

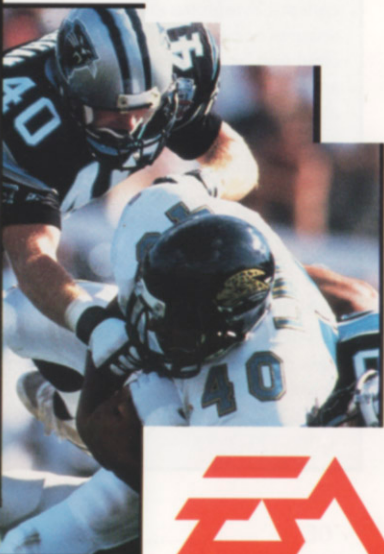
MADDEN



PLAYERS

96

BY WILLIAM ROBINSON AND HIGH SCORE ENTERTAINMENT



KIDS TO ADULTS



AGES 6+

EA SPORTS

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

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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

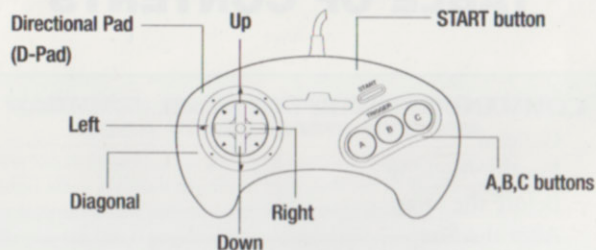
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions. This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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COMMAND SUMMARY



GENERAL

Move a player	D-Pad any direction
Pause (when the ball is dead)	START

PUNTING/KICKING

Fake snap signal	B
Start power bar/snap the ball	C
Aim the punt/kick	D-Pad ⇐/⇒
Punt/kick the ball	C
Call for fair catch (punting only)	B then START
Control the kick receiver	D-Pad any direction

BEFORE THE SNAP

DEFENSE

Call an audible	A then A, B, or C
Select player to control	B
Show blitz	C

OFFENSE

Set a man in motion	D-Pad ⇐/⇒
Call an audible	A then A, B, or C
Select player to control	B (multi-player only)
Fake snap signal	B
Snap the ball	C

AFTER THE SNAP

DEFENSE

Dive	A
Control player closest to the ball	B
Special moves	C
Chuck player	START

OFFENSE

Rushing

Dive/QB slide	A
Spin/juke/hurdle	B
High step/burst of speed/stiff arm	C
Lateral to closest teammate	START

Passing

Scramble (move the QB)	D-Pad any direction
Bring up passing letters	C
Pass to receiver A, B, or C	A, B, or C
Throw the ball away	START

Receiving

Dive	A
Control receiver closest to the ball	B
Jump	C
Push off	START

PLAY CALLING

Move play selection highlight	D-Pad $\uparrow/\downarrow$
Choose a formation/play	A, B, or C

MENUS

Move highlight up/down	D-Pad $\uparrow/\downarrow$
Cycle through choices	D-Pad $\leftarrow/\rightarrow$
Select highlighted option	C

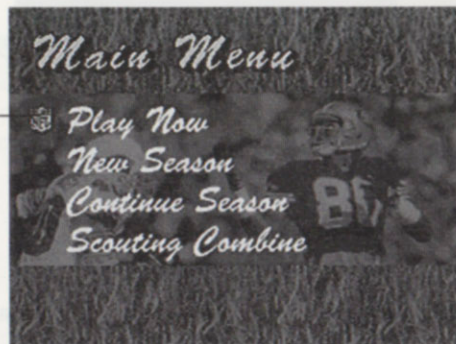
STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™. **Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS™ logo appears (if you don't see it, begin again at step 1).

MAIN MENU

Choose a game mode or sign up for the Scouting Combine.

D-Pad $\uparrow/\downarrow$
to highlight
option



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

PLAY NOW

If you're anxious to get out on the grid iron, choose PLAY NOW to play an exhibition game. This year, you have the option to play an exhibition game with injuries on.

Note: Traded and/or created players are not available in exhibition mode.

To start an exhibition game:

- From the Main menu, highlight PLAY NOW and press **START**. The Team Select screen appears.

TEAM SELECTION

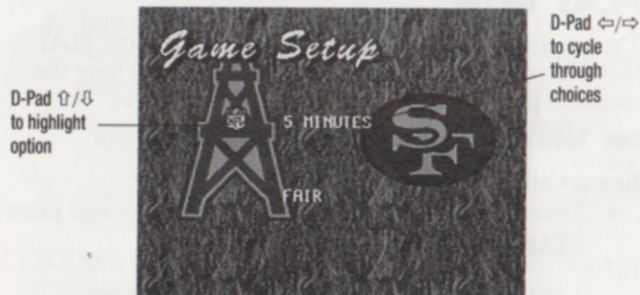
It's time to choose sides and decide which team you want to play for.



Press **START** to accept the team matchup and continue

GAME SETUP

Customize the upcoming game to your specifications.
(default settings are bold)



Press **START** to accept the game setup and continue

QUARTER LENGTH Choose to play 5, 10, or 15 minute quarters.

WEATHER Choose to play in **FAIR**, **RAIN**, or **SNOW** conditions.

CONTROL SETUP

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



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

MULTIPLE PLAYER GAMES

Up to four players can play at the same time using the 4 Way Play™ Adapter. Each controller has a colored star next to it, and that controller controls the player with the corresponding colored star.

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

To become the intended running back or pass receiver on offense:

- Before a play starts on offense, press **B**.

PRE-GAME MENU

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

START GAME

- To start the game, highlight **START GAME** and press **C** or **START**.

INJURIES ON/OFF

- To turn injuries on/off, highlight **Injuries on/injuries off** and press **C**.

SET AUDIBLES

You can set up six audible plays (three offensive and three defensive).

- To set offensive/defensive audibles, highlight **Set offense/defense Audible A, B, or C** and press **C**.
- To highlight a formation/play, D-Pad $\uparrow/\downarrow$.
- To choose a formation/play, press **A, B, or C**.
- When you have set all three audibles, press **START** to return to the Pre-Game menu.

PLAY CALL MODE

Madden NFL 96 defaults to Direct play calling mode. When the competition is heating up and you want to be sure your opponent can't see what play you just called, choose Bluff mode.

- To choose Bluff mode or Direct mode, highlight **Bluff**

Mode or **Direct** mode and press **C**.

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. 21.

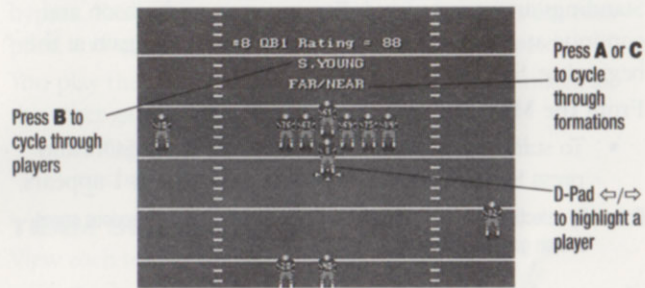
PASS CATCH MODE

If you want to make sure your receiver is exactly where he should be to catch a pass, choose **Manual Catch** mode and 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.

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

SUBSTITUTIONS

Each team has a full NFL player roster, 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.



Press **START** to save substitutions and exit

To make substitutions:

- To cycle through the offensive and defensive formations, press **A** or **C**.
- To highlight the player you want to change, D-Pad $\uparrow/\downarrow$.
- To cycle through the available players for each position, press **B**.
- To save substitutions and return to the Pre-Game menu, press **START**.

INJURY REPORT

Injury Report shows a list of players injured, how long the player is going to be out, and what the injury is.

- To leave the Injury Report screen, press **START**.

Note: After your Star Player recovers from an injury, you must substitute him back into the various formations.

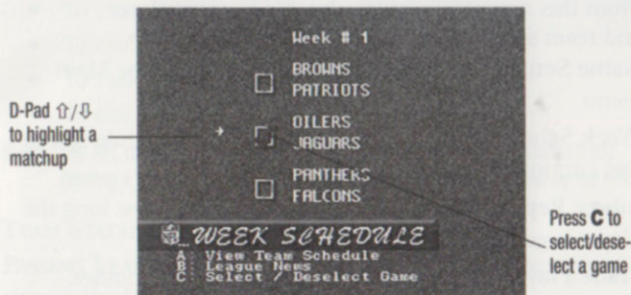
NEW SEASON

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 *Continue Season* on p. 14.

From the Main menu:

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

Note: By selecting **NEW SEASON**, all created players, trades, and previous saved season games are erased.

WEEK SCHEDULE

Press **A** to view a team's schedule
Press **B** to go to the League News menu

Madden NFL 96 creates an entire NFL season and playoffs that lead 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 Genesis (CPU) can simulate any games that you wish to bypass. Realistic statistics, standings, and injuries are compiled and saved for every game, played or simulated.

You play the checked game, and the Genesis simulates all the other games.

- To begin your season game and simulate all unchecked games, press **START**.

TEAM SCHEDULE

View each team's schedule for the whole season.

- To view the highlighted team's season schedule, press **A**.

LEAGUE NEWS

From this screen you can make trades, view player and team stats.

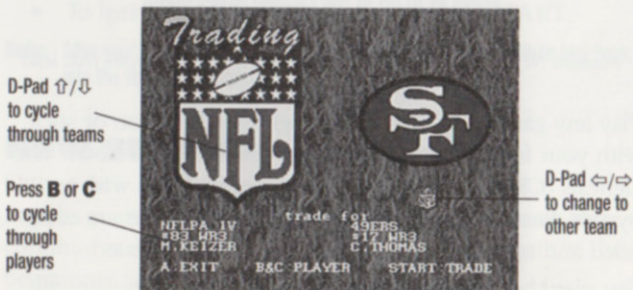
Game Setup: Exit Season mode and return to the Main menu

Week Schedule: Return to the NFL Week Schedule screen and continue playing the season.

Injury Report: View a list of players injured, how long the player is going to be out, and what the injury is.

Trade Player: Trade players from one team to another.

TRADING SCREEN



Press **A** to exit without making any trades,
Press **START** to make the trade

- To cycle through teams, D-Pad ↑/↓.
- To change teams, D-Pad ←/→.
- To cycle through players, press B or C.
- To make a trade, press **START**.
- To exit without making any trades, press A.

Note: The NFL must approve all trades. If you try to make an unreasonable trade (trading a QB for a defensive lineman), your trade will be rejected by the NFL.

TEAM STATS: View stats for each team.

PASSING LEADERS: View the players with the best passing stats in the league.

RUSHING LEADERS: View the players with the best rushing stats in the league.

RECEIVING LEADERS: View the players with the best receiving stats in the league.

KICKING LEADERS: View the players with the best kicking stats in the league.

PUNTING LEADERS: View the players with the best punting stats in the league.

TACKLE LEADERS: View the players with the best tackling stats in the league.

SACK LEADERS: View the players with the best sack stats in the league.

INTERCEPTION LEADERS: View the players with the best interception stats in the league.

Note: When you enter the playoffs, your Team Stats and League Leaders are reset, in order to keep track of your playoff statistics.

CONTINUE SEASON

If you have played part of a season, but you don't want to play all the way through at one time, you can stop at any point and return to the last completed game by selecting this option.

- To continue a saved Season, highlight **CONTINUE SEASON** and press **START**.

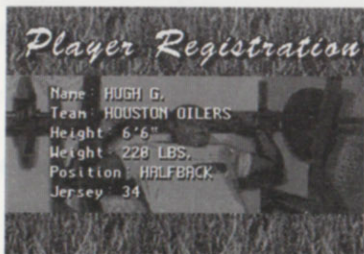
Note: Only one playoff or season series can be saved at a time. If you start a new season, any saved playoff or season games will be erased, and you will have to start over at the beginning.

SCOUTING COMBINE

The Scouting Combine allows you to create a player and see if you can make it through tryouts and onto your favorite NFL team.

Note: The Scouting Combine usually allows 10 players to be created. If the battery backup can not store your created player in memory (due to saved season games, trades and other created players) a player from the NFLPA is automatically chosen.

PLAYER REGISTRATION



Player
Registration
Screen

To Enter your name:

1. D-Pad $\uparrow/\downarrow$ to scroll through the letters.
2. Press $\leftarrow/\rightarrow$ to move to the next space.
3. When you have entered your name, press **START** to confirm your entry and continue.

To Complete the Registration form:

4. D-Pad $\uparrow/\downarrow$ to cycle through the choices for Team, Height, Weight, Position, and Jersey Number. 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. Each position (QB, OL, RB, WR, DL, LB, DB, K, P) has several different sets of test events. The upcoming event flashes on the screen.

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

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 depends on how fast you press the buttons.

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

AGILITY DRILL

The object here is to run between the tackling dummies and make it to the finish line as quickly as you can. You are penalized 2 seconds for running on the wrong side of a dummy.

RECEIVER CATCH DRILL

The coach wants to see what kind of hands you've got. In this drill you try to get open against some well respected defensive backs. Run any pass route you want and when you feel like 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's even tougher after a second defensive back comes out to help defend you. After eight attempts a third comes out to make you look even more foolish.

- To start the play, press **C**.
- To go out for a pass, D-Pad any direction.
- To call for a pass, press **C**.
- To dive, press **A**.
- To jump, press **C**.

Note: If you don't call for the pass within 5 seconds the QB throws automatically.

DEFENSIVE BACK DRILL

It's all up to you on 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, D-Pad any direction.
- To dive, press **A**.
- To spin, press **B**.

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, D-Pad any direction.
- To dive, press **A**.
- To spin, press **B**.

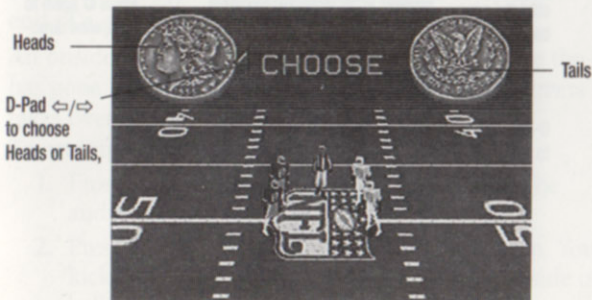
DEFENSIVE 10 YD. FIGHT

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

- To run toward the back, D-Pad any direction.
- To dive at the running back, press **A**.

PLAYING THE GAME

COIN TOSS



The visiting team captains call the coin toss in the air.

- To select heads/tails D-Pad $\leftarrow/\rightarrow$.

The team that wins the toss has the option to kick or receive the opening kickoff.

- To kick, press A. To receive, press C.

The team that loses the toss chooses the goal that they want to defend.

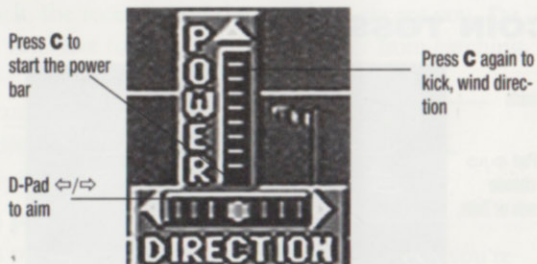
- To defend the home goal, press A. To defend the visitor goal, press C.

Note: To assist you in your choice of goal, the wind sock displays which direction the wind is blowing.

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 kickoff.

KICKING



To kick the ball:

1. When your team is lined up in kicking formation, press C to set your kicker in motion and start the power bar.
2. D-Pad $\leftarrow/\rightarrow$ to aim the kick.
3. Press C 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, D-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 A.
- To make a big hit, press C.

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 A or C 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 **B**.
- 3. Press **C** to set the kicker in motion and start the power bar.
- 4. D-Pad $\leftarrow$ or $\rightarrow$ and press **C** again immediately to stop the power bar.

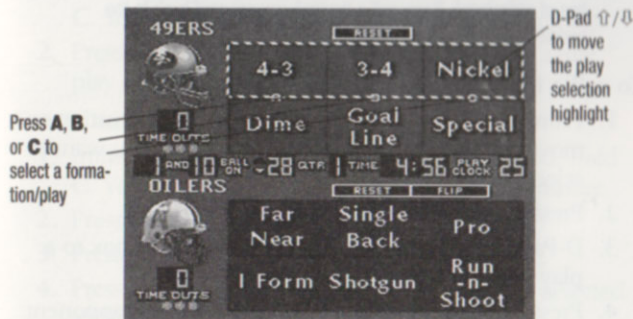
RECEIVING

If you don't take control of the kick returner, he automatically gets under the ball and 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, D-Pad any direction.
- To dive for that last bit of yardage, press **A**.
- To spin out of a tackle, press **B**.
- To get a burst of speed and get around a tackler, press **C**.
- To lateral to your nearest teammate, press **START**.

CALLING A PLAY



To choose formations and plays:

1. The Play Calling screen appears before each down. From the huddle, D-Pad $\uparrow/\downarrow$ to scroll through the formations.
2. Press **A**, **B**, or **C** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
 - To back up and change the selected formation, D-Pad $\uparrow$ to highlight RESET and press **C**.
3. D-Pad $\uparrow/\downarrow$ to scroll through the plays.
 - To run an offensive play in the opposite direction, D-Pad $\uparrow$ to highlight FLIP and press **C**. To return the play to its default direction, highlight FLIP and press **C** again.
4. Press **A**, **B**, or **C** 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 timeout, 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 Play Calling screen, D-Pad any direction to move the highlight box to the formation you want to select.
2. Press **C** to select. The play choices appear.
3. D-Pad any direction to move the highlight box to a play you want to use as a bluff.
4. Press **B**. Bluff several plays to confuse your opponent.
5. D-Pad any direction to move the highlight box to the play you want to run.
6. Press **C**. The play is selected, but you stay at the Play Calling screen.
7. Press **B** to bluff another play or so.
8. Press **A**. You return to the field and your opponent has no idea what you are going to run.

OFFENSE

NO HUDDLE

When the clock is running down at the end of the half or, more critically, at the end of the game, you may want to 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 **C**. Your team rushes back to the line of scrimmage.
2. Press **C** 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 **C**. Your team rushes back to the line of scrimmage.
2. Press **A** to call up the audible indicator.
3. Press **A**, **B**, or **C** to select the desired audible.
4. Press **C** 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 **A**. Your team rushes back to the line of scrimmage.
2. Press **C** 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 grey background on the play choices. You can watch the Genesis execute the play or take control of the ball carrier after the hand-off. A color-coded 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 **C** to snap the ball. The hand-off or toss is automatic.

2. D-Pad any direction to take control of the ball carrier and start breaking tackles.

To break tackles and shake defenders:

- To dive for that last bit of yardage, press **A**.
- To spin out of a tackle, press **B**.
- To get a burst of speed and get around a tackler, press **C**.
- To lateral to your nearest teammate, press **START**.

Note: If your quarterback is the ball carrier and in danger of being tackled, press **A** to make him slide feet first. This is a good way to prevent the quarterback from getting injured from a rough tackle.

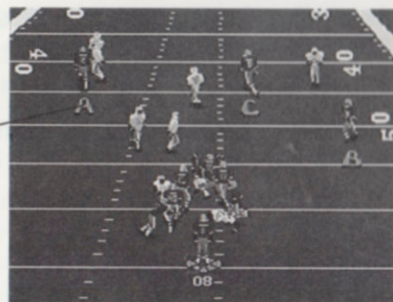
PASSING PLAYS

On the Play Calling screen, passing plays are displayed against a blue background on the play choices. You can let the Genesis execute the play for you or control the quarterback and take over yourself.

To execute a passing play:

1. When the offensive line is set, press **C** to snap the ball.
2. D-Pad any direction to move the quarterback and take over control of the play.
3. Press **C** to call up the passing windows. A yellow letter appears next to each eligible receiver on the field. These letters correspond to the **A**, **B**, and **C** buttons on the Controller.
 - To throw the ball away if all the receivers are tightly covered, press **START**.

Press **A**, **B**, or **C** to throw a pass to the corresponding receiver]



4. Press **A**, **B**, or **C** to throw a pass to the corresponding receiver.

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

You can 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. D-Pad any direction to guide the receiver toward the yellow crosshair.
 - To jump and raise hands for the ball, press **C**.
 - To dive for the ball, press **A**.

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.

If you don't choose a formation and a play in time, your team lines up to run the same play it ran the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B** to take control of a different defensive player.
2. D-Pad any direction to move the controlled 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 dive, press **A**.
- To jump, hit hard, or raise hands, press **C**.



SPECIAL TEAMS

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

To select a Special Teams play on offense:

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

To select a Special Teams play on defense:

1. From the huddle, D-Pad $\downarrow$ to highlight Special Teams.
2. Press **C** to select the Special Teams formation. A set of plays appear that are available from the selected formation.
3. D-Pad $\uparrow/\downarrow$ to scroll through the plays.
4. Press **A**, **B**, or **C** to select the play in the corresponding box.

PAUSE MENU

Check on game stats and summaries, view an instant replay of the last down, or call a timeout. The Pause menu offers all of the options available from the Pre-Game menu along with additional choices relevant to the present game.

For information about the options not listed here, see *Pre-Game Menu* on p. 8.

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

To make selections from the Game Paused screen:

- To highlight options, D-Pad $\uparrow/\downarrow$.
- To select a highlighted option, press **C**.
- To return to a previous screen, press **START**.

RESUME GAME

Return to the game in progress.

INSTANT REPLAY

Outstanding plays are worth seeing again. 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 **C**.
- To pause, press **C** a second time.
- To play in slow motion, hold **B**.
- To rewind, hold **A**.
- To exit Instant Replay, press **START**.
- To focus the replay on a player or area of the field, D-Pad any direction. A highlight appears, and the camera follows the highlighted player or stays focused on a section of the field.

TIMEOUT

Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock to a full 25 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.

PLAYER STATS

The Player 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 and make some preliminary substitution decisions.

- To change teams, D-Pad $\leftarrow/\rightarrow$.
- To cycle through positions, D-Pad $\uparrow/\downarrow$.
- To exit, press **START**.

GAME STATS

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

To view Game Stats:

- To scroll through the game stats, D-Pad $\uparrow/\downarrow$.
- To exit, press **START**.

MADDENISMS

- To turn Madden's colorful comments on or off, highlight **MADDENISMS ON/OFF** and press **C**.

CREDITS

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