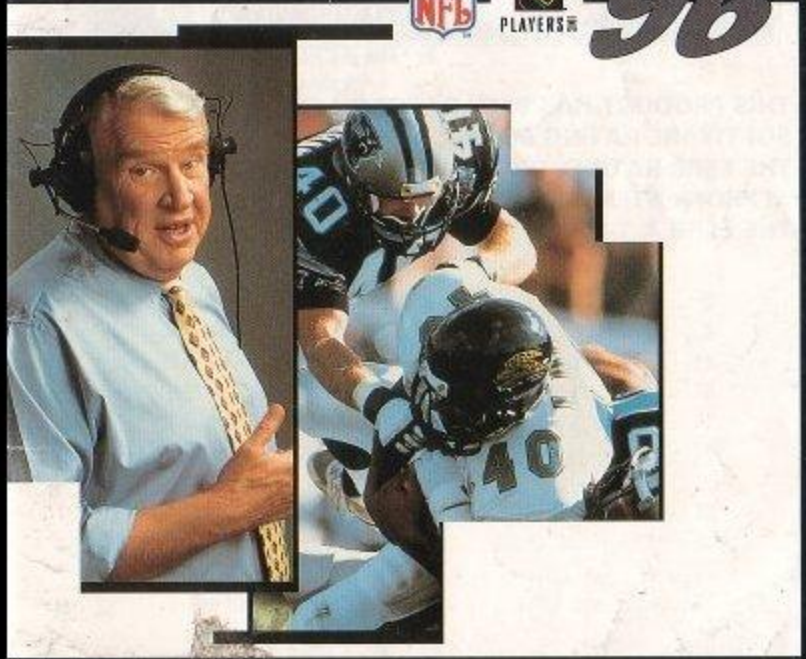
MADDEN 96

NFL PLAYERS



INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

EA SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

EmuMovies

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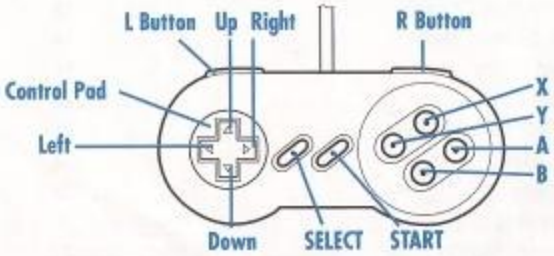
STARTING MADDEN NFL® 96

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
   WARNING: Never try to insert or remove a game pak when the power is ON.
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.
   If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch. The EA Sports™ logo appears. If you don't see it, begin again at step **1**.

CONTROL SUMMARY



General

Move player	Control Pad any direction
Pause	**START**

Kickoff

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

BEFORE THE SNAP

Defense

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

Offense

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

Calling and Audible

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

AFTER THE SNAP

Defense

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

Offense
Rushing

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

Passing

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

Receiving

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

PUNTING/KICKING

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

PLAY CALLING

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

MENUS

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

MADDEN NFL 96

It's third and seven and you're a little worried that your team isn't going to make the first down conversion. The wide receiver takes off on a slant pattern and the crowd quiets down. Everyone knows there's no way to stop him from catching the ball. The QB drills the pass and puts the ball right between the receiver's numbers. The crowd stands up in triumph. Suddenly, the receiver jukes the socks off of the cornerback and watches him slide to the turf. He sees daylight and knows no one's got an angle on him. He's cruising down the sideline, thinking about dancing in the end zone. A quick check over his shoulder makes him step it up a tiny bit. 20, 15, 10, 5, Touchdown! Chalk up another one for the home team. The crowd goes crazy. "They're going to the Super Bowl for sure this year..."

That's what football's all about, and that's what *Madden NFL 96* is all about too.

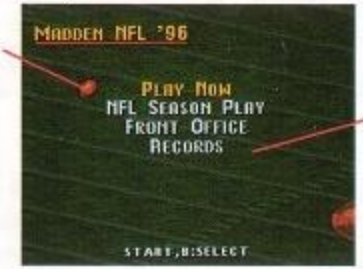
New Features:

- ✔ New Playbook
- ✔ NFL Players
- ✔ 5 Receiver Passing Mode
- ✔ Create players and run the team from the Front Office
- ✔ Trade Players
- ✔ Make Global Substitutions
- ✔ New 3D rendered graphics and animations
- ✔ Additional Commentary from Pat Summerall

MADDEN NFL 96 SCREEN

Choose a game mode, check out NFL Records, or head in through the Front Office and see if you can make it into the NFL as a player.

Control Pad ⇧/⇩ to highlight option



Press **START** to select the highlighted option and continue

PLAY NOW

If you're anxious to get out on the gridiron, choose PLAY NOW and play an exhibition game at any of the 30 available stadiums.

To start an exhibition game:

- From the *Madden NFL 96* screen, highlight PLAY NOW and press **START**. The Team Select screen appears.

TEAM SELECT

It's time to choose up sides and decide which team you want to play for. Check each teams' key players to find out who to look for in big play situations.

Control Pad ⇧/⇩ to cycle through teams

Press **Y** or **A** to cycle through team information and key players

Press **START** to accept the team matchup and continue
Press **X** to return to the *Madden NFL 96* screen

GAME SETUP

Customize the upcoming game to your specifications.

Control Pad ⇧/⇩ to highlight option

Control Pad ⇧/⇩ to cycle through choices

Press **START** to accept the game setup and continue
Press **X** to return to the Team Select screen

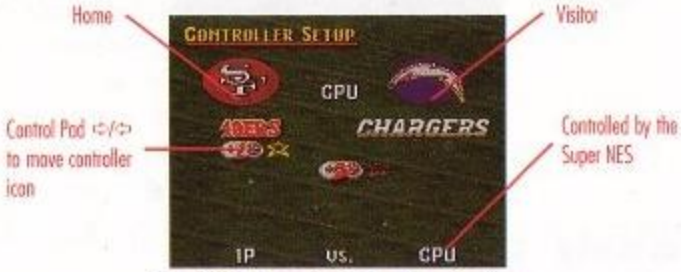
(Default settings in **bold**.)

QUARTER LEN.	Choose to play 3, **5**, 10, or 15 minute quarters.
STADIUM	Choose any one of 30 available stadiums.
WEATHER	Choose to play in **FAIR**, WINDY, RAINING, SNOWING, NIGHT, or VARIABLE conditions.
PENALTIES	Choose to play with **ALL** penalties on or turn PI (Pass Interference) OFF.
ROSTERS	Original, Modified

Note: The refs always call Offsides and Delay of Game infractions.

CONTROLLER SETUP

Choose the teams that you and your opponent want to control, or choose your team and let the CPU (Super NES) control the opposing team.



Press **START** to accept controller setup and continue

MULTIPLE PLAYER GAMES

In multiple player games, the player using controller 1 kicks the ball, calls the offensive and defensive plays and controls the quarterback.

Each controller has a colored star next to it and is used to control the player on its corresponding color-coded star. Up to five players can play at the same time using the Multi-Player Adapter.

- To become the intended running back or pass receiver on offense, players with controllers 2-5 press **B** or **X**.

With the Multi-Player Adapter five players can play head-to-head or as teammates. Plug the adapter into controller Socket 2 on the Super NES, and you're ready to go.

Caution: The Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse or controller socket 1.

Controller #	Color-coded Star
1	★ Yellow ★
2	★ Red ★
3	★ Green ★
4	☆ White ☆
5	★ Blue ★

TEAM MATCHUP

The Team Matchup screen provides a pre-game skills comparison between the two teams and each team's individual players before you take the field.

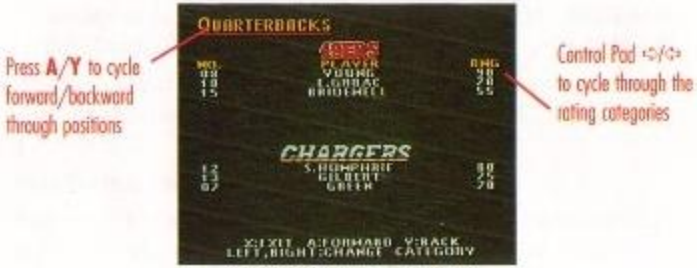
Overall Ratings

Check out how well your team stacks up against the opposition.

Press **A** or **Y** to view Player Ratings
Press **START** or **X** to continue

Player Ratings

For a deeper look at how your team's talent matches up against your opponent's team, check out the individual player ratings.



Press **START** to continue
Press **X** to exit and continue

PRE-GAME SHOW

After a brief commentary from Madden and Summerall about the upcoming contest, the Pre-Game Show menu appears.

From the Pre-Game Show screen you can make coaching decisions and customize the upcoming battle.

Control Pad ⊕/⊖ to highlight option

Press **B** to select the highlighted option

Press **START** or **X** to exit and continue

Start Game

- To start the game, highlight Start Game and press **B** or press **START**.

Game Play Options

Set up details for the upcoming game.

Control Pad ⊕/⊖ to highlight option

Press **B** to select the highlighted option

Press **START** to continue.
Press **X** to return to the previous screen.

Set Audibles

Audibles are called from the line of scrimmage to make last second changes to the opposing team's formation. You can set up three defensive and three offensive audible plays.

- To set offensive/defensive audibles, highlight Offense or Defense and press **B**.
- To set an audible for the Y, B, or A button, highlight Audible Y, Audible B, or Audible A and press **B**. A play calling window appears.
- Choose a formation and a play by pressing **Y**, **B**, or **A**.
- When you have set all three audibles, press **X** to return to the Game Play Options screen.

Set Penalties

- To turn penalties on or pass interference off, highlight ALL or PI OFF and press **B**. For more information, see *Penalties* on p. 16.

Set Skill Level

- To choose a skill level, highlight NOVICE, INTERMEDIATE, or ADVANCED and press **B**.

Music Mode

- To turn music on or off, highlight MUSIC ON or MUSIC OFF and press **B**.

Play Call Mode

Madden NFL 96 automatically starts in Direct play calling Mode. When the competition is heating up and you want to be sure your opponent can't guess what play you just called, choose Bluff Mode.

- To choose Bluff mode or Direct Mode, highlight BLUFF MODE or DIRECT MODE and press **B**.

When you select Bluff Mode only one highlighted box appears on the play calling screen. For more information about Bluff Mode, see *Calling a Play* on p. 26.

Pass Catch Mode

If you want to make sure your receiver is exactly where he should be to catch a pass, choose Manual Catch Mode to take control of the receiver while the ball is still in the air. If you want to let *Madden NFL 96* worry about getting the receiver into position, choose Automatic Catch Mode. In Automatic Catch Mode you can take control of the receiver after a pass completion.

- To choose manual or automatic pass catch mode, highlight MANUAL CATCH MODE or AUTO CATCH MODE and press **B**.

Passing Mode

- To choose the number of receivers, highlight five receivers or single receiver and press **B**.

Note: In Single Receiver mode, press **A** to toggle through the available receivers and **B** to pass.

Substitutions

Each team has a full roster of NFL Players, and you can send any available member of the squad out onto the field when you need them. If a player is injured, a replacement is substituted in automatically.

Madden NFL 96 allows you to make global substitutions (replace an offensive or defensive player in all formations), or formation specific substitutions (replace a player only when certain formations or plays are called). For example, you may want to send in your best blocking back on passing plays but put in your best tackle-breaking halfback for a running play.

To make formation specific substitutions:

1. Control Pad ⇧/⇩ to highlight Offense or Defense, and press **B**. The Offense or Defense screen appears.
2. Control Pad ⇧/⇩ to highlight an offensive or defensive formation and press **B**. The Formation screen appears.

Offensive Formations	Defensive Formations
Far-Near	3-4
I Form	4-3
Single Back	Nickel
Run and Shoot	Dime
Pro Form	Goal Line
Shotgun	
Goal Line	

3. Control Pad ⇧/⇩ to highlight an offensive or defensive position and press **B**. The Position screen appears.

Offensive Formations	Defensive Formations
Quarterbacks	Defensive Line
Running Backs	Linebackers
Receivers	Cornerbacks
Offensive Line	Safeties

Press **A** to reset the default line-up

Press **SELECT** to toggle between player names and position abbreviations

4. Control Pad ⇧/⇩ to highlight an active player.
5. Press **B** to select the highlighted player. A small arrow appears indicating that the player has been selected for substitution.
6. Control Pad ⇧/⇩ to highlight an available player, then press **B** to make the substitution.
7. Press **START** or **X** to leave the substitution and return to the Formation screen.

To make global substitutions:

1. Control Pad ⇧/⇩ to highlight Global Offense or Global Defense, and press **B**. The Global Offense or Global Defense screen appears.
2. Control Pad ⇧/⇩ to highlight an offensive or defensive position and press **B**. The Position screen appears.
3. Follow steps 4-7 above to complete your player substitution.

NFL Records

The NFL Records screen keeps track of outstanding individual accomplishments. If you break a world record, the NFL Records Entry screen

appears at the end of the game so you can enter your name. For more information, see *Records* on p. 24.

NFL SEASON PLAY

Take your favorite team through an entire season based on the actual 1995-96 NFL schedule. If you're good enough, you can make it to the playoffs and have a shot at winning a Super Bowl ring.

Press **X** to return to the *Madden NFL 96* screen.

Once a new season begins, League Stats and League Standings are accumulated. You can stop mid-season and continue at a later time without having to start again at the beginning. See *Cont. Playoffs/ Season* on p. 17.

- To start a new season, highlight NEW NFL SEASON and press **START**. The NFL Schedule for Week 1 appears.

New NFL Season

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

Play any games you choose throughout the season or stick with your favorite team and try to win the Super Bowl. The Super NES (CPU) can simulate any games that you wish to bypass, but you must play in the Super Bowl. Realistic statistics and standings are complied and saved for every game, whether played or simulated.

NFL Schedule for Week 1

You play out checked games, and the Super NES simulates all the other games.

Press **Y** to view a team's entire schedule
Press **X** to return to the *Madden NFL 96* screen

Team Schedule

View each team's schedule for the whole season.

- To highlight a team, Control Pad ⇧/⇩.
- To view the highlighted team's season schedule, press **Y**.

New Playoffs

Madden NFL 96 sets up a 4-round playoff tree, leading up to the Super Bowl. Your team enters the playoffs as either a wildcard team or division champion with a tough schedule on the way to the championship.

- To start a new playoff, highlight New Playoffs from the NFL Season Play screen and press **START**. The Wildcard Playoffs screen appears.

Wildcard Playoffs

Press **START** to play a selected game or to move to the next week of the season
Press **X** to return to the NFL Season Play screen

League Rules

Press **START** to accept the league rules and continue
Press **X** to return to the NFL Season Play screen

Customize the season or playoff game rules to your specifications.

- To set up the league rules, highlight League Rules from the nfl Season Play screen and press **START**. The League Rules screen appears.

Quarter Len.

Choose to play 3, **5**, 10, or 15 minute quarters.

Penalties

Choose to play with **ALL** penalties on or turn PI (pass interference) OFF.

Injuries

Toggle the chance of players getting injured and having to be taken out of the game **ON**/OFF.

Rosters

Use your MODIFIED rosters or reset the ORIGINAL default rosters.

League Stats

View the top ten players in the NFL, AFC, and NFC for each of the following types of stats:

Passing	Kicking
Receiving	Punting
Rushing	Kick Returners
Defense	Punt Returners

Or, view each player's stats in relation to their teammates.

- To cycle through NFL, AFC, NFC, or Team Stats highlight CATEGORY and Control Pad ⇦/⇨.
- To cycle through Types of Stats/Teams, highlight TYPE/TEAM and Control Pad ⇦/⇨.
- To view stats, press **START**.
- To view additional stats within the 8 statistical categories, Control Pad ⇦/⇨.
- To return to the NFL Season Play screen, press **X**.

Note: Players that are not part of the NFLPA are not represented in the game by name, but by number.

League Standings

Use this screen to keep an eye on your competition. You can check the overall league standings as well as each team's record in its own conference and division.

- To cycle through league, conference, and division standings, press **A/Y**.
- To cycle through additional statistic categories, Control Pad ⇦/⇨.
- To return to the NFL Season Play screen, press **X**.

Cont. Playoffs/Season

Select this option to load a saved season or playoff and return to the last completed game.

- To continue a saved PLAYOFFS/SEASON, highlight CONT. Playoffs/Season and press **START**.

Note: Only one playoff or season series can be saved at a time. If you start new playoffs or a new season, any saved playoff or season games will be erased, and you will have to start over at the beginning.

FRONT OFFICE

Thanks to modern technology, we've simulated NFL pro tryouts and brought them into your living room. You might still work up a bit of a

sweat, but the worst physical pain you'll probably suffer is a bit of a flattened thumb.

The Front Office feature allows you to create a player at any position and see if you can successfully make it through the Scouting Combine.

Press **START** to select the highlighted option and continue.
Press **X** to return to the *Madden NFL 96* screen.

Sign Up New Player

To Enter your name:

1. Control Pad ⇧/⇩ to scroll through the letters.
2. Press **B** to move to the next space.

- To back up one space, press **Y**.

3. When you have entered your name, press START to confirm your entry and continue.

To Complete the Registration form:

4. Control Pad ⇦/⇨ to cycle through the choices for HEIGHT, WEIGHT, TEAM, POSITION, JERSEY NUMBER, and SKIN COLOR. When you have made each choice, press **START** to confirm your entry and continue.

Official Tryout Registration

Take your newly created player through a series of grueling events designed to test his ability at the position he hopes to land. Each position (QB, OL, RB, WR, DL, LB, DB, K, P) has several different sets of test events. After each event you are given a scout rating ranging from 0-100. This rating is used in conjunction with a table that takes into account earlier choices of height, weight, and position, to give an actual 1-15 rating in each skill category.

You must complete the events in order. The upcoming event flashes on the screen.

- To begin each event, press **START**.

40 Yard Dash

This race is your basic all out sprint. The 40 yard dash sets the standard for gauging the speed of NFL players.

The speed of your player varies according to his height, weight, and how fast you press the buttons. For example, if you have created a behemoth offensive lineman who stands 6'6" tall and weighs 380lbs., you're going to have a harder time maintaining speed and getting across the finish line in a hurry.

- To run, press the **Y** and **B** buttons repeatedly as fast as you can.

Obstacle Course

The object here is to run around the tackling dummies and make it to the finish line as quickly as you can. The trick is that you must run to the right of the red dummies and to the left of the blue dummies. You are penalized 2 seconds for running on the wrong side of a dummy.

- To run, hold **B**.
- To run to the left/right of the dummies, Control Pad any direction.

Coach Rogers

Pay attention, son! In this drill, the coach shouts out a series of directions and expects you to have enough brains to repeat it. The first time you have to remember three directions, and each additional time, the coach adds one more direction to the sequence. As soon as you mess up the sequence, the drill is over.

- To repeat the coach's directions, Control Pad in the appropriate direction.

Passing Range Drill

Let's see what kind of an arm you've got. We'll give you a ten yard start then see how far you can wing that pigskin.

- To get a good running start, press Y and B repeatedly as fast as possible.
- To adjust your throw angle when you reach the ten yard line, hold X and release it when the desired throwing angle is reached.

RB/Receiver Catch Drill

Suit up and head out onto the field. The coach wants to see what kind of hands you've got. In this drill you have ten chances to get open against some well respected defensive backs. Run any pass route you want and when you're open, call for the pass. Try and get as many yards as you can. It's pretty tough to get open and it gets even tougher. After five attempts, a second defensive back comes out to help defend you, and in the receiver catch drill, after eight attempts a third comes out to really smother you.

- To start the play, press **Y**.
- To go out for a pass, Control Pad any direction.
- To call for a pass, press **B**.
- To spin, press **A**.
- To raise your hands for the catch, press **X**.

Note: If you don't call for the pass within five seconds, the QB throws automatically.

Defensive Back Drill

In this drill, nothing stands between the quarterback, the receiver and the goal line—except you. Do whatever you have to do to stop the receiver from catching the ball.

- To run, Control Pad any direction.
- To make a diving tackle, press **Y**.
- To raise hands, press **X**.

10 Yard Fight Drill

This one's pretty straightforward. Show the coach if you're quick enough, strong enough and have enough heart to go one-on-one, one-on-two, and one-on-three against some angry defenders and make it across the goal line. Just to make sure you don't wimp out and try to run away, you can't run outside of the hash marks or back behind the 15 yard line.

- To run, Control Pad any direction.
- To spin, press **A**.
- To dive, press **Y**.

Protect QB Drill

You don't want to go back to the huddle if that cranky QB is gonna yell at you. So, protect him for goodness sakes! You start out surrounded by a circle of defenders hoping to nail the quarterback. It's your job to find the one that is coming at him and stop him. Do whatever it takes to put the tackler on the ground.

- To stay with the defensive player, Control Pad any direction.
- For a little extra blocking power, press **A**.

Rush QB Drill

Every Defensive player's dream is to rush the QB without obstruction. But, you should have no trouble getting around one big, slow offensive lineman, right? Maybe not. You've got seven seconds to show the coach how much you like quarterbacks.

- To rush the QB, Control Pad any direction.
- To spin around a blocker, press **A**.
- To dive, press **Y**.

Defensive 10 Yd. Fight

Here's your chance to go head on with a running back. They don't have much running room, but you still have to make an open field tackle and stop him from scoring.

- To run control the defender, Control Pad any direction.
- To dive, press **Y**.

Punt/Kick Distance Drill

Since you're trying out for one of the cushier jobs on the team, you don't have to do anything really tough, but you better be able to boot the crud out of the ball.

- To build up forward momentum, press **Y** and **B** repeatedly as fast as possible.
- To adjust your kick angle when you reach the ten yard line, hold **X**.

Punt Accuracy Drill

You have six chances to punt the ball as close to the end zone as possible without it going into the end zone. If your kick goes out of bounds, the ball is marked where it crosses the boundary line. No points are given if the ball doesn't go past the 20 yard line or goes into the end zone.

- To set the punter and power bar in motion, press **B**.
- To aim the punt, Control Pad ⇦/⇨.
- To punt the ball, press **B** again.

Kick Accuracy Drill

Unfortunately, so many games come down to the last field goal or extra point attempt. You'd hate to go down in history as the kicker who could have won the game but choked an easy kick instead. There's no time like the present to get out there and start kicking under pressure. You have nine kicks from various points on the field and one longer kick from the 40.

- To set the kicker and power bar in motion, press **B**.
- To aim the kick, Control Pad ⇦/⇨.
- To kick the ball, press **B** again.

Assign a New Player

Your new player is put on the NFL Players team, and you can assign him to a team or trade him away.

- To highlight your new player, Control Pad ⇧/⇩.
- To select the highlighted player and make a trade, press B.

Practice Event

Just to be sure you don't buckle up in front of the coach and make a fool of yourself, you can practice any of the tryout events, as many times as you like.

From the Front Office screen:

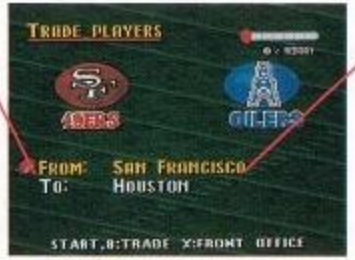
1. Control Pad ⇧/⇩ to highlight Practice Event and press **START**. The Practice Event screen appears.
2. Control Pad ⇧/⇩ to highlight an event and press **START**. The event you have chosen appears. For information on each event, see *Sign Up New Player* on p. 18.

Trade Players

Can you believe your team traded away a key player? Do you ever find yourself wishing that you could give the owners and coaches a little advice? Well here's your chance to step in and run things the way you want to.

Note: Players that are "greyed out" cannot be selected.

Control Pad ⇧/⇩ to highlight from and to



Control Pad ⇦/⇨ to cycle through teams

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

Control Pad ⇧/⇩ to highlight from and to

Press B to select the highlighted player and make the trade

Press **START** to go to the team rosters
Press **X** to return to the Front Office screen

Reset Rosters

This option allows you to reset all team rosters to their original lineups. All trades and stats are also deleted.

- To return to the Front Office screen without resetting rosters, press **X**.
- To go back to the original team rosters and clear all trades, go to the Reset Rosters screen, and press **START**.

Delete Players

This option allows you to individually delete any players that you have created.

Note: Players can only be deleted from the NFLPA team. If the player you want to delete is on another team, you must trade him to the NFLPA team before you can delete him.

- To select the player you want to delete, press **A** or **Y**.
- To return to the Front Office screen, press **X**.
- To delete the selected player, press **START**.

RECORDS

The NFL Records screen keeps track of outstanding individual and team accomplishments. If you break a world record during a game, the NFL Records Entry screen appears prompting you to enter your name.

To enter your name:

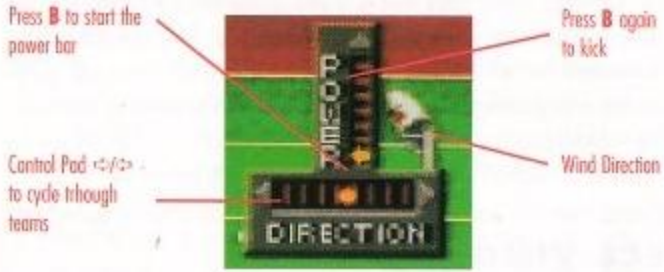
- To scroll through the letters, Control Pad ⇧/⇩.
- To enter the letter and move to the next space, press **B**.
- To back up a space, press **Y**.
- To save your name and continue, press **START**.

PLAYING THE GAME

THE KICKOFF

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

KICKING



To kick the ball:

1. When your team is lined up in kicking formation, press **B** to set your kicker in motion and start the power bar.
2. Control Pad ⇦/⇨ to aim the kick.
3. Press **B** again to stop the power bar and kick the ball. The higher the power bar is at the time you stop it, the further the ball will travel in the air.

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

To make a special teams tackle:

- To chase down the kick returner, Control Pad any direction.
- To take control of the player on your team that is closest to the ball, press **B**.
- To make a diving tackle, press **Y**.
- To get a burst of power, press **A**.

Onsides

Use the onside kick to attempt to quickly regain possession of the ball and get back on offense. If you're behind at the end of a game you may want to try an onside kick.

An onside kick must travel at least ten yards. Once the ball has gone ten yards it's "live" and the team that recovers it takes over on offense.

To attempt an onside kick:

1. From kicking formation, press A to call up the audible indicator.
2. Press **B/A** to set the onside kick formation. Your kicking team shifts to the right- or left-hand side of the ball.

- To return to standard kickoff formation, press A to bring up the audible indicator again then press **Y**.

3. Press **B** to set the kicker in motion and start the power bar.
4. Control Pad ⇦/⇨ and press B again immediately to stop the power bar.

RECEIVING

If you don't take control of the kick returner, he automatically gets under the ball, catches it, and begins to run up field. If the kick is deep and he catches it in the end zone he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the ball is taken out to the 20 yard line.

To control the kick returner:

- To run when you have possession of the ball, Control Pad any direction.
- To get a burst of speed, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**.

OFFENSE

Calling a Play

Control Pad ⇧/⇩ to move the play sleection highlight

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

To call formations and plays:

1. The Play Calling screen appears before each down. From the huddle, Control Pad ⇧/⇩ to scroll through the formations.

Note: There are more formations and plays available than appear on the screen. Control Pad ⇧/⇩, to view additional formations and plays that are initially off-screen.

- To run a play in the opposite direction, press **X** to flip it. To return the play to its default direction, press **X** again.

2. Press **Y**, **B**, or **A** to select the formation in the corresponding box. A set of plays that are available from the selected formation appear.

- To back up and change the selected formation press **L** or **R**.

3. Control Pad ⇧/⇩ to scroll through the plays.
4. Press **Y**, **B**, or **A** to select the play in the corresponding box.

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

To call a formation and play in Bluff mode:

1. From the huddle, Control Pad any direction to move the highlight box to the formation you want to select.
2. Press **B** to select. The play choice appears.
3. Control Pad any direction to move the highlight box to a play you want to use as a bluff.
4. Press **Y**. The usual tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
5. Control Pad any direction to move the highlight box to the play you want to run.
6. Press **B**. The play is selected, but you stay at the Play Calling screen.

- To bluff additional plays, press **Y**.

7. Press **A**. You return to the field and your opponent has no idea what you are going to run.

No Huddle

When the clock is running down at the end of the half or, more critically, at the end of the game, you can save time and bypass the Play Calling screen. At the end of a play, you can get right back on the line of scrimmage by running a no huddle offense.

To execute a no huddle play:

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

To run an audible from a no huddle play:

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

To stop the clock from a no huddle play:

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

Running Plays

On the Play Calling screen, rushing plays are displayed against a dark blue background. You can watch the Super NES execute the play or take control of the ball carrier after the hand-off. A colored star and jersey number appear beneath the ball carrier's feet so you know who he is.

To execute a rushing play:

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

To break tackles and shake defenders:

- To get a burst of speed and get around a tackler, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**. (Best used for 3 yards or less)
- To make the quarterback slide feet first to avoid a hard tackle when he is past the line of scrimmage, press **Y**.

Passing Plays

On the Play Calling screen, passing plays are displayed against a light blue background.

To execute a passing play:

1. When the offensive line is set, press **B** to snap the ball.
2. Control Pad any direction to move the quarterback and take over control of the play.
3. Press **B** to call up the passing windows. A yellow letter appears next to each eligible receiver on the field. These letters correspond to the **Y**, **B**, **A**, **L**, and **R** buttons on the Controller.

Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver

4. Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver.

Watch the receivers run their patterns on the field then throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field, marking the ideal reception spot. The receiver automatically completes his pattern toward the crosshair, raises his hands for the ball, and runs upfield if he makes the catch.

You can manually control the designated receiver while the ball is still in the air to make the catch.

To control the intended receiver:

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

- To raise your hands and jump for the ball, press **X**.
- To dive for the ball, press **Y**.

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

DEFENSE

Select your defensive formations and play the same way you select offensive plays, described above.

The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. A timer appears on the Play Calling screen that indicates the amount of time left. If you don't choose a formation and a play in time, your team lines up to run the same play it ran the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B/X** to take control of a different defensive player.
2. Control Pad any direction to move the selected player.

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

To tackle the ball carrier and break up offensive plays:

- To take control of the player closest to the ball, press **B**.
- To jump and raise hands, press **X**.
- To dive, press **Y**.
- To make a power tackle, press **A**.

SPECIAL TEAMS

Special Teams plays are used in punting, extra point, and field goal situations.

To select a Special Teams play on offense or defense:

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

GAME PAUSED

When the game is paused, you return to *EA* Sports Central, where John Madden and Pat Summerall are standing by. Check on game stats and summaries, view an instant replay of the last down, or call a time-out. The Game Paused screen offers all of the options available from the Pre-Game Show screen along with additional choices relevant to the present game. For information about the options not listed here, see *Pre-Game Show* on p. 10.

To pause the game in progress:

- To bring up the Game Paused screen at any time during gameplay, press **START**.

To make selections from the Game Paused screen:

- To highlight options, Control Pad ⇕/⇔.
- To select a highlighted option, press **B**.
- To return to a previous screen, press **X**.

RESUME GAME

Return to the game in progress.

- To return to the game, press **START**.

INSTANT REPLAY

Instant Replay allows you to view those great plays over and over. Utilize the VCR-like controls to step inside the production booth and roll the tape.

To view an instant replay:

- To play at normal speed, press **B**.
- To pause, press **B** a second time.
- To play in super-slow motion, hold **X**.
- To play in super-fast motion, hold **A**.
- To rewind, hold **Y**.
- To rotate the view left/right, hold **L/R**.
- To exit Instant Replay, press **START**.
- To focus the replay on a player or area of the field, Control Pad any direction. A highlight appears, and the camera follows the highlighted player or stays focused on a section of the field.

CALL TIMEOUT

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

GAME STATS

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

To view Game Stats:

- To cycle through stats categories, press **A/Y**.
- To exit, press **X**.

TEAM STATS

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

To view Team Stats:

- To cycle through positions and teams, press **A**.
- To move the highlight through on-screen position groups, Control Pad ⇧/⇩.
- To scroll through stat categories, Control Pad ⇦/⇨.
- To exit, press **X**.

SCORE SUMMARY

The Score Summary screen displays a line score showing the amount of points scored by each team in every quarter. You can also review a detailed account of each score.

Note: Only the last 6 score summaries are recorded.

END GAME NOW

If you want to change matchups or just start a new game, choose END GAME NOW.

To end the current game:

- Highlight END GAME NOW and press **B**. The End Game screen appears. (If you have achieved an NFL Record, you are asked to enter your name before you leave the stadium.)
- To go to the End Game Show screen, press **START**.
- To return to the *Madden NFL 96* screen from the End Game Show screen, press **START**.

Note: If you select End Game Now during a season or playoff game, then the current score is recorded as the final score. This score is saved into memory.

*After winning the Super Bowl an all-time team code will appear. To use the code select Play Now from the Main menu. The left team needs to be the team that just won the Super Bowl. Enter the code and the all-time will appear.

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PRODUCER: Michael Rubinelli
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ARTIST BIO

FROM LEFT TO RIGHT: Joe Vance, John Schappert, Ian Schmidt

Tiburon Entertainment, a Longwood, Florida based software developer, strives to create hit games by perfecting a balanced mix of excellent gameplay with outstanding programming and artwork. All of Tiburon's staff are avid gamers who enjoy a wide variety of games, particularly head-to-head games such as sports games, fight games, and, of course, Bomberman.

The *Madden NFL 96* team are Ian Schmidt, Joe Vance, and John Schappert. Ian Schmidt is a keen programmer who also enjoys composing and playing music, as well as outings to real sporting events. Joe Vance is newly wed to the former Joan Madden, no relation to John himself, and is well trained in both high end computer graphics and martial arts. Now that Madden NFL 96 is done, hopefully Ian will get to see a Jaguars game in person, Joe will be able to kick something other than the walls of his office, and both will be able to sink their teeth into the next generation of game machines.

Tiburon Entertainment was founded by veteran Super NES programmers who have been responsible for such past hits as *Desert Strike, Clay Fighter, NHL 95 and 96, Bill Walsh College Football, WeaponLord,* and *Madden NFL 94 and 95.*

Their talented staff looks forward to the future, when they will be able to continue to stretch the limits of gaming.

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ALL-MADDEN '96

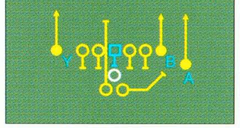
The ultimate All-Star team, this team is the toughest of the tough.

MIAMI DOLPHINS

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

KEY OFFENSIVE PLAY

MADDEN, BOMB



KEY DEFENSIVE PLAY

4-3, WRANGLER

PLAYER RATINGS

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

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	30	B.Parmalee	80	85	50	50
HB2	43	T.Kirby	80	80	70	60
HB3	40	I.Spikes	80	75	50	55
FB	41	K.Byars	70	75	75	65
FB2	49	R.Wilson	65	50	40	55
RECEIVERS						
WR1	80	I.Fryar	90	95	75	35
WR2	81	McDuffie	85	85	85	40
WR3	89	R.Hill	90	90	70	45
WR4	84	G.Clark	80	80	65	40
WR5	83	S.Miller	75	80	45	40
WR6	15	D.Johnson	85	70	45	35
TE1	86	E.Green	75	75	85	70
TE2	85	R.Williams	65	55	55	65
TE3	82	P.Mitchell	60	60	65	55

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	78	R.Webb	302	80	85	70
LG	69	K.Sims	309	80	85	60
C	61	T.Ruddy	290	75	75	65
RG	62	C.Gray	290	70	65	50
RT	73	R.Heller	293	75	75	50
T2	71	E.Albright	296	65	70	60
G2	68	A.Greene	304	65	70	65
C2	77	K.Brothen	286	70	65	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	91	J.Cross	60	70	80	65
DLT	99	Klingbeil	45	50	60	70
DRT(NT)	95	T.Bowens	65	55	65	85
RE	90	M.Coleman	70	65	80	65
DE2	97	T.Jackson	65	60	70	60
DT2	96	S.Emtman	50	55	70	80
LINEBACKERS						
LOLB	55	Singleton	75	85	65	90
ILB2	59	D.Dotson	65	65	65	75
ILB	51	B.Cox	65	60	100	85
ROLB	53	A.Beavers	70	75	60	75
ILB3	54	C.Bullough	60	65	65	70
OLB2	57	D.Foxx	65	65	60	65
OLB3	50	D.Hollier	65	55	60	80
DEFENSIVE BACKS						
LCB1	23	T.Vincent	85	80	70	75
LCB2	29	F.Smith	90	65	65	70
RCB1	37	J.B.Brown	85	70	75	60
RCB2	27	T.Buckley	90	60	65	65
FS	28	G.Atkins	85	75	60	70
SS	35	M.Stewart	85	70	65	80
FS2	22	L.Kennedy	80	65	60	65
SS2	25	L.Oliver	85	70	65	80

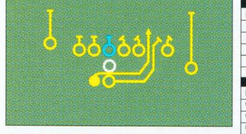
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	10	Stoyanovich	75	80			
P	17	J.Kidd	75	85			
KR	81	McDuffie			85	85	45
KR2	27	T.Buckley			90	80	45
PR	27	T.Buckley			90	80	45

PITTSBURGH STEELERS

Linebackers Greg Lloyd, Kevin Greene, and Chad Brown lead the Steelers' defense, which is one of the toughest in the league. The ball control offense features the power running of Bam Morris.

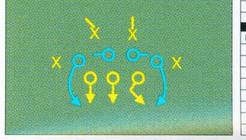
KEY OFFENSIVE PLAY

FAR NEAR, OFF TACKLE



KEY DEFENSIVE PLAY

3-4, LB BLITZ



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	14	O'Donnell	65	75	80	85
QB2	18	M.Tomczak	60	65	80	75
QB3	10	K.Stewart	90	95	55	85

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	33	Bam Morris	75	80	65	75
HB2	20	E.Pegram	70	75	55	55
HB3	23	A.Daigle	70	70	50	50
FB	22	Williams	70	75	75	65
FB2	44	E.Toner	65	55	45	70
RECEIVERS						
WR1	89	E.Mills	85	85	60	35
WR2	88	A.Hastings	80	85	65	45
WR3	81	C.Johnson	85	85	75	50
WR4	82	Y.Thigpen	85	70	60	40
WR5	83	C.Holiday	75	75	55	35
WR6	19	H.Bailey	85	65	50	40
TE1	85	J.Hayes	65	65	50	80
TE2	87	C.Keith	65	70	45	60
TE3	46	M.Bruener	60	55	70	65

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	65	J.Jackson	297	75	70	60
LG	64	T.Newberry	288	60	65	55
C	63	D.Dawson	286	90	85	70
RG	62	T.Kalis	295	65	80	60
RT	72	L.Searcy	304	75	80	55
T2	73	Strzelczyk	295	55	70	50
G2	66	S.Palelei	320	60	60	50
C2	69	A.Soloman	290	65	65	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	96	B.Buckner	55	55	70	75
DLT	90	J.Zgonina	45	50	60	75
DRT(NT)	93	J.Steed	50	55	65	70
RE	97	R.Seals	50	60	75	80
DE2	78	T.Faumui	55	50	70	65
DT2	61	G.Black	50	45	60	65
LINEBACKERS						
LOLB	98	K.Greene	80	75	75	80
ILB2	94	C.Brown	60	65	75	75
ILB	99	L.Kirkland	65	70	70	80
ROLB	95	G.Lloyd	80	80	85	85
ILB3	51	E.Robinson	60	65	70	70
OLB2	57	R.Ravotti	65	60	60	55
OLB3	92	J.Gildon	60	65	55	65
DEFENSIVE BACKS						
LCB1	26	R.Woodson	100	100	80	90
LCB2	24	C.Oldham	80	65	45	60
RCB1	21	D.Figures	85	75	60	70
RCB2	27	W.Williams	90	65	50	60
FS	39	D.Perry	80	90	75	75
SS	37	C.Lake	85	95	70	80
FS2	45	L.Brown	80	75	65	65
SS2	40	M.Bell	75	70	65	75

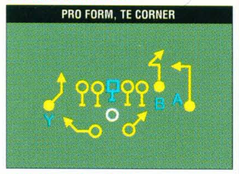
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	4	C.Ford	75	85			
P	3	R.Stark	85	70			
KR	26	R.Woodson			100	95	45
KR2	19	H.Bailey			85	65	35
PR	26	R.Woodson			100	95	45

NEW ENGLAND PATRIOTS

The emergence of Drew Bledsoe and the addition of Dave Meggett make the Patriots' offense dangerous. Ben Coates is developing into one of the best tight ends in football.

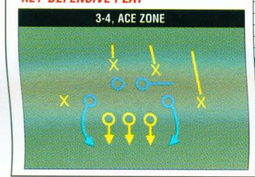
KEY OFFENSIVE PLAY

PRO FORM, TE CORNER



KEY DEFENSIVE PLAY

3-4, ACE ZONE



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	11	D.Bledsoe	65	65	85	100
QB2	16	S.Zolak	70	50	85	75
QB3	7	J.Walker	60	50	65	65

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	22	D.Meggett	85	90	65	60
HB2	26	C.Croom	75	70	60	50
HB3	39	C.Martin	80	70	55	55
FB	33	S.Gash	65	60	65	70
FB2	35	B.Legette	60	65	55	65
RECEIVERS						
WR1	82	V.Brisby	90	85	70	40
WR2	81	Crittenden	90	75	50	35
WR3	89	K.Lee	85	85	60	45
WR4	84	E.Ellis	80	75	65	40
WR5	86	T.Brown	85	85	40	40
WR6	83	M.Henry	80	75	55	40
TE1	87	B.Coates	75	75	90	75
TE2	85	J.Burke	60	65	60	65
TE3	88	Francisco	60	50	50	55

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	78	Armstrong	284	80	70	55
LG	61	B.Kratch	288	75	70	55
C	64	Dellenbach	300	80	75	60
RG	71	T.Rucci	291	70	65	55
RT	77	P.Harlow	290	80	75	60
T2	70	B.Moore	295	55	65	55
G2	74	D.Skene	295	60	65	50
C2	65	M.Arthur	280	65	60	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	93	M.Pitts	50	60	75	70
DLT	91	B.Walker	55	50	65	70
DRT(NT)	94	T.Roberts	50	55	70	65
RE	92	J.Hand	60	55	65	70
DE2	97	A.Jones	60	55	60	60
DT2	63	S.Stanley	50	55	55	65
LINEBACKERS						
LOLB	55	W.McGinest	80	85	80	85
ILB2	59	V.Brown	75	65	80	80
ILB	52		65	60	65	75
ROLB	53	C.Slade	80	80	65	60
ILB3	50	B.Abrams	65	60	55	60
OLB2	96	D.Sabb	70	70	75	60
OLB3	45	A.Catanho	65	60	50	55
DEFENSIVE BACKS						
LCB1	21	R.Reynolds	80	85	75	65
LCB2	31	Hitchcock	85	70	60	60
RCB1	37	M.Hurst	90	80	70	55
RCB2	24	T.Law	90	80	45	65
FS	29	M.Guyton	75	90	60	60
SS	30	C.Brown	80	60	50	80
FS2	25	L.Whigham	75	65	45	55
SS2	23	T.Ray	85	75	50	60

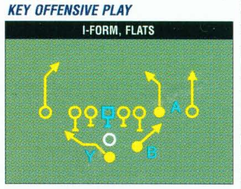
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	3	M.Bahr	70	80			
P	5	O'Neill	85	75			
KR	22	D.Meggett			85	90	45
KR2	89	K.Lee			85	85	35
PR	22	D.Meggett			85	90	45

SAN DIEGO CHARGERS

After last season's Super Bowl® appearance, the Chargers are looking to take the next step. The offense is keyed by the powerful running of Natrone Means, while the swarming defense is led by linebacker Junior Seau.

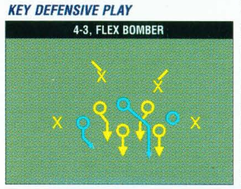
KEY OFFENSIVE PLAY

I-FORM, FLATS



KEY DEFENSIVE PLAY

4-3, FLEX BOMBER



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	12	Humphries	60	60	80	100
QB2	13	G.Gilbert	60	65	85	75
QB3	11	J.Brohm	65	50	60	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	20	N.Means	80	85	70	75
HB2	33	R.Harmon	80	80	85	50
HB3	35	R.Culver	70	75	50	50
FB	86	A.Pupunu	65	65	70	60
FB2	89	S.Mitchell	60	65	50	55
RECEIVERS						
WR1	82	M.Seay	85	85	60	100
WR2	80	Jefferson	85	80	65	40
WR3	81	T.Martin	90	85	55	40
WR4	85	J.Oliver	80	75	40	40
WR5	83	A.Coleman	80	70	50	35
WR6	15	O.Ellison	80	65	45	35
TE1	87	D.Young	60	70	60	70
TE2	84	A.Laing	65	65	50	65
TE3	50	D.Binns	60	55	45	55

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	72	H.Swayne	295	80	75	65
LG	73	I.Davis	300	70	80	60
C	53	C.Hall	281	85	75	70
RG	68	J.Cocozzo	300	75	75	50
RT	77	E.Moten	295	70	70	50
T2	66	E.Greene	310	60	65	45
G2	70	V.Parker	325	55	70	50
C2	60	G.Engel	285	65	60	60

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	94	C.Mims	60	70	75	65
DLT	98	S.Lee	50	60	70	80
DRT(NT)	93	R.Davis	50	55	70	85
RE	91	O'Neal	70	65	70	70
DE2	99	R.Johnson	50	65	55	60
DT2	96	D.Saxa	45	50	60	55
LINEBACKERS						
LOLB	58	L.Bush	70	75	75	70
ILB2	59	G.Young	55	60	65	70
ILB	55	J.Seau	80	85	95	90
ROLB	57	D.Gibson	65	75	70	70
ILB3	54	C.Cowart	60	70	80	75
OLB2	51	P.Harrison	60	65	65	60
OLB3	52	B.Proctor	60	60	55	80
DEFENSIVE BACKS						
LCB1	21	R.Woodson	100	95	75	55
LCB2	31	W.Clark	80	70	65	60
RCB1	28	D.Harper	80	90	65	75
RCB2	27	D.Pool	85	75	55	65
FS	26	B.Orlando	85	80	70	60
SS	23	S.Gayle	80	85	65	85
FS2	44	Castle	75	70	45	80
SS2	37	R.Harrison	80	65	40	85

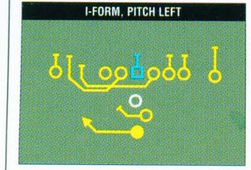
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	3	J.Carney	85	90			
P	1	D.Bennett	70	70			
KR	83	A.Coleman			80	70	35
KR2	82	M.Seay			85	85	35
PR	21				90	95	35

NEW YORK JETS

Off season changes on both sides of the ball give the Jets a new look. Boomer Esiason leads the offense, while the defense is anchored by Mo Lewis.

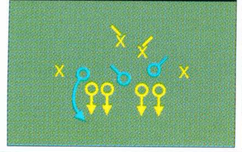
KEY OFFENSIVE PLAY

I-FORM, PITCH LEFT



KEY DEFENSIVE PLAY

4-3 WRANGLER



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	7	B.Esiason	50	50	80	80
QB2	6	B.Brister	55	60	70	85
QB3	4	G.Foley	60	70	55	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	33	R.Moore	75	65	80	65
HB2	29	A.Murrell	85	80	60	50
HB3	35	D.Carter	80	85	55	45
FB	30	B.Baxter	60	60	50	75
FB2	20	R.Anderson	70	55	65	55
RECEIVERS						
WR1	88	S.Anderson	90	80	65	35
WR2	87	Yarborough	80	80	65	40
WR3	89	O.Parker	90	75	50	40
WR4	83	T.Davis	85	70	70	45
WR5	18	A.Allen	85	60	55	35
WR6	17	C.Ceaser	75	65	60	40
TE1	86	J.Mitchell	75	75	70	60
TE2	84	F.Baxter	65	60	55	55
TE3	81	K.Brady	70	60	65	60

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	77	M.Willig	317	70	70	55
LG	62	R.Duffy	294	75	80	65
C	52	C.Dixon	302	80	70	60
RG	70	O'Dwyer	315	80	75	60
RT	75	Malamala	308	80	75	55
T2	76	J.Brown	335	75	80	55
G2	72	T.Wisdom	280	80	65	50
C2	60	M.Lamb	284	70	70	65

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	66	D.Evans	60	65	75	65
DLT	74	E.Howard	50	45	70	80
DRT(NT)	92	T.Casillas	50	55	75	75
RE	99	H.Douglas	65	60	70	60
DE2	97	Washington	55	55	70	75
DT2	94	M.Brock	40	55	50	70
LINEBACKERS						
LOLB	55	B.Houston	80	55	65	70
ILB2	59	K.Clifton	55	55	85	70
ILB	54	M.Jones	65	65	70	70
ROLB	57	M.Lewis	80	80	80	75
ILB3	58	J.Knutson	55	60	70	65
OLB2	51	E.Mason	80	70	60	60
OLB3	50	G.Cadrez	65	65	55	55
DEFENSIVE BACKS						
LCB1	31	A.Glenn	90	80	75	65
LCB2	45	O.Smith	90	70	60	60
RCB1	23	M.Turner	85	70	60	65
RCB2	37	A.Prior	80	75	55	70
FS	25	G.Jones	80	75	60	90
SS	38	T.Scott	80	70	65	80
FS2	27	P.Terrell	80	75	45	65
SS2	21	V.Green	75	60	50	70

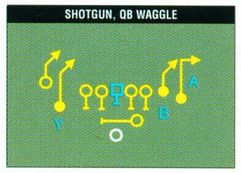
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	8	N.Lowery	65	90			
P	11	B.Hansen	65	85			
KR	35	D.Carter			80	85	35
KR2	31	A.Glenn			90	90	35
PR	25	D.Carter			80	85	35

OAKLAND RAIDERS

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

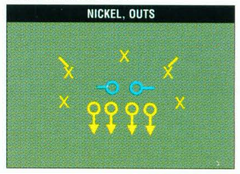
KEY OFFENSIVE PLAY

SHOTGUN, QB WAGGLE



KEY DEFENSIVE PLAY

NICKEL, OUTS



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	15	Hostetler	65	70	75	80
QB2	9	B.Hobert	70	50	70	70
QB3	11	V.Evans	55	45	65	50

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	22	H.Williams	80	75	60	55
HB2	26	N.Kaufman	85	70	55	50
HB3	35	J.Aska	75	75	50	55
FB	41	N.McCallum	65	60	60	60
FB2	44	D.Fenner	70	65	65	50
RECEIVERS						
WR1	82	J.Jett	95	80	40	35
WR2	81	T.Brown	90	100	70	45
WR3	86	R.Ismail	90	85	55	40
WR4	80	D.Hobbs	90	75	50	35
WR5	21	Montgomery	85	80	55	40
WR6	89	P.Bobo	85	70	45	45
TE1	88	K.Cash	65	65	55	50
TE2	87	A.Glover	70	55	45	50
TE3	83	K.Smith	65	60	45	55

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	71	G.Perry	310	75	70	60
LG	76	Wisniewski	285	85	90	55
C	72	D.Moseley	295	75	65	55
RG	66	K.Gogan	328	85	70	60
RT	78	Skrepenak	305	65	70	50
T2	79	J.Kysar	285	80	70	45
G2	77	R.Stephens	305	65	75	50
C2	67	D.Turk	295	65	70	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	94	A.Smith	60	55	70	70
DLT	95	A.Robbins	40	50	60	75
DRT(NT)	96	J.Ball	50	60	75	75
RE	91		60	60	80	85
DE2	74	N.Harrison	55	55	75	70
DT2	98	K.Johnson	40	50	50	75
LINEBACKERS						
LOLB	52	M.Jones	65	65	45	80
ILB2	51	A.Wallace	70	65	75	65
ILB	54	Biekert	65	70	75	75
ROLB	53	Fredrickson	75	75	85	65
ILB3	57	R.Holmberg	65	75	60	85
OLB2	56	P.Swilling	70	70	75	65
OLB3	55	J.Folston	70	80	80	75
DEFENSIVE BACKS						
LCB1	36	T.McDaniel	90	80	80	75
LCB2	37	J.Trapp	85	70	60	75
RCB1	24	A.Lewis	90	85	60	80
RCB2	48	N.Mustafaa	80	70	65	75
FS	33	E.Anderson	80	55	65	85
SS	29	P.Bates	80	70	65	70
FS2	25	D.Land	85	55	60	75
SS2	20	D.Hoskins	85	65	55	70

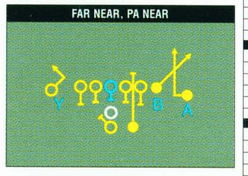
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	18	J.Jaeger	85	85			
P	7	J.Gossett	95	80			
KR	86	R.Ismail			90	85	35
KR2	81	T.Brown			90	100	35
PR	81	T.Brown			90	100	35

SEATTLE SEAHAWKS

The offense looks to the athletecism of Rick Mirer and the determined running of Chris Warren to move the ball and put points on the board. The Seahawk defense is anchored by the solid play of Cortez Kennedy.

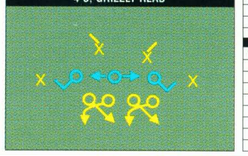
KEY OFFENSIVE PLAY

FAR NEAR, PA NEAR



KEY DEFENSIVE PLAY

4-3, GRIZZLY READ



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	3	R.Mirer	70	70	70	90
QB2	17	J.Friesz	55	60	75	70
QB3	8	S.Gelbaugh	55	50	60	75

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	42	C.Warren	85	85	70	70
HB2	36	L.Smith	80	85	55	60
HB3	46	Broussard	75	80	55	55
FB	43	T.Johnson	65	60	55	70
FB2	35	S.Smith	60	55	50	65
RECEIVERS						
WR1	82	R.Proehl	75	85	85	35
WR2	84		90	85	60	40
WR3	89	B.Blades	80	85	85	40
WR4	88	T.Warren	80	70	60	40
WR5	81	M.Bates	95	65	40	35
WR6	19	J.McKnight	80	85	55	35
TE1	87	P.Green	70	65	70	60
TE2	48	C.Crumpler	65	65	50	65
TE3	83	T.Junkin	60	55	60	45

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	73	R.Roberts	304	70	75	60
LG	69	Blackshear	325	70	80	50
C	53	J.Sweeney	284	80	65	60
RG	52	K.Mawae	288	75	75	65
RT	75	H.Ballard	336	70	80	65
T2	78	M.Keim	292	60	75	55
G2	74	J.Atkins	315	55	70	50
C2	56	Tofflemire	288	55	70	60

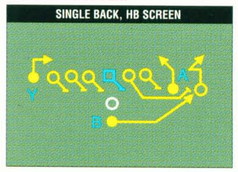
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	93	B.Williams	55	80	75	75
DLT	98	S.Adams	55	75	65	80
DRT(NT)	96	C.Kennedy	55	85	90	85
RE	67	A.Edwards	65	65	70	70
DE2	99	M.McCrary	50	55	60	65
DT2	61	M.Werner	50	50	65	65
LINEBACKERS						
LOLB	90	T.Wooden	80	70	75	85
ILB2	59	T.Stowe	65	60	65	70
ILB	58	Spitulski	60	75	85	85
ROLB	55	W.Moss	85	80	65	70
ILB3	60	M.Barber	55	60	60	60
OLB2	95	D.Wells	65

BUFFALO BILLS

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

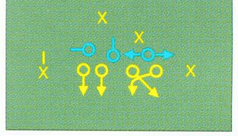
KEY OFFENSIVE PLAY

SINGLE BACK, HB SCREEN



KEY DEFENSIVE PLAY

4-3, BREAKER



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	12	J.Kelly	60	55	85	90
QB2	11	R.Strom	65	55	75	80
QB3	7	T.Collins	65	60	70	75

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	34		80	80	65	55
HB2	30	Y.Jourdain	85	85	60	40
HB3	26	B.Humphrey	80	65	50	50
FB	35	C.Gardner	75	60	65	65
FB2	21	N.Turner	70	60	65	60

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RECEIVERS						
WR1	85	R.Copeland	70	70	50	30
WR2	83	A.Reed	80	85	75	35
WR3	81	B.Brooks	85	90	55	35
WR4	82	D.Thomas	70	70	55	30
WR5	80	J.Armour	75	70	55	45
WR6	89	S.Tasker	75	75	55	30
TE1	84	L.Johnson	70	70	85	55
TE2	86	A.Ofodile	65	60	60	55
TE3	88	T.Cline	65	60	55	55

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	70	J.Fina	285	70	75	60
LG	79	R.Brown	304	70	75	65
C	67	K.Hull	284	65	80	60
RG	68	C.Lacina	297	70	75	60
RT	74	G.Parker	305	70	75	65
TZ	72	Louchiey	305	55	65	60
GZ	60	J.Ostroski	310	50	70	55
CZ	63	A.Lingner	268	60	70	60

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	90	P.Hansen	55	60	70	70
DLT	99	J.Patton	55	60	70	75
DRT(NT)	92	Washington	60	55	75	75
RE	78	B.Smith	70	70	85	95
DE2	77	J.Jeffcoat	65	65	65	75
DT2	75	E.Phillion	50	65	60	65
LINEBACKERS						
LOLB	95	B.Paup	65	65	70	80
ILB2	55	M.Maddox	60	60	70	75
ILB	58	M.Perry	60	65	70	75
ROLB	97	C.Bennett	70	70	80	90
ILB3	96	M.Brown	65	60	65	70
OLB2	50	D.White	60	65	65	70
OLB3	59	S.Rogers	60	65	65	65

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	22	J.Burris	85	85	75	65
LCB2	39	F.Johnson	80	75	65	65
RCB1	28	T.Smith	85	80	75	80
RCB2	29	L.Lang	85	75	65	75
FS	43	M.Darby	85	80	85	75
SS	20	H.Jones	85	75	65	80
FSZ	41	G.Evans	80	70	65	85
SSZ	24	K.Schultz	80	70	60	65

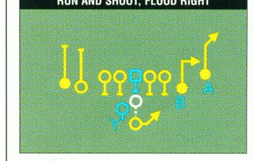
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK	TKLS
SPECIAL TEAMS								
K	2	S.Christie	85	85				
P	9	C.Mohr	75	75				
KR	21	N.Turner			85	90	35	
KRZ	22	J.Burris			85	90	45	
PR	22	J.Burris			85	90	35	

DENVER BRONCOS

With Shannon Sharpe, Mike Pritchard, and Anthony Miller as targets, John Elway has plenty of options in the potent Broncos' offense. The defense has been improved with the addition of Micheal Dean Perry and James Jones.

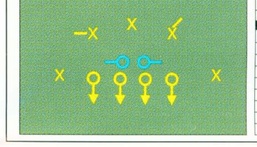
KEY OFFENSIVE PLAY

RUN AND SHOOT, FLOOD RIGHT



KEY DEFENSIVE PLAY

NICKEL, SHORT ZONE



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	7	J.Elway	65	60	80	90
QB2	14	B.Musgrave	55	55	70	70
QB3	17	J.Millen	55	50	60	60

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	33	Bernstine	75	70	55	50
HB2	22	G.Milburn	80	85	55	40
HB3	26	A.Craver	75	75	60	40
FB	38	R.Rivers	60	60	45	55
FB2	43	D.Clark	60	60	35	50

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RECEIVERS						
WR1	83	A.Miller	95	75	60	35
WR2	81	Pritchard	80	85	60	35
WR3	80	Kimbrough	75	75	50	30
WR4	86	J.Campbell	75	70	55	30
WR5	82	V.Johnson	70	75	35	30
WR6	87	McCaffrey	65	65	35	30
TE1	84	S.Sharpe	70	70	70	60
TE2	88	J.Evans	55	55	60	50
TE3	89	D.Carswell	55	60	55	50

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	65	Zimmerman	294	85	85	70
LG	68	Schlereth	292	75	75	60
C	66	T.Nalen	270	75	75	60
RG	75	B.Habib	292	75	75	60
RT	76	B.Thompson	290	80	80	75
TZ	68	R.McElroy	290	65	60	45
GZ	64	R.Tamm	280	55	65	50
CZ	62	B.Lewis	290	60	65	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	90	D.Williams	55	50	65	75
DLT	99	S.Dronett	50	55	60	70
DRT(NT)	95	M.D.Perry	65	65	85	95
RE	73	S.Fletcher	60	65	80	90
DE2	94	J.Robinson	50	50	60	65
DT2	96	Hasselbach	45	45	55	65
LINEBACKERS						
LOLB	57	A.Aldridge	70	60	70	80
ILB2	53	D.Jones	60	60	70	75
ILB	54	B.Hager	60	60	65	80
ROLB	58	Alexander	70	60	70	80
ILB3	92	D.Wyman	60	65	75	85
OLB2	46	D.Garnett	60	60	50	75
OLB3	56	K.Burns	60	60	55	80

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	39	R.Crockett	85	75	75	65
LCB2	21	R.Hillard	80	70	70	55
RCB1	48	Washington	85	80	75	70
RCB2	23	R.Bradford	80	70	55	55
FS	34	T.Braxton	85	75	70	80
SS	27	S.Atwater	90	90	95	95
FSZ	37	T.Hauck	80	65	35	70
SSZ	31	R.Jones	75	60	60	70

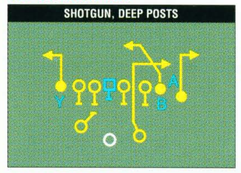
POS.	NO.	NAME	ACCURANCY	RANGE	SPEED	AGILITY	BRK	TKLS
SPECIAL TEAMS								
K	1	Elam	80	80				
P	16	T.Rouen	55	65				
KR	30	T.Davis			85	75	35	
KRZ	82	V.Johnson			85	85	35	
PR	29	A.Craver			90	85	35	

INDIANAPOLIS COLTS

The Colts' offense centers around the running ability of Marshall Faulk and an improved passing attack. The defense is keyed by stand out corner, Ray Buchanan.

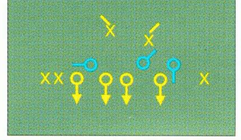
KEY OFFENSIVE PLAY

SHOTGUN, DEEP POSTS



KEY DEFENSIVE PLAY

4-3, DBL TALON STRIKE



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	7	C.Erickson	60	60	85	85
QB2	12	J.Harbaugh	60	55	75	75
QB3	11	P.Justin	50	50	60	55

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	28	M.Faulk	85	90	60	50
HB2	25	R.Humphrey	75	75	50	40
HB3	21	L.Warren	75	75	40	40
FB	42	R.Potts	70	75	50	60
FB2	32	Z.Crockett	65	55	50	60

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RECEIVERS						
WR1	87	S.Dawkins	80	75	60	35
WR2	84	F.Anderson	90	85	55	35
WR3	86	B.Stablein	65	70	60	70
WR4	88	F.Turner	75	65	55	30
WR5	15	T.Smith	75	75	50	30
WR6	80	A.Bailey	80	70	50	30
TE1	85	E.West	60	60	60	55
TE2	44	K.Dilger	60	60	55	55
TE3	81	C.Arbuckle	55	55	40	35

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	67	W.Wolford	300	80	80	65
LG	69	R.Dixon	305	80	80	65
C	63	Lowdermilk	280	75	75	60
RG	65	E.Mahlum	285	75	75	60
RT	64	J.Mathews	324	70	70	60
TZ	72	D.West	284	65	65	45
GZ	71	K.Vickers	305	60	60	45
CZ	53	D.Conway	302	55	55	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	62	E.Johnson	50	60	80	75
DLT	61	T.McCoy	60	60	80	90
DRT(NT)	98	T.Siragusa	60	60	80	90
RE	56	T.Bennett	50	60	80	75
DE2	95	Whittington	45	55	60	70
DT2	66	C.Copher	55	60	30	80
LINEBACKERS						
LOLB	51	T.Alberts	70	80	80	85
ILB2	97	S.Radecic	65	65	75	90
ILB	54	J.Herrod	65	75	70	85
ROLB	55	Q.Coryatt	70	70	75	90
ILB3	99	Gelzheiser	60	50	50	60
OLB2	59	S.Grant	70	70	70	75
OLB3	52	B.Ratigan	70	75	55	75

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	34	R.Buchanan	95	85	85	85
LCB2	36	D.Watts	85	80	80	70
RCB1	38	E.Daniel	85	80	80	70
RCB2	33	A.Ambrose	85	50	75	70
FS	29	J.Belser	75	70	70	60
SS	43	D.Tate	75	85	55	65
FSZ	23	Humphries	80	75	75	65
SSZ	30	D.Gray	80	75	50	75

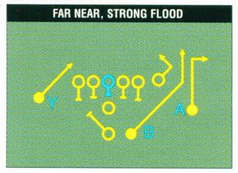
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK	TKLS
SPECIAL TEAMS								
K	4	Biasucci	80	75				
P	3	Gardocki	85	55				
KR	86	B.Stablein			75	75	35	
KRZ	88	F.Turner			75	65	35	
PR	88	F.Turner			75	65	35	

CINCINNATI BENGALS

Top draft pick Ki Jana Carter helps share the offensive burden with emerging quarterback Jeff Blake. Look for Dan Wilkinson to dominate the defensive line.

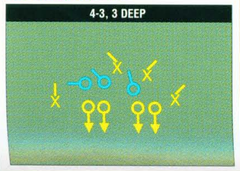
KEY OFFENSIVE PLAY

FAR NEAR, STRONG FLOOD



KEY DEFENSIVE PLAY

4-3, 3 DEEP



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	8	J.Blake	65	80	70	90
QB2	7	D.Klingler	45	55	75	80
QB3	4	E.Wilhelm	45	55	65	80

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	32	K.Carter	85	85	60	65
HB2	21	E.Bieniemy	80	80	60	65
HB3	28	H.Green	80	75	70	60
FB	46	J.Cothran	70	65	75	65
FB2	36	J.Joseph	70	60	65	60

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RECEIVERS						
WR1	86	D.Scott	85	85	85	35
WR2	81	C.Pickens	90	90	85	35
WR3	89	J.Query	75	70	70	40
WR4	85	Ti.McGee	80	75	65	35
WR5	19	J.Hill	75	70	70	40
WR6	16	D.Rhodes	70	65	65	40
TE1	82	To.McGee	65	65	70	55
TE2	87	T.Sadowski	60	60	50	35
TE3	83	D.Frisch	60	55	40	30

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	77	K.Sargent	290	75	75	60
LG	68	D.Cadigan	287	80	80	65
C	65	D.Brilz	297	75	75	60
RG	64	B.Kozerski	287	75	75	60
RT	63	J.Walter	292	75	75	60
TZ	61	M.Tuten	310	65	75	55
GZ	62	R.Grigson	298	70	70	60
CZ	78	R.Forsythe	330	70	75	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	92	J.Copeland	55	55	70	75
DLT	95	K.Rucker	55	55	65	70
DRT(NT)	99	Wilkinson	65	60	75	75
RE	96	M.Flores	60	60	70	70
DE2	79	R.Stallings	60	55	65	70
DT2	97	V.Stewart	55	50	55	55
LINEBACKERS						
LOLB	50	J.Francis	60	60	70	80
ILB2	91	Wallerstedt	55	60	70	80
ILB	58	S.Tovar	55	65	80	90
ROLB	55	A.Collins	60	60	75	75
ILB3	90	G.Collins	55	55	65	75
OLB2	56	R.McDonald	60	60	60	70
OLB3	57	Jefferson	60	60	65	70

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	43	M.Brim	90	80	70	70
LCB2	23	C.Sawyer	85	75	65	65
RCB1	25	Rod Jones	90	80	65	75
RCB2	24	Rog.Jones	80	75	70	70
FS	31	D.Williams	85	85	65	95
SS	27	B.Walker	75	75	60	80
FSZ	37	L.Wheeler	75	75	65	65
SSZ	35	S.Shade	75	45	65	70

POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK	TKLS
SPECIAL TEAMS								
K	9	D.Pelfrey	65	55				
P	11	L.Johnson	55	65				
KR	80				80	80	35	
KRZ	22	D.Toomer			60	60	35	
PR	80				80	80	35	

AFC SCOUTING REPORT

MADDEN NFL PLAYERS INC 96

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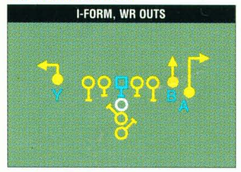
JACKSONVILLE JAGUARS

Veteran quarterback Steve Beurlein leads the Jaguar attack in their debut season. The signing of Jeff Lagemann on the line provides a foundation for a strong defense.

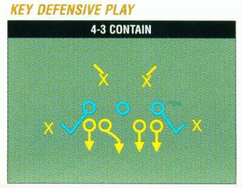
KEY OFFENSIVE PLAY

I-FORM, WR OUTS



KEY DEFENSIVE PLAY

4-3 CONTAIN



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	7	Beuerlein	50	55	80	75
QB2	8	M.Brunell	60	60	75	75
QB3	10	R.Johnson	50	70	70	50

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	33	J.Stewart	80	85	60	45
HB2	34	R.Cobb	75	75	50	50
HB3	23	R.Jordan	85	85	35	30
FB	22	D.McNabb	55	60	60	60
FB2	42	Christopherson	55	55	55	55

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RECEIVERS						
WR1	83	S.Baker	85	75	60	35
WR2	2	E.Givins	75	75	65	60
WR3	81	D.Howard	75	80	70	55
WR4	85	J.Morton	75	80	75	55
WR5	89	Davenport	70	75	65	45
WR6	80	W.Jackson	70	75	55	45
TE1	86	D.Brown	75	65	60	55
TE2	84	T.Hallock	55	50	60	50
TE3	97	Etheredge	55	50	40	50

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	71	T.Boselli	300	75	75	60
LG	66	S.Bouwens	305	70	85	60
C	79	D.Wildell	280	75	75	60
RG	69	E.Chung	285	75	75	60
RT	60	Wilkerson	324	70	70	55
TZ	73	B.DeMarco	284	75	75	45
GZ	68	Huntington	305	55	55	50
CZ	75	M.Tucker	302	55	55	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	99	J.Smeenge	65	60	65	70
DLT	94	Pritchett	50	50	65	85
DRT(NT)	92	D.Davey	50	70	65	80
RE	56	J.Lageman	65	60	75	75
DE2	96	J.Duff	60	55	35	60
DT2	65	M.Thompson	45	55	55	60
LINEBACKERS						
LOLB	90	J.Williams	70	60	70	80
ILB2	52	B.Schwartz	60	60	55	80
ILB	54	Goganious	60	60	75	80
ROLB	58	R.Freeman	70	60	70	80
ILB3	95	J.Carthen	60	80	55	75
OLB2	53	S.Stephens	65	65	65	75
OLB3	51	M.Williams	65	60	60	75

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	25	Washington	80	75	75	65
LCB2	37	M.Simmons	75	70	70	60
RCB1	27	V.Clark	85	80	80	90
RCB2	30	M.Davis	75	70	70	80
FS	29	Carrington	80	90	70	80
SS	19	C.Hudson	75	85	50	85
FSZ	24	H.Colon	75	75	50	50
SSZ	38	M.Dumas	70	70	70	75

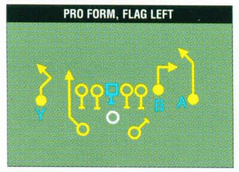
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK	TKLS
SPECIAL TEAMS								
K	9	Sisson	80	75				
P	4	Barker	85	55				
KR	31	M.Royster			75	75	35	
KRZ	32	L.Brown			75	65	35	
PR	81	D.Howard			75	80	55	

CLEVELAND BROWNS

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

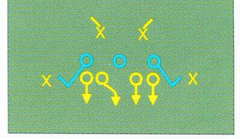
KEY OFFENSIVE PLAY

PRO FORM, FLAG LEFT



KEY DEFENSIVE PLAY

4-3, CONTAIN



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	12	Testaverde	55	60	70	85
QB2	7	T.Tupa	55	60	65	80
QB3	10	E.Zeier	60	65	70	75

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	33	L.Hoard	80	85	55	70
HB2	34	L.White	75	75	60	75
HB3	22	R.Powers	70	70	50	50
FB	44	T.Vardell	65	50	65	55
FB2	21	E.Byner	65	60	65	55

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RECEIVERS						
WR1	80	A.Rison	85	85	85	40
WR2	85	Alexander	85	85	75	40
WR3	81	M.Jackson	80	80	70	35
WR4	84	R.Smith	90	70	50	30
WR5	87	McCardell	75	65	85	30
WR6	83	A.Tellison	75	60	50	30
TE1	89	H.Bishop	60	55	65	50
TE2	86	W.Reeves	60	50	60	50
TE3	48	F.Hartley	55	50	70	50

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	66	T.Jones	295	80	80	65
LG	62	G.Williams	300	80	80	60
C	61	S.Everitt	290	85	80	60
RG	72	B.Dahl	310	80	80	60
RT	77	O.Brown	305	85	80	60
TZ	70	H.Arvie	305	60	60	60
GZ	60	J.Devries	290	75	70	65
CZ	67	W.Williams	300	75	75	60

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	90	R.Burnett	65	65	75	80
DLT	94	B.Johnson	55	60	55	75
DRT(NT)	78	D.Footman	55	55	55	75
RE	98	A.Pleasant	60	60	70	75
DE2	95	R.Lyle	60	55	65	60
DT2	92	T.Pugua	55	60	55	70
LINEBACKERS						
LOLB	58	C.Banks	65	75	80	75
ILB2	54	E.Sutter	65	65	65	70
ILB	53	P.Johnson	75	75	85	95
ROLB	56	M.Caldwell	70	75	80	75
ILB3	55	R.Neal	60	60	65	75
OLB2	51	G.Dixon	60	65	60	65
OLB3	59	C.Powell	60	65	65	60

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	38	A.Langham	95	85	95	85
LCB2	31	S.Hairston	90	75	75	65
RCB1	28	D.Griffin	90	80	75	75
RCB2	36	I.Booth	80	85	65	65
FS	29	E.Turner	90	90	95	85
SS	27	S.Moore	85	75	60	85
FSZ	42	L.Riddick	80	80	45	75
SSZ	37	B.Thompson	80	55	40	75

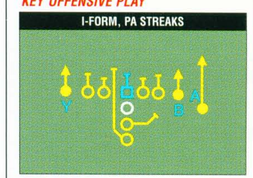
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK	TKLS
SPECIAL TEAMS								
K	3	M.Stover	70	95				
P	15	Kalal	75	95				
KR	23	E.Hunter			85	80	35	
KRZ	30	A.Smith			90	90	35	
PR	30	A.Smith			90	90	35	

HOUSTON OILERS

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

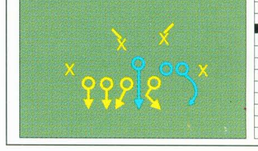
KEY OFFENSIVE PLAY

I-FORM, PA STREAKS



KEY DEFENSIVE PLAY

4-3, FIRE



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	12	C.Chandler	60	60	70	85
QB2	10	W.Furrer	60	60	60	65
QB3	9	S.McNair	80	80	50	75

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	33	G.Brown	75	65	60	50
HB2	48	T.McNair	75	60	65	40
HB3	20		85	65	50	45
FB	40	J.H.Mills	60	60	50	60
FB2	27	Se.Jackson	60	60	50	60

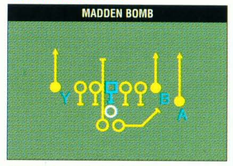
POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RECEIVERS

ALL-N-MADDEN '96

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

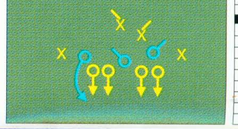
KEY OFFENSIVE PLAY

MADDEN BOMB



KEY DEFENSIVE PLAY

4-3, WRANGLER



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	8	S.Young	75	75	95	90
QB2	7	T.Aikman	65	60	90	95
QB3	4	B.Favre	55	55	90	85
RUNNING BACKS						
HB1	20	B.Sanders	85	100	70	50
HB2	22	E.Smith	85	95	70	65
HB3	27		85	95	70	65
FB	40	W.Floyd	75	75	85	70
FB2	34	C.Heyward	75	75	70	70
RECEIVERS						
WR1	80	J.Rice	85	95	90	50
WR2	88	M.Irvin	85	90	80	45
WR3	82	A.Harper	90	95	70	35
WR4	86	G.Clark	75	80	75	45
WR5	81	T.Mathis	80	80	75	35
WR6	84	St. Sharpe	90	85	95	55
TE1	85	Sh.Sharpe	70	70	70	60
TE2	87		70	70	70	60
TE3	89		70	70	70	60
OFFENSIVE LINE						
LT	77	W.Roaf	200	85	85	70
LG	61	N.Newton	325	85	85	70
C	53	Stepnoski	298	85	85	70
RG	79	H.Barton	286	90	80	70
RT	73	E.Williams	324	75	75	50
T2	74	S.Wallace	280	80	85	55
C2	63		200	90	80	70
C2	51		200	85	85	70

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	92	R.White	70	70	85	95
DLT	78	L.Lett	60	65	70	75
DRT(NT)	93	J.Randle	65	75	85	85
RE	94	C.Haley	70	70	85	80
DE2	90	O'Neal	70	65	70	70
DT2	96	A.Harmon	75	65	85	80
LINEBACKERS						
LOLB	95	G.Lloyd	80	80	85	85
ILB2	91	K.Greene	70	60	75	80
ILB	54	C.Spielman	85	75	85	95
ROLB	58		80	75	95	75
ILB3	97	J.Geathers	60	65	85	90
OLB2	98	E.Swann	70	75	80	85
OLB3	99	B.Young	65	80	90	85
DEFENSIVE BACKS						
LCB1	26	R.Woodson	100	100	80	90
LCB2	23	D.Woolford	90	95	85	70
RCB1	21	D.Sanders	100	95	90	45
RCB2	35	A.Williams	95	90	95	85
FS	36	M.Zordich	80	75	45	85
SS	28	D.Woodson	95	90	95	85
FS2	38	M.Hanks	80	90	75	65
SS2	40	B.Bates	80	75	70	70
SPECIAL TEAMS						
K	2		100	100		
P	14		100	100		
KR	26	R.Woodson			100	95 35
KR2	21	D.Sanders			100	100 35
PR	26	R.Woodson			100	95 35

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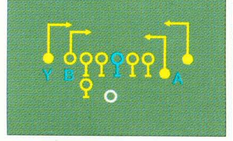
NEW ORLEANS SAINTS

The Saints look to Jim Everett and Michael Haynes to ignite the passing game. Jimmy Spencer and Eric Allen are standouts at cornerback in the improving secondary.

KEY OFFENSIVE PLAY

SHOTGUN, ALL IN



KEY DEFENSIVE PLAY

4-3, DBL TALON ZONE

PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	17	J.Everett	55	60	90	80
QB2	13	Nussmeier	60	55	75	70
QB3	3	Rosenbach	55	65	65	70
RUNNING BACKS						
HB1	24	M.Bates	80	70	65	55
HB2	20	D.Brown	75	80	55	50
HB3	32	V.Dunbar	80	65	50	45
FB	25	B.Muster	65	55	55	60
FB2	36	D.Ned	65	60	50	55
RECEIVERS						
WR1	89	Q.Early	85	70	75	40
WR2	81	M.Haynes	90	85	65	35
WR3	83	T.Small	75	80	85	45
WR4	88	D.Mitchell	85	75	45	35
WR5	84	S.Rhem	75	80	55	40
WR6	80	T.Johnson	90	80	40	40
TE1	82	I.Smith	60	60	50	70
TE2	85	W.Walls	60	60	75	50
TE3	86	K.Botkin	60	50	35	35
OFFENSIVE LINE						
LT	77	W.Roaf	300	85	85	70
LG	72	Dombrowski	300	75	75	60
C	62	Uhlenhake	284	85	70	65
RG	70	C.Port	295	65	75	65
RT	71	R.Cooper	290	70	75	65
T2	65	W.Williams	295	65	75	60
G2	68	A.Kline	315	70	70	55
C2	67	A.McCollum	270	75	65	65

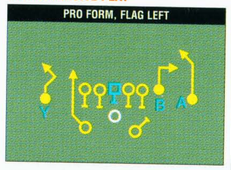
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	94	J.Johnson	60	70	55	65
DLT	91	R.Goff	50	55	60	70
DRT(NT)	93	W.Martin	55	60	65	70
NE	97	R.Turnbull	65	65	75	65
DE2	96	D.Jeffries	65	55	50	70
DT2	98	J.Hannah	55	65	50	65
LINEBACKERS						
LOLB	52	R.Harvey	70	70	70	85
ILB2	90	Williams	60	75	60	85
ILB	54	W.Tubbs	65	60	85	80
ROLB	55	M.Fields	80	75	55	95
ILB3	50	D.Bavaro	60	65	55	75
OLB2	58	J.Roberson	65	70	60	65
OLB3	56	E.Dixon	70	60	45	65
DEFENSIVE BACKS						
LCB1	37	J.Spencer	95	80	75	65
LCB2	43	T.Legette	85	65	60	60
RCB1	21	E.Allen	95	75	60	70
RCB2	33	T.Hughes	85	70	40	75
FS	26	V.Buck	90	65	65	75
SS	46	S.Lumpkin	80	70	60	85
FS2	44	McCleskey	80	70	50	65
SS2	30	L.Gunn	80	50	50	75
SPECIAL TEAMS						
K	8	Blanchard	65	65		
P	6	Wilmsmeyer	85	70		
KR	33	T.Hughes			85	80 35
KR2	44	McClesky			80	70 35
PR	33	T.Hughes			85	80 35

SAN FRANCISCO 49ERS

The defending Super Bowl® champs look poised to repeat. The potent offense is lead by Steve Young and Jerry Rice. Bryant Young and Merton Hanks are top performers for the underrated 49er defense.

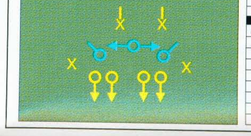
KEY OFFENSIVE PLAY

PRO FORM, FLAG LEFT



KEY DEFENSIVE PLAY

4-3, 2 DEEP



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	8	S.Young	75	75	95	90
QB2	18	E.Grbac	60	55	75	95
QB3	6	C.Conklin	55	55	65	60
RUNNING BACKS						
HB1	29	D.Loville	80	80	55	55
HB2	31	D.Moore	80	75	60	60
HB3	32	R.Ervins	70	85	55	50
FB	40	W.Floyd	80	80	65	65
FB2	22	A.Walker	65	70	45	60
RECEIVERS						
WR1	82	J.Taylor	80	80	70	45
WR2	80	J.Rice	85	95	90	50
WR3	83	J.Stokes	85	80	70	40
WR4	88	Singleton	85	75	40	40
WR5	10	P.Rowe	75	80	35	45
WR6	81	C.Thomas	80	85	60	40
TE1	84	B.Jones	70	65	75	60
TE2	86	B.Carolan	60	75	60	50
TE3	85	T.Popson	55	65	35	55
OFFENSIVE LINE						
LT	74	S.Wallace	280	80	85	55
LG	67	C.Dalman	295	85	80	60
C	61	J.Sapolu	278	85	75	55
RG	64	D.Dleese	280	85	70	70
RT	79	H.Barton	286	90	80	65
T2	75	F.Pollack	285	65	70	85
G2	69	R.Milstead	289	80	85	75
C2	66	B.Oates	265	85	75	60

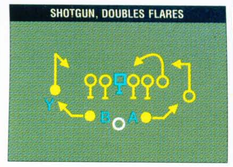
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	96	D.Brown	60	65	80	65
DLT	97	B.Young	55	60	80	80
DRT(NT)	94	Stubblefield	60	70	70	80
RE	72	D.Barnett	60	75	80	75
DE2	92	T.Wilson	60	55	65	65
DT2	91	S.Collins	55	65	50	60
LINEBACKERS						
LOLB	50	G.Plummer	60	55	95	80
ILB2	55	K.Mitchell	70	85	65	75
ILB	51	K.Norton	70	70	75	75
ROLB	54	L.Woodall	75	70	75	70
ILB3	93	D.Jordan	65	65	75	75
OLB2	57	R.Jackson	65	65	65	75
OLB3	53	T.Peterson	65	55	70	65
DEFENSIVE BACKS						
LCB1	25	E.Davis	80	85	75	65
LCB2	47	C.Hicks	90	80	60	80
RCB1	21	D.Sanders	100	95	80	45
RCB2	22	Drakeford	90	60	45	65
FS	36	M.Hanks	80	90	75	65
SS	46	T.McDonald	75	85	60	90
FS2	33	D.Dodge	75	40	35	65
SS2	23	M.Pope	80	70	65	80
SPECIAL TEAMS						
K	4	D.Brien	75	75		
P	5	T.Thompson	80	75		
KR	29	D.Loville			80	80 35
KR2	47	C.Hicks			90	85 35
PR	47	C.Hicks			90	85 35

NEW YORK GIANTS

Developing quarterback Dave Brown has plenty of punch in the backfield with Rodney Hampton and the addition of Herschel Walker. Michael Brooks is a standout at inside linebacker.

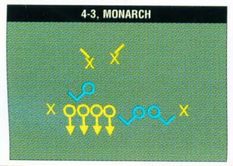
KEY OFFENSIVE PLAY

SHOTGUN, DOUBLES FLARES



KEY DEFENSIVE PLAY

4-3, MONARCH



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	17	D.Brown	60	55	80	80
QB2	10	K.Graham	55	60	75	70
QB3	13	M.Fox	55	65	60	65
RUNNING BACKS						
HB1	27	R.Hampton	75	80	85	70
HB2	30		80	75	60	70
HB3	45	G. Downs	70	70	50	50
FB	34	H.Walker	85	60	60	55
FB2	44	K.Rashead	65	60	40	45
RECEIVERS						
WR1	88	M.Sherrard	85	85	70	30
WR2	83	A.Marshall	90	65	55	35
WR3	81	T.Lewis	85	90	60	35
WR4	80	C.Calloway	80	90	75	45
WR5	82	O.Douglas	85	75	45	30
WR6	89	K.Crawford	90	80	40	30
TE1	87	H.Cross	65	70	75	65
TE2	84	A.Pierce	60	55	50	55
TE3	85	Kozlowski	55	45	45	55
OFFENSIVE LINE						
LT	76	J.Elliott	308	70	80	65
LG	66	W.Roberts	292	75	70	60
C	59	B.Williams	300	65	80	55
RG	61	L.Smith	290	75	80	65
RT	72	Riesenberg	280	70	85	55
T2	73	R.Zatechka	307	65	65	70
G2	62	S.Davis	289	60	80	50
C2	78	Alexander	278	60	70	60

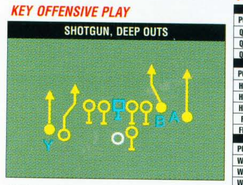
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	75	K.Hamilton	65	60	75	80
DLT	92	M.Strahan	65	50	70	70
DRT(NT)	71	S.Dillard	50	55	65	75
RE	93	R.Agnew	55	60	65	80
DE2	97	R.Harris	65	60	75	70
DT2	99	Maumalanga	55	65	50	60
LINEBACKERS						
LOLB	57	C.Miller	70	60	75	85
ILB2	98	J.Armstead	65	75	65	75
ILB	94	M.Brooks	75	80	85	75
ROLB	51	M.Croel	80	70	60	65
ILB3	55	M.Buckley	65	60	50	65
OLB2	52	M.Davis	75	65	75	90
OLB3	54	S.Smith	65	65	55	60
DEFENSIVE BACKS						
LCB1	22	P.Sparks	85	75	75	65
LCB2	21	W.Beamon	85	45	30	75
RCB1	23	T.Randolph	95	70	55	55
RCB2	39	R.Mullen	85	60	65	60
FS	25	V.Glenn	90	80	75	75
SS	37	J.Campbell	80	70	75	80
FS2	43	M.Douglass	85	55	35	60
SS2	31	J.Sehorn	85	75	65	70
SPECIAL TEAMS						
K	3	B.Daluiso	80	90		
P	2	M.Horan	70	90		
KR	34	H.Walker			85	70 35
KR2	81	T.Lewis			85	90 35
PR	34	H.Walker			85	70 35

TAMPA BAY BUCCANEERS

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

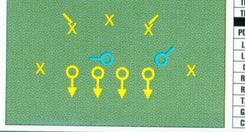
KEY OFFENSIVE PLAY

SHOTGUN, DEEP OUTS



KEY DEFENSIVE PLAY

NICKEL, PIRATE DBL



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	12	T.Dilfer	65	55	65	90
QB2	11	C. Weldon	60	50	55	75
QB3	10	K.Holcomb	60	60	45	70
RUNNING BACKS						
HB1	32	E.Rhett	85	85	75	60
HB2	46	V.Workman	75	85	60	70
HB3	41	B.Edmonds	75	80	55	40
FB	33	A.McDowell	65	55	85	65
FB2	43	R.Harris	60	65	50	65
RECEIVERS						
WR1	82	A.Harper	90	95	70	35
WR2	80	L.Dawsey	85	80	85	50
WR3	84	C.Wilson	90	70	50	40
WR4	88	H.Copeland	95	75	40	35
WR5	87	L.Thomas	95	55	35	40
WR6	85	C.Hawkins	90	80	35	35
TE1	89	J.Harris	70	75	85	50
TE2	86	Armstrong	60	45	55	65
TE3	83	D.Moore	65	60	50	70
OFFENSIVE LINE						
LT	74	P.Gruber	290	85	75	65
LG	70	C.McRae	306	75	85	45
C	61	T.Mayberry	290	80	80	65
RG	62	I.Beckles	295	75	80	55
RT	76	S.Dill	300	75	75	55
T2	65	S.Ingram	311	65	75	50
G2	79	S.Love	300	80	70	60
C2	60	J.Pyne	280	80	65	55

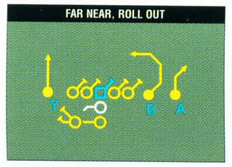
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	72	C.Ahanotu	65	65	75	65
DLT	77	M.Wheeler	65	70	70	80
DRT(NT)	99	W.Sapp	70	75	75	80
RE	75	E.Curry	70	65	75	75
DE2	95	K.Powe	65	55	70	70
DT2	71	S.Dotson	65	60	65	75
LINEBACKERS						
LOLB	51	L.Marts	75	70	75	80
ILB2	53	E.Brady	65	70	65	75
ILB	56	Nickerson	80	80	90	95
ROLB	93	D.DuBose	70	65	75	80
ILB3	57	E.Mock	60	65	60	65
OLB2	52	W.House	70	70	60	70
OLB3	55	D.Brooks	80	65	55	65
DEFENSIVE BACKS						
LCB1	35	M.Mayhew	90	85	75	65
LCB2	45	T.Stargell	90	70	65	60
RCB1	39	C.Dimry	95	80	60	70
RCB2	21	M.McGruder	90	50	40	65
FS	22	T.Everett	80	95	85	75
SS	47	J.Lynch	80	45	35	40
FS2	28	C.Buckley	75	70	40	70
SS2	27	B.Bussey	80	75	40	85
SPECIAL TEAMS						
K	5	M.Husted	65	75		
P	4	R.Roby	95	75		
KR	19	C.Verdin			85	80 35
KR2	84	C.Wilson			95	70 35
PR	19	C.Verdin			85	80 35

PHILADELPHIA EAGLES

The Eagles added running back Ricky Watters to help take the offensive load off Randall Cunningham. Greg Jackson sparks the aggressive play of the Philadelphia secondary

KEY OFFENSIVE PLAY

FAR NEAR, ROLL OUT



KEY DEFENSIVE PLAY

4-3, DBL TALON MZ2

PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	12	Cunningham	75	75	80	95
QB2	10	R.Peete	65	60	75	80
QB3	11	J.Fiedler	60	65	60	65
RUNNING BACKS						
HB1	32	R.Watters	85	85	70	50
HB2	25	C.Garner	80	85	40	35
HB3	20	V.Hebron	80	75	30	40
FB	34	K.Turner	75	65	70	75
FB2	41	F.McCary	65	60	55	40
RECEIVERS						
WR1	86	F.Barnett	90	75	65	35
WR2	89	C.Williams	90	80	55	30
WR3	82	C.T.Jones	85	70	70	35
WR4	85	K.Martin	95	75	70	30
WR5	83	B.Ford	75	75	40	35
WR6	81	J.Kearney	85	80	45	30
TE1	80	R.Johnson	60	60	55	40
TE2	87	M.Johnson	55	50	40	35
TE3	84	A.Mundy	50	60	35	35
OFFENSIVE LINE						
LT	74	B.Williams	317	75	75	65
LG	63	J.Panos	325	75	75	60
C	62	R.McKenzie	275	80	80	65
RG	73	L.Holmes	301	85	85	80
RT	68	J.Sims	277	85	85	70
T2	78	A.Davis	301	75	70	70
G2	64	J.Rudolph	286	80	75	70
C2	66	J.Hudson	296	75	70	60

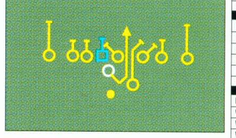
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	95	W.Fuller	65	70	80	85
DLT	91	A.Harmon	65	65	75	80
DRT(NT)	97	R.Hall	65	70	70	80
RE	59	M.Mamula	70	70	75	85
DE2	79	Jefferson	55	60	45	75
DT2	94	L.Rentro	60	65	45	75
LINEBACKERS						
LOLB	53	Romanowski	65	55	80	75
ILB2	58	D.Oden	60	50	90	80
ILB	56	B.Evans	75	80	85	85
ROLB	51	W.Thomas	85	95	75	80
ILB3	54	K.Gouveia	65	60	75	80
OLB2	39	A.Allen	65	60	50	80
OLB3	57	M.Woodard	65	75	50	75
DEFENSIVE BACKS						
LCB1	29	McMillian	90	85	75	75
LCB2	26	Henderson	80	80	75	75
RCB1	23	D.Frazier	95	95	75	75
RCB2	21	B.Taylor	85	75	65	75
FS	47	G.Jackson	85	95	75	85
SS	36	M.Zordich	80	75	45	85
FS2	22	M.Goodwin	85	70	40	90
SS2	42		80	70	45	80
SPECIAL TEAMS						
K	1	G.Anderson	65	85		
P	17	M.Berger	60	65		
KR	85	K.Martin			95	75 35
KR2	20	V.Hebron			85	75 35
PR	85	K.Martin			95	75 35

ST. LOUIS RAMS

Big Jerome Bettis carries the load for the Rams' offense. Rams' offense. Tight end Troy Drayton is a dangerous weapon, especially near the goal line.

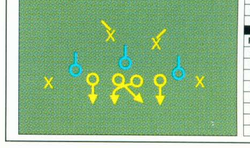
KEY OFFENSIVE PLAY

I-FORM, 36 SLAM RIGHT



KEY DEFENSIVE PLAY

4-3, GRIZZLY ZONE



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	13	C.Miller	60	60	80	80
QB2	11	M.Rypien	55	55	75	70
QB3	8	T.Maddox	60	50	65	60
RUNNING BACKS						
HB1	36	J.Bettis	75	85	65	80
HB2	42	L.Russell	80	80	45	70
HB3	22	J.Bailey	80	75	40	55
FB	34	T.Lester	65	70	65	70
FB2	49	Y.Jackson	60	65	50	65
RECEIVERS						
WR1	80	I.Bruce	85	70	55	35
WR2	86	J.Hester	85	80	65	50
WR3	89	A.Wright	95	55	45	45
WR4	88	C.Brantley	85	75	60	40
WR5	82	J.Ross	80	80	75	35
WR6	81	T.Kinchen	70	80	60	40
TE1	84	T.Drayton	75	75	75	60
TE2	47	M.Cook	65	70	50	45
TE3	83	R.Brady	60	55	45	45
OFFENSIVE LINE						
LT	70	W.Gandy	297	70	75	65
LG	79	L.Goeas	288	65	75	55
C	61	B.Brostek	286	75	85	60
RG	68	D.White	314	70	90	50
RT	72	C.Jones	304	70	75	60
T2	67	R.Edwards	295	55	70	50
G2	71	C.Belin	296	60	60	45
C2	63	L.Zeno	290	65	65	55

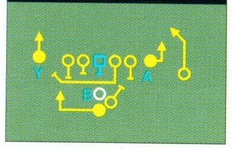
POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	93	K.Carter	65	65	60	70
DLT	90	S.Gilbert	50	65	70	85
DRT(NT)	98	J.Jones	55	55	75	75
RE	60	F.Stokes	60	60	75	65
DE2	97	G.Robinson	50	60	75	65
DT2	75	D.Farr	50	55	70	60
LINEBACKERS						
LOLB	50	C.Jenkins	70	70	65	65
ILB2	57	T.Homco	60	65	75	75
ILB	56	S.Conlan	60	55	80	80
ROLB	58	R.Phifer	75	65	75	65
ILB3	59	H.Rolling	60	65	70	70
OLB2	54	A.Conner	65	60	60	60
OLB3	91	K.McCants	60	65	55	65
DEFENSIVE BACKS						
LCB1	41	T.Lyght	90	75	80	65
LCB2	29	D.Davis	80	65	45	60
RCB1	27	A.Parker	85	80	75	70
RCB2	28	R.Bailey	90	65	50	60
FS	39	K.Lyle	80	75	70	70
SS	26	A.Newman	85	70	70	80
FS2	25	R.Kors	80	75	45	65
SS2	32	T.Wright	75	70	60	75
SPECIAL TEAMS						
K	3	McLaughlin	75	65		
P	5	S.Landeta	90	85		
KR	89	A.Wright			95	55 40
KR2	81	T.Kinchen			70	80 35
PR	81	T.Kinchen			70	80 35

WASHINGTON REDSKINS

Veteran Jim Lachey provides stellar pass protection for Heath Shuler and opens big holes for Reggie Brooks. Ken Harvey is a force at outside linebacker.

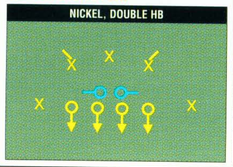
KEY OFFENSIVE PLAY

I-FORM, PA SCREEN



KEY DEFENSIVE PLAY

NICKEL, DOUBLE HB



PLAYER RATINGS

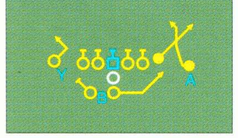
POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	5	H.Shuler	65	60	70	90
QB2	12	G.Frerotte	55	50	70	75
QB3	10	T. Green	50	45	55	65
RUNNING BACKS						
HB1	21	T. Allen	80	80	70	70
HB2	40	R. Brooks	80	80	65	60
HB3	30	B.Mitchell	80	85	55	65
FB	20	M. Logan	70	65	70	70
FB2	34	C. Smith	65	60	60	80
RECEIVERS

ARIZONA CARDINALS

Tough defense is a trademark of the Cardinals' coach. Veteran Seth Joyner is the leader of this talented group. Larry Centers is an excellent runner and receiver out of the backfield.

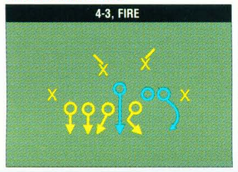
KEY OFFENSIVE PLAY

FAR NEAR, FB SCREEN



KEY DEFENSIVE PLAY

4-3, FIRE



PLAYER RATINGS

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

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	23	G.Hearst	80	75	65	45
HB2	22	M.Higgs	75	80	60	50
HB3	26		70	70	55	45
FB	37	L.Centers	75	75	75	65
FB2	32	O.Gray	65	65	50	55
RECEIVERS						
WR1	81	F.Sanders	80	80	75	35
WR2	85	R.Moore	85	85	85	35
WR3	80	B.Reeves	80	75	60	35
WR4	4	C.Levy	75	75	55	35
WR5	82	K.Knox	75	80	35	30
WR6	83	A.Edwards	75	80	40	35
TE1	86	C.Fann	65	60	55	50
TE2	89	T.Samuels	60	60	55	50
TE3	87	L.Frazier	55	55	55	50

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	65	E.Dye	325	75	75	55
LG	67	D.Love	288	80	80	65
C	79	Cunningham	285	75	75	65
RG	60	A.Redmon	308	75	75	60
RT	71	L.Tharpe	299	75	70	60
T2	68	J.Wolf	296	70	70	55
C2	73	L.Truitt	308	70	70	50
C2	64	J.Dukes	290	65	75	50

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	92	E.England	65	65	65	70
DLT	98	E.Swann	70	75	80	85
DRT(NT)	63	Blankston	60	55	65	75
RE	96	C.Simmons	70	75	80	85
DE2	97	B.Hooks	55	55	60	70
DT2	94	B.Wilson	50	55	60	65
LINEBACKERS						
LOLB	59	S.Joyner	85	75	90	95
ILB2	53	G.Jax	60	60	70	70
ILB	58	E.Hill	70	70	80	90
ROLB	56	T.Irving	65	65	70	75
ILB3	50	D.Merritt	60	60	65	70
OLB2	95	J.Miller	65	65	65	60
OLB3	57	R.Kirk	65	60	65	60
DEFENSIVE BACKS						

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

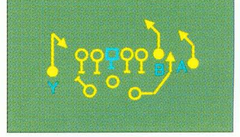
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	5	G.Davis	65	80			
P	10	J.Feagles	65	100			
KR	84	B.Williams			80	80	35
KR2	4	C.Levy			75	75	35
PR	4	C.Levy			75	75	35

CHICAGO BEARS

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

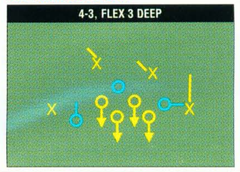
KEY OFFENSIVE PLAY

PRO FORM, HOOKS



KEY DEFENSIVE PLAY

4-3, FLEX 3 DEEP



PLAYER RATINGS

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

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	27	L.Tillman	85	70	60	70
HB2	31	R.Salaam	80	90	60	65
HB3	22	R.Green	80	75	65	50
FB	29	R.Harris	75	75	65	70
FB2	25	A.Johnson	65	60	65	65
RECEIVERS						
WR1	80	C.Conway	85	80	75	35
WR2	86	M.Timpson	85	90	75	30
WR3	81	J.Graham	80	75	70	35
WR4	88	G.McMurtry	75	70	60	35
WR5	83	T.Obee	75	60	55	30
WR6	18	G.Primus	75	60	55	30
TE1	48	C.Gadney	65	70	80	75
TE2	85	K.Jennings	55	45	75	50
TE3	89	R.Wetnight	60	45	55	50

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	64	A.Heck	296	75	75	60
LG	75	T.Perry	290	75	55	45
C	67	J.Pontenot	285	80	75	60
RG	68	Leeuwenburg	310	75	75	65
RT	71	J.Williams	300	80	80	65
T2	70	T.Auzenne	300	70	70	60
C2	63	T.Burger	296	70	65	60
C2	53	P.Greeley	300	65	70	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	94	J.Thierry	55	60	65	70
DLT	96	A.Fontenot	60	60	70	75
DRT(NT)	97	C.Zorich	70	65	65	70
RE	90		65	50	65	80
DE2	95	P.Riley	55	50	60	65
DT2	93	E.Collier	55	50	55	60
LINEBACKERS						
LOLB	54	R.Cox	70	75	70	90
ILB2	92	B.Minter	70	65	70	75
ILB	59	J.Cain	70	70	80	80
ROLB	55	V.Smith	75	70	70	75
ILB3	62	J.Cox	65	60	60	65
OLB2	91	M.Baker	65	60	65	60
OLB3	57	S.Harris	75	65	60	60
DEFENSIVE BACKS						

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

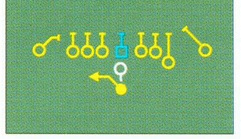
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	6	K.Butler	55	70			
P	17	Sauerbrun	70	95			
KR	80	C.Conway			90	80	35
KR2	83	T.Obee			80	80	35
PR	83	T.Obee			80	80	35

DETROIT LIONS

Barry Sanders is the best pure running back in the league. The emergence of wide receiver Herman Moore opens up the Lions' offense. Defensively, Detroit has improved with the addition of Henry Thomas.

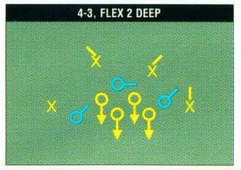
KEY OFFENSIVE PLAY

SINGLE BACK, TOSS LEFT



KEY DEFENSIVE PLAY

4-3, FLEX 2 DEEP



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	19	S.Mitchell	50	55	65	85
QB2	13	G.Torretta	55	50	60	75
QB3	1	Majkowski	55	50	50	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	20	B.Sanders	90	100	70	50
HB2	26	E.Lynch	75	45	50	45
HB3	34	R.Rivers	65	55	50	50
FB	30	Schlesinger	60	60	45	60
FB2	48	T.Beer	55	55	45	55
RECEIVERS						
WR1	84	H.Moore	80	85	70	30
WR2	80	B.Perriman	75	70	60	35
WR3	87	J.Morton	85	85	65	35
WR4	81	A.Carter	80	75	50	30
WR5	41	K.McCorvey	65	60	60	30
WR6	83	A.Matthews	80	65	40	35
TE1	89	R.Hall	65	60	60	55
TE2	82	R.Holman	60	50	55	50
TE3	86	D.Sloan	55	45	55	50

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	75	L.Brown	287	85	85	70
LG	67	D.Widell	310	80	80	65
C	53	K.Glover	282	80	80	65
RG	73	D.Lutz	290	80	85	65
RT	71	Z.Moss	305	75	75	60
T2	72	R.Cherry	285	70	70	55
C2	77	M.Compton	297	65	60	50
C2	68	L.Burton	280	60	70	60

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	94	L.Ellis	55	50	65	70
DLT	98	H.Thomas	65	65	90	70
DRT(NT)	91	R.Porcher	50	50	65	70
RE	97	Scroggins	70	55	65	70
DE2	96	S.Bonham	60	50	50	65
DT2	90	D.Owens	45	45	50	60
LINEBACKERS						
LOLB	99	T.Hayworth	70	55	70	80
ILB2	52	Kowalkowski	60	60	70	80
ILB	54	C.Spielman	85	75	85	95
ROLB	59	M.Johnson	70	65	65	80
ILB3	50	S.Boyd	50	50	50	60
OLB2	55	A.London	60	50	50	90
OLB3	45	W.Smith	70	70	50	55
DEFENSIVE BACKS						

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	47	R.McNeil	80	75	75	45
LCB2	29	Van Horse	85	70	70	60
RCB1	40	R.Massey	85	85	85	80
RCB2	25	G.Jeffries	80	70	70	60
FS	36	B.Blades	80	75	75	95
SS	32	W.Clay	75	75	75	65
FS2	28	R.Rice	75	70	65	60
SS2	39	V.Malone	75	70	60	55

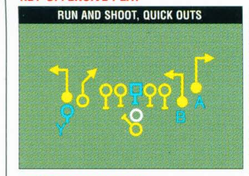
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	4	Hanson	85	85			
P	3	M.Royals	85	60			
KR	32	W.Clay			75	75	65
KR2	87	J.Morton			80	75	35
PR	80	B.Perriman			75	70	35

ATLANTA FALCONS

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

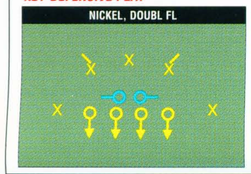
KEY OFFENSIVE PLAY

RUN AND SHOOT, QUICK OUTS



KEY DEFENSIVE PLAY

NICKEL, DOUBL FL



PLAYER RATINGS

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

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	32	Anderson	80	75	65	55
HB2	40	A.Wallace	75	65	60	35
HB3	28	B.Thomas	75	65	55	35
FB	34	C.Heyward	75	75	70	70
FB2	33	T.Vinson	70	60	50	60
RECEIVERS						
WR1	81	T.Mathis	80	80	75	35
WR2	21	E.Metcalf	85	85	60	35
WR3	87	B.Emanuel	80	75	65	35
WR4	89	J.J.Birden	80	85	45	35
WR5	85	J.Rogers	75	70	50	35
WR6	80	N.Lewis	75	80	45	30
TE1	86	M.Lyons	70	60	75	55
TE2	88	H.LeBel	60	65	35	65
TE3	19	C.Dixon	65	55	55	60

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	70	Whitfield	335	85	80	65
LG	74	R.Selby	335	80	75	60
C	65	R.Fortin	295	80	75	60
RG	72	Zandofsky	305	80	75	60
RT	66	L.Kennedy	305	80	75	60
T2	76	R.Purgason	360	70	65	55
C2	55	N.Miller	307	75	60	60
C2	61	R.Tobeck	290	70	65	60

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	90	C.Smith	65	60	80	85
DLT	95	P.Holt	55	55	65	75
DRT(NT)	67	M.Gardner	60	55	70	75
RE	56	C.Doleman	65	60	80	90
DE2	92	Archambeau	55	55	60	70
DT2	68	M.Agee	55	50	65	70
LINEBACKERS						
LOLB	99	D.Talley	70	70	75	75
ILB2	53	D.Gordon	60	65	70	75
ILB	58	J.Tuggle	75	80	90	95
ROLB	57	C.Matthews	65	60	80	85
ILB3	59	L.Styles	60	65	65	70
OLB2	50	R.George	65	65	60	70
OLB3	52	K.Tippins	60	70	60	75
DEFENSIVE BACKS						

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	26	A.Phillips	85	80	80	80
LCB2	24	T.Taylor	85	75	75	75
RCB1	44	D.Johnson	90	85	85	85
RCB2	37	E.Shelley	85	45	55	95
FS	36	K.Ross	85	90	60	90
SS	47	R.Harper	85	65	45	85
FS2	42		80	45	40	80
SS2	22	Montgomery	80	55	55	65

POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	7	M.Anderson	80	75			
P	10	Stryzinski	85	80			
KR	21	E.Metcalf			85	85	35
KR2	80	N.Lewis			75	80	30
PR	21	E.Metcalf			85	85	35

NFC SCOUTING REPORT

MADDEN NFL 96

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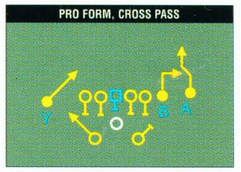
GREEN BAY PACKERS

Edgar Bennett and Mark Ingram are feature receivers for Brett Favre in the Packers' pass-oriented offense. Reggie White and Sean Jones are the premier pass-rushing duo in the league.

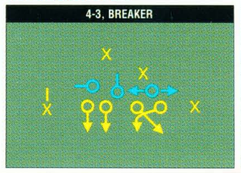
KEY OFFENSIVE PLAY

PRO FORM, CROSS PASS



KEY DEFENSIVE PLAY

4-3, BREAKER



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	4	B.Favre	55	55	90	85
QB2	11	T.Detmer	50	55	75	70
QB3	12	T.J.Rubley	50	50	65	60

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	34	E.Bennett	80	75	65	50
HB2	42	L.Johnson	70	55	50	40
HB3	24	Ru.White	75	75	55	40
FB	25	D.Levens	75	75	65	60
FB2	30	Henderson	60	60	50	55
RECEIVERS						
WR1	87	R.Brooks	80	80	60	35
WR2	82	M.Ingram	80	80	50	30
WR3	80	C.Jordan	95	60	35	30
WR4	81	A.Morgan	75	75	35	35
WR5	86	A.Freeman	80	85	65	40
WR6	85	T.Mickens	75	70	30	35
TE1	88		70	75	75	60
TE2	89	M.Chmura	70	70	75	50
TE3	83	J.Wilner	65	65	40	50

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	75	Ruettgers	290	80	70	60
LG	73	A.Taylor	280	75	75	55
C	52	F.Winters	285	80	75	60
RG	76	Galbreath	275	70	70	65
RT	67	P.Hutchins	310	75	65	55
T2	65	J.Miller	315	70	65	60
C2	70	C.Hope	290	65	70	55
C2	60	G.McGuire	280	65	70	55

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	92	Re.White	70	70	85	95
DLT	93	G.Brown	40	40	65	75
DRT(NT)	64	J.Jurkovic	50	60	80	80
RE	96	S.Jones	70	75	80	95
DE2	98	G.Wilkens	65	65	50	65
DT2	78	T.Fagan	45	45	40	60
LINEBACKERS						
LOLB	59	W.Simmons	70	60	70	80
ILB2	56	J.Willis	55	55	70	75
ILB	55	Strickland	60	60	70	75
ROLB	53	G.Koonce	70	60	70	65
ILB3	47	S.Henley	50	50	50	65
OLB2	54	B.Carter	60	65	40	55
OLB3	50	B.Williams	60	65	40	55
DEFENSIVE BACKS						

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	21	C.Newsome	80	85	75	65
LCB2	23	S.Walker	70	70	70	60
RCB1	33	D.Evans	85	80	75	95
RCB2	45	K.Crawford	85	45	70	40
FS	31	G.Teague	80	80	75	65
SS	36	L.Butler	90	90	95	95
FS2	39	M.Prior	75	75	70	60
SS2	29	R.Dixon	75	75	70	60

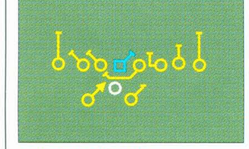
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	13	C.Jacke	60	75			
P	9	B.Wagner	65	65			
KR	87	R.Brooks			85	80	35
KR2	40	L.Becton			80	75	35
PR	39	M.Prior			85	85	35

CAROLINA PANTHERS

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

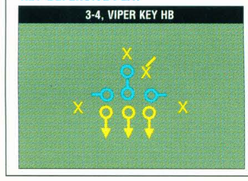
KEY OFFENSIVE PLAY

PRO FORM, HB TRAP LEFT



KEY DEFENSIVE PLAY

3-4, VIPER KEY HB



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	11	F.Reich	60	55	90	85
QB2	12	K.Collins	60	70	90	75
QB3	10	J.Trudeau	55	55	80	70

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	29	B.Foster	80	85	80	50
HB2	28	T.Smith	75	75	55	45
HB3	32	D.Lassic	75	70	50	35
FB	33	H.Griffith	70	65	70	60
FB2	43	R.Cuthbert	65	60	60	55
RECEIVERS						
WR1	83	M.Carrier	80	90	85	30
WR2	82	D.Beebe	85	85	80	30
WR3	86	W.Green	75	80	65	35
WR4	81	D.Mims	75	70	55	30
WR5	80	D.Stone	85	80	80	35
WR6	84	E.Guilford	75	70	50	30
TE1	88	Metzelaars	60	55	70	55
TE2	89	K.Haws	60	55	55	40
TE3	85	L.Tillman	65	50	40	35

POS.	NO.	NAME	WEIGHT	PASS BLOCKING	RUN BLOCKING	AGILITY
OFFENSIVE LINE						
LT	74	D.Graham	282	70	75	60
LG	76	D.Moore	305	70	75	60
C	64	C.Whitley	278	70	85	60
RG	77	Boatswain	310	65	80	55
RT	68	Brockermeyer	333	70	80	55
T2	79	M.Finn	305	55	55	55
C2	75	B.Rollins	297	50	50	55
C2	52	M.Elliot	293	60	55	60

POS.	NO.	NAME	SPEED	AGILITY	PURSUIT	TACKLING
DEFENSIVE LINE						
LE	93	M.Fox	50	55	75	80
DLT	94	S.Strahan	55	55	70	75
DRT(NT)	71	G.Kragen	60	50	70	75
RE	98	G.Williams	65	65	80	80
DE2	96		70	65	60	75
DT2	97	J.Fields	55	55	60	60
LINEBACKERS						
LOLB	56	D.Conner	75	75	80	90
ILB2	51	S.Mills	70	75	75	75
ILB	50	F.Stams	70	70	75	80
ROLB	57	L.Lathon	75	75	80	90
ILB3	54	C.Bailey	65	60	70	75
OLB2	95	P.Scott	60	65	70	70
OLB3	99	W.Brookins	60	60	65	65
DEFENSIVE BACKS						

POS.	NO.	NAME	SPEED	INTERCEPTIONS	PASS COVERAGE	TACKLING
DEFENSIVE BACKS						
LCB1	21	R.Smith	90	80	85	75
LCB2	20	J.Williams	90	70	75	65
RCB1	38	T.Poole	95	75	75	75
RCB2	22	T.McKyer	85	85	80	75
FS	39	B.Maxie	80	85	90	80
SS	25	B.McDowell	85	85	65	80
FS2	36	F.Foggie	80	75	75	65
SS2	40	C.Brabham	85	75	70	65

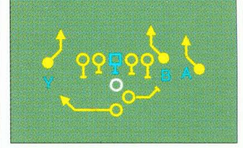
POS.	NO.	NAME	ACCURACY	RANGE	SPEED	AGILITY	BRK TKLS
SPECIAL TEAMS							
K	2	J.Kasay	75	65			
P	9	Barnhardt	70	60			
KR	80	D.Stone			90	80	35
KR2	23	R.Baldwin			85	90	35
PR	30	V.Turner			90	80	35

DALLAS COWBOYS

Despite the departure of several key players, the Cowboys have one of the most talented teams in the NFL. Troy Aikman, Emmitt Smith, and Michael Irvin are among the best at their respective positions. Charles Haley is menacing on the pass rush.

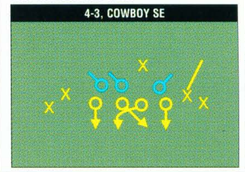
KEY OFFENSIVE PLAY

I-FORM, SLANT AND GO



KEY DEFENSIVE PLAY

4-3, COWBOY SE



PLAYER RATINGS

POS.	NO.	NAME	SPEED	SCRAMBLING	PASS ACCURACY	PASS RANGE
QUARTERBACKS						
QB1	8	T.Aikman	65	60	90	95
QB2	11	W.Wilson	55	60	80	85
QB3	17	J.Garrett	60	65	70	75

POS.	NO.	NAME	SPEED	AGILITY	HANDS	BREAK TACKLES
RUNNING BACKS						
HB1	22	E.Smith	85	95	70	65
HB2	20	S.Williams	85	75	50	65
HB3	38	D.Lang	75	75	55	60
FB	48	D.Johnston	70	60	65	65
FB2	45	S.McGuire	60	60	60	60
RECEIVERS						
WR1	85	K.Williams	85	85	75	40
WR2	88	M.Irvin	85	90	80	40
WR3	81	E.Hervey	90	85	50	30
WR4	82	C.Fleming	85	85	50	35
WR5	7	Alexander	80	80	50	40
WR6	1	O.Gadsen	80	75	45	35
TE1	84	J.Novacek	60	60	70	55
TE2	83	K.