg Jackson sparks the aggressive play of the Philadelphia secondary.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Table with columns: POS. NO., NAME, SPEED, SCRAMBLING, PASS ACCURACY, PASS RANGE. Includes QB1 12 Cunningham, QB2 10 R. Peete, QB3 11 J. Eader, RB1 20 W. Waters, RB2 20 W. Hebron, RB3 34 K. Turner, RB4 41 F. McCarly, RB5 86 F. Barnett, RB6 80 W. Williams, RB7 85 K. Martin, RB8 83 B. Ford, RB9 81 J. Kearney, RB10 74 B. Williams, RB11 323 J. P. Jones, RB12 63 R. McKenzie, RB13 73 L. Holmes, RB14 68 J. Sims, RB15 277 A. Davis, RB16 301 V. Hebron, RB17 64 J. Rudolph, RB18 296 R. Hudson, RB19 75 J. Ford, RB20 60 J. Ford.

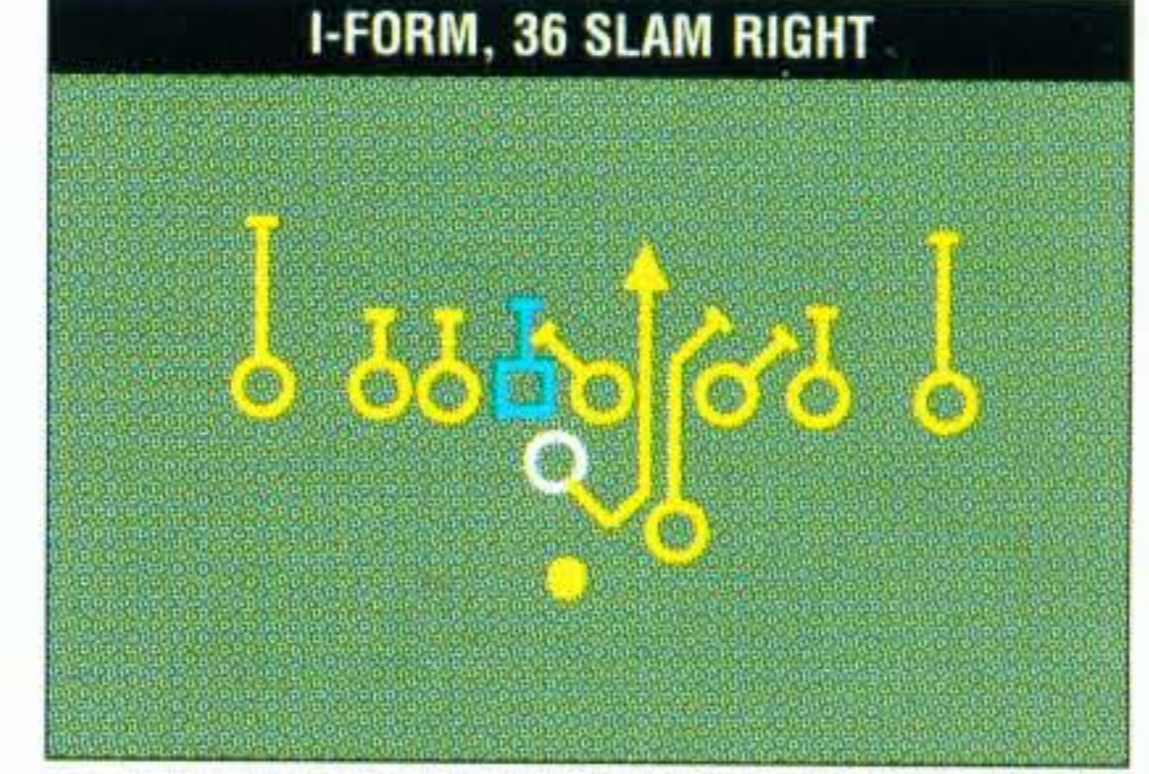
Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes DE1 95 W. Fuller, DE2 91 A. Harmon, DE3 91 M. Rypien, DE4 69 M. Manula, DE5 29 J. Jefferson, DE6 24 L. Bentros, DE7 36 J. Bettis, DE8 42 L. Russell, DE9 22 J. Bailey, DE10 34 T. Lester, DE11 24 T. Lester, DE12 97 G. Jackson, DE13 97 G. Jackson, DE14 97 G. Jackson, DE15 97 G. Jackson, DE16 97 G. Jackson, DE17 97 G. Jackson, DE18 97 G. Jackson, DE19 97 G. Jackson, DE20 97 G. Jackson.



# ST. LOUIS RAMS

Big Jerome Bettis carries the load for the Rams' offense. Tight end Troy Drayton is a dangerous weapon, especially near the goal line.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes DE1 93 K. Carter, DE2 90 S. Gilbert, DE3 90 S. Gilbert, DE4 60 F. Stokes, DE5 97 G. Robinson, DE6 73 D. Farr, DE7 36 J. Bettis, DE8 42 L. Russell, DE9 22 J. Bailey, DE10 34 T. Lester, DE11 24 T. Lester, DE12 97 G. Jackson, DE13 97 G. Jackson, DE14 97 G. Jackson, DE15 97 G. Jackson, DE16 97 G. Jackson, DE17 97 G. Jackson, DE18 97 G. Jackson, DE19 97 G. Jackson, DE20 97 G. Jackson.

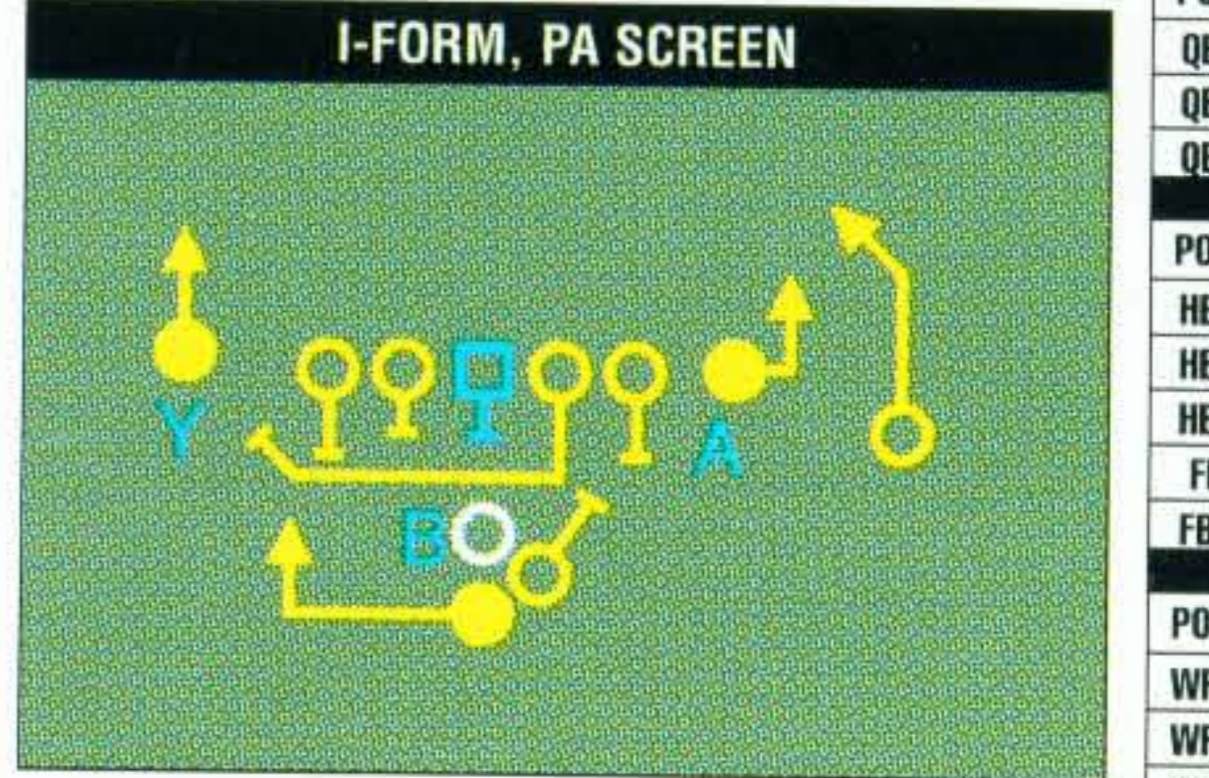
Table with columns: POS. NO., NAME, SPEED, SCRAMBLING, PASS ACCURACY, PASS RANGE. Includes QB1 93 K. Carter, QB2 90 S. Gilbert, QB3 90 S. Gilbert, RB1 13 C. Miller, RB2 11 M. Rypien, RB3 8 T. Maddox, RB4 36 J. Bettis, RB5 42 L. Russell, RB6 22 J. Bailey, RB7 34 T. Lester, RB8 24 T. Lester, RB9 97 G. Jackson, RB10 97 G. Jackson, RB11 97 G. Jackson, RB12 97 G. Jackson, RB13 97 G. Jackson, RB14 97 G. Jackson, RB15 97 G. Jackson, RB16 97 G. Jackson, RB17 97 G. Jackson, RB18 97 G. Jackson, RB19 97 G. Jackson, RB20 97 G. Jackson.



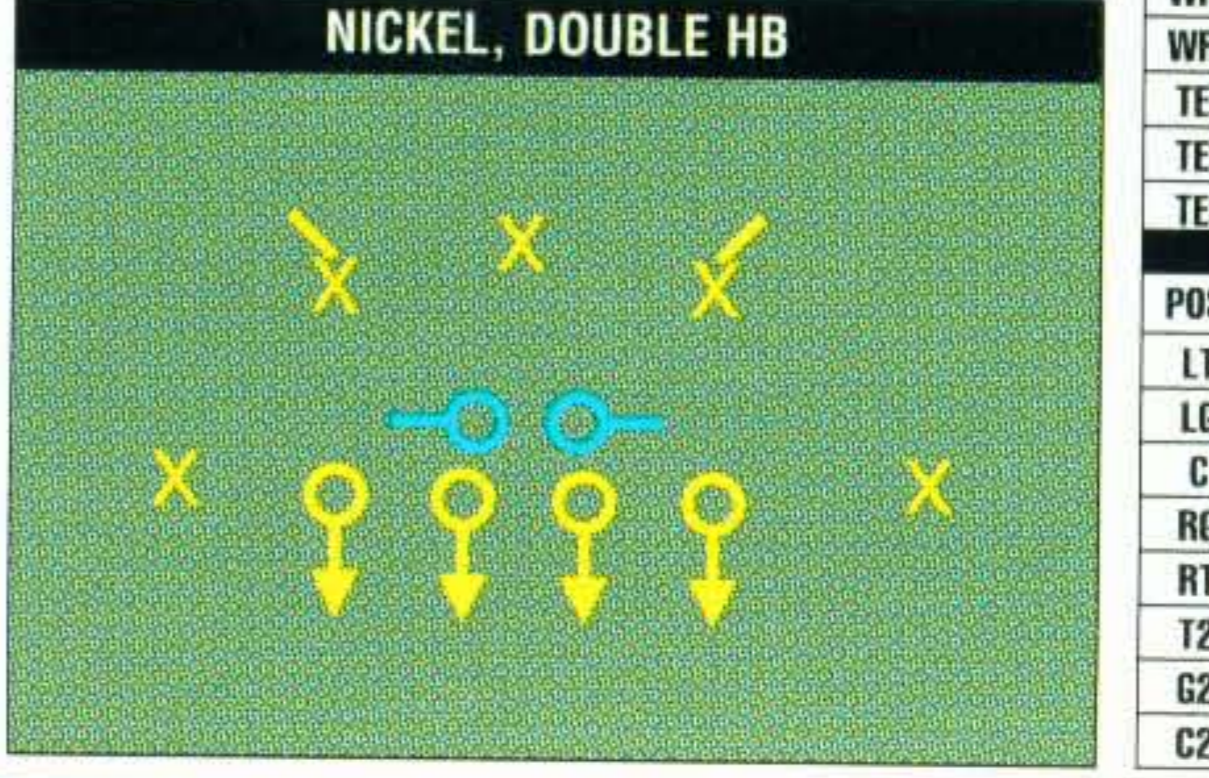
# WASHINGTON REDSKINS

Veteran Jim Lachey provides stellar pass protection for Heath Shuler and opens big holes for Reggie Brooks. Ken Harvey is a force at outside linebacker.

### KEY OFFENSIVE PLAY



### KEY DEFENSIVE PLAY



### PLAYER RATINGS

Table with columns: POS. NO., NAME, SPEED, SCRAMBLING, PASS ACCURACY, PASS RANGE. Includes QB1 5 H. Shuler, QB2 12 G. Ferrette, QB3 10 T. Green, RB1 21 T. Allen, RB2 40 R. Brooks, RB3 30 B. Mitchell, RB4 20 M. Logan, RB5 34 C. Smith, RB6 86 F. Barnett, RB7 80 W. Williams, RB8 85 K. Martin, RB9 83 B. Ford, RB10 81 J. Kearney, RB11 74 B. Williams, RB12 323 J. P. Jones, RB13 63 R. McKenzie, RB14 73 L. Holmes, RB15 68 J. Sims, RB16 277 A. Davis, RB17 301 V. Hebron, RB18 64 J. Rudolph, RB19 296 R. Hudson, RB20 75 J. Ford.

Table with columns: POS. NO., NAME, SPEED, AGLTY, PURSUIT, TACKLING. Includes DE1 38 T. Woods, DE2 93 M. Boulter, DE3 78 T. Johnson, DE4 97 S. Palmer, DE5 65 B. O. 65, DE6 52 D. Nottage, DE7 60 B. O. 65, DE8 94 B. Wilson, DE9 57 K. Harvey, DE10 57 K. Harvey, DE11 99 R. Stephens, DE12 99 R. Stephens, DE13 59 M. Patton, DE14 60 K. Hillan, DE15 56 E. Anderson, DE16 51 V. Underbeck, DE17 25 T. Carter, DE18 26 A. Grant, DE19 26 D. Green, DE20 31 D. Pounds, DE21 24 S. Richard, DE22 38 D. Morrison, DE23 37 K. Taylor, DE24 67 R. Brown, DE25 312 T. Johnson, DE26 338 R. Edwards, DE27 76 T. Thure, DE28 61 V. Smith, DE29 52 C. Raymer, DE30 293 J. P. Jones.





# ARIZONA CARDINALS

Tough defense is a trademark of the Cardinals' coach. Veteran Seth Joyner is the leader of this talented group. Larry Centers is an excellent runner and receiver out of the backfield.

### KEY OFFENSIVE PLAY

**FAR NEAR, FB SCREEN**

### KEY DEFENSIVE PLAY

**4-3, FIRE**

#### PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	17	D.Krieg	60	55	80	80
QB2	16	M.Buck	60	65	70	75
QB3	15	S.Gava	65	60	70	70
RUNNING BACKS						
RB1	23	G.Hearst	80	75	85	45
RB2	22	M.Higgs	75	80	60	50
RB3	26	R.Walker	70	70	55	45
FB	37	L.Centers	75	75	65	65
FB2	32	D.Gray	65	65	60	55
RECEIVERS						
WR1	81	F.Sanders	80	80	75	35
WR2	85	R.Moore	85	85	85	35
WR3	80	B.Reeves	80	75	60	35
WR4	4	C.Lavy	75	75	55	35
WR5	82	K.Knox	75	80	35	30
WR6	83	A.Edwards	75	80	40	35
TE1	86	C.Fann	60	60	55	50
TE2	89	T.Samuels	60	60	55	50
TE3	87	L.Frazier	65	55	50	50
DEFENSIVE LINE						
LT	65	E.Dye	325	75	75	55
LB2	40	A.Wallace	75	65	50	35
LB3	41	J.Carter	80	60	60	75
LB4	3	Dummingham	325	75	75	65
LB5	4	A.Redmond	308	75	75	60
LB6	71	L.Tharpe	299	75	70	60
LB7	68	J.Wolf	296	70	70	55
LB8	73	L.Trutt	308	70	70	50
LB9	64	J.Dukes	290	65	75	50

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LE	92	E.England	65	65	65	70
DLT	98	E.Swann	70	75	80	85
DLT2	63	Burkston	60	55	65	75
RE	96	C.Simmons	70	75	80	85
DE2	97	B.Hooks	55	55	60	70
DT2	94	B.Wilson	60	55	60	65
LINEBACKERS						
LB1	23	G.Hearst	80	75	85	45
LB2	22	M.Higgs	75	80	60	50
LB3	26	R.Walker	70	70	55	45
LB4	37	L.Centers	75	75	65	65
LB5	32	D.Gray	65	65	60	55
DEFENSIVE TACKLES						
DT1	65	E.Dye	325	75	75	55
DT2	40	A.Wallace	75	65	50	35
DT3	41	J.Carter	80	60	60	75
DT4	3	Dummingham	325	75	75	65
DT5	4	A.Redmond	308	75	75	60
DT6	71	L.Tharpe	299	75	70	60
DT7	68	J.Wolf	296	70	70	55
DT8	73	L.Trutt	308	70	70	50
DT9	64	J.Dukes	290	65	75	50



# CHICAGO BEARS

The swarming Bears' defense is led by Chris Zorich and Joe Cain. The offense needs to establish the running game to be successful.

### KEY OFFENSIVE PLAY

**PRO FORM, HOOKS**

### KEY DEFENSIVE PLAY

**4-3, FLEX 3 DEEP**

#### PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	12	E.Kramer	55	60	80	90
QB2	4	S.Walsh	55	55	65	75
QB3	9	S.Matthews	60	65	70	70
RUNNING BACKS						
RB1	27	L.Tillman	35	70	60	70
RB2	31	R.Salaam	80	90	60	65
RB3	22	R.Green	80	75	65	50
FB	29	R.Harris	75	75	65	70
FB2	25	A.Johnson	65	60	65	65
RECEIVERS						
WR1	80	C.Conway	85	80	75	35
WR2	86	M.Tompson	85	90	75	30
WR3	81	J.Graham	80	75	70	35
WR4	88	G.McClurkey	75	70	60	35
WR5	83	T.Obay	75	60	55	30
WR6	18	G.Primus	75	60	55	30
TE1	48	C.Gedney	65	70	80	75
TE2	85	K.Jennings	55	45	75	50
TE3	89	R.Weston	60	45	65	50
DEFENSIVE LINE						
LT	64	A.Heck	295	75	75	60
LB	75	L.Henry	290	75	55	45
LB2	3	J.Fontenot	285	80	75	60
LB3	68	Laeuwenburg	310	75	75	65
LB4	71	J.Williams	300	80	80	65
LB5	72	T.Auzenne	300	70	70	60
LB6	73	L.Levy	295	70	80	80
LB7	53	P.Grealey	300	65	70	55
DEFENSIVE TACKLES						
DT1	92	T.Thorntorn	65	65	80	90
DLT	96	A.Fontenot	60	60	65	70
DLT2	97	C.Zorich	70	65	65	70
RE	90	E.Cole	65	50	65	80
DE2	95	P.Riley	55	50	60	65
DT2	93	F.Culler	55	50	55	60
LINEBACKERS						
LB1	27	L.Tillman	35	70	60	70
LB2	31	R.Salaam	80	90	60	65
LB3	22	R.Green	80	75	65	50
LB4	37	R.Harris	75	75	65	70
LB5	32	D.Gray	65	65	60	55
LB6	58	E.Hill	70	70	80	90
LB7	56	T.Inning	65	65	70	75
LB8	59	D.Merritt	60	65	65	70
LB9	59	J.Miller	65	65	65	70
LB10	57	R.Kirk	65	60	65	60
DEFENSIVE TACKLES						
DT1	65	E.Dye	325	75	75	55
DT2	40	A.Wallace	75	65	50	35
DT3	41	J.Carter	80	60	60	75
DT4	3	Dummingham	325	75	75	65
DT5	4	A.Redmond	308	75	75	60
DT6	71	L.Tharpe	299	75	70	60
DT7	68	J.Wolf	296	70	70	55
DT8	73	L.Trutt	308	70	70	50
DT9	64	J.Dukes	290	65	75	50

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LE	94	J.Thierry	55	60	65	70
DLT	96	A.Fontenot	60	60	65	70
DLT2	97	C.Zorich	70	65	65	70
RE	90	E.Cole	65	50	65	80
DE2	95	P.Riley	55	50	60	65
DT2	93	F.Culler	55	50	55	60
LINEBACKERS						
LB1	27	L.Tillman	35	70	60	70
LB2	31	R.Salaam	80	90	60	65
LB3	22	R.Green	80	75	65	50
LB4	37	R.Harris	75	75	65	70
LB5	32	D.Gray	65	65	60	55
LB6	58	E.Hill	70	70	80	90
LB7	56	T.Inning	65	65	70	75
LB8	59	D.Merritt	60	65	65	70
LB9	59	J.Miller	65	65	65	70
LB10	57	R.Kirk	65	60	65	60
DEFENSIVE TACKLES						
DT1	65	E.Dye	325	75	75	55
DT2	40	A.Wallace	75	65	50	35
DT3	41	J.Carter	80	60	60	75
DT4	3	Dummingham	325	75	75	65
DT5	4	A.Redmond	308	75	75	60
DT6	71	L.Tharpe	299	75	70	60
DT7	68	J.Wolf	296	70	70	55
DT8	73	L.Trutt	308	70	70	50
DT9	64	J.Dukes	290	65	75	50



# DETROIT LIONS

Barry Sanders is the best pure running back in the league. The emergence of wide receiver Herman Moore opens up the Lions' offense. Defensively, Detroit has improved with the addition of Henry Thomas.

### KEY OFFENSIVE PLAY

**SINGLE BACK, TOSS LEFT**

### KEY DEFENSIVE PLAY

**4-3, FLEX 2 DEEP**

#### PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	19	S.Mitchell	50	55	65	85
QB2	13	G.Torretta	55	50	60	75
QB3	1	Makowski	65	60	60	70
RUNNING BACKS						
RB1	20	B.Sanders	90	100	70	50
RB2	28	E.Lynch	75	45	50	45
RB3	34	R.Rivers	65	55	50	50
FB	30	Schlesinger	60	60	45	60
FB2	48	T.Bear	65	55	45	55
RECEIVERS						
WR1	84	H.Moore	80	85	70	30
WR2	80	B.Perriman	75	70	60	35
WR3	87	J.Morton	85	85	65	35
WR4	81	A.Carter	80	75	50	30
WR5	41	K.McCovey	65	60	60	30
WR6	83	A.Matthews	60	65	40	35
TE1	89	R.Hall	65	60	60	55
TE2	82	R.Holman	60	50	55	50
TE3	86	D.Sloan	65	45	55	50
DEFENSIVE LINE						
LT	75	L.Brown	287	85	85	70
LB	81	A.Morgan	275	75	35	35
C	53	K.Glover	282	80	80	65
LB	73	R.Cherry	285	70	70	55
LB2	72	M.Compton	297	65	60	50
LB3	68	L.Burton	280	60	70	60
DEFENSIVE TACKLES						
DT1	92	R.White	70	70	85	95
DLT	93	G.Brown	40	40	65	75
DLT2	94	J.Hart	50	60	80	80
RE	96	S.Jones	70	75	80	95
DE2	96	S.Bonham	60	60	50	65
DT2	96	D.Owens	45	45	50	60
LINEBACKERS						
LB1	20	B.Sanders	90	100	70	50
LB2	28	E.Lynch	75	45	50	45
LB3	34	R.Rivers	65	55	50	50
LB4	30	Schlesinger	60	60	45	60
LB5	48	T.Bear	65	55	45	55
LB6	59	M.Johnson	70	65	65	80
LB7	50	S.Boyd	60	60	50	60
LB8	55	A.London	60	50	50	90
LB9	45	W.Smith	70	70	60	55
LB10	59	M.Johnson	70	65	65	80
DEFENSIVE TACKLES						
DT1	92	R.White	70	70	85	95
DLT	93	G.Brown	40	40	65	75
DLT2	94	J.Hart	50	60	80	80
RE	96	S.Jones	70	75	80	95
DE2	96	S.Bonham	60	60	50	65
DT2	96	D.Owens	45	45	50	60
LINEBACKERS						
LB1	20	B.Sanders	90	100	70	50
LB2	28	E.Lynch	75	45	50	45
LB3	34	R.Rivers	65	55	50	50
LB4	30	Schlesinger	60	60	45	60
LB5	48	T.Bear	65	55	45	55
LB6	59	M.Johnson	70	65	65	80
LB7	50	S.Boyd	60	60	50	60
LB8	55	A.London	60	50	50	90
LB9	45	W.Smith	70	70	60	55
LB10	59	M.Johnson	70	65	65	80
DEFENSIVE TACKLES						
DT1	92	R.White	70	70	85	95
DLT	93	G.Brown	40	40	65	75
DLT2	94	J.Hart	50	60	80	80
RE	96	S.Jones	70	75	80	95
DE2	96	S.Bonham	60	60	50	65
DT2	96	D.Owens	45	45	50	60
LINEBACKERS						
LB1	20	B.Sanders	90	100	70	50
LB2	28	E.Lynch	75	45	50	45
LB3	34	R.Rivers	65	55	50	50
LB4	30	Schlesinger	60	60	45	60
LB5	48	T.Bear	65	55	45	55
LB6	59	M.Johnson	70	65	65	80
LB7	50	S.Boyd	60	60	50	60
LB8	55	A.London	60	50	50	90
LB9	45	W.Smith	70	70	60	55
LB10	59	M.Johnson	70	65	65	80
DEFENSIVE TACKLES						
DT1	92	R.White	70	70	85	95
DLT	93	G.Brown</				