

INSTRUCTION BOOKLET









#### WARNING:

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

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### FARTING MADDEN

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

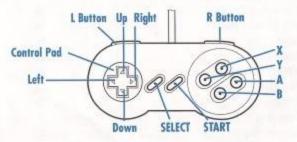
WARNING: Never try to insert or remove a game pak when the power is ON.

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	В
Aim kick left/right	Control Pad ⇔/⇔
Kick the ball	В
Call an audible	A
Line up right/left	A/B
Return to standard kicking formation	Υ
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	В

#### 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	В
Jump and raise hands	X
Dive	Y
Power Tackle	A





#### Offense Rushing

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

#### Passing

Move the QB (scramble)	Control Pad any direction
Bring up passing letters	В
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	В
Jump and raise hands	x
Dive	Υ
Spin	A

#### PUNTING/KICKING

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

#### PLAY CALLING

Control Pad ♀/⊕
x
L, R
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	В
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.





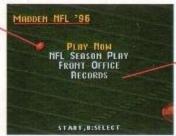
#### **New Features:**

- ✓ 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.





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.



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 2/0 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.

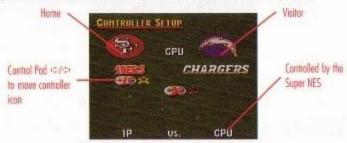
ROSTERS Original, Modified

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 occept 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	\star 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 A/Y to cycle forward/backward through positions



Central Pad Centra

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 Part 9/3 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 9/6to 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 \$\frac{Q}{\sqrt{O}}\$ to highlight Offense or Defense, and press B. The
  Offense or Defense screen appears.
- Control Pad Q/O to highlight an offensive or defensive formation and press B. The Formation screen appears.

ffensive Formations	<b>Defensive Formations</b>
Far-Near	3-4
1 Form	4-3
Single Back	Nickel
Run and Shoot	Dime
Pro Form	Goal Line
Shotgun	
Goal Line	

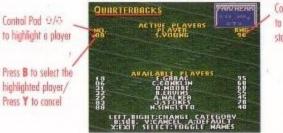
 Control Pad Q/O to highlight an offensive or defensive position and press B. The Position screen appears.

#### Offensive Formations

Quarterbacks Running Backs Receivers Offensive Line

#### **Defensive Formations**

Defensive Line Linebackers Cornerbacks Safeties



Control Pad <a>/>
<a>/</a>
<a>/</a>
<a>/</a>
<a></a>
<a>/</a>
<a>/

Press A to reset the default line-up

Press SELECT to taggle between player names and position abbreviations

- Control Pad ⊕/⊕ to highlight an active player.
- 5. Press B to select the highlighted player. A small arrow appears indicating that the player has been selected for substitution.
- Control Pad ①/O 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 Q/O to highlight Global Offense or Global Defense, and press B. The Global Offense or Global Defense screen appears.
- Control Pad Q/D to highlight an offensive or defensive position and press B. The Position screen appears.
- 3. 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 PAS to highlight option

NEW NFL SEASON
NEW PLAYOFFS
LEAGUE STANDINGS
CONT. SEASON

Press START to select the highlighted option and continue
the playoffs
LEAGUE STANDINGS
CONT. SEASON

Press X to return to the Madden NEL 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**

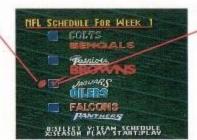
Madden NFL 96 creates an entire NFL season complete with a postseason playoff tournament that leads up to the Super Bowl.

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 complied 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 12/15 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 ♥/ō.
- 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 970 , 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



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	Kicking
Receiving	Punting
Rushing	Kick Returners
Defense	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 Φ/Φ.
- · 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 Φ/Φ.
- 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 9/6 to scroll through the letters.
- 2. 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, QL, 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, oneon-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 OB 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 \$ /\$ .
- 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 4/4.
- 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 ♀/७.
- 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 2/6 to highlight Practice Event and press START. The Practice Event screen appears.
- Control Pad 2/0 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 9/5 to highlight from and to



Control Pad \$/\$ to cycle trhough

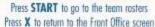


Press START to go to the team rosters Press X to return to the previous screen

Control Pad 9/6 to highlight from and to



Press B to select the highlighted player and make the trade





#### **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:

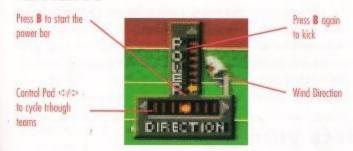
- To scroll through the letters, Control Pad ♀/☺.
- . To enter the letter and move to the next space, press B.
- To back up a space, press Y.
- To save your name and continue, press START.

#### PLAYING THE GAME

#### THE KICKOFF

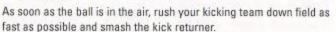
The opening kickoff can set the emotional tone for the entire game. Make sure your special teams are pumped up before you take the field and kick off.

#### KICKING



#### To kick the ball:

- 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 co/co to aim the kick.
- 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.



#### 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.
- 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.
- 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 12/0to move the play sleection highlight



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

#### To call formations and plays:

- 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.
- 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.



- 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.
- Control Pad any direction to move the highlight box to a play you want to use as a bluff.
- Press Y. The usual tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
- 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.
- 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:

- Immediately after the ref blows the play dead, hold A. Your team rushes back to the line of scrimmage.
- 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:

- 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.
- 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:

- Immediately after the ref blows the play dead, hold Y. Your team rushes back to the line of scrimmage.
- 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:

- When the offensive line is set, press B to snap the ball. The hand-off or toss is automatic.
- 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.
- Control Pad any direction to move the quarterback and take over control of the play.
- 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:

- 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.
- 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:

- 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:

- From the Play Calling screen, Control Pad & to highlight Special Teams.
- 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 9/6 to scroll through the plays.
- 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 time-out. 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 ©/5.
- . 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 ♥/₲ .
- To scroll through stat categories, Control Pad ⇔/⇒.
- 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

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Tiburon Entertainment, John Madden

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Kyra Woody, Clay Walker, Mike Madden, Joe Madden

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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Hotline Menus P.O. Box 7578 San Mateo, CA 94403-7578

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ELECTRONIC ARTS\*

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PRINTED IN USA



## 

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
Li comoció
SO IIIII O A
Ty Y/ B

KEY DEFE	NSIVE PLAY	
That will be the control of the cont	4-3, COWBOY HB	
	X	
	909	
X	9 9 9	

### PLAYER RATINGS

			QUA	RTERBACKS		THE RESERVE	P08.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLIN
P08.	NO.	NAME	SPEED	<b>SCRAMBLING PAS</b>	S ACCURACY	PASS RANGE	LE	91	J.Cross	60	70	80	65
QB1	13	D.Marino	55	60	90	90	DLT	99	Klingbeil	45	50	60	70
QB2	19	B.Kosar	50	50	85	65	DRT(NT)	95	T.Bowens	65	55	65	85
QB3	11	D.McGwire	60	55	50	65	RE	90	M.Coleman	70	65	80	65
			and the same of the same of	NING BACKS			DE2	97	T.Jackson	65	60	70	60
P08.		NAME	SPEED	AGILITY	HANDS B	REAK TACKLES	DT2	96	S.Emtman	50	55	70	80
HB1	30	B.Parmalee	80	85	50	50				LINE	BACKERS		
HB2	43	T.Kirby	80	80	70	60	P08.	NO.	NAME	SPEED	AGILITY	AWARENES	S TACKLIN
HB3	40	1.Spikes	80	75	50	55	LOLB	55	Singleton	75	85	65	90
FB	41	K.Byars	70	75	75	65	ILB2	59	D.Dotson	65	65	65	75
FB2	49	R.Wilson	65	50	40	55	ILB	51	B.Cox	65	60	100	85
pag	NO.	-		ECEIVERS			ROLB	53	A.Beavers	70	75	60	75
P08.	-	NAME	SPEED	AGILITY		REAK TACKLES	ILB3	54	C.Bullough	60	65	65	70
WR1	80	1.Fryar	90	95	75	35	OLB2	57	D.Foxx	65	65	60	65
WR2		McDuffie	85	85	85	40	OLB3	50	D.Hollier	65	55	60	80
WR3	89	R.Hill	90	90	70	45				DEFEN	SIVE BACKS		
WR4	84	G.Clark	80	80	65	40	P08.	NO.	NAME	SPEED	INTERCEPTION	VS PASS COVE	RAGE TACKLIN
WR5	83	S.Miller	75	80	45	40	LCB1	23	T.Vincent	85	80	70	75
WR6	15	D.Johnson	85	70	45	35	LCB2	29	F.Smith	90	65	65	70
TE1	86	E.Green	75	75	85	70	RCB1	37	J.B.Brown	85	70	75	60
TE2	85	R.Williams	65	55	55	65	RCB2	27	T.Buckley	90	60	65	65
TE3	82	P.Mitchell	60	60	65	55	FS	28	G.Atkins	85	75	60	70
		THE PARTY OF THE P	OFF	ENSIVE LINE	A		SS	35	M.Stewart	85	70	65	80
P08.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCK	NG AGILITY	F82	22	L.Kennedy	80	65	60	65
LT	78	R.Webb	302	80	85	70	882	25	L.Oliver	85	70	65	80
LG	69	K.Sims	309	80	85	60	THE PARTY NAMED IN		- 3000000000000000000000000000000000000	THE RESERVE THE PERSON NAMED IN	AL TEAMS		
C	61	T.Ruddy	290	75	75	65	P08.	NO.	NAME	ACCURACY	RANGE	SPEED AG	ILITY BRK TKL
RG	62	C.Gray	290	70	65	50	K	10	Stoyanovich	75	80		
RT	73	R.Heller	293	75	75	50	P	17	J.Kidd	75	85		
T2	71	E.Albright	296	65	70	60	KR	81	McDuffie			85	85 45
62	68	A.Greene	304	65	70	65	KR2	27	T.Buckley				80 45
C2	77	K.Brothen	286	70	65	55	PR	27	T.Buckley				80 45

# ALLE-MANDEN 796

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

PLAYER RATINGS

# KEY OFFENSIVE PLAY

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4-3, WRANGLER

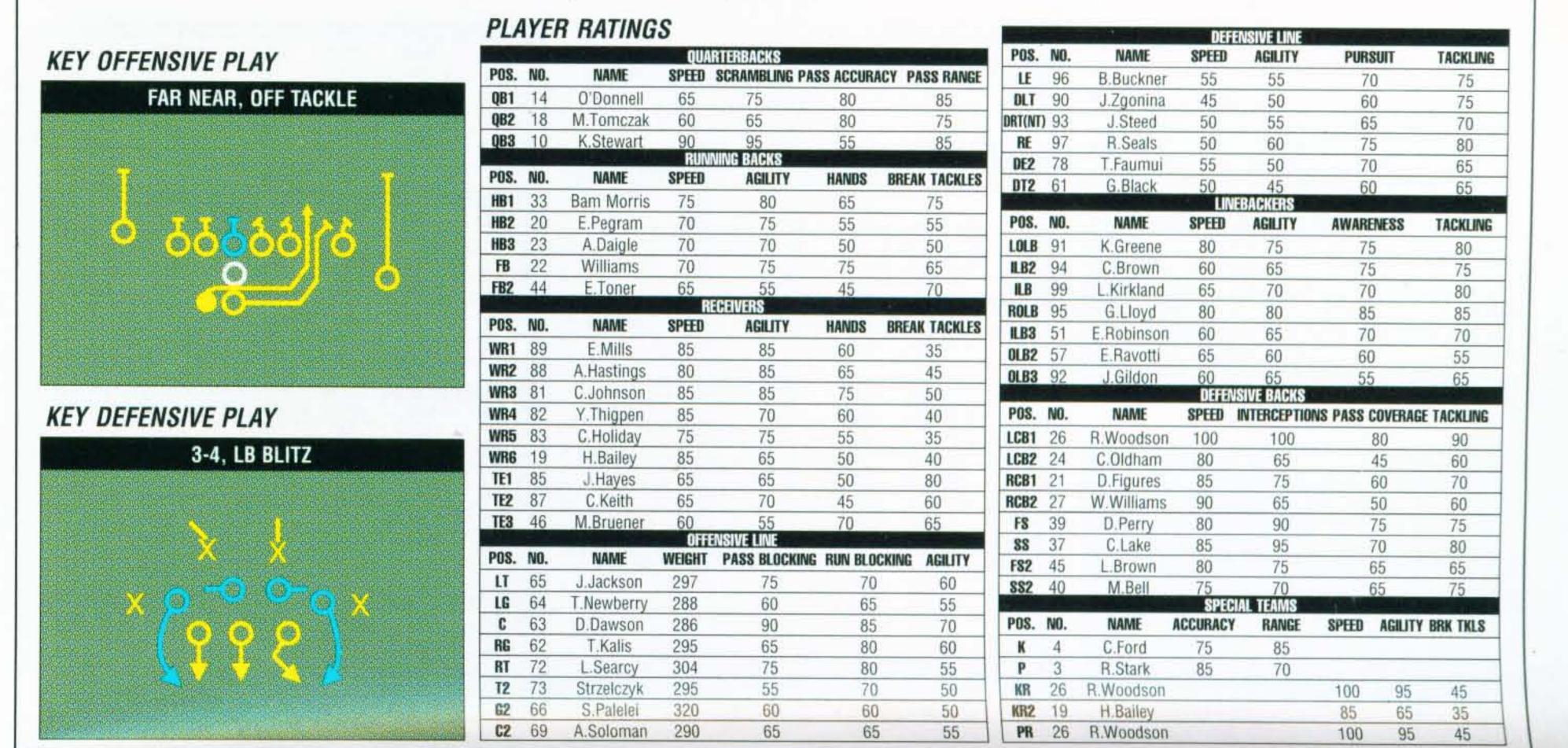
POS.	NO3-	NAME	2LTTD	SCHAMBLINE	PASS ACCURAC	Y PASS RANGE
QB1	8	S.Young	75	75	95	90
QB2	7_	T.Aikman	65	60	90	95
QB3	4	B.Favre	55	55	90	85
			RUN	NING BACKS		
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
HB1	20	B.Sanders	85	100	70	50
HB2	22	E.Smith	85	95	70	65
нвз	27		85	95	70	65
FB	40	W.Floyd	75	75	85	70
FB2	34	C.Heyward	75	75	70	70
			R	ECEIVERS		
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
WR1	80	J.Rice	85	95	90	50
WR2	88	M.Irvin	85	90	80	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	95	55
TE1	85	Sh.Sharpe	70	70	70	60
TE2	87		70	70	70	60
TTO	00		70	70	70	60

LE	92	R.White	70	70	85	95		
DLT	78	L.Lett	60	65	70	75		
DRT(NT	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		
		No. of Lot, Lot,		EBACKERS				
POS.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING		
LOLB	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		
OLB2	98	E.Swann	70	75	80	85		
OLB3	99	B.Young	65	80	90	85		
			DEFEN	SIVE BACKS				
POS.	NO.	NAME	SPEED	INTERCEPTION	IS PASS COVERA	GE 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		
F82	38	M.Hanks	80	90	75	65		
\$\$2	40	B.Bates	80			70		
			The second standard and a second standard	AL TEAMS				
P08.	NO.	NAME	ACCURACY	RANGE	SPEED AGILIT	Y BRK TKLS		
K	2		100	100				
D	1.4		100	100				



# PUTTSBURGH

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.

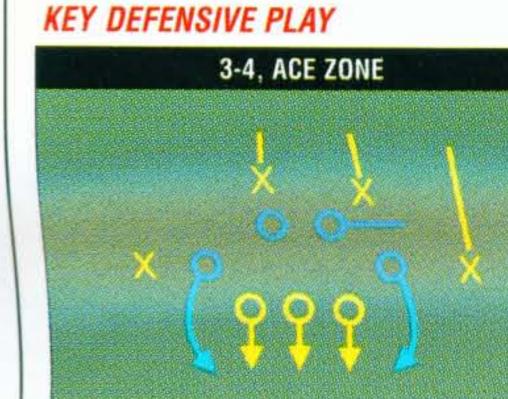


# NEW ENGLAND

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

A COPTO SAL	PRO FORM, TE CORNER



## PLAYER RATINGS

-		maimu	0				185	_		DEFE	NSIVE LINE			
			QUA	RTERBACKS			P08.	NO.	NAME	SPEED	AGILITY	PURSU	П	TACKLING
P08.	NO.	NAME	SPEED	SCRAMBLING PAS	S ACCURACY	PASS RANGE	LE	93	M.Pitts	50	60	75		70
QB1	11	D.Bledsoe	65	65	85	100	DLT	91	B.Walker	55	50	65		70
QB2	16	S.Zolak	70	50	85	75	DRT(NT)	94	T.Roberts	50	55	70		65
QB3	7	J.Walker	60	50	65	65	RE	92	J.Hand	60	55	65		70
				NING BACKS	C. T.	ET PARTY	DE2	97	A.Jones	60	55	60		60
P08.	NO.	NAME	SPEED	AGILITY	HANDS B	REAK TACKLES	DT2	63	S.Stanley	50	55	55		65
HB1	22	D.Meggett	85	90	65	60				manufacture and	BACKERS			يتتي
HB2	26	C.Croom	75	70	60	50	P08.	NO.	NAME	SPEED	AGILITY	AWAREN	ESS	TACKLINE
HB3	39	C.Martin	80	70	55	55	LOLB	55	W.McGinest	80	85	80		85
FB	33	S.Gash	65	60	65	70	ILB2	59	V.Brown	75	65	80		80
FB2	35	B.Legette	60	65	55	65	ILB	52		65	60	65		75
200	110	11000		ECEIVERS			ROLB	53	C.Slade	80	80	65		60
P08.		NAME	SPEED	AGILITY	HANDS B	REAK TACKLES	ILB3	50	B.Abrams	65	60	55		60
WR1	82	V.Brisby	90	85	70	40	OLB2	95	D.Sabb	70	70	75		60
WR2	81	Crittenden	90	75	50	35	OLB3	45	A.Catanho	65	60	50		55
WR3	89	K.Lee	85	85	60	45					SIVE BACKS			
WR4	84	E.Ellis	80	75	65	40	P08.	NO.	NAME	SPEED	INTERCEPTION	IS PASS CO	VERAG	E TACKLIN
WR5	86	T.Brown	85	85	40	40	LCB1	21	R.Reynolds	80	85	7	5	65
WR6	83	M.Henry	80	75	55	40	LCB2	31	Hitchcock	85	70	6	0	60
TE1	87	B.Coates	75	75	90	75	RCB1	37	M.Hurst	90	80	7	0	55
TE2	85	J.Burke	60	65	60	65	RCB2	24	T.Law	90	80	4	5	65
TE3	88	Francisco	60	50	50	55	F8	29	M.Guyton	75	90	6	0	60
200			The Samuel of Carlo	ENSIVE LINE	MANAGER	000725	88	30	C.Brown	80	60	5	0	80
P08.		NAME	WEIGHT			ING AGILITY	F82	25	L.Whigham	75	65	4	5	55
LT	78	Armstrong	284	80	70	55	\$32	23	T.Ray	85	75	5	0	60
LG	61	B.Kratch	288	75	70	55	SWEET STATES				IAL TEAMS	West !	100	
C	64	Dellenbach	300	80	75	60	P88.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKL
RG	71	T.Rucci	291	70	65	55	К	3	M.Bahr	70	80			
RT	77	P.Harlow	290	80	75	60	P	5	O'Neill	85	75			
T2	70	B.Moore	295	55	65	55	KR	22	D.Meggett			85	90	45
62	74	D.Skene	295	60	65	50	KR2	89	K.Lee			85	85	35
C2	65	M.Arthur	280	65	60	55	PR	22	D.Meggett			85	90	45

## AFC SCOUTING REPORT



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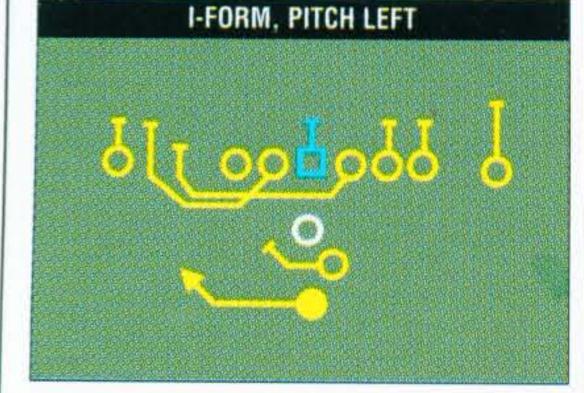
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## NEW YORK

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



## EV DEFENOUSE OF AV

Y DEFENSIVE PLAY
4-3 WRANGLER

## PLAYER RATINGS

	200		QUA	RTERBACKS			P08.	NO.	NAME	SPEED	AGILITY	PURSUI	T	TACKLING
P08.	NO.	NAME	SPEED	SCRAMBLING PAS	S ACCURACY	PASS RANGE	LE	66	D.Evans	60	65	75		65
QB1	7	B.Esiason	50	50	80	80	DLT	74	E.Howard	50	45	70		80
QB2	6	B.Brister	55	60	70	85	DRT(NT	92	T.Casillas	50	55	75		75
QB3	4	G.Foley	60	70	55	70	RE	99	H.Douglas	65	60	70		60
-			The same and the same of	NING BACKS			DE2	97	Washington	55	55	70		75
P08.	NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	DT2	94	M.Brock	40	55	50		70
HB1	33	R.Moore	75	65	80	65				LINE	BACKERS	-		
HB2	29	A.Murrell	85	80	60	50	P08.	NO.	NAME	SPEED	AGILITY	AWARENE	ESS	TACKLING
HB3	35	D.Carter	80	85	55	45	LOLB	55	B.Houston	80	55	65		70
FB	30	B.Baxter	60	60	50	75	ILB2	59	K.Clifton	55	55	85		70
FB2	20	R.Anderson	70	55	65	55	ILB	54	M.Jones	65	65	70		70
				RECEIVERS			ROLB	57	M.Lewis	80	80	80		75
P08.	NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	ILB3	58	J.Knutson	55	60	70		65
WR1	88	S.Anderson	90	80	65	35	OLB2	51	E.Mason	80	70	60		60
WR2	87	Yarborough	80	80	65	40	OLB3	50	G.Cadrez	65	65	55		55
WR3	89	0.Parker	90	75	50	40		oman		DEFEN	SIVE BACKS			
WR4	83	T.Davis	85	70	70	45	P08.	NO.	NAME	SPEED	INTERCEPTION	NS PASS CO	VERAG	ETACKLING
WR5	18	A.Allen	85	60	55	35	LCB1	31	A.Glenn	90	80	75	5	65
WR6	17	C.Ceaser	75	65	60	40	LCB2	45	0.Smith	90	70	60	0	60
TE1	86	J.Mitchell	75	75	70	60	RCB1	23	M.Turner	85	70	60	0	65
TE2	84	F.Baxter	65	60	55	55	RCB2	37	A.Prior	80	75	55	5	70
TE3	81	K.Brady	70	60	65	60	FS	25	G.Jones	80	75	60	0	90
1		T. Branch	OFF	ENSIVE LINE			SS	38	T.Scott	80	70	65	5	80
P08.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCK	ING AGILITY	F82	27	P.Terrell	80	75	45		65
LT	77	M.Willig	317	70	70	55	882	17 10 2 1	V.Green	75	60	50	0	70
LG	62	R.Duffy	294	75	80	65			N. Contraction	THE RESERVOIR STATE OF THE PERSON NAMED IN COLUMN 1	IAL TEAMS			
C	52	C.Dixon	302	80	70	60	P08.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
RG	70	O'Dwyer	315	80	75	60	K	8	N.Lowery	65	90			
DT	75	Malamala	200	00	75	PP.	n	44	Dillones	OF	OF			

PR 25 D.Carter

# OAKLAND)

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

PLAYER RATINGS

# KEY OFFENSIVE PLAY SHOTGUN, QB WAGGLE

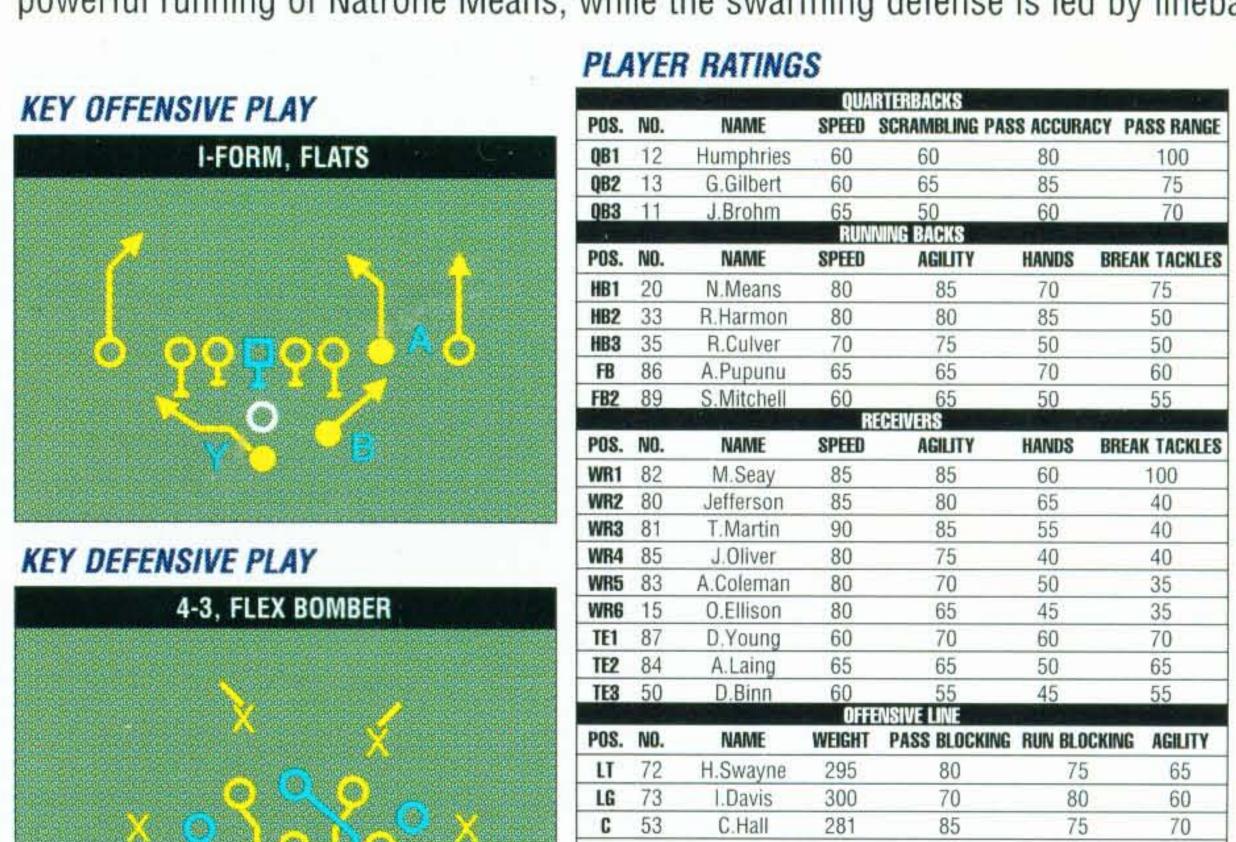
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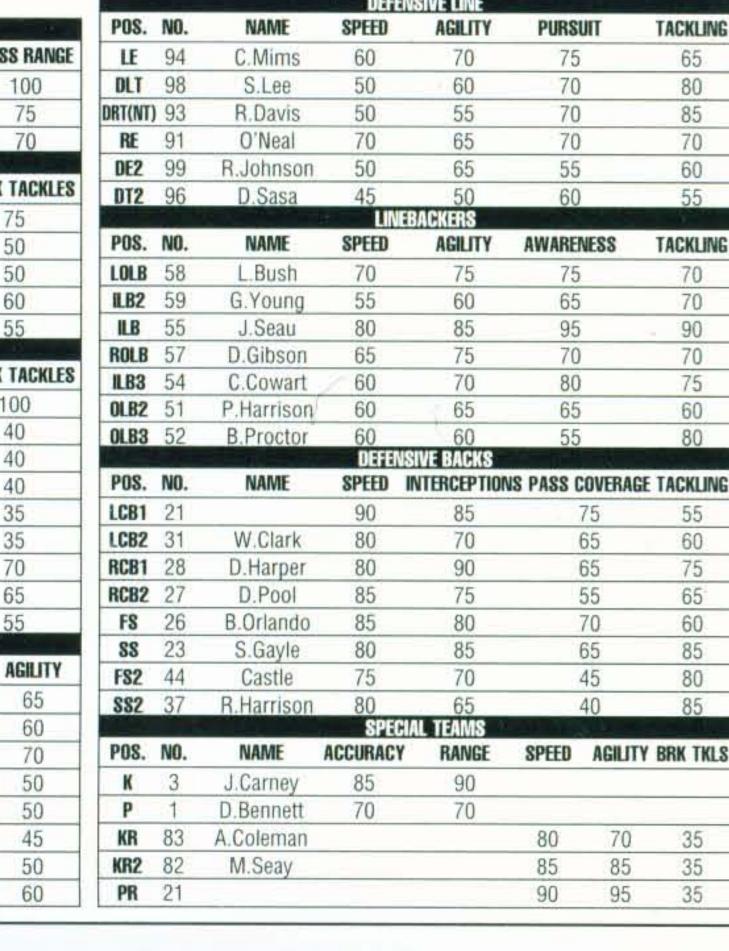
DEFENSIVE PLAY						
DEFER	NICKEL					

			QUA	RTERBACKS		E PER COLUMN	POS.	NO.	NAME	SPEED	AGILITY
POS.	NO.	NAME	SPEED	SCRAMBLING PAS	SS ACCURACY	PASS RANGE	LE	94	A.Smith	60	55
QB1	15	Hostetler	65	70	75	80	DLT	95	A.Robbins	40	50
QB2	9	B.Hobert	70	50	70	70	DRT(NT)	96	J.Ball	50	60
QB3	11	V.Evans	55	45	65	50	RE	91		60	60
		-		NING BACKS			DE2	74	N.Harrison	55	55
P08.	NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	DT2	98	K.Johnson	40	50
HB1	22_	H.Williams	80	75	60	55					BACKERS
HB2	26_	N.Kaufman	85	70	55	50	POS.	NO.	NAME	SPEED	AGILITY
HB3	35_	J.Aska	75	75	50	55	LOLB	52	M.Jones	65	65
FB	41_	N.McCallum	65	60	60	60	ILB2	51	A.Wallace	70	65
FB2	44	D.Fenner	70	65	65	50	ILB	54	Biekert	65	70
		J. P. S.	IN THE SECTION	ECEIVERS			ROLB	53	Fredrickson	75	75
POS.	NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	ILB3	57	R.Holmberg	65	75
WR1	82_	J.Jett	95	80	40	35	OLB2	56	P.Swilling	70	70
WR2	81_	T.Brown	90	100	70	45	OLB3	55	J.Folston	70	80
WR3	86	R.Ismail	90	85	55	40				DEFEN	SIVE BACKS
WR4	80	D.Hobbs	90	75	50	35	P08.	NO.	NAME	SPEED	INTERCEPTIO
WR5	21	Montgomery	85	80	55	40	LCB1	36	T.McDaniel	90	80
WR6	89	P.Bobo	85	70	45	45	LCB2	37	J.Trapp	85	70
TE1	88	K.Cash	65	65	55	50	RCB1	24	A.Lewis	90	85
TE2	87	A.Glover	70	55	45	50	RCB2	48	N.Mustafaa	80	70
TE3	83_	K.Smith	65	60	45	55	FS	33	E.Anderson	80	55
13		THE REAL PROPERTY.	OFF	ENSIVE LINE	The state of the s	اللحاق المحاجب	88	29	P.Bates	80	70
P08.	NO.	NAME	WEIGHT	PASS BLOCKING	G RUN BLUCK	KING AGILITY	F82	25	D.Land	85	55
LT	71_	G.Perry	310	75	70	60	\$\$2	20	D.Hoskins	85	65
LG	76	Wisniewski	285	85	90	55	71170		ala:(i)(kazantiaka	SPEC	
C	72	D.Mosebar	295	75	65	55	P08.	NO.	NAME	ACCURACY	MANGE
RG	66_	K.Gogan	328	85	70	60	K	18	J.Jaeger	85	85
RT	78	Skrepenak	305	65	70	50	P	7	J.Gossatt	95	80
T2	79_	J.Kysar	285	80	70	45	KR	86	R.Ismai		
62	77	R.Stephens	305	65	75	50	KR2	81	T.Brown		

# SAN DIEGO 使用AFAFERS

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.





# SEATTLE

The offense looks to the athletecism 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.

	PLA	YEL	RATING	S							DEFEN	SIVE LINE		
KEY OFFENSIVE PLAY	-		THE REAL PROPERTY.	QUA	RTERBACKS		A POST OF THE PARTY OF	POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLINE
	P08.	NO.	NAME	SPEED	SCRAMBLING P	ASS ACCURAC	Y PASS RANGE	LE	93	B.Williams	55	80	75	75
FAR NEAR, PA NEAR	QB1	3	R.Mirer	70	70	70	90	DLT	98	S.Adams	55	75	65	80
	QB2	17	J.Friesz	55	60	75	70	DRT(NT	96	C.Kennedy	55	85	90	85
	QB3	8	S.Gelbaugh	55	50	60	75	RE	67	A.Edwards	65	65	70	70
	P08.	NO	NAME	SPEED	NING BACKS AGILITY	HANDS	BREAK TACKLES	DE2	99	M.McCrary	50	55	60	65
	HB1	42	C.Warren	85	85	70		DT2	61	M.Werner	50	50	65	65
	HB2	36	L.Smith	80	85	55	70 60	POS.	NO	NAME	SPEED	ACKERS	AWARENESS	TACKLINE
	HB3	46	Broussard	75	80	55	55	LOLB		T.Wooden	80	70	75	85
	FB	43	T.Johnson	65	60	55	70	ILB2	59	T.Stowe	65	60	65	70
	FB2		S.Smith	60	55	50	65	ILB	58	Spitulski	60	75	85	85
			A STATE OF THE STA		CEIVERS			ROLB		W.Moss	85	80	65	70
	POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES			M.Barber	55	60	60	60
	WR1	82	R.Proehl	75	85	85	35	OLB2		D.Wells	65	70	75	65
	WR2	84		90	85	60	40	OLB3		D.Brandon	70	65	70	55
	WR3	89	B.Blades	80	85	85	40		-		DEFENS	IVE BACKS		
EY DEFENSIVE PLAY	WR4	1000	T.Warren	80	70	60	40	P08.	NO.	NAME	SPEED II	NTERCEPTION	NS PASS COVER	AGE TACKLING
A O ODIZZIV DEAD	WR5		M.Bates	95	65	40	35	LCB1	26	C.Gray	85	70	45	70
4-3, GRIZZLY READ	WRG	220100	J.McKnight	80	85	55	35	LCB2		T.Brown	85	60	40	55
	TE1	87	P.Green	70	65	70	60	RCB1	7620071	C.Harris	85	75	60	70
	TE2		C.Crumpler	65	65	50	65	RCB2		F.Duckett	80	70	55	65
	TE3	83	T.Junkin	60	55 NSIVE LINE	60	45	F8	41	E.Robinson	90	90	80	85
	POS.	NO.	NAME	WEIGHT	the state of the s	G RUN BLOCK	KING AGILITY	88	25	R.Blackmon		80	55	85
	LT		R.Roberts	304	70	75	60	F82	27	Covington	75	65	60	75
$\mathbf{x} : \mathbf{O} < \mathbf{O} + \mathbf{O} $	LG	69	Blackshear	325	70	80	50	SS2	-	R.Robinson		L TEAMS	60	70
	C	53	J.Sweeney	284	80	65	60	POS.	NO.	NAME	ACCURACY	RANGE	SPEED AGIL	JTY BRK TKLS
( <mark>0:0) (0:0</mark> )	RG	52	K.Mawae	288	75	75	65	K	2	T.Peterson	60	65		
	RT	75	H.Ballard	336	70	80	65	P	14	R.Tuten	80	80		
	T2	78	M.Keim	292	60	75	55	KR	30	C.Harris			85 8	0 35
	G2	74	J.Atkins	315	55	70	50	KR2	81	M.Bates			95 6	
	C2	56	Tofflemire	288	55	70	60	PR	84				90 8	



# 

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

### KEY OFFFNSIVE PLAY

SINGLE BACK, HB SCREEN						

## KEY DEFENSIVE PLAY

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AND THE PROPERTY OF THE PARTY O	
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L	ITE	RATING	0							DEFEN	SIVE LINE			-
	- y-	T 1	QUA	RTERBACKS	to Calif	1 0 0 and	POS.	NO.	NAME	SPEED	AGILITY	PURSU	JIT	TACKLING
08.	NO.	NAME	SPEED	SCRAMBLING PA	SS ACCURACY	PASS RANGE	LE	90	P.Hansen	55	60	70		70
QB1	12	J.Kelly	60	55	85	90	DLT	99	J.Patton	55	60	70		75
QB2	11	R.Strom	65	55	75	80	DRT(NT	92	Washington	60	55	75		75
QB3	7	T.Collins	65	60	70	75	RE	78	B.Smith	70	70	85		95
200	110	Name of Street	RUN				DE2	77	J.Jeffcoat	65	65	65		75
208.	-	NAME	SPEED	AGILITY	HANDS B	REAK TACKLES	DT2	75	E.Phillon	50	65	60		65
HB1	34		80	80	65	55				Carlot Miles	BACKERS		All free	
HB2	30	Y.Jourdain	85	85	60	40	P08.	NO.	NAME	SPEED	AGILITY	AWAREN	IESS	TACKLING
HB3	26	B.Humphrey	80	65	50	50	LOLB	95	B.Paup	65	65	70		80
FB	35	C.Gardner	75	60	65	65	ILB2	55	M.Maddox	60	60	70		75
FB2	21	N.Turner	70	60	65	60	ILB	58	M.Perry	60	65	70		75
ane	NO	NABAT		ECEIVERS	HANDO D	DEAN TARMER	ROLB	97	C.Bennett	70	70	80		90
208.	NO.	NAME	SPEED	AGILITY	7 12 10 10 10 10 10 10 10 10 10 10 10 10 10	REAK TACKLES	ILB3	96	M.Brown	65	60	65		70
WR1	85	R.Copeland	70	70	50	30	OLB2	50	D.White	60	65	65		70
VR2	83	A.Reed	80	85	75	35	OLB3	59	S.Rogers	60	65	65		65
VR3	81	B.Brooks	85	90	55	35	and the same				IVE BACKS			
NR4	82	D.Thomas	70	70	55	30	POS.	NO.	NAME	SPEED II	NTERCEPTION	IS PASS C	OVERAGE	TACKLING
WR5	80	J.Armour	75	70	55	45	LCB1	22	J.Burris	85	85	7	75	65
NR6	89	S.Tasker	75	75	55	30	LCB2	39	F.Johnson	80	75	6	35	65
TE1	84	L.Johnson	70	70	85	55	RCB1	28	T.Smith	85	80	7	75	80
TE2	86	A.Ofodile	65	60	60	55	RCB2	29	L.Lang	85	75	6	35	75
TE3	88	T.Cline	65	60	55	55	FS	43	M.Darby	85	80	8	35	75
200	NO	ALABAT		ENSIVE LINE			88	20	H.Jones	85	75	6	55	80
	NO.	NAME	WEIGHT	PASS BLOCKING	A laborator and the first of the	NG AGILITY	F82	41	G.Evans	80	70	6	65	85
LT	70	J.Fina	285	70	75	60	882	24	K.Schultz	80	70	6	60	65
LG	79	R.Brown	304	70	75	65				SPECI	AL TEAMS			
C	67	K.Hull	284	65	80	60	P08.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
RG	68	C.Lacina	297	70	75	60	K	2	S.Christie	85	85			
RT	74	G.Parker	305	70	75	65	P	9	C.Mohr	75	75			
T2	72	Louchiey	305	55	65	60	KR	21	N.Turner			85	90	35
G2	60	J.Ostroski	310	50	70	55	KR2	22	J.Burris			85	90	45
C2	63	A.Lingner	268	60	70	60	PR	22	J.Burris			85	90	35

# DENYER

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

RUN AND SHOOT, FLOOD RIGHT

KFY	DEFEN	ISIVE	PLAY
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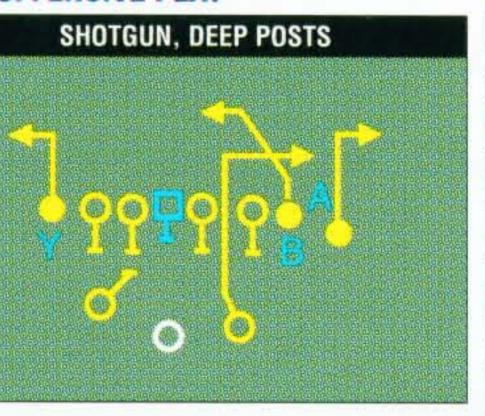
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			1 march 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	RTERBACKS		The World	P08.	NO.	NAME	SPEED	AGILITY	PURSU	IT	TACKLING	
POS.	N(B.	NAME	SPEED	SCRAMBLING PAS	8 ACCURACY	PASS RANGE	LE	90	D.Williams		50	65		75	
QB1	7_	J.Elway	65	60	80	90	DLT	99	S.Dronett	50	55	60		70	
QB2	14	B.Musgrave	55	55	70	70	DRT(NT)	95	M.D.Perry	65	65	85		95	
QB3	17	H.Millen	55	50	60	60	RE	73	S.Fletcher	60	65	80		90	
	-	NAME	RUN		HANDO D	DEAN TARWIER	DE2	94	J.Robinsor	n 50	50	60		65	
P08.	M(gr	NAME	SPEED	AGILITY		REAK TACKLES	DT2	96	Hasselbach		45	55		65	
HB1	33	Bernstine	75	70	55	50	noo	NO	NAME		BACKERS	AUMADEN	ron	T. O. III III II	
HB2	22	G.Milburn	80	85	55	40		NO.	NAME	SPEED	AGILITY	AWAREN	F22	TACKLING	
HB3	29	A.Craver	75	75	60	40	LOLB	57	A.Aldridge		60	70		80	
FB	38	R.Rivers	60	60	45	55	ILB2	53	D.Jones	60	60	70		75	
FB2	43	D.Clark	60	60	35	50	ILB	54	B.Hager	60	60	65		80	
DOO	nucli:	NAME	A STATE OF STREET	ECEIVERS	HANDO D	DEAN TARMER	ROLB	58	Alexander	70	60	70		80	
P08.	NO.	NAME	SPEED	AGILITY		REAK TACKLES	ILB3	92	D.Wyman	60	65	75		85	
WR1	83	A.Miller	95	75	60	35	OLB2	46	D.Garnett	60	60	50		75	
WR2	81	Pritchard	80	85	60	35	OLB3	56	K.Burns	60	60	55		80	
WR3	80	Kimbrough	75	75	50	30					SIVE BACKS	100		DITTO .	
WR4	86	J.Campbell	75	70	55	30	POS.	NO.	NAME	SPEED	INTERCEPTION	VS PASS CO	OVERAGE	TACKLING	
WR5	82	V.Johnson	70	75	35	30	LCB1	39	R.Crockett	t 85	75	7	5	65	
WR6	87	McCaffrey	65	65	35	30	LCB2	21	R.Hillard	80	70	7	0	55	
TE1	84	S.Sharpe	70	70	70	60	RCB1	48	Washingto	n 85	80	7	5	70	
TE2	88	J.Evans	55	55	60	50	RCB2	23	R.Bradford	1 80	70	5	5	55	
TE3	89	D.Carswell	55	60	55	50	FS	34	T.Braxton	85	75	7	0	80	
		-	District Street	ENSIVE LINE		-	88	27	S.Atwater	90	90	9	5	95	
POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKI	NG AGILITY	F82	37	T.Hauck	80	65	3	35	70	
LT	65	Zimmerman	294	85	85	70	SS2	31	R.Jones	75	60	6	0	70	
LG	688	Schlereth	292	75	75	60		علته		THE RESIDENCE TO A STATE OF	IAL TEAMS		-	ALCOHOL: A CONTROL	
C	666	T.Nalen	270	75	75	60	P08.	NO.	NAME	ACCURANC	Y RANGE	SPEED	AGILITY	BRK TKLS	
RG	755	B.Habib	292	75	75	60	K	1	Elam	80	80				
RT	766	B.Thompson	290	80	80	75	P	16	T.Rouen	55	65				
12	688	R.McElroy	290	65	60	45	KR	30	T.Davis			85	75	35	
00	0.74	R Tamm	280	55	65	50	KR2	82	V Johnson			85	85	25	



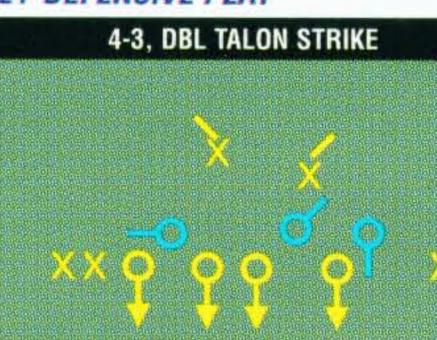
# JNJDJANJA)POLIS

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



PLA	ITEI	R RATING	2				CIT			DEFE	NSIVE LINE			
- *		- V	QUA	RTERBACKS			POS.	NO.	NAME	SPEED	AGILITY	PURSU	HT	TACKLINE
P08.	NO.	NAME	SPEED	SCRAMBLING PAS	S ACCURACY	PASS RANGE	LE	62	E.Johnson	50	60	80		75
QB1	7	C.Erickson	60	60	85	85	DLT	61	T.McCoy	60	60	80		90
QB2	12	J.Harbaugh	60	55	75	75	DRT(NT)	98	T.Siragusa	60	60	80		90
QB3	11	P.Justin	50	50	60	55	RE	56	T.Bennett	50	60	80		75
200				NING BACKS			DE2	95	Whittington	45	55	60		70
P08.	NO.	NAME	SPEED	AGILITY	HANDS BE	REAK TACKLES	DT2	66	C.Copher	55	60	30		80
HB1	28	M.Faulk	85	90	60	50				ON COMPANIES	EBACKERS			_
HB2	25	R.Humphrey	75	75	50	40	P08.	NO.	NAME	SPEED	AGILITY	AWAREN	ESS	TACKLIN
HB3	21	L.Warren	75	75	40	40	LOLB	51	T.Alberts	70	80	80		85
FB	42	R.Potts	70	75	50	60	ILB2	97	S.Radecic	65	65	75		90
FB2	32	Z.Crockett	65	55	50	60	ILB	54	J.Herrod	65	75	70		85
200	210	A STATE OF THE PARTY OF THE PAR		ECEIVERS			ROLB	55	Q.Coryatt	70	70	75		90
P08.	NO.	NAME	SPEED	AGILITY	HANDS BE	REAK TACKLES	ILB3	99	Gelzheiser	60	50	50		60
WR1	87	S.Dawkins	80	75	60	35	OLB2	59	S.Grant	70	70	70		75
WR2	84	F.Anderson	90	85	55	35	OLB3	52	B.Ratigan	70	75	55		75
WR3	86	B.Stablein	65	70	60	70				DEFEN	ISIVE BACKS			
WR4	88	F.Turner	75	65	55	30	POS.	NO.	NAME	SPEED	INTERCEPTION	VS PASS C	OVERAG	E TACKLIN
WR5	15	T.Smith	75	75	50	30	LCB1	34	R.Buchanan	95	85	8	35	85
WR6	80	A.Bailey	80	70	50	30	LCB2	36	D.Watts	85	80	8	30	70
TE1	85	E.West	60	60	60	55	RCB1	38	E.Daniel	85	80	8	30	70
TE2	44	K.Dilger	60	60	55	55	RCB2	33	A.Ambrose	85	50	7	75	70
TE3	81	C.Arbuckle	55	55	40	35	FS	29	J.Belser	75	70	7	70	60
		274		ENSIVE LINE			SS	43	D.Tate	75	85	5	55	65
P08.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKI	NG AGILITY	FS2	23	Humphries	80	75	7	75	65
LT	67	W.Wolford	300	80	80	65	\$\$2	30	D.Gray	80	75	5	0	75
LG	69	R.Dixon	305	80	80	65					HAL TEAMS			
C	63	Lowdermilk	280	75	75	60	POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILIT	Y BRK TKI
RG	65	E.Mahlum	285	75	75	60	K	4	Biasucci	80	75			
RT	64	J.Mathews	324	70	70	60	Р	3	Gardocki	85	55			
12	72	D.West	284	65	65	45	KR	86	B.Stablien			75	75	35
G2	71	K.Vickers	305	60	60	45	KR2	88	F.Turner			75	65	35
C2	53	D Conway	302	55	55	55	PR	88	F Turner			75	65	25



# CINCINNATI

Top draft pick Ki Jana Carter helps share the offensive burden with emerging quarterback-Jeff Blake. Look for

## KEY OFFENSIVE PLAY

FAR NEAR,	STRONG FLOOD
/ OO	



Dan Wilkinson to dominate the defensive line.

The state of the s							0.0000000000000000000000000000000000000					
	QB2	7	D.Klingler	45	55	75	80	DRT(NT)	99	Wilkinson	65	60
	QB3	4	E.Wilhelm	45	55	65	80	RE	96	M.Flores	60	60
				RUNI				DE2	79	R.Stallings	60	55
	POS.		NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	DT2	97	V.Stewart	55	50
	HB1	32	K.Carter	85	85	60	65			100		EBACKERS
// (e(e)(e)(e)(e)(e)(f)	HB2	21	E.Bieniemy	80	80	60	65	P08.	NO.	NAME	SPEED	AGILITY
	HB3	28	H.Green	80	75	70	60	LOLB	50	J.Francis	60	60
Y Company of A 1	FB	46	J.Cothran	70	65	75	65	ILB2	91	Wallerstedt	55	60
	FB2	36	J.Joseph	70	60	65	60	ILB	58	S.Tovar	55	65
			1000000	F = 14 C = -7 L + m	CEIVERS			ROLB	55	A.Collins	60	60
	POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	ILB3	90	G.Collins	55	55
	WR1	86	D.Scott	85	85	85	35	OLB2	56	R.McDonald		60
	WR2	81	C.Pickens	90	90	85	35	OLB3		Jefferson	60	60
	WR3	89	J.Query	75	70	70	40	Total Control				ISIVE BACKS
EFENSIVE PLAY	WR4	85	Ti.McGee	80	75	65	35	P08.	NO.	NAME	SPEED	INTERCEPTION
	WR5	19	J.Hill	75	70	70	40	LCB1	43	M.Brim	90	80
4-3, 3 DEEP	WRG	16	D.Rhodes	70	65	65	40	LCB2	23	C.Sawyer	85	75
	TE1	82	To.McGee	65	65	70	55	RCB1	25	Rod Jones	90	80
	TE2	87	T.Sadowski	60	60	50	35	RCB2	24	Rog.Jones	80	75
	TE3	83	D.Frisch	60	55	40	30	FS	31	D.Williams	85	85
			and the second	A-MILL TO A STATE OF THE STATE	NSIVE LINE	- Page 184	on The	SS	27	B.Walker	75	75
Company of the compan	POS.		NAME	WEIGHT	PASS BLOCKING	RUN BLOC	KING AGILITY	FS2	37	L.Wheeler	75	75
	LT	77	K.Sargent	290	75	75	60	882	35	S.Shade	75	45
	LG	68	D.Cadigan	287	80	80	65	1		A PATER	SPEC	CIAL TEAMS
A CO COA	C	65	D.Brilz	297	75	75	60	P08.	NO.	NAME	ACCURACY	RANGE
	RG	64	B.Kozerski	287	75	75	60	K	9	D.Pelfrey	65	55

## AFC SCOUTING REPORT



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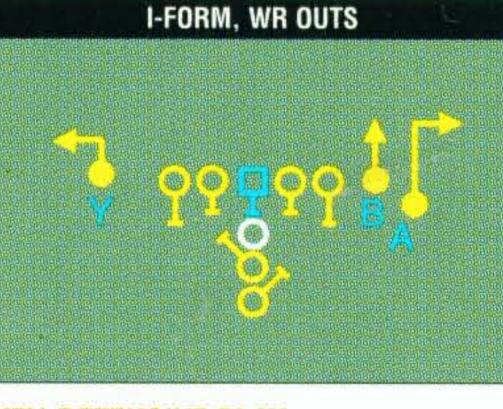


# JACKSONVILLE

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.

PLAYER RATINGS

### KEY OFFENSIVE PLAY



## KEY DEFENSIVE PLAY

		4-3	CONT	AIN		
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					HILLIAN SHARE	and selection for
Burger Steller begrandlich	in the provide		are of the		Continue Conti	
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NO.	NAME	SPEED	SCRAMBLING PAS	S ACCURACY	PASS RANGE	LE	99	J.Smeenge	65	60	6
7	Beuerlein	120/ E2 43 (B)	Colored Service Colored Servic			DLT	94	Pritchett	50	50	6
0		50	55	80	75	The state of the s	7	The state of the s			- 17.5
8	M.Brunell	60	60	75	75	DRT(NT)		D.Davey	50	70	6
10	R.Johnson	50	70 NING BACKS	70	50	RE	56	J.Lageman	65	60	
NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	DE2	96	J.Duff	60	55	3
33	J.Stewart	80	85	60	45	DT2	65	M.Thompson		55 BACKERS	5
34	R.Cobb	75	75	50	50	POS.	NO.	NAME	SPEED	AGILITY	AWAR
23	R.Jordan	85	85	35	30	LOLB	90	J.Williams	70	60	7
	The state of the s			TA ANTONIO		100000000000000000000000000000000000000			70100	10000	- /
22	D.McNabb Christopharas	55	60	60	60	ILB2	52	B.Schwartz	60	60	5
42	Christopherso		ECHWERS	55	55	ILB	54	Goganious	60	60	- /
NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	ROLB	58	R.Freeman	70	60	- /
83	S.Baker	85	75	60	35	ILB3	95	J.Carthen	60	80	5
2	E.Givins	75	75	65		OLB2	53	S.Stephens	65	65	6
81		75			60	OLB3	51	M.Williams	65	60	6
	D.Howard		80	70	55	POS.	NO.	NAME	SPEED	SIVE BACKS INTERCEPTION	IC DAGO
85	J.Morton	75	80	75	55			Contract Code Sections	10000	-	NO FROO
89	Davenport	70	75	65	45	LCB1	25	Washington		75	
80	W.Jackson	70	75	55	45	LCB2	37	M.Simmons		70	
86	D.Brown	75	65	60	55	RCB1	27	V.Clark	85	80	
84	T.Hallock	55	50	60	50	RCB2	30	M.Davis	75	70	
97	Etheredge	55	50	40	50	F8	29	Carrington	80	90	
110			ENSIVE LINE			88	19	C.Hudson	75	85	
NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCK	ING AGILITY	F82	24	H.Colon	75	75	
71	T.Boselli	300	75	75	60	882	38	M.Dumas	70	70	
66	S.Bouwens	305	70	85	60	1000		T. I CONTINUES	SPEC	IAL TEAMS	
79	D.Widell	280	75	75	60	P08.	NO.	NAME	ACCURACY	RANGE	SPEEL
69	E.Chung	285	75	75	60	K	9	Sisson	80	75	
60	Wilkerson	324	70	70	55	P	4	Barker	85	55	
73	B.DeMarco	284	75	75	45	KR	31	M.Royster			75
68	Huntington	305	55	55	50	KR2	32	L.Brown			75
75	M.Tucker	302	55	55	55	PR	81	D.Howard			75



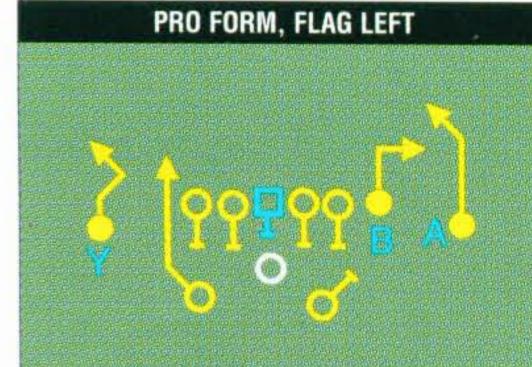
## CLEWELAND

SPEED AGILITY BRK TKLS

80 80 35 60 60 35 80 80 35

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

## KEY OFFENSIVE PLAY



## KEY DEFENSIVE PLAY

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_			ŲUA	HIENBACKS		The second	PUS.	NO.	NAIVIE	SPEED	AGILITY	PUKSUI		LACKLING
POS.	NO.	NAME	SPEED	SCRAMBLING PAS	SS ACCURACY	PASS RANGE	LE	90	R.Burnett	65	65	75		80
QB1	12	Testaverde	55	60	70	85	DLT	94	B.Johnson	55	60	55		75
QB2	7	T.Tupa	55	60	65	80	DRT(NT	78	D.Footman	55	55	55		75
QB3	10	E.Zeier	60	65	70	75	RE	98	A.Pleasant	60	60	70		75
		The second	RUN			- 7.000	DE2	95	R.Lyle	60	55	65		60
P08.	NO.	NAME	SPEED	AGILITY	HANDS B	REAK TACKLES	DT2	92	T.Pupua	55	60	55		70
HB1	33	L.Hoard	80	85	55	70			-11	LIN	EBACKERS		-	
HB2	34	L.White	75	75	60	75	POS.	NO.	NAME	SPEED	AGILITY	AWARENE	SS	TACKLING
HB3	22	R.Powers	70	70	50	50	LOLB	58	C.Banks	65	75	80		75
FB	44	T.Vardell	65	50	65	55	ILB2	54	E.Sutter	65	65	65		70
FB2	21	E.Byner	65	60	65	55	ILB	53	P.Johnson	75	75	85		95
nne	NO	NAME		ECHVERS	HANDO D	DEAN TARM FO	ROLB	56	M.Caldwell	70	75	80		75
P08.	NO.	NAME	SPEED	AGILITY	The state of the s	REAK TACKLES	ILB3	55	R.Neal	60	60	65		75
WR1	80	A.Rison	85	85	85	40	OLB2	51	G.Dixon	60	65	60		65
WR2	85	Alexander	85	85	75	40	OLB3	59	C.Powell	60	65	65		60
WR3	81	M.Jackson	80	80	70	35	200	NO			SIVE BACKS			
WR4	84	R.Smith	90	70	50	30	P08.	NO.	NAME		INTERCEPTION	IS PASS CO	VERAGE	TACKLING
WR5	87	McCardell	75	65	85	30	LCB1	38	A.Langham	95	85	95	j	85
WR6	83	A.Tellison	75	60	50	30	LCB2		S.Hairston	90	75	75	j	65
TE1	89	H.Bishop	60	55	65	50	RCB1	28	D.Griffin	90	80	75	j	75
TE2	86	W.Reeves	60	50	60	50	RCB2	36	I.Booth	80	85	65	j	65
TE3	48	F.Hartley	55	50	70	50	FS	29	E.Turner	90	90	95	,	85
nne	NO	NABAE	THE PARTY OF THE P	ENSIVE LINE	DUBL DI DON	INIO AORITTY	88	27	S.Moore	85	75	60	)	85
POS.	10000	NAME	WEIGHT			The state of the s	FS2	42	L.Riddick	80	80	45	j	75
LT	66	T.Jones	295	80	80	65	882	37	B.Thompson		55	40	)	75
LG	62	G.Williams	300	80	80	- 60	200	110		1120020	IAL TEAMS		1	
C	61	S.Everitt	290	85	80	60	P08.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
RG	72	B.Dahl	310	80	80	60	K	3	M.Stover	70	95			
RT	77	O.Brown	305	85	80	60	P	15	Kalal	75	95			
12	70	H.Arvie	305	60	60	60	KR	23	E.Hunter			85	80	35
G2	60	J.Devries	290	75	70	65	KR2	30	A.Smith			90	90	35
C2	67	W.Williams	300	75	75	60	PR	30	A.Smith			90	90	35



# 

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

PLAYIER RATINGS

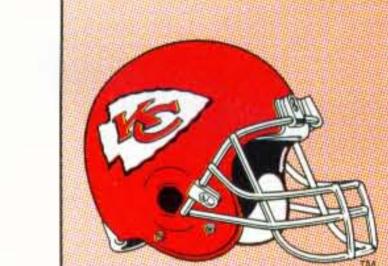
## KEY OFFENSIVE PLAY

 I-FORM, PA STREAKS	

## KEY DEFENSIVE PLAY

	4-3,	FIRE	
			THE REPORT OF
TOTAL WEST STORY	WHAT WAS W	HARR WAR	

## AGILITY HANDS BREAK TACKLES POS. NO. NAME SPEED INTERCEPTIONS PASS COVERAGE TACKLING POS. NOI. NAME WEIGHT PASS BLOCKING RUN BLOCKING AGILITY LG 74 B.Matthews 30 POS. NO. NAME ACCURACY RANGE SPEED AGILITY BRK TKLS 12 677 J.Reid G2 665 P.Hunt 284



# 

KANESAS CHTY

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.

PLAYER RATINGS

SINGLE BACK, PLAY ACTION										

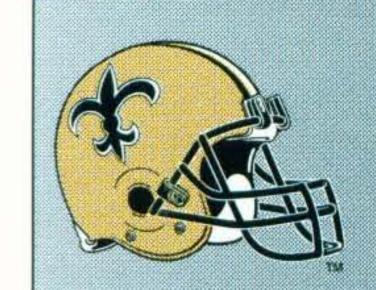
## NET DEFENSIVE PLAT



			QUA	n i Endauno			1 00.	INO.	TWAINIL.	OI LLD	Aultili
POS.	NO.	NAME	SPEED	SCRAMBLING PA	ISS ACCURACY	PASS RANGE	LE	90	N.Smith	70	70
QB1	13	S.Bono	50	55	80	75	DLT	75	J.Phillips	45	50
QB2	12	R.Gannon	60	55	65	85	DRT(NT)	97	Saleaumua	50	60
QB3	14	M.Blundin	50	55	60	70	RE	92	D.Mickell	50	60
200	110			NING BACKS		عيتسد	DE2	77	McDaniels	55	55
P08.	NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	DT2	64	M.Pelton	50	60
HB1	32	M.Allen	75	75	70	55	THE PARTY			Address of the Control of the Contro	EBACKERS
HB2	29	G.Hill	80	75	50	55	POS.	NO.	NAME	SPEED	AGILITY
HB3	21	L.Thompson	75	75	45	50	LOLB	57	G.Jamison	70	65
FB	38	K.Anders	65	70	65	60	ILB2	52	T.Rogers	65	70
FB2	30	D.Bennett	70	65	60	60	ILB	54	T.Simien	60	65
		W.		ECEIVERS			ROLB	58		80	75
P08.	-	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	ILB3	53	R.Hamilton	55	60
WR1	84	W.Davis	90	75	55	35	OLB2	59	J.Fields	70	80
WR2	85	V.Bailey	80	70	70	40	OLB3	51	G.Manusky	65	70
WR3	80	L.Dawson	75	85	75	35				A TANK OF THE PARTY OF THE PART	VSIVE BACKS
WR4	81	C.Penn	80	80	70	40	P08.	NO.	NAME	SPEED	INTERCEPTIO
WR5	4	W.Carroll	80	65	55	45	LCB1	25	M.Collins	80	90
WR6	83	D.Hughes	75	75	70	35	LCB2	27	J.Taylor	85	70
TE1	89	K.Cash	70	70	80	55	RCB1	34	D.Carter	95	80
TE2	87	T.Greene	65	60	60	60	RCB2	40	J.Hasty	85	60
TE3	82	D.Walker	65	70	35	75	FS	42	R.Lott	75	95
			OFF	ENSIVE LINE			88	48	Washington	100000	85
POS.	NO.	NAME	WEIGHT	PASS BLOCKIN	G RUN BLOCK	ING AGILITY	F82	35	W.White	75	65
LT	76	J.Alt	307	80	65	60	882	24	D.Terry	75	70
LG	79	D.Szott	290	80	65	65	1		1		CIAL TEAMS
C	61	T.Grunhard	299	80	85	55	POS.	NO.	NAME	ACCURACY	Y RANGE
RG	68	W.Shields	300	70	80	65	K	2	L.Elliot	85	85

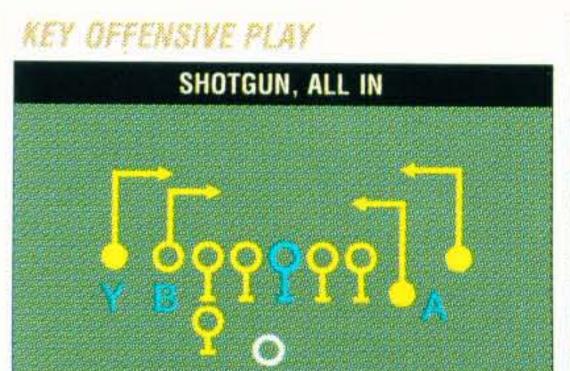
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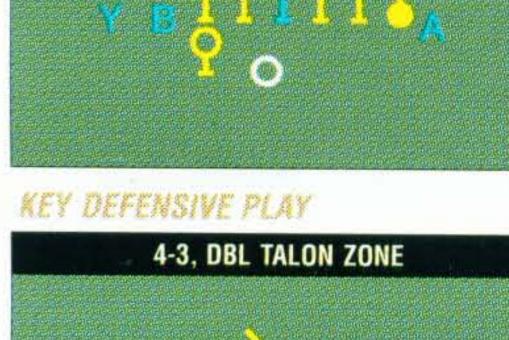
SPEED AGILITY BRK TKLS



## MEW OFILEANS

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.

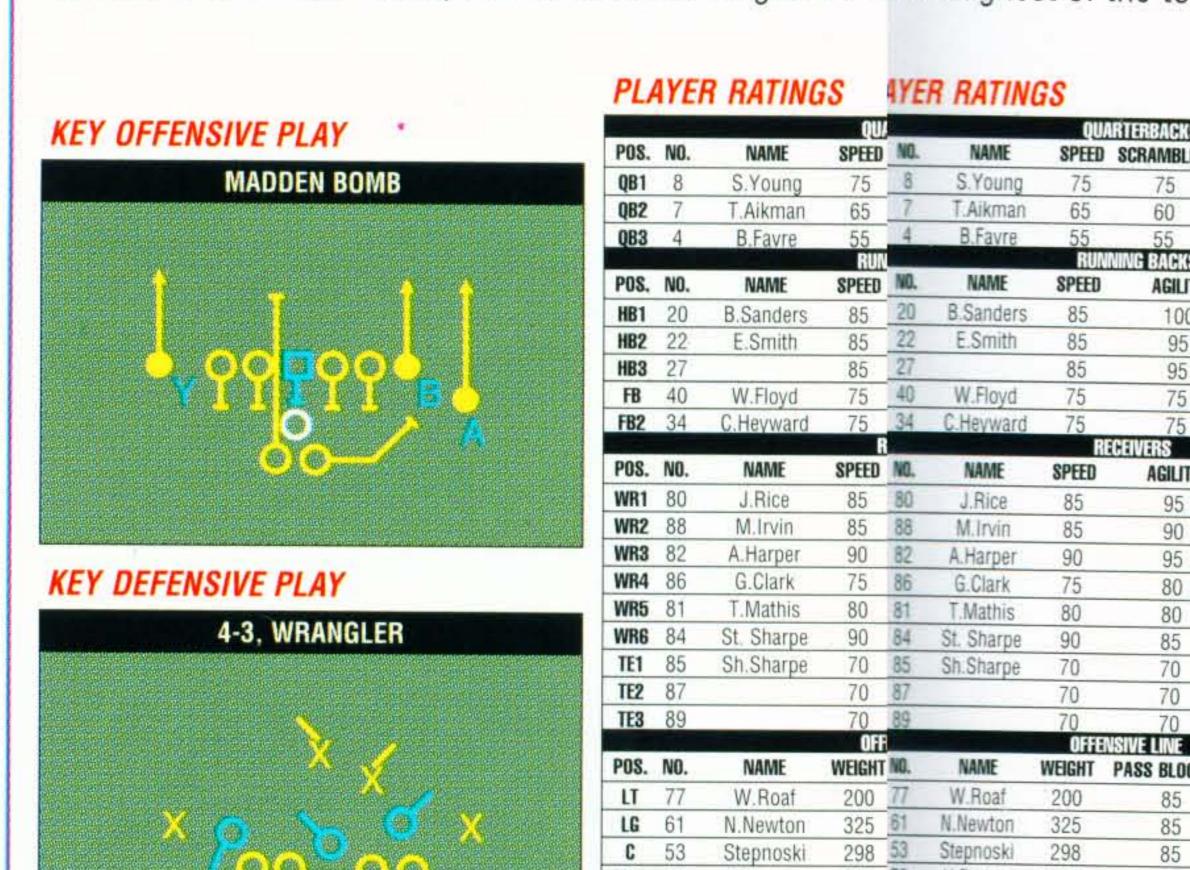


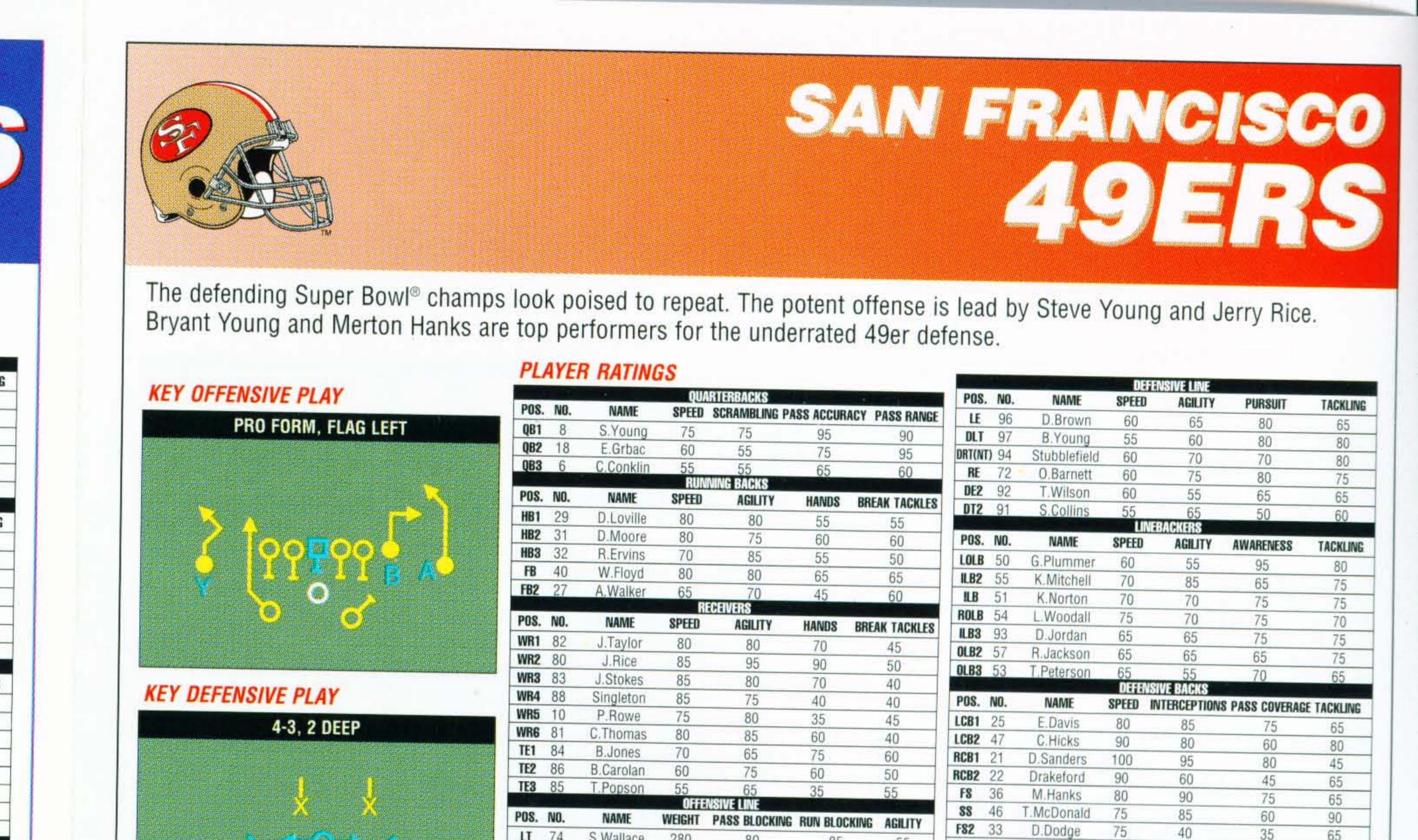


P Sand	the first	n mannet	2							DEFE	NSIVE LINE			
		THE RESERVE	QUA	RTERBACKS		40	P08.	NO.	NAME	SPEED	AGILITY	PURSU	JIT	TACKLING
POS.	NO.	NAME	SPEED	SCRAMBLING PA	SS ACCURAC	Y PASS RANGE	LE	94	J.Johnson	60	70	55		65
QB1	17	J.Everett	55	60	90	80	DLT	91	R.Goff	50	55	60		70
QB2	13	Nussmeier	60	55	75	70	DRT(NT)	93	W.Martin	55	60	65	į.	70
QB3	3	Rosenbach	55	65	65	70	RE	97	R.Turnbull	65	65	75		65
DOD	110	*****	RUN				DE2	96	D.Jeffries	65	55	50		70
P08.	-	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	DT2	98	J.Hannah	55	65	50		65
HB1	24	M.Bates	80	70	65	55				LIN	BACKERS			
HB2	20	D.Brown	75	80	55	50	P08.	NO.	NAME	SPEED	AGILITY	AWAREN	ESS	TACKLING
HB3	32	V.Dunbar	80	65	50	45	LOLB	52	R.Harvey	70	70	70		85
FB	25	B.Muster	65	55	55	60	ILB2	90	Williams	60	75	60		85
FB2	36	D.Ned	65	60	50	55	ILB	54	W.Tubbs	65	60	85		80
nne	NO	MANAC	Frey Co. Co. U.S.	ECEWERS	HANDO	DDEAN TARMER	ROLB	55	M.Fields	80	75	55		95
P08.		NAME	SPEED			BREAK TACKLES	ILB3	50	D.Bavaro	60	65	55		75
WR1	89	Q.Early	85	70	75	40	OLB2	58	J.Roberson	65	70	60		65
WR2	81	M.Haynes	90	85	65	35	OLB3	56	E.Dixon	70	60	45		65
WR3		T.Small	75	80	85	45					SIVE BACKS			
WR4	88	D.Mitchell	85	75	45	35	P08.	NO.	NAME	SPEED	INTERCEPTION	IS PASS C	OVERAG	E TACKLING
WR5	84	S.Rhem	75	80	55	40	LCB1	37	J.Spencer	95	80	7	75	65
WR6	80	T.Johnson	90	80	40	40	LCB2	43	T.Legette	85	65	6	60	60
TE1	82	1.Smith	60	60	50	70	RCB1	21	E.Allen	95	75	6	60	70
TE2	85	W.Walls	60	60	75	50	RCB2	33	T.Hughes	85	70	4	10	75
TE3	86	K.Botkin	60	50	35	35	F8	26	V.Buck	90	65	6	35	75
DOO	210			ENSIVE LINE			88	46	S.Lumpkin	80	70	E	60	85
P08.	124-11	NAME	WEIGHT		RUN BLOC	KING AGILITY	F82	44	McCleskey	80	70	5	50	65
LT	77	W.Roaf	300	85	85	70	882	30	L.Gunn	80	50	5	50	75
LG	72	Dombrowski	300	75	75	60				SPEC	IAL TEAMS			
C	62	Uhlenhake	284	85	70	65	P08.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
RG	70	C.Port	295	65	75	65	K	8	Blanchard	65	65			
RT	71	R.Cooper	290	70	75	65	P	6	Wilmsmeyer	85	70			
12	65	W.Williams	295	65	75	60	KR	33	T.Hughes			85	80	35
02	68	A Klino	215	70	70	C.C.	MDO	4.4	MaClasla			0.0	70	

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



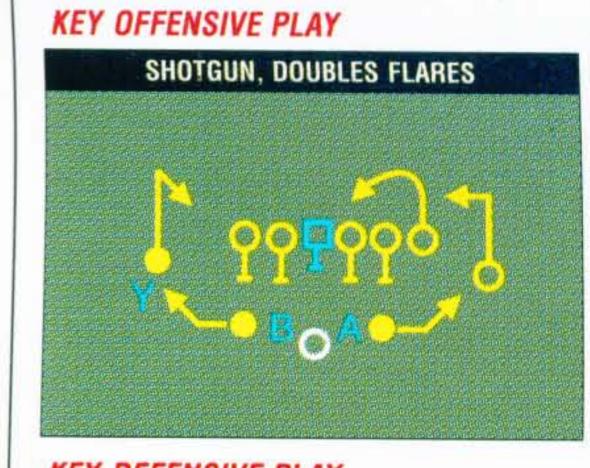


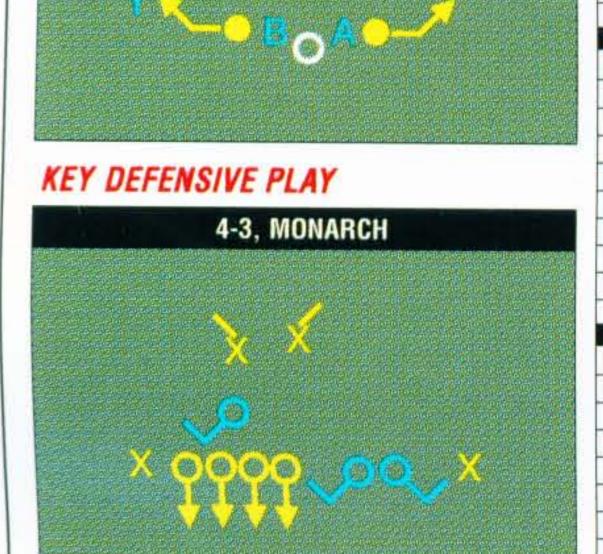


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Developing quarterback Dave Brown has plenty of punch in Herschel Walker. Michael Brooks is a standout at inside lin

PLAYER RATINGS





the b		d with R	odne	y I	Hampton	and t	the ado	dition of	
DACKO			nne	NID	NAME	-	ISIVE LINE	Dunour	TARM
BACKS	ASS ACCURAC	Y PASS RANGE	POS.	NO.	NAME V Hamilton	SPEED	AGILITY	PURSUIT	TACKLING
55	80		LE	75 92	K.Hamilton	65	60	75	80
60	75	80	DLT		M.Strahan	65	50	70	70
		70	DRT(NT)		S.Dillard	50	55	65	75
65 BACKS	60	65	RE	93	R.Agnew	55	60	65	80
AGILITY	HANDS	BREAK TACKLES	DE2	97	R.Harris	65	60	75	70
80	85	70	DT2	99	Maumalanga	55	65 BACKERS	50	60
75	60	70	P08.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
70	50	50	LOLB	57	C.Miller	70	60	75	85
60	60	55	ILB2	98	J.Armstead	65	75	65	75
60	40	45	ILB	94	M.Brooks	75	80	85	75
ERS			ROLB	51	M.Croel	80	70	60	65
AGILITY	HANDS	BREAK TACKLES	ILB3	55	M.Buckley	65	60	50	65
85	70	30	OLB2	52	M.Davis	75	65	75	90
65	55	35	OLB3	54	S.Smith	65	65	55	60
90	60	35	ULDU		O.OHHUI	THE RESIDENCE OF THE PERSON NAMED IN COLUMN 1	HIVE DACKS	00	00

	-		QUAR	RTERBACKS			P08.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACK	(LING
P08.	NO.	NAME	SPEED	SCRAMBLING PAS	<b>S ACCURACY</b>	PASS RANGE	LE	75	K.Hamilton	65	60	75	8	0
QB1	17	D.Brown	60	55	80	80	DLT	92	M.Strahan	65	50	70	7	0
QB2	10	K.Graham	55	60	75	70	DRT(NT)	71	S.Dillard	50	55	65	7	5
QB3	13	M.Fox	55	65	60	65	RE	93	R.Agnew	55	60	65	8	0
non	NIC		THE RESERVE AND ADDRESS OF	VING BACKS			DE2	97	R.Harris	65	60	75	7	0
P08.	1017	NAME	SPEED	AGILITY		REAK TACKLES	DT2	99	Maumalanga	55	65	50	6	0
HB1	27	R.Hampton	75	80	85	70		-		LIN	EBACKERS			
HB2	30		80	75	60	70	P08.	NO.	NAME	SPEED	AGILITY	AWARENES	S TACK	LING
HB3	45	G. Downs	70	70	50	50	LOLB	57	C.Miller	70	60	75	8	5
FB	34	H.Walker	85	60	60	55	ILB2	98	J.Armstead	65	75	65	7.	5
FB2	44	K.Rasheed	65	60	40	45	ILB	94	M.Brooks	75	80	85	7	5
nne	NO	NAME		ECEIVERS			ROLB	51	M.Croel	80	70	60	6	5
P08.		NAME	SPEED	AGILITY		REAK TACKLES	ILB3	55	M.Buckley	65	60	50	6	5
WR1	88	M.Sherrard	85	85	70	30	OLB2	52	M.Davis	75	65	75	9	0
WR2	83	A.Marshall	90	65	55	35	OLB3	54	S.Smith	65	65	55	6	0
WR3		T.Lewis	85	90	60	35			-	DEFEN	SIVE BACKS			
WR4	80	C.Calloway	80	90	75	45	POS.	NO.	NAME	SPEED	INTERCEPTION	VS PASS COVI	RAGE TACK	LING
WR5	82	O.Douglas	85	75	45	30	LCB1	22	P.Sparks	85	75	75	6	5
WR6	89	K.Crawford	90	80	40	30	LCB2	21	W.Beamon	85	45	30	7	5
TE1	87	H.Cross	65	70	75	65	RCB1	23	T.Randolph	95	70	55	5	5
TE2	84	A.Pierce	60	55	50	55	RCB2	39	R.Mullen	85	60	65	61	0
TE3	85	Kozlowski	55	45	45	55	FS	25	V.Glenn	90	80	75	7	5
nne	110	NAME	A SERVICE STREET, SERVICE STRE	ENSIVE LINE	D1111 D1 D211		88	37	J.Campbell	80	70	75	81	0
P08.		NAME	WEIGHT	The state of the s			FS2	43	M.Douglass	85	55	35	60	0
LT	76	J.Elliott	308	70	80	65	882	31	J.Sehorn	85	75	65	70	0
LG	66	W.Roberts	292	75	70	70				and the second second second second	IAL TEAMS			
C	59	B.Williams	300	65	80	55	P08.	NO.	NAME	ACCURACY	RANGE	SPEED AG	ALITY BRK 1	TKLS
RG	61	L.Smith	290	75	80	65	K	3	B.Daluiso	80	90			
RT	72	Riesenberg	280	70	85	55	P	2	M.Horan	70	90			
T2	73	R.Zatechka	307	65	65	70	KR	34	H.Walker			85	70 35	5
G2	62	S.Davis	289	60	80	50	KR2	81	T.Lewis			85	90 35	5
C2	78	Alexander	278	60	70	60	PR	34	H.Walker			85	70 35	5

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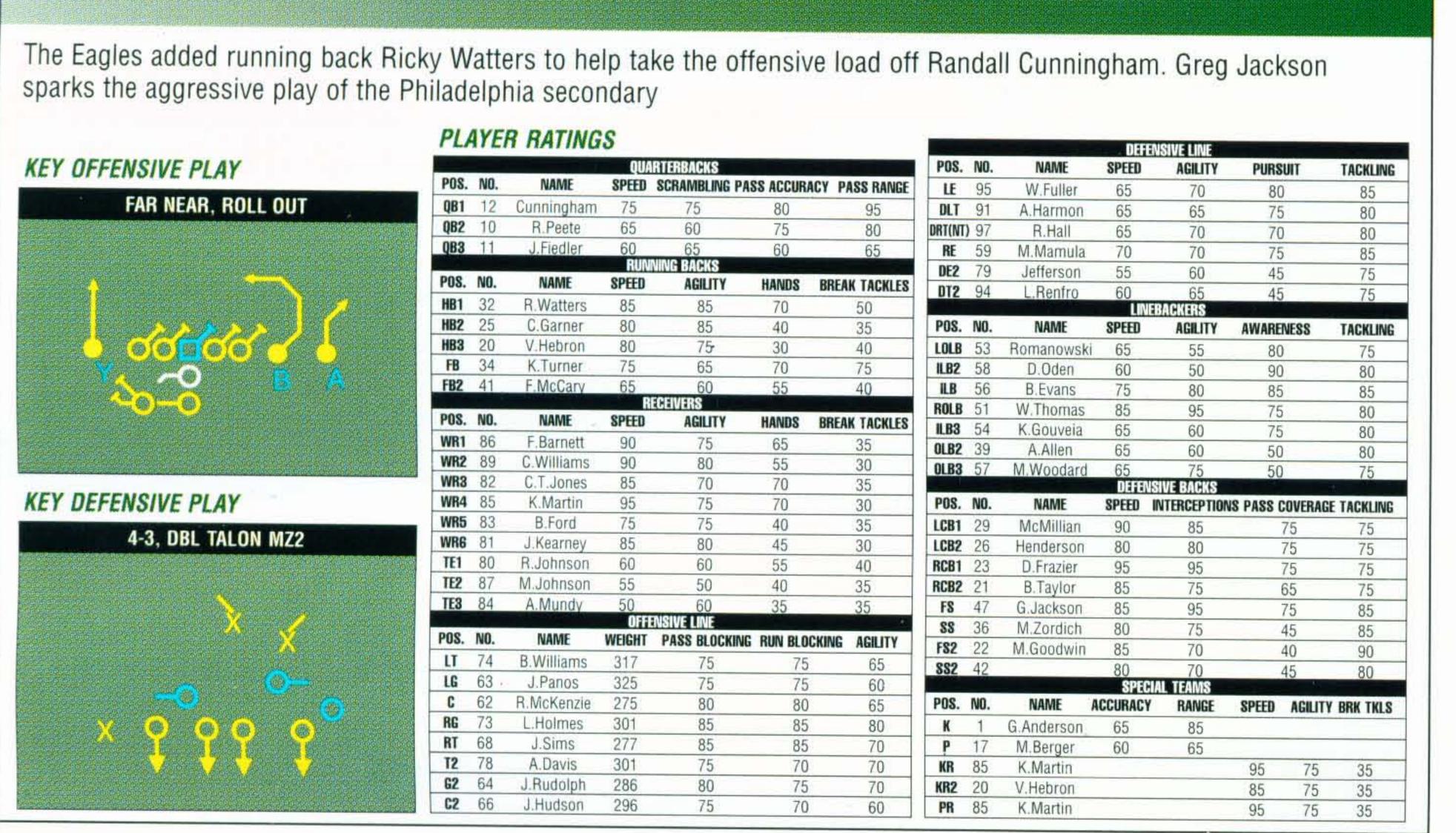


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# PHILADELPHIA

# ST LOUIS



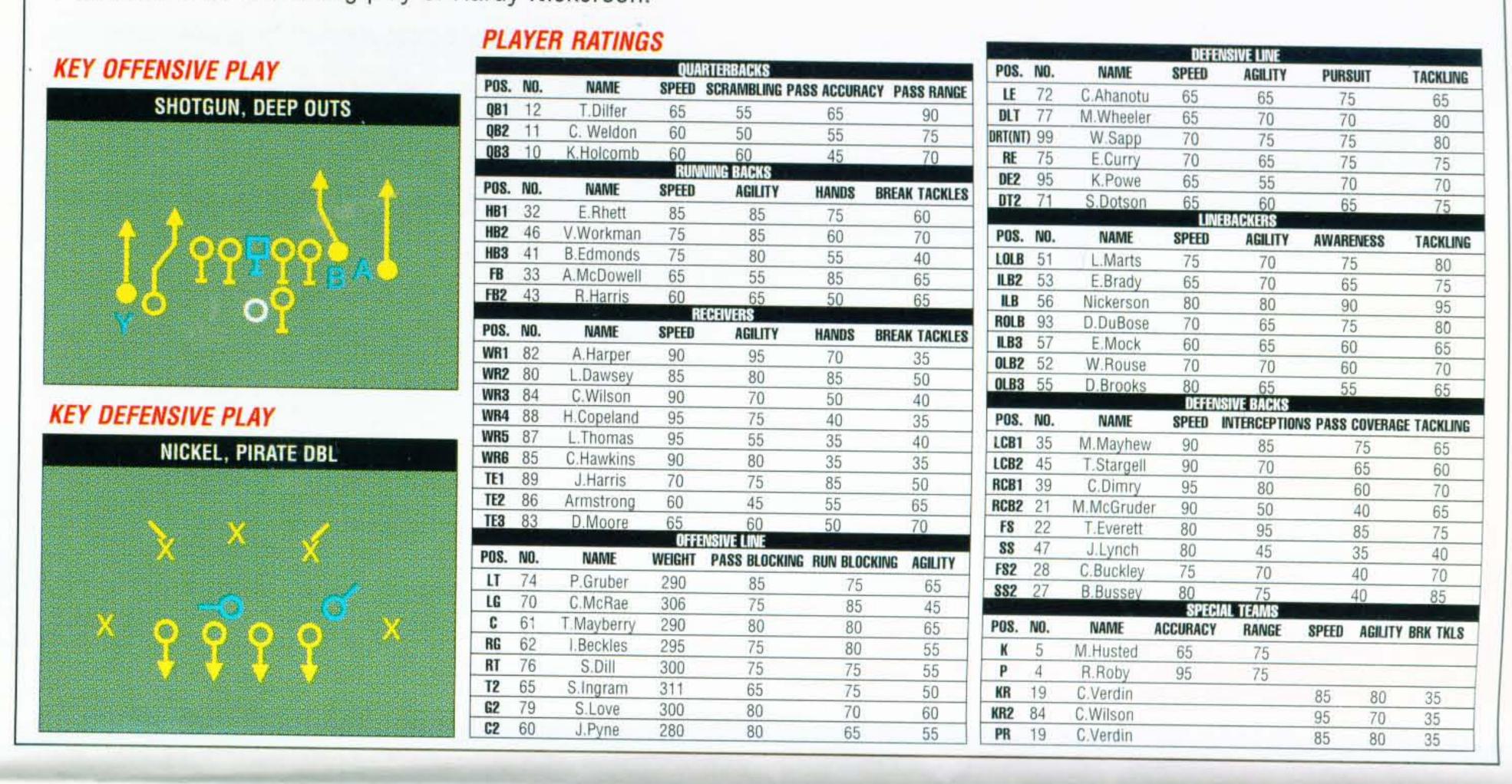
	PL	AYE	R RATING	GS	R RATING	S							DETER	OWE I INC			
EY OFFENSIVE PLAY				QUAR			ARTERBACKS	and the second		POS.	NO.	NAME	SPEED	AGILITY	PURS	UIT	TACKLI
I CODM OC OL MA DIQUE		NO.	NAME	SPEED 8	NAME	SPEED		ASS ACCURAG	CY PASS RANGE	LE	93	K.Carter	65	65	60		70
I-FORM, 36 SLAM RIGHT	QB1		C.Miller	60	C.Miller	60	55	80	80	DLT	90	S.Gilbert	50	65	70		85
	QB2		M.Rypien	55	M.Rypien	55	65	75	70	DRT(N	r) 98	J.Jones	55	55	75		75
	QB3	Ď	T.Maddox	60 BUMN	T.Maddox	60	50 INING BACKS	65	60	RE		F.Stokes	60	60	75		65
	POS.	NO.	NAME	SPEED	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES		97	G.Robinsor		60	75	Š	65
	HB1	36	J.Bettis	75	J.Bettis	75	85	65	80	012	75	D.Farr	50	55	70	- 1	60
6 3560 33 6	HB2	42	L.Russell	80	L.Russell	80	80	45	70	POS.	NO.	NAME	SPEED	AGILITY	AWAREN	IEGG	TACKI
	HB3	22	J.Bailey	80	J.Bailey	80	75	40	55		50	C.Jenkins	70	70			TACKL
	FB	34	T.Lester	65	T.Lester	65	70	65	70	ILB2		T.Homco	60	65	65 75		65 75
	FB2	49	Y.Jackson	60	Y.Jackson	60	55	50	65	ILB		S.Contan	60	55	80		80
	noc	NO	NABEC	REO			ECHIVERS			ROLB	58	R.Phifer	75	65	75		65
	POS.		NAME	SPEED	NAME	SPEED	AGILITY		BREAK TACKLES	ILB3	59	H.Rolling	60	65	70		70
	WR1		I.Bruce	85	I.Bruce	85	70	55	35	OLB2	54	A.Conner	65	60	60	4	60
	WR2	40.140	J.Hester	85	J.Hester	85	80	65	50	OLB3	91	K.McCants	60	65	55		65
V DECENCINE DI AV	WR4	89	A.Wright	95	A.Wright	95	55	45	45					VE BACKS		-	
Y DEFENSIVE PLAY	-	82	C.Brantley J.Ross	85 80	C.Brantley	85	75	60	40	P08.		NAME	SPEED IN	ITERCEPTION	IS PASS C	OVERAGE	TACKL
4-3, GRIZZLY ZONE	WR6	2007.7	T.Kinchen	70	J.Ross T.Vinshop	80	75	75	35	LCB1		T.Lyght	90	75	8	0	65
		84	T.Drayton	75	T.Kinchen T.Drayton	70	80	60	40	LCB2		D.Davis	80	65	4	5	60
	TE2	-	M.Cook	65	M.Cook	75 65	75	75	60	RCB1	-	A.Parker	85	80	7	5	70
	TE3		R.Brady	60	R.Brady	60	70 55	50 45	45	RCB2		R.Bailey	90	65		0	60
			THISTORY	OFFEN		- 00	ENSIVE LINE	40	45	FS	39	K.Lyle	80	75		0	70
	POS.	NO.	NAME	WEIGHT	NAME	WEIGHT	PASS BLOCKING	RUN BLOCK	CING AGILITY	\$8 F82	26	A.Newman	85	70		0	80
	LI	70	W.Gandy	297	W.Gandy	297	70	75	65	882		R.Kors	80	75	7.77	5	65
	LG	79	L.Goeas	288	L.Goeas	288	65	75	55	302	32	T.Wright	75 SPECIA	70	6	0	75
	C	61	B.Brostek	286	B.Brostek	286	75	85	60	POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	RRK TK
	RG	68	D.White	314	D.White	314	70	90	50	K	3	McLaughlin	75	65			THE TH
	RT	72	C.Jones	304	C.Jones	304	70	75	60	P	5	S.Landeta	90	85			
	T2	67	R.Edwards	295	R.Edwards	295	55	70	50	KR	89	A.Wright			95	55	40
	G2	71	C.Belin	296	C.Belin	296	60	60	45	KR2	81	T.Kinchen			70	80	35
PROBLEM TO THE TRANSPORT OF THE PROPERTY OF TH	C2	63	L.Zeno	290	L.Zeno	290	65	65	55	PR	81	T.Kinchen			70	80	35

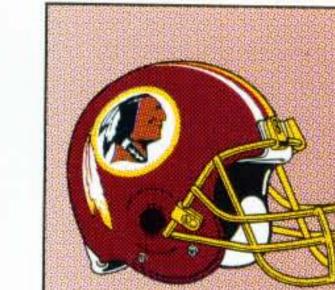


## TAMPA BAY

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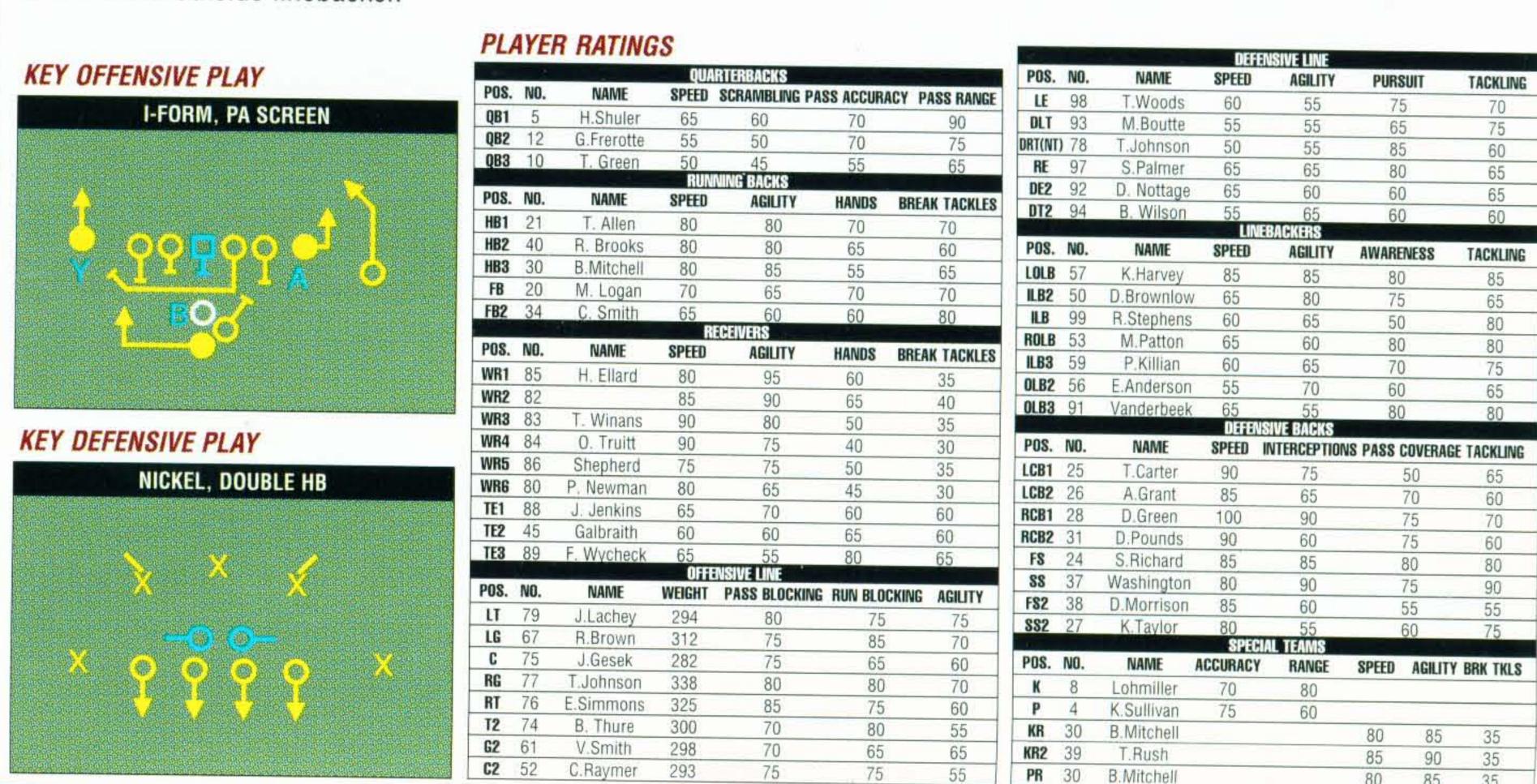
Trent Dilfer has a big target to throw to in Alvin Harper and a speedy Errict Rhett to key the running attack. The defense centers on the hard-hitting play of Hardy Nickerson.





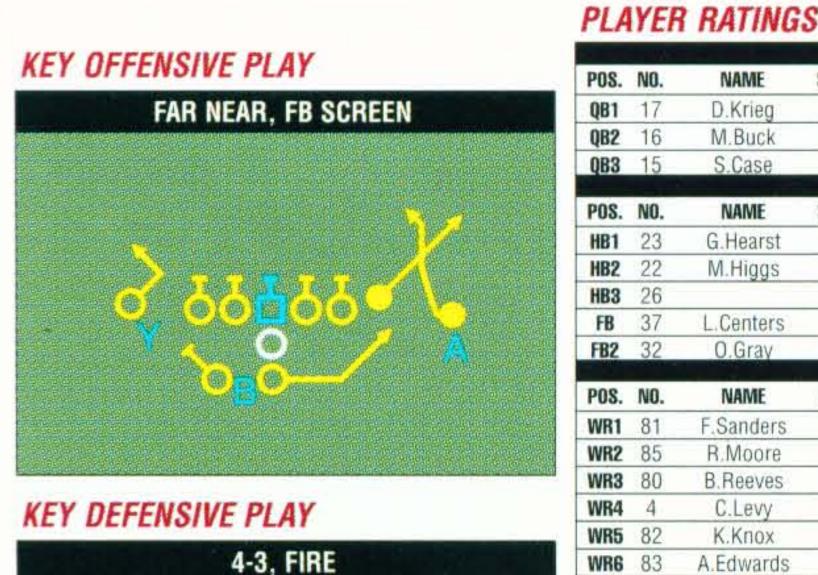
## WASHINGTON

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.

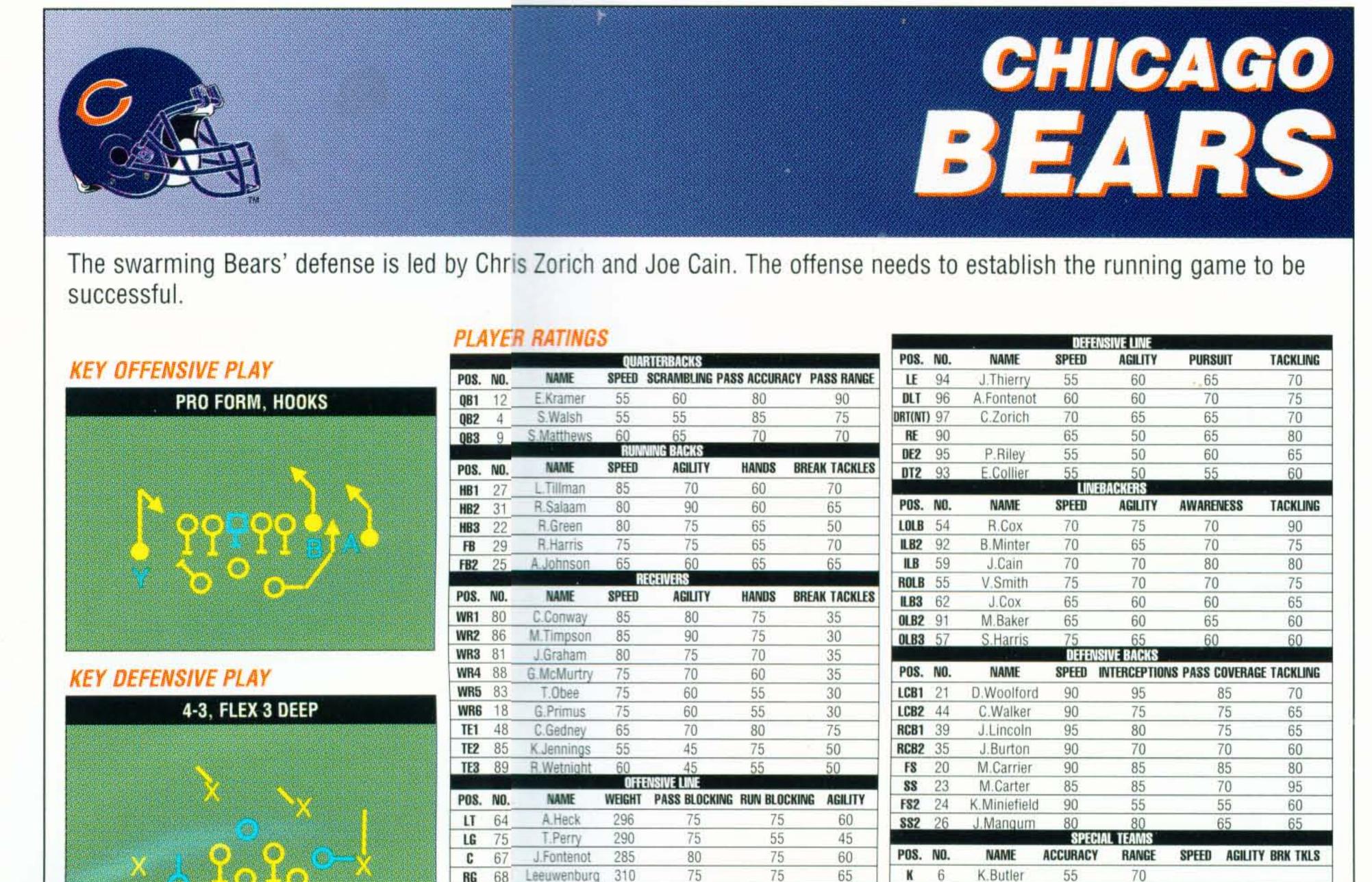


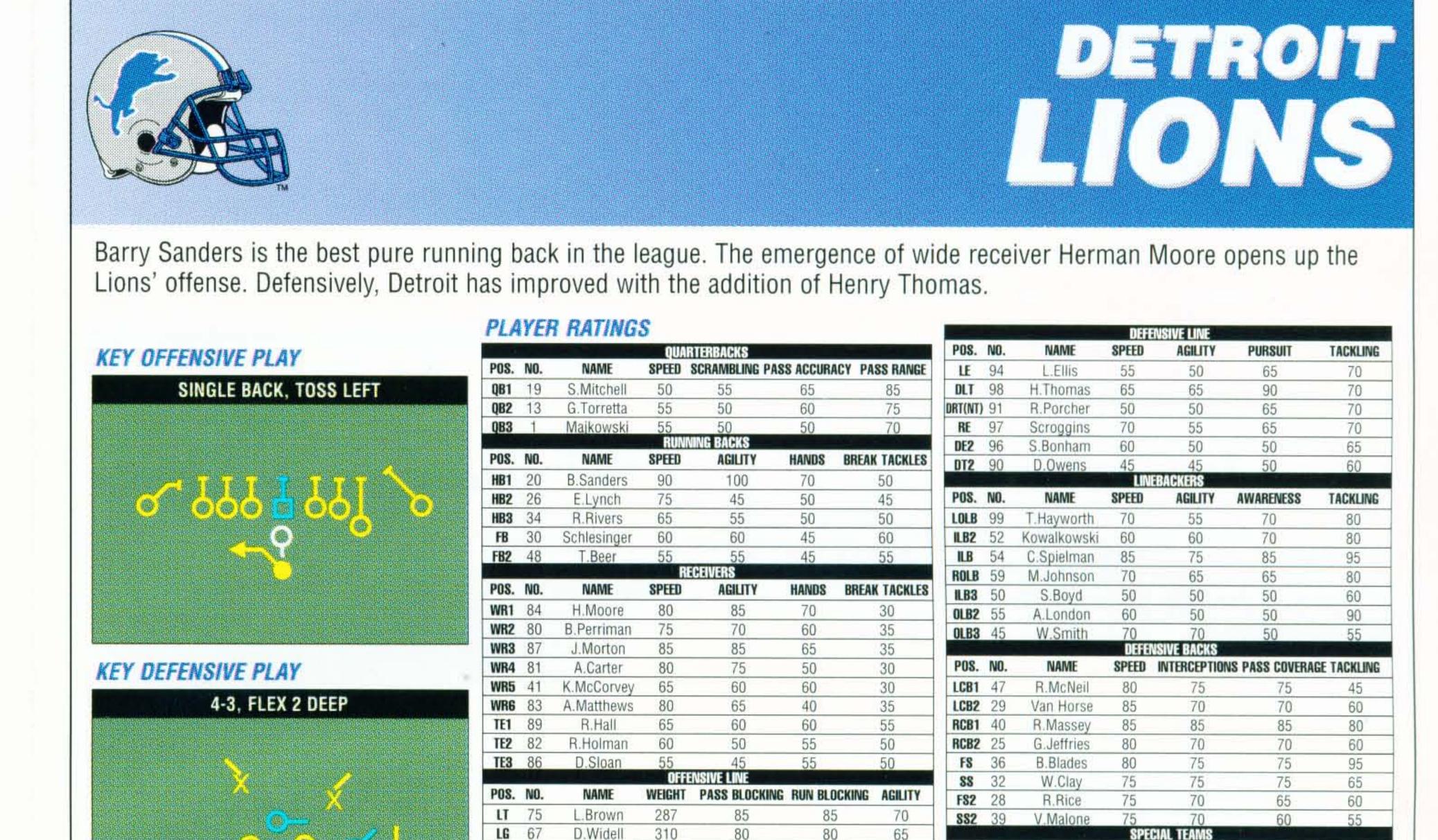
# ARIZONA CARDINALS

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.



LF	iren	MAIING	3							DEFEN	SIVE LINE		
			QUA	RTERBACKS			P08.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
POS.	NO.	NAME	SPEED	SCRAMBLING PASS	<b>ACCURACY</b>	PASS RANGE	LE	92	E.England	65	65	65	70
QB1	17	D.Krieg	60	65	80	80	DLT	98	E.Swann	70	75	80	85
QB2	16	M.Buck	60	55	70	75	DRT(NT	63	Blankston	60	55	65	75
QB3	15	S.Case	65	60	70	70	RE	96	C.Simmons	70	75	80	85
			RUN	VING BACKS			DE2	97	B.Hooks	55	55	60	70
POS.	NO.	NAME	SPEED	AGILITY	HANDS B	REAK TACKLES	DT2	94	B.Wilson	50	55	60	65
HB1	23	G.Hearst	80	75	65	45				3 15 - 17 (1 (1 (2 (2 )	BACKERS		
HB2	22	M.Higgs	75	80	60	50	P08.	NO.	NAME	SPEED	AGILITY	AWARENESS	TACKLING
HB3	26		70	70	55	45	LOLB	59	S.Joyner	85	75	90	95
FB	37	L.Centers	75	75	75	65	ILB2	53	G.Jax	60	60	70	70
FB2	32	O.Gray	65	65	50	55	ILB	58	E.Hill	70	70	80	90
	-			ECEIVERS			ROLB	56	T.Irving	65	65	70	75
P08.	NO.	NAME	SPEED		to the first of the same of th	REAK TACKLES	ILB3	50	D.Merritt	60	60	65	70
WR1	81	F.Sanders	80	80	75	35	OLB2	95	J.Miller	65	65	65	60
WR2		R.Moore	85	85	85	35	OLB3	57	R.Kirk	65	60	65	60
WR3	80	B.Reeves	80	75	60	35	-	***			IVE BACKS	10 DAGG GGUE	205 7000 100
WR4	4	C.Levy	75	75	55	35	POS.	_	NAME		NTERCEPTION	NS PASS COVE	RAGE TACKLING
WR5	82	K.Knox	75	80	35	30	LCB1	35	A.Williams	95	90	95	85
WR6	83	A.Edwards	75	80	40	35	LCB2	38	P.Burke	85	80	60	75
TE1	86	C.Fann	65	60	55	50	RCB1	24	P.Hunter	90	80	75	75
TE2	89	T.Samuels	60	60	55	50	RCB2	47	F.West	85	75	55	70
TE3	87	L.Frazier	55	55	55	50	FS	46	Alexander	85	65	55	70
	1817-19		Diperture of the last	ENSIVE LINE			88	29	L.Lynch	85	80	55	95
P08.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCK	ING AGILITY	F82	36		80	65	55	90
LT	65	E.Dye	325	75	75	55	882	34	T.Hoage	80	60	55	65
LG	67	D.Love	288	80	80	65	-0000	-			AL TEAMS		
C	79	Cunningham	285	75	75	65	POS.	NO.	NAME	ACCURACY	RANGE	SPEED AG	ILITY BRK TKLS
RG	60	A.Redmon	308	75	75	60	K	5	G.Davis	65	80		
RT	71	L.Tharpe	299	75	70	60	P	10	J.Feagles	65	100		
T2	68	J.Wolf	296	70	70	55	KR	84	B.Williams			80	80 35
62	73	L.Truitt	308	70	70	50	KR2	4	C.Levy			75	75 35
C2	64	J.Dukes	290	65	75	50	PR	4	C.Levy			75	75 35

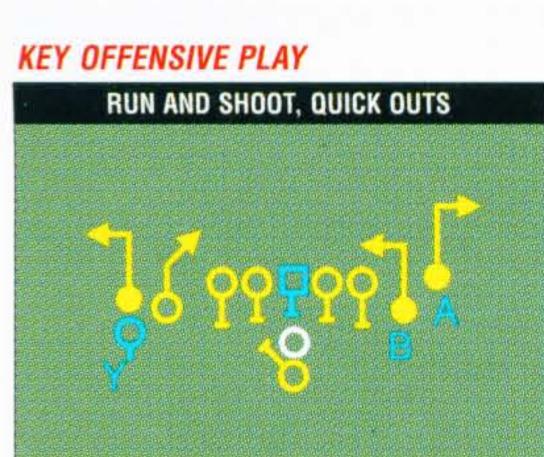


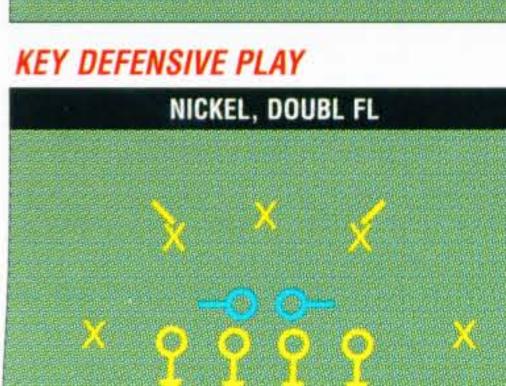




## ATLANTA FALCONS

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





LA	YER	RATING	5						The Part of the Pa	DEFENS	SIVE LINE			
			QUAF	RTERBACKS			P08.	NO.	NAME	SPEED	AGILITY	PURSUIT	Γ	TACKLING
08.	NO.	NAME	SPEED	SCRAMBLING PASS	S ACCURACY	PASS RANGE	LE	90	C.Smith	65	60	80		85
QB1	1	J.George	60	65	80	90	DLT	95	P.Holt	55	55	65		75
QB2	3	B.Hebert	60	60	75	85	DRT(NT)	67	M.Gardner	60	55	70		75
<b>JB3</b>	8	P.Klein	55	60	70	75	RE	56	C.Doleman	65	60	80		90
				NING BACKS			DE2	92	Archambeau	55	55	60		70
208.	NO.	NAME	SPEED	AGILITY	HANDS E	BREAK TACKLES	DT2	68	M.Agee	55	50	65		70
HB1	32	Anderson	80	75	65	55					ACKERS			
HB2	40	A.Wallace	75	65	60	35	POS.	NO.	NAME	SPEED	AGILITY	AWARENE	88	TACKLING
1B3	28	B.Thomas	75	65	55	35	LOLB	99	D.Talley	70	70	75		75
FB	34	C.Heyward	75	75	70	70	ILB2	53	D.Gordon	60	65	70		75
B2	33	T.Vinson	70	60	50	60	ILB	58	J.Tuggle	75	80	90		95
				CEIVERS			ROLB	57	C.Matthews	65	60	80		85
08.	NO.	NAME	SPEED	AGILITY		BREAK TACKLES	ILB3	59	L.Styles	60	65	65		70
VR1	81	T.Mathis	80	80	75	35	OLB2	50	R.George	65	65	60		70
VR2	21	E.Metcalf	85	85	60	35	OLB3	52	K.Tippins	60	70	60		75
VR3	87	B.Emanuel	80	75	65	35			- Commence		VE BACKS			15.0
VR4	89	J.J.Birden	80	85	45	35	P08.	NO.	NAME	SPEED IN	ITERCEPTION	VS PASS CO	VERAGE	TACKLING
VR5	85	J.Rogers	75	70	50	35	LCB1	26	A.Phillips	85	80	80		80
VR6	80	N.Lewis	75	80	45	30	LCB2	24	T.Taylor	85	75	75	5	75
TE1	86	M.Lyons	70	60	75	55	RCB1	44	D.Johnson	90	85	85	)	85
TE2	88	H.LeBel	60	65	35	65	RCB2	37	E.Shelley	85	45	55	)	95
TE3	19	C.Dixon	65	55	55	60	F8	36	K.Ross	85	90	60	)	90
00	ALC:	NAME		NSIVE LINE	DUN DI COL	UNIO AGUITY	88	47	R.Harper	85	65	45	5	85
7.55	NO.	NAME	WEIGHT	PASS BLOCKING			F82	42		80	45	4(	)	80
LT	70	Whitfield	335	85	80	65	882	22	Montgomery		55	55	)	65
LG	74	R.Selby	335	80	75	60	noo	NO	NAME	NAME OF THE PARTY	L TEAMS	onern	A CILITY	DON THE
C	65	R.Fortin	295	80	75	60	P08.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILIT	BRK TKLS
RG	72	Zandofsky	305	80	75	60	K	10	M.Anderson	80	75			
RT	66	L.Kennedy	305	80	75	60	P	10	Stryzinski	85	80	.0.**	0.5	0.5
T2	76	R.Purgason	360	70	65	55	KR	21	E.Metcalf			85	85	35
G2	55	N.Miller	307	75	60	60	KR2	80	N.Lewis			75	80	30
C2	61	R.Tobeck	290	70	65	60	PR	21	E.Metcalf			85	85	35

## 









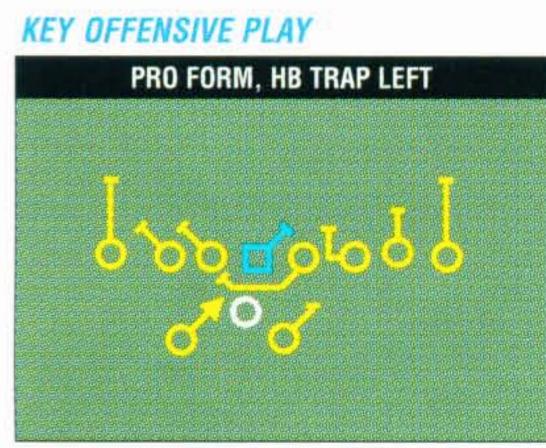


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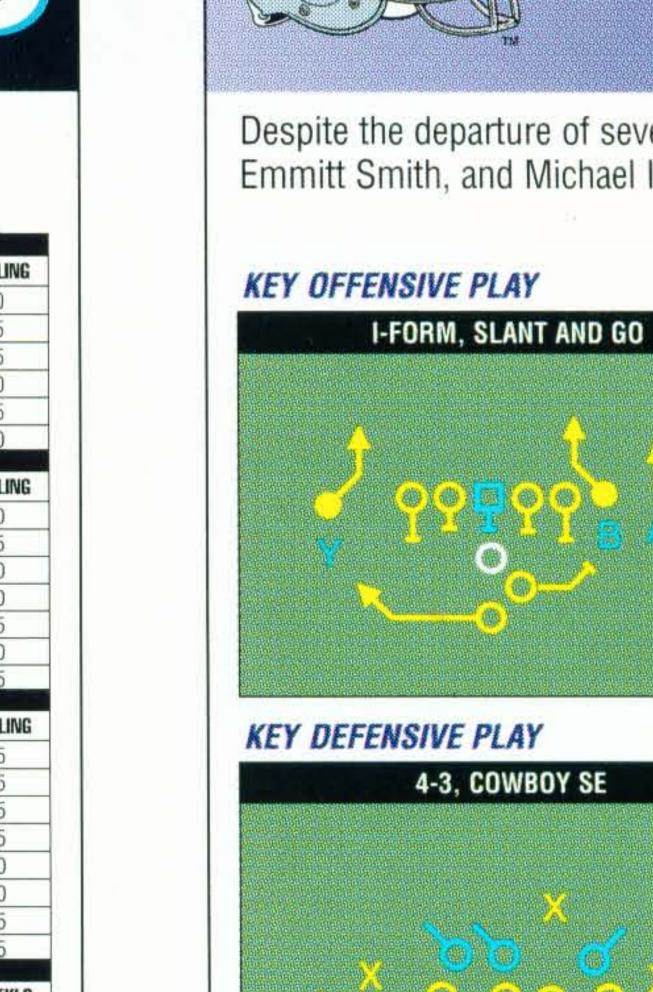


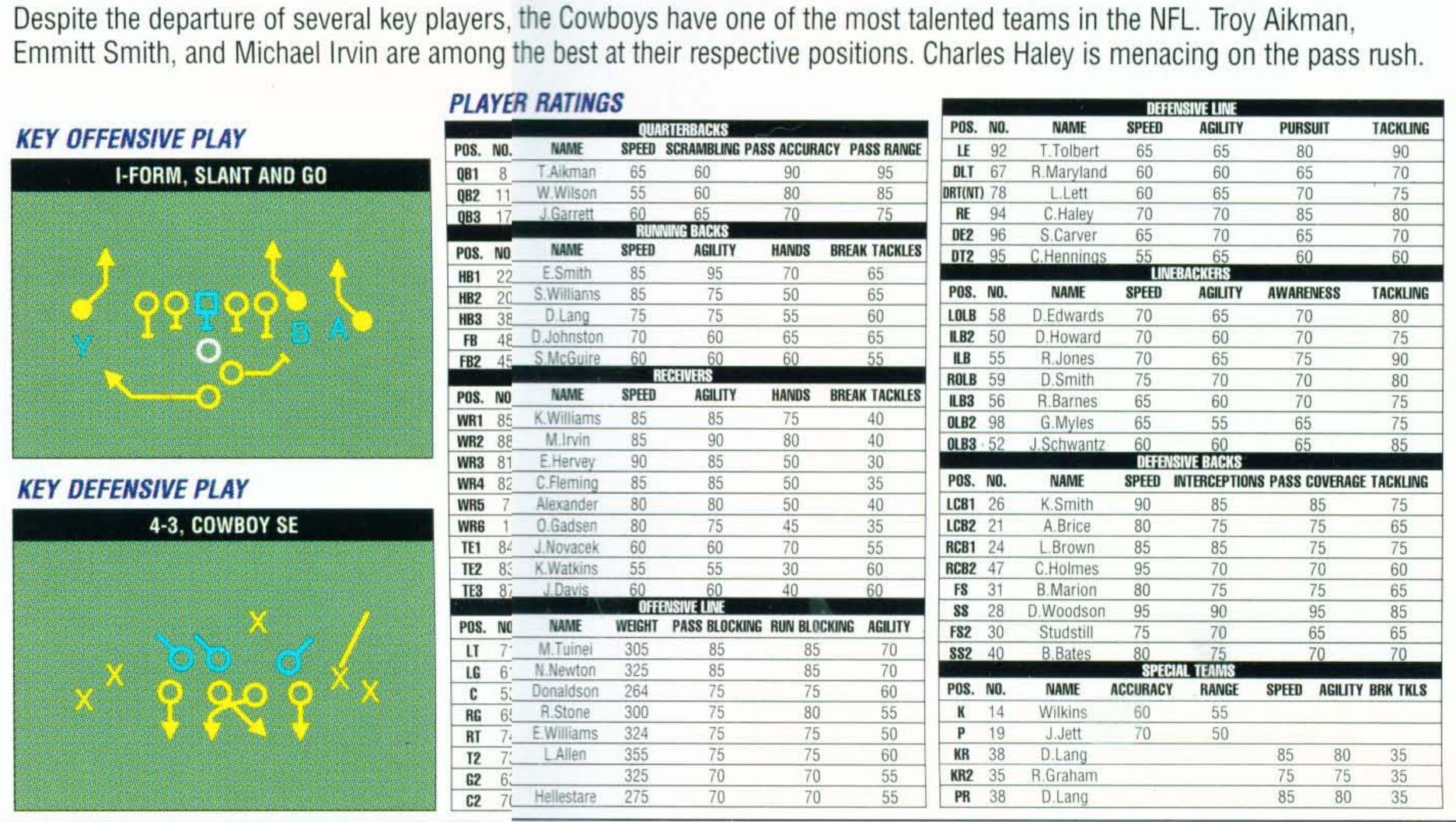
The Panthers look to be competitive in their first season with talented veterans on both sides of the ball. Frank Reich guides the offense and Sam Mills anchors the defense from his inside linebacker position.

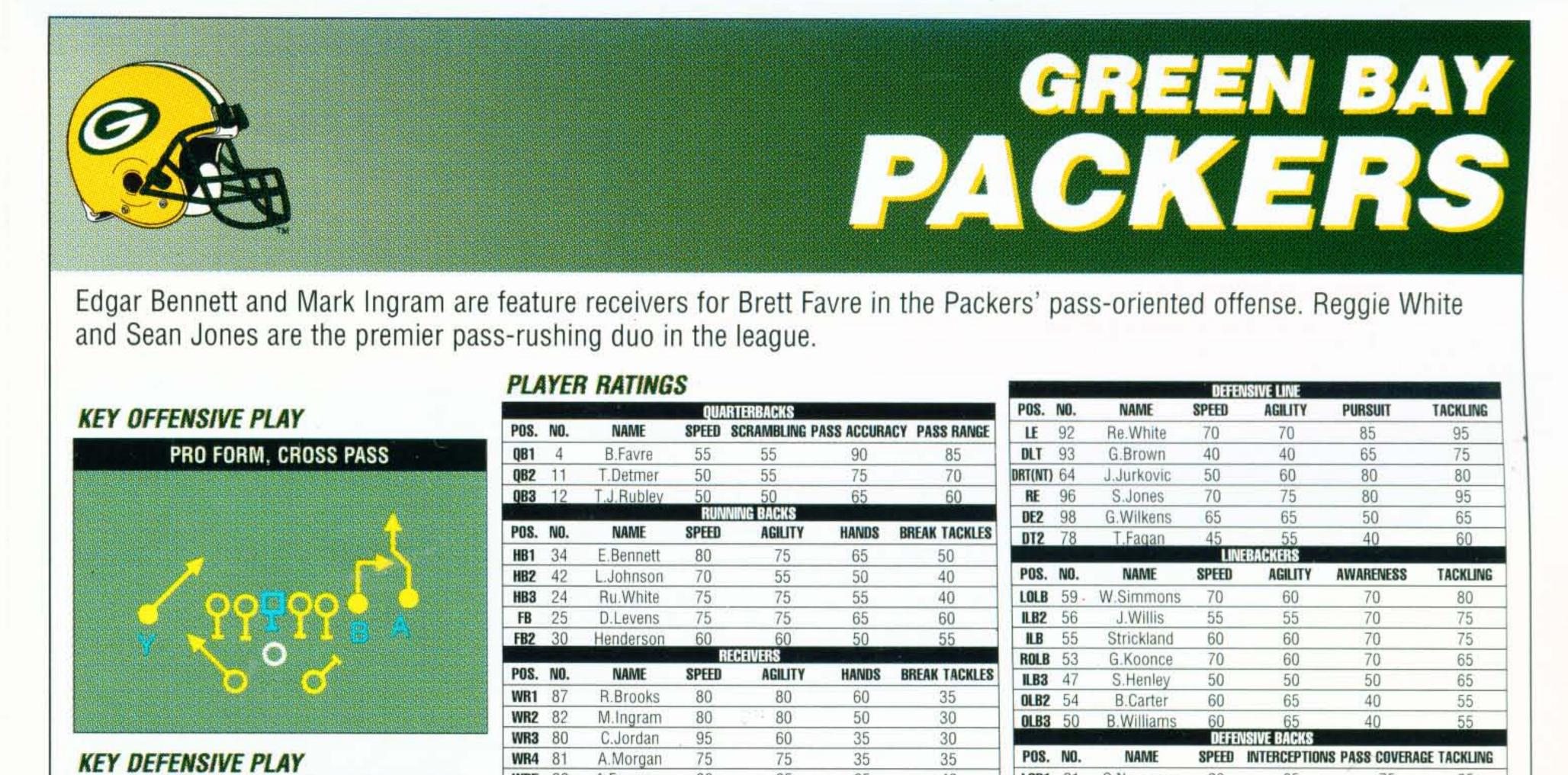


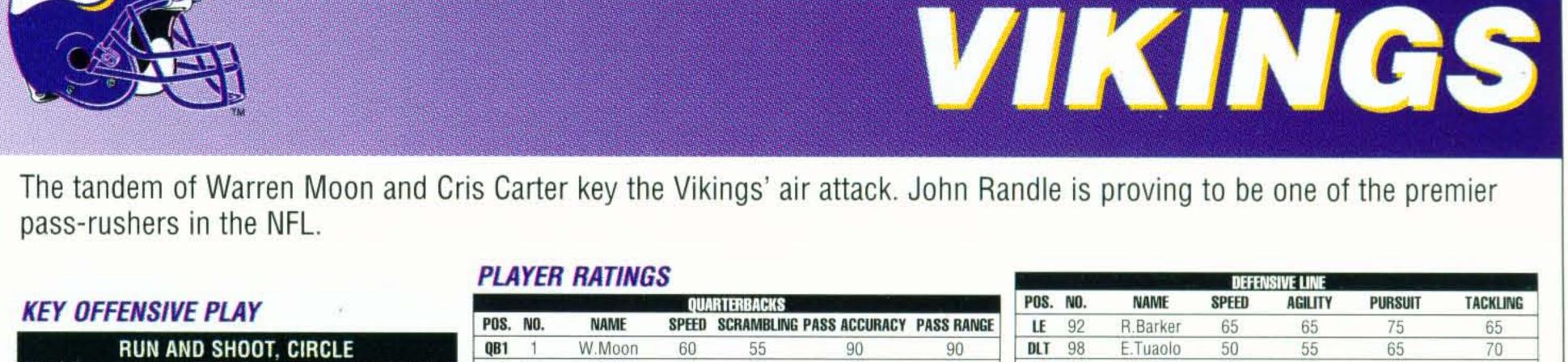
EY	DEFENSIVE PLAY	
	3-4, VIPER KEY HB	

had"	I La	R RATING	-				200	B.LO			SIVE LINE	nume.		T. C.
			THE RESERVE AND ADDRESS.	RTERBACKS			POS.	-	NAME	SPEED	AGILITY	PURSI	III	TACKLINE
P08.	NO.	NAME	SPEED	SCRAMBLING PASS	8 ACCURACY	PASS RANGE	LE	93	M.Fox	50	55	75		80
QB1	11	F.Reich	60	55	90	85	DLT	94	S.Strahan	55	55	70		75
QB2	12	K.Collins	60	70	90	75	DRT(NT)	71	G.Kragen	60	50	70		75
QB3	10	J.Trudeau	55	55	80	70	RE	98	G.Williams	65	65	80		80
000	NO	NAME	III CONTRACTOR OF THE PARTY OF	NING BACKS	HANDO D	DEAN TROWNED	DE2	96		70	65	60		75
	NO.	NAME	SPEED	AGILITY		REAK TACKLES	DT2	97	J.Fields	55	55	60		60
HB1	29	B.Foster	80	85	80	50	DOG	NO.	NAME	What is the later of the second	ACKERS	AWADE	IEDO	TAOM IN
HB2	28	T.Smith	75	75	55	45	P08.	NO.	NAME	SPEED	AGILITY	AWAREI	IE88	TACKLINE
HB3	32	D.Lassic	75	70	50	35	LOLB	56	D.Conner	75	75	80		90
FB	33	H.Griffth	70	65	70	60	ILB2	51	S.Mills	70	75	75		75
FB2	43	R.Cuthbert	65	60	60	55	ILB	50	F.Stams	70	70	75		80
POS.	NO.	NAME	SPEED	AGILITY	HANDS B	REAK TACKLES	ROLB	-	L.Lathon	75	75	80		90
	83		1000		85		ILB3	54	C.Bailey	65	60	70		75
WR1 WR2	82	M.Carrier D.Beebe	80 85	90 85	80	30	OLB2	10000000	P.Scott	60	65	70		70
WR3	86	W.Green	75	80	65	35	OLB3	99	W.Brookins	60	60 VE BACKS	65		65
WR4	81	D.Mims	75	70	55	30	P08.	NO.	NAME		TERCEPTION	IS PASS C	OVERAGE	TACKLINI
WR5	80	D.Stone	85	80	80	35	LCB1	21	R.Smith	90	80	0-E 15-990/11-1-10-0	35	75
WR6	84	E.Guliford	75	70	50	30	LCB2	- E.S.	J.Williams	90	70		75	65
TE1	88	Metzelaars	60	55	70	55	RCB1		T.Poole	95	75		75	75
TE2	89	K.Haws	60	55	55	40	RCB2		T.McKyer	85	85		30	75
TE3	-	L.Tillman	65	50	40	35	FS	39	B.Maxie	80	85		90	80
ILO	00	L. Hillian	- CONTRACTOR	ENSIVE LINE	40	33	SS	25	B.McDowell		85		35	80
POS.	NO.	NAME	WEIGHT		RUN BLOCK	ING AGILITY	F82	36	F.Foggie	80	75		75	65
LT	74	D.Graham	282	70	75	60	882	70.77	C.Brabham	85	75		70	65
LG	76	D.Moore	305	70	75	60	002	40	C.Diabilaiii	THE RESERVE OF THE PERSON NAMED IN	L TEAMS			0.0
C	64	C.Whitley	278	70	85	60	POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKL
RG	77	Boatswain	310	65	80	55	K	2	J.Kasay	75	65			
RT	68	Brockermeyer		70	80	55	P	9	Barnhardt	70	60			
T2	79	M.Finn	305	55	55	55	KR	80	D.Stone			90	80	35
G2	72	B.Rollins	297	50	50	55	KR2	23	R.Baldwin			85	90	35
C2	52	M.Elliot	293	60	55	60	PR	30	V.Turner			90	80	35









4-3, BREAKER

	PL	AYE	R RATING	S							DEFE	VSIVE LINE		
Y OFFENSIVE PLAY				QUA	RTERBACKS			P08.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
OTTENOTIL TENT	POS	. NO.	NAME	SPEED	SCRAMBLING P	ASS ACCURA	CY PASS RANGE	LE	92	R.Barker	65	65	75	65
RUN AND SHOOT, CIRCLE	QB	1	W.Moon	60	55	90	90	DLT	98	E.Tuaolo	50	55	65	70
	QB	14	B.Johnson	65	65	80	75	DRT(NT	93	J.Randle	65	75	85	85
基本語言或語言語言等語言言語言 医产生性医学性性性性性性	QB	5	C.May	55	65	75	80	RE	99	J.Harris	65	70	65	65
and the property of the contract of the contra	nos	NO.	NABAE	RUN		HANDO	DDEAN TAONIES	DE2	90	Alexander	60	60	70	55
	ENDEALER LEAD	. NO.	NAME	SPEED	AGILITY	PROPERTY.	BREAK TACKLES	DT2	94	T.Sims	50	45	60	60
	HB		R.Smith	80	75	60	55	P08.	NO.	NAME		BACKERS	ANADENEGO	TACULIS
	HB	110000	A.Lee	70	85	70	45		MARKET TO THE		SPEED	AGILITY	AWARENESS	TACKLIN
	HB		S.Graham	80	60	60	60	LOLB		B.Thomas	80	80	65	60
	FB	1 200	C.Evans	65	55	40	65	ILB2	- Contraction of the Contraction	R.Brown	60	65	55	60
	FB	28	J.Stewart	60	65 CHIVERS	45	70	ILB	55	J.Del Rio	65	60	85	70
	POS	. NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES	ROLB	-	E.McDaniel	75	75	70	55
	WR	N. 1100000	J.Reed	90	85	75	45	LE3	-	P.Bercich	60	55	50	60
or the first property of the p	DECEMBER OF STREET	2 80	C.Carter	85	95	95	50	OLB2		A.Sheppard	65	70	45	55
	CHILDRENGALORI	8 82	Q.Ismail	90	70	45	30	OLB3	30	J.Brady	- MARKET STATE OF THE STATE OF	65 SIVE BACKS	40	60
DEFENSIVE PLAY	WR	-	D.Palmer	90	65	45	35	P08.	NO.	NAME			NS PASS COVERA	GE TACKLIN
DEFENSIVE PLAT	WR		Cunningham	1 100 100	70	55	35	LCB1	-	D.Frank	85	75	60	60
4-3, KEY HB		6 81	C.Walsh	80	65	60	30	LCB2		C.Fuller	80	60	50	55
	SALES AND SALES	87	A.Cooper	65	60	45	70	RCB1	-	Washington		55	60	65
		89	A.Jordan	65	55	55	65	RCB2	2.300.27	M.Boyd	85	65	55	60
	SESSECTION	45	C.Roe	60	60	60	55	FS	33	C.Mincy	85	70	55	60
在1996年中的中国基本中的中国,中国中国的特别。 - 中国的特别的中国中国的中国	Market II		1000	OFFE	NSIVE LINE			88	42	H.Barnett	85	60	60	70
	POS	. NO.	NAME	WEIGHT	PASS BLOCKIN	VG RUN BLOC	CKING AGILITY	F82	43	O.Thomas	90	60	60	70
	LT	73	T.Steussie	315	85	90	65	882	24	R.Griffith	80	55	50	65
	LG	18.0	R.McDaniel	275	90	90	70			10 (11 ) (1 mm) (1 mm)		IAL TEAMS		
	C	62	J.Christy	277	80	75		P08.	NO.	77 17.	ACCURACY	RANGE	SPEED AGILIT	TY BRK TKL
	RO	-	C.Hinton	290	75	90		K	7	F.Reveiz	75	90		
CONTROL OF THE PROPERTY OF THE	RI RI	67	Cunningham	320	80	80	55	P	4	B.Barker	80	80		

KR2 40 L.Becton PR 39 M.Prior

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KR2 26 R.Smith

PR 22 D.Palmer