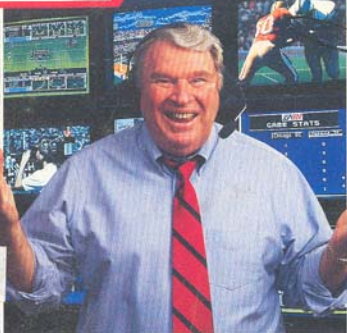


EASN™

P R E S E N T S



John Madden

00 3

FEATURING
JOHN
MADDEN'S
VOICE:
COLOR
COMMENTARY
YOU'LL NEVER
TURN OFF!



JOHN MADDEN FOOTBALL '93™

BY

LOOKINGGLASS
TECHNOLOGY™

AND

EA STUDIOS



ELECTRONIC ARTS®

OFFICIAL

SEGA

SEAL OF
QUALITY

Licensed by Sega Enterprises Ltd.
for play on the SEGA™ GENESIS™ SYSTEM



**Ron Barr, sports anchor,
Electronic Arts Sports Network**

Emmy Award-winning reporter Ron Barr brings over 20 years of professional sportscasting experience to EASN. His network radio and television credits include play-by-play and color commentary for the NBA, NFL and the Olympic Games.

In addition to covering EASN sporting events, Ron hosts Sports Byline USA, the premier sports talk radio show broadcast over 100 U.S. stations and around the world on Armed Forces Radio Network and Radio New Zealand.

Barr's unmatched sports knowledge and enthusiasm afford sports fans everywhere the chance to really get to know their heroes, talk to them directly, and discuss their views in a national forum.

LISTEN IN!



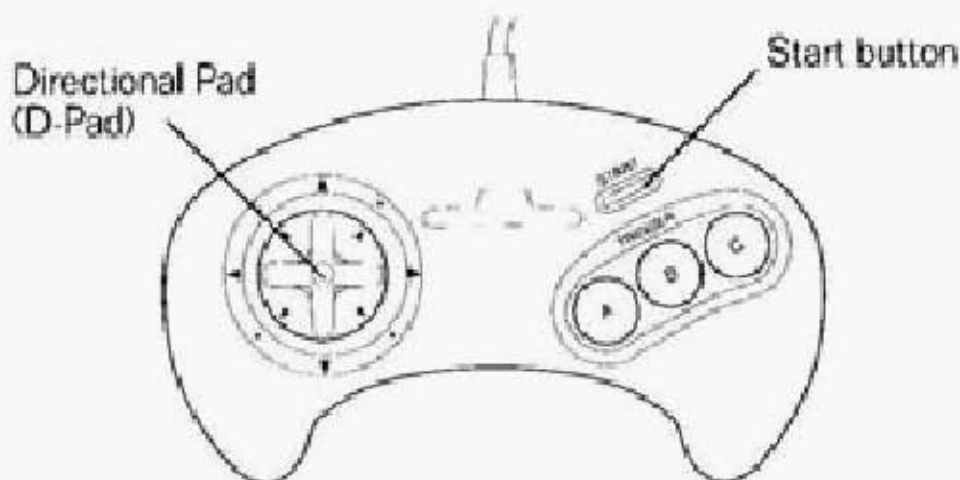
Tune in to **SPORTS BYLINE USA** for the **ELECTRONIC ARTS SPORTS NETWORK TRIVIA CONTEST** for a chance to win a free EASN sports game. Check local radio listings.

10:00 p.m. to 1:00 a.m. E.T.
9:00 p.m. to 12:00 a.m. C.T.
8:00 p.m. to 11:00 p.m. M.T.
7:00 p.m. to 10:00 p.m. P.T.

CONTENTS

CONTROLLING THE GAME	2
STARTING THE GAME	4
SETTING UP THE GAME	5
GETTING ON THE BALL	8
Team Comparison Screen	8
Coin Toss/Wind	9
Receiving the Kick/Player Control	10
Kicking	11
Onside Kick	12
OFFENSIVE COORDINATION	13
Offensive Audibles/Fake Snap	13
Running	14
Passing	14
Broken Passing Plays	15
Hurry-Up Offense	16
DEFENSIVE COORDINATION	16
Two Player—Teammates	17
Pause/Timeouts	18
Game Stats	18
Playoff Stats	19
Instant Replay	20
Penalty Overturn	21
Saving/Restoring Playoffs	21
Substitutions	22
OFFENSE—SETS, FORMATIONS, PLAYS	23
DEFENSE—FORMATIONS, COVERAGES, PLAYS	32
PLAYER RATINGS	38

CONTROLLING THE GAME



KICKING

A Alerts team that you might call an audible.

B w/A, returns line to normal kick formation.

C Sets kicker in motion.

C Kicks the ball.

C w/A sets onside kick formation.

Press D-Pad left/right before the kick to aim the football.

OFFENSE—BEFORE THE SNAP

A Alerts team that you might call an audible.

A Calls Anti-Blitz play.

B Fakes snap by calling "hut."

B Calls Running play.

C Snaps the ball.

C Calls Passing play.

OFFENSE—AFTER THE SNAP

RUNNING

- | | | |
|------------------------|------------------------|---|
| A Runner dives. | B Runner spins. | C "Umph" (Runner tries to break tackle.) |
|------------------------|------------------------|---|

PASSING

- | | | |
|--|--|--|
| | | C shows passing windows. |
| A Pass to receiver in window A . | B Pass to receiver in window B . | C Pass to receiver in window C . |

Hold down button for "bullet" pass. Tap button for "lob" pass.

RECEIVING

- | | | |
|--------------------------|--------------------------------------|---------------------------------|
| A Receiver dives. | B Activate intended receiver. | C Receiver raises hands. |
|--------------------------|--------------------------------------|---------------------------------|

DEFENSE—BEFORE THE SNAP

A Alerts team that you might call an audible.

- | | | |
|----------------------------------|-----------------------|----------------------------------|
| A Calls Anti-Run defense. | B Calls Blitz. | C Call Anti-Pass defense. |
|----------------------------------|-----------------------|----------------------------------|

DEFENSE—AFTER THE SNAP

- | | | |
|--------------------------|--|--|
| A Dive to tackle. | B Activate man closest to ball. | C Jump to block kick, deflect pass, clothes-line tackle, or strip football from ball carrier. |
|--------------------------|--|--|

HURRY-UP OFFENSE

Press **C** immediately after the whistle. Players will go directly to the line of scrimmage.

Press **Start** to pause/resume game.

STARTING THE GAME

1. Flip OFF the power switch on your Sega™ Genesis™.

WARNING: *Never try to insert or remove a cartridge when the power is ON.*

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

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

3. Insert the cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Turn ON the power switch.

The Electronic Arts® Sports Network (EASN) intro will begin. If you don't see it, begin again at step 1.

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

SETTING UP THE GAME



You need to use the *Game Set-Up* screen every time you play. First select the **type** of contest you want to compete in.

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

PLAY MODES

Regular Season

Pre-Season

New Playoffs

Cont Playoffs

Sudden Death

All-Time Greats

Play Clock enforced

Play Clock not enforced

16-Team Tournament

Continue Tournament

First score wins game

8-Team Tournament

PLAYER MODES

One Home or Visitor	One player vs. the computer
Two Head-to-Head	Two players head-to-head
Two Teammates	Two players vs. the computer (see page 17 for control instructions)
Demo	The computer vs. itself

TEAMS

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

NOTE *When you're playing in a tournament, the computer decides which player is the home team.*

QUARTER LENGTH

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



STADIUM

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

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

WEATHER

There is no weather in a domed stadium. The conditions are ideal.

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

Press **Start** to begin play. If you don't press **Start**, the demo will begin automatically. Press any button to end the demo and return to the **Main Menu**.



GETTING ON THE BALL

Team Comparison Screen



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

Team A



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

Team B

Team A

√

Team B

√

*Both teams are relatively equal in this area.***Team A**

√√

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

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

Coin Toss/Wind

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

If you win the toss, you must choose whether to kickoff or to receive the kickoff. Press A to kick or C to receive. If you lose the coin toss, the computer's team captain decides who will kickoff, and then you decide which goal your team will defend in the first half.





Look at the flag to see which direction (if any) the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **A** to defend the home team's goal or **C** to defend the visiting team's goal.

The kickoff play begins automatically.

Receiving the Kick/Player Control

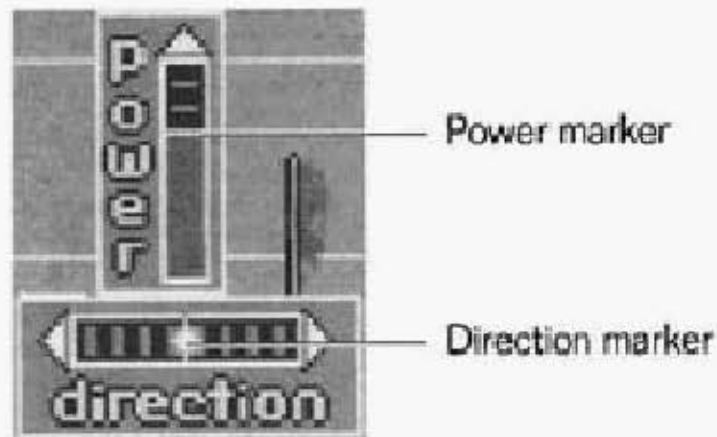
If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches



the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing on the D-Pad.

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

Kicking

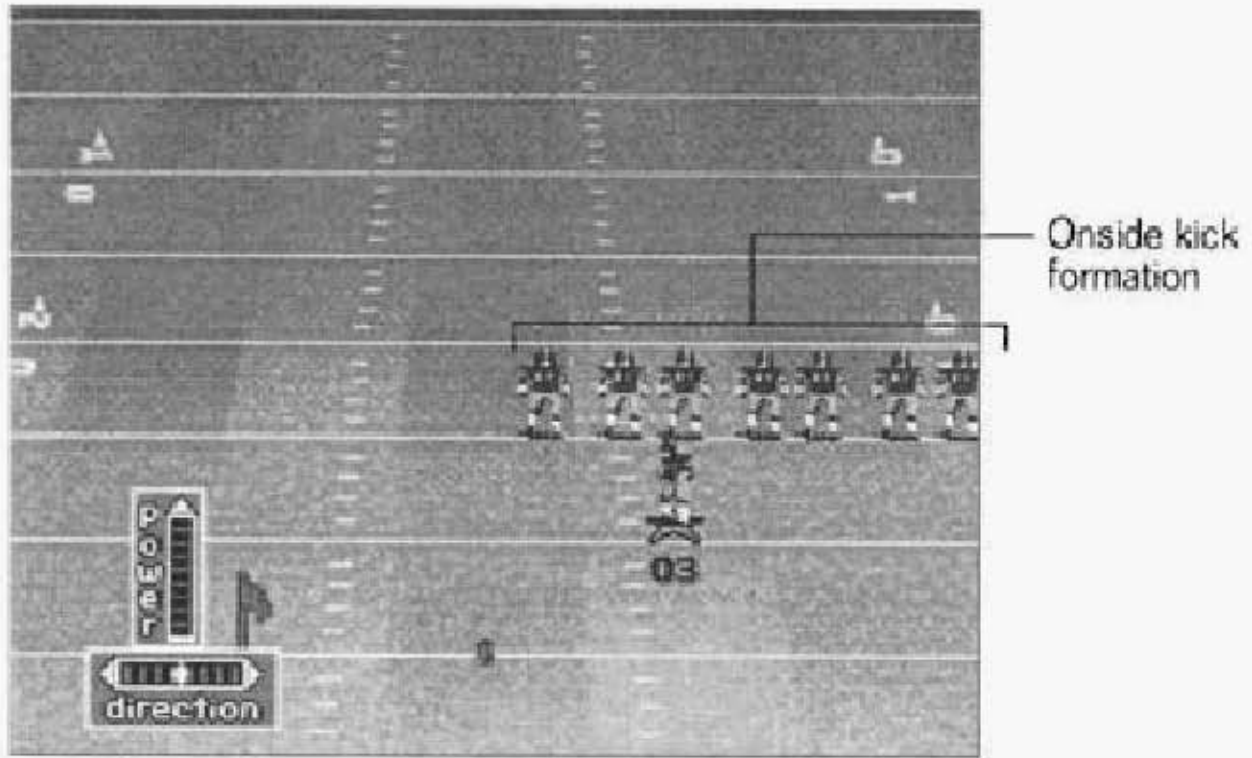


The following kicking instructions apply to kickoffs, punts, and field goals.

Press **C** to snap the ball and start the strength meter moving upward. Press **C** again to stop the meter and strike the ball. The longer the meter is at the time when you stop it, the farther the ball will travel.

Press **D-Pad left/right** to aim the kick after you press **C** the first time, but before you strike the ball.

Onside Kick



Press **A** and then **C** to set up the onside kick formation. (If you change your mind and want to return to the normal kickoff formation, Press **A** and then **B**.)

Press **C** to start the kick meter.

Press **C** again immediately while pressing the **D-Pad** to the right.

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

OFFENSIVE COORDINATION

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

Press the D-Pad left/right to toggle through sets, formations, and plays. Press A, B, or C to choose the set, formation, or play in the corresponding box. (See page 23 for descriptions of each set and formation.)

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

Offensive Audibles

A **fake snap** might draw the defense offsides.

The snap starts the play.

An **audible** changes the play at the line.

See the poster for diagrams of audibles.

Anti-Blitz

Run

Pass

Press B

Press C

Press A

Press A

Press B

Press C

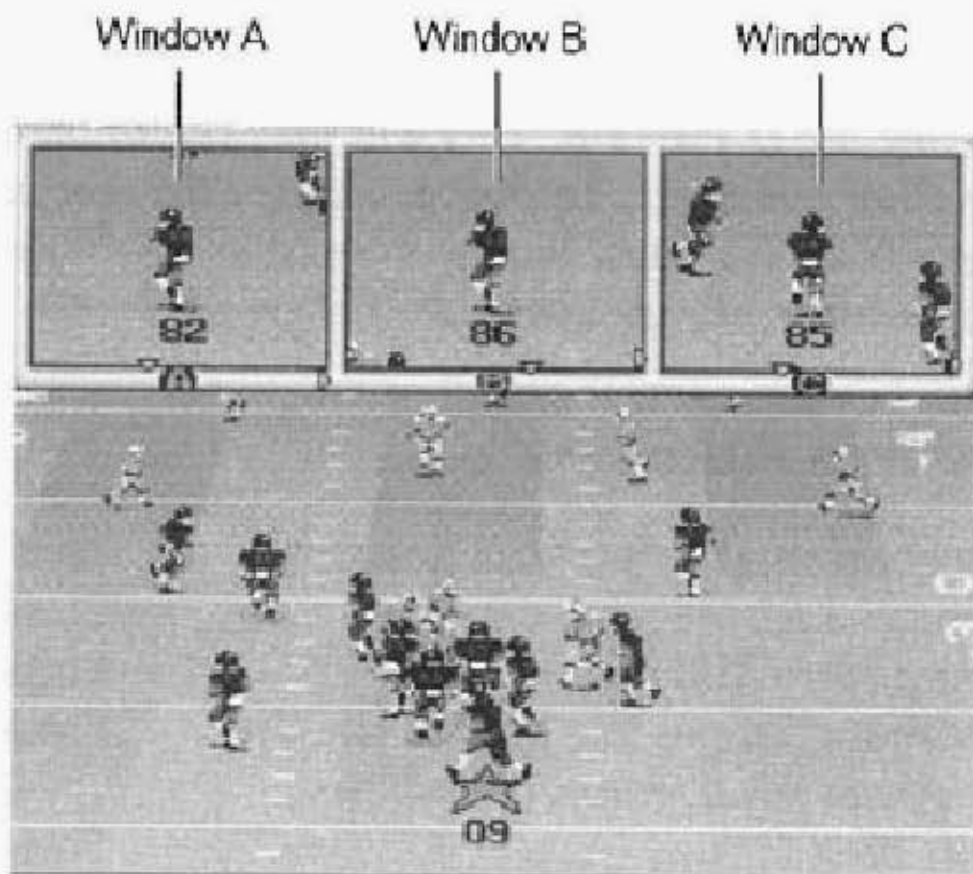


Running

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

Dive	Press A
Spin	Press B
"Umph" Break tackle	Press C

Passing



There are three receivers for every passing play, corresponding to the A, B, and C buttons.

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

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross. Press B to switch control to the intended receiver, then use the D-Pad to guide the receiver to the spot if he's not already there. Also, you can press C to raise the receiver's hands. This increases the chance of catching the ball.

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

Broken Passing Plays

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

Show passing windows Press C



Hurry-Up Offense

At the end of a play you can go straight to the line of scrimmage.

Hurry-Up offense Press C right after whistle

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. The option in the C window is "Madden's choice" and the computer will select it automatically if you don't press any buttons. (See page 32 for a description of formations, coverages, and plays.)

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

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

Two Player—Teammates

When playing in the *Teammates* mode, the player with controller 1 controls the man on the BLACK star. The player with controller 2 controls the player on the YELLOW star. On offense, the player with controller 1 “is” the quarterback and is responsible for calling the plays and snapping the ball.

The player with controller 2 may use the **B** button to “become” any of the other players on the field. In most cases, the control 2 player will choose to act as either a running back or a pass receiver, but some people might like play on the line, as Madden himself once did.

On passing plays, the player with controller 2 can press **B** to become the intended receiver after the quarter back passes the ball. On running plays, the player with controller 2 must move the yellow star to the proper running back before the ball is snapped in order to control the ball carrier. Otherwise, controller 1 automatically controls the ball carrier.

When one player is dissatisfied or upset with the play of his teammate, there is no need to argue. For example, if the player controlling the quarterback and the play-calling is making a lot of unwise decisions, both players should discuss the problem and come to an agreement—perhaps pause the game and decide

together which play to run next. It's okay to be angry, but don't let your anger get the best of you, and never resort to violence.

Pause/Timeouts

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

Game Stats

EASN		GAME STATS			
ⓐ PLAYER STATS		ⓑ GAME STATS		ⓒ SCORING SUMMARY	
	Miami 72	Chicago 85			
Points	21	0			
First Downs	2	5			
Total Plays/Yards	10 / 68	23 / 85			
Rushing Plays/Yards	8 / 36	3 / 0			
Passing Plays/Yards	2 / 32	20 / 85			
Passing Com/Att/Int	1 / 2 / 0	8 / 19 / 2			↓

At half time and the end of the game the Game Stats screen appears. Press the D-Pad up/down to scroll



through the Game Stats. For Player Statistics, Press A. For the other team's player statistics, Press A again. For the Scoring Summary, press C. To return to the Game Stats, Press B.

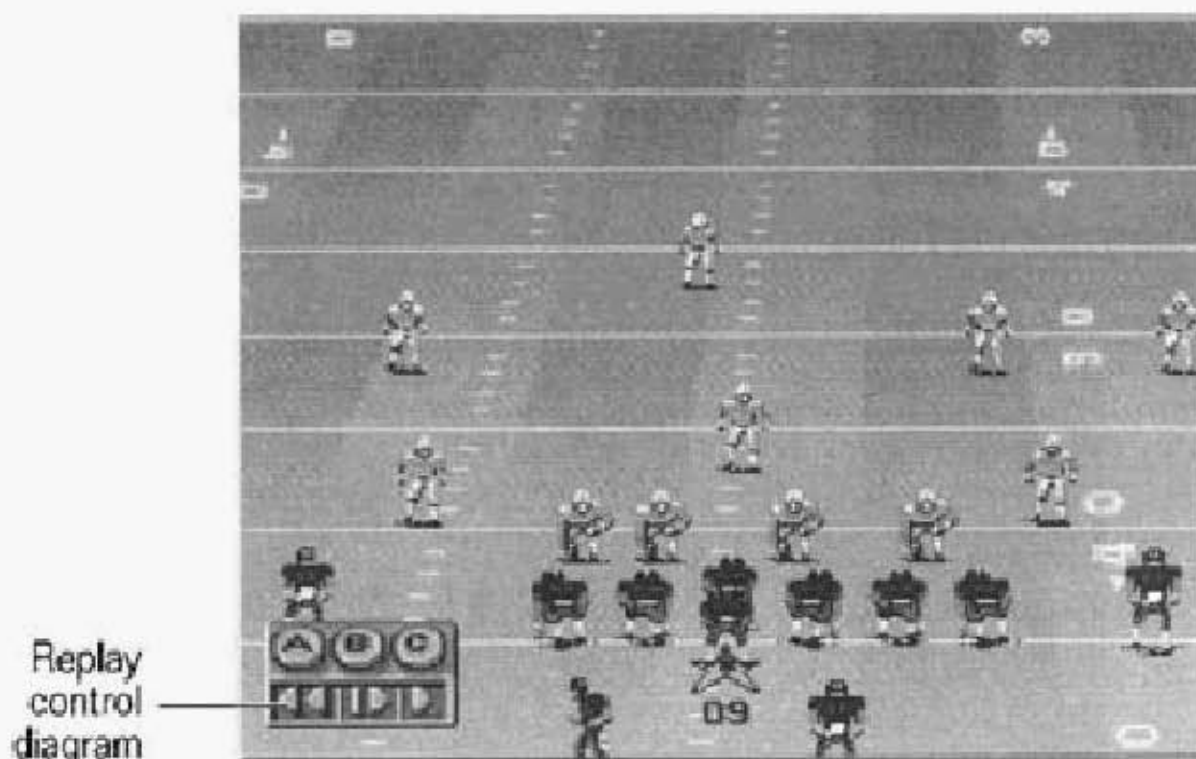
Playoff Stats

PLAYOFF STATS		
Ⓜ PLAYER STATS Ⓟ GAME STATS Ⓞ SCORING SUMMARY		
	OPPOSING TEAMS	Wash. 82
Points	10	7
First Downs	2	7
Total Plays/Yards	12 / 102	22 / 79
Rushing Plays/Yards	6 / 39	4 / 1
Passing Plays/Yards	6 / 63	18 / 78
Passing Con/Att/Int	3 / 5 / 1	9 / 17 / 3 ↓

In the playoff modes, the program keeps your team's stats and the combined totals of your opponents' throughout the entire tournament.

- From the *Game Stats* screen, press Start to go to *Playoff Stats*.

Instant Replay



Press **Start** to bring up the *Options Menu*. Press **B** to select **Instant Replay**. Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

- | | |
|--------------------|-------------------------|
| Press A | Rewind |
| Press B | Slow Motion |
| Press C | Replay at Normal Speed |
| Press Start | Stop Replay/Resume Game |

If you wish to isolate a particular player, use the D-Pad to position that player at the bottom center of the screen. A yellow marker and his jersey number will appear beneath him.

Penalty Overturn

Available only in Head-To-Head mode.

Penalties are called at the discretion of the officials. You may overturn a penalty called against you once per game. Only pass interference can be overturned.

- Press **Start** to go to the *Options Menu*.
- Select **Instant Replay**.

Watch the instant replay if you choose.

- Press **Start** to bring up the *After Reviewing* options.
- Press **A** to overturn the call, or **B** to let it stand.

Saving/Restoring Playoffs



When you win a playoff game, your spot on the playoff tree is saved automatically and can only be replaced by a subsequent victory in that particular tournament, or by an initial victory in a new playoff tournament. If you lose in the playoffs, you can simply play that game over again. No one but you has to know.

- Select **Continue Playoffs** from the *Main Menu* to return to your spot on the playoff tree.

Substitutions

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

You can only substitute before calling an offensive SET. You can't substitute if your quarterback has been injured earlier in the drive—because your substitute is already playing. Once you substitute for your quarterback, you can't bring the starter back until the half is over. To replace your quarterback, follow the instructions under TIME OUT, above, and press C.

OFFENSE—SETS, FORMATIONS, PLAYS

Sets

FAST

Like the name says, your quick guys are out on the field. This set is loaded with wideouts, flankers and maybe a super-fast halfback.

NORMAL

Refers to the standard offensive “package:” two wide receivers, a tight end, a halfback and a fullback.

HANDS

Puts most of your strong receivers on the field, plus two running backs.

BIG

Fields your strongest backs, cannonballs with legs who can grind out yards in the mud and snow. These guys let the defense grab a leg just so they can ram it through their chests.

Formations

SHOTGUN

This is primarily a passing formation because the **quarterback** receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, 'cause he's already there.

RUN & SHOOT

This formation has four quick receivers and a **halfback**. Guys with good hands who run forty yards in less than five seconds are the stuff **defensive backs** have nightmares about.

PRO-FORM

This is my version of the **pro-set**, where a **fullback** and a **halfback** line up beside one another and behind the **quarterback**.

FAR AND NEAR

These terms simply describe where the **halfback** lines up. He's either *far from* or *near to* the strong side of the offensive line, that's the side where the **tight end** lines up.



Plays

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For

example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.



PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball. -

DRAW

The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS

Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.



POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

STOP CLOCK

Here the quarterback simply kneels or spikes the ball.

OFFENSIVE ALIGNMENTS

The sets and formations show how your offensive team lines up when you call certain plays. Remember: Not all formations are appropriate with every set. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the **PLAYER RATINGS**. Here's an example of how they work.

From the **PLAYER RATINGS** you can find out who your fastest wide receiver is. You can find out where that guy lines up by looking at the following charts. You might want to call a play for him from the passing windows, if his hands are as good as his feet.



SET/FORMATION

NORMAL/FAR

WR1	LT	LG	C	RG	RT	TE1	
			QB				WR2
	HB1		FB				

NORMAL/NEAR

WR1	LT	LG	C	RG	RT	TE1	
			QB				WR2
			FB		HB1		

NORMAL/PRO-FORM

WR1	LT	LG	C	RG	RT	TE1	
			QB				WR2
		HB1		FB			

NORMAL/ SHOTGUN and RUN & SHOOT

WR1		LT	LG	C	RG	RT	TE1
	HB1					FB	WR2
				QB			

BIG/FAR

	LT	LG	C	RG	RT	TE1	
TE2			QB				WR4
	HB1		FB				

BIG/NEAR

TE2	LT	LG	C	RG	RT	TE1	
			QB				WR4
			FB		HB1		

BIG/PRO-FORM

TE2	LT	LG	C	RG	RT	TE1	
			QB				WR4
		HB1		FB			

BIG/SHOTGUN

	LT	LG	C	RG	RT		
TE2			FB		TE1		
	HB1		QB				WR4

FAST/FAR

	LT	LG	C	RG	RT	WR4	
WR1			QB				WR2
		WR3		HB2			

FAST/NEAR

	LT	LG	C	RG	RT	WR4	
WR1			QB				WR2
		HB2		WR3			

FAST/PRO-FORM

WR1		LT	LG	C	RG	RT	WR4
				QB			WR2
			WR3		HB2		

FAST/SHOTGUN and RUN & SHOOT

WR1		LT	LG	C	RG	RT	
							WR4 WR2
	WR3				HB2		
				QB			



HANDS/FAR

	LT	LG	C	RG	RT	TE2	
WR3			QB				WR2
	HB2		HB1				

HANDS/NEAR

	LT	LG	C	RG	RT	TE2	
WR3			QB				WR2
			HB1		HB2		

HANDS/PRO-FORM

WR3	LT	LG	C	RG	RT	TE2	
			QB				WR2
		HB2		HB1			

HANDS/SHOTGUN

WR3		LT	LG	C	RG	RT	TE2	
								WR2
	HB2				HB1			
				QB				

KICKOFF RETURN

		RG		RT		LT	LG	
	ROLB				FB			LOLB
		TE1					TE2	
		WR3				KR		

DEFENSE—FORMATIONS, COVERAGES, PLAYS

Formations

GOAL LINE

A good line up for stuffing the short run and goal line defense.

3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.

NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.



DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

Coverage

ATTACK

An Attack COVERAGE is the best defense against running plays because it emphasizes containment. Control basically means that the defense is willing to give up short stuff up the middle, but they're not prepared to let the offense work the sidelines and make big yards on sweeps and stuff like that. Attack is not available with the Nickel and Dime formations.

READ

The Read COVERAGE gives balanced coverage. The defense has a little bit more flexibility to react quickly to the pass or run. This is known as having some options. It's probably the safest defense against run or pass, but it's not the strongest defense against either one.

COVER

Cover is usually the best COVERAGE against the pass. The defense is trying to convince the offense that all

its receivers are covered and any ball thrown will be shut down or intercepted. Pass coverage comes in two basic flavors: Man-to-man and Zone (see PLAYS, below).

Plays

BLITZ

A blitz is when one or more of the linebackers or defensive backs unexpectedly rush the quarterback. This usually happens when the defense thinks the offense is going to pass. A blitzing linebacker tries to sack the quarterback but he's satisfied if he puts enough pressure on the ball handler to make him hurry his motion and throw badly.

STUNT

A stunt is when a defensive lineman takes an unexpected route toward the quarterback. Instead of going straight ahead and trying to get by the offensive man in front of him, he might loop around one or two teammates to approach the backfield. Stunts are intended to confuse the blocking assignments of the offensive line.

ZONE

In Zone pass coverage, the defender is responsible for a particular area of the field. He covers any receiver who enters his area. Some defensive backs hate it



when you come into their zone. They say, "get out of my area, and no one gets hurt." Some receivers believe them. Zone defenders will play 5 yards off the receiver to prevent getting burned deep.

MAN

In Man-to-man pass coverage, the defender follows a certain receiver wherever he goes. Man on man defenders are tough guys who love a challenge. They play closer to the receiver but better have the horsepower to stay with a speedy opponent. Their reputations are on the line every time the ball goes in the air. They can't say "I thought you were guarding him." They say stuff like, "I'm gonna be on his back like white on rice."

JAM

Although it's against the rules to tackle or hold onto a pass receiver before he touches the ball, a defender can jam or *chuck* a receiver. That means he's allowed to give him one push or block within 5 yards of the line of scrimmage, provided the ball hasn't been thrown. The defensive man is trying to knock the receiver off balance, mess up his timing, and prevent him from running his pattern.

PREVENT

Prevent concedes a short gain to the offense but focuses on preventing a long gain. The defensive

backfield lines up farther back from the line than usual, so they give up the short pass too. It's usually used late in the half or game when the defensive team is way ahead, and the offensive team is out of scoring position.

Defensive Alignments

The alignments show how your defensive team lines up when you call certain formations and sets. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS. Here's an example of how to use them.

From the PLAYER RATINGS you can find out who your fastest defensive back is. From the following charts, you know where that guy lines up. If he's not covering the man or zone you want him to cover, get control of him by pressing B (until he's standing on the star symbol) and then use the D-Pad to move him into the position where you think he'll do the most good.



FORMATIONS

GOAL LINE

				FS1			
		RCB				LCB	
				SS			
	ROLB						LOLB
	RE	RILB	NT	LILB		LE	

3-4

				FS1		SS	
		RCB1					LCB1
		ROLB		RILB		LILB	LOLB
		RE			NT		LE

4-3

			FS1		SS		
		RCB1				LCB1	
	RLB		MLB				LLB
	RE		RT		LT		LE

NICKEL

				SS			
		RCB2				LCB2	
RCB1							LCB1
		PLB				LOLB	
	RE		RT		LT		LE

DIME

		SS		FS1		
	RCB2				FS2	
RCB1						LCB1
		PLB				
	RE	RT		LT		LE

KICKOFF

FS1	TE1	RLB	RE	MLB	P	SS	LE	LLB	TE2	FS2
-----	-----	-----	----	-----	---	----	----	-----	-----	-----

PLAYER RATINGS

The skills and attributes of every player in our league are rated on a scale from 0 to 15, with 15 standing for near perfection. Each player has a speed rating—if you can't run, you can't play the game. But, since different positions require different skills, we've also rated the characteristics that are most important for playing each position.

These player ratings are reflected in my team scouting reports and in the way individual players perform. Here's an example of how the ratings work and how you can use them.

You'll notice that San Francisco's number one wide receiver (WR1) has great quickness, speed, and a pair of hands you'd trust to catch an artillery shell. If



you're on offense, you're going to want to throw to this guy a lot, or use him as a decoy because the defense has to respect him. If you're on defense, you want to guard against ever going man-to-man with this burner with only a linebacker to depend on. You're probably going to want to put your fastest defensive back on him. Get the idea?

Keep these ratings in mind when you choose a play. They'll help you play a better game.

KEY TO PLAYER RATINGS

Eight groups of players are rated—4 offensive and 4 defensive.

QB1	first quarterback	RT	right tackle
QB2	second quarterback	RE	right end
HB1	first halfback	LLB	left linebacker
HB2	second halfback	MLB	middle linebacker
FB	fullback	RLB	right linebacker
		PLB	passing linebacker
WR1	first wide receiver	SS	strong safety
WR2	second wide receiver	FS1	first free safety
WR3	third wide receiver	RCB1	first right corner back
WR4	fourth wide receiver	LCB1	first left corner back
TE1	first tight end	RCB2	2nd right cornerback
TE2	second tight end	LBC2	2nd left cornerback
LT	left tackle		
LG	left guard	K	kicker
C	center	P	punter
RG	right guard	KR	kick returner
RT	right tackle	PR	punt returner
LE	left end		

ATLANTA

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrimblg.
QB1	12	10	8	5	5
QB2	13	1	7	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	34	7	8	7	8
HB2	41	6	6	6	7
FB	43	6	5	5	8

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	7	11	6	11
WR2	81	15	10	7	12
WR3	86	7	12	7	11
WR4	85	6	8	4	5
TE1	35	7	8	5	7
TE2	83	8	5	3	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	279	12	9
LG	69	295	9	6
C	64	285	9	6
RG	79	280	9	6
RT	75	300	13	10

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	99	6	9	7	7
NT	74	5	6	5	5
RE	76	5	6	5	4

Linebackers

	no.	spd.	tckl.	agil.	awar.
LQLB	54	3	4	4	5
LILB	59	3	3	4	5
RILB	58	5	11	5	5
ROLB	56	6	5	6	8
PLB	52	5	3	4	5

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	42	8	9	8	8
FS1	25	12	9	11	12
RGB1	21	14	8	15	14
LCB1	22	15	10	14	15
RCB2	37	7	9	7	7
LCB2	23	7	10	6	7
FS2	32	7	8	7	7

Special teams

	no.	range	accur.
K	9	10	12
P	17	12	7

	no.	speed	agil.	break tackl.
KR	21	11	11	8
PR	21	8	7	3



BUFFALO

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass- accur.	spd.	scrmbig.
QB1	12	12	12	3	4
QB2	14	1	12	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	34	15	15	14	9
HB2	23	10	11	9	10
FB	35	7	8	6	4

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	13	10	7	9
WR2	83	8	12	7	11
WR3	82	7	6	4	6
WR4	85	5	6	3	6
TE1	84	4	6	4	6
TE2	88	5	5	2	5

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	69	289	13	12
LG	51	272	14	13
C	67	275	13	12
RG	74	301	10	9
RT	75	315	10	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	94	4	10	5	8
NT	91	9	8	8	7
RE	78	8	13	7	7

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	97	8	11	9	9
LILB	58	4	9	3	3
RILB	54	4	7	5	3
ROLB	56	8	12	8	9
PLB	53	3	4	3	4

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	46	12	7	13	12
FS1	38	11	8	10	11
RCB1	37	15	7	13	15
LCB1	47	12	7	13	12
RCB2	27	6	6	8	6
LCB2	31	7	7	7	7
FS2	20	6	7	6	6

Special teams

	no.	range	accur.
K	2	9	2
P	9	6	6

	no.	speed	agil.	break tackl.
KR	85	10	10	4
PR	85	6	6	0

CHICAGO

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	4	10	10	6	6
QB2	10	0	10	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	35	12	11	10	7
HB2	31	7	6	5	4
FB	25	7	7	6	11

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	82	9	9	5	8
WR2	87	4	7	3	5
WR3	29	3	4	1	4
WR4	88	3	4	1	3
TE1	80	8	5	2	3
TE2	86	6	4	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	70	279	13	9
LG	62	272	13	9
C	63	260	14	10
RG	57	269	10	6
RT	78	284	10	6

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	93	6	5	4	5
NT	72	7	8	7	7
RE	95	11	9	10	9

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	59	8	4	10	9
LILB	50	9	7	9	9
RILB	76	4	7	8	8
ROLB	55	14	6	15	15
PLB	51	9	3	9	9

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	48	10	12	11	10
FS1	20	11	12	11	11
RCB1	32	14	13	12	14
LCB1	21	11	13	11	11
RCB2	26	8	13	7	8
LCB2	37	6	13	6	6
FS2	36	9	13	9	9

Special teams

	no.	range	accur.
K	6	7	3
P	8	7	4

	no.	speed	agil.	break tackl.
KR	29	6	8	4
PR	22	8	8	2



CINCINNATI

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrimblg.
QB1	7	9	9	4	4
QB2	15	0	8	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	28	12	11	10	7
HB2	20	5	6	5	9
FB	44	7	6	6	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	81	8	7	5	7
WR2	85	9	8	5	7
WR3	86	5	4	2	4
WR4	80	8	3	1	4
TE1	82	8	6	3	4
TE2	84	5	5	1	5

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	293	14	13
LG	62	281	10	9
C	64	271	10	9
RG	73	297	10	9
RT	63	288	10	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	96	7	5	7	6
NT	69	7	10	8	7
RE	98	7	6	7	6

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	50	5	7	6	7
LILB	59	5	3	4	4
RILB	57	4	5	3	3
ROLB	94	6	5	7	7
PLB	53	3	3	3	4

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	33	10	7	9	10
FS1	29	8	6	8	8
RCB1	22	9	6	8	9
LCB1	25	7	6	6	7
RCB2	41	3	5	4	3
LCB2	32	5	7	4	5
FS2	27	6	7	5	6

Special teams

	no.	range	accur.
K	3	7	9
P	11	13	6

	no.	speed	agil.	break tackl.
KR	42	8	9	5
PR	32	15	15	9

CLEVELAND

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	19	11	12	4	4
QB2	17	0	4	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	28	7	7	7	7
HB2	33	6	6	4	11
FB	34	11	9	8	11

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	84	8	9	5	7
WR2	86	4	5	2	5
WR3	1	9	5	2	4
WR4	21	4	4	2	5
TE1	81	6	5	2	3
TE2	89	3	4	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	66	289	7	3
LG	74	271	7	3
C	61	275	7	3
RG	68	304	10	6
RT	69	284	7	3

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	90	6	4	5	6
LT	96	6	3	6	6
RT	92	8	9	8	9
RE	98	7	3	7	7

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	58	8	4	7	8
MLB	52	5	10	6	4
RLB	57	10	7	10	10
PLB	59	5	3	4	6

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	22	7	11	6	7
FS1	29	8	11	8	8
RCB1	26	7	12	6	7
LCB1	36	10	11	9	10
RCB2	25	5	11	4	5
LCB2	39	4	10	4	4
FS2	37	4	10	3	4

Special teams

	no.	range	accur.
K	3	12	8
P	11	10	7

	no.	speed	agil.	break tackl.
KR	21	5	4	0
PR	21	7	9	2



DALLAS

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	8	9	12	3	3
QB2	7	3	8	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	22	15	15	15	4
HB2	34	5	5	4	8
FB	48	5	5	5	10

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	88	11	13	9	14
WR2	80	11	6	3	6
WR3	83	10	5	3	5
WR4	81	12	6	2	5
TE1	84	6	8	5	6
TE2	86	3	6	2	6

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	71	293	8	5
LG	66	312	11	8
C	53	271	8	5
RG	63	283	8	5
RT	61	322	11	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	92	7	8	9	8
LT	75	6	7	5	6
RT	67	7	5	7	8
RE	77	7	7	7	8

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	51	9	7	8	9
MLB	55	9	4	9	9
RLB	57	7	5	8	7
PLB	59	6	5	7	7

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	37	9	8	9	9
FS1	20	7	8	7	7
RGB1	24	8	8	9	8
LCB1	30	10	8	11	10
RCB2	23	5	7	6	5
LCB2	29	5	9	5	5
FS2	36	3	9	3	3

Special teams

	no.	range	accur.	break tackl.
K	1	11	5	
P	4	12	9	
	no.	speed	agil.	break tackl.
KR	81	15	14	10
PR	83	13	12	6

DENVER

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	7	12	9	6	8
QB2	11	0	2	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds.
HB1	28	14	14	12	5
HB2	33	8	9	7	6
FB	30	7	7	6	10

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	8	7	4	7
WR2	80	12	6	4	6
WR3	82	3	5	2	4
WR4	85	9	5	2	4
TE1	81	8	5	2	5
TE2	88	6	4	1	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	62	299	7	6
LG	63	260	7	6
C	72	271	7	6
RG	67	287	7	6
RT	76	290	7	6

Defensive Line

	no.	spd.	tckl.	agil.	awar.
LE	91	5	6	6	6
NT	71	6	9	6	5
RE	90	6	7	7	6

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	73	13	6	14	13
LILB	56	10	9	9	9
RILB	77	14	8	15	14
ROLB	51	15	7	14	14
PLB	54	10	5	10	10

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	49	15	14	14	15
FS1	27	15	13	15	15
RCB1	24	12	14	12	12
LCB1	34	13	15	14	13
RCB2	29	9	14	10	9
LCB2	21	9	15	8	9
FS2	22	6	14	7	6

Special teams

	no.	range	accur.
K	9	4	10
P	2	9	11

	no.	speed	agil.	break tackl.
KR	41	10	9	4
PR	41	9	9	4



DETROIT

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	12	5	8	3	3
QB2	9	4	10	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	20	15	15	15	7
HB2	43	6	5	4	7
FB	42	6	5	4	8

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	4	5	2	5
WR2	81	3	4	1	1
WR3	86	7	4	1	4
WR4	84	4	2	0	1
TE1	5	3	2	0	2
TE2	46	3	2	0	2

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	75	287	13	9
LG	66	286	9	5
C	53	282	9	5
RG	67	285	9	5
RT	76	276	9	5

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	90	6	9	7	8
NT	93	6	7	7	5
RE	92	6	9	6	6

Linebackers

	no.	spd.	tckl.	agil.	awar.
L0LB	58	10	9	10	11
L1LB	54	7	12	6	6
R1LB	98	5	6	6	6
R0LB	55	6	7	6	7
PLB	51	6	5	6	5

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	35	10	11	9	10
FS1	36	8	9	7	8
RCB1	24	7	10	6	7
LCB1	39	12	11	12	12
RCB2	25	5	9	5	5
LCB2	28	5	10	5	5
FS2	27	4	9	4	4

Special teams

	no.	range	accur.
K	3	7	4
P	6	9	13

	no.	speed	agil.	break tackl.
KR	23	14	15	11
PR	23	14	15	11

GREEN BAY

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	7	4	7	4	4
QB2	18	4	8	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	33	6	7	5	7
HB2	46	4	5	4	9
FB	39	8	7	7	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	84	6	8	4	7
WR2	81	6	6	2	5
WR3	88	6	3	1	3
WR4	85	3	4	1	3
TE1	80	4	4	1	3
TE2	86	3	4	0	2

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	75	286	7	4
LG	57	280	7	4
C	63	275	7	4
RG	65	305	7	4
RT	77	298	7	4

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	62	6	3	6	5
NT	98	7	5	6	6
RE	74	8	3	6	7

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	90	12	10	13	14
LILB	91	11	10	10	9
RILB	56	8	4	9	9
ROLB	95	13	4	14	14
PLB	54	9	8	9	8

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	38	9	9	9	9
FS1	26	10	9	10	10
RCB1	36	11	9	10	11
LCB1	25	10	9	9	10
RCB2	22	5	9	4	5
LCB2	27	7	9	6	7
FS2	24	5	10	5	5

Special teams

	no.	range	accur.
K	13	10	9
P	16	7	7

	no.	speed	agil.	break tackl.
KR	88	13	12	8
PR	85	11	10	6



HOUSTON

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	1	15	11	4	4
QB2	14	0	11	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	44	8	6	6	7
HB2	33	4	4	4	8
FB	20	3	4	3	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	84	6	13	7	11
WR2	80	5	7	4	6
WR3	81	9	10	6	10
WR4	85	8	5	2	4
TE1	83	7	5	2	5
TE2	87	7	5	2	6

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	290	11	8
LG	63	284	11	8
C	74	291	15	13
RG	70	286	11	8
RT	73	291	11	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	95	12	10	13	12
LT	79	8	12	8	8
RT	99	4	6	6	4
RE	96	10	11	10	11

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	57	10	11	10	10
MLB	54	9	14	10	9
RLB	91	8	5	8	8
PLB	53	9	5	9	8

Defensive Backs

	no.	spd.	tckl.	pass cov.	intere.
SS	25	13	9	12	13
FS1	26	12	9	12	12
RCB1	21	12	10	11	12
LCB1	28	13	9	13	13
RCB2	23	5	9	5	5
LCB2	29	6	10	5	6
FS2	38	5	9	6	5

Special teams

	no.	range	accur.
K	6	3	8
P	9	10	8

	no.	speed	agil.	break tackl.
KR	87	9	8	6
PR	87	6	6	2

INDIANAPOLIS

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrm blg.
QB1	11	9	11	3	3
QB2	7	6	8	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds.
HB1	32	5	6	4	7
HB2	20	4	4	5	6
FB	23	3	4	2	10

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	84	5	7	3	7
WR2	80	5	9	4	7
WR3	85	5	5	2	4
WR4	83	3	4	1	2
TE1	88	5	3	0	4
TE2	81	4	3	0	2

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	71	309	6	4
LG	79	315	6	4
C	53	301	6	4
RG	66	281	6	4
RT	74	306	6	4

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	76	6	2	6	5
NT	82	8	6	8	9
RE	78	7	6	8	7

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	51	6	4	6	6
LILB	54	7	13	8	7
RILB	97	4	8	5	6
ROLB	50	10	10	9	11
PLB	55	7	6	6	7

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	36	8	15	8	8
FS1	39	8	15	8	8
RCB1	38	8	15	7	8
LCB1	37	7	15	7	7
RCB2	25	3	14	3	3
LCB2	33	3	15	3	3
FS2	42	2	15	2	2

Special teams

	no.	range	accur.
K	4	11	2
P	3	12	3

	no.	speed	agil.	break tackl.
KR	83	7	8	3
PR	83	8	6	1



KANSAS CITY

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblig.
QB1	17	6	12	4	4
QB2	13	1	13	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	23	11	11	9	7
HB2	44	8	9	8	8
FB	35	13	14	12	3

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	7	6	3	5
WR2	81	4	5	2	4
WR3	82	6	5	2	3
WR4	88	10	4	2	3
TE1	85	3	3	1	3
TE2	86	5	4	2	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	76	295	15	12
LG	79	276	11	7
C	61	299	11	7
RG	72	305	11	7
RT	74	305	11	7

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	90	10	11	8	9
NT	97	5	11	5	5
RE	63	7	8	7	7

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	57	11	8	11	10
LILB	54	8	5	8	7
RILB	56	6	7	7	7
ROLB	58	11	8	12	12
PLB	52	6	4	6	7

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	27	7	10	6	7
FS1	20	10	10	11	10
RCB1	31	8	11	8	8
LGB1	29	11	9	10	11
RCB2	39	4	11	4	4
LCB2	24	7	9	6	7
FS2	34	6	9	4	6

Special teams

	no.	range	accur.
K	8	5	13
P	4	7	4

	no.	speed	agil.	break tackl.
KR	44	10	10	6
PR	25	8	6	1

LOS ANGELES

PLAYER RATINGS

Quarterbacks

	no.	pass. range	pass accur.	spd.	scrmblg.
QB1	11	11	9	3	3
QB2	14	0	5	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds.
HB1	39	8	8	7	10
HB2	43	5	5	4	8
FB	22	3	4	3	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	11	10	7	10
WR2	83	11	7	4	7
WR3	84	9	5	3	4
WR4	82	8	4	2	4
TE1	87	6	7	4	5
TE2	86	3	6	3	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	64	306	10	8
LG	71	276	10	8
C	61	300	10	8
RG	66	286	10	8
RT	78	284	10	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	97	6	3	6	6
LT	95	5	3	5	6
RT	90	5	8	6	6
RE	91	6	5	7	6

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	53	6	5	7	7
MLB	52	9	10	9	8
RLB	58	9	4	8	9
PLB	54	5	3	7	6

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	26	7	8	6	7
FS1	23	5	8	5	5
RCB1	41	8	7	7	8
LCB1	20	9	7	9	9
RCB2	27	3	9	3	3
LCB2	21	3	7	3	3
FS2	37	7	7	7	7

Special teams

	no.	range	accur.
K	10	7	15
P	6	4	7

	no.	speed	agil.	break tackl.
KR	82	8	8	4
PR	82	9	10	4



MIAMI

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrm blg.
QB1	13	13	10	3	4
QB2	9	0	9	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	44	10	8	8	3
HB2	21	11	11	11	6
FB	34	3	4	3	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	85	10	11	7	11
WR2	83	10	11	7	11
WR3	49	3	8	4	6
WR4	81	8	7	5	7
TE1	80	5	5	2	6
TE2	84	8	6	3	5

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	296	14	12
LG	69	305	14	12
C	65	285	11	9
RG	61	308	11	9
RT	74	296	11	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	95	7	4	7	7
NT	99	7	4	7	6
RE	91	8	7	8	9

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	92	9	8	10	9
LILB	56	5	5	6	6
RILB	93	5	7	5	5
ROLB	59	7	3	7	7
PLB	51	6	6	7	6

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	26	6	12	6	6
FS1	25	9	10	10	9
RCB1	43	5	10	5	5
LCB1	24	4	11	5	4
RCB2	35	1	12	3	1
LCB2	32	2	11	2	2
FS2	45	5	10	4	5

Special teams

	no.	range	accur.
K	10	10	13
P	4	15	10

	no.	speed	agil.	break tackl.
KR	34	7	8	4
PR	82	8	9	4

MINNESOTA

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass. accur.	spd.	scrmblg.
QB1	16	7	11	5	4
QB2	11	2	8	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	33	10	11	9	7
HB2	21	11	10	9	4
FB	46	6	6	6	8

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	81	3	6	2	4
WR2	80	6	9	4	8
WR3	84	5	4	1	2
WR4	87	3	3	0	3
TE1	83	4	6	3	4
TE2	88	3	3	0	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	65	282	14	11
LG	64	271	14	11
C	63	263	10	7
RG	69	286	10	7
RT	76	295	10	7

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	99	5	9	6	6
LT	93	10	9	9	8
RT	97	10	12	9	9
RE	56	7	12	8	8

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	55	8	9	8	6
MLB	50	7	8	8	8
RLB	57	9	11	8	7
PLB	91	7	4	8	7

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	47	15	11	13	15
FS1	25	13	11	13	13
RCB1	48	12	11	12	12
LCB1	39	11	11	9	11
RCB2	26	9	10	10	9
LCB2	38	6	10	6	6
FS2	22	8	11	7	8

Special teams

	no.	range	accur.
K	7	7	7
P	18	15	7

	no.	speed	agil.	break tackl.
KR	20	11	11	7
PR	87	9	8	3



NEW ENGLAND

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	7	10	10	4	3
QB2	13	1	7	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	32	11	11	9	1
HB2	24	6	5	4	7
FB	44	5	6	4	9

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	8	9	6	8
WR2	86	8	7	4	5
WR3	83	12	5	3	5
WR4	81	9	4	1	5
TE1	85	3	10	5	8
TE2	87	3	4	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	284	10	8
LG	76	265	6	4
C	74	280	6	4
RG	75	294	6	4
RT	77	290	6	4

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	96	6	6	7	5
NT	66	7	3	5	6
RE	90	7	5	7	6

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	56	9	7	9	10
LILB	51	4	6	5	3
RILB	59	7	12	8	6
ROLB	55	5	5	6	6
PLB	52	5	4	4	3

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	41	7	6	6	7
FS1	48	8	6	8	8
RCB1	36	9	5	9	9
LCB1	37	10	6	10	10
RCB2	22	4	6	3	4
LCB2	21	7	6	6	7
FS2	28	5	6	5	5

Special teams

	no.	range	accur.
K	4	0	4
P	11	6	7

	no.	speed	agil.	break tackl.
KR	24	10	11	6
PR	36	6	8	2

NEW JERSEY

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	7	11	10	4	3
QB2	8	0	5	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	32	12	12	11	8
HB2	24	7	8	7	7
FB	30	11	11	10	3

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	88	7	10	5	9
WR2	85	8	10	5	9
WR3	87	8	4	2	4
WR4	81	5	5	2	5
TE1	80	3	4	1	3
TE2	84	3	4	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	69	291	7	3
LG	66	284	7	3
C	53	285	7	3
RG	67	312	7	3
RT	75	297	7	3

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	97	8	7	8	8
LT	94	7	6	5	5
RT	90	8	8	7	7
RE	56	10	8	9	9

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	57	8	7	8	8
MLB	59	7	12	7	8
RLB	58	6	4	7	6
PLB	55	9	3	8	7

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	48	5	7	5	5
FS1	22	7	6	8	7
RCB1	40	8	8	8	8
LCB1	43	10	7	10	10
RCB2	21	2	6	2	2
LCB2	45	1	7	2	1
FS2	31	3	6	4	3

Special teams

	no.	range	accur.	break tackl.
K	5	0	6	
P	4	6	5	
	no.	speed	agil.	tackl.
KR	81	10	9	6
PR	81	6	7	3



NEW ORLEANS

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	3	5	10	4	4
QB2	4	5	9	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	25	9	9	8	6
HB2	22	8	7	8	9
FB	20	12	12	9	8

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	84	6	8	5	6
WR2	86	8	9	5	9
WR3	89	10	6	3	5
WR4	80	4	4	1	3
TE1	82	4	4	2	5
TE2	85	5	4	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	74	284	10	5
LG	72	298	10	5
C	61	252	10	5
RG	70	289	10	5
RT	67	278	10	5

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	93	6	3	5	6
NT	94	6	5	6	7
RE	73	9	4	9	8

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	57	14	7	15	15
LILB	51	11	10	12	11
RILB	90	10	4	12	11
ROLB	56	14	7	15	15
PLB	52	11	5	10	9

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	39	12	13	12	12
FS1	28	14	14	14	14
RCB1	41	12	14	13	12
LCB1	26	13	15	14	13
RCB2	27	8	13	10	8
LCB2	43	7	15	6	7
FS2	29	6	13	6	6

Special teams

	no.	range	accur.
K	7	15	11
P	6	12	6

	no.	speed	agil.	break tackl.
KR	28	7	7	3
PR	22	4	5	1

NEW YORK

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	15	6	12	6	5
QB2	11	3	10	3	2

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	27	14	14	12	7
HB2	30	7	8	6	5
FB	24	7	8	6	9

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	82	9	7	4	5
WR2	85	10	5	2	5
WR3	81	3	3	0	2
WR4	90	9	3	1	3
TE1	87	7	4	1	3
TE2	86	4	3	0	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	76	304	12	11
LG	66	281	12	11
C	65	265	9	8
RG	60	289	9	8
RT	72	275	9	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	77	5	7	6	5
NT	74	5	6	6	4
RE	70	9	9	10	11

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	58	13	8	13	13
LILB	99	9	5	9	9
RILB	52	14	11	15	14
ROLB	56	14	6	14	14
PLB	55	9	5	9	9

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	47	9	14	9	9
FS1	29	8	14	8	8
RCB1	28	11	13	12	11
LCB1	25	11	12	13	11
RCB2	23	6	13	5	6
LCB2	21	4	14	5	4
FS2	35	5	12	4	5

Special teams

	no.	range	accur.	
K	9	11	11	
P	5	12	7	

	no.	speed	agil.	break tackl.
KR	30	11	9	6
PR	30	10	9	5



OAKLAND

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	13	8	8	4	4
QB2	12	0	11	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	29	9	10	7	6
HB2	32	7	7	7	8
FB	35	7	8	6	5

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	10	3	1	3
WR2	86	8	6	3	4
WR3	81	8	5	2	3
WR4	85	5	2	0	4
TE1	88	5	7	3	5
TE2	87	3	3	0	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	60	296	10	8
LG	76	285	14	13
C	72	281	14	12
RG	65	290	13	11
RT	68	296	10	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	94	10	6	10	10
LT	79	5	9	4	4
RT	70	7	7	8	8
RE	93	12	9	11	10

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	56	6	8	7	7
MLB	50	4	10	4	4
RLB	54	5	6	6	7
PLB	58	5	5	6	4

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	42	12	8	13	12
FS1	33	10	10	10	10
RCB1	48	13	10	13	13
LCB1	36	8	8	9	8
RCB2	46	5	9	4	5
LCB2	43	6	8	5	6
FS2	25	4	9	5	4

Special teams

	no.	range	accur.
K	18	10	14
P	6	13	14

	no.	speed	agil.	break tackl.
KR	85	6	6	2
PR	81	12	11	7

PHILADELPHIA

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	12	11	10	8	9
QB2	9	7	10	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	34	9	8	9	7
HB2	32	7	7	6	7
FB	41	8	7	6	9

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	86	8	7	4	8
WR2	89	3	4	1	2
WR3	81	5	4	1	3
WR4	84	5	4	0	3
TE1	88	4	5	2	3
TE2	85	8	2	0	2

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	73	280	6	3
LG	79	290	6	3
C	72	275	6	3
RG	67	285	6	3
RT	77	325	6	3

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	92	11	8	13	13
LT	74	6	4	5	6
RT	90	8	8	8	8
RE	96	10	8	12	12

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	59	14	6	15	15
MLB	56	10	6	9	11
RLB	55	10	5	9	10
PLB	51	12	3	13	11

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	20	11	14	11	11
FS1	48	15	14	15	15
RCB1	21	15	15	14	15
LCB1	26	11	15	12	11
RCB2	30	8	14	9	8
LCB2	38	10	15	10	10
FS2	42	7	15	8	7

Special teams

	no.	range	accur.
K	7	8	14
P	5	9	11

	no.	speed	agil.	break tackl.
KR	22	11	10	8
PR	80	7	8	3



PHOENIX

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	3	10	8	6	7
QB2	17	0	7	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	39	8	9	8	3
HB2	37	5	5	4	9
FB	34	8	7	7	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	87	6	6	3	6
WR2	86	8	8	4	7
WR3	81	4	5	2	4
WR4	80	6	3	0	3
TE1	85	3	3	0	2
TE2	89	3	3	0	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	67	295	8	7
LG	68	295	8	7
C	74	304	8	7
RG	61	291	8	7
RT	63	309	8	7

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	94	6	2	6	6
NT	66	5	2	5	5
RE	98	7	2	6	8

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	50	14	7	13	13
LILB	58	9	9	8	9
RILB	52	8	3	8	8
ROLB	56	13	8	13	14
PLB	54	8	4	9	10

Defensive Backs

	no.	spd.	tckl.	pass cov.	intere.
SS	46	12	14	11	12
FS1	38	8	15	6	8
RCB1	29	9	14	9	9
LCB1	35	10	14	11	10
RCB2	22	5	14	5	5
LCB2	40	4	14	2	4
FS2	76	5	15	3	5

Special teams

	no.	range	accur.
K	5	9	6
P	16	15	7

	no.	speed	agil.	break tackl.
KR	37	11	11	6
PR	80	8	8	3

PITTSBURGH

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	6	4	8	3	3
QB2	14	6	9	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	29	10	8	8	3
HB2	34	4	4	4	8
FB	33	10	10	9	9

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	6	7	4	5
WR2	20	14	6	4	5
WR3	87	7	4	1	3
WR4	89	6	5	1	5
TE1	86	8	6	3	5
TE2	84	5	4	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	65	289	7	4
LG	67	286	7	4
C	63	274	10	7
RG	77	295	7	4
RT	72	295	7	4

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	97	6	6	6	5
NT	98	6	8	6	6
RE	93	9	6	9	8

Linebackers

	no.	spd.	tckl.	agil.	awar.
LILB	53	6	6	7	6
LILB	54	7	9	5	5
RILB	50	4	6	6	4
ROLB	95	11	8	11	9
PLB	57	10	6	10	10

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	37	5	7	5	5
FS1	27	8	8	9	8
RCB1	26	8	8	9	8
LCB1	24	7	7	8	7
RCB2	44	3	6	3	3
LCB2	43	5	7	3	5
FS2	22	3	6	2	3

Special teams

	no.	range	accur.
K	1	11	5
P	3	7	8

	no.	speed	agil.	break tackl.
KR	26	8	10	6
PR	26	11	11	5



SAN DIEGO

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	16	0	3	3	3
QB2	12	9	8	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	82	12	11	11	8
HB2	33	10	11	9	11
FB	35	11	12	10	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	7	5	3	6
WR2	81	6	5	2	3
WR3	31	3	4	1	3
WR4	80	3	3	0	3
TE1	89	3	4	0	3
TE2	88	3	3	0	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	67	292	7	3
LG	77	305	7	3
C	53	282	10	6
RG	65	310	7	3
RT	76	296	7	3

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	94	5	7	5	5
LT	50	5	15	4	5
RT	75	6	7	6	5
RE	92	6	10	6	6

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	55	10	12	11	12
MLB	54	6	4	5	6
RLB	91	11	6	10	12
PLB	57	6	6	6	7

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	29	8	9	9	8
FS1	24	8	8	8	8
RCB1	25	6	9	6	6
LCB1	22	11	8	10	11
RCB2	27	5	8	4	5
LCB2	28	4	8	4	4
FS2	23	5	8	4	5

Special teams

	no.	range	accur.
K	3	11	3
P	10	7	9

	no.	speed	agil.	break tackl.
KR	81	14	14	9
PR	81	12	13	6

SAN FRANCISCO

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	8	8	12	7	7
QB2	13	13	10	5	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	30	10	8	8	7
HB2	35	9	8	7	5
FB	44	5	7	5	9

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	10	12	8	12
WR2	82	10	10	7	9
WR3	88	7	6	3	6
WR4	86	11	6	3	4
TE1	84	10	6	4	5
TE2	81	5	5	3	5

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	67	291	9	5
LG	62	265	12	8
C	61	260	9	5
RG	79	280	9	5
RT	74	277	9	5

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	78	6	7	7	5
NT	95	4	7	4	5
RE	75	6	6	5	5

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	94	13	5	13	13
LILB	59	11	5	9	10
RILB	99	6	8	5	5
ROLB	53	10	7	10	10
PLB	52	8	5	9	10

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	40	10	13	10	10
FS1	22	11	11	10	11
RCB1	29	11	13	9	11
LGB1	36	6	11	6	6
RCB2	45	8	11	7	8
LGB2	25	6	11	5	6
FS2	31	6	13	6	6

Special teams

	no.	range	accur.
K	6	7	1
P	4	6	5

	no.	speed	agil.	break tackl.
KR	35	11	10	6
PR	82	9	9	3



SEATTLE

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	18	2	6	3	3
QB2	11	0	3	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	30	4	5	5	7
HB2	20	5	5	3	8
FB	32	10	10	10	12

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	89	8	10	6	10
WR2	81	9	7	4	7
WR3	84	4	5	2	5
WR4	82	4	4	1	5
TE1	86	6	4	2	3
TE2	88	3	4	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	66	289	8	6
LG	65	285	8	6
C	54	283	8	6
RG	71	278	8	6
RT	63	296	8	6

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	79	8	6	8	9
LT	72	4	3	5	5
RT	96	9	8	8	7
RE	77	5	5	6	6

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	90	9	10	9	10
MLB	92	7	4	8	9
RLB	97	13	8	14	13
PLB	52	8	5	8	8

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	22	9	12	8	9
FS1	41	13	12	13	13
RCB1	27	9	13	9	9
LCB1	29	12	12	12	12
RCB2	26	4	12	5	4
LCB2	34	7	12	5	7
FS2	25	8	12	8	8

Special teams

	no.	range	accur.
K	4	11	12
P	14	9	3

	no.	speed	agil.	break tackl.
KR	42	12	13	8
PR	42	8	9	4

TAMPA BAY

PLAYER RATINGS

Quarterbacks

	no.	pass. range	pass accur.	spd.	scrmbig.
QB1	14	6	7	4	4
QB2	17	9	10	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds.
HB1	33	10	10	9	6
HB2	40	6	6	5	6
FB	20	6	5	4	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	6	6	3	6
WR2	88	6	4	2	3
WR3	87	6	3	0	1
WR4	84	3	3	0	1
TE1	82	3	4	0	2
TE2	89	4	2	0	2

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	74	290	8	5
LG	73	279	5	2
C	61	284	5	2
RG	66	301	5	2
RT	72	289	5	2

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	79	7	5	6	6
LT	98	6	4	6	4
RT	96	8	8	7	6
RE	52	7	8	6	7

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	59	9	5	8	9
MLB	55	7	8	7	7
RLB	51	13	13	12	12
PLB	58	8	5	7	8

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	25	10	13	9	10
FS1	23	8	13	8	8
RCB1	44	8	14	8	8
LCB1	29	10	12	9	10
RCB2	22	4	13	3	4
LCB2	27	7	14	7	7
FS2	39	4	12	4	4

Special teams

	no.	range	accur.
K	1	11	10
P	4	7	1

	no.	speed	agil.	break tackl.
KR	40	9	8	4
PR	87	11	9	5

WASHINGTON

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	11	11	5	9	4
QB2	10	0	8	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	21	15	14	12	8
HB2	32	11	11	10	8
FB	37	8	7	6	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	84	14	12	8	12
WR2	81	9	10	7	11
WR3	92	9	9	5	7
WR4	89	7	5	3	6
TE1	83	7	7	4	7
TE2	85	5	4	2	6

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	79	290	15	12
LG	66	309	11	7
C	53	259	11	7
RG	69	285	14	11
RT	76	300	11	7

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	71	10	6	9	10
LT	75	5	4	6	6
RT	78	7	6	7	7
RE	60	8	4	7	7

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	58	14	7	15	15
MLB	54	10	4	10	11
RLB	55	14	8	13	14
PLB	51	15	6	15	15

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	26	12	13	10	12
FS1	27	14	13	13	14
RCB1	28	15	13	15	15
LCB1	35	14	12	13	14
RCB2	45	10	12	8	10
LCB2	20	8	12	8	8
FS2	34	8	12	7	8

Special teams

	no.	range	accur.
K	8	10	7
P	2	4	10

	no.	speed	agil.	break tackl.
KR	30	9	9	5
PR	30	14	13	8

MADDEN GREATS

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	16	12	15	4	4
QB2	12	12	12	4	6

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	34	15	15	15	7
HB2	20	15	15	13	3
FB	44	15	15	13	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	14	12	6	14
WR2	21	15	11	8	12
WR3	84	7	11	4	7
WR4	25	7	11	5	7
TE1	87	8	9	5	9
TE2	89	9	9	6	9

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	265	14	12
LG	63	255	14	12
C	52	251	15	12
RG	73	249	12	11
RT	66	253	11	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	92	13	12	13	12
LT	75	11	9	12	12
RT	54	8	13	9	9
RE	95	12	11	13	14

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	59	15	12	14	15
MLB	58	15	12	15	15
RLB	56	13	12	12	14
PLB	83	12	12	12	14

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	42	15	15	15	15
FS1	32	15	14	14	15
RCB1	47	13	15	14	13
LCB1	28	13	7	13	13
RCB2	24	15	12	15	15
LCB2	22	11	15	10	11
FS2	45	15	12	14	15

Special teams

	no.	range	accur.
K	7	11	15
P	8	10	15

	no.	speed	agil.	break tackl.
KR	30	15	15	11
PR	81	11	10	5



MIAMI 72

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	12	2	11	3	3
QB2	15	5	8	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	22	14	15	14	5
HB2	21	10	10	9	6
FB	39	15	15	14	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	42	12	4	2	5
WR2	81	10	3	1	2
WR3	86	9	3	0	2
WR4	82	13	2	0	1
TE1	80	4	2	0	3
TE2	88	7	2	0	3

Offensive Line

	no.	lbs.	pass blok.	run. blok.
LT	79	266	11	9
LG	67	248	14	12
C	62	250	11	9
RG	66	266	14	12
RT	73	251	11	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	83	7	10	7	8
LT	75	5	10	5	6
RT	72	5	9	5	4
RE	84	10	15	9	9

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	59	15	6	15	15
MLB	85	12	12	12	14
RLB	57	14	4	15	14
PLB	51	12	3	11	11

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	13	15	15	15	15
FS1	40	12	15	13	12
RCB1	45	12	15	13	12
LCB1	26	14	15	14	14
RCB2	25	10	15	10	10
LCB2	56	6	14	6	6
FS2	49	9	14	8	9

Special teams

	no.	range	accur.
K	1	7	3
P	20	6	8

	no.	speed	agil.	break tackl.
KR	22	12	13	8
PR	23	11	10	5

NEW YORK 86

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	11	11	8	4	4
QB2	17	0	3	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	20	15	15	15	4
HB2	22	6	7	6	6
FB	44	7	9	7	5

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	88	11	6	3	4
WR2	81	11	5	3	6
WR3	80	11	4	2	3
WR4	86	10	4	1	3
TE1	89	9	8	6	9
TE2	84	5	5	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	60	271	7	6
LG	67	270	7	6
C	65	265	7	6
RG	61	264	7	6
RT	63	284	7	6

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	75	8	8	9	8
NT	74	6	7	7	6
RE	70	12	11	12	12

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	58	13	9	14	13
LILB	55	8	9	9	9
RILB	53	9	7	9	9
ROLB	56	13	12	12	14
PLB	52	8	3	9	8

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	48	10	8	11	10
FS1	27	11	6	9	11
RCB1	23	12	6	12	12
LCB1	25	9	7	9	9
RCB2	34	7	7	6	7
LCB2	46	7	6	5	7
FS2	28	7	8	7	7

Special teams

	no.	range	accur.	break tckl.
K	2	8	6	
P	5	15	10	
KR	80	8	10	5
PR	80	8	9	3



OAKLAND 76

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	12	10	11	3	3
QB2	15	1	6	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	28	10	11	10	5
HB2	40	9	9	8	6
FB	30	15	15	14	5

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	21	15	11	8	12
WR2	25	7	11	5	7
WR3	49	10	6	2	6
WR4	81	11	5	2	5
TE1	87	8	9	5	9
TE2	46	9	4	2	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	265	14	12
LG	63	254	14	12
C	50	250	10	8
RG	64	270	10	8
RT	75	260	10	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	72	9	8	9	9
NT	74	7	8	5	6
RE	60	5	9	6	4

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	41	11	5	11	10
LILB	39	8	8	8	8
RILB	58	11	11	11	11
ROLB	83	9	7	10	10
PLB	42	5	4	5	5

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	43	11	13	10	11
FS1	32	11	12	11	11
RCB1	24	13	11	13	13
LCB1	26	11	12	12	11
RCB2	52	8	12	7	8
LCB2	20	7	13	6	7
FS2	47	9	11	8	9

Special teams

	no.	range	accur.
K	14	0	1
P	8	10	15

	no.	speed	agil.	break tackl.
KR	31	12	11	8
PR	20	12	10	6

DALLAS 77

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmbig.
QB1	12	9	14	5	5
QB2	11	0	2	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	33	15	15	13	3
HB2	26	9	9	8	9
FB	44	13	11	12	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	6	3	1	2
WR2	88	11	7	4	7
WR3	86	4	3	0	3
WR4	80	3	3	0	3
TE1	89	5	4	1	3
TE2	87	3	3	0	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	73	255	13	12
LG	63	250	9	8
C	62	259	11	10
RG	64	249	12	11
RT	67	256	9	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	72	11	10	10	11
LT	75	7	13	7	6
RT	54	8	13	9	9
RE	79	11	12	11	12

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	56	14	5	15	15
MLB	53	10	5	11	11
RLB	50	15	4	14	15
PLB	58	10	4	10	10

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	41	14	14	13	14
FS1	43	15	14	14	15
RCB1	25	11	15	10	11
LCB1	31	11	15	10	11
RCB2	42	8	15	9	8
LCB2	20	10	15	8	10
FS2	46	8	15	9	8

Special teams

	no.	range	accur.
K	1	9	2
P	11	6	5

	no.	speed	agil.	break tackl.
KR	86	13	13	8
PR	86	8	7	4

PITTSBURGH 78

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrimblg.
QB1	12	9	12	4	4
QB2	15	0	1	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	20	12	10	10	1
HB2	38	8	8	6	4
FB	32	14	14	14	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	82	12	7	3	7
WR2	88	7	11	4	7
WR3	86	6	3	0	2
WR4	83	3	2	0	3
TE1	84	5	5	2	3
TE2	89	7	3	1	2

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	55	261	13	10
LG	57	256	11	8
C	52	249	15	12
RG	72	244	11	8
RT	74	241	11	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	68	8	10	8	9
LT	75	11	9	12	12
RT	64	5	7	5	6
RE	76	8	7	8	8

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	59	15	12	14	15
MLB	58	15	12	15	15
RLB	51	11	5	12	11
PLB	56	10	4	11	10

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	31	12	15	13	12
FS1	23	12	15	11	12
RCB1	47	13	15	14	13
LCB1	29	13	15	14	13
RCB2	30	7	15	8	7
LCB2	21	12	15	11	12
FS2	28	8	15	6	8

Special teams

	no.	range	accur.
K	10	5	1
P	5	7	7

	no.	speed	agil.	break tackl.
KR	30	14	14	11
PR	83	7	7	3

WASHINGTON 82

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scribble
QB1	7	12	12	6	6
QB2	8	9	2	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	25	9	8	7	7
HB2	28	8	9	7	6
FB	44	14	15	12	4

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	81	7	9	5	8
WR2	87	15	11	8	11
WR3	80	15	5	3	5
WR4	89	3	5	2	5
TE1	85	6	7	4	5
TE2	88	3	5	2	5

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	62	285	8	7
LG	68	272	8	7
C	53	244	8	7
RG	63	255	8	7
RT	74	260	8	7

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	76	9	8	11	11
LT	65	7	11	7	7
RT	77	7	5	6	8
RE	72	12	9	12	12

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	55	13	5	14	14
MLB	52	10	5	12	11
RLB	57	13	4	12	14
PLB	51	10	4	9	10

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	23	10	12	11	10
FS1	29	12	13	12	12
RCB1	32	15	12	15	15
LCB1	45	15	12	14	15
RCB2	47	7	11	7	7
LCB2	82	7	12	8	7
FS2	22	8	13	6	8

Special teams

	no.	range	accur.
K	3	11	15
P	5	3	4

	no.	speed	agil.	break tackl.
KR	21	14	13	8
PR	21	8	8	4



SAN FRANCISCO 84

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	16	12	15	4	4
QB2	6	1	10	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	26	15	15	14	6
HB2	24	7	8	6	5
FB	33	12	11	9	12

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	87	11	9	6	9
WR2	88	13	9	5	8
WR3	83	14	5	3	5
WR4	85	9	6	3	5
TE1	89	6	6	4	5
TE2	81	7	6	3	5

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	77	296	13	11
LG	68	265	11	9
C	56	266	11	9
RG	51	265	11	9
RT	71	230	11	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	65	7	8	7	8
NT	78	6	11	6	7
RE	76	8	9	7	9

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	87	10	6	9	8
LILB	60	9	9	9	9
RIILB	64	6	6	6	5
ROLB	58	9	4	8	9
PLB	90	5	5	3	4

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	27	11	7	12	11
FS1	22	12	7	12	12
RCB1	21	11	6	11	11
LCB1	42	13	7	13	13
RCB2	29	8	7	7	8
LCB2	43	8	6	8	8
FS2	49	7	7	7	7

Special teams

	no.	range	accur.
K	14	6	7
P	4	9	8

	no.	speed	agil.	break tackl.
KR	32	9	11	7
PR	43	11	12	7

CHICAGO 85

PLAYER RATINGS

Quarterbacks

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

Running Backs

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

Receivers

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

Offensive Line

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

Defensive Line

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

Linebackers

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

Defensive Backs

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

Special teams

	no.	range	accur.
K	6	7	13
P	8	10	10

	no.	speed	agil.	break tckl.
KR	83	15	15	11
PR	31	8	7	3



ALL MADDEN 92

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg.
QB1	11	11	15	3	3
QB2	12	12	14	3	3

Running Backs

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

Receivers

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

Offensive Line

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

Defensive Line

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

Linebackers

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

Defensive Backs

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

Special teams

	no.	range	accur.
K	7	15	11
P	6	13	14

	no.	speed	agil.	break tackl.
KR	23	14	15	11
PR	81	12	11	7

ABOUT THE ARTISTS

Programmer **Mark Lesser** hails from New England, where he raises two boys. In 1976, Mark programmed and designed the hardware chip for **Mattel Football**, and later he programmed and designed the hardware chip for **Mattel Auto Race**, one of the first hand-held computer games ever. When asked if he has any hobbies, Mark replied, "Programming games is my hobby." Currently, Mark is waiting for his two-year-old to start testing games.

Computer graphics artist **Doug Wike** is courageous enough to call himself a **New England Patriots** fan. His heart, though, lies in **Fantasy Art**, and he is of the opinion that **Frazetta** is God. Doug has been working in computer graphics for six years. Games to his credit include **Ultima V**, **Might & Magic II**, and **Ultima Underworld**.



CREDITS

Design adapted from John Madden Football '92 by:

Scott Orr, Michael Brook & Richard Hilleman

Strategy by: John Madden

Developed by: Looking Glass Technology

Programming: Mark Lesser

Graphics: Doug Wike

Music & Sound Effects: Rob Hubbard

Producer: Scott Orr

Associate Producer: Michael Brook

Assistant Producer: Jeff Haas

Technical Director: Scott Cronce

Scouting Reports and Player Ratings: Mike Madden,
Joe Madden, Dan Brook

Product Testing: Michael Rubinelli, Scott Probin,
James Bailey, Mike Lubuguin

EASN opening sequence by: Electronic Arts Ltd:

Gary Roberts, Kevin Shrapnell, Jason Whitely,
Carl Crolley

Product Manager: Bill Romer, Sue Goerss

Package Design: E.J. Sarraille Design Group

Documentation: T.S. Flanagan, R.J. Berg

Documentation Layout: Evelyn Spire

Quality Assurance: Glenn Chin, Paul Armatta

Special Thanks to: Roland Kippenhan III and James
Bailey, 1992 EA Madden Champs

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS — THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY — To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

NEED A STRATEGY TIP? CALL
1-900-288-HINT
1-900-288-4468
24 Hours a day, 7 days a week!

95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS: To assist you in quickly locating the information you need, Electronic Arts will gladly provide printed hotline menus. To receive a copy, please send your name and address to:

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

Unless indicated otherwise, all software and documentation is ©1992
Electronic Arts. All Rights Reserved.

John Madden Football '93 is a trademark of Electronic Arts.

This game is licensed by Sega for play on the SEGA GENESIS SYSTEM.

SEGA and GENESIS are trademarks of Sega Enterprises, LTD.

SCORES

SCORES

SCORES

JOIN NOW!

The EASN Players Association will keep you in tune with the latest-breaking sports news from Electronic Arts! Members get advance notice on new EASN games (including all the details and release dates) along with strategy hints from our all-pro design team. You can also get special sports merchandise offers not available anywhere else.

That includes the entire EASN Players Association kit: EASN baseball cap; EASN Sunglasses and SnugZ™; EASN Players Association jumbo sticker; EASN Players Association stickers; EASN Players Association school folder and pencil; John Madden ruler; EASN embroidered patch, plus a personalized membership card. And if that isn't enough, as a member of the Players Association you'll get a 15-card pack of the 1991-92 SkyBox™ Series II NBA Trading Cards.

It's a huge value, so start working out by sending in your check, money order, or VISA/MC/DISCOVER for \$10 plus \$4.50 shipping and handling to:

EASN Player's Association
P.O. Box 7530
San Mateo, CA 94403-7530

or call, 415/571-7171, ext. 555,
8am-5pm Pacific Time Monday-Friday.

Allow 4-6 weeks for delivery.



715405

EA GOLF™

PRESENTS



PGA TOUR® Golf

Enter the world of big-time golf, competing against 60 PGA TOUR pros, 4 courses, a unique 3-D putting grid, and instant replay. Battery back up to save your games and track your stats.



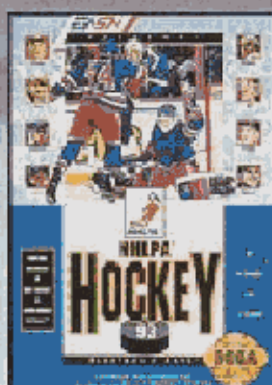
JORDAN VS. BIRD™

Michael Jordan competes against Larry Bird in the ultimate basketball match up! Compete in 3 different events: One-on-One, Slam Dunk Competition, 3-point Shootout. Includes 10 different Jordan dunks.



BULLS VS. LAKERS AND THE NBA® PLAYOFFS

New teams, new players, new moves. Real NBA action featuring all 16 of the actual 1991 NBA playoff teams. Over 90 players with new moves including alley-oops. Free-throw shot meter. Improved offensive/defensive controls. Current game stats.



SKATE WITH THE GREATS!

Over 500 real players have skated into the hot sequel to NHL® Hockey. Faster, more aggressive goalies now lunge and dive for tricky shots. Hard-checking defensemen take on the sleeker, more agile forwards of the NHLPA®. Track your player and team stats throughout the playoffs—no more lengthy passwords—all data is saved right on the cart!

