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EA SPORTS
ELECTRONIC ARTS™

P R E S E N T S

JOHN MADDEN FOOTBALL™ '93



John Madden

INSTRUCTION BOOKLET



ELECTRONIC ARTS®

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ELECTRONIC ARTS®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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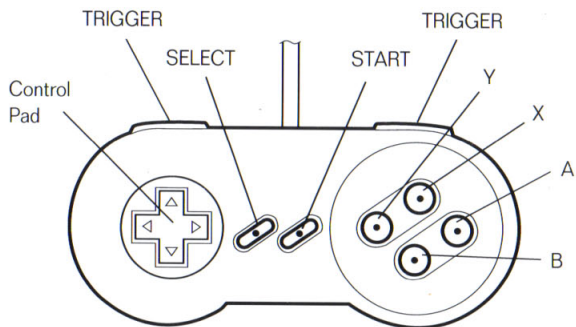


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CONTROLLING THE GAME



Summary of Commands

KICK-OFF

X	Y	B	A	Trigger
	w/Audible calls normal kick formation.	Kickoff and activate defender nearest to ball.	Call Audible. w/Audible calls outside kick formation.	

OFFENSE—BEFORE THE SNAP (For Hurry-Offense, press X after whistle blows.)

X	Y	B	A	Trigger
Fake snap.		Hike ball. Changes active player in Teammates mode w/ Control 2.	Call Audible.	

OFFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel Audible.	Running play.	Trick play.	Anti-blitz play.	

OFFENSE—AFTER THE SNAP

RUNNING

X	Y	B	A	Trigger
Hurdle.	Dive.	"Umph" break tackle.	Spin.	

PASSING

X	Y	B	A	Trigger
Pass to receiver in window B.	Pass to receiver in window Y.	Show passing windows. Pass to receiver in window B.	Pass to receiver in window A.	

RECEIVING/RUNNING

X	Y	B	A	Trigger
Reach for catch.	Dive.	"Umph" break tackle.	Spin.	

DEFENSE—BEFORE THE SNAP

X	Y	B	A	Trigger
Activate defender right/left.		Activate defender left/right.	Call Audible.	Line Surge.

DEFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel audible.	Stunt.	Blitz.	Defend against the run.	

DEFENSE—AFTER THE SNAP

X	Y	B	A	Trigger
Reach.	Dive.	Activate defender nearest to ball.	Power tackle.	

Start—Pause game
Select—Instant Replay

Player Identification Marker

ONE PLAYER — Red before snap on offense, Yellow for ball-carrier, Red on defense.

TWO PLAYERS — Player One: Red before the snap on offense, Yellow for ball-carrier, Red on defense. Player Two: Blue before the snap on offense, Yellow for ball-carrier, Blue on defense.

TEAMMATES — Player One: Red. Player Two: Blue. Ball-carrier: Yellow.

STARTING THE GAME

1. Flip OFF the power switch on your Super NES™.

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

2. Make sure a Controller is plugged into the port labeled 1 on the Control Deck.

If you're playing against a friend, plug the other Controller into the port labeled 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 Electronic Arts® Sports intro will begin. If you don't see it, begin again at step 1.

5. When Coach Madden's picture appears, press START to see the credits and START again to bring up the *Game Set-Up* screen.

SETTING UP THE GAME

You need to use the *Game Set-Up* screen every time you play. First select the kind of contest you wish to have.

Press the Control Pad **up/down** to select options and **left/right** to change the options.

GAME MODES

Regular Season	Play Clock enforced
Pre-Season	Play Clock not enforced
New Playoffs	Tournament vs. computer
Cont Playoffs	Tournament/password required
Sudden Death	First score wins game
New All-Time Greats	Tournament vs. computer
Cont All-time Greats	Tournament/password required

PLAYER MODES

1P (Home or Visitor)	One player vs. the computer
2P (Head-to-Head)	Two players head-to-head
2P Teammates	Two players vs. the computer (see page 2 for control instructions)
Demo	The computer vs. itself

TEAMS

Team One is the Home Team and **Team Two** is the Visiting team. If you're playing in One-Player Mode, in Regular Season, Pre-Season, and Sudden Death modes, you can control either the Home or Visiting team. In Two-Player Head to Head Mode, the player with Controller 1 is the Home Team.

QUARTER LENGTH

The game clock runs about twice as fast as a normal clock.

FIELD TYPE

The weather can come into play on an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

Open/Turf	Open stadium with artificial turf
Dome/Turf	Domed stadium with artificial turf
Open /Grass	Open stadium with natural grass

WEATHER

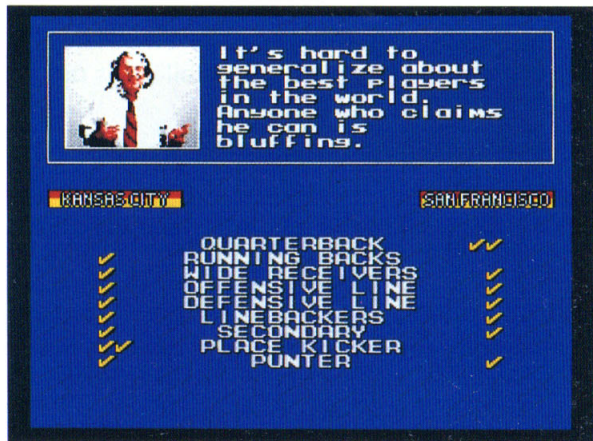
The weather is always listed as fair in a domed stadium.

Fair	Chance of light to moderate wind
Wind	Strong winds
Rain	Less traction on grass than on turf
Snow	Affects both surfaces equally

Press **Start** to begin play. If you don't press **Start**, the demo will begin automatically. Press **Start** to end the demo.

GETTING ON THE BALL

Team Comparison Screen



When you exit the *Game Set-Up* screen, the *Team Comparison* screen comes up. Here both teams are compared in nine major areas. One of the teams will have at least one, and no more than two, check marks at every position. Below are three ways teams can compare to each other.

Team A	Team B
√	

Team A is somewhat stronger than team B in this area.

Team A	Team B
√	√

Both teams are relatively equal in this area.

Team A	Team B
√√	

Team A is much stronger than Team B in this area.

Use this screen to determine just how easy or difficult your game will be. If you want the maximum challenge, choose one of the poorer teams and go up against one of the All Star, or Legendary teams. If you want an easy contest, play a strong team against an easy team.

Coin Toss/Wind

Before the referee can start the game, the coin must be tossed and the loser must choose which goal his team will defend in the first half. The direction of the wind usually has a bearing on which goal is chosen. As prompted by the screen, Press **Y** for heads or **A** for tails.

If you win the toss, you must choose whether to kickoff or to receive the kickoff. Press **Y** to kick or **A** to receive. If you lose the coin toss, the computer's team captain decides who

will kickoff, and then you decide which goal your team will defend in the first half.



Look at the wind indicator to see which direction (if any) the wind is blowing. One arrow means a light wind, two arrows a moderate wind, and three arrows a strong wind. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. **Press Y** to defend the home team's goal or **A** to defend the visiting team's goal.

The kickoff play begins automatically.

Receiving the Kick/Player Control

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the endzone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If

the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing on the control pad.

Press the Control Pad in the direction you want the player with the star to move on the screen.

Kicking



The following kicking instructions apply to kickoffs, punts, and field goals.

Press B to snap the ball and start the diamond on the strength meter moving upward. **Press B again** to stop the diamond and strike the ball. The closer to the top of the meter the diamond is when you stop it, the farther the ball will travel.

Press Control Pad left/right to aim the kick after you press B the first time, but before you strike the ball.

Onside Kick

Press A twice to set up the onside kick formation.

Press B to start the kick meter arrow.

Press B again immediately while pressing the Control Pad to the right.

There is a slim chance that your team will recover the ball.

OFFENSIVE COORDINATION

John Madden Football '93 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation. The selection in the B window is Madden's choice.

Press control pad left/right to toggle through sets, formations, and plays. Press Y, B, or A to choose the set, formation, or play in the corresponding box.

NOTE *You can change your mind before you call a play by pressing Control Pad Up. This will take you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout. (Press Start and then press A.)*

Offensive Sets

Besides the two special teams sets, there are four offensive sets: normal, hands, fast, and big.

Normal	Two wide outs, a tight end, a half back and a fullback—the standard package.
Hands	Your best receivers, including two running backs.
Fast	Your four fastest wide outs, and your fastest running back.
Big	Your biggest, toughest guys.

Offensive Formations

A 'Formation' is a particular arrangement of the players on the field. There is a limited number of plays any given formation can run.

Pro-Form	The halfback and fullback line up next to each other behind the quarterback.
Shotgun	A good passing formation. The quarterback doesn't have to drop back to pass because he takes the snap five yards behind the line.
Run & Shoot	Most often a passing formation, since the quarterback receives the ball five yards behind the line of scrimmage.
Goal Line	Use this when you need only a few yards.
Far/ Near	This indicates where the halfback lines up— <i>far</i> from the strong side of the line, or <i>near</i> it. The strong side is the side with the Tight End.

Offensive Plays

Beneath the name of each play is the diagram for that play. Running and passing routes appear in bold white, while blocking and decoy assignments appear in gray.

Offensive Audibles/Fake Snap

A **fake snap** might draw the defense offside. The **snap** starts the play. An **audible** changes the play at the line. (See the poster for diagrams of audibles.)

Cancel Audible
Running Play
Anti-Blitz Play
Trick Play

Press X
Press B
Press A

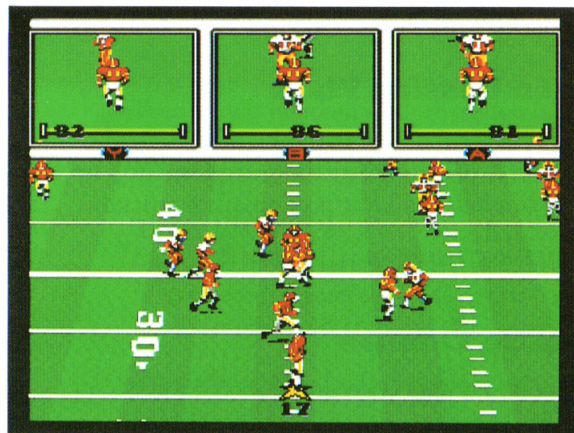
Press X
Press Y
Press B
Press A

Running

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the Control Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Hurdle Press X
Dive Press Y
Break tackle Press B
Spin Press A

Passing



There are three receivers for every passing play, corresponding to the **Y**, **B**, and **A** buttons. (The **X** button will throw to the **B** receiver.)

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the Control Pad. You can let the computer execute the play, or you can press the button that matches the window of the intended receiver. If you move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction, the computer will no longer execute the play. Then it's up to you to choose a receiver and pass the ball.

Once the ball is in the air, the passing windows* disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross. Use your Control Pad to guide the intended receiver to the spot if he's not already there. Also, you can **press X** to raise the receivers hands. This increases the chance of catching the ball.

Reach for the ball Press X
(This increases the odds of catching the ball.)

Broken Passing Plays

If you press the Control Pad (i.e., take control of the quarterback) before the passing windows pop up, the passing windows will not pop up automatically.

Show passing windows Press B

Hurry-Up Offense

At the end of a play you can go straight to the line with the same set and formation.

Hurry-Up offense Press X

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. The option in the B window is "Madden's choice" and the computer will select it automatically if you don't press any buttons.

After calling a defensive play, you can select the man you want to control by pressing the B or X button until the star appears under that player.

The most important command to know on defense is the B button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.

Defensive Formations

- | | |
|---------------|---|
| Goal line | Good for shutting down short running plays. |
| 4-3 | Four down linemen with three linebackers. Good for short and medium zone pass coverage and a basic run defense. |
| 3-4 | Three down linemen and four linebackers. Now the most popular defensive formation in the pros, it shuts down the short to medium pass and contains the run. |
| Nickel | Employs a fifth (nickel) defensive back for passing situations. |
| Dime | Employs a sixth defensive back when the defensive is willing to gamble everything that the offense will pass the pigskin. |
| Special teams | Used against punts and field goals. |

Defensive Sets

- | | |
|--------|---|
| Attack | Best used against the run, this set emphasizes containment. While it allows the short run up the middle, it tries to keep the back from turning the corner. |
| Read | This set provides balanced coverage against both the run and the pass, though it excels at neither. |
| Cover | This set is best used against the pass, with either man-to-man or zone coverage. |

Defensive Plays

Beneath the name of each play appears a diagram of that play. The pass rushing assignments appear as yellow arrows, while the pass defense assignments appear as white lines.

GAME STATS

At half time and the end of the game the Scoring Summary appears. Press the Control Pad up/down to scroll through the Scoring Summary. For game statistics, Press B. For player statistics, Press Y for visitor and X for home.

PENALTY OVERTURN

Available only in Head-To-Head mode.

Penalties are called at the discretion of the officials. If a penalty goes against you, you may review it and overturn it by pressing **Select** to go to *Instant Replay*. Use the *Instant Replay Controls* to review the play, then press **Select** again. You are offered the chance to overturn the call, or you may let the play stand. You can overturn only one call per game.

PAUSE/TIMEOUTS

Press **Start** to pause the game. With the game paused, you can call a timeout by pressing **A**, as long as you have at least one timeout remaining. Each team is allowed 3 per half. If you do not wish to call a timeout, press **Start** again to resume play.

INSTANT REPLAY

Press **Select** to replay the last down. Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Press **X**: Slow Motion

Press **Y**: Rewind

Press **B**: Replay at Normal Speed

Press **A**: Fast Forward

If you wish to isolate a particular player, use the Control Pad to position the white highlight box on that player. That player's number will appear beneath him, and he will be centered on the screen.

SAVING/RESTORING PLAYOFFS

At the end of your playoff game, you'll see a screen showing an updated playoff tree. An eight digit number appears in the middle of the screen. Copy this number down on a piece of paper. It will be your password.

To return to those playoffs, choose *Cont Playoffs* or *Cont All-Time Greats* from the *Game Set-Up* screen. The *Password Screen* will appear. Use the Control Pad to select the appropriate characters and the **A** button to enter them.

After you enter the password correctly, press **Start** and the playoffs will resume where you left off.

SEATTLE

PLAYER RATINGS

Quarterbacks

Table with 6 columns: no., pass range, pass accur., spd., scrmbig. Rows: QB1, QB2.

Running Backs

Table with 6 columns: no., spd., agil., brk. tckl., hnds. Rows: HB1, HB2, FB.

Receivers

Table with 6 columns: no., spd., catch, brk. tckl., quik. Rows: WR1-4, TE1-2.

Offensive Line

Table with 5 columns: no., lbs., pass blok., run blok. Rows: LT, LG, C, RG, RT.

Defensive Line

Table with 5 columns: no., spd., tckl., agil., pursu. Rows: LE, LT, RT, RE.

Linebackers

Table with 5 columns: no., spd., tckl., agil., awar. Rows: LLB, MLB, RLB, PLB.

Defensive Backs

Table with 6 columns: no., spd., tckl., pass cov., interc. Rows: SS, FS1, RCB1, LCB1, RCB2, LCB2, FS2.

Special teams

Table with 5 columns: no., range, accur., break tackl. Rows: K, P, KR, PR.

SAN FRANCISCO

PLAYER RATINGS

Quarterbacks

Table with 6 columns: no., pass range, pass accur., spd., scrmbig. Rows: QB1, QB2.

Running Backs

Table with 6 columns: no., spd., agil., brk. tckl., hnds. Rows: HB1, HB2, FB.

Receivers

Table with 6 columns: no., spd., catch, brk. tckl., quik. Rows: WR1-4, TE1-2.

Offensive Line

Table with 5 columns: no., lbs., pass blok., run blok. Rows: LT, LG, C, RG, RT.

Defensive Line

Table with 6 columns: no., spd., tckl., agil., pursu. Rows: NT, RE.

Linebackers

Table with 6 columns: no., spd., tckl., agil., awar. Rows: LOLB, LILB, RILB, ROLB, PLB.

Defensive Backs

Table with 6 columns: no., spd., tckl., pass cov., interc. Rows: SS, FS1, RCB1, LCB1, RCB2, LCB2, FS2.

Special teams

Table with 5 columns: no., range, accur., break tackl. Rows: K, P, KR, PR.

PUM NOBJD

PUSNDDHF

TAMPA BAY

PLAYER RATINGS

Quarterbacks

Table with 6 columns: no., pass range, pass accur., spd., scrmbig. Rows: QB1, QB2.

Running Backs

Table with 6 columns: no., spd., agil., brk. tckl., hnds. Rows: HB1, HB2, FB.

Receivers

Table with 6 columns: no., spd., catch, brk. tckl., quik. Rows: WR1-4, TE1-2.

Offensive Line

Table with 5 columns: no., lbs., pass blok., run blok. Rows: LT, LG, C, RG, RT.

Defensive Line

Table with 5 columns: no., spd., tckl., agil., pursu. Rows: LE, LT, RT, RE.

Linebackers

Table with 5 columns: no., spd., tckl., agil., awar. Rows: LLB, MLB, RLB, PLB.

Defensive Backs

Table with 6 columns: no., spd., tckl., pass cov., interc. Rows: SS, FS1, RCB1, LCB1, RCB2, LCB2, FS2.

Special teams

Table with 5 columns: no., range, accur., break tackl. Rows: K, P, KR, PR.

WASHINGTON

PLAYER RATINGS

Quarterbacks

Table with 6 columns: no., pass range, pass accur., spd., scrmbig. Rows: QB1, QB2.

Running Backs

Table with 6 columns: no., spd., agil., brk. tckl., hnds. Rows: HB1, HB2, FB.

Receivers

Table with 6 columns: no., spd., catch, brk. tckl., quik. Rows: WR1-4, TE1-2.

Offensive Line

Table with 5 columns: no., lbs., pass blok., run blok. Rows: LT, LG, C, RG, RT.

Defensive Line

Table with 6 columns: no., spd., tckl., agil., pursu. Rows: LE, LT, RT, RE.

Linebackers

Table with 6 columns: no., spd., tckl., agil., awar. Rows: LLB, MLB, RLB, PLB.

Defensive Backs

Table with 6 columns: no., spd., tckl., pass cov., interc. Rows: SS, FS1, RCB1, LCB1, RCB2, LCB2, FS2.

Special teams

Table with 5 columns: no., range, accur., break tackl. Rows: K, P, KR, PR.

CHICAGO 85

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	9	7	9	6	6
QB2	4	2	7	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	34	15	15	15	7
HB2	29	6	6	6	6
FB	26	9	8	8	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	14	6	4	7
WR2	85	11	6	3	4
WR3	82	5	4	1	4
WR4	86	3	4	1	5
TE1	87	7	6	3	5
TE2	80	10	5	3	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	74	271	13	12
LG	62	269	9	8
C	63	258	12	11
RG	57	261	9	8
RT	78	280	9	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	99	10	9	12	12
LT	76	9	12	8	9
RT	72	7	10	6	7
RE	95	12	11	13	14

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	55	13	4	13	13
MLB	50	15	11	15	15
RLB	58	15	7	14	14
PLB	59	10	5	10	11

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	22	15	12	15	15
FS1	45	15	12	14	15
RCB1	21	15	13	15	15
LCB1	27	15	13	14	15
RCB2	23	7	13	7	7
LCB2	31	9	12	10	9
FS2	48	8	13	8	8

Special teams

	no.	range	accur.	break tackl.
K	6	7	13	
P	8	10	10	
	no.	speed	agil.	tackl.
KR	83	15	15	11
PR	31	8	7	3

ALL MADDEN 92

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	11	11	10	3	3
QB2	12	12	12	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	20	15	15	15	7
HB2	34	15	15	14	9
FB	35	11	12	10	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	10	12	8	12
WR2	82	10	10	7	9
WR3	88	11	13	9	14
WR4	84	14	12	8	12
TE1	86	8	6	3	5
TE2	85	3	10	5	8

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	281	12	9
LG	61	269	11	8
C	63	291	14	10
RG	66	280	12	11
RT	75	315	10	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	92	11	8	13	13
NT	93	6	7	7	5
RE	96	10	8	12	12

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	57	14	7	15	15
LILB	59	14	6	15	15
RILB	54	7	12	6	6
ROLB	56	14	7	15	15
PLB	97	8	11	9	9

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	42	12	8	13	12
FS1	36	8	9	7	8
RCB1	28	15	13	15	15
LCB1	21	14	8	15	14
RCB2	26	8	8	9	8
LCB2	29	13	9	13	13
FS2	25	10	9	10	10

Special teams

	no.	range	accur.	break tackl.
K	7	15	11	
P	6	13	14	
	no.	speed	agil.	tackl.
KR	23	14	15	11
PR	81	12	11	7

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