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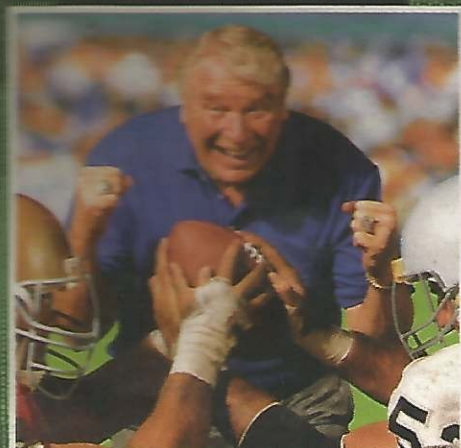
Electronic Arts Customer Service

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ELECTRONIC ARTS®



JOHN MADDEN FOOTBALL™

CREDITS



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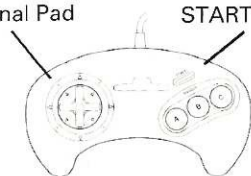
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CONTROLLING THE GAME

Directional Pad START Button



You control the man standing on the 4-arrow symbol. Use the Directional Pad to move your player.

KICKING

A Alerts your team that you might call an audible. To call an Audible:

C To kick the ball

C Sets outside formation

OFFENSE—BEFORE THE SNAP

A Alerts your team that you might call an audible

B Fakes the snap

C Snaps the ball

A Calls Trick play

B Calls Anti-Blitz play

C Calls Running play

AFTER THE SNAP

Running Play:

A Runner dives

B Runner spins

C Gives runner extra "umph" to break a tackle

Passing Play:

A Pass to receiver in window A

B Pass to receiver in window B

C Shows passing windows.

C Pass to receiver in window C

Receiving:

A Player dives to make a catch

C Player jumps to catch the ball

DEFENSE—BEFORE THE SNAP

A Alerts your team that you might call an audible. To call an audible:

A Calls Anti-run play

B Calls Blitz play

C Calls Stunt play

AFTER THE SNAP

A Player dives to make a tackle

B Take control of the defensive man who is closest to the ball.

C Player jumps to block a kick or deflect a pass.

B Try to strip the ball

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PLAYING JOHN MADDEN FOOTBALL



My football game's the greatest thing going. It's exciting, fast-paced, and unpredictable. Almost anything can happen, you know what I mean? Since playing the game is a lot more fun than reading about it, I've made it easy to begin. In fact, after you look at the numbered start-up steps, you can probably use **Controlling the Game** on the inside cover of the playbook and my **Football Talk** (see page 20.) to figure out everything you need to play. C'mon. Let's get to the game.

FIRE OFF THE LINE: STARTING UP THE GAME

1. Flip 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 Console.

If you're playing against a friend, plug his Controller into Control 2.

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.

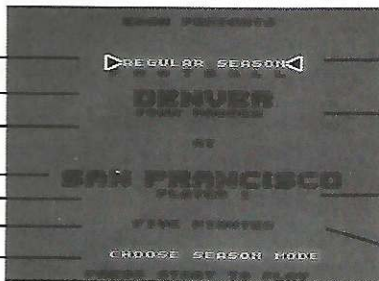
The Electronic Arts® logo will appear. If you don't see it, begin again at step 1.

5. When Coach Madden's picture appears, press START to see the Game Setup screen.

GAME SETUP SCREEN

Options

Season Mode
Visiting Team
Player
Home Team
Player
Period Length
Next Step



Settings

Regular, Sudden
Death, Playoff
Player 1, Player 2,
John Madden
Player 1, Player 2,
John Madden
Five, Fifteen

If you want to get into the real game right away, move on to **Playing for Real**.

If you'd rather run an exhibition game now, great. Don't press any buttons and hold tight. Soon you'll see some hard-hitting action between San Francisco and Denver.

You can quit the exhibition game any time by pressing any button on the Controller. This returns you to the title screen.

❖ Press START to return to the Game Setup screen.

PLAYING FOR REAL

You'll use the Game Setup screen to set up every game.

If you would rather play John Madden Football right away, and set up your own game later, just press START to use the game's default settings. You'll be San Francisco playing at home against the Madden-coached Denver team, in a Regular Season game with 5 minute quarters.

If you're ready to set up your own game, or change the default settings in any way, use the up- or down-arrows on the Directional Pad to move through the game setup options.

❖ When an option is highlighted in blue, use the right- or left-arrows to see the settings for that option.

Season Mode: Regular Season, Sudden Death (first team to score, wins), and Playoff (See **BIG TIME PLAYOFFS** below, *before* choosing this mode).

Visiting and Home Teams: 16 teams plus the All-Madden team (in the Regular Season only).

You'll play all your games in the Regular Season in fair weather. Snow, rain and mud are all possible in the Playoffs.

Player: Player 1 (the player whose Controller is plugged into Control 1); Player 2 (the player whose Controller is plugged into Control 2); and John Madden. John's skill and knowledge are built into the game. He's a very aggressive and savvy opponent.

Period Length: Play 15 or 5 minute quarters.

6. When you've set up the game you want to play, fasten your chin strap, and press START.



My evaluation of both teams appears on the screen—who's got a go-to guy, who's weak up the middle, who's got players that aren't afraid of getting some dirt on their pants? You know what I mean? These scouting reports are terrific and will help you play a better game. But, if you don't think you need the reports, press START again.

THE KICKOFF

The visiting team always kicks off. If you're the home team and are playing against Madden (the Genesis), the kickoff is automatic.

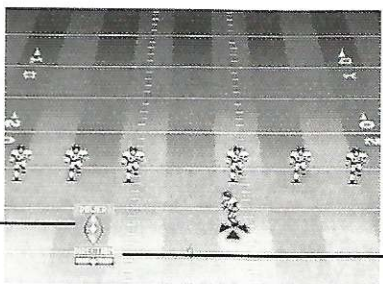
If you're playing against Madden, you might want to go to the section called **RECEIVING TEAM**, below.

KICKING TEAM

Use the C button to kick off. Here's how you do it.

After the referee spots the ball and the teams line up, press the C button. This starts your kicker moving toward the ball and brings up the Kick Meter on the screen. The Kick Meter helps you kick with accuracy and power.

KICKING METER



The football-shaped marker in the strength gauge begins to move up as the kicker approaches the ball.

- ❖ When the marker reaches the very top of the gauge, press C to kick the ball.

If you want to aim your kick:

- ❖ As the kicker comes toward the ball, press the Directional Pad to move either right or left. When the marker indicates where you want the ball to go, release the Directional Pad arrow.

Once the kick is away, the Genesis directs your team to "break the wedge" and tackle the return man.

- ❖ After the return man catches the ball, press the B button to take control of the defensive guy closest to the ballcarrier.



The player you control is standing on the four-arrow symbol so you can recognize him, even with his helmet on.

- ❖ Use the Directional Pad to move your guy into position, so he can make a big hit on the ballcarrier.
- ❖ When your guy is facing the ballcarrier, hit the A button to send him diving in for a tackle.

If your timing is right, you'll bury the runner in his tracks. If your timing's a bit off, your guy goes sailing out of the picture empty handed. No big deal. Just hit B to get control of the defensive guy who's closest to the runner and try to bring down the ballcarrier again.

RECEIVING TEAM

Your deep return man catches the ball and begins to move up field. He is now standing on the four arrow symbol. Either let the Genesis pick his route, or control him with the Directional Pad.



When a kickoff or punt goes into the End Zone, it may be better to "down" the ball rather than try to return it. Don't run out of the End Zone if you wish to down the ball. This is a touchback. The return team gets the ball on its own 20 yard line, and play begins from there.

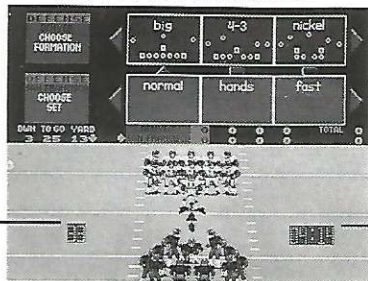
IN THE HUDDLE

At the end of the kickoff return, both teams huddle up. The game clock on the right side of the screen shows running time left in the quarter. The 45-second clock on the left shows how much time the offense has to start the next play.

Offense: Don't worry if the 45-second clock runs down to 0 before the snap during a Regular Season game. Your team will NOT get penalized. The clock is there so you can practice getting off your plays in 45 seconds. In the Playoffs you'll get a 5-yard Delay of Game penalty if you go over 45 seconds.

The Play Calling Screen and scoreboard appear above the field.

THE GAME SCREEN



Play Clock

Game Clock

When you're on offense, the Play Calling Screen (PCS) shows your team name and says "Choose Set." When your team is on defense the PCS says "Choose Formation."

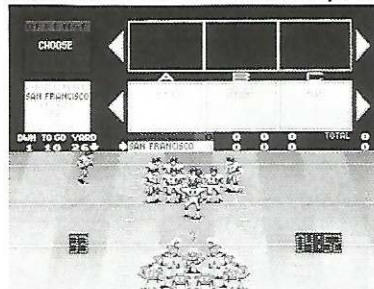
OFFENSE

Call plays that exploit the strengths of your best players. Or choose plays that expose the weaknesses of the guys chewing their mouth guards. That's the defense. You know, the guys with all the bars on their headgear.



In the offensive huddle you're the Quarterback. Play calling is as simple as 1, 2, 3. Just like the pros, you call a set, then a formation, and then a play.

TO CHOOSE SET IN WINDOW A, PRESS A:



OFFENSE

1. Choose a SET

A SET is football talk for the group of players who will run your play. The names of three sets appear in windows A, B, and C above the field. There are six sets to choose from: *NORMAL*, *HANDS*, *BIG*, *FAST*, and two *SPECIAL TEAMS*. Each set represents a different group of offensive guys.



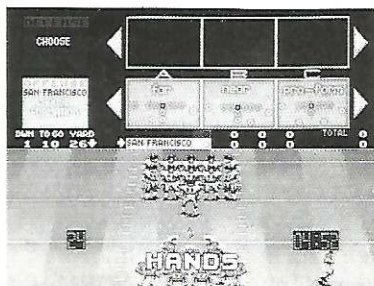
Hey, some of my lingo might be new to you—but it's football talk. If you want a full explanation of any of the words in *ITALICIZED CAPITAL* letters, look 'em up in John Madden's Football Talk.

To see the other three sets, press the left- or right-arrows on the Directional Pad.

- ❖ When the SET you want is in a window, press the button on the Controller that matches the letter of the window. This selects a set and displays three formations in the A, B, C windows. The name of the set you chose is displayed briefly on the screen.

If you want to move back to the Set windows and change your Set, press the up-arrow on the Directional Pad.

TO CHOOSE FORMATION IN WINDOW B, PRESS B:



OFFENSE

2. Choose a FORMATION

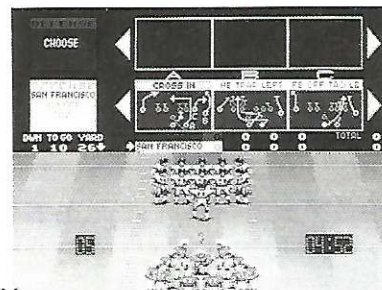
A FORMATION tells your player set how to line up before the snap. There are five formations to choose from: GOAL LINE, FAR, NEAR, PRO-FORM, and SHOTGUN.

To see the other offensive formations in the windows, press the left- or right-arrows on the Directional Pad.

- ❖ When the Formation you want is in a window, choose it like you chose a Set. This selects a formation and displays plays in the A, B, C windows.

If you want to move back to the Formation windows and change your Formation, press the up-arrow on the Directional Pad.

TO CHOOSE PLAY IN WINDOW C, PRESS C:



OFFENSE

3. Choose a PLAY

Coach Madden designed six different plays for each formation. Their names appear (three at a time) in the windows along with a graphic that shows what happens in each play. During the Regular Season you can check out your choices for as long as you want.

In general plays whose names have yellow backgrounds are running plays. Plays with brown backgrounds are passing plays. Only players with white routes have been designated to carry the ball or receive a pass.

- ❖ When the PLAY you want is in a window, press the button on the Controller that matches the letter of the window.

Once you've chosen a play, the only way to change it is by calling an AUDIBLE or a TIME-OUT.

- ❖ When your players get set in their stance at the line of scrimmage, press the C button to SNAP the ball.

RUNNING PLAYS

Handoffs on running plays happen automatically. You take control AFTER the handoff. Use the Directional Pad to move the ballcarrier through the defense, or watch Genesis execute the play you just called.



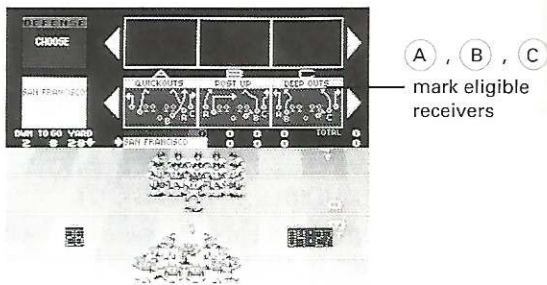
The defensive guys are not a bunch of stiff impersonating fire hydrants. They try to run you down. If you can't avoid the contact, you don't have to fall down in a heap and give up. Keep fighting for yardage, anyway you can!

While you're pressing down on the Directional Pad:

- ❖ Hit A to dive for an extra yard or so.
- ❖ Hit B to spin and possibly avoid being tackled by pursuing defenders.
- ❖ Hit C, the "umph" button, for a boost of extra power and strength that might help you drive through the defensive pile or level any defensive player unfortunate enough to get in your way.

PASSING PLAYS

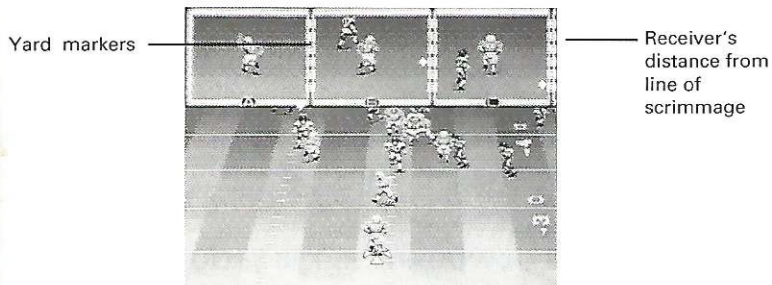
PASSING PLAY



When you call a pass, hit C to snap the ball and then either let Genesis execute the play or, if you want to control the play yourself, use the Directional Pad to move the quarterback backward after he receives the snap, so he has some time to get the pass off.

- ❖ Hit the C button again to bring up the passing windows. They show which receivers are eligible. (If the Genesis is controlling the quarterback the passing windows come up automatically).

PASSING WINDOWS



- ❖ Select your receiver by hitting the button that matches the window he's in.



- ❖ Use the Directional Pad to move the receiver to the yellow circle. (He's doing his best to get there on his own). If he doesn't have the speed to get to that exact spot, press A so he can dive for the ball, or press C so he can jump for it.

HINT: When you're just learning the game, let the receivers run the routes [patterns] automatically. After watching a few times, you can take full control. Whatever you decide to do, keep a finger near the C button because pressing C at the right time can really increase your chances of catching the ball.

Once the receiver has caught the ball, he becomes a runner and he can do what any other runner can do (see **Running Plays** above).

DEFENSE

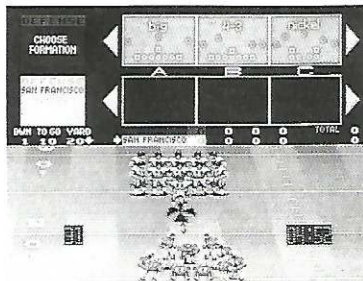


Great defenses don't simply react. You've got to try to make the offense do stuff it doesn't particularly want to do. Exploit known tendencies to run or pass in certain situations. Sometimes you might try to force weird matchups, like putting a linebacker on a wide receiver, just daring the offense to throw to the guy.

Look at the down, the field position, and the offensive SET, which flashes on the screen when the offense chooses it. Then call a play in three simple steps.

1. Choose a Formation
2. Choose a Set
3. Choose a Play

TO CHOOSE FORMATION IN WINDOW A, PRESS A:



DEFENSE

1. Choose a FORMATION

On defense a FORMATION is the group of players who will run your play. There are 5 defensive formations to choose from: *BIG*, *4-3*,

NICKEL, *DIME*, and *SPECIAL TEAMS*. Each formation represents a different group of defensive guys.

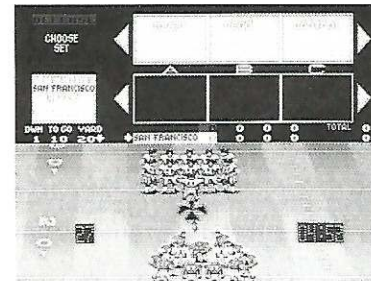
The names of three formations appear in the windows marked A, B, and C above the field. To see the other formations, press the left- or right-arrows on the Directional Pad.

- ❖ When the FORMATION you want is in a window, press the button on the Controller that matches the letter of the window. This selects a formation and shows the available defensive sets in the windows.



If you want to move back to the formation windows and make a change, press the up-arrow on the Directional Pad.

TO CHOOSE SET IN WINDOW A, PRESS A:



DEFENSE

2. Choose a SET

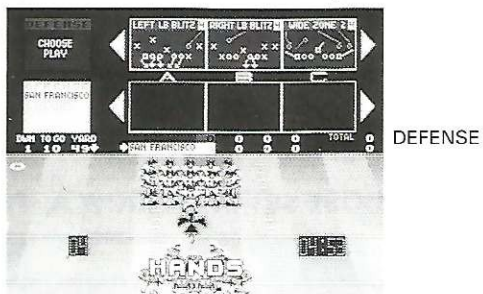
A SET specifies the personnel in your defensive formation and tells them how to play the offense. There are three basic sets: *COVER*, *READ*, and *CONTROL*.

You can use any available set with any formation. But you'll find that certain formations work better with some sets than with others.

- ❖ When the SET you want is in a window, choose it like you chose a Formation. This selects a set and shows the available defensive plays in the windows.

If you want to move back to the Set or Formation windows, press the up-arrow on the Directional Pad.

TO CHOOSE PLAY IN WINDOW B, PRESS B:



3. Choose a PLAY



You've got a lot of choices here. To *BLITZ*, or stay home; *ZONE* or *MAN-TO-MAN* coverage; *PREVENT* or *BUMP AND RUN*. That's what makes the game so great—the possibilities. Out-foxing the other guy, figuring out what he's going to do, or making him do something he thinks he thought up for himself. That's really fooling him.

- ❖ When the PLAY you want is in a window, choose it like you chose a Set.

Once you've chosen a play, the only way to change it is by calling an AUDIBLE or a TIME-OUT.

- HINT: If you want, hit the B button before the snap to change the player you control. Once the ball has been snapped, hitting B changes the player you control to the guy closest to the ball.

Pass defense works the same way.

- ❖ Once the ball is thrown, press B to get control of the defender closest to where the ball is being thrown. Hit C to jump and intercept or knock it down.

Crunch Plays

The A and B buttons can help you put a hurt on the offense.

- ❖ Just as the receiver is about to catch the ball, press A so the defender dives at the receiver. If you can time your hit on the receiver so that the defender and the ball arrive at the same time, you've got a great chance to jar the ball loose or force a fumble.

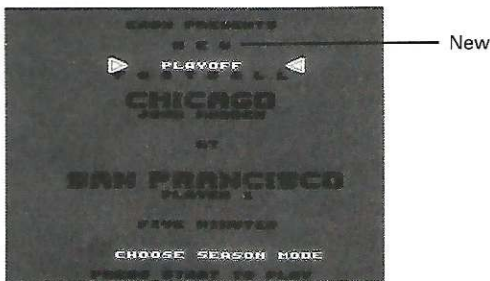
But be careful! If you hit the receiver *before* the ball arrives, you may get whistled for pass interference. If the "zebras" call your number the play is spotted at the location of the penalty and the offense gets an automatic first down.

- ❖ When you make contact with the ballcarrier along with a bunch of your teammates, hit B repeatedly to improve your chances of causing a fumble. However, if you're the lone defender, think twice about using B. If you just try to strip the ball loose, you might miss the tackle.

BIG TIME PLAYOFFS

When you're ready to challenge the rest of the league for the right to play on Super Sunday, choose **Playoffs** as the Season Mode from the Game Setup Screen.

GAME SETUP SCREEN



- ❖ Use the up or down-arrows on the Directional Pad to move through the other game options.

Visiting and Home Teams

Initial team matchups are fixed by the Genesis. But you can take any team you want into the playoffs.

For example, the first time you choose Playoffs as the Season Mode, Chicago is slated to play San Francisco in the first round. You can "be" either team.

To choose a different team, highlight either the Home or Visiting team and press the right- or left-arrow on the Directional Pad. Each press cycles to a new set of playoff pairings. When you see the team you want to be, set the player control to Player 1 (that's you).

The weather for your game and the field conditions are determined by where you play. Whenever you're not under a dome, snow, rain, and mud are distinct possibilities. Watch out for storm clouds. Everybody has less traction in the mud and rain and long passes aren't quite as effective.

Player

Player 1 (the player whose Controller is plugged into Control 1); Player 2 (the player whose Controller is plugged into Control 2); and John Madden. Madden-coached teams are tough, gritty, and unpredictable.

Period Length

Play 15 or 5 minute quarters.

Saving Playoff Standings

The first time you enter the Playoffs, NEW appears above the Season Mode. In *future* playoff rounds, this is where you'll enter your personalized password.

- ❖ When you've made your playoff choices from the Game Setup Screen, press START.

PLAYOFF TREE



The Playoff Tree shows the matchups that will lead to the championship game on Super Sunday.

- ❖ To see the scouting reports for your playoff teams, press C.
 - ❖ When you're ready to play your playoff game, press START.
- Game rules, functions, conditions and operations are the same in the

Playoffs as they are during the Regular Season. But remember: the 45-second clock is active in the Playoffs.

- ❖ At the end of your playoff game, you'll see a screen with an updated playoff tree. A seven digit number appears in the middle of the screen, under the trophy. Copy this number down on a piece of paper. It will be your password.
- ❖ The next time you choose Playoffs as the Season Mode from the Game Setup Screen, you'll see New just above Playoffs.
- ❖ Highlight New and press the right-arrow on the Directional Pad. 7 zeroes (0000000) replace New.
- ❖ Use your Controller to enter the number you copied down at the end of your last Playoff game. Use the right and left-arrows to move from digit to digit. Press the A or C buttons to cycle through numbers 0 to 7.

After you enter the password correctly, the playoffs will resume from the end point of your previous game.

You can choose any team that won in the previous round to continue in your attempt to reach Super Sunday.

STATISTICS

STATS SCREEN



	G1	G2	G3	G4	TOT	TRNOV	T.O.P.
CHICAGO	0	7			7	0	4:23
PITTSBURGH	0	7			7	0	5:37

	0	1	2	3	4	5	6	7
CHICAGO	0							
PITTSBURGH			2					

	0	1	2	3	4	5	6	7
CHICAGO	1							
PITTSBURGH			1					

	0	1	2	3	4	5	6	7
CHICAGO				7				
PITTSBURGH							9	

	0	1	2	3	4	5	6	7
CHICAGO								1
PITTSBURGH								

	0	1	2	3	4	5	6	7
CHICAGO							4	
PITTSBURGH								2

At half-time and the end of the game, Coach Madden presents the stats for your game: who's running well, who's going nowhere fast, who's sacking whom, and all the rest.

If you're in Playoff mode, press any button to see a summary of other games played today. If there are other games still going on, you'll see highlights of the close contests.

JOHN MADDEN'S FOOTBALL TALK

AUDIBLES

If the play you called in the huddle looks like a loser when you hit the line of scrimmage, you can call an audible. Once in formation, hit the A button once to alert your team that you're calling an audible, and then press A, B, or C to choose a specific play.

On Kickoffs:

Press C for an onside formation. Have your kicker aim a kick toward the right sideline, and kick the ball weakly.

Press B to control the player nearest the ball after the onside kick.

Press A to make that player dive for the ball.

On Offense:

Press A for a trick play, like a flea-flicker, or a double reverse

Press B for an anti-blitz play,

Press C for a running play

On Defense:

Press A to protect against the run

Press B to blitz

Press C to stunt.

There are over 30 audibles in the game and each team has its own set of six. Look at the numbered play diagrams on the following pages to see what your team's audibles look like.

	Offense			Defense		
	A	B	C	A	B	C
Atlanta	4	13	18	22	25	31
Buffalo	3	9	17	22	25	31
Chicago	2	9	19	22	26	31
Cincinnati	1	13	19	22	28	31
Denver	4	10	16	22	29	31
Houston	8	14	18	22	23	31
Kansas City	7	11	17	22	23	31
Los Angeles	2	11	20	22	27	31
Miami	8	15	19	22	24	31
Minnesota	7	9	18	22	26	31
New England	5	10	18	22	30	31
New York	1	11	17	22	29	31
Philadelphia	6	11	16	22	30	31
Pittsburgh	6	10	16	22	27	31
San Francisco	5	15	17	22	24	31
Washington	3	14	19	22	28	31
All-Madden	8	12	21	22	25	31

LEGEND FOR OFFENSE AUDIBLES

● INDICATES BALL CARRIER ON RUN, OR KICKER

⌘ INDICATES RUN FAKE

--- INDICATES MOTION, PITCHOUT, OR PASS

○ INDICATES RUN BLOCK

○ INDICATES PASS BLOCK

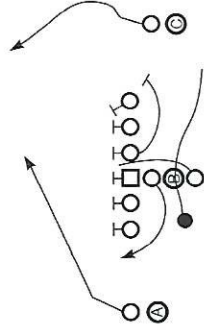
○ INDICATES PASS ROUTE

○ ○ ○ INDICATES ELIGIBLE RECEIVERS
(LETTERS A, B, C REFER TO MATCHING
PASSING WINDOWS)

OFFENSE – AUDIBLE A (TRICK PLAYS)

HALFBACK OPTION

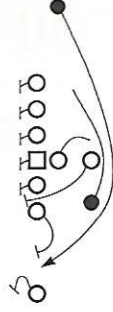
1



NEW YORK, CINCINNATI

REVERSE

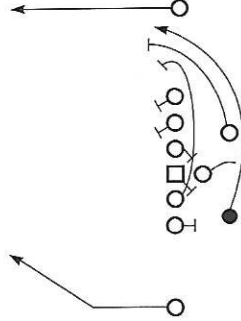
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WASHINGTON, BUFFALO

STATUE OF LIBERTY

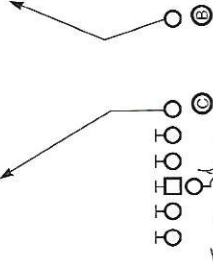
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LOS ANGELES, CHICAGO

SHOVEL DRAW

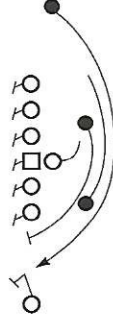
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DENVER, ATLANTA

DOUBLE REVERSE

5

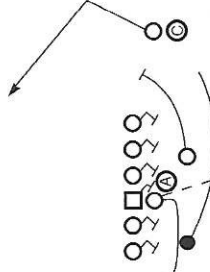


SAN FRANCISCO, NEW ENGLAND

OFFENSE – AUDIBLE A (TRICK PLAYS)

HALFBACK TOSS AND PASS

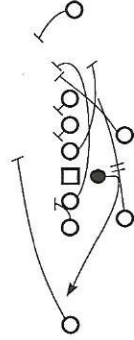
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MINNESOTA, KANSAS CITY

MAKED BOOTLES

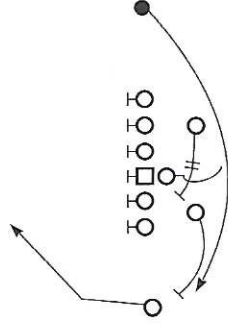
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PHILADELPHIA, PITTSBURGH

END AROUND

8

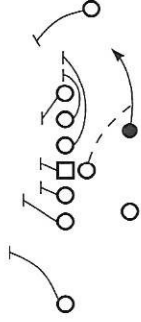


MIAMI, HOUSTON, ALL-MADDEN

OFFENSE – AUDIBLE B (ANTI-BLITZ PLAYS)

FULLBACK/HALFBACK TOSS RIGHT

9

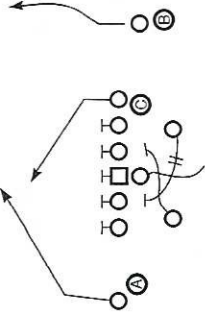


CHICAGO, MINNESOTA, BUFFALO

NEW YORK, PHILADELPHIA, LOS ANGELES, KANSAS CITY

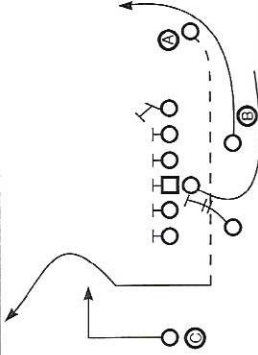
PLAY ACTION PASS

11



ROLLOUT PASS

10

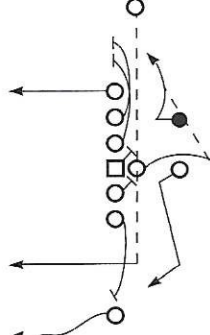


DENVER, NEW ENGLAND, PITTSBURGH

ALL-MADDEN

HALFBACK SCREEN

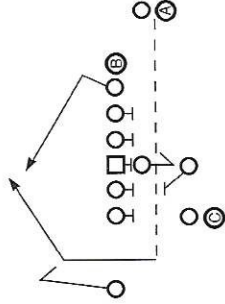
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OFFENSE – AUDIBLE B (ANTI-BLITZ PLAYS)

QUICK SLANT

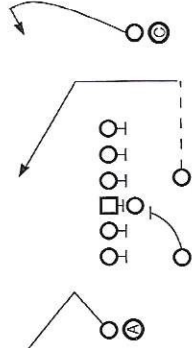
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CINCINNATI, ATLANTA

FULLBACK SLANT IN

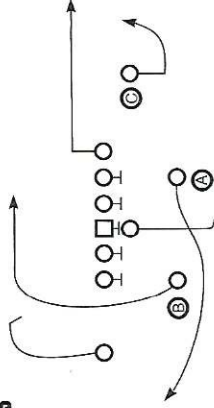
14



HOUSTON, WASHINGTON

SWING CURL LEFT

15

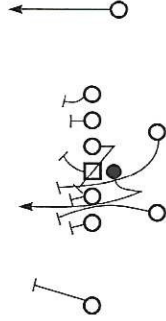


SAN FRANCISCO, MIAMI

OFFENSE - AUDIBLE C (RUNNING PLAYS)

QUARTERBACK DRAW

16

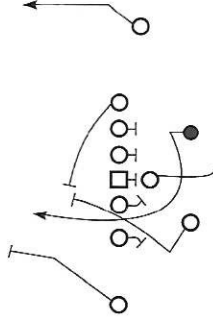


PHILADELPHIA, PITTSBURGH, DENVER

26

FULLBACK DRAW LEFT

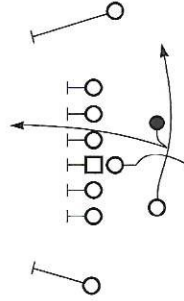
18



NEW ENGLAND, ATLANTA, MINNESOTA, HOUSTON

FULLBACK DRAW RIGHT

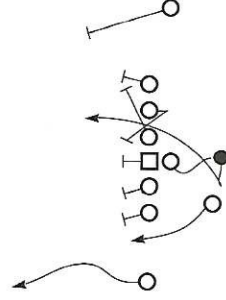
17



NEW YORK, KANSAS CITY, BUFFALO, SAN FRANCISCO

FULLBACK COUNTER RIGHT

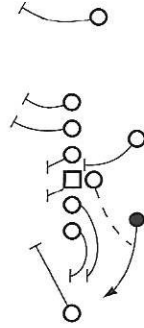
19



MIAMI, CHICAGO, WASHINGTON, CINCINNATI

HALFBACK TOSS LEFT

20



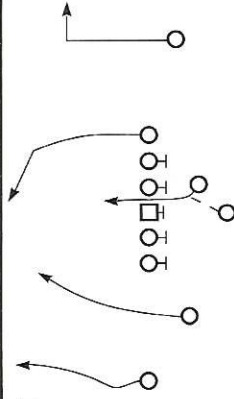
LOS ANGELES

27

OFFENSE - AUDIBLE C (RUNNING PLAYS)

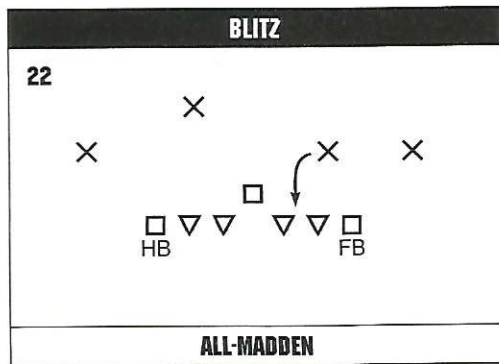
FULLBACK DRAW

21



ALL-MADDEN

DEFENSE - AUDIBLE A (ANTI-RUN PLAYS)



Every team has a version of play 22, the Anti-Run audible. The strong safety, anticipating a run, leaves the man or zone he's assigned to cover, and "cheats" up to the line of scrimmage just before the snap. This gives the defense an extra rusher with no one on offense to block him.

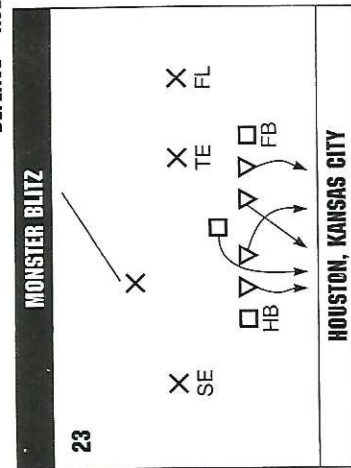
LEGEND FOR DEFENSE AUDIBLES

- ▽ DOWN LINEMAN
- LINEBACKER
- X DEFENSIVE BACK

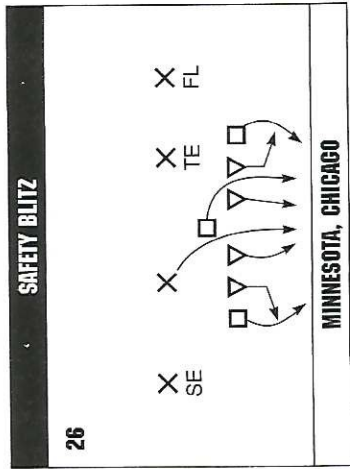
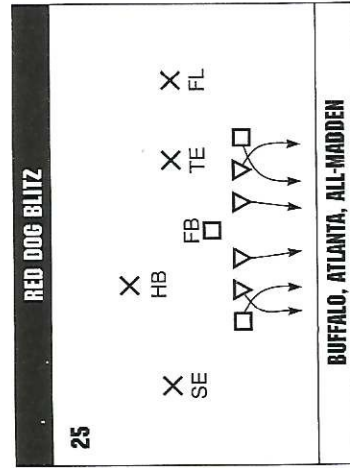
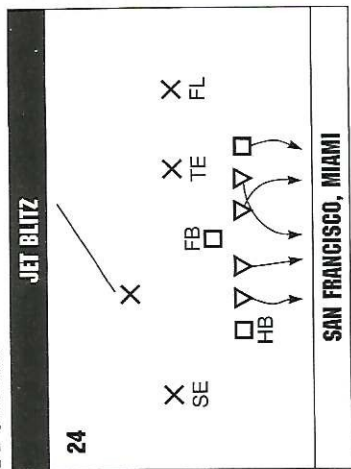
- ▽ READ
- ▽ PASS RUSH
- X COVER OPPONENT MAN-TO-MAN
(EG. SE = SPLIT END)
- X ROUTE TO FOLLOW TO MOVE INTO ZONE
OR FAVOR COVERAGE

28

DEFENSE - AUDIBLE B (BLITZES)

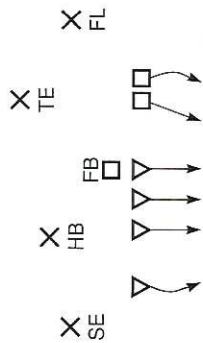


29



46 RED BLITZ

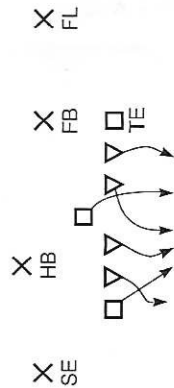
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LOS ANGELES, PITTSBURGH

WEAK CAT BLITZ

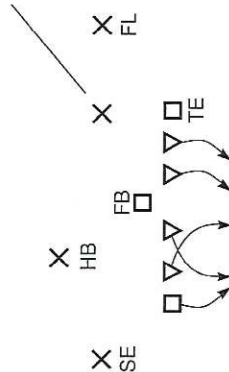
28



CINCINNATI, WASHINGTON

TUF BRONCO BLITZ

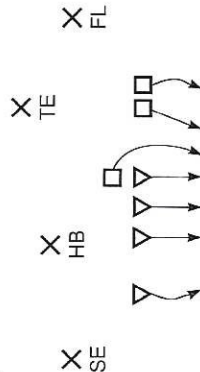
29



DENVER, NEW YORK

MAD TIGER BLITZ

30



PHILADELPHIA, NEW ENGLAND

AUDIBLE 31—LINE STUNT

Every team in the league has a play 31, the defensive line stunt. It's an alignment in which combinations of linemen and linebackers rush the quarterback using routes to the backfield that are meant to disrupt the normal blocking assignments of the offensive line and confuse the quarterback. There are numerous version of the stunt built into the game. Genesis chooses one at random when you press C. See also *STUNT*.

SNAP

All the action starts with the snap of the ball, and only the offense knows the count. If you're on defense and want to try to anticipate the quarterback's cadence, that is how he calls the signals, press C just before or as the ball is snapped. Your defensive guys will try to fire into the backfield and dump the quarterback, or at least stuff the play before it gets rolling.

The down-side is, if you press C too soon before the ball is snapped, you'll get an offsides penalty (5 yards).

TIME OUT

You can call Time Out anytime before the ball is snapped, or after the play is over. Just press START. This pauses the game and a screen message reads OFFENSE [or DEFENSE] CALLS: A Time Out (depending on who called the Time Out), and gives the number of time outs remaining in the half.

If you want a time out, press A. You can take a break from the action, or reset a play after a time out. Sometimes an audible just won't do and you really want to realign your formation. Call a time out and

take care of it. Better safe than sorry. However, you only get three time outs each half, so use them wisely.

If you change your mind (you're allowed), and decide against a time out press START again. Play resumes at the point where you paused the game.

OFFENSE—SETS, FORMATIONS, AND PLAYS

SETS

FAST

My version of the Run and Shoot. It has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

NORMAL

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

HANDS

Puts your best group of receivers on the field, and includes two running backs.

BIG

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

FORMATIONS

SHOTGUN

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

PRO-FORM

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

FAR and NEAR

These are my way of describing where the halfback lines up. He's either *far from* or *near to* the strong side of the offensive line, that's the side where the tight end lines up.

PLAYS

FLOOD

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

CUT

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

PULL

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

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you “trap” a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He’s saying “Man, this is a piece of cake, I’m going to stuff this play and maybe get a sack.” Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

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

SCREEN

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

PLAYACTION

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

DRAW

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

QUICKOUTS

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

CROSS

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

POST UP

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

OFFENSIVE ALIGNMENTS

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

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

SET/FORMATION

NORMAL/FAR

WR1	LT	LG	C QB	RG	RT	TE1	SE1
	HB1		FB				

NORMAL/NEAR

WR1	LT	LG	C QB	RG	RT	TE1	SE1
			FB		HB1		

NORMAL/PRO-FORM

WR1	LT	LG	C QB	RG	RT	TE1	SE1
		HB1		FB			

NORMAL/SHOTGUN

WR1	LT	LG	C	RG	RT	TE1	WR2
	HB1		QB	FB			

BIG/FAR

SE1	LT	LG	C QB	RG	RT	TE1	SE2
	HB1		FB				

BIG/NEAR

SE1	LT	LG	C QB	RG	RT	TE1	SE2
			FB		HB1		

BIG/PRO-FORM

WR1	LT	LG	C QB	RG	RT	TE1	SE1
			FB		HB1		

FAST/FAR

WR1	LT	LG	C QB	RG	RT	TE1	SE1	WR2
			FB					

FAST/NEAR

WR1	LT	LG	C QB	RG	RT	TE1	SE1	WR2
					HB1			

FAST/PRO-FORM

WR1	LT	LG	C QB	RG	RT	SE2	WR2
		SE1		HB1			

FAST/SHOTGUN

WR1	LT	LG	C	RG	RT	SE2	WR2
	SE1		QB	HB1			

HANDS/PRO-FORM

WR1 LT LG C RG RT TE1
QB HB1 WR2
SE1

HANDS/SHOTGUN

WR1 LT LG C RG RT TE1
SE1 HB1 WR2
QB

KICKOFF RETURN

RG RT LT LG TE1
FB HB2
SE1 HB1
WR1

DEFENSE—FORMATIONS, SETS, AND PLAYS

FORMATIONS

BIG

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

4-3

Standard four down linemen with three linebackers. Used for short and medium zone pass coverage and basic defense against the run.

NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their

sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

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

SETS

CONTROL

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

Control is not available with the Nickel and Dime formations.

READ

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

COVER

Cover is usually the best set against the pass. The defense is trying to convince the offense that all its receivers are covered and any ball thrown will be shut down or intercepted. Pass coverage comes in two basic flavors: Man-to-man and Zone (see Defensive Plays, below).

PLAYS

BLITZ

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

STUNT

A stunt is when a defensive lineman takes an unexpected route toward the quarterback. Instead of going straight ahead and trying to get by the offensive man in front of him, he might loop around one or two teammates to approach the backfield. When one or more defensive linemen stunt, they can cause confusion in the offensive line.

ZONE

In Zone pass coverage, the defender is responsible for a particular area of the field. He covers any receiver who enters his area. Some defensive backs hate it when you come into their zone. They say, "get out of my area, and no one gets hurt." Some receivers believe them. Zone defenders will play 5 yards off the receiver to prevent getting burned deep.

MAN

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

JAM

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

PREVENT

Prevent concedes a short gain to the offense but focuses on preventing a long gain. The defensive backfield lines up farther back from the line than usual, so they give up the short pass too. It's usually used late in the half or game when the defensive team is way ahead, and the offensive team is out of scoring position.

DEFENSIVE ALIGNMENTS

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

From the PLAYER RATINGS you can find out who your fastest defensive back is. From the DEFENSIVE ALIGNMENT chart below, you know where that guy lines up. If he's not covering the man or zone you want him to cover, get control of him by pressing B (until he's standing on the 4-arrow symbol) and then use the Directional Pad to move him into the position where you think he'll do the most good.

FORMATIONS/SETS

BIG/CONTROL

SS
RCB1 LCB1
PLB
RLB RE RT MLB LT LE LLB

BIG/READ

SS
RCB1 LCB1
PLB
RLB RE RT MLB LT LE LLB

BIG/COVER

FS1
RCB1 LCB1
SS
RLB RE RT MLB LT LE LLB

4-3/CONTROL

FS SS
RCB1 LCB1
MLB
RLB RE RT LT LE LLB

4-3/READ

FS SS
RCB1 LCB1
MLB
RLB RE RT LT LE LLB

4-3/COVER

FS SS
RCB1 LCB1
PLB
RLB RE RT LT LE LLB

NICKEL/CONTROL

SS
FS1 FS2
RCB1 LCB1
RLB LLB
RE RT LT LE

NICKEL/READ

SS
FS1 FS2
RCB1 LCB1
RLB LLB
RE RT LT LE

NICKEL/COVER

SS
RCB2 LCB2
RCB1 LCB1
RLB LLB
RE RT LT LE

DIME/READ

SS FS1
RCB1 FS2
RCB1 LCB1
MLB
RE RT LT LE

DIME/COVER

SS FS1
RCB2 FS2
RCB1 LCB1
PLB
RE RT LT LE

PREVENT/COVER

SS
FS1 FS2
RCB2 PLB LCB2
RCB1 RE RT LE LCB1

PREVENT/READ

SS
FS1 FS2
RCB2 MLB LCB2
RCB1 RE RT LE LCB1

PUNT RETURN

WR1
SS
MLB LLB
TE1 LE TE2
RLB RE RT LT

PUNT BLOCK

FS1
TE1 FS2 RLB MLB SS
RE RT LT LE TE2

FIELD GOAL BLOCK

WR1
SS
MLB LLB
FS1 FS2
RLB RE RT LT LE

KICKOFF

FS1 TE1 RLB RE MLB P SS LE LLB TE2 FS2

PLAYER RATINGS

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

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

You'll notice that San Francisco's number one wide receiver (WR1) has great quickness, speed, and a pair of hands you'd trust to catch an artillery shell. If you're on offense, you're going to want to throw to this guy a lot, or use him as a decoy because the defense has to respect him. If you're on defense, you want to guard against ever going man-to-man with this burner with only a linebacker to depend on. You're probably going to want to put your fastest defensive back on him. Get the idea?

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

Key to Player Ratings

Eight groups of players are rated, four offensive and four defensive.

Offense

1. Quarterback = Quarterback (QB)
2. Running Backs = Halfback (HB)
..... Fullback (FB)
3. Receivers = Wide Receiver (WR)
..... Split End (SE)
..... Tight End (TE)
4. Offensive Line = Center (C)
..... Guard (RG, LG)
..... Tackle (RT, LT)

Defense

1. Defensive Line = Tackle (RT, LT)
..... End (RE, LE)
2. Linebackers = LB (M, middle, R, right, L, Left, P, Passing)
3. Defensive Backs = Strong Safety (SS)
..... Free Safety (FS)
..... Cornerback (RCB, LCB)
4. Special Teams = Kicker (K)
..... Punter (P)

ALL-MADDEN

PLAYER RATINGS

Quarterbacks	speed	pass range	pass accuracy	spread	scrambling
QB	15	15	15	6	8

Running backs	speed	power	breaking tackles	hands
RB	8	10	13	11
RB1	9	8	15	15
RB2	6	10	12	7

Receivers	speed	catching	breaking tackles	quickness
WR1	15	15	5	15
SE1	15	15	12	12
LE1	10	11	15	14
TE1	5	7	15	12
SE2	9	15	15	11
TE2	10	7	11	11

Offensive line	weight	pass blocking	run blocking	speed
C	273	14	15	10
LG	297	14	13	10
RG	294	11	15	10
LT	270	14	15	10
RT	279	14	15	10

Defensive line

Linebackers	speed	tackling	strength	pursuit
LE	10	10	15	12
LT	13	7	15	9
RT	5	7	15	12
RE	10	7	15	9

Linebackers

Linebackers	speed	tackling	strength	awareness
MB	8	14	15	13
LB	8	9	8	15
LB	13	12	15	14
PLB	8	10	1	6

Defensive backs

Defensive backs	speed	tackling	hitting	ability	pass coverage
SS	10	12	9	15	15
FS1	10	8	7	15	15
RCB1	15	4	14	15	15
LCB1	15	13	0	15	15
RCB2	10	6	13	15	15
LCB2	5	7	5	9	15
FS2	5	10	15	15	15

Special teams

Special teams	range	accuracy	consistency
K	12	12	12
P	15	9	13

ATLANTA

PLAYER RATINGS

Defensive line

	speed	tackling	strength	pursuit
LE	2	3	5	3
LT	7	6	9	6
RT	8	14	13	10
RE	2	3	5	4

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	9	13	4	7

Running backs

	speed	power	breaking tackles	hands
RB	3	6	2	7
RFB	1	2	0	11
RHB	3	4	0	8

Linebackers

	speed	tackling	strength	awareness
MLB	8	10	3	4
RFB	11	2	10	2
LIB	13	3	10	2
PLB	8	10	1	6

Flexibles

	speed	catching	breaking tackles	quickness
WR1	13	7	5	6
SE1	6	8	8	8
TE1	5	5	7	10
WR2	8	0	4	2
SE2	8	3	0	2
TE2	2	5	4	7

Defensive backs

	speed	tackling	hitting	ability	pass coverage
SS	8	7	12	2	2
FS1	5	1	3	3	3
RCB1	15	8	12	14	14
LCB1	7	1	5	12	4
RCB2	5	2	2	4	4
LCB2	8	2	0	7	7
FS2	10	3	8	4	4

Offensive line

	weight	pass blocking	run blocking	speed
C	294	11	10	5
LG	254	9	9	7
RG	281	11	12	0
LT	304	11	13	2
RT	300	5	9	0

Special teams

	range	accuracy	consistency
K	10	2	2
P	9	12	9

BUFFALO

PLAYER RATINGS

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	10	3	6	8

Defensive line

	speed	tackling	strength	pursuit
LE	8	4	9	3
LT	8	6	5	3
RT	10	2	4	3
RE	10	6	15	5

Running backs

	speed	power	breaking tackles	hands
RB	8	7	15	11
RFB	6	7	3	0
RHB	6	2	3	0

Linebackers

	speed	tackling	strength	awareness
MLB	8	9	15	3
RFB	8	9	8	9
LIB	13	5	8	9
PLB	6	10	1	6

Flexibles

	speed	catching	breaking tackles	quickness
WR1	12	3	3	1
SE1	9	15	11	11
TE1	2	3	0	3
WR2	9	7	3	1
SE2	12	3	0	0
TE2	2	0	0	6

Defensive backs

	speed	tackling	hitting	ability	pass coverage
SS	15	15	14	5	5
FS1	5	9	0	15	15
RCB1	15	9	7	10	10
LCB1	5	7	6	10	10
RCB2	10	2	0	5	5
LCB2	15	3	0	4	4
FS2	5	2	0	10	10

Offensive line

	weight	pass blocking	run blocking	speed
C	283	12	13	0
LG	283	9	11	10
RG	260	6	7	5
LT	268	8	9	10
RT	300	4	8	3

Special teams

	range	accuracy	consistency
K	10	5	5
P	3	3	3

CHICAGO

PLAYER RATINGS

Quarterbacks

	pass	range	pass	accuracy	speed	scrambling
CB	10	3	10	11		

Running backs

	speed	power	breaking	tackles	hands
FB	6	4	4	10	10
HB1	10	10	7	7	13
HB2	4	1	6	3	3

Receivers

	speed	catching	breaking	tackles	quickness
WR1	7	12	10	9	6
SE1	7	7	4	4	6
TE1	4	3	5	7	2
WR2	11	9	3	2	1
SE2	2	7	0	5	5
TE2	2	3	7	7	7

Offensive line

	weight	pass	blocking	run	blocking	speed
C	265	10	10	10	6	6
LG	283	7	11	4	3	4
RG	269	5	6	6	3	3
LT	272	10	7	7	0	0
RT	274	10	7	7	0	0

Defensive line

	speed	tackling	strength	pursuit
LE	6	5	3	3
LT	7	4	13	8
RT	5	9	13	11
RE	7	7	11	10

Linebackers

	speed	tackling	strength	awareness
MH	3	6	10	10
FLB	6	11	12	10
LLB	13	7	10	5
PLB	6	10	1	6

Defensive backs

	speed	tackling	hitting	abilities	pass	coverage
SS	5	4	4	4	4	5
FS1	5	4	6	6	5	5
RCB1	5	6	13	9	9	8
LCB1	5	3	9	2	5	5
RCB2	10	3	2	2	5	5
LCB2	8	3	0	0	5	5
FS2	5	5	10	10	5	5

Special teams

	range	accuracy	consistency
K	3	13	13
P	5	2	7

CINCINNATI

PLAYER RATINGS

Quarterbacks

	pass	range	pass	accuracy	speed	scrambling
CB	6	12	6	12		

Running backs

	speed	power	breaking	tackles	hands
FB	6	10	10	15	15
HB1	9	8	13	13	13
HB2	9	8	0	3	3

Receivers

	speed	catching	breaking	tackles	quickness
WR1	9	3	15	12	12
SE1	15	7	15	15	15
TE1	10	15	11	8	8
WR2	5	7	9	2	2
SE2	5	11	7	2	2
TE2	4	7	11	8	8

Offensive line

	weight	pass	blocking	run	blocking	speed
C	279	12	15	15	10	10
LG	276	9	15	9	0	0
RG	290	11	9	10	0	0
LT	277	12	15	15	10	10
RT	297	9	15	15	0	0

Defensive line

	speed	tackling	strength	pursuit
LE	0	2	4	6
LT	10	6	9	7
RT	10	5	3	3

Linebackers

	speed	tackling	strength	awareness
MHB	13	6	1	2
FLB	8	1	2	2
LLB	3	4	15	2
PLB	8	10	1	6

Defensive backs

	speed	tackling	hitting	abilities	pass	coverage
SS	15	12	15	15	15	15
FS1	15	10	13	4	4	4
RCB1	10	6	13	15	15	15
LCB1	10	5	14	4	4	4
RCB2	10	1	5	9	9	9
LCB2	5	3	14	4	4	4
FS2	10	2	0	15	15	15

Special teams

	range	accuracy	consistency
K	3	13	10
P	6	3	5

DENVER

PLAYER RATINGS

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	15	4	10	15

Running backs

	speed	power	breaking tackles	hands
FB	8	9	0	7
HBA	6	8	13	7
HBB	4	7	11	7

Receivers

	speed	catching	breaking tackles	quickness
WR1	15	15	12	12
SE1	9	9	15	13
TE1	10	7	11	11
WR2	12	11	7	4
SE2	6	7	3	9
TE2	2	11	0	3

Offensive line

	weight	pass blocking	run blocking	speed
C	269	6	11	5
LG	271	11	9	5
RG	292	12	13	10
LT	305	6	10	6
RT	285	9	13	0

Defensive line

	speed	tackling	strength	pure suit
LE	0	7	10	7
LT	8	11	1	9
RT	10	7	3	7
RE	10	5	3	6

Linebackers

	speed	tackling	strength	awareness
MLB	0	0	0	0
RFB	13	11	2	7
LLB	8	12	15	7
PLB	6	10	1	6

Defensive backs

	speed	tackling	hitting	ability	pass coverage
SS	5	10	7	3	3
FS1	10	15	0	15	8
RCB1	5	10	6	6	8
LCB1	15	13	0	15	15
RCB2	15	2	7	3	8
LCB2	5	10	0	0	3
FS2	5	4	0	0	14

Special teams

	range	accuracy	consistency
K	5	13	8
P	7	11	10

HOUSTON

PLAYER RATINGS

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	8	12	8	12

Running backs

	speed	power	breaking tackles	hands
FB	8	10	7	3
HBA	6	5	13	15
HBB	9	6	7	7

Receivers

	speed	catching	breaking tackles	quickness
WR1	15	11	15	12
SE1	9	11	15	15
TE1	10	11	7	7
WR2	12	7	3	6
SE2	7	3	7	9

Offensive line

	weight	pass blocking	run blocking	speed
C	272	9	5	0
LG	282	9	15	0
RG	292	9	15	10
LT	315	4	5	0
RT	298	12	13	0

Defensive line

	speed	tackling	strength	pure suit
LE	10	3	4	6
LT	3	8	9	4
RT	10	5	15	5
RE	10	3	4	3

Linebackers

	speed	tackling	strength	awareness
MLB	6	6	9	7
RFB	13	5	6	15
LLB	3	6	1	15
PLB	6	10	1	6

Defensive backs

	speed	tackling	hitting	ability	pass coverage
SS	10	13	4	15	14
FS1	10	3	0	3	3
RCB1	15	7	13	3	9
LCB1	5	3	0	3	3
RCB2	5	3	6	0	3
LCB2	5	7	0	0	10
FS2	5	7	0	0	10

Special teams

	range	accuracy	consistency
K	13	15	1
P	15	3	13

KANSAS CITY

PLAYER RATINGS

Quarterbacks

	QB	QB	QB	QB	QB	QB
	passes	range	pass	accuracy	speed	scrambling
	11			6	5	4

Running backs

	RB	RB	RB	RB	RB	RB
	speed	power	breaking	tackles	hands	
	8	11	11	8	8	
	2	6	9	9	7	
	4	6	6	6	7	

Linebackers

	WR1	SE1	TE1	WR2	SE2	TE2
	speed	catching	breaking	tackles	quickness	
	5	10	9	9	8	
	5	9	3	3	7	
	2	3	2	2	5	
	3	9	3	3	4	
	6	5	4	4	2	
	5	5	0	0	3	

Offensive line

	C	LG	RG	LT	RT
	weight	pass	blocking	run	blocking
	257	9	6	6	0
	300	6	13	5	5
	285	4	7	0	0
	300	6	14	10	10
	298	6	15	5	5

Defensive line

	LE	LT	RT	RE
	speed	tackling	strength	pursuit
	10	7	4	3
	10	8	11	8
	5	6	11	11
	10	4	4	9

Linebackers

	MLB	RLB	LLB	PLB
	speed	tackling	strength	awareness
	13	6	11	6
	13	11	3	11
	12	9	3	9
	8	10	1	6

Defensive backs

	SS	FS1	RCB1	LCB1	RCB2	LCB2	FS2
	speed	tackling	hitting	ability	pass	coverage	
	8	3	2	10	10	13	
	6	11	10	9	15	15	
	15	10	9	15	15	14	
	9	8	15	15	6	5	
	5	6	6	6	5	3	
	7	2	11	11	6	6	

Special teams

	K	P
	range	accuracy
	12	4
	8	14
	12	12

LOS ANGELES

PLAYER RATINGS

Quarterbacks

	QB	QB	QB	QB	QB	QB
	passes	range	pass	accuracy	speed	scrambling
	12		15			10

Running backs

	RB	RB	RB	RB	RB	RB
	speed	power	breaking	tackles	hands	
	6	6	11	11	11	
	4	8	8	11	3	
	6	6	3	3	15	

Linebackers

	WR1	SE1	TE1	WR2	SE2	TE2
	speed	catching	breaking	tackles	quickness	
	15	7	11	15	5	
	6	7	15	15	15	
	6	7	15	15	11	
	6	7	15	15	9	
	8	7	7	7	4	
	10	3	7	7	5	

Offensive line

	C	LG	RG	LT	RT
	weight	pass	blocking	run	blocking
	264	9	7	7	0
	294	12	13	13	10
	292	4	6	6	10
	266	11	9	9	5
	263	12	13	13	10

Defensive line

	LE	LT	RT	RE
	speed	tackling	strength	pursuit
	0	6	3	3
	3	8	15	5
	10	10	10	8
	5	4	3	6

Linebackers

	MLB	RLB	LLB	PLB
	speed	tackling	strength	awareness
	13	12	8	2
	13	8	15	1
	13	12	15	1
	8	10	1	6

Defensive backs

	SS	FS1	RCB1	LCB1	RCB2	LCB2	FS2
	speed	tackling	hitting	ability	pass	coverage	
	5	7	8	7	9		
	10	8	0	0	13		
	15	4	0	0	3		
	15	2	0	0	3		
	5	1	0	0	15		
	5	2	0	0	3		
	5	9	6	6	3		

Special teams

	K	P
	range	accuracy
	12	4
	6	1
	12	3

MIAMI

PLAYER RATINGS

Defensive line

	speed	lacking	strength	pursuit
LE	0	6	13	5
LT	5	12	10	10
RT	10	4	4	7
TE	10	8	4	6

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	15	15	5	11

Running backs

	speed	power	breaking tackles	hands
FB	8	9	8	3
HB1	8	6	5	11
HB2	4	7	5	5

Linebackers

	speed	lacking	strength	awareness
MB	3	13	15	9
RLB	5	6	9	8
LLB	11	7	8	9
PLB	8	10	1	6

Receivers

	speed	catching	breaking tackles	quickness
WR1	13	11	7	13
SE1	10	11	0	10
TE1	9	8	9	10
WRP	7	19	7	9
SE2	9	0	7	9
TE2	4	7	5	6

Defensive backs

	speed	lacking	hitting	ability	pass coverage
SS	11	6	12	10	10
FS1	13	12	19	12	12
RCB1	0	3	5	7	12
LCB1	5	4	0	7	7
RCB2	0	3	0	4	4
LCB2	6	5	0	7	6
FS2	8	5	7	7	6

Offensive line

	weight	pass blocking	run blocking	speed
C	284	6	9	10
LG	278	11	11	10
RG	276	9	11	9
LT	270	8	10	6
RT	293	4	5	5

Special teams

	range	accuracy	consistency
K	15	10	10
P	11	4	11

MINNESOTA

PLAYER RATINGS

Defensive line

	speed	lacking	strength	pursuit
LE	10	5	2	6
LT	13	7	13	8
RT	5	7	13	11
TE	10	7	13	8

Quarterbacks

	pass range	pass accuracy	speed	scrambling
QB	8	6	10	12

Running backs

	speed	power	breaking tackles	hands
FB	8	9	7	11
HB1	12	8	3	11
HB2	8	8	3	7

Linebackers

	speed	lacking	strength	awareness
MB	8	14	13	15
RLB	3	9	13	8
LLB	8	7	13	9
PLB	8	10	1	6

Defensive backs

	speed	catching	breaking tackles	quickness
WR1	9	15	13	12
SE1	9	15	7	10
TE1	10	11	11	14
WR2	6	3	11	5
SE2	12	7	7	7
TE2	7	7	3	12

Defensive backs

	speed	lacking	hitting	ability	pass coverage
SS	15	12	15	10	10
FS1	13	6	7	14	14
RCB1	10	14	6	3	3
LCB1	10	8	7	10	10
RCB2	10	2	6	3	3
LCB2	10	4	6	5	4
FS2	10	4	6	5	4

Offensive line

	weight	pass blocking	run blocking	speed
C	269	9	2	10
LG	281	9	13	10
RG	291	5	8	0
LT	281	11	11	10
RT	298	6	13	0

Special teams

	range	accuracy	consistency
K	10	10	8
P	5	4	7

NEW ENGLAND

PLAYER RATINGS

<i>Quarterbacks</i>				
	pass range	pass accuracy	speed	scrambling
QB	5	8	5	4

<i>Running backs</i>				
	speed	power	breaking tackles	hands
FB	4	10	8	10
RBI	8	6	6	7
RBE	2	2	3	3

<i>Receivers</i>				
	speed	catching	breaking tackles	quickness
WR1	5	7	7	10
SEL	11	6	13	12
TIE	4	8	3	6
WR2	9	7	4	4
WR3	7	7	6	9
TE2	7	2	2	4

<i>Offensive line</i>				
	weight	pass blocking	run blocking	speed
C	302	4	8	10
LG	265	11	12	10
RG	277	3	4	0
LT	289	6	12	3
RT	294	11	9	5

<i>Defensive line</i>				
	speed	tackling	strength	pursuit
LE	9	3	7	4
LT	3	0	15	12
RT	7	5	8	7
RE	0	8	11	5

<i>Linebackers</i>				
	speed	tackling	strength	awareness
MLB	3	5	13	6
RUB	6	9	4	3
LLB	13	6	15	8
PLB	8	10	1	6

<i>Defensive backs</i>				
	speed	tackling	hitting	ability/pass coverage
SS	5	10	0	6
FS1	5	1	0	10
RCB1	5	7	13	10
LCB1	10	5	7	12
RCB2	5	2	0	8
LCB2	5	2	0	4
FS2	10	3	8	4

<i>Special teams</i>			
	range	accuracy	consistency
K	12	13	3
P	2	1	4

NEW YORK

PLAYER RATINGS

<i>Quarterbacks</i>				
	pass range	pass accuracy	speed	scrambling
QB	12	11	6	8

<i>Running backs</i>				
	speed	power	breaking tackles	hands
FB	5	9	9	7
RBI	8	5	14	3
RBE	6	4	10	3

<i>Receivers</i>				
	speed	catching	breaking tackles	quickness
WR1	6	7	3	9
SEL	6	5	9	9
TIE	5	8	3	11
WR2	6	6	5	6
WR3	5	8	5	7
TE2	3	0	3	5

<i>Offensive line</i>				
	weight	pass blocking	run blocking	speed
C	264	9	8	10
LG	280	9	9	5
RG	297	9	13	10
LT	316	5	11	5
RT	280	5	6	0

Defensive line

	speed	tackling	strength	pursuit
LE	10	4	4	4
LT	3	9	5	10
RT	8	6	4	3
RE	6	8	15	12

Linebackers

	speed	tackling	strength	awareness
MLB	15	8	11	11
RUB	13	13	11	10
LLB	3	5	12	3
PLB	8	10	1	6

<i>Defensive backs</i>				
	speed	tackling	hitting	ability/pass coverage
SS	12	12	10	5
FS1	12	4	8	7
RCB1	12	3	3	5
LCB1	15	6	7	12
RCB2	7	2	0	7
LCB2	6	2	2	4
FS2	6	3	2	6

<i>Special teams</i>			
	range	accuracy	consistency
K	7	6	9
P	14	8	11

PHILADELPHIA

PLAYER RATINGS

Quarterbacks

	pass	range	pass	accuracy	speed	scrambling
QB	12	4	12	15	15	

Running backs

	speed	power	breaking	tackles	hands
RB	6	9	3	7	7
RB1	4	6	11	11	11
RB2	6	6	3	3	11

Receivers

	speed	catching	breaking	tackles	quickness
WR1	12	11	7	7	7
SE1	6	7	15	4	4
TE1	7	15	7	13	
WR2	4	7	0	11	
SE2	9	0	0	2	
TE2	7	11	0	1	

Offensive line

	weight	pass	blocking	run	blocking	speed
C	278	9	7	7	0	0
LG	269	6	11	11	5	5
RG	269	11	11	5	5	5
LT	271	9	5	13	5	5
RT	275	6	13	5	5	5

Defensive line

	speed	tackling	strength	pursuit
LE	10	10	15	12
LT	3	8	15	12
RT	10	9	15	9
TE	6	10	15	12

Linebackers

	speed	tackling	strength	awareness
MB	8	14	15	15
RUB	8	1	2	3
LLB	8	10	8	15
PUB	8	10	1	6

Defensive backs

	speed	tackling	hitting	ability	pass	coverage
SS	10	10	14	5	5	5
FS1	5	10	15	15	15	15
RCB1	15	4	14	15	15	15
LCB1	15	6	7	5	5	5
RCB2	10	1	0	4	4	4
LCB2	5	1	1	10	10	10
FS2	5	2	7	7	7	7

Special teams

	range	accuracy	consistency
K	3	1	1
P	3	1	7

PITTSBURGH

PLAYER RATINGS

Quarterbacks

	pass	range	pass	accuracy	speed	scrambling
QB	7	6	9	11	11	

Running backs

	speed	power	breaking	tackles	hands
RB	7	9	8	10	10
RB1	9	7	9	3	3
RB2	5	4	3	8	8

Receivers

	speed	catching	breaking	tackles	quickness
WR1	11	13	10	15	15
SE1	9	6	8	9	9
TE1	3	6	6	7	7
WR2	5	3	6	3	3
SE2	2	4	4	5	5
TE2	2	4	4	6	6

Offensive line

	weight	pass	blocking	run	blocking	speed
C	276	6	5	5	10	10
LG	281	12	13	7	7	7
RG	278	9	14	10	10	10
LT	283	6	11	3	3	3
RT	286	8	10	6	6	6

Defensive line

	speed	tackling	strength	pursuit
LE	8	7	7	10
LT	3	11	15	12
RT	10	8	10	8
TE	7	3	5	7

Linebackers

	speed	tackling	strength	awareness
MB	8	6	10	5
RUB	13	9	15	7
LLB	3	3	3	6
PUB	8	10	1	6

Defensive backs

	speed	tackling	hitting	ability	pass	coverage
SS	13	12	12	4	4	4
FS1	10	7	15	4	4	4
RCB1	14	5	10	10	10	10
LCB1	9	8	9	13	13	13
RCB2	5	2	12	4	4	4
LCB2	11	4	4	6	6	6
FS2	5	3	4	3	3	3

Special teams

	range	accuracy	consistency
K	10	10	13
P	3	3	3

SAN FRANCISCO

PLAYER RATINGS

Quarterbacks

	pass	range	pass	accuracy	speed	scrambling
QB	15	15	15	6	8	8

Running backs

	speed	power	breaking	tackles	hands
RB	8	10	13	13	11
HB1	6	10	12	7	7
HB2	9	7	3	3	3

Receivers

	speed	catching	breaking	tackles	quickness
WR1	15	15	8	15	15
SE1	15	11	11	11	8
TE1	4	7	11	11	11
WR2	6	7	3	3	3
SE2	6	7	3	9	9
TE2	7	7	7	7	8

Offensive line

	weight	pass	blocking	run	blocking	speed
C	264	8	9	9	10	10
LG	257	6	15	15	10	10
RG	276	6	11	11	0	0
LT	293	12	15	15	0	0
RT	279	12	15	15	10	10

Defensive line

	speed	tackling	strength	pursuit
LE	10	10	10	11
LT	3	8	2	6
RT	0	4	3	6
RE	10	8	9	7

Linebackers

	speed	tackling	strength	awareness
MLB	9	5	5	14
FLB	6	6	8	14
ILB	13	12	15	14
PLB	8	10	1	6

Defensive backs

	speed	tackling	hitting	ability	pass	coverage
SS	10	15	14	2	2	2
FS1	10	8	7	15	15	15
RCB1	15	10	13	8	8	8
LCB1	5	15	13	8	8	8
RCB2	5	2	0	8	8	8
LCB2	10	6	7	2	2	2
FS2	10	6	7	7	8	8

Special teams

	range	accuracy	consistency
K	12	12	12
P	6	1	7

WASHINGTON

PLAYER RATINGS

Quarterbacks

	pass	range	pass	accuracy	speed	scrambling
QB	14	10	10	6	11	11

Running backs

	speed	power	breaking	tackles	hands
RB	6	10	7	7	7
HB1	7	8	10	10	7
HB2	5	7	4	4	5

Receivers

	speed	catching	breaking	tackles	quickness
WR1	12	10	12	13	13
SE1	9	11	11	11	13
TE1	6	11	5	10	12
WR2	11	17	4	4	7
SE2	6	2	0	6	6
TE2	2	2	0	6	6

Offensive line

	weight	pass	blocking	run	blocking	speed
C	264	11	11	11	10	10
LG	272	6	11	12	10	10
RG	269	11	11	11	2	2
LT	290	12	15	15	10	10
RT	312	12	15	15	0	0

Defensive line

	speed	tackling	strength	pursuit
LE	10	8	11	10
LT	2	5	15	7
RT	2	9	13	7
RE	10	5	13	11

Linebackers

	speed	tackling	strength	awareness
MLB	3	3	12	2
FLB	13	10	15	5
ILB	5	8	8	4
PLB	8	10	1	5

Defensive backs

	speed	tackling	hitting	ability	pass	coverage
SS	6	11	12	9	9	9
FS1	6	8	10	10	6	6
RCB1	10	3	11	9	9	9
LCB1	15	3	9	8	8	8
RCB2	5	2	9	8	8	8
LCB2	12	4	10	5	5	5
FS2	6	4	9	9	5	5

Special teams

	range	accuracy	consistency
K	2	9	7
P	8	13	11