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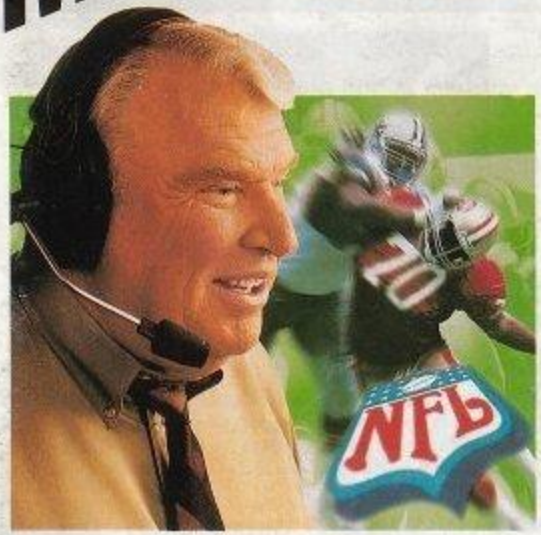
MADDEN NFL 95



EA SPORTS™

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

EmuMovies

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

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

About the Artists

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

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

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

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

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MADDEN NFL '95

Welcome to EA SPORTS' coverage of the NFL! Once again EA SPORTS has teamed up with John Madden to bring you the most true-to-life interactive football experience available!
We got together with real NFL players and coaches, rewrote our playbooks, and came up with 28 current NFL squads who perform as their professional counterparts would in similar situations. Try to contain the no-huddle Run & Shoot offense of the Buffalo Bills or see if you can pick apart the Seahawks' "Double Talon" defense. EA SPORTS—It's in the game!

Madden NFL '95 features:

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

STARTING THE GAME

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

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

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

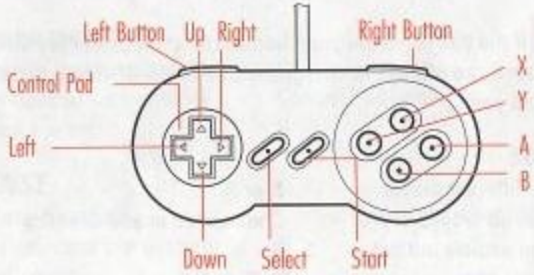
   If you're playing against a friend, plug the other Controller into Controller Socket 2.

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

4. Turn ON the power switch.

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

COMMAND SUMMARY



Super NES Controller

OPENING KICKOFF

DEFENSE

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

OFFENSE

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

BEFORE THE SNAP

OFFENSE

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

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

DEFENSE

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

AFTER THE SNAP

OFFENSE

RUSHING

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

PASSING

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

RECEIVING

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

PUNTING/KICKING

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

DEFENSE

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

GAME SETUP

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

To select a Play Mode:

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

PLAY MODE

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

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

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

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

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

To select Game options:

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

HOME

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

VISITOR

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

GAME TIME

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

WEATHER

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

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

CONTROLLER SETUP

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

The two teams playing in the upcoming game appear on the Controller Setup screen—home team on the left and visitors on the right. Numbered icons for each controller connected to your Super NES appear in the middle of the screen.

To select teams:

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

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

MULTIPLE PLAYER GAMES

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

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

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

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

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

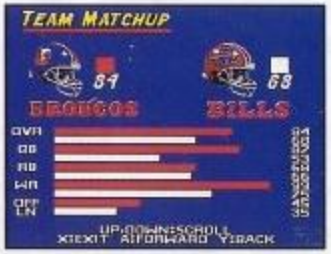
CONTROLLER #	COLOR-CODED STAR
1	Yellow
2	Red
3	Green
4	White
5	Blue

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

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

TEAM MATCHUP

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



To view Team Matchups by position:

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

To view Team Matchups by player:

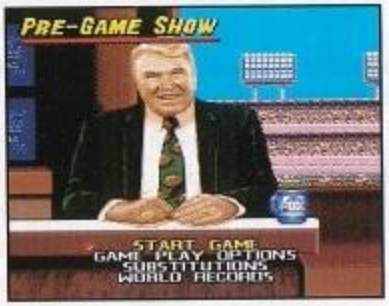
1. From the Team Matchup screen, press **A** to cycle FORWARD through positions—**Y** to cycle BACK.
2. From each Position screen, Control Pad **left/right** to cycle through ratings categories.

- Press **X** to exit. The Pre-Game Show screen appears.

PRE-GAME SHOW

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

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



To select Pre-Game Show options:

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

- Press **X** to return to a previous screen.

START GAME

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

GAME PLAY OPTIONS

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

SET AUDIBLES

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

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

To set audibles:

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

MUSIC MODE

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

MADDENISMS MODE

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

PLAY CALL MODE

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

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

To call a formation and play in Bluff mode:

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

PASS CATCH MODE

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

PASS WINDOW MODE

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

INJURY MODE

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

SETTINGS

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

SUBSTITUTIONS

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

To make substitutions:

1. From the Substitutions screen, Control Pad **up/down** to highlight OFFENSE or DEFENSE and press **B** to select.
2. From the Offense/Defense screen, Control Pad **up/down** to highlight the formation you wish to change and press **B** to select.
3. From the Formation screen, Control Pad **up/down** to highlight the position you wish to change and press **B** to select.
4. From the Position screen, Control Pad **up/down** to highlight the Active Player you wish to replace and press **B** to select.
5. Control Pad **up/down** to highlight the Available Player you wish to bring into the formation and press **B**. The two players switch places.

- Control Pad **left/right** to cycle through the ratings categories.
- Press **Y** to cancel player selections.
- Press **A** to cancel any substitutions and return the screen to its default settings.
- Press **X** to exit to the previous screen.

INJURY REPORT

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

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

To view injury information from around the league:

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

WORLD RECORDS

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

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

To enter your name for a World Record:

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

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

EA SPORTS TICKER

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

PLAYING A GAME

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

COIN TOSS

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

To make a coin toss selection:

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

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

To make a kickoff selection:

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

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

To make a goal selection:

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

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

KICKING OFF

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

To kick the ball:

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

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

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

To make a special teams tackle:

1. Control Pad in any direction to chase down the kick returner.
2. Press **B** to control your player closest to the ball.

- Press **A** for a burst of speed.
- Press **Y** to dive at the kick returner.

ONSIDE KICK

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

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

To attempt an onside kick:

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

RECEIVING THE KICK

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

To take control of the Kick Returner:

1. When the Kick Returner is in possession of the ball, Control Pad in any direction.

- Press **B** to Stiff Arm or High Step past a defender.
- Press **A** to Spin out of an opponent's grasp.

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

EXECUTING AN OFFENSIVE PLAY

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

To call formations and plays:

1. The Huddle screen appears before each down. From the huddle, Control Pad **up/down** to scroll through the available formations.

- Press **X** to flip the formations and plays if you wish to run them in the opposite direction. Press **X** again to revert the formations and plays back to the defaults.

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

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

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

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

RUSHING PLAYS

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

To execute a rushing play:

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

To break tackles and shake defenders:

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

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

PASSING PLAYS

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

To execute a passing play:

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

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

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

To control the intended receiver:

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

- Press **X** to jump and raise hands for the ball.

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

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

NO HUDDLE PLAYS

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

To execute a no huddle play:

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

To run an audible from a no huddle play:

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

To stop the clock from a no huddle play:

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

EXECUTING A DEFENSIVE PLAY

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

To execute a defensive play:

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

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

To tackle the ball carrier and break up offensive plays:

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

SPECIAL TEAMS

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

To select a Special Teams play on offense:

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

To select a Special Teams play on defense:

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

GAME PAUSED

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

To pause the game in progress:

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

To make selections from the Game Paused screen:

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

RESUME GAME

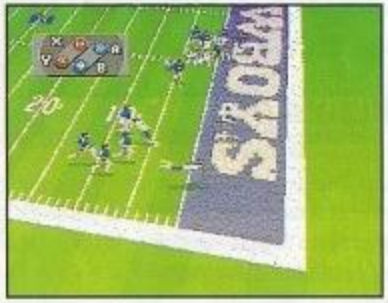
Resume the game in progress. Get back to the action. Hustle your team back on the field.

CALL TIMEOUT

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

INSTANT REPLAY

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



To view an Instant Replay:

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

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

GAME STATS

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

To view Game Stats:

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

TEAM STATS

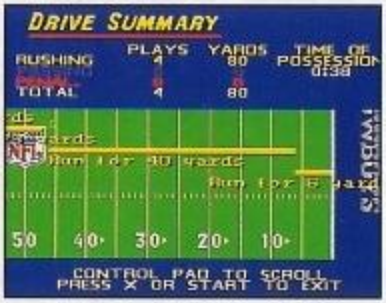
The Team Stats screen displays current game statistics for every player on each team. Stat categories are separated by position, and rosters are listed one team at a time. The Team Stats screen is a good place to determine if your players are performing up to their potential and make some preliminary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

To view Team Stats:

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

DRIVE SUMMARY

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



To view the Drive Summary:

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

SCORE SUMMARY

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

HALFTIME SHOW

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

START HALF

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

END GAME SHOW

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

EXIT

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

SEASON MODE

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

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

To set up a New Season schedule:

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

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

To view the upcoming NFL schedule:

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

To view upcoming Team schedules:

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

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

- Press **X** to return to the NFL Schedule.

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

To generate a new schedule:

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

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

To play games in a Full Season:

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

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

PLAYOFF MODE

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

To set up a New Playoff tree:

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

To play games in the Playoffs:

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

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

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

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

CONTINUE SEASON/PLAYOFFS

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

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

To continue a Season in progress:

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

To continue a Playoffs in progress:

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

LEAGUE STATS

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

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

To view League Stats:

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

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

Viewing stats by league or conference:

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

Viewing stats by individual team:

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

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

LEAGUE STANDINGS

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

To view League Standings:

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

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

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

ENDZONE DANCES

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

To call up a specific endzone dance:

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

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

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MADDEN NFL 95

TEAM PROFILES

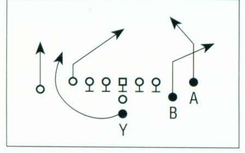
Weight ratings in software correspond to actual weights in poster.

MINNESOTA VIKINGS

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

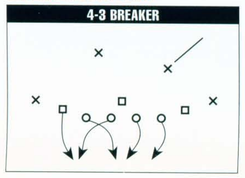
KEY OFFENSIVE PLAY

SINGLE BK



KEY DEFENSIVE PLAY

4-3 BREAKER



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	17	7	4	13	13
QB2	11	7	6	7	10
QB3	13	5	4	5	10

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	31	10	11	5	10
HB2	21	11	4	3	6
HB3	26	12	6	2	5
FB	30	8	6	4	3
FB2	40	7	8	4	2

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	12	12	2	10
WR2	82	13	14	2	3
WR3	86	12	7	1	7
WR4	84	11	11	2	4
WR5	89	13	8	1	1
WR6	22	12	11	2	4
TE1	87	8	10	8	7
TE2	43	6	8	4	5
TE3	46	6	9	3	2

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	305	15	13
LG	64	275	15	15
C	62	288	12	10
RG	61	290	10	8
RT	75	331	7	7
T2	73	298	8	9
G2	72	293	8	7
C2	63	285	7	7

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	8	9	11	13
DLT	93	7	10	9	11
DRT(NT)	97	9	13	9	15
RE	95	6	7	8	5
DE2	90	8	6	10	8
DT2	98	6	7	9	6

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	10	10	10	11
ILB2	50	9	9	12	6
ILB	55	8	13	10	13
ROLB	54	10	11	8	11
ILB3	52	7	7	8	7
OLB2	91	8	5	9	4
OLB3	58	7	6	6	5

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	27	12	11	9	7
LCB2	35	12	9	8	5
RCB1	20	13	8	8	8
RCB2	47	13	6	6	3
FS	25	13	12	13	10
SS	38	12	13	10	6
FS2	42	11	7	3	1
SS2	37	11	11	9	7

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	7	11	9
P	4	6	6

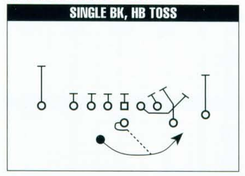
POS.	NO.	SPEED	AGILITY	HANDS
KR	82	13	14	3
KR2	22	12	11	4
PR	84	12	11	5

WASHINGTON REDSKINS

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

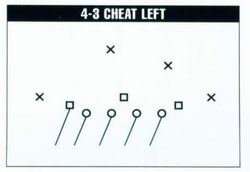
KEY OFFENSIVE PLAY

SINGLE BK, HB TOSS



KEY DEFENSIVE PLAY

4-3 CHEAT LEFT



NFC EAST PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	40	12	13	5	7
HB2	32	12	10	3	4
HB3	30	11	10	1	6
FB	22	6	7	5	1
FB2	37	6	6	4	1

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	13	11	2	3
WR2	85	12	11	1	8
WR3	83	13	10	1	4
WR4	84	12	13	1	7
WR5	31	12	12	1	2
WR6	86	12	8	1	2
TE1	89	7	9	3	7
TE2	88	6	6	1	1
TE3	48	6	7	1	1

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	294	14	12
LG	67	312	12	10
C	75	282	14	13
RG	63	277	12	12
RT	76	300	12	11
T2	77	315	11	10
G2	61	298	8	6
C2	52	265	7	5

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	91	7	7	6	7
DLT	94	6	10	9	6
DRT(NT)	78	7	7	6	5
RE	98	7	8	8	6
DE2	93	6	7	7	6
DT2	74	6	7	8	7

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	57	10	12	12	11
ILB2	56	8	8	11	10
ILB	54	8	11	7	10
ROLB	55	7	13	10	8
ILB3	51	7	10	9	9
OLB2	96	6	8	9	7
OLB3	97	5	12	7	11

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	25	13	8	3	7
LCB2	37	12	6	2	2
RCB1	28	14	13	13	8
RCB2	41	12	5	3	3
FS	27	11	10	7	4
SS	29	12	13	10	8
FS2	24	11	4	4	1
SS2	23	11	3	3	1

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	8	11	10
P	1	8	13

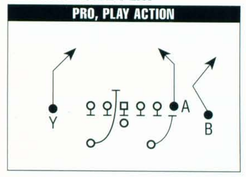
POS.	NO.	SPEED	AGILITY	HANDS
KR	30	11	10	6
KR2	80	13	11	3
PR	30	11	10	6

NEW ORLEANS SAINTS

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

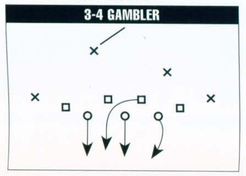
KEY OFFENSIVE PLAY

PRO, PLAY ACTION



KEY DEFENSIVE PLAY

3-4 GAMBLER



NFC WEST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	17	5	4	5	11
QB2	18	4	3	10	9
QB3	13	5	4	4	13

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	24	12	10	2	3
HB2	32	12	6	4	4
HB3	28	13	8	3	5
FB	22	8	6	3	4
FB2	23	9	8	5	5

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	81	14	11	3	11
WR2	80	12	12	2	5
WR3	89	12	13	2	8
WR4	88	13	10	2	4
WR5	84	12	13	3	6
WR6	86	13	11	3	3
TE1	82	7	7	6	3
TE2	87	6	5	3	1
TE3	85	7	5	2	2

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	300	13	12
LG	72	300	11	10
C	62	284	12	11
RG	70	295	11	8
RT	71	290	10	9
T2	65	295	8	10
G2	79	315	6	5
C2	76	305	6	8

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	7	8	9	6
DLT	95	6	6	6	5
DRT(NT)	69	6	9	7	8
RE	73	6	10	7	10
DE2	94	8	9	6	5
DT2	96	6	8	8	5

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	99	9	10	6	8
ILB2	90	9	12	10	6
ILB	51	8	13	6	12
ROLB	97	11	14	10	14
ILB3	52	9	10	8	6
OLB2	56	8	8	9	5
OLB3	55	7	8	7	4

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	37	13	12	13	7
LCB2	33	12	9	10	4
RCB1	27	13	10	8	7
RCB2	43	13	10	9	9
FS	26	13	12	13	10
SS	46	12	8	7	6
FS2	44	10	11	9	5
SS2	20	12	10	5	5

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	7	13	15
P	6	12	13

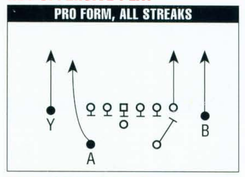
POS.	NO.	SPEED	AGILITY	HANDS
KR	33	13	12	5
KR2	86	13	11	3
PR	33	13	12	5

TAMPA BAY BUCCANEERS

The Bucs look to their middle linebacker to set the tone on defense.

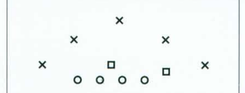
KEY OFFENSIVE PLAY

PRO FORM, ALL STREAKS



KEY DEFENSIVE PLAY

NICKEL PIRATE DBL



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	7	4	4	8	12
QB2	12	3	3	9	14
QB3	11	5	4	4	6

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	46	10	11	3	9
HB2	32	10	12	5	7
HB3	31	8	11	3	3
FB	33	8	9	7	3
FB2	43	7	8	5	3

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	85	13	14	2	10
WR2	80	13	11	2	8
WR3	88	14	15	3	7
WR4	87	13	15	2	6
WR5	82	12	13	3	3
WR6	84	13	15	2	4
TE1	86	7	7	7	5
TE2	83	7	4	4	1
TE3	89	8	7	5	1

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	74	290	13	12
LG	67	300	10	9
C	61	290	10	11
RG	62	295	10	10
RT	78	300	15	12
T2	70	300	8	7
G2	76	290	9	10
C2	60	280	7	8

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	72	8	8	7	7
DLT	71	8	12	9	13
DRT(NT)	77	7	7	6	7
RE	75	9	11	11	11
DE2	92	8	9	10	8
DT2	99	8	10	8	7

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	10	12	12	11
ILB2	93	9	11	12	8
ILB	56	12	15	13	15
ROLB	57	8	4	8	10
ILB3	53	8	5	8	7
OLB2	59	10	11	9	7
OLB3	54	9	9	7	9

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	45	14	10	7	3
LCB2	26	15	9	3	2
RCB1	35	12	11	10	7
RCB2	24	13	8	5	3
FS	22	13	13	14	12
SS	23	12	7	12	4
FS2	47	11	15	10	3
SS2	27	11	14	10	3

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	5	10	7
P	4	8	11

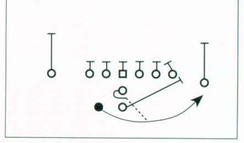
POS.	NO.	SPEED	AGILITY	HANDS
KR	84	13	15	4
KR2	85	13	14	10
PR	84	13	15	4

NEW YORK GIANTS

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

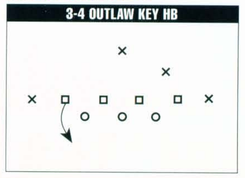
KEY OFFENSIVE PLAY

FAR, HB TOSS SWEEP



KEY DEFENSIVE PLAY

3-4 OUTLAW KEY HB



NFC EAST PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	27	11	11	11	10
HB2	30	13	11	2	3
HB3	34	12	8	3	5
FB	33	8	7	4	3
FB2	44	6	8	3	2

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	88	12	7	2	7
WR2	83	13	10	2	6
WR3	18	12	13	2	6
WR4	80	11	13	2	10
WR5	89	11	7	1	4
WR6	85	13	11	1	1
TE1	87	7	9	5	4
TE2	86	6	5	3	3
TE3	46	6	4	3	2

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	308	8	7
LG	66	292	10	9
C	59	300	9	10
RG	61	290	8	5
RT	72	280	15	12
T2	78	295	8	8
G2	62	289	5	7
C2	73	278	7	6

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	75	9	9	12	11
DLT	92	5	5	8	4
DRT(NT)	71	6	7	7	8
RE	93	7	11	9	10
DE2	70	6	9	7	8
DT2	74	6	7	8	5

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	57	10	12	12	11
ILB2	98	8	10	10	8
ILB	94	10	11	11	12
ROLB	54	10	13	12	10
ILB3	97	8	8	8	5
OLB2	55	8	10	7	9
OLB3	52	7	9	9	5

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	22	12	7	6	5
LCB2	21	12	10	4	1
RCB1	39	13	7	5	6
RCB2	23	14	4	3	3
FS	31	12	5	4	2
SS	37	12	4	3	2
FS2	26	13	6	3	3
SS2	41	11	3	4	2

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	3	12	6
P	2	7	10

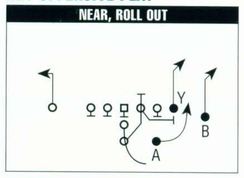
POS.	NO.	SPEED	AGILITY	HANDS
KR	30	13	10	6
KR2	18	12	13	6
PR	30	13	10	6

PHILADELPHIA EAGLES

The Eagles' defense was decimated in the off-season. Their superstar quarterback needs to stay healthy to keep the team competitive.

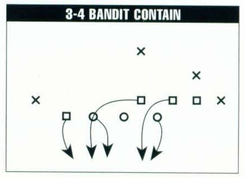
KEY OFFENSIVE PLAY

NEAR, ROLL OUT



KEY DEFENSIVE PLAY

3-4 BANDIT CONTAIN



NFC EAST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	12	10	4	13	14
QB2	6	5	5	10	9
QB3	11	5	5	7	8

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	34	12	11	3	11
HB2	25	13	13	2	5
HB3	45	12	10	3	1
FB	32	8	9	2	4
FB2	31	11	8	2	3

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	86	13	9	2	8
WR2	89	13	11	2	6
WR3	82	12	12	2	7
WR4	14	11	12	2	5
WR5	80	10	13	3	3
WR6	85	12	11	2	4
TE1	84	7	6	2	8
TE2	83	6	4	2	1
TE3	87	6	5	3	2

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	74	317	10	7
LG	75	325	6	6
C	72	275	5	8
RG	73	301	9	5
RT	76	295	7	5
T2	78	310	8	6
G2	71	286	8	4
C2	63	296	7	5

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	8	12	9	11
DLT	91	10	11	8	12
DRT(NT)	90	7	10	8	9
RE	69	8	9	10	8
DE2	97	6	9	7	4
DT2	94	6	5	8	4

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	53	8	10	6	11
ILB2	58	7	11	5	13
ILB	56	10	12	11	12
ROLB	59	10	12	13	10
ILB3	54	8	8	8	7
OLB2	52	8	7	7	5
OLB3	57	8	6	10	5

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	29	13	10	12	4
LCB2	30	11	10	10	4
RCB1	21	14	13	15	15
RCB2	23	12	5	2	1
FS	42	12	12	6	5
SS	27	13	12	5	4
FS2	47	12	13	8	3
SS2	22	11	11	5	4

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	3	6	8
P	17	5	7

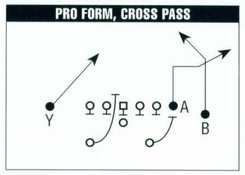
POS.	NO.	SPEED	AGILITY	HANDS
KR	85	12	11	4
KR2	82	12	12	7
PR	85	12	11	4

SAN FRANCISCO 49ERS

San Francisco is excellent on both sides of the ball. They are a tough team to beat.

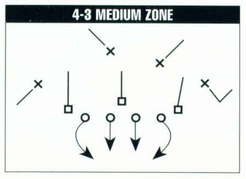
KEY OFFENSIVE PLAY

PRO FORM, CROSS PASS



KEY DEFENSIVE PLAY

4-3 MEDIUM ZONE



NFC WEST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	8	9	10	15	13
QB2	18	3	3	7	9
QB3	15	5	4	7	6

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	13	13	8	10
HB2	35	12	14	1	3
HB3	21	10	11	5	2
FB	43	10	12	6	5
FB2	40	8	9	7	3

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	82	13	12	4	10
WR2	80	12	14	5	15
WR3	88	12	11	2	7
WR4	87	12	10	1	3
WR5	89	11	13	1	2
WR6	81	12	12	1	1
TE1	84	9	7	7	10
TE2	86	7	10	2	7
TE3	85	6	8	4	2

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	74	280	12	11
LG	61	295	13	14
C	52	278	12	10
RG	64	280	12	12
RT	79	286	15	12
T2	75	285	8	9
G2	65	289	11	12
C2	57	285	7	6

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	96	7	8	5	8
DLT	94	8	12	11	13
DRT(NT)	97	7	11	9	9
RE	92	7	10	10	11
DE2	72	7	8	6	8
DT2	99	6	7	8	8

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	41	9	10	12	7
ILB2	53	9	10	12	8
ILB	51	11	12	11	14
ROLB	50	8	13	13	12
ILB3	98	9	10	8	10
OLB2	54	8	10	8	8
OLB3	56	8	8	6	9

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	25	13	11	13	9
LCB2	26	13	11	11	7
RCB1	36	12	10	12	8
RCB2	48	13	8	7	4
FS	28	13	12	5	3
SS	46	12	14	15	7
FS2	27	10	8	3	2
SS2	38	10	7	3	3

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	4	9	11
P	10	6	11

POS.	NO.	SPEED	AGILITY	HANDS
KR	35	12	11	5
KR2	24	12	12	1
PR	35	12	11	5

Weight ratings in software correspond to actual weights in poster.

NATIONAL FOOTBALL CONFERENCE

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MADDEN NFL 95

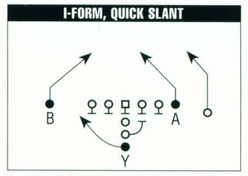
TEAM PROFILES

ARIZONA CARDINALS

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

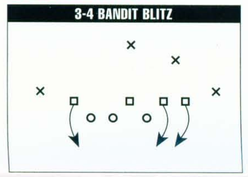
KEY OFFENSIVE PLAY

I-FORM, QUICK SLANT



KEY DEFENSIVE PLAY

3-4 BANDIT BLITZ



NFC EAST PLAYER RATINGS

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

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

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

OFFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	67	280	13	10
LG	65	325	4	8
C	79	285	11	6
RG	62	335	5	9
RT	64	320	13	8
T2	68	296	5	7
G2	60	308	7	9
C2	71	290	6	7

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	78	5	9	7	8
DLT	72	5	10	7	9
DRT(NT)	98	8	11	6	12
RE	96	9	14	12	14
DE2	92	7	6	9	4
DT2	73	6	8	8	3

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	11	14	10	15
ILB2	53	7	7	8	5
ILB	58	7	11	10	10
ROLB	95	11	13	12	7
ILB3	53	7	7	7	4
OLB2	52	8	8	4	4
OLB3	57	6	7	8	7

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	35	12	11	11	7
LCB2	28	11	13	7	4
RCB1	21	13	8	4	5
RCB2	41	11	8	10	4
FS	26	11	10	9	7
SS	29	10	12	11	4
FS2	46	10	13	8	1
SS2	31	11	9	7	6

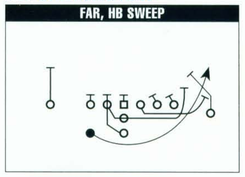
SPECIAL TEAMS									
POS.	NO.	DISTANCE	ACCURACY		POS.	NO.	SPEED	AGILITY	HANDS
K	5	5	9		KR	25	10	8	6
P	10	9	6		KR2	4	11	12	3
					PR	4	11	12	3

LOS ANGELES RAMS

The Rams have a bruising ground game.

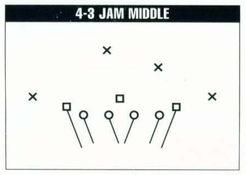
KEY OFFENSIVE PLAY

FAR, HB SWEEP



KEY DEFENSIVE PLAY

4-3 JAM MIDDLE



NFC WEST PLAYER RATINGS

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

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

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	12	11	2	3
WR2	83	12	10	2	5
WR3	88	8	10	2	2
WR4	87	11	11	2	3
WR5	89	11	10	3	2
WR6	2	12	11	2	2
TE1	84	7	9	5	4
TE2	82	6	6	2	1
TE3	48	5	8	2	1

OFFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	289	6	11
LG	66	285	7	7
C	61	300	6	6
RG	79	292	11	8
RT	77	300	5	9
T2	78	285	13	8
G2	71	312	3	6
C2	51	275	3	6

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	76	7	7	5	10
DLT	98	8	10	9	5
DRT(NT)	90	10	12	11	13
RE	69	7	7	8	7
DE2	95	7	9	8	3
DT2	97	6	7	8	3

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	10	10	10	7
ILB2	53	9	6	8	5
ILB	56	7	11	4	12
ROLB	58	10	11	11	8
ILB3	50	8	7	8	7
OLB2	57	8	5	9	3
OLB3	54	7	6	10	4

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	41	14	11	7	2
LCB2	27	13	10	10	3
RCB1	31	13	10	10	5
RCB2	28	12	5	10	1
FS	26	13	11	6	5
SS	32	12	12	5	4
FS2	21	11	11	8	1
SS2	22	11	5	9	5

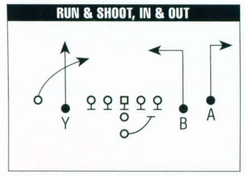
SPECIAL TEAMS									
POS.	NO.	DISTANCE	ACCURACY		POS.	NO.	SPEED	AGILITY	HANDS
K	10	7	8		KR	87	11	11	2
P	5	10	10		KR2	2	12	11	1
					PR	87	11	11	2

ATLANTA FALCONS

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

KEY OFFENSIVE PLAY

RUN & SHOOT, IN & OUT



KEY DEFENSIVE PLAY

4-3 DBL TALON MZ2

NFC WEST PLAYER RATINGS

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

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	10	6	6	3
HB2	40	8	10	2	3
HB3	28	11	10	2	1
FB	34	7	9	4	5
FB2	38	6	10	1	3

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	12	13	3	15
WR2	6	14	12	4	5
WR3	81	11	14	2	7
WR4	87	14	10	2	4
WR5	82	11	12	1	4
WR6	21	15	14	2	2
TE1	86	11	11	1	3
TE2	83	6	4	4	1
TE3	88	7	5	4	2

OFFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	288	15	9
LG	66	335	11	8
C	65	295	8	8
RG	72	305	12	7
RT	70	305	15	13
T2	75	360	4	6
G2	62	307	5	5
C2	55	290	7	7

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	6	4	11	5
DLT	95	6	7	6	11
DRT(NT)	67	5	6	5	7
RE	56	7	10	8	12
DE2	90	6	7	5	5
DT2	97	6	7	4	7

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	50	10	11	12	11
ILB2	53	8	8	10	6
ILB	58	10	12	11	14
ROLB	57	9	7	6	7
ILB3	54	7	6	8	4
OLB2	48	8	5	9	2
OLB3	52	7	4	9	3

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

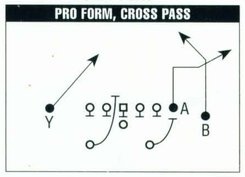
SPECIAL TEAMS									
POS.	NO.	DISTANCE	ACCURACY		POS.	NO.	SPEED	AGILITY	HANDS
K	9	13	11		KR	28	11	13	14
P	5	5	12		KR2	21	15	15	14
					PR	28	11	13	14

GREEN BAY PACKERS

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

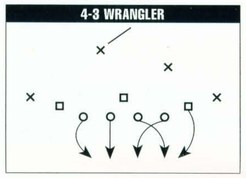
KEY OFFENSIVE PLAY

PRO FORM, CROSS PASS



KEY DEFENSIVE PLAY

4-3 WRANGLER



NFC CENTRAL PLAYER RATINGS

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

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	11	12	6	7
HB2	42	14	5	4	3
HB3	29	12	10	3	1
FB	34	8	6	7	6
FB2	44	7	8	4	5

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	84	13	12	6	15
WR2	87	12	11	2	5
WR3	88	11	12	2	3
WR4	85	11	11	1	3
WR5	81	12	12	3	3
WR6	82	12	15	2	1
TE1	40	7	9	7	6
TE2	89	7	8	3	8
TE3	86	6	6	6	2

OFFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	290	10	7
LG	62	280	13	11
C	52	285	8	8
RG	76	275	11	9
RT	68	310	10	6
T2	73	315	7	8
G2	77	290	6	9
C2	63	280	7	9

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	10	13	13	15
DLT	90	6	14	9	11
DRT(NT)	64	8	10	13	11
RE	96	10	13	12	13
DE2	97	8	3	10	5
DT2	93	6	7	8	7

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	10	12	12	9
ILB2	56	9	7	6	7
ILB	53	8	9	7	7
ROLB	95	10	8	8	11
ILB3	58	8	4	6	7
OLB2	54	8	7	7	5
OLB3	49	7	8	6	8

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	27	13	11	6	4
LCB2	33	13	12	4	3
RCB1	47	12	14	15	14
RCB2	30	12	7	7	5
FS	31	14	12	9	7
SS	36	13	14	14	10
FS2	24	11	11	8	2
SS2	45	12	3	7	4

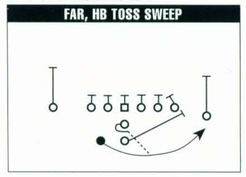
SPECIAL TEAMS									
POS.	NO.	DISTANCE	ACCURACY		POS.	NO.	SPEED	AGILITY	HANDS
K	13	10	7		KR	87	12	11	8
P	9	8	8		KR2	30	12	13	5
					PR	45	12	12	4

CHICAGO BEARS

The Bears rely heavily on their strong secondary, while the new pieces in their offense gel.

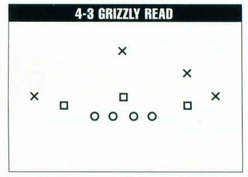
KEY OFFENSIVE PLAY

FAR, HB TOSS SWEEP



KEY DEFENSIVE PLAY

4-3 GRIZZLY READ



NFC CENTRAL PLAYER RATINGS

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

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	27	11	8	3	5
HB2	38	11	10	5	4
HB3	22	9	11	3	2
FB	33	8	10	6	9
FB2	44	7	8	3	8

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	13	11	1	2
WR2	87	9	8	2	12
WR3	81	11	11	2	4
WR4	86	10	12	1	6
WR5	82	8	6	1	4
WR6	83	11	11	2	3
TE1	89	8	8	7	8
TE2	84	7	5	1	1
TE3	85	5	6	6	2

OFFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	64	296	12	13
LG	62	290	10	6
C	67	285	7	5
RG	75	310	7	7
RT	79	300	6	6
T2	70	300	4	6
G2	53	296	4	5
C2	60	300	3	6

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	6	5	9	10
DLT	97	6	3	8	13
DRT(NT)	99	6	9	5	6
RE	90	8	4	4	5
DE2	94	11	10	7	6
DT2	65	6	5	5	6

LINEBACKERS					
POS.	NO.	SPEED	AGILITY	AWARENESS
LOLB	59	9	10	10	12
ILB2	57	8	8	12	4
ILB	53	9	8	11	13
ROLB	55	10	7	13	10
ILB3	92	9	5	8	7
OLB2	54	8	5	9	5
OLB3	91	10	6	10	3

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	21	13	8	12	4
LCB2	25	14	6	3	2
RCB1	47	12	12	12	8
RCB2	39	14	6	7	5
FS	20	12	12	13	10
SS	23	12	14	15	3
FS2	24	11	7	4	4
SS2	26	11	13	12	6

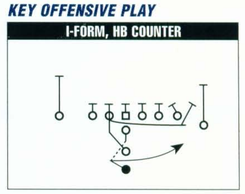
SPECIAL TEAMS									
POS.	NO.	DISTANCE	ACCURACY		POS.	NO.	SPEED	AGILITY	HANDS
K	6	9	6		KR	80	13	11	2
P	17	14	9		KR2	83	11	11	2
					PR	83	11	11	2

DALLAS COWBOYS

Although the two time defending Super Bowl® champs have a new coach this year, the core of their team returns. They have only lost seven games in the last two years.

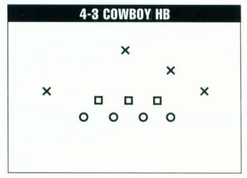
KEY OFFENSIVE PLAY

I-FORM, HB COUNTER



KEY DEFENSIVE PLAY

4-3 COWBOY HB



NFC EAST PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	8	5	7	14	13
QB2	9	7	10	10	8
QB3	17	5	4	9	6

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	12	15	7	11
HB2	25	11	11	4	4
HB3	44	8	6	2	8
FB	48	9	5	8	6
FB2	34	7	10	4	7

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	88	13	11	4	15
WR2	80	13	13	2	10
WR3	81	14	10	1	3
WR4	2	12	11	2	5
WR5	1	11	12	3	7
WR6	85	12	11	2	4
TE1	84	10	10	6	11
TE2	45	8	8	7	1
TE3	89	6	7	7	1

OFFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	305	14	13
LG	61	325	15	14
C	53	264	13	15
RG	60	300	11	15
RT	79	324	15	15
T2	69	355	8	6
G2	73	325	8	6
C2	70	275	7	8

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	7	9	10	11
DLT	78	8	10	9	11
DRT(NT)	67	6	10	6	11
RE	94	9	12	12	15
DE2	96	7	10	11	8
DT2	95	6	7	8	7

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	58	10	10	12	5
ILB2	50	9	8	7	3
ILB	55	10	7	11	7
ROLB	59	11	8	11	13
ILB3	98	10	10	7	6
OLB2	91	8	10	4	5
OLB3	57	10	12	5	11

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	26	14	11	14	10
LCB2	41	12	10	4	8
RCB1	24	13	12	14	11
RCB2	47	14	5	5	1
FS	37	13	12	9	3
SS	28	12	13	12	4
FS2	40	9	11	14	3
SS2	31	12	12	8	5

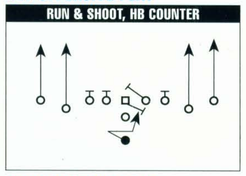
SPECIAL TEAMS									
POS.	NO.	DISTANCE	ACCURACY		POS.	NO.	SPEED	AGILITY	HANDS
K	14	6	7		KR	85	12	11	4
P	19	5	9		KR2	30	10	10	5
					PR	85	12	11	4

DETROIT LIONS

With their quarterback situation settled, and their superstar halfback returning from an injury, the Lions are poised to go far this year.

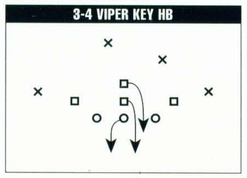
KEY OFFENSIVE PLAY

RUN & SHOOT, HB COUNTER



KEY DEFENSIVE PLAY

3-4 VIPER KEY HB



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS					
POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	19	4	4	13	13
QB2	17	3	3	10	9
QB3	16	5	4	9	6

RUNNING BACKS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	20	12	11	8	10
HB2	43	10	11	4	5
HB3	26	8	6	5	5
FB	31	8	6	7	4
FB2	34	9	8	6	7

RECEIVERS					
POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	80	12	11	3	8
WR2	81	11	11	2	10
WR3	86	10	10	2	7
WR4	87	11	12	2	6
WR5	83	12	12	3	3
WR6	23	12	11	2	4
TE1	89	7	9	10	10
TE2	49	6	4	1	1
TE3	82	9	7	4	5

OFFENSIVE LINE				
POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	287	15	14
LG	67	310	4	10
C	53	282	12	10
RG	66	290	12	9
RT	73	305	14	10
T2	76	285	14	6
G2	77	297	8	6
C2	63	280	7	11

DEFENSIVE LINE					
POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	91	11	9	10	11
DLT	92	7	10	9	11
DRT(NT)	93	7	10	9	11
RE	94	11	5	12	13
DE2	90	8	5	10	8
DT2	97	6	6	8	7

LINEBACKERS					
POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	50	10	5	12	8
ILB2	51	9	6	12	11
ILB	54	10	7	11	12
ROLB	56	11	8	13	12
ILB3	57	10	9	8	7
OLB2	99	8	7	9	10
OLB3	59	10	6	10	11

DEFENSIVE BACKS					
POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	40	11	6	6	4
LCB2	32	10	10	6	4
RCB1	38	13	12	6	8
RCB2	47	10	5	6	1
FS	36	13	12	6	10
SS	21	11	12	6	4
FS2	25	10	11	6	1
SS2	39	11	5	7	5

SPECIAL TEAMS									
POS.	NO.	DISTANCE	ACCURACY		POS.	NO.	SPEED	AGILITY	HANDS
K	4	12	12		KR	23	12	11	5
P	9	10	13		KR2	87	11	10	5
					PR	23	12	11	5

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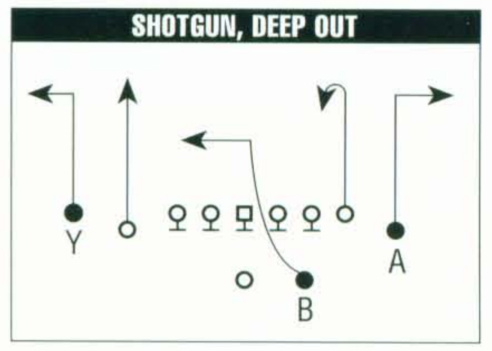
TEAM PROFILES

BUFFALO BILLS

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

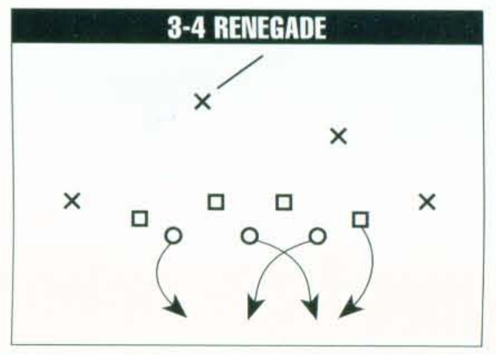
KEY OFFENSIVE PLAY

SHOTGUN, DEEP OUT



KEY DEFENSIVE PLAY

3-4 RENEGADE



AFC EAST PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	34	12	12	9	11
HB2	23	12	13	8	6
HB3	33	9	10	4	5
FB	35	9	8	4	5
FB2	21	8	7	3	4

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	83	12	13	2	11
WR2	80	12	12	3	7
WR3	82	14	11	3	8
WR4	89	12	11	4	6
WR5	85	13	11	2	9
WR6	81	13	10	2	6
TE1	88	7	8	4	10
TE2	87	8	8	7	5
TE3	84	10	7	4	6

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	282	7	9
LG	74	305	9	10
C	67	278	13	12
RG	65	310	8	9
RT	66	333	7	8
T2	72	305	6	6
G2	68	297	5	5
C2	62	293	7	6

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	90	3	11	8	7
DLT	73	4	9	5	9
DRT(NT)	91	6	11	8	6
RE	78	8	13	11	14
DE2	77	5	8	8	7
DT2	92	5	7	5	8

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	97	10	13	11	11
ILB2	53	9	8	10	7
ILB	55	8	10	11	10
ROLB	56	11	12	12	11
ILB3	50	7	9	8	5
OLB2	93	9	8	9	6
OLB3	58	8	7	7	4

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	25	12	8	8	7
LCB2	45	11	11	9	6
RCB1	28	14	10	8	5
RCB2	36	12	8	7	4
FS	43	13	11	11	7
SS	20	12	12	10	8
FS2	22	11	8	9	4
SS2	24	12	8	6	5

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	2	8	10
P	9	7	9

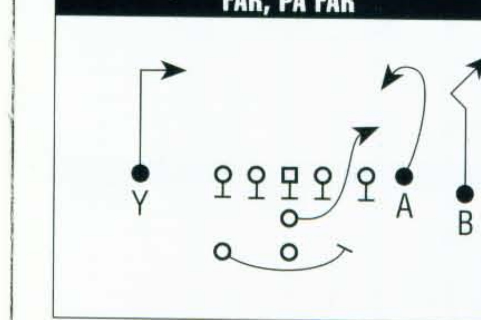
POS.	NO.	SPEED	AGILITY	HANDS
KR	85	13	11	9
KR2	21	8	7	4
PR	85	13	11	9

KANSAS CITY CHIEFS

The Chiefs rely on veteran leadership to win.

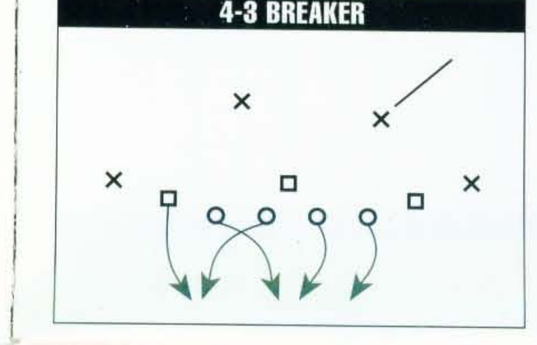
KEY OFFENSIVE PLAY

FAR, PA FAR



KEY DEFENSIVE PLAY

4-3 BREAKER



AFC WEST PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	12	13	8	8
HB2	29	12	11	6	5
HB3	22	10	10	5	4
FB	38	9	9	9	10
FB2	21	8	8	7	7

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	88	13	11	3	9
WR2	84	13	9	2	10
WR3	82	11	11	3	11
WR4	80	12	10	2	7
WR5	83	11	12	4	6
WR6	81	10	10	2	9
TE1	89	9	9	9	11
TE2	91	8	7	7	7
TE3	87	7	9	3	4

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	307	5	9
LG	79	290	7	9
C	61	299	11	10
RG	68	313	9	9
RT	66	318	8	8
T2	74	315	8	6
G2	65	282	7	7
C2	73	295	9	8

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	90	7	12	11	14
DLT	75	3	11	6	8
DRT(NT)	99	4	12	8	12
RE	77	6	9	9	10
DE2	67	5	9	8	7
DT2	96	3	10	7	9

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	52	8	11	11	10
ILB2	50	8	10	9	7
ILB	54	7	13	9	12
ROLB	58	10	11	10	14
ILB3	53	6	7	7	8
OLB2	59	9	9	11	10
OLB3	51	7	8	9	6

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	34	14	10	5	7
LCB2	27	12	9	9	3
RCB1	24	13	11	11	4
RCB2	39	12	8	7	3
FS	42	12	11	13	9
SS	25	11	11	12	6
FS2	26	10	9	8	3
SS2	41	10	10	9	4

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	2	8	8
P	5	9	10

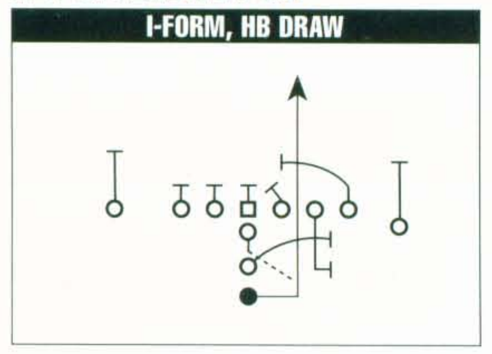
POS.	NO.	SPEED	AGILITY	HANDS
KR	23	11	11	9
KR2	83	11	12	6
PR	34	14	14	7

CINCINNATI BENGALS

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

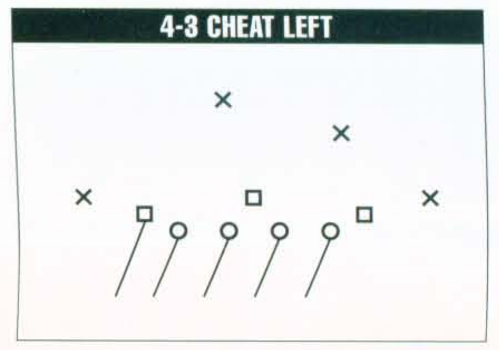
KEY OFFENSIVE PLAY

I-FORM, HB DRAW



KEY DEFENSIVE PLAY

4-3 CHEAT LEFT



AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	28	11	10	6	7
HB2	21	10	10	5	6
HB3	33	10	11	7	9
FB	44	8	9	8	10
FB2	46	7	7	7	5

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	89	11	11	2	11
WR2	80	13	10	2	8
WR3	85	12	11	3	8
WR4	88	11	13	2	8
WR5	84	12	9	3	3
WR6	86	13	8	2	3
TE1	82	7	10	3	9
TE2	48	8	3	3	5
TE3	47	7	5	4	8

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	62	290	10	9
LG	64	287	13	8
C	73	297	10	9
RG	65	287	7	9
RT	63	292	5	8
T2	68	310	4	10
G2	66	298	4	6
C2	77	330	6	7

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	6	11	7	11
DLT	99	8	12	9	11
DRT(NT)	69	4	10	6	10
RE	94	6	7	8	7
DE2	79	5	6	6	5
DT2	97	4	9	5	8

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	50	9	12	12	3
ILB2	90	8	11	11	9
ILB	51	8	12	10	12
ROLB	56	8	7	8	7
ILB3	45	9	10	7	6
OLB2	59	7	9	9	8
OLB3	52	8	9	7	6

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	43	13	9	11	11
LCB2	22	12	8	8	6
RCB1	25	13	10	11	6
RCB2	24	11	9	9	4
FS	31	11	13	11	8
SS	29	10	11	10	6
FS2	32	10	6	6	10
SS2	27	10	9	4	4

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	9	6	8
P	11	8	6

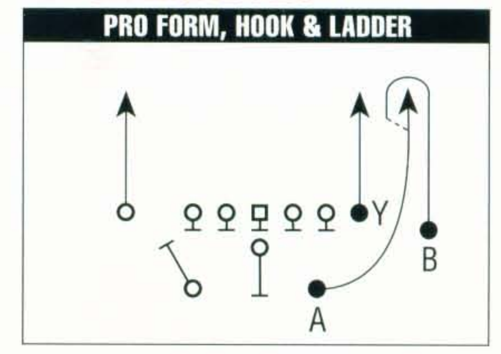
POS.	NO.	SPEED	AGILITY	HANDS
KR	81	11	11	12
KR2	42	7	7	5
PR	81	11	11	12

ALL MADDEN '94

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

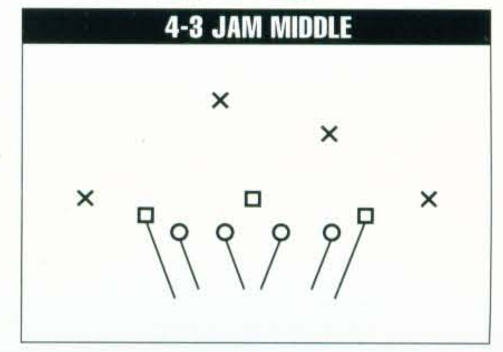
KEY OFFENSIVE PLAY

PRO FORM, HOOK & LADDER



KEY DEFENSIVE PLAY

4-3 JAM MIDDLE



PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	8	9	10	15	13
QB2	19	6	8	13	14
QB3	9	5	7	14	13

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	12	15	7	11
HB2	32	13	14	8	10
HB3	36	11	14	11	6
FB	48	9	5	8	6
FB2	27	11	11	11	10

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	84	13	12	6	15
WR2	80	12	15	5	15
WR3	81	12	13	3	15
WR4	88	13	11	4	15
WR5	83	11	10	3	8
WR6	82	12	12	2	10
TE1	87	10	10	6	11
TE2	85	8	10	7	14
TE3	86	9	7	7	10

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	324	15	15
LG	61	325	15	14
C	53	264	13	15
RG	76	324	15	15
RT	78	286	15	12
T2	77	294	14	12
G2	64	275	15	15
C2	74	298	13	9

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	10	13	13	15
DLT	90	10	12	11	12
DRT(NT)	67	6	10	6	11
RE	96	9	14	12	14
DE2	60	7	10	8	12
DT2	91	4	12	7	12

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	11	14	10	15
ILB2	55	10	13	12	14
ILB	56	12	15	13	15
ROLB	95	10	14	12	14
ILB3	51	10	12	11	14
OLB2	58	10	11	10	11
OLB3	97	11	14	10	14

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	21	15	9	14	14
LCB2	37	13	12	14	5
RCB1	24	14	13	15	15
RCB2	26	15	13	15	11
FS	20	12	12	13	10
SS	42	11	11	14	8
FS2	28	12	13	14	9
SS2	46	12	14	15	7

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	7	13	15
P	1	8	13

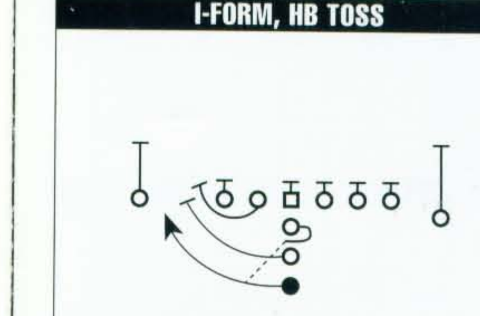
POS.	NO.	SPEED	AGILITY	HANDS
KR	21	15	15	14
KR2	23	13	13	12
PR	23	13	13	12

INDIANAPOLIS COLTS

The Colts have an exciting new halfback, and one of the best linebacking corps in the NFL.

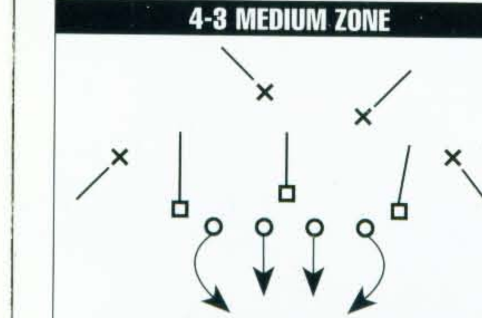
KEY OFFENSIVE PLAY

I-FORM, HB TOSS



KEY DEFENSIVE PLAY

4-3 MEDIUM ZONE



AFC EAST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	12	8	10	8	10
QB2	18	7	8	7	10
QB3	7	7	6	5	8

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	28	12	13	7	7
HB2	35	9	10	7	5
HB3	21	11	11	5	6
FB	42	9	10	9	8
FB2	20	8	6	7	5

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	87	11	10	5	11
WR2	80	10	9	3	8
WR3	84	12	11	2	10
WR4	2	11	9	2	9
WR5	85	10	10	3	8
WR6	86	10	8	1	6
TE1	88	8	9	7	8
TE2	81	7	7	5	7
TE3	48	7	5	3	5

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	67	300	10	10
LG	69	305	8	7
C	63	280	12	12
RG	65	285	9	10
RT	73	324	11	11
T2	74	284	14	9
G2	75	305	7	8
C2	79	302	9	9

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	56	6	10	11	10
DLT	92	3	9	7	9
DRT(NT)	98	3	11	5	8
RE	78	5	9	9	9
DE2	96	4	7	7	7
DT2	90	3	11	2	11

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	9	11	11	11
ILB2	94	7	8	8	8
ILB	54	8	12	10	9
ROLB	55	9	13	9	10
ILB3	57	7	7	11	6
OLB2	59	8	8	7	9
OLB3	53	7	9	8	7

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	37	12	11	10	5
LCB2	33	13	10	8	4
RCB1	38	13	10	9	5
RCB2	39	12	9	7	4
FS	34	11	11	13	9
SS	29	10	14	12	5
FS2	30	11	7	8	6
SS2	32	10	8	6	3

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	4	10	11
P	3	6	12

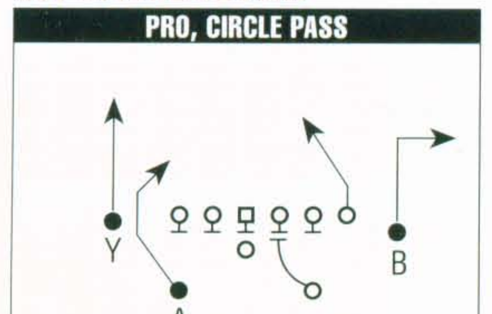
POS.	NO.	SPEED	AGILITY	HANDS
KR	86	10	10	8
KR2	85	10	8	6
PR	85	10	8	6

CLEVELAND BROWNS

The Browns need to get the ball into the hands of their quick halfback to succeed.

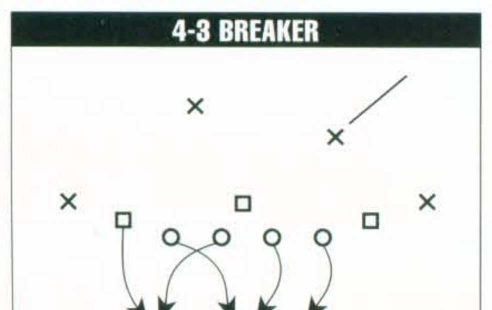
KEY OFFENSIVE PLAY

PRO, CIRCLE PASS



KEY DEFENSIVE PLAY

4-3 BREAKER



AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	21	13	13	4	12
HB2	33	11	10	5	7
HB3	26	9	9	3	5
FB	44	9	8	5	8
FB2	23	8	9	4	6

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	81	13	11	2	11
WR2	83	12	12	3	12
WR3	87	11	12	2	11
WR4	1	13	10	3	7
WR5	84	12	8	2	5
WR6	86	10	7	1	5
TE1	89	7	4	9	4
TE2	80	8	10	4	7
TE3	88	6	5	2	9

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	295	7	11
LG	64	300	9	9
C	61	290	10	10
RG	72	310	9	9
RT	62	305	8	9
T2	73	305	9	7
G2	65	290	6	6
C2	63	300	8	7

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	90	7	9	8	10
DLT	96	3	9	5	5
DRT(NT)	92	4	12	7	13
RE	98	6	10	9	11
DE2	78	4	8	6	8
DT2	97	4	9	5	4

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	8	10	10	10
ILB2	99	7	9	8	8
ILB	53	9	11	10	12
ROLB	50	9	10	10	11
ILB3	58	10	10	9	10
OLB2	56	8	8	9	7
OLB3	52	7	7	8	6

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	38	14	12	13	6
LCB2	22	12	10	12	8
RCB1	28	13	11	8	5
RCB2	37	12	9	7	4
FS	29	11	13	13	10
SS	27	12	12	10	6
FS2	43	11	9	9	4
SS2	42	10	10	7	3

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	3	10	9
P	15	5	10

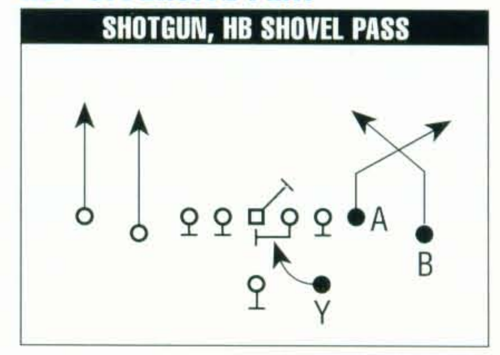
POS.	NO.	SPEED	AGILITY	HANDS
KR	22	12	11	8
KR2	21	13	13	12
PR	21	13	13	12

DENVER BRONCOS

The Broncos have the most explosive air attack in the league.

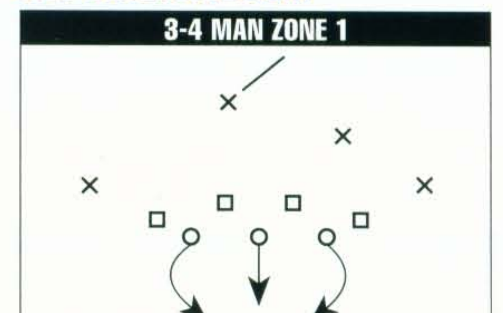
KEY OFFENSIVE PLAY

SHOTGUN, HB SHOVEL PASS



KEY DEFENSIVE PLAY

3-4 MAN ZONE 1



AFC WEST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	7	9	10	13	12
QB2	8	5	7	11	10
QB3	12	7	6	9	9

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	10	11	8	9
HB2	22	12	12	6	7
HB3	38	10	10	7	6
FB	39	8	9	6	4
FB2	37	7	6	5	2

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	83	14	12	3	12
WR2	81	13	13	3	13
WR3	85	12	10	2	9
WR4	82	11	12	2	7
WR5	87	10	10	1	5
WR6	86	10	9	2	3
TE1	84	8	10	7	14
TE2	89	7	6	4	6
TE3	88	6	7	3	5

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	65	294	13	10
LG	79	292	12	10
C	72	270	10	11
RG	75	292	10	9
RT	68	290	11	10
T2	78	290	8	7
G2	64	280	6	9
C2	66	279	7	9

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	99	7	10	10	11
DLT	95	3	8	6	7
DRT(NT)	98	2	9	4	5
RE	90	5	10	9	9
DE2	94	5	8	7	8
DT2	97	2	7	6	10

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	9	11	11	8
ILB2	58	8	10	9	9
ILB	92	9	11	10	10
ROLB	73	10	12	12	15
ILB3	57	9	9	8	9
OLB2	54	7	7	9	6
OLB3	59	7	8	8	11

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	20	11	12	12	7
LCB2	21	11	10	10	9
RCB1	26	12	12	11	10
RCB2	23	11	9	10	8
FS	27	12	13	14	9
SS	40	11	11	9	7
FS2	34	10	9	8	6
SS2	31	10	10	7	7

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	1	11	11
P	16	8	6

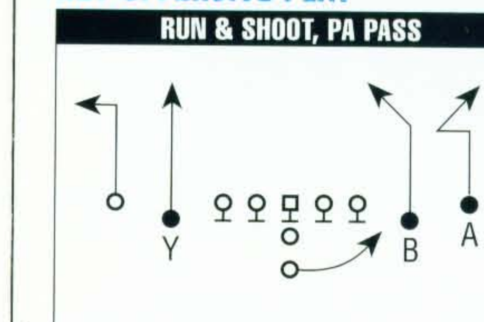
POS.	NO.	SPEED	AGILITY	HANDS
KR	85	12	10	9
KR2	22	12	12	7
PR	82	13	12	11

HOUSTON OILERS

Houston's run and shoot has a new commander this season.

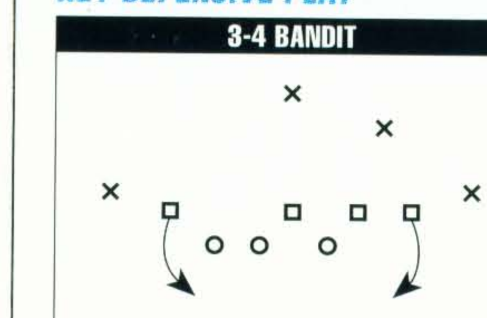
KEY OFFENSIVE PLAY

RUN & SHOOT, PA PASS



KEY DEFENSIVE PLAY

3-4 BANDIT



AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	14	7	8	10	10
QB2	7	6	6	7	8
QB3	12	5	5	8	9

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	12	13	7	5
HB2	32	10	12	5	3
HB3	44	10	10	4	4
FB	41	8	9	6	3
FB2	47	7	8	4	2

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	89	12	10	4	12
WR2	81	12	14	5	11
WR3	84	13	13	3	10
WR4	88	11	10	2	9
WR5	87	11	12	2	7
WR6	82	14	11	2	4
TE1	48	9	10	5	6
TE2	46	7	7	9	2
TE3	49	6	8	6	3

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	305	11	9
LG	55	304	9	8
C	74	298	13	9
RG	72	306	8	10
RT	73	292	12	9
T2	70	295	7	8
G2	64	284	11	8
C2	66	288	5	8

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	3	10	8	9
DLT	79	4	12	7	14
DRT(NT)	94	4	8	5	11
RE	92	6	11	10	10
DE2	71	5	9	7	7
DT2	68	3	9	5	5

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	57	8	8	9	7
ILB2	51	7	10	8	9
ILB	54	8	11	11	12
ROLB	50	9	10	10	10
ILB3	52	7	7	8	7
OLB2	59	8	7	7	10
OLB3	58	7	6	8	9

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	29	13	10	11	6
LCB2	24	12	9	10	8
RCB1	28	14	13	12	9
RCB2	23	12	11	11	4
FS	31	12	9	13	10
SS	25	11	14	12	6
FS2	36	10	7	8	3
SS2	26	10	9	10	5

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	3	8	7
P	16	11	14

POS.	NO.	SPEED	AGILITY	HANDS
KR	85	12	13	12
KR2	48	9	10	8
PR	85	12	13	12

P-SNS-ANLE-USA(A)
PRINTED IN JAPAN

MADDEN NFL 95

TEAM PROFILES

Weight ratings in software correspond to actual weights in poster.

AMERICAN FOOTBALL CONFERENCE

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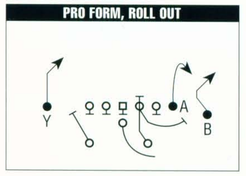
LOS ANGELES RAIDERS

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

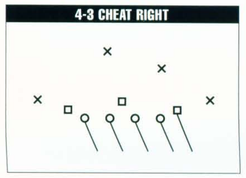
KEY OFFENSIVE PLAY

PRO FORM, ROLL OUT



KEY DEFENSIVE PLAY

4-3 CHEAT RIGHT



AFC WEST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	15	8	9	10	11
QB2	11	9	5	9	9
QB3	12	5	8	5	8

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	12	11	7	8
HB2	27	11	12	6	5
HB3	21	12	9	4	4
FB	44	8	9	9	8
FB2	41	9	7	8	4

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	81	14	13	3	13
WR2	82	13	14	2	9
WR3	86	14	13	2	8
WR4	89	13	11	3	6
WR5	83	12	11	3	6
WR6	80	12	9	4	4
TE1	87	8	9	7	3
TE2	84	7	8	7	2
TE3	88	8	7	9	2

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	300	11	10
LG	76	285	13	12
C	72	295	10	11
RG	66	319	11	11
RT	68	295	7	10
T2	79	285	11	9
G2	78	305	8	10
C2	67	295	12	9

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	6	11	10	9
DLT	91	3	10	5	6
DRT(NT)	74	4	11	7	8
RE	94	7	12	9	12
DE2	56	6	9	7	6
DT2	97	3	10	5	5

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	8	11	8	4
ILB2	45	9	10	11	11
ILB	54	8	11	9	6
ROLB	99	10	13	12	13
ILB3	57	9	8	8	10
OLB2	53	8	12	10	7
OLB3	52	9	10	11	11

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	36	15	12	13	10
LCB2	46	13	10	9	7
RCB1	24	13	11	12	7
RCB2	48	12	10	12	6
FS	33	10	13	5	6
SS	20	11	9	11	8
FS2	29	13	10	4	7
SS2	31	12	9	9	5

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	18	5	12
P	7	11	10

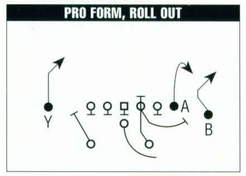
POS.	NO.	SPEED	AGILITY	HANDS
KR	86	14	13	8
KR2	81	14	13	13
PR	81	14	13	13

SEATTLE SEAHAWKS

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

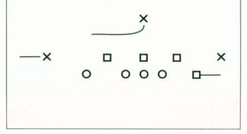
KEY OFFENSIVE PLAY

PRO FORM, ROLL OUT



KEY DEFENSIVE PLAY

GOAL LINE 53 SEAHAWK



AFC WEST PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	42	12	12	5	9
HB2	22	11	12	7	4
HB3	35	10	11	6	7
FB	35	8	7	9	6
FB2	43	7	6	6	5

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	84	13	12	3	10
WR2	89	12	10	4	12
WR3	85	11	9	3	7
WR4	86	10	10	2	7
WR5	81	14	12	2	6
WR6	88	12	13	3	4
TE1	82	8	7	8	4
TE2	87	9	8	7	5
TE3	48	7	6	4	7

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	73	304	10	10
LG	59	296	9	9
C	53	300	11	10
RG	76	306	8	8
RT	75	336	9	11
T2	78	292	7	10
G2	69	315	5	9
C2	52	288	6	9

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	70	6	10	11	10
DLT	98	5	11	8	8
DRT(NT)	96	6	12	8	13
RE	93	5	9	10	9
DE2	99	4	8	6	7
DT2	72	4	9	5	10

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	50	9	11	10	10
ILB2	58	8	9	7	8
ILB	94	7	12	10	12
ROLB	51	10	9	11	8
ILB3	49	6	7	7	7
OLB2	97	8	8	9	10
OLB3	95	7	6	8	9

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	39	12	9	9	4
LCB2	29	12	6	7	3
RCB1	26	13	10	11	8
RCB2	27	12	9	8	7
FS	41	13	12	13	11
SS	25	11	12	11	6
FS2	44	10	10	8	7
SS2	21	11	9	6	7

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	4	10	7
P	14	11	8

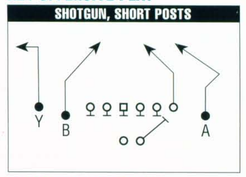
POS.	NO.	SPEED	AGILITY	HANDS
KR	81	14	12	6
KR2	89	12	12	12
PR	84	12	10	10

MIAMI DOLPHINS

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

KEY OFFENSIVE PLAY

SHOTGUN, SHORT POSTS



KEY DEFENSIVE PLAY

4-3 DBL TALON ZONE

AFC EAST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	13	5	4	12	13
QB2	19	5	5	9	10
QB3	11	7	6	5	8

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	43	10	11	6	9
HB2	21	11	10	7	4
HB3	30	9	12	6	3
FB	41	9	10	8	8
FB2	22	8	5	5	3

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	82	13	14	2	10
WR2	80	12	12	3	12
WR3	81	13	13	4	9
WR4	86	11	10	3	6
WR5	87	14	12	2	5
WR6	89	12	11	2	5
TE1	88	9	10	8	9
TE2	84	8	9	5	8
TE3	85	8	6	4	4

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	302	13	14
LG	69	303	14	13
C	65	290	12	9
RG	60	290	9	8
RT	73	293	8	9
T2	74	296	6	7
G2	67	295	5	9
C2	61	286	10	8

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	91	6	11	9	12
DLT	79	4	9	5	9
DRT(NT)	99	2	10	4	8
RE	90	5	10	8	11
DE2	72	4	9	8	9
DT2	95	3	8	6	7

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	9	12	11	14
ILB2	50	8	10	8	8
ILB	56	8	11	9	10
ROLB	55	10	13	12	8
ILB3	54	7	9	8	7
OLB2	53	9	11	11	8
OLB3	58	7	9	7	6

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	23	12	10	11	7
LCB2	47	10	8	5	8
RCB1	37	14	12	13	10
RCB2	24	13	9	10	5
FS	28	12	9	12	7
SS	35	10	13	9	4
FS2	42	12	10	5	5
SS2	26	11	11	7	2

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	10	15	14
P	6	6	8

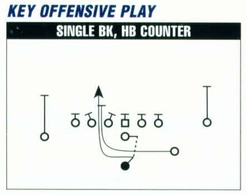
POS.	NO.	SPEED	AGILITY	HANDS
KR	81	13	13	9
KR2	87	14	12	6
PR	81	13	13	9

SAN DIEGO CHARGERS

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

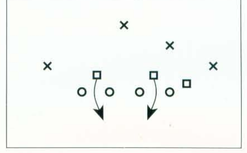
KEY OFFENSIVE PLAY

SINGLE BK, HB COUNTER



KEY DEFENSIVE PLAY

4-3 DBL TALON STRIKE



AFC WEST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	12	7	6	10	11
QB2	13	7	8	7	10
QB3	7	8	5	6	9

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	20	12	13	10	6
HB2	33	10	11	4	9
HB3	45	10	11	5	4
FB	32	9	7	6	5
FB2	43	7	8	5	4

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	89	13	12	4	9
WR2	80	12	11	3	10
WR3	85	13	11	2	5
WR4	82	11	12	2	6
WR5	81	11	9	2	5
WR6	17	11	10	3	5
TE1	84	7	9	9	4
TE2	86	8	8	9	7
TE3	41	7	6	6	4

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	295	11	10
LG	68	300	12	9
C	53	281	11	11
RG	73	300	9	10
RT	67	295	9	9
T2	74	310	7	7
G2	71	325	6	9
C2	60	285	7	8

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	94	6	8	10	10
DLT	98	3	9	5	7
DRT(NT)	93	4	10	7	9
RE	91	7	10	11	13
DE2	96	5	7	8	6
DT2	90	2	6	4	7

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	92	9	9	10	10
ILB2	51	6	9	7	8
ILB	57	8	9	10	9
ROLB	55	10	13	12	14
ILB3	58	7	10	9	11
OLB2	54	7	7	8	8
OLB3	59	7	11	7	6

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	21	13	11	12	8
LCB2	25	12	9	9	8
RCB1	28	14	10	13	8
RCB2	31	12	8	10	6
FS	24	11	10	11	6
SS	29	12	11	12	12
FS2	44	10	11	9	4
SS2	40	11	12	8	3

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	3	10	8
P	1	7	6

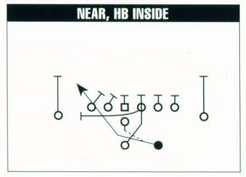
POS.	NO.	SPEED	AGILITY	HANDS
KR	83	14	14	8
KR2	82	11	9	6
PR	21	14	14	8

NEW ENGLAND PATRIOTS

The Patriots had a strong second half of the season last year. Their star quarterback looks better with every start.

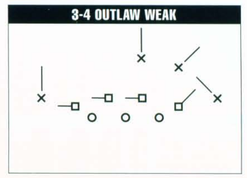
KEY OFFENSIVE PLAY

NEAR, HB INSIDE



KEY DEFENSIVE PLAY

3-4 OUTLAW WEAK



AFC EAST PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	11	8	6	12	12
QB2	16	8	7	10	10
QB3	7	7	5	6	8

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	44	11	12	9	5
HB2	31	10	11	7	6
HB3	32	12	11	8	6
FB	34	10	8	10	9
FB2	33	8	6	7	3

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	82	12	13	5	9
WR2	81	12	12	3	10
WR3	86	13	10	2	6
WR4	80	11	11	4	7
WR5	83	12	11	3	8
WR6	19	11	10	3	6
TE1	87	9	10	8	9
TE2	88	7	7	6	5
TE3	85	7	5	8	2

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	284	10	11
LG	69	295	9	9
C	65	280	9	9
RG	61	288	12	8
RT	77	290	11	10
T2	70	295	8	8
G2	71	291	10	7
C2	60	291	9	10

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	5	9	7	9
DLT	63	3	10	4	8
DRT(NT)	72	4	11	3	12
RE	76	4	8	6	8
DE2	92	5	7	6	6
DT2	90	2	8	3	4

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	10	12	12	11
ILB2	54	9	11	10	10
ILB	59	10	13	11	13
ROLB	95	7	11	10	8
ILB3	51	8	7	9	6
OLB2	53	9	7	7	10
OLB3	58	8	6	7	5

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	21	12	9	12	7
LCB2	27	13	7	9	8
RCB1	37	14	10	12	9
RCB2	22	13	8	11	4
FS	42	12	11	12	5
SS	29	11	12	13	5
FS2	30	11	8	8	4
SS2	23	12	7	10	5

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	3	8	10
P	5	9	12

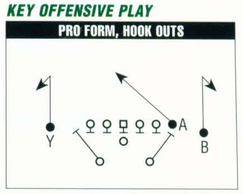
POS.	NO.	SPEED	AGILITY	HANDS
KR	80	11	11	7
KR2	81	12	12	10
PR	80	11	11	7

NEW YORK JETS

The Jets improved their receiving corps in the off-season. Their veteran quarterback is a great leader.

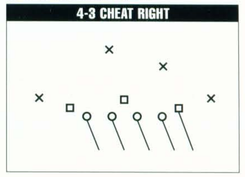
KEY OFFENSIVE PLAY

PRO FORM, HOOK OUTS



KEY DEFENSIVE PLAY

4-3 CHEAT RIGHT



AFC EAST PLAYER RATINGS

QUARTERBACKS

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

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	39	12	10	9	11
HB2	29	13	12	3	3
HB3	25	10	11	4	4
FB	30	9	10	10	6
FB2	28	8	8	8	4

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	85	14	12	5	8
WR2	81	12	11	3	10
WR3	82	13	12	3	9
WR4	87	12	10	4	9
WR5	19	13	12	1	5
WR6	17	11	9	4	7
TE1	86	10	9	8	9
TE2	80	8	7	6	6
TE3	84	7	5	5	4

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	69	291	11	8
LG	62	285	9	7
C	53	286	12	10
RG	67	315	8	11
RT	75	308	10	10
T2	76	321	7	8
G2	74	280	11	8
C2	52	284	9	9

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	6	10	8	10
DLT	60	3	11	4	9
DRT(NT)	90	4	10	6	7
RE	56	6	11	10	11
DE2	92	4	10	8	6
DT2	91	3	9	6	5

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	9	10	10	8
ILB2	54	7	9	8	10
ILB	59	8	8	9	13
ROLB	57	10	11	11	11
ILB3	45	6	8	7	9
OLB2	58	11	7	9	7
OLB3	49	7	6	7	6

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	31	14	8	10	10
LCB2	37	13	7	9	7
RCB1	40	14	10	13	9
RCB2	22	11	11	10	6
FS	42	11	11	14	8
SS	48	12	9	13	12
FS2	27	10	9	8	6
SS2	26	10	10	7	5

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	8	14	6
P	11	7	9

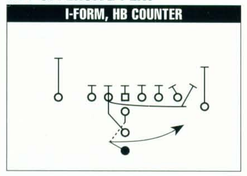
POS.	NO.	SPEED	AGILITY	HANDS
KR	29	13	12	8
KR2	31	14	14	10
PR	19	13	11	9

PITTSBURGH STEELERS

Pittsburgh's defense forces many turnovers. Never count them out.

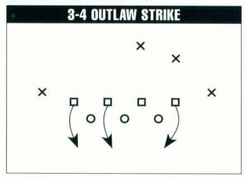
KEY OFFENSIVE PLAY

I-FORM, HB COUNTER



KEY DEFENSIVE PLAY

3-4 OUTLAW STRIKE



AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

POS.	NO.	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QB1	14	6	6	11	11
QB2	18	7	8	10	9
QB3	16	7	5	6	7

RUNNING BACKS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	29	12	11	10	8
HB2	44	11	12	9	4
HB3	42	9	10	6	3
FB	22	9	10	8	10
FB2	49	7	6	8	5

RECEIVERS

POS.	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
WR1	9	13	12	2	10
WR2	20	13	11	5	8
WR3	88	12	10	3	7
WR4	82	11	11	5	9
WR5	89	11	10	2	10
WR6	80	9	11	3	7
TE1	86	10	10	7	10
TE2	84	8	10	10	6
TE3	87	7	6	4	4

OFFENSIVE LINE

POS.	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	65	297	10	8
LG	67	288	7	9
C	53	286	13	9
RG	77	295	8	11
RT	72	304	9	10
T2	73	295	6	9
G2	62	296	7	7
C2	69	290	8	8

DEFENSIVE LINE

POS.	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	98	5	11	8	9
DLT	90	2	10	4	6
DRT(NT)	93	3	9	4	8
RE	97	6	7	8	11
DE2	74	5	8	7	10
DT2	76	3	8	4	7

LINEBACKERS

POS.	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	91	9	9	11	12
ILB2	99	7	10	8	10
ILB	94	8	11	9	9
ROLB	95	10	14	12	14
ILB3	50	7	9	8	9
OLB2	54	8	6	7	7
OLB3	51	7	8	8	6

DEFENSIVE BACKS

POS.	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
LCB1	26	15	13	15	11
LCB2	28	11	7	8	4
RCB1	21	13	10	10	6
RCB2	27	13	7	8	5
FS	39	11	9	13	9
SS	37	12	12	14	9
FS2	24	11	8	10	4
SS2	25	10	10	9	7

SPECIAL TEAMS

POS.	NO.	DISTANCE	ACCURACY
K	1	7	10
P	3	7	12

POS.	NO.	SPEED	AGILITY	HANDS
KR	26	15	14	11
KR2	20	13	11	8
PR	26	15	14	11

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