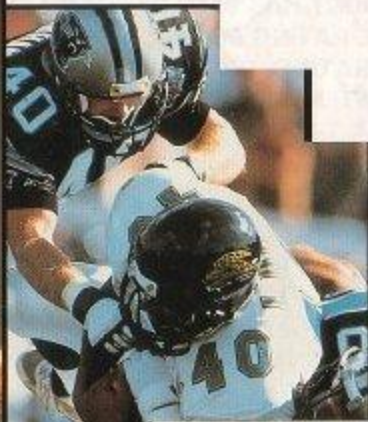


MADDEN



96



INSTRUCTION BOOKLET



EA
SPORTS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

EmuMovies

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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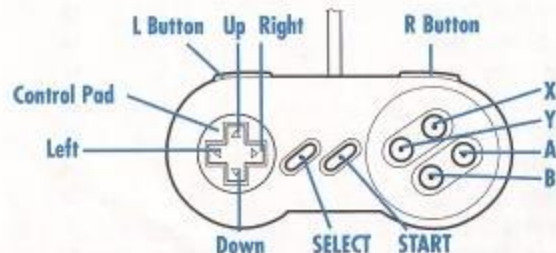
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STARTING MADDEN NFL® 96

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	START

Kickoff

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

BEFORE THE SNAP

Defense

Select player to control	B or X
Show blitz new	L or R

Offense

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

Calling and Audible

Call an audible	A
Cancel audible	X
Select an audible play	Y, B, or A

AFTER THE SNAP

Defense

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

Offense Rushing

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



Passing

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


Receiving

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




PUNTING/KICKING

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

PLAY CALLING

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

MENUS

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

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

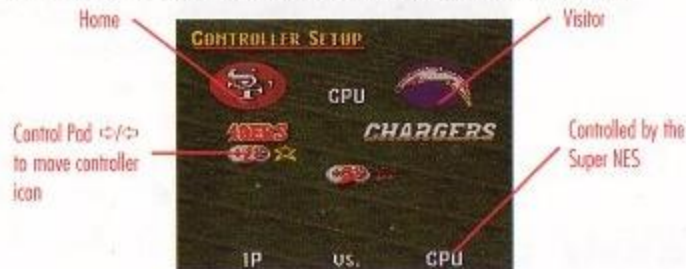
(Default settings in **bold**.)

QUARTER LEN.	Choose to play 3, 5 , 10, or 15 minute quarters.
STADIUM	Choose any one of 30 available stadiums.
WEATHER	Choose to play in FAIR , WINDY, RAINING, SNOWING, NIGHT, or VARIABLE conditions.
PENALTIES	Choose to play with ALL 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.



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.



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 \triangle/\square
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 \triangle/\square
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 \triangle/\square .
- 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 \triangle/\square
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  
to highlight option



Control Pad  
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  .
- To cycle through Types of Stats/Teams, highlight **TYPE/TEAM** and Control Pad  .
- To view stats, press **START**.
- To view additional stats within the 8 statistical categories, Control Pad  .
- 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  .
- 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.

Control Pad  to highlight option




Amount of memory left

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:

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

To Complete the Registration form:

- Control Pad  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.	NO.	NAME	SP/INT	AGE	P.O.	NO.	NAME
QB1	88	S. YOUNG	25	30	25		
QB2	18	E. GARBARINO	28	27	25		
QB3	88	C. CHANDLER	26	27	25		
QB4	29	O. L. DUBILETT	28	22	28		
OILERS							
P.O.	NO.	NAME	SP/INT	AGE			
QB1	12	C. CHANDLER	26	28	28		
QB2	12	R. RICHARDSON	26	28	28		
QB3	25	S. MCNEIL	26	28	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 \uparrow/\downarrow .
- 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

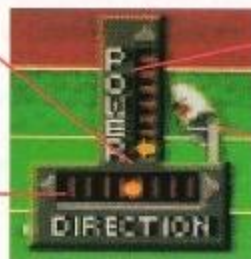
THE KICKOFF

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

Control Pad \leftarrow/\rightarrow to cycle through teams



Press **B** again to kick

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  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  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  to scroll through the formations.

Note: There are more formations and plays available than appear on the screen. Control Pad , 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  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.
6. Press **B**. The play is selected, but you stay at the Play Calling screen.
 - To bluff additional plays, press **Y**.
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 \uparrow/\downarrow .
- To scroll through stat categories, Control Pad \leftarrow/\rightarrow .
- 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.

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ASSOCIATE PRODUCER: Gordon Bellamy

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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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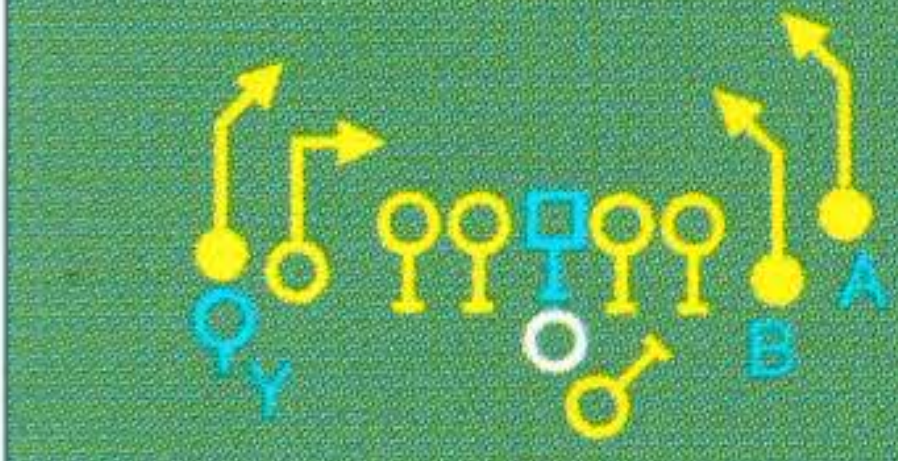


MIAMI DOLPHINS

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

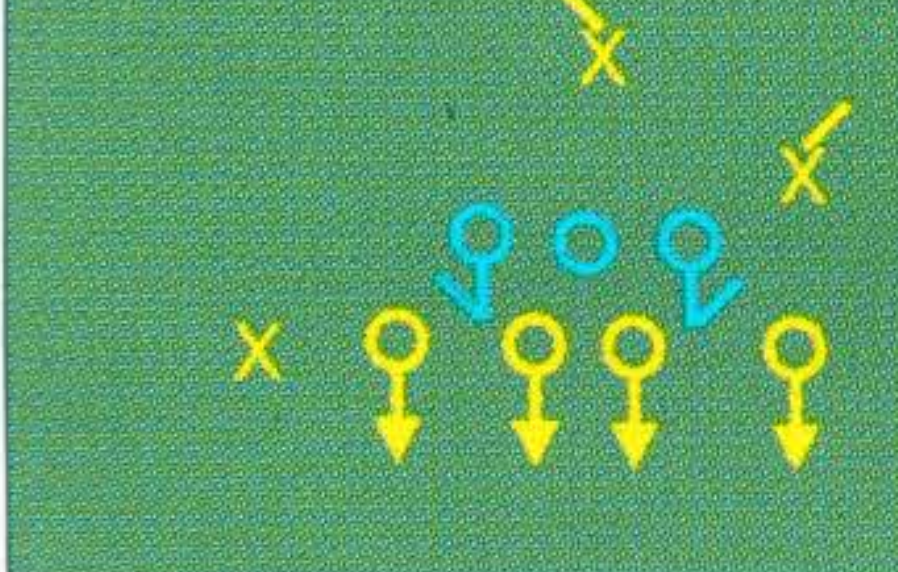
KEY OFFENSIVE PLAY

RUN AND SHOOT, QUICK POSTS



KEY DEFENSIVE PLAY

4-3, COWBOY HB



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS	RANGE
QB1	13	D. Marino	55	60	90	90	90	65
QB2	19	B. Kosar	50	50	50	85	65	65
QB3	11	D. McGwire	60	55	50	55	65	65

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
HB1	30	B. Parmalee	80	85	50	50	50
HB2	43	T. Kirby	80	80	70	70	60
HB3	40	I. Spikes	80	75	50	55	55
FB	41	K. Byars	70	75	75	65	65
FB2	49	R. Wilson	65	50	40	55	55

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
WR1	80	I. Fryar	90	95	75	35	35
WR2	81	McDuffie	85	85	85	40	40
WR3	89	R. Hill	90	90	70	45	45
WR4	84	G. Clark	80	80	65	40	40
WR5	83	S. Miller	75	80	45	40	40
WR6	15	D. Johnson	85	70	45	35	35
TE1	86	E. Green	75	75	85	70	70
TE2	85	R. Williams	65	55	55	65	65
TE3	82	P. Mitchell	60	60	65	55	55

POS.	NO.	NAME	WEIGHT	PASS	BLOCKING	RUN	BLOCKING	AGILITY
LT	78	R. Webb	302	80	80	85	70	55
LG	69	K. Sims	309	80	80	85	60	60
C	61	T. Ruddy	290	75	75	75	65	65
RG	62	C. Gray	290	70	65	50	50	50
RT	73	R. Heller	293	75	75	75	60	60
TE	71	E. Albright	296	65	70	60	60	60
CZ	68	A. Greene	304	65	70	65	65	65
CZ	77	K. Brothen	286	70	65	55	55	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LT	91	J. Cross	60	70	85	95
DLT	99	Klingbeil	45	50	60	70
INTNTD	95	T. Bowers	65	55	65	85
RE	90	M. Coleman	70	65	80	85
DE2	97	T. Jackson	65	60	70	60
DT2	96	S. Enman	50	55	70	80

POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
LB1	55	Singleton	75	85	65	90
LB2	59	D. Nelson	65	65	65	75
LB3	51	B. Cox	65	60	100	85
ROLB	53	A. Beavers	70	75	60	75
LB3	54	C. Bulrough	60	65	65	70
OLB2	57	D. Fox	65	65	60	65
OLB3	50	D. Holler	65	55	60	80

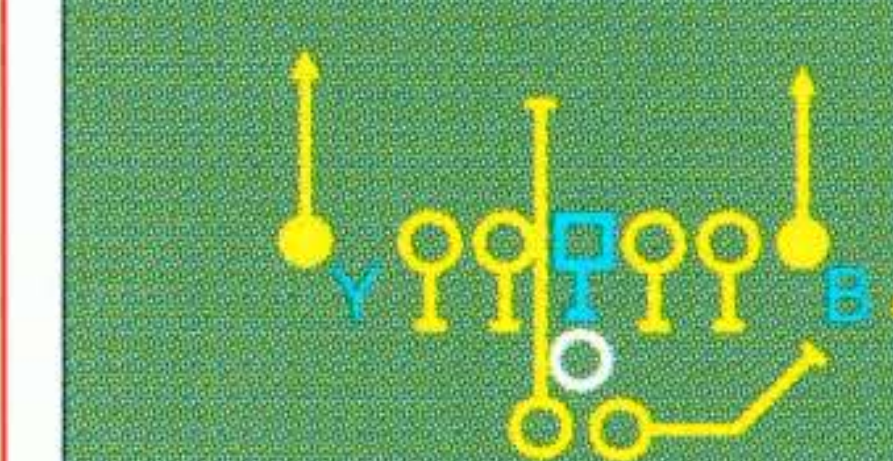
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS	COVERAGE	TACKLING
LCB1	23	T. Vincent	85	80	70	75	75
LCB2	29	I. Smith	50	65	65	60	60
RCB1	37	J. B. Brown	85	70	75	60	60
RCB2	27	T. Buckley	90	60	65	65	65
FB	28	G. Atkins	85	75	60	70	70
SS	35	M. Stewart	85	70	65	80	80
FS2	27	L. Kennedy	80	65	60	65	65
SS2	25	L. Oliver	85	70	65	80	80

POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK	TLS
K	10	Stegowski	75	80	80	70	70	70
P	17	J. Kild	75	85	85	85	85	85
NR	21	M. McDuffie	85	85	85	85	85	85
NR2	27	T. Buckley	90	80	80	80	80	80
PR	27	T. Buckley	90	80	80	80	80	80

POS.	NO.	NAME	WEIGHT	PASS	BLOCKING	RUN	BLOCKING	AGILITY
LT	78	R. Webb	302	80	80	85	70	55
LG	69	K. Sims	309	80	80	85	60	60
C	61	T. Ruddy	290	75	75	75	65	65
RG	62	C. Gray	290	70	65	50	50	50
RT	73	R. Heller	293	75	75	75	60	60
TE	71	E. Albright	296	65	70	60	60	60
CZ	68	A. Greene	304	65	70	65	65	65
CZ	77	K. Brothen	286	70	65	55	55	55

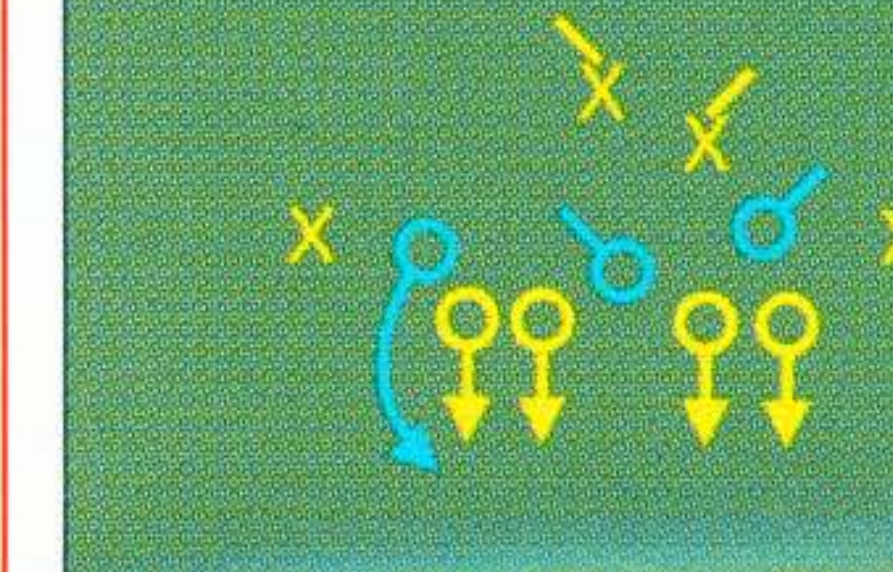
KEY OFFENSIVE PLAY

MADDEN, BOMB



KEY DEFENSIVE PLAY

4-3, WRANGLER



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS	RANGE
QB1	8	S. Young	75	75	95	95	90	60
QB2	7	T. Aikman	65	60	90	95	95	60
QB3	4	B. Favre	55	55	90	85	85	60

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
HB1	26	B. Sanders	85	100	70	50	50
HB2	22	E. Smith	85	95	70	65	65
HB3	27	A. Green	85	95	70	65	65
FB	40	W. Floyd	75	75	85	70	70
FB2	34	C. Hayward	75	75	70	70	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
WR1	80	J. Rice	85	95	90	30	30
WR2	86	M. Irvin	85	90	80	45	45
WR3	82	A. Harper	90	95	70	35	35
WR4	86	G. Clark	75	80	75	45	45
WR5	81	T. Mathis	80	80	75	35	35
WR6	84	St. Sharpe	90	85	95	55	55
TE1	86	Sh. Sharpe	70	70	70	60	60
TE2	87	M. Williams	70	70	70	60	60
TE3	89	M. Williams	70	70	70	60	60

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS	COVERAGE	TACKLING
LCB1	26	R. Woodson	100	100	80	90	90
LCB2	23	D. Woodford	90	95	85	70	70
RCB1	21	D. Sanders	100	95	90	45	45
RCB2	35	A. Williams	95	90	95	85	85
FB	36	M. Zordich	80	75	45	85	85
SS	28	D. Woodson	95	90	95	85	85
FS2	38	M. Hanks	80	90	75	65	65
SS2	40	B. Bates	80	75	70	70	70

POS.	NO.	NAME	WEIGHT	PASS	BLOCKING	RUN	BLOCKING	AGILITY
LT	77	W. Roof	200	85	85	85	70	50
LG	61	N. Newton	325	85	85	85	70	50
C	63	Stegowski	298	85	85	85	70	50
RG	78	N. Newton	298	80	80	70	50	50
RT	72	E. Williams	324	75	75	50	50	50
TE	72	S. Wallace	280	80	85	55	55	55
CZ	63	M. Stewart	200	90	80	70	70	70
CZ	51	M. Stewart	200	85	85	70	70	70

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LT	92	R. White	70	70	85	95
DLT	78	L. Lett	60	65	70	75
INTNTD	93	J. Randle	65	75	85	85
RE	94	C. Haley	70	70	85	80
DE2	90	O'Neal	70	65	70	70
DT2	86	A. Harrison	75	65	85	80

POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
LB1	95	G. Lloyd	80	80	85	85
LB2	91	K. Greene	70	60	75	80
LB3	54	C. Spielman	85	75	85	95
ROLB	58	M. Morris	80	75	95	75
LB3	97	J. Geathers	60	65	85	90
OLB2	98	E. Swann	70	75	80	85
OLB3	99	B. Young	65	60	90	85

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS	COVERAGE	TACKLING
LCB1	26	R. Woodson	100	100	80	90	90
LCB2	23	D. Woodford	90	95	85	70	70
RCB1	21	D. Sanders	100	95	90	45	45
RCB2	35	A. Williams	95	90	95	85	85
FB	36	M. Zordich	80	75	45	85	85
SS	28	D. Woodson	95	90	95	85	85
FS2	38	M. Hanks	80	90	75	65	65
SS2	40	B. Bates	80	75	70	70	70

POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK	TLS
K	2	L. Secary	295	55	70	50	50	50
P	14	C. Ford	100	100	100	95	35	35
NR	26	R. Woodson	100	100	100	95	35	35
NR2	21	D. Sanders	100	100	100	95	35	35
PR	26	R. Woodson	100	100	100	95	35	35

POS.	NO.	NAME	WEIGHT	PASS	BLOCKING	RUN	BLOCKING	AGILITY
LT	77	W. Roof	200	85	85	85	70	50
LG	61	N. Newton	325	85	85	85	70	50
C	63	Stegowski	298	85	85	85	70	50
RG	78	N. Newton	298	80	80	70	50	50
RT	72	E. Williams	324	75	75	50	50	50
TE	72	S. Wallace	280	80	85	55	55	55
CZ	63	M. Stewart	200	90	80	70	70	70
CZ	51	M. Stewart	200	85	85	70	70	70

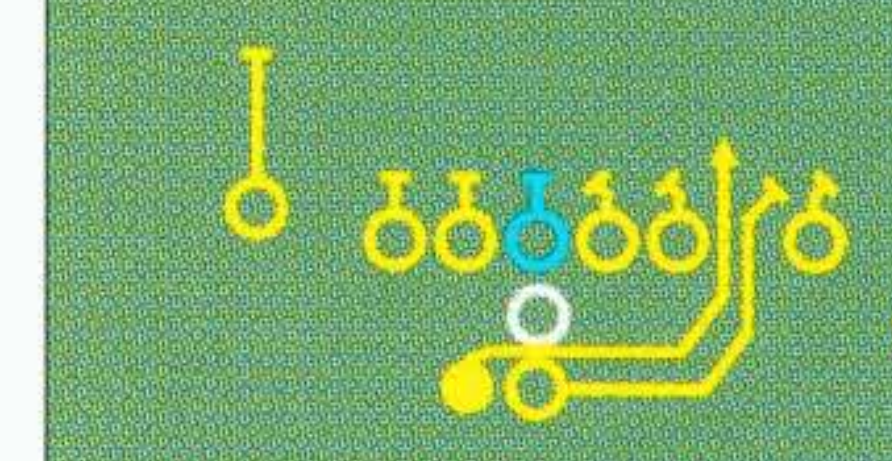


PITTSBURGH STEELERS

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.

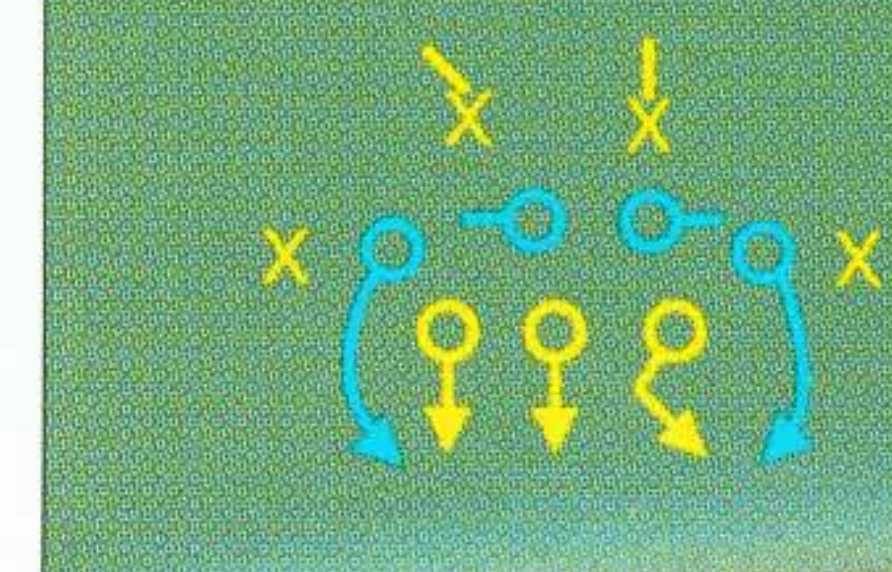
KEY OFFENSIVE PLAY

FAR NEAR, OFF TACKLE



KEY DEFENSIVE PLAY

3-4, LB BLITZ



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS	ACCURACY	PASS	RANGE
QB1	14	O. Dornell	65	75	80	85	85	60
QB2	18	M. Tomczak	60	65	80	75	75	60
QB3	10	K. Stewart	90	55	55	85	85	60

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
HB1	33	Bam Morris	75	80	65	75	75
HB2	20	E. Pegrum	70	75	55	55	55
HB3	23	A. Daigle	70	70	50	50	50
FB	22	Williams	70	75	75	65	65
FB2	44	E. Toner	65	55	45	70	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK	TACKLES
WR1	89	E. Mills	85	85	60	35	35
WR2	88	A. Hastings	80	85	65	45	45
WR3	81	C. Johnson	85	85	75	50	50
WR4	82	Y. Thigpen	85	70	60	40	40
WR5	83	C. Holiday	75	75	55	35	35
WR6	19	H. Bailey	85	65	50	40	40
TE1	85	J. Hayes	65	65	50	80	80
TE2	87	C. Keith	65	70	45	60	60
TE3	46	M. Brueger	60	55	70	65	65

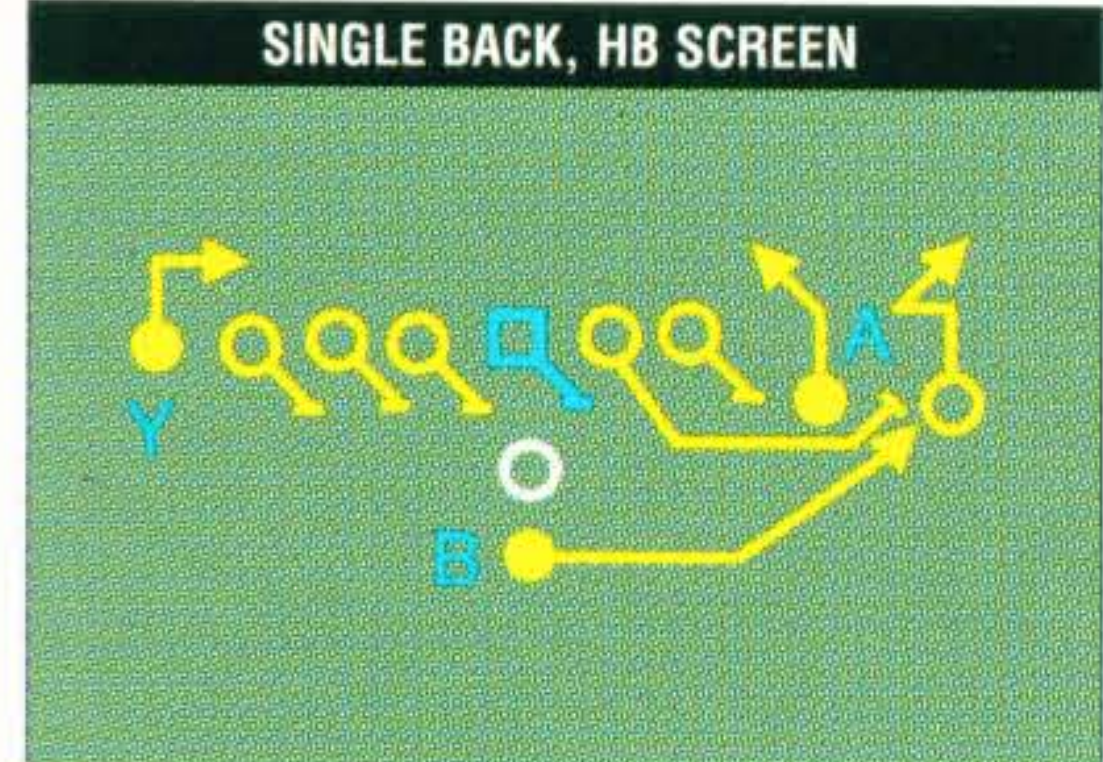
WR3	81	C. Johnson	85	85	75	50
WR4	82	Y. Thigpen	85	70	60	40
WR5	83	C. Holiday	75	75	55	35
WR6	19	H. Bailey	85	65	50	40
TE1	85	J. Hayes	65	65	50	80
TE2	87	C. Keith	65	70	45	60
TE3	46	M. Bruener	60	55	70	65
OFFENSIVE LINE						



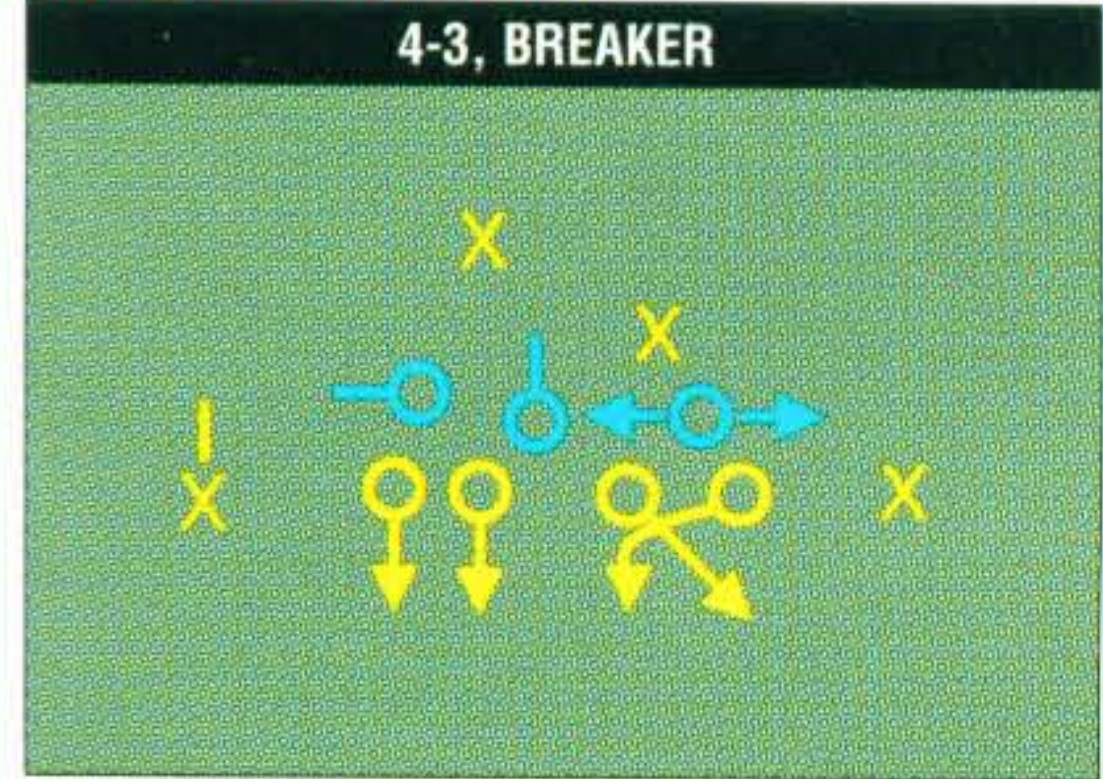
BUFFALO BILLS

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

		QUARTERBACKS				
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	12	J. Kelly	60	55	85	90
QB2	11	R. Strom	65	55	75	80
QB3	7	T. Collins	65	60	70	75
		RUNNING BACKS				
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
HB1	34	Y. Jordan	85	85	60	40
HB2	30	B. Humphrey	80	65	50	50
FB	35	C. Gardner	75	60	65	65
FB2	21	N. Turner	70	60	65	60
		RECEIVERS				
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
WR1	85	R. Copeland	70	70	50	30
WR2	83	A. Reed	80	85	75	35
WR3	81	B. Brooks	85	90	55	35
WR4	82	D. Thomas	70	70	55	30
WR5	80	J. Armour	75	70	55	45
WR6	89	S. Tasker	75	75	55	30
TE1	84	L. Johnson	70	70	85	55
TE2	86	A. Ofoadile	65	60	60	55
TE3	88	T. Cline	65	60	55	55
		DEFENSIVE LINE				
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
LT	70	J. Fina	285	70	75	60
LG	79	R. Brown	304	70	75	65
C	67	K. Hull	284	65	80	60
RG	68	C. Laving	297	70	75	60
RT	74	G. Parker	305	70	75	65
TE	72	L. Louche	305	55	65	60
CZ	60	J. Ostroski	310	50	70	55
CZ	63	A. Lingner	268	60	70	60

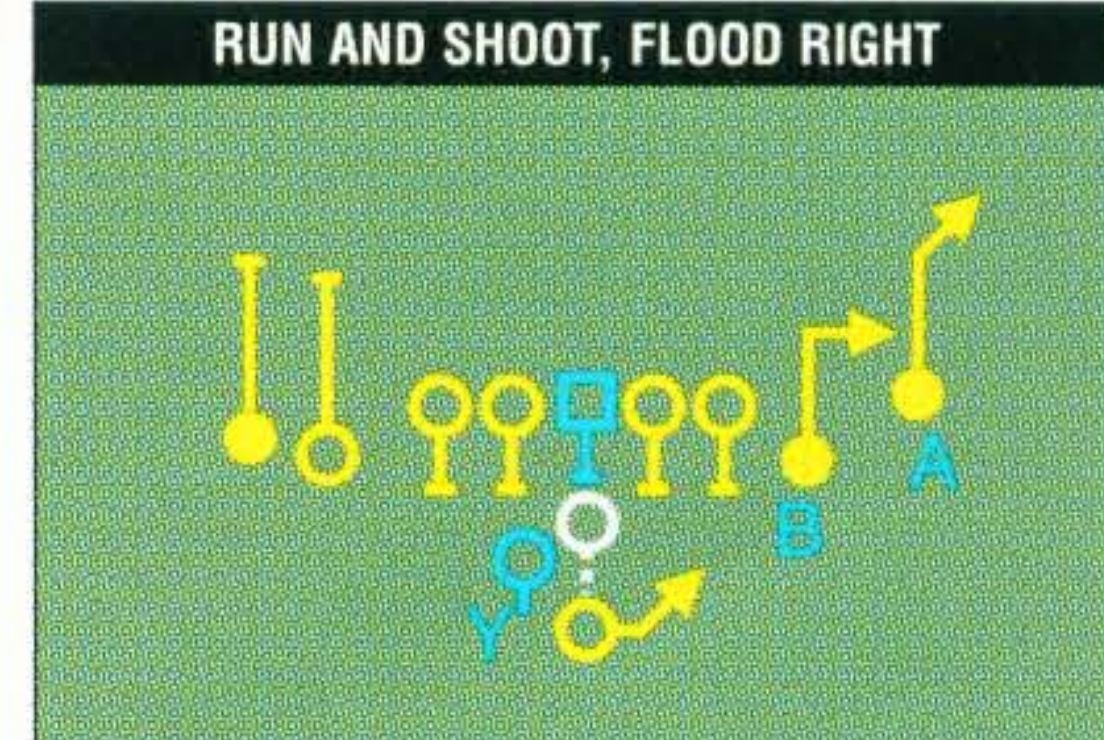
		DEFENSIVE LINE				
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LE	90	P. Hansen	55	60	70	70
DLT	99	J. Patton	55	60	70	75
ORTINT	92	Washington	60	55	75	75
RE	78	B. Smith	70	70	85	95
DEZ	77	J. Jeffcoat	65	65	65	75
DTE	75	E. Philbin	50	65	60	65
		LINEBACKERS				
POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
LOB	95	B. Paup	65	65	70	80
LB2	55	M. Naddow	60	60	70	75
LB	58	M. Perry	60	65	70	75
ROLB	97	C. Bennett	70	70	80	90
LB3	96	M. Brown	65	60	65	70
OLB2	50	D. White	60	65	65	70
OLB3	59	S. Rovers	60	65	65	65
		DEFENSIVE BACKS				
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
LCB1	22	J. Burris	85	85	75	65
LCB2	39	F. Johnson	80	75	65	75
RCB1	28	T. Smith	85	80	75	80
RCB2	29	L. Lang	85	75	65	75
FS	43	M. Darby	85	80	85	75
SS	20	H. Jones	85	75	65	80
FS2	41	G. Evans	80	70	65	85
SS2	24	K. Schultz	80	70	60	85
		SPECIAL TEAMS				
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY BRK TGLS
K	2	S. Christie	85	85		
P	9	C. Mott	75	75		
NR	21	N. Turner			85	90 35
KR2	22	J. Burris			85	90 45
PR	22	J. Burris			85	90 35



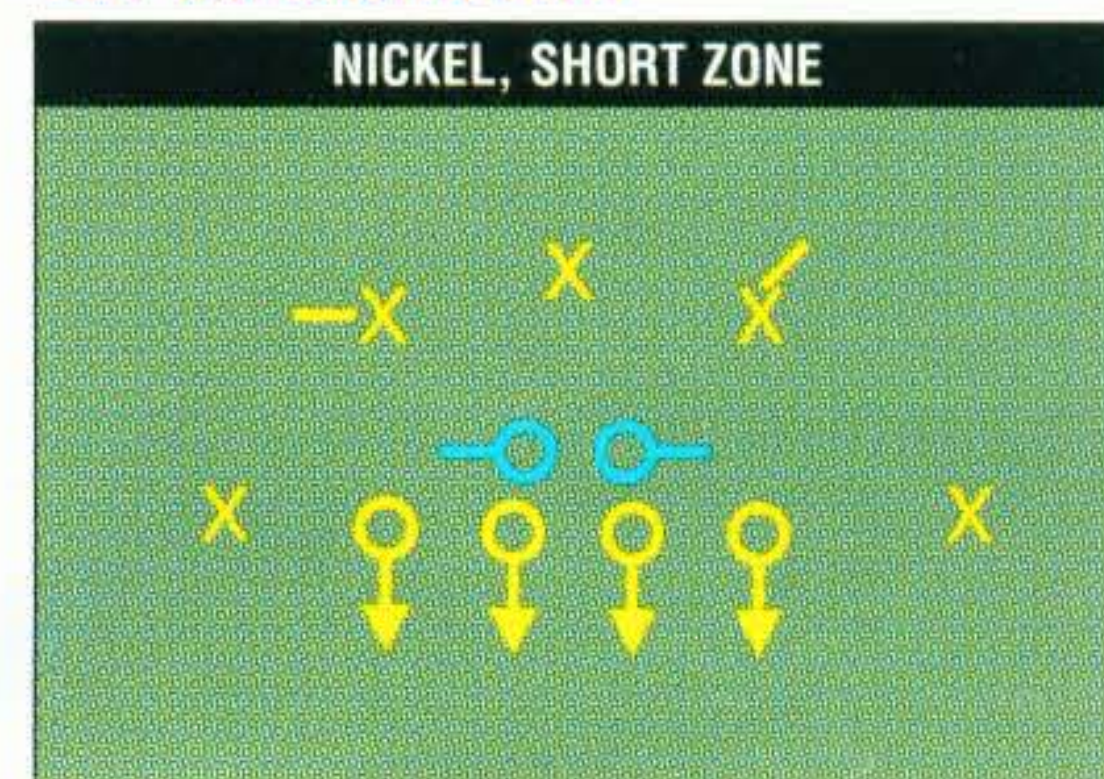
DENVER BRONCOS

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

		QUARTERBACKS				
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	7	J. Elway	65	60	80	90
QB2	14	B. Musgrave	55	55	70	70
QB3	17	H. Miller	55	60	60	60
		RUNNING BACKS				
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
HB1	33	Bernstein	75	70	55	50
HB2	22	G. Milburn	80	85	55	40
HB3	29	A. Craver	75	75	60	40
FB	36	R. Rivers	60	60	45	55
FB2	43	D. Clark	60	60	35	50
		RECEIVERS				
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
WR1	83	A. Miller	95	75	60	35
WR2	81	Pritchard	80	85	60	35
WR3	80	Kimbrough	75	75	50	30
WR4	86	J. Campbell	75	70	55	30
WR5	82	V. Johnson	70	75	35	30
WR6	87	McCarthy	65	65	35	30
TE1	84	S. Sharpe	70	70	40	60
TE2	88	J. Evans	55	55	60	50
TE3	89	D. Caswell	55	60	55	50
		DEFENSIVE LINE				
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
LT	65	Zimmerman	244	85	85	70
LG	68	Scherler	292	75	75	60
C	66	T. Nalen	270	75	75	60
RG	75	B. Habb	292	75	75	60
RT	76	B. Thompson	290	80	80	75
TE	68	R. McElroy	290	65	60	45
CZ	64	R. Tamm	280	55	65	50
CZ	62	B. Lewis	290	60	65	55
		DEFENSIVE BACKS				
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
LCB1	39	R. Crockett	85	75	75	65
LCB2	21	R. Hillard	80	70	70	55
RCB1	48	Washington	85	80	75	70
RCB2	23	R. Bradford	80	70	55	55
FS	34	T. Braxton	85	75	70	80
SS	27	S. Atwater	90	90	95	95
FS2	37	T. Hauck	80	65	35	70
SS2	31	B. Jones	75	60	60	70
		SPECIAL TEAMS				
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY BRK TGLS
K	1	Elam	80	80		
P	16	T. Rouen	55	65		
NR	30	T. Davis			85	75 35
KR2	2	J. Johnson			85	85 35
PR	29	A. Craver			90	85 35

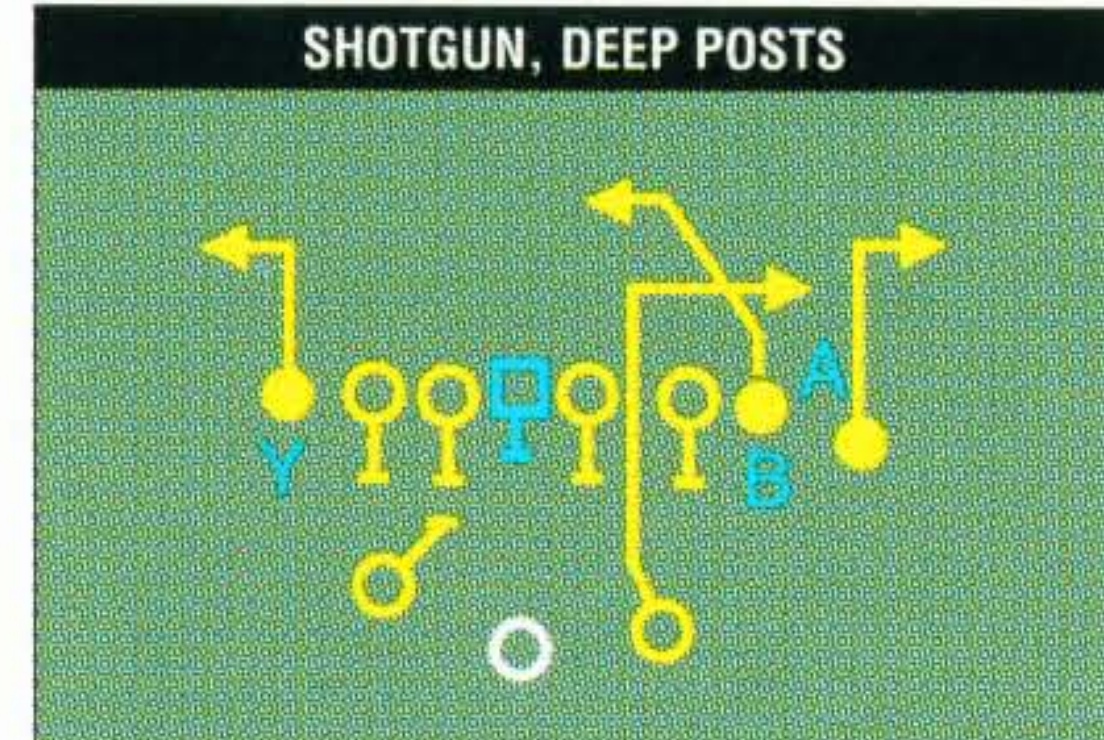
		DEFENSIVE LINE				
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LE	90	D. Williams	55	60	65	75
DLT	99	S. Dronett	50	55	60	70
ORTINT	95	M. D. Perry	65	65	85	95
RE	73	S. Fletcher	60	65	80	90
DEZ	94	J. Robinson	50	50	60	65
DTE	96	Hessebach	45	45	55	65
		LINEBACKERS				
POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
LOB	57	A. Aldridge	70	60	70	80
LB2	53	D. Jones	60	60	70	75
LB	54	B. Hager	60	60	65	80
ROLB	58	Alexander	70	60	70	80
LB3	92	D. Wyman	60	65	75	85
OLB2	46	D. Garnett	60	60	50	75
OLB3	50	K. Burns	60	60	55	80
		DEFENSIVE BACKS				
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
LCB1	39	R. Crockett	85	75	75	65
LCB2	21	R. Hillard	80	70	70	55
RCB1	48	Washington	85	80	75	70
RCB2	23	R. Bradford	80	70	55	55
FS	34	T. Braxton	85	75	70	80
SS	27	S. Atwater	90	90	95	95
FS2	37	T. Hauck	80	65	35	70
SS2	31	B. Jones	75	60	60	70
		SPECIAL TEAMS				
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY BRK TGLS
K	1	Elam	80	80		
P	16	T. Rouen	55	65		
NR	30	T. Davis			85	75 35
KR2	2	J. Johnson			85	85 35
PR	29	A. Craver			90	85 35



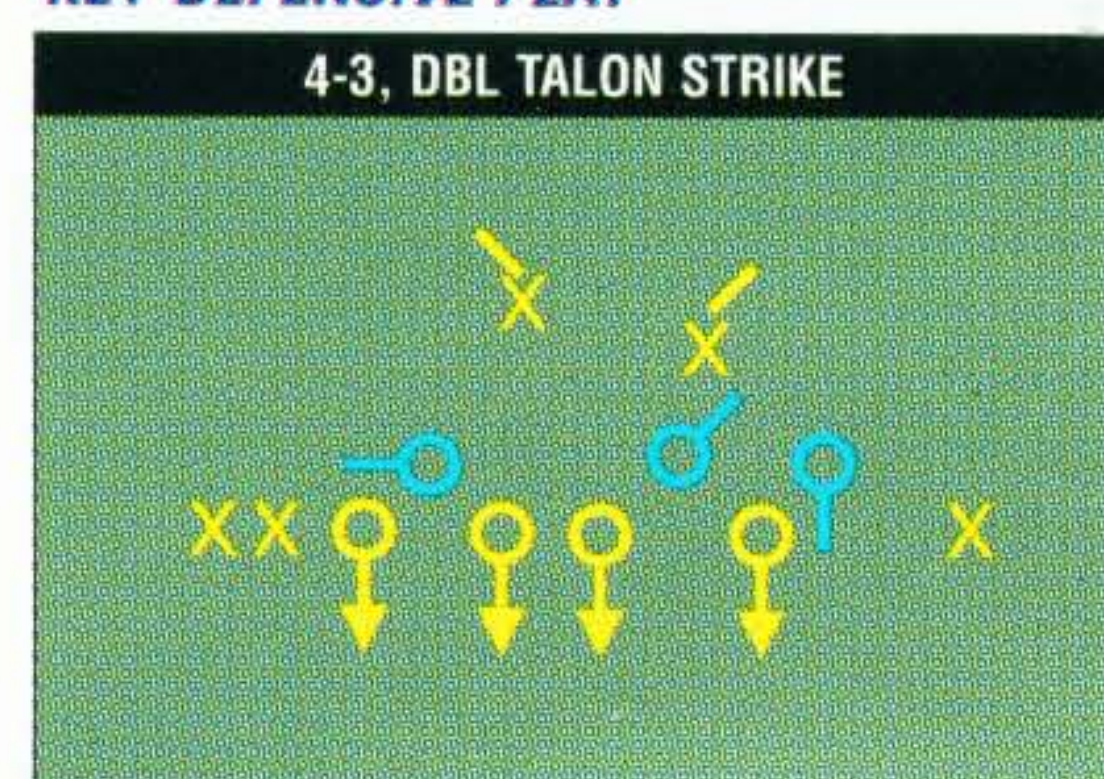
INDIANAPOLIS COLTS

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

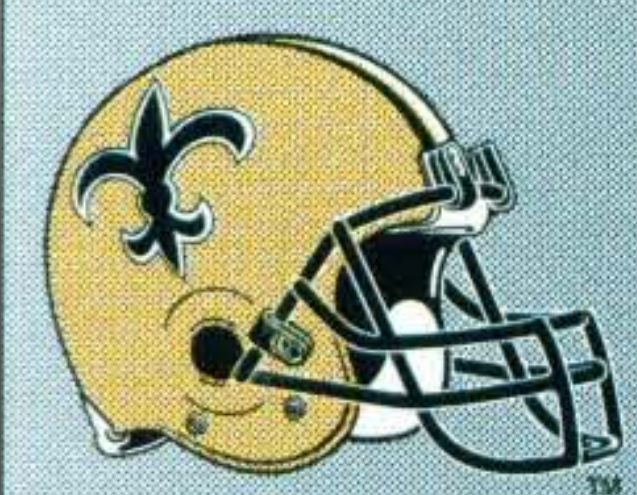


KEY DEFENSIVE PLAY



PLAYER RATINGS

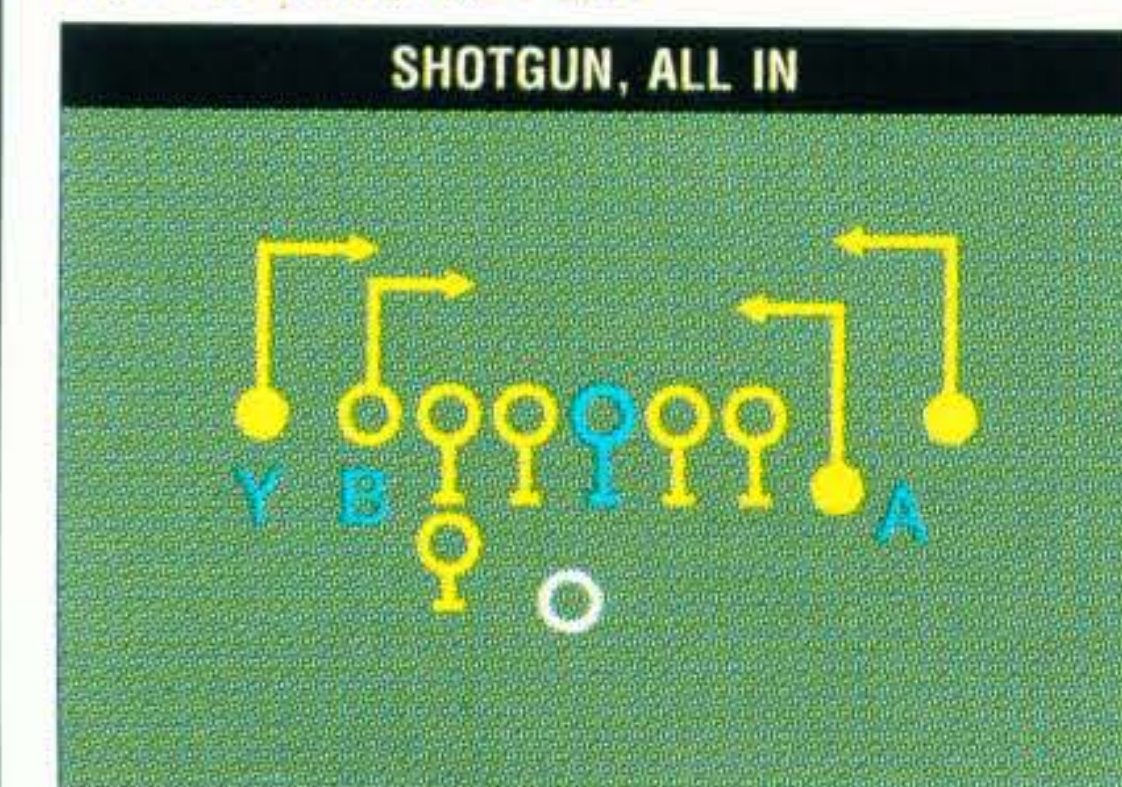
QUARTERBACKS						
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	7	C Erickson	60	60	85	85
QB2	12	J Harbaugh	60	55	75	75
QB3	11	P Justin	50	50	60	55
RUNNING BACKS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
HB1	28	M Faulk	85	90	60	50
HB2	25	R Humphrey	75	75	50	40
HB3	21	L Warren	75	75	40	40
FB	42	R Potts	70	75	50	60
FB2	32	Z Grockett	65	55	50	60
RECEIVERS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
WR1	87	S Dawkins	80	75	60	35
WR2	84	F Anderson	90	85	55	35
WR3	86	B Stabile	65	70	60	70
WR4	88	F Turner	75	65	55	30
WR5	15	T Smith	75	75	50	30
WR6	80	A Bailey	80	70	50	30
TE1	85	E West	60	60	60	55
TE2	44	K Dilger	60	60	55	55
TE3	81	C Ayrbuckle	55	55	40	35
DEFENSIVE LINE						
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
LT	67	W Wolford	300	80	85	65
LG	69	R Dixon	305	80	80	65
C	63	S Lowdermilk	280	75	75	60
RG	65	E Mahlum	285	75	75	60
RT	64	J Matthews	284	70	70	60
TE	86	R Stabile	285	65	65	45
TE3	81	C Ayrbuckle	55	55	40	35
DEFENSIVE BACKS						
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
LCB1	34	R Buchanan	95	85	85	85
LCB2	36	D Watts	85	80	80	70
RCB1	38	E Daniel	85	80	80	70
RCB2	33	A Ambrose	85	50	75	70
FS	29	J Belser	75	70	70	60
SS	43	D Tate	75	85	55	65
FS2	23	Humphries	80	75	75	65
SS2	30	D Gray	80	75	50	75
SPECIAL TEAMS						
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY BRK TGLS
K	4	Blasucci	80	75		
P	3	Gardocki	85	55		
NR	86	R Stabile			75	75 35
KR2	88	F Turner			75	65 35
PR	88	F				



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

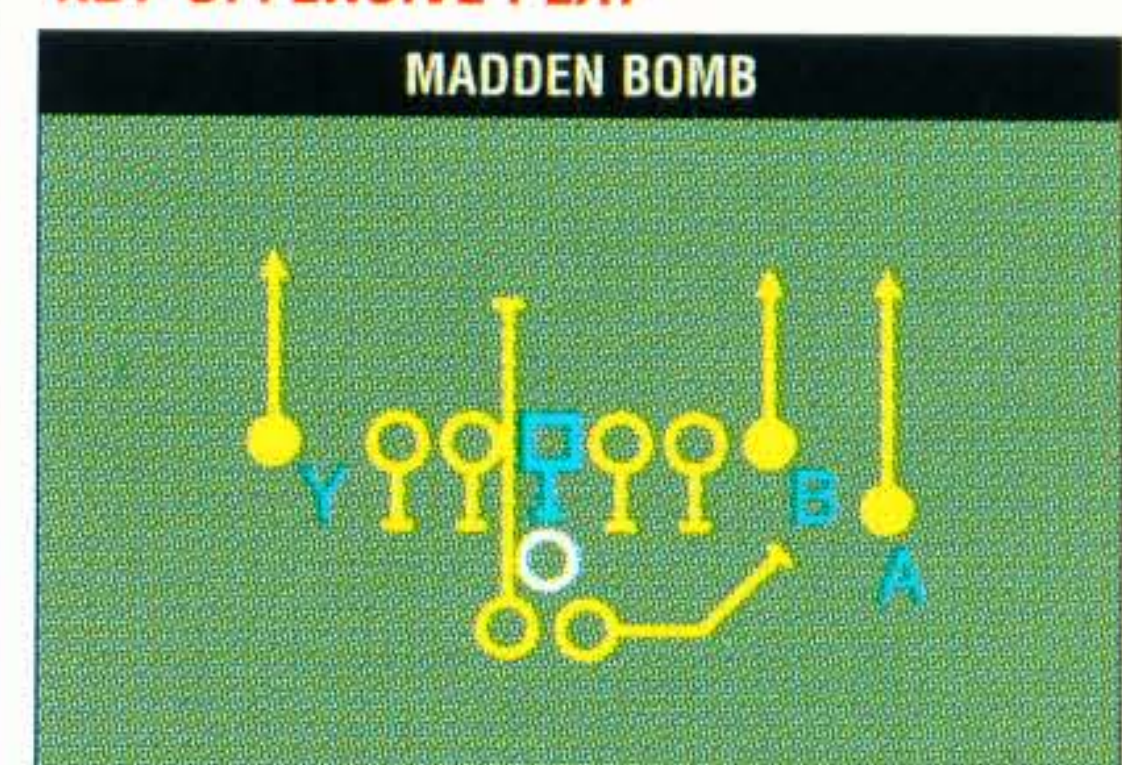
QUARTERBACKS						
POS. NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE	
QB1 17	J. Everett	55	60	90	80	
QB2 13	Nussmeier	60	55	75	70	
QB3 3	Bowenbach	55	65	65	70	
RUNNING BACKS						
POS. NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	
RB1 24	M. Bates	80	70	65	55	
RB2 32	V. Dunbar	80	65	50	45	
RB3 25	B. Muster	65	55	55	60	
FB2 36	D. Nod	65	60	50	55	
RECEIVERS						
POS. NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	
WR1 89	O. Early	85	70	75	40	
WR2 81	M. Haynes	90	85	65	35	
WR3 83	T. Small	75	80	85	45	
WR4 88	D. Mitchell	85	75	45	35	
WR5 84	S. Rhen	75	80	55	40	
WR6 80	T. Johnson	90	80	40	40	
WR7 82	J. Smith	60	60	50	70	
WR8 85	W. Walls	60	60	75	50	
WR9 86	K. Bicklin	60	50	35	35	
DEFENSIVE LINE						
POS. NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY	
LT 77	W. Ruff	300	85	85	70	
LE 72	D. Dombrowski	300	75	75	60	
C 62	Uhlenhake	284	85	70	65	
RG 70	C. Purl	295	65	75	65	
RT 71	R. Cooper	290	70	75	65	
TE 65	W. Williams	285	65	75	60	
CE 68	A. Kline	315	70	70	55	
CZ 67	A. McCollum	270	75	65	65	

DEFENSIVE LINE						
POS. NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING	
LE 94	J. Johnson	60	70	55	65	
DLT 91	R. Goff	50	55	60	70	
DRINT1 93	W. Martin	55	60	65	70	
RE 97	R. Turnbull	65	65	75	65	
DE2 96	D. Jeffries	65	55	50	70	
DT2 98	J. Hannah	55	65	50	65	
LINEBACKERS						
POS. NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING	
LOB 52	R. Harvey	70	70	70	85	
ILB2 90	Williams	60	75	60	85	
ILB 54	W. Tubbs	65	60	85	80	
HLB 55	M. Fields	80	75	55	95	
ILB2 50	D. Bavarro	60	65	55	75	
DLB2 58	J. Roberson	65	70	60	65	
DLB3 56	E. Dixon	70	60	45	65	
DEFENSIVE BACKS						
POS. NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING	
LCB1 37	J. Spencer	95	80	75	65	
LCB2 43	T. Legette	85	65	60	60	
RCB1 21	E. Allen	95	75	60	70	
RCB2 33	T. Hughes	85	70	40	75	
FS 26	V. Buck	90	65	65	75	
SS 46	S. Lumpkin	80	70	60	85	
FS2 44	McCleskey	80	70	50	65	
SS2 30	L. Gunn	80	50	50	75	
DEFENSIVE LINE						
POS. NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TACKLES
K 8	Blanchard	65	65			
P 6	Williams	85	70			
RT 73	E. Williams	324	75	75	50	
TE 65	W. Williams	285	65	75	60	
CE 68	A. Kline	315	70	70	55	
CZ 67	A. McCollum	270	75	65	65	

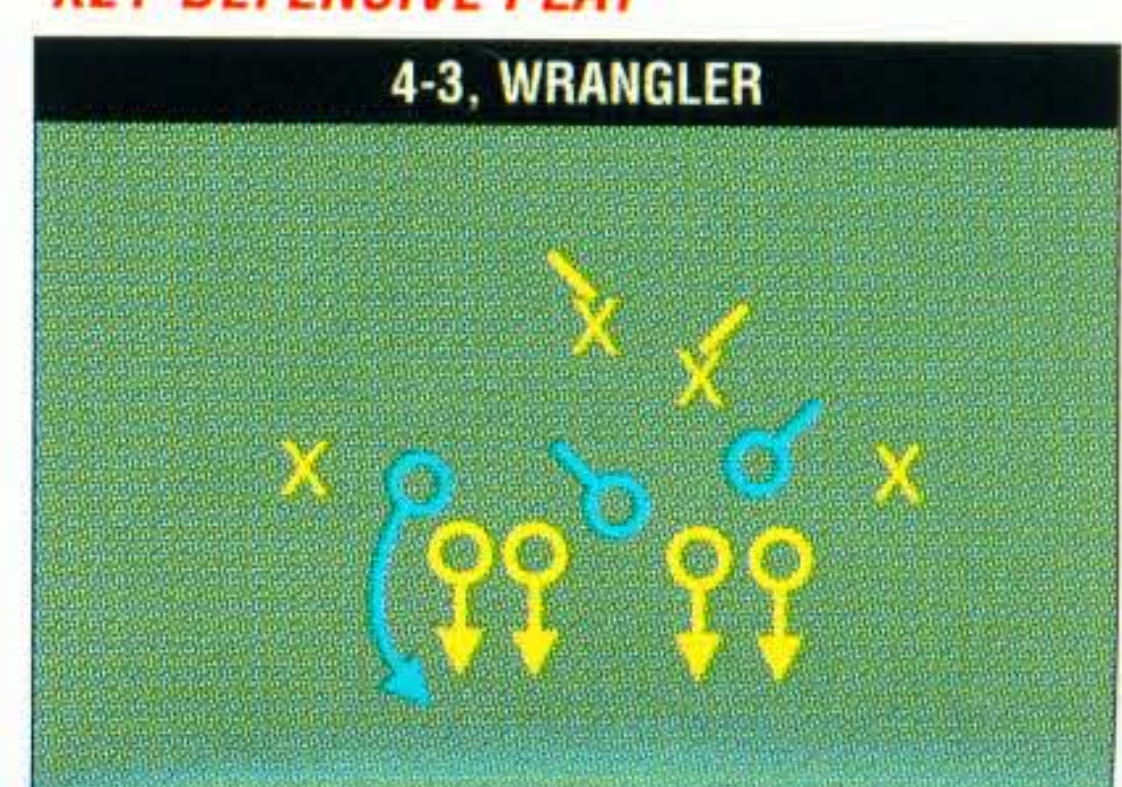
ALL-IL-MADDEN '96

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

KEY OFFENSIVE PLAY



KEY DEFENSIVE PLAY



PLAYER RATINGS

QUARTERBACKS						
POS. NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE	
QB1 8	S. Young	75	75	95	90	
QB2 7	T. Aikman	65	60	90	95	
QB3 4	B. Favre	55	65	90	85	
RUNNING BACKS						
POS. NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	
RB1 20	B. Sanders	85	100	70	50	
RB2 22	E. Smith	85	95	70	65	
RB3 27	W. Floyd	75	75	85	70	
FB 40	W. Floyd	75	75	85	70	
FB2 34	C. Hayward	75	75	70	70	
RECEIVERS						
POS. NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	
WR1 80	J. Rice	85	85	90	50	
WR2 88	M. Irvin	85	85	90	45	
WR3 82	A. Harper	90	95	70	35	
WR4 86	G. Clark	75	80	75	45	
WR5 81	T. Mathis	80	80	75	35	
WR6 84	St. Sharpe	90	85	85	35	
TE1 85	Sh. Sharpe	70	70	70	60	
TE2 87	Sh. Sharpe	70	70	70	60	
TE3 89	Sh. Sharpe	70	70	70	60	
DEFENSIVE LINE						
POS. NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY	
LT 77	W. Ruff	300	85	85	70	
LE 61	N. Newton	325	85	85	70	
C 53	Stapinski	298	85	85	70	
RG 79	H. Barton	296	80	80	70	
RT 73	E. Williams	324	75	75	50	
TE 65	W. Williams	285	65	75	60	
CE 68	A. Kline	315	70	70	55	
CZ 67	A. McCollum	270	75	65	65	

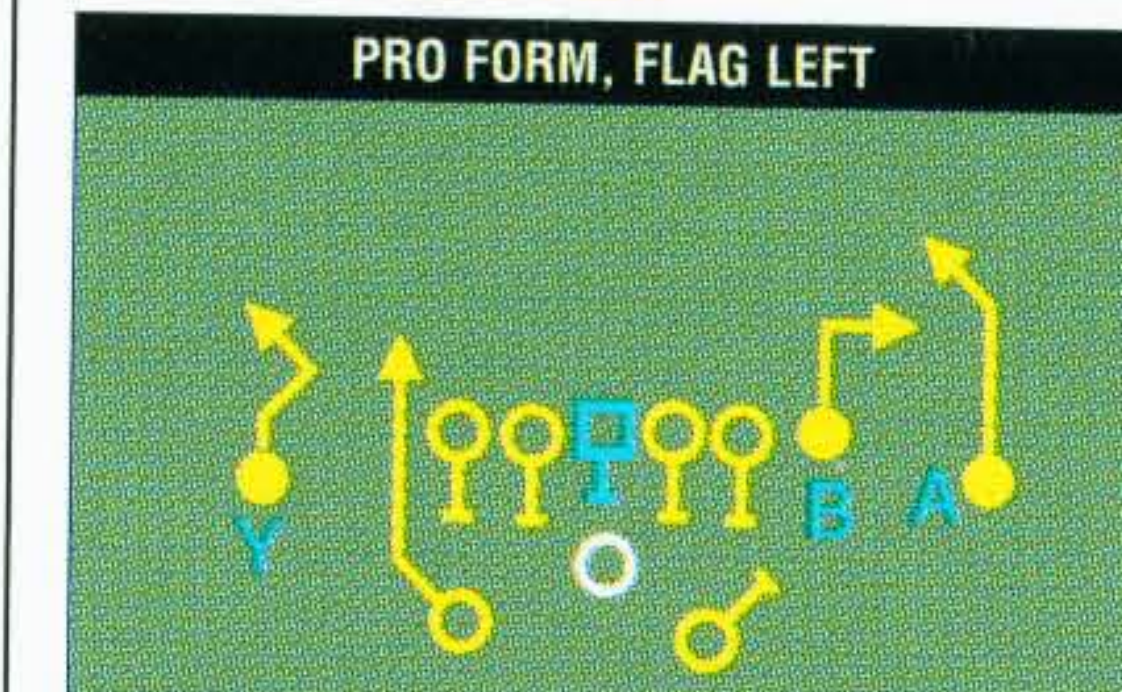
DEFENSIVE LINE						
POS. NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING	
LE 92	R. White	70	70	85	95	
DLT 78	L. Latt	60	65	70	75	
DRINT1 93	J. Randle	65	75	85	85	
RE 94	C. Haley	70	70	85	80	
DE2 90	O. Neal	70	65	70	70	
DT2 96	A. Harmon	75	65	85	80	
LINEBACKERS						
POS. NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING	
LOB 95	G. Lloyd	80	80	85	85	
ILB2 91	K. Greene	70	60	75	80	
ILB 54	C. Spielman	85	75	85	95	
ROLB 58	80	75	95	75		
ILB3 97	J. Geathers	60	65	85	90	
DLB2 98	E. Swann	70	75	80	85	
DLB3 99	B. Young	85	80	90	85	
DEFENSIVE BACKS						
POS. NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING	
LCB1 26	R. Woodson	100	100	80	90	
LCB2 23	D. Woolford	90	95	85	70	
RCB1 21	D. Sanders	100	95	90	45	
RCB2 35	A. Williams	95	90	95	85	
FS 36	M. Zordich	80	75	45	85	
SS 28	D. Woodson	95	90	95	85	
FS2 38	M. Hanks	80	90	75	65	
SS2 40	B. Bates	75	70	70	70	
SPECIAL TEAMS						
POS. NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TACKLES
K 2	100	100				
P 14	100	100				
NR 26	R. Woodson	100	100	95	35	
NR2 21	D. Sanders	100	100	35		
PR 26	R. Woodson	100	95	35		



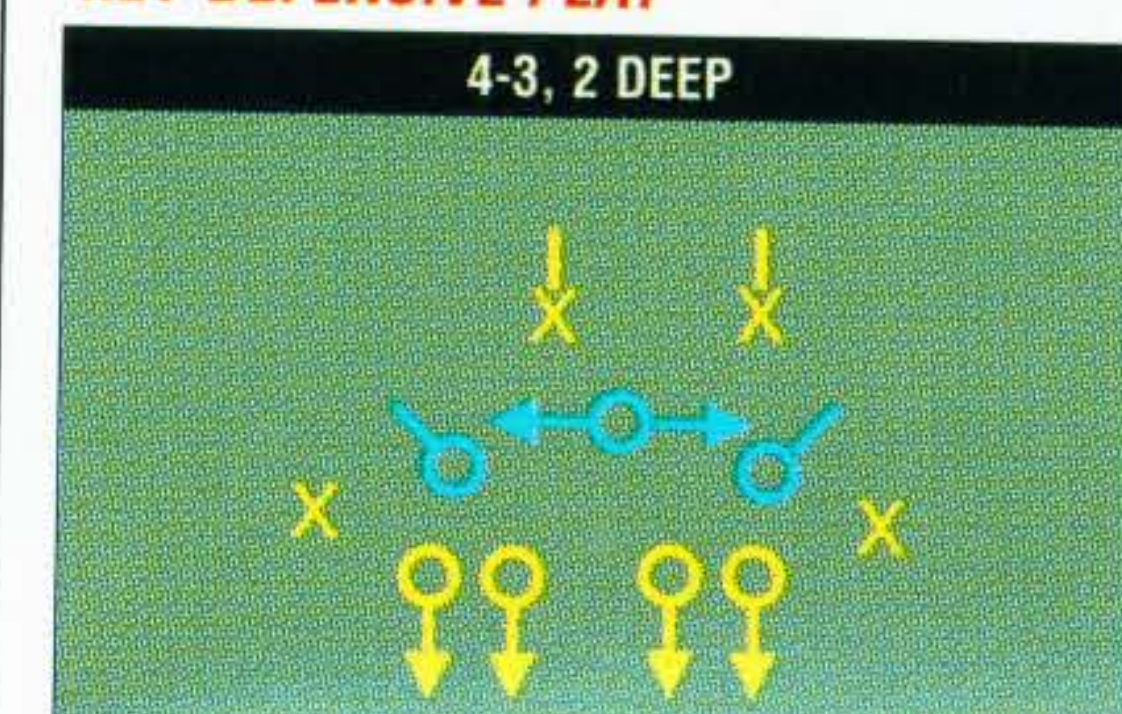
SAN FRANCISCO 49ERS

The defending Super Bowl® champs look poised to repeat. The potent offense is lead 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

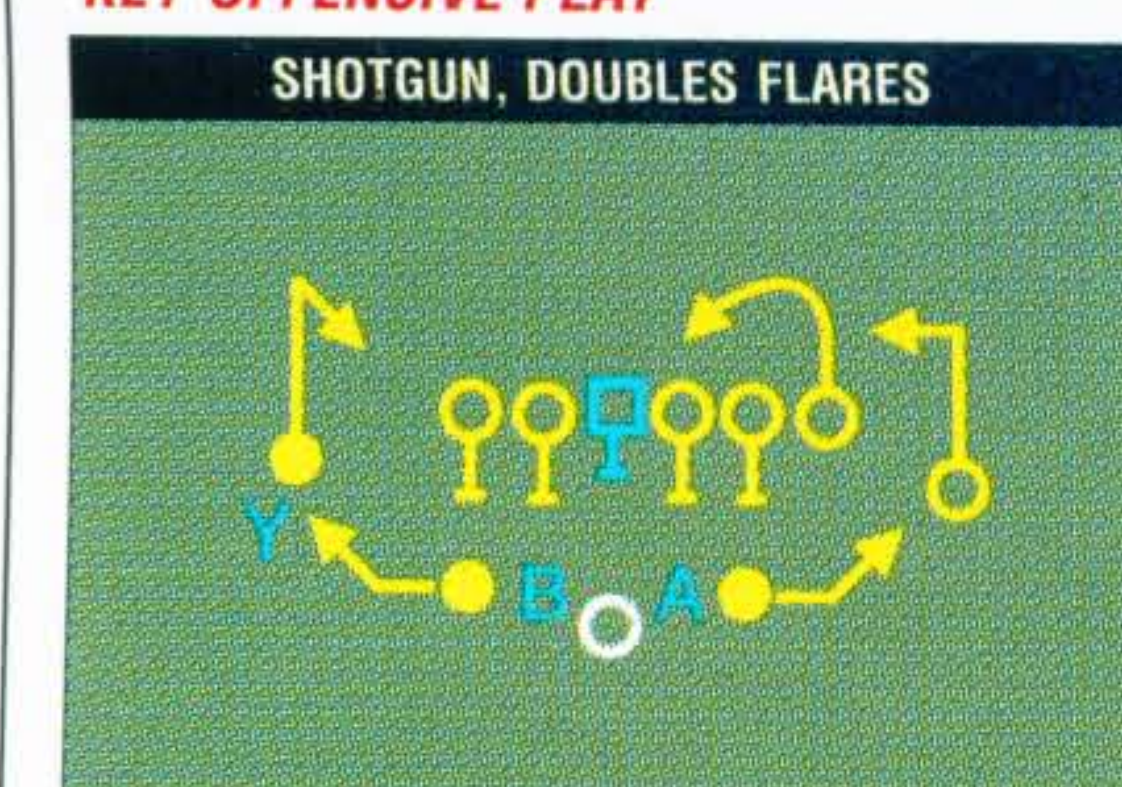
QUARTERBACKS						
POS. NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE	
QB1 8	S. Young	75	75	95	90	
QB2 18	E. Grbac	60	55	75	95	
QB3 6	C. Conklin	55	55	65	60	
RUNNING BACKS						
POS. NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	
RB1 29	D. Loville	80	80	55	55	
RB2 31	D. Moore	80	75	60	60	
RB3 32	R. Evans	70	85	55	50	
FB 40	W. Floyd	80	80	65	65	
FB2 27	A. Walker	65	70	45	60	
RECEIVERS						
POS. NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	
WR1 82	J. Taylor	80	80	70	45	
WR2 80	J. Rice	85	95	90	50	
WR3 83	J. Stokes	85	80	70	40	
WR4 88	Singleton	85	75	40	40	
WR5 10	P. Rowe	75	80	35	45	
WR6 81	C. Thomas	80	85	60	40	
TE1 84	B. Jones	70	65	70	70	
TE2 86	B. Carolan	60	75	60	50	
TE3 85	T. Penson	55	60	35	55	
DEFENSIVE LINE						
POS. NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY	
LT 74	S. Wallace	280	80	85	55	
LE 67	C. Dallman	295	85	80	60	
LG 67	J. Sappola	278	85	75	55	
RG 64	D. Deese	280	85	70	70	
RT 79	H. Barton	286	90	80	65	
TE 75	F. Pollack	285	65	70	85	
CE 69	R. Mistead	289	80	85	75	
CE 66	B. Gates	265	85	75	60	
DEFENSIVE BACKS						
POS. NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING	
LCB1 25	E. Davis	80	85	75	65	
LCB2 47	C. Hicks	90	80	60	80	
RCB1 21	D. Sanders	100	95	80	45	
RCB2 22	Drakeford	90	60	70	70	
FS 36	M. Hanks	80	90	75	65	
SS 46	T. McDonald	75	85	60	90	
FS2 33	D. Dodge	75	40	35	65	
SS2 23	M. Pons	80	70	65	80	
SPECIAL TEAMS						
POS. NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TACKLES
K 4	D. Brien	75	75			
P 5	T. Thompson	80	75			
NR 29	D. Loville	100	80	80	35	
NR2 47	C. Hicks	100	80	85	35	
PR 47	C. Hicks	100	80	85	35	



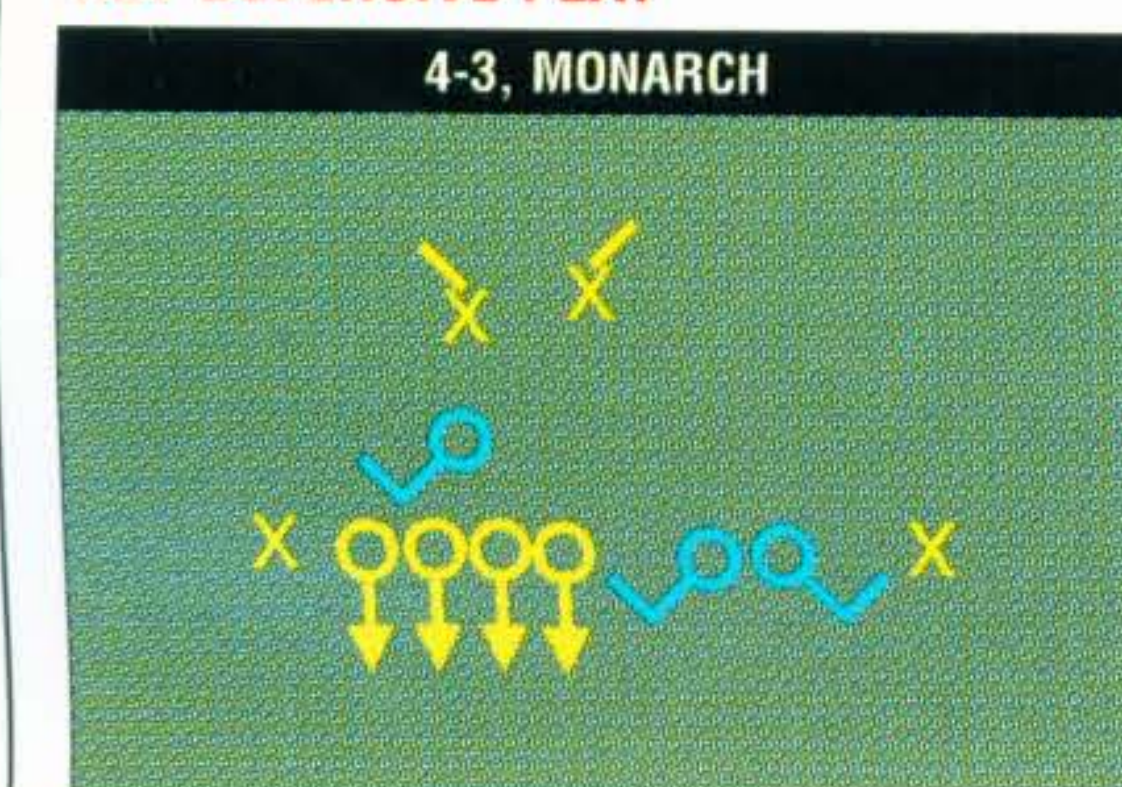
NEW YORK GIANTS

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

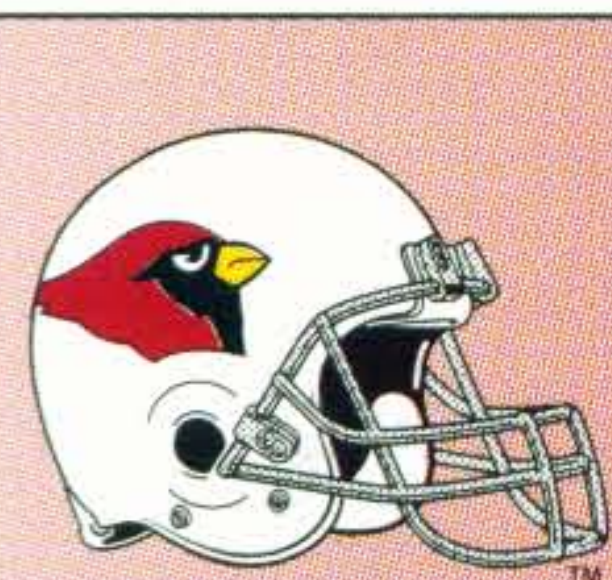


KEY DEFENSIVE PLAY



PLAYER RATINGS

QUARTERBACKS						
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	17	D. Brown	60	55	80	80
QB2	10	K. Graham	55	60	75	70
QB3	13	M. Fox	55	65	60	65
RUNNING BACKS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RB1	27	R. Hampton	75	80	85	70
RB2	30	J. Smith	80	75	60	70
RB3	45	G. Downs	70	70	50	50
RB4	34	H. Walker	85	60	60	45
RBZ	44	K. Rasheed	65	60	40	45
WIDE RECEIVERS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
WR1	88	M. Sherrard	85	85	70	30
WR2	83	A. Marshall	90	65	55	35
WR3	81	T. Lewis	85	90	60	35
WR4	82	C. Galloway	80	90	75	45
WR5	82	O. Douglas	88	75	45	30
WR6	89	K. Crawford	90	80	40	40
TE1	87	H. Gross	65	70	75	65
TE2	84	A. Pierce	60	55	50	55
TE3	85	K. Novitsky	55	40	45	55
OFFENSIVE LINE						
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
LT	76	J. Elliott	302	75	70	65
LG	66	W. Roberts	298	75	70	80
C	59	B. Williams	300	65	85	55
RG	61	L. Smith	290	75	80	65
RT	72	R. Eisenberg	280	70	85	55
LT	73	R. Zatechka	307	65	65	70
LG	62	S. Davis	289	60	80	50
RT	74	A. Alexander	290	65	85	55

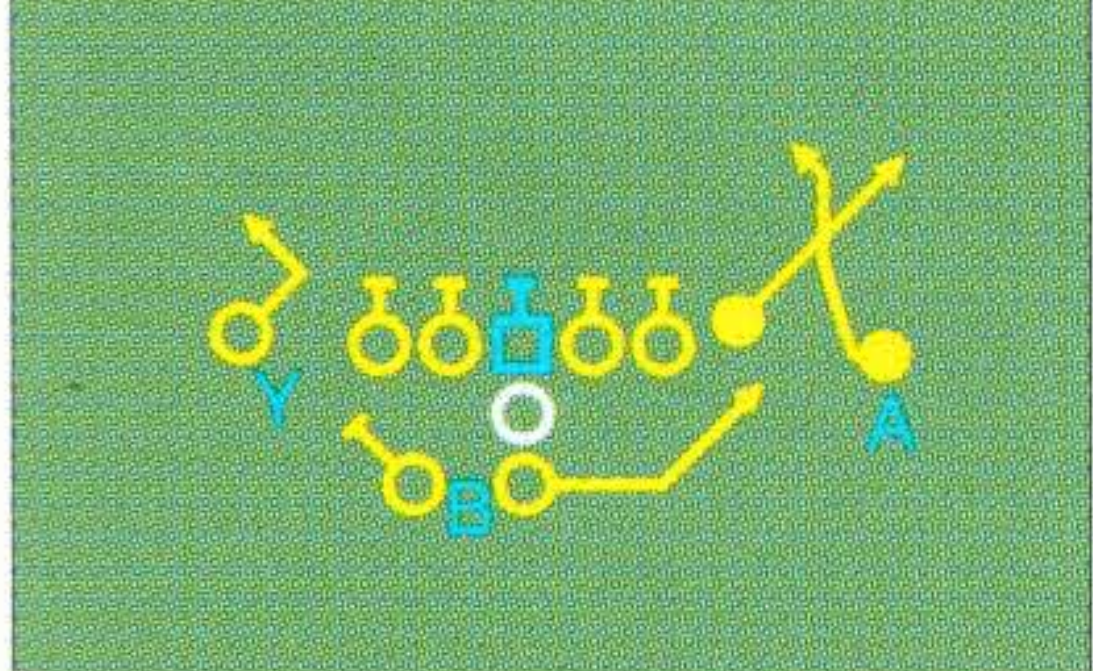


ARIZONA CARDINALS

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.

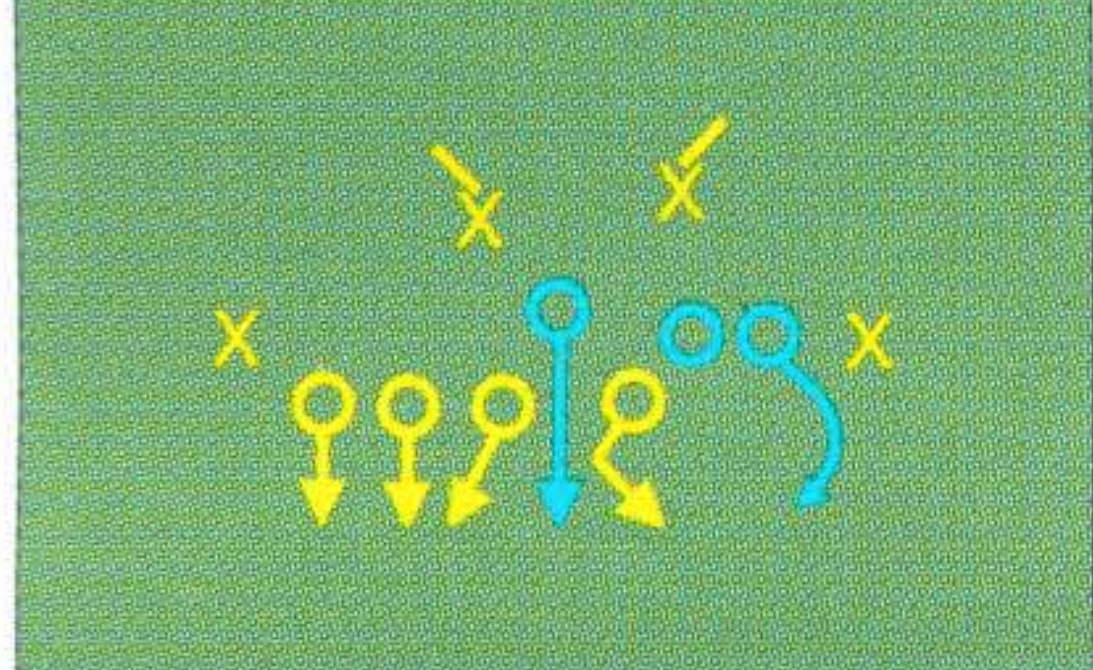
KEY OFFENSIVE PLAY

FAR NEAR, FB SCREEN



KEY DEFENSIVE PLAY

4-3, FIRE



PLAYER RATINGS

QUARTERBACKS						
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	17	D Krieg	60	65	80	80
QB2	16	M Buck	60	55	70	75
QB3	15	S Gava	65	60	70	70

RUNNING BACKS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RB1	23	G Hearst	80	75	65	45
RB2	22	M Higgs	75	80	60	50
RB3	26		70	70	55	45
FB	37	L Centers	75	75	75	65
FB2	32	O Gray	65	65	60	55

RECEIVERS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
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 Levy	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	55	55	50	50

OFFENSIVE LINE						
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
LT	65	E Dye	325	75	75	55
LG	67	A Wallace	285	80	75	35
C	79	Cunningham	285	75	75	65
RG	60	A Redmon	308	75	75	60
RT	71	L Sharpe	299	75	70	60
T2	68	J Wolf	296	70	70	55
T2	73	L Trout	308	70	70	50
T2	64	J Dukes	290	65	75	50

DEFENSIVE LINE						
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LE	92	E England	65	65	65	70
DE1	98	E Swann	70	75	80	85
DE2	93	Bunkston	60	55	65	75
DE	96	C Simmons	70	75	80	85
DE2	97	B Hooks	55	55	60	70
DT2	94	B Wilson	50	55	60	65

LINEBACKERS						
POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
LOLB	59	S Joyner	85	75	90	95
ILB2	53	G Jax	60	60	70	70
ILB	58	E Hill	70	70	80	90
ROLB	56	T Irving	65	65	70	75
ILB3	50	D Merritt	60	60	65	70
OLB2	95	J Miller	65	65	65	60
OLB3	57	R Kirk	65	60	65	60

DEFENSIVE TACKLES						
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
LCB1	35	A Williams	95	90	95	85
LCB2	38	P Burke	85	80	80	75
RCB1	24	P Hunter	90	80	75	75
RCB2	47	F West	85	75	55	70
FS	46	Alexander	85	65	55	70
SS	29	L Lynch	85	80	55	95
FS2	36		80	65	55	90
SS2	34	T Hoage	80	60	55	65

SPECIAL TEAMS						
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY BRK TKLS
K	5	G Davis	65	80		
P	10	J Feagles	65	100		
KR	84	B Williams			80	80 35
KR2	4	C Levy			75	75 35
PR	4	C Levy			75	75 35

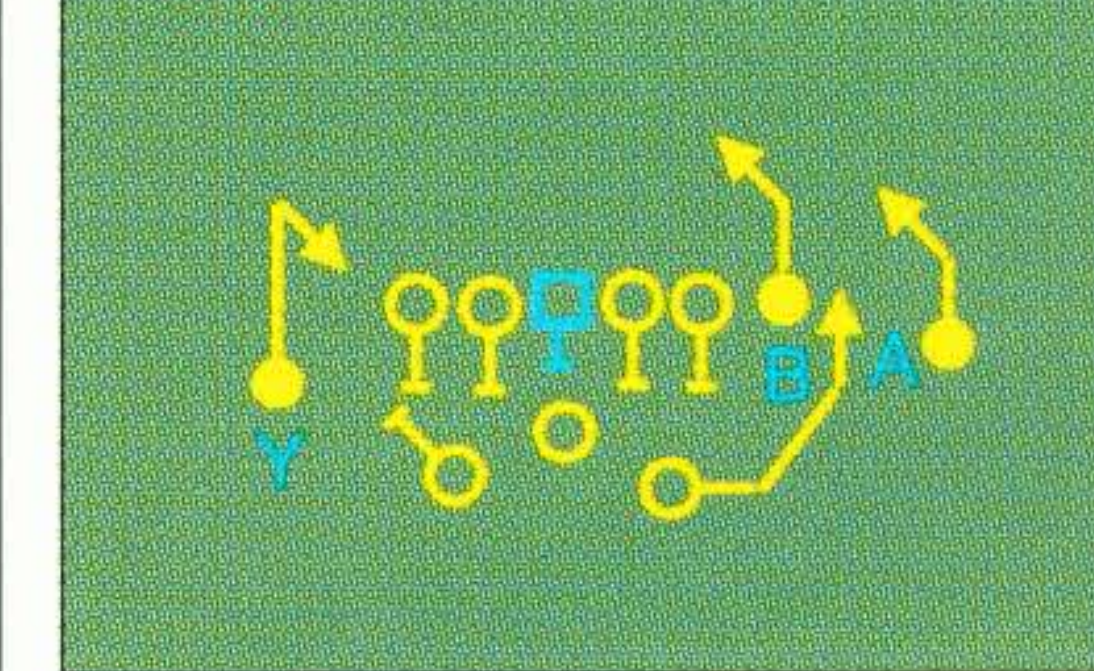


CHICAGO BEARS

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

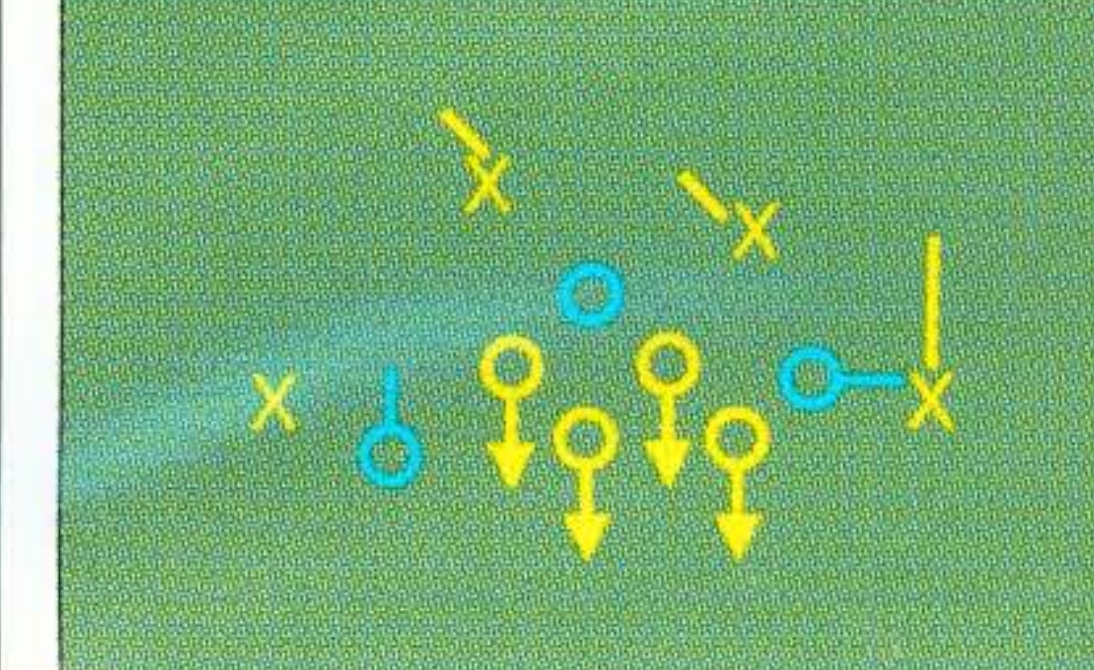
KEY OFFENSIVE PLAY

PRO FORM, HOOKS



KEY DEFENSIVE PLAY

4-3, FLEX 3 DEEP



PLAYER RATINGS

QUARTERBACKS						
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	12	E Kramer	55	60	80	90
QB2	4	S Walsh	55	55	85	75
QB3	9	S Matthews	60	65	70	70

RUNNING BACKS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RB1	27	L Tillman	85	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						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
WR1	80	C Conway	85	80	75	35
WR2	86	M Timpson	85	90	75	30
WR3	81	J Graham	80	75	70	35
WR4	88	G McLuttry	75	70	60	35
WR5	83	T Obee	75	60	55	30
WR6	18	G Primm	75	60	55	30
TE1	48	C Gedney	65	70	80	75
TE2	85	K Jennings	55	45	75	50
TE3	89	B Weigant	60	45	65	50

OFFENSIVE LINE						
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
LT	64	A Heck	295	75	75	60
LG	75	T Henry	290	75	55	45
C	67	J Fontenot	285	80	75	60
RG	68	Laeuwenburg	310	75	75	65
RT	71	J Williams	300	80	80	65
T2	70	T Augene	300	70	70	60
KR	80	C Conway			90	80 35
KR2	83	C Levy			80	80 35
C2	53	P Greeley	300	65	70	55

DEFENSIVE LINE						
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LE	94	J Thierry	55	60	65	70
DE1	96	A Fontenot	60	60	70	75
DE2	97	C Zorich	70	65	65	70
DE	90		65	50	65	80
DE2	95	P Riley	55	50	60	65
DT2	93	F Collier	55	50	55	60

LINEBACKERS						
POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
LOLB	54	R Cox	70	75	70	90
ILB2	92	B Minter	70	65	70	75
ILB	59	J Cain	70	70	80	80
ROLB	55	V Smith	75	70	70	75
ILB3	82	J Cox	65	60	60	65
OLB2	91	M Baker	65	60	65	60
OLB3	57	S Harris	75	65	60	60

DEFENSIVE TACKLES						
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
LCB1	21	D Woolford	90	95	85	70
LCB2	44	C Walker	90	75	75	65
RCB1	39	J Lincoln	95	80	75	65
RCB2	35	J Burton	90	70	70	60
FS	20	M Carter	90	85	85	80
SS	23	M Carter	85	85	70	95
FS2	24	K Miniefield	90	55	55	60
SS2	26	J Marquum	80	60	65	65

SPECIAL TEAMS						
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY BRK TKLS
K	6	K Butler	55	70		
P	17	Sauerbrun	70	95		
KR	80	C Conway			90	80 35
KR2	83	C Levy			80	80 35
PR	83	T Obee			80	80 35

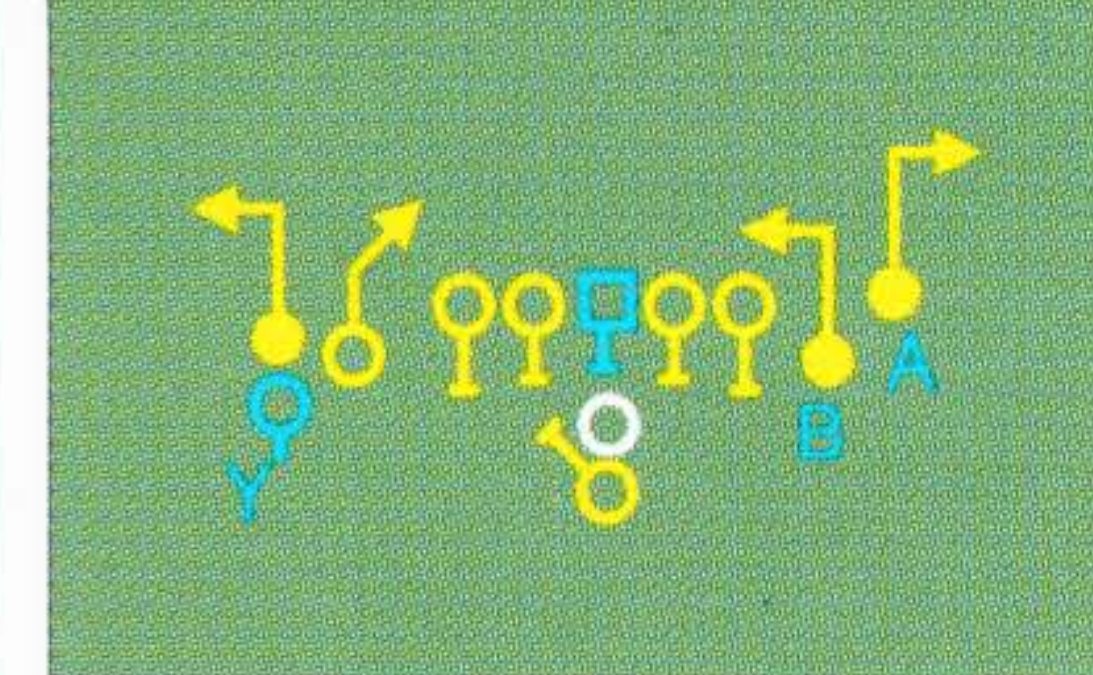


ATLANTA FALCONS

Jeff George has plenty of targets in the high-octane Falcons' offense. The defense is led by the hard-hitting Jessie Tuggle.

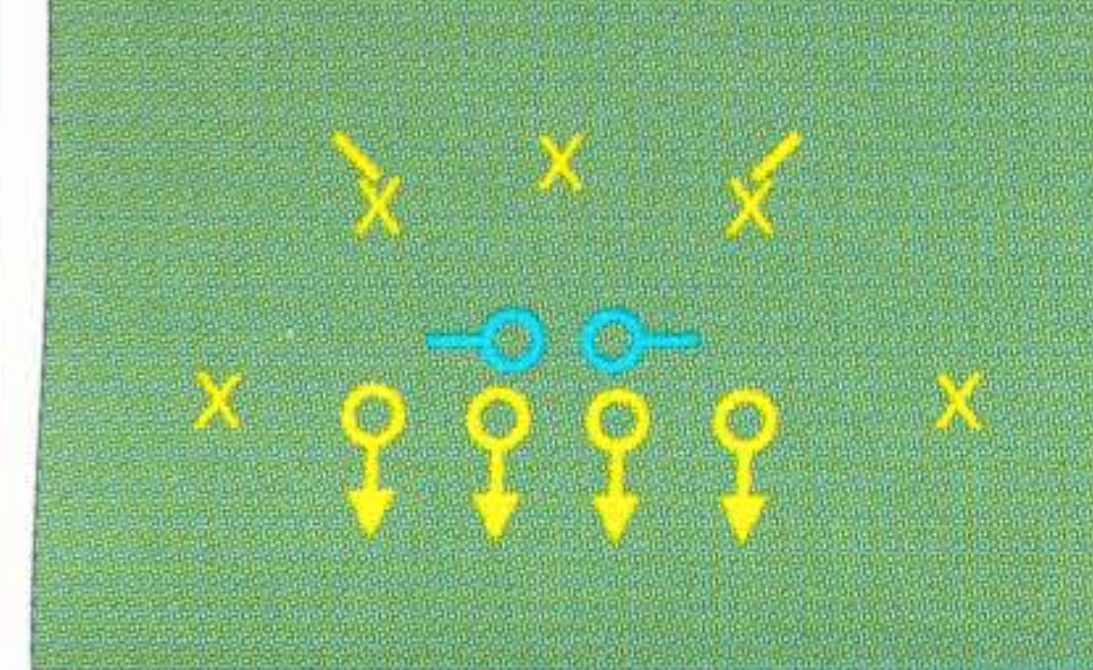
KEY OFFENSIVE PLAY

RUN AND SHOOT, QUICK OUTS



KEY DEFENSIVE PLAY

NICKEL, DOUB FL



PLAYER RATINGS

QUARTERBACKS						
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	1	J George	60	65	80	90
QB2	3	B Hebert	60	60	75	85
QB3	8	P Klein	55	60	70	75

RUNNING BACKS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RB1	32	Anderson	80	75	65	55
RB2	40	A Wallace	75	65	60	35
RB3	28	B Thomas	75	65	55	35
FB	34	C Heyward	75	75	70	70
FB2	33	T Vinson	70	60	50	60

RECEIVERS						
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
WR1	81	T Mathis	80	80	75	35
WR2	21	E Metcalf	85	85	60	35
WR3	87	B Emanuel	80	75	65	35
WR4	89	J Jorden	80	85	45	35
WR5	85	J Rogers	75	70	50	35
WR6	80	N Lewis	75	80	45	30
TE1	86	M Lyons	70	60	75	55
TE2	88	H Lebel	60	65	35	65
TE3	19	C Dixon	65	55	60	60

OFFENSIVE LINE						
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
LT	70	Whitfield	335	85	80	65
LG	74	R Seely	315	80	75	60
C	65	R Fortin	295	80	75	60
RG	72	Zandofsky	305	80	75	60
RT	66	L Kennedy	305	80	75	60
T2	76	R Purpason	360	70	65	55
T2	55	N Miller	360	75	60	60
T2	61	R Toback	290	70	65	60

DEFENSIVE LINE						
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
LE	90	C Smith	65	60	80	85
DE1	95	P Holt	55	55	65	75
DE2	91	M Gardner	60	55	70	75
DE	56	C Doelman	65	60	80	90
DE2	92	Archambeau	55	55	60	70
DT2	68	M Agee	55	50	65	70

LINEBACKERS						
POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
LOLB	99	D Talley	70	70	75	75
ILB2	53	D Gordon	60	65	70	75
ILB	58	J Tuggle	75	80	90	95
ROLB	57	C Matthews	65	60	80	85
ILB3	59	L Styles	60	60	65	70
OLB2	50	R George	65	65	60	70
OLB3	52	K Tippins	60	70	60	75

DEFENSIVE BACKS						
POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
LCB1	26	A. Phillips	85	80	80	80
LCB2	24	T. Taylor	85	75	75	75
RCB1	44	D. Johnson	90	85	85	85
RCB2	37	E. Shelley	85	45	55	95
FS	36	K. Ross	85	90	60	90
SS	47	R. Harper	85	65	45	85
FS2	42		80	45	40	80