

JOHN MADDEN FOOTBALL



ENGLISH MANUAL

JOHN MADDEN FOOTBALL

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PLAYING JOHN MADDEN FOOTBALL

FIRE OFF THE LINE: STARTING UP THE GAME

To play *John Madden Football*, you need an Amiga with a minimum 512K of free memory. If your computer has 1 MB or more of free memory, you'll also hear special music features during the game. *John Madden Football* cannot be installed on a hard drive.

Before loading, make copies of your disks. You'll need two blank, formatted floppy disks.

To make copies of your disks:

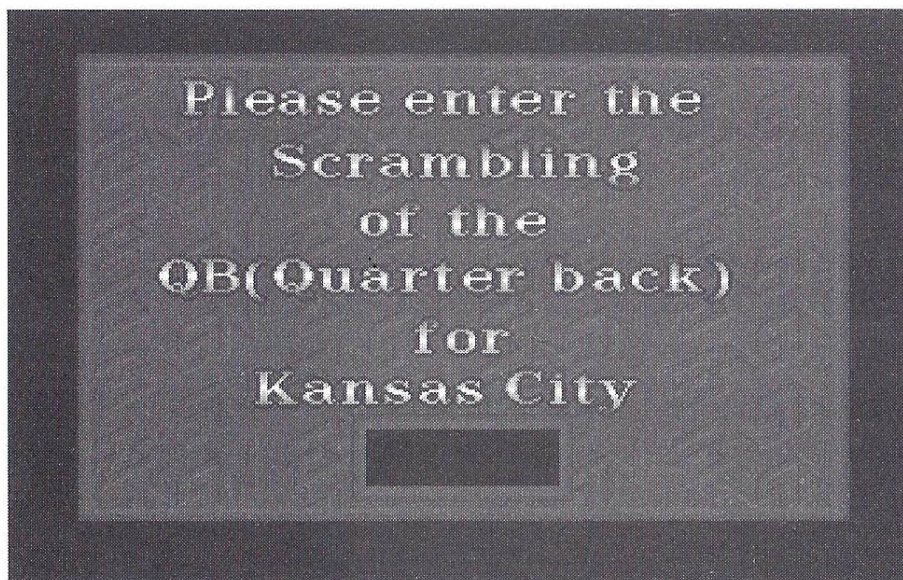
1. Turn on your Amiga. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. Insert Workbench into drive DF0:.
3. **Users With One Disk Drive:** Remove Workbench and insert your original Program Disk into the drive. **Users With Two Disk Drives:** Insert the Program Disk into the other drive.
4. Place the mouse pointer on the "Disk0" icon and left-click to highlight it.
5. Pull down the Icon menu from the menu bar, drag the highlighted bar down to **Copy**, and release the mouse button. (Users with Workbench 1.1 - 1.3, select the **Duplicate** option from the Workbench menu.)
6. You may have to swap disks from time to time. Follow the onscreen instructions.
7. The Amiga will automatically name your disk "Copy Of Disk0" however, it must be named "Disk0" in order to work properly. Remove "Copy Of" using the **Rename** command in the Icon menu. (Users with Workbench 1.1 - 1.3, the **Rename** option is in the Workbench menu.)
8. Label the disk "Madden Program Disk."
9. Once you've copied "Disk0", repeat the above procedure for the Data Disk (Disk1). Label this disk "Madden Data Disk."

To load the game:

1. If your Amiga is on, turn it off.
 2. Insert your *copy* of the Program Disk into drive DF0:.
 3. Turn your Amiga on.
 4. The EASN Intro appears, followed by a Title screen and game credits. Press a mouse or joystick button to exit the current screen and load the game.
 5. **Users With One Disk Drive:** You're prompted to insert the Data Disk. Remove your *copy* of the Program Disk from DF0: and insert your *copy* of the Data Disk. **Users With Two Disk Drives:** Insert your *copy* of the Data Disk into any drive.
- Note To Users With Only 1 MB Of Free Memory:** If your computer has only 1 MB of free memory, the game could take a few minutes to load.

COPY PROTECTION

You're asked to enter a statistic for a particular position on a certain team.



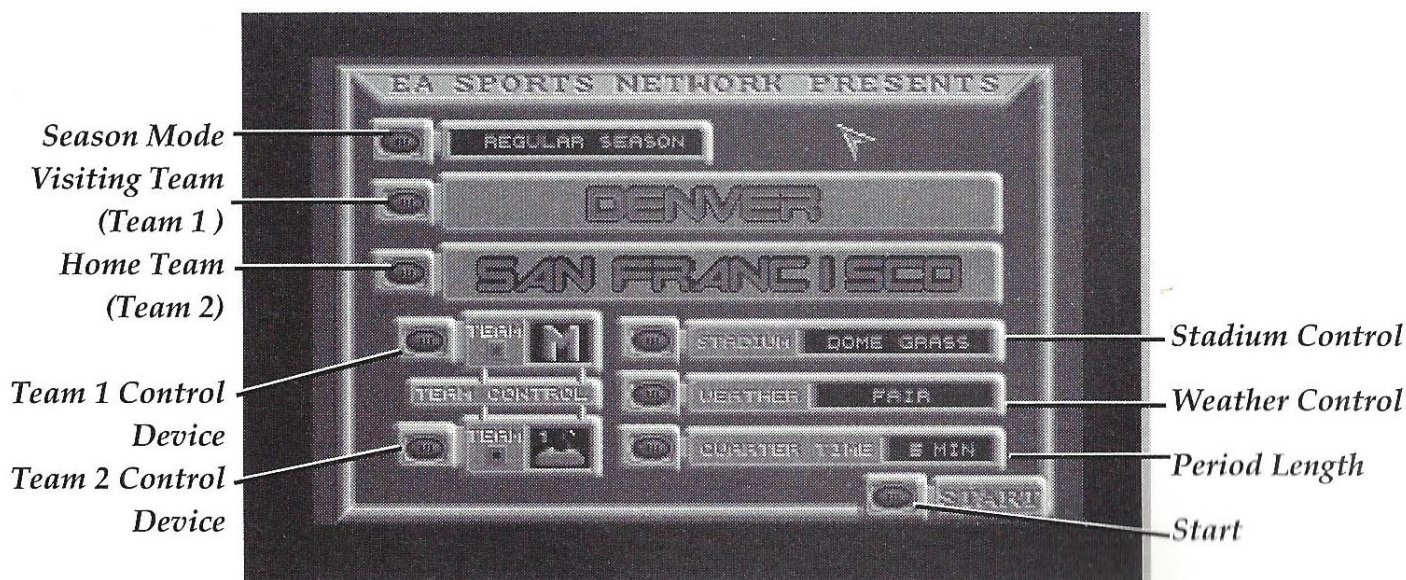
Turn to the PLAYER RATINGS section in this manual and look up the team name you see on the screen. Find the player position and type the statistic called for. Press **Return**.

So you don't know a Hail Mary from a Halfback...

American Football can be confusing for those unfortunates who have never seen the game played before. If you count yourself among the pigskin illiterate, you can review the basic concepts of the game by turning to *Appendix A: Quick Guide To American Football*.

GAME SETUP

Once you've answered the copy protection question and the game has loaded, the Game Setup screen appears. The Game Setup screen options let you choose season modes, teams, weather, stadium type, quarter lengths, and control devices.



SEASON MODES

Regular Season.

Sudden Death. The first team to score, wins.

New Playoff/Continue Playoff. See BIG TIME PLAYOFFS before choosing either of these modes.

VISITING AND HOME TEAMS

There are 16 teams to choose from plus the All-Madden team (in Regular Season and Sudden Death only).

TEAM CONTROL

Teams can be controlled with a joystick, the keyboard, or by the computer. Click on the ball icons to change each team's control setting.



Control team using joystick plugged into Joystick Port 2.



Control team using joystick plugged into Joystick Port 1.



Control team using the keyboard.



Team controlled by Madden (your computer). Madden's skill and knowledge are built into the game — he's a very aggressive and savvy opponent.

STADIUM

Play on *Open Grass*, *Open Turf*, *Dome Grass* or *Dome Turf* (Regular Season and Sudden Death only). *Dome* stadiums are covered; *Open* stadiums aren't. *Grass* playing fields are covered with natural grass — players have better traction on grass but move slower. *Turf* fields are covered with artificial turf — players can move slightly faster on artificial surfaces.

WEATHER

Play in *Fair* weather, *Rain/Mud* or *Snow/Ice* (Regular Season or Sudden Death only).

Adverse weather conditions can impede player movement. If the stadium you're playing in is covered by a dome, weather has no effect.

Note: In Playoff mode, weather is selected by the computer.

QUARTER TIME

Select 5, 10 or 15 minute quarters.

By default, you're San Francisco playing against the Madden-coached Denver team in a Regular Season game with fair weather, and open grass stadium, and five minute quarters. The Madden team (Team 1) is controlled by the computer, and your team (Team 2) is controlled by joystick 1 (the joystick plugged into Joystick Port 2).

- You may want to change some of the settings. Use the mouse or joystick to point the Selection Arrow at the various options. If you're using the mouse, it must be plugged into Joystick Port 1; if you're using a joystick, it must be plugged into Joystick Port 2. To change the setting, move the cursor to the football icon and press the joystick button or click a mouse button. Press the joystick button or click a mouse button to change the setting.

Note: The left mouse button cycles forward through the settings; the right mouse button cycles back. The mouse is only used for selecting options in the Game Setup screen; it cannot be used in the game.

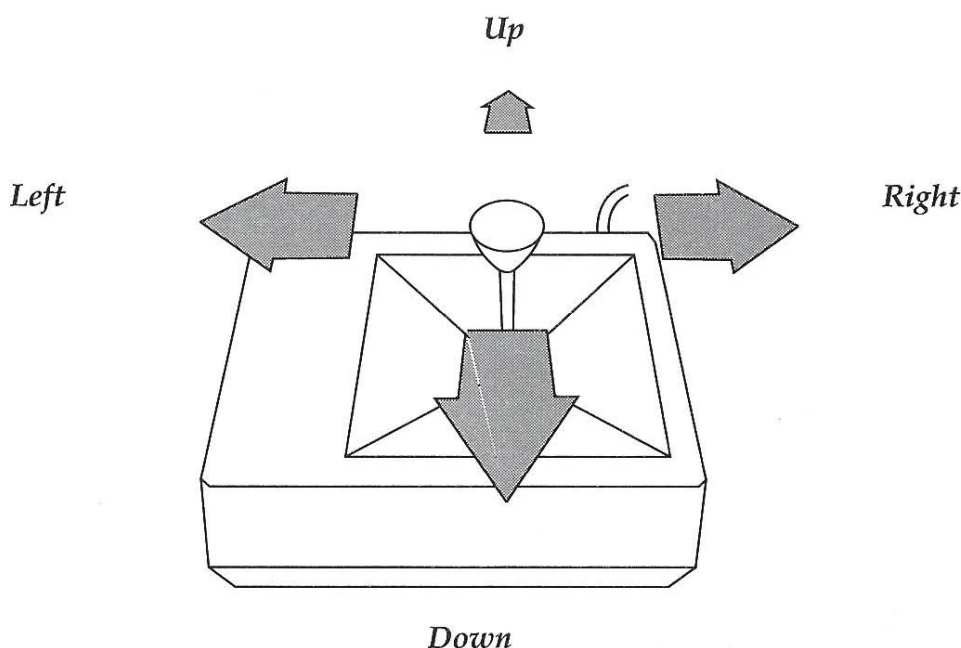
- When you've set up the game you want to play, fasten your chin strap, and select START.

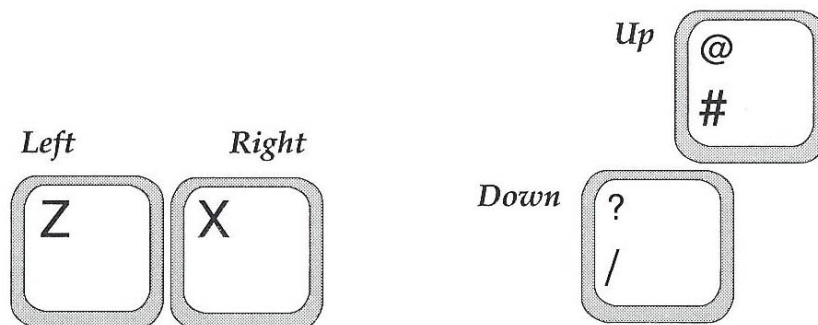


Alright! Here comes my evaluation of both teams, who's got a go-to guy, who's weak up the middle, who's got players that aren't afraid of getting dirt on their pants, you know what I mean? These scouting reports are terrific and will help you play a better game. But if you don't think you need them, press the joystick button again.

GAME CONTROLS

You can control your team with a joystick or the keyboard. Which you use depends on the Control Device setting you chose on the Game Setup screen.





THE FIRE BUTTON

The instructions in this manual refer to the *FIRE* button. If you're controlling your team with a joystick, *FIRE* is the joystick button. If you're controlling your team with the keyboard, *FIRE* is **Return**.

There are two ways in which you use *FIRE*. When the instructions tell you to *tap* the *FIRE* button, quickly press and release it. When they tell you to *hold* the *FIRE* button, press the button and keep it held down until you're told to release it.

QUITTING THE GAME

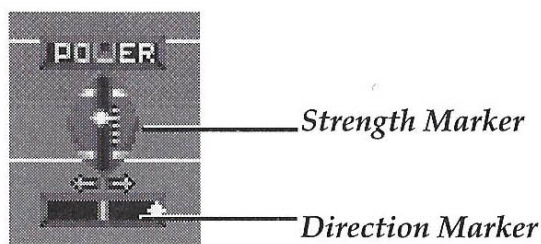
Once a game has started, you can go back to the Game Setup menu by pressing **Shift-Esc**. If you want to quit Madden altogether, simply turn off your Amiga.

THE KICKOFF

The visiting team always kicks off. If you're the home team and are playing against Madden (the computer), the kickoff takes place automatically. If this is the case, skip to the RECEIVING TEAM section below. If you're the visiting team, read on.

KICKING TEAM

After the referee spots the ball and the teams line up, press the *FIRE* 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.



The white 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 the joystick button to kick the ball.

If you want to aim your kick:

- As the kicker comes toward the ball, move the joystick left or right to move the direction marker either left or right. When the marker indicates where you want the ball to go, release the joystick.

Once the kick is away, your team automatically moves out to break the wedge and tackle your opponent's return man.

- After the return man catches the ball, tap *FIRE* to take control of the defensive guy closest to the ballcarrier.



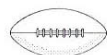
The player you control is standing on the four-arrow symbol so you can recognize him even with his helmet on.

- Use the joystick to guide your guy into the ballcarrier. If you run into him at the correct angle, chances are he'll go down.

Note: For a diving tackle (more powerful but sometimes less accurate), use the joystick to direct your guy straight at the ballcarrier, then hold *FIRE* to make him dive. 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 the picture empty-handed. No big deal. Just tap *FIRE* to get control of the defensive guy who's closest to the ballcarrier and try to bring him down again.

Receiving Team

Your deep return man catches the ball and begins to move up field. Either let the computer pick his route for you, or control him using the joystick.



The player you control is standing on the four-arrow symbol so you can recognize him.

- Tap *FIRE* to dive for an extra yard or so in the direction the joystick is currently pushed.
- To spin and possibly avoid being tackled by pursuing defenders, centre the joystick and hold *FIRE*.
- With the joystick pushed in any direction, hold down the *FIRE* button for extra umph, a boost of extra power and strength that might help you drive through the opposition.

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.

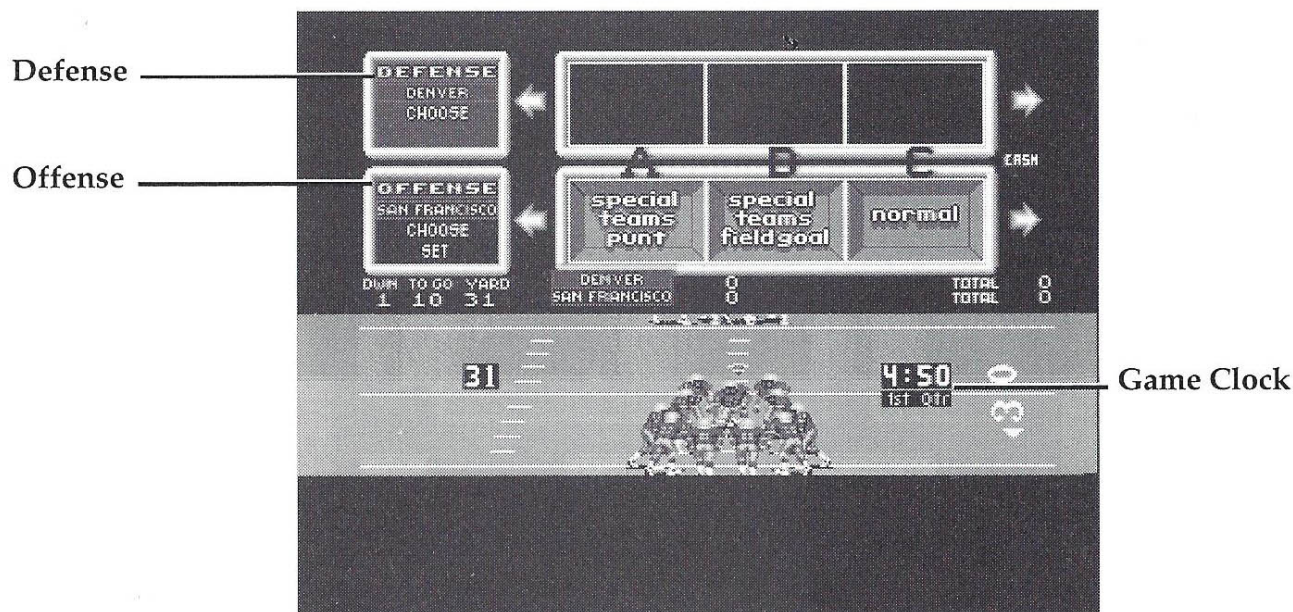
IN THE HUDDLE

At the end of the kickoff return, both teams huddle up. The game clock on the right side of the screen shows the 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. 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

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.

1. CHOOSE A SET

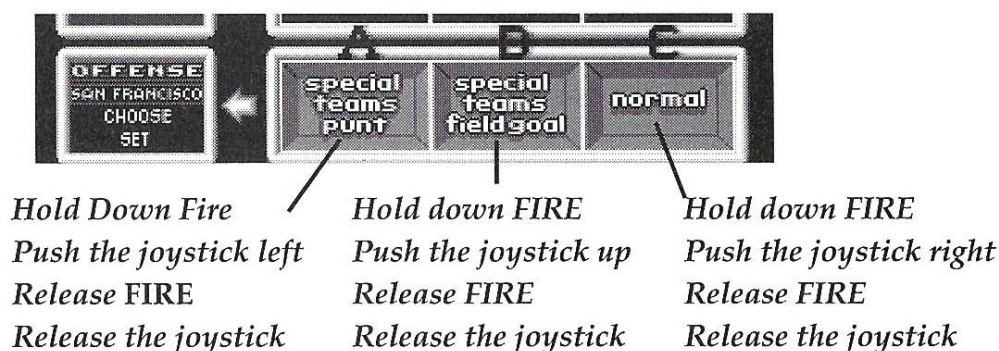
A set is football talk for the group of players who will run your play. The names of three sets appear in windows A, B, and C above the field. There are six sets to choose from: *NORMAL*, *HANDS*, *BIG*, *FAST*, and two *SPECIAL TEAMS*. Each set represents a different group of offensive guys.



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 ITALICISED CAPITAL letters, look em up in JOHN MADDEN'S FOOTBALL TALK.

To see the other three sets, push the joystick left or right.

- When the set you want is in a window, select it like this:



Note: Don't release the joystick until *after* releasing the FIRE button!

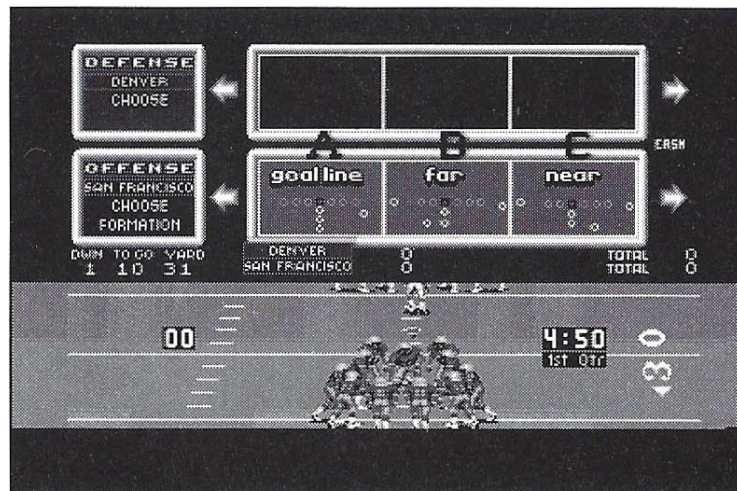
After you've selected a set, three formations are displayed in the A, B and C windows. The name of the set you chose is displayed briefly on the screen.



If you want to change your mind and move back to the Set windows to alter your Set, push the joystick down.

2. CHOOSE A FORMATION

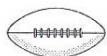
A formation tells your player set how to line up before the snap. There are five formations to choose from: *GOAL LINE*, *FAR*, *NEAR*, *PRO-FORM*, and *SHOTGUN*.



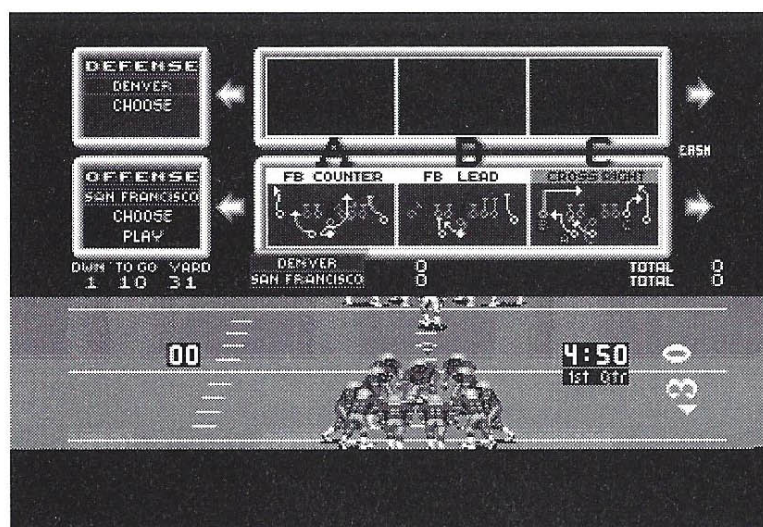
To see the other offensive formations in the windows, push the joystick left or right.

- When the formation you want is in a window, choose it like you chose a set:

- A *FIRE* + Left + Release *FIRE*
- B *FIRE* + Up + Release *FIRE*
- C *FIRE* + Right + Release *FIRE*



If you want to move back to the Formation windows, push the joystick down.

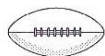


3. CHOOSE A PLAY

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.

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, use the appropriate joystick combination described above to select it.



Once you've chosen a play, the only way to change it is by calling an AUDIBLE or a TIME-OUT. For details on calling these, see AUDIBLES and TIME-OUTS in JOHN MADDEN'S FOOTBALL TALK.

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



Call plays that exploit the strengths of your best players. Or choose plays that expose the weaknesses of the guys chewing their mouth guards. You know, the defense.

RUNNING PLAYS

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

During a running play, you can:

- Tap FIRE to dive for an extra yard or so in the direction the joystick is currently pushed.
- To spin and possibly avoid being tackled by pursuing defenders, centre the joystick and hold FIRE.
- With the joystick pushed in any direction, hold down the FIRE button for extra umph, a boost of extra power and strength that might help you drive through the opposition.



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, any way you can!

PASSING PLAYS



A, B, C mark eligible receivers

When you call a pass, tap *FIRE* to snap the ball. At this point, you can let the Amiga execute the play, or you can use the joystick to move the quarterback backwards after he receives the snap. This gives him some time to get the pass off.

- Pull back on the joystick and tap *FIRE* to bring up the passing windows. They show which receivers are eligible. (If you're letting your computer control the quarterback for you, the passing windows come up automatically as soon as the quarterback is ready to throw.)
- Select your receiver by using the same window-choosing routine as in play selection:

A	<i>FIRE</i> + Left
B	<i>FIRE</i> + Up
C	<i>FIRE</i> + Right



*Use the joystick to move the receiver to the target 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, tap *FIRE* so he can dive for the ball, or hold *FIRE* down 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 *FIRE* button — holding down *FIRE* 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).



If you pass the line of scrimmage when the pass windows are visible, the play automatically becomes a running play. You may not pass once your quarterback has passed the line of scrimmage.

DEFENSE

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.

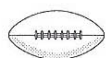
1. CHOOSE A FORMATION

On defense a formation is the group of players who will run your play. There are five 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, push the joystick left or right.

- When the FORMATION you want is in a window, choose it using the same window selection system as before:

A	<i>FIRE</i> + Left
B	<i>FIRE</i> + Up
C	<i>FIRE</i> + Right



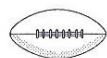
If you want to move back to the formation windows and make a change, push the joystick down.

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.



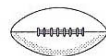
If you want to move back to the Set or Formation windows, push the joystick down.

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. For details calling these, see AUDIBLES and TIME-OUTS in JOHN MADDEN'S FOOTBALL TALK.

HINT: Before the snap, you can hold down the *FIRE* button and move the joystick left or right to change the player you control. Once the ball has been snapped, tap the *FIRE* button to take control of the guy closest to the ball.

Pass defense works the same way. Once the ball is thrown, tap the *FIRE* button to get control of the defender closest to where the ball is being thrown. Hold down the *FIRE* button while your defender is running at the guy to jump and intercept or knock the ball down.



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.

ANTICIPATING THE SNAP

If you're listening to the quarterback call his signals and you think he's just about to order the centre to snap the ball, you can order your team forward. This is known as *anticipating the snap*. To order your players to charge, hold down *FIRE* and pull the joystick down. The trick is not to order them forward *too soon* — if they cross the line of scrimmage before the ball is snapped, you'll get an Offsides Penalty (5 yards).

CRUNCH PLAYS

The *FIRE* button can help you put a hurt on the offense.

- Just as the receiver is about to catch the ball, hold *FIRE* to make your defender dive at the receiver or jump to intercept the ball (the computer will decide which is best). 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, tap the *FIRE* button repeatedly to improve your chances of causing a fumble. However, if you're the lone defender, think twice about doing this. If you just try to strip the ball loose, you might miss the tackle.

BIG TIME PLAYOFFS

NEW PLAYOFFS

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



- Use the mouse or joystick to point the Selection Arrow at the various options. If you're using the mouse, it must be plugged into Joystick Port 1; if you're using a joystick, it must be plugged into Joystick Port 2. To change the setting, press the joystick button or click a mouse button.

VISITING AND HOME TEAMS

Initial team matchups are randomly fixed by the Amiga, but you can control any team in the playoffs.

TEAM CONTROL

Team 1 (top) is the visiting team; Team 2 (bottom) is the home team. To choose a different team, use the joystick or mouse to move the Selection Arrow over the ball icon next to either team. Press a mouse or joystick button. Each press cycles to a new set of playoff pairings.

- When you see the team you want to be, set the Control Device for your team to joystick or keyboard. For example, if the visiting team is Miami and you want to take them through the playoffs, set the Team 1 Control Device to joystick or keyboard. If you're playing against Madden, set the Team 2 Control Device to M; otherwise, set it to your opponent's control device.

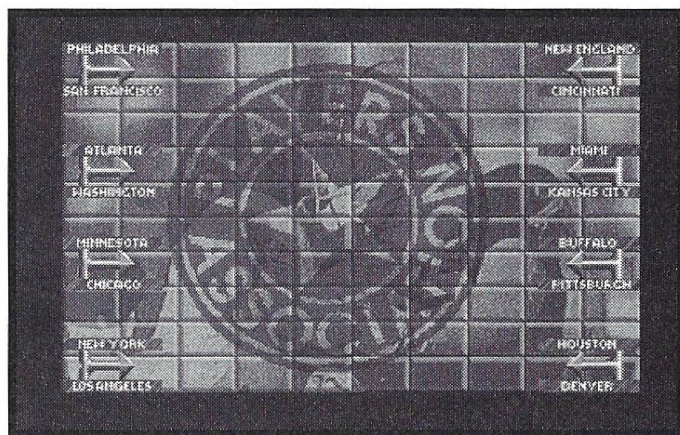
WEATHER

In Playoff games, weather and type of stadium are automatically determined by where you play. Whenever you're in an open stadium, 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.

QUARTER TIME

Select 5, 10 or 15 minute quarters.

- When you've set up the game you want to play, select **START** in the bottom right hand corner of the screen.



The Playoff Tree shows the match-ups that will lead to the championship game on Super Sunday.

- To see the scouting reports for your playoff teams, press *FIRE*.
- When you're ready to play your playoff game, press *FIRE* again.

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 at the top of the screen. **Write this number down on a piece of paper** — it's the password you'll need to continue where you left off.

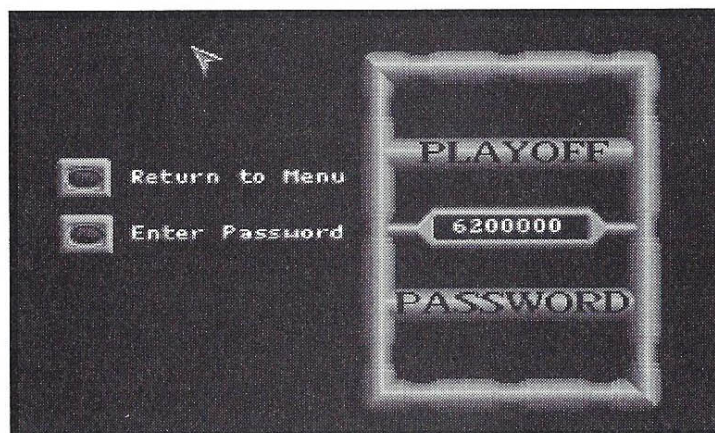
CONTINUE PLAYOFFS

When you're ready to continue the playoffs where you left off, select **Continue Playoffs** as the Season Mode on the Game Setup Screen. An additional option — **Enter Password** — appears on the screen.



If you just finished a game in this playoff, you don't need to enter a password. Simply select **Start** at the bottom of the screen. However, if you've interrupted the playoffs by quitting Madden or playing a Regular Season or Sudden Death game, you'll need to enter a password. Here's how you enter the password you received at the end of your last game.

- Select **Enter Password**. The Playoff Password screen appears:



- Select the **Enter Password** option on this screen. The current number is deleted.
- Type the number you copied down at the end of your last Playoff game. (If you make a mistake while typing, press **Del** to backspace over them.)
- Select **Return to Menu** to go back to the Game Setup screen. You can now choose any team that won in the previous round to continue in your attempt to reach Super Sunday. Select **Start** to play the next game in the Playoff.

STATISTICS

First Downs	
PHILADELPHIA	0
SAN FRANCISCO	0
Rushing Yards	
PHILADELPHIA	0
SAN FRANCISCO	0
Passing Yards	
PHILADELPHIA	0
SAN FRANCISCO	0
Defensive Sacks	
PHILADELPHIA	0
SAN FRANCISCO	0
Completion Percentage	
PHILADELPHIA	0
SAN FRANCISCO	0

	Q1	Q2	Q3	Q4	TOT	TD	T.O.P.
PHILADELPHIA	0	0			0	0	0:00
SAN FRANCISCO	0	0			0	0	0:00

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 **FIRE** 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, push the joystick up (or in the case of Defense before the snap, hold *FIRE* down and press the joystick up) to alert your team that you're calling an audible. Push the joystick left, up or right to choose a specific play, or down to cancel the audible and go with the play you originally chose.

The audibles available to you depend on which team you control. Each team has a different set of audibles.

ON-SIDE KICKS:

If the kicking team is behind with very little time left, they may opt to kick the ball a short distance (minimum 10 yards) in an attempt to recover the ball on a fumble by the receiving team. This is called an *onside kick*.

To call an audible for an onside kickoff, push the joystick left for a normal formation, or right for an onside formation. Have your kicker aim a kick toward the right sideline, and kick the ball weakly.

Tap the *FIRE* button to control the player nearest the ball after the onside kick.

Hold the *FIRE* button down with the joystick pushed in the appropriate direction to make that player dive for the ball.

ON OFFENSE:

To call an audible for a trick play, push the joystick left.

Push the joystick up for an anti-blitz play.

Push the joystick right for a running play.

ON DEFENSE:

Push the joystick left to protect against the run.

Push the joystick up to blitz.

Push the joystick right 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 to see what your teams audibles look like.

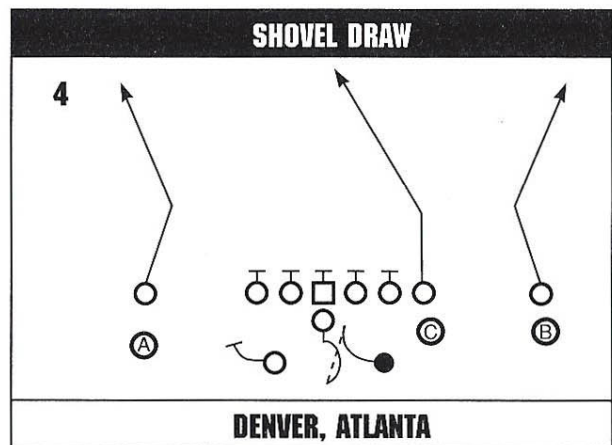
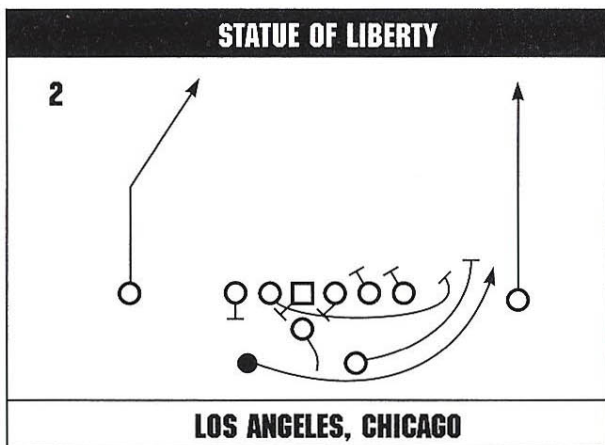
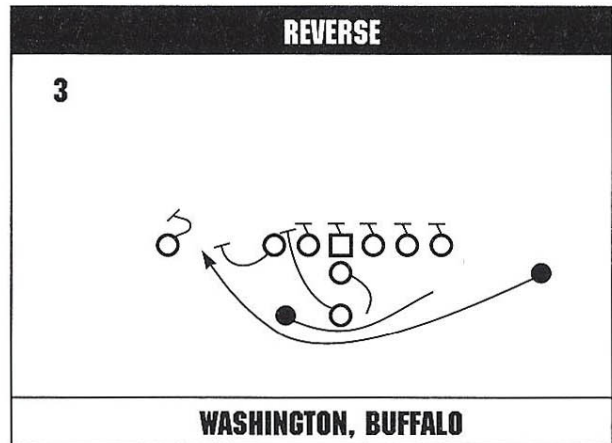
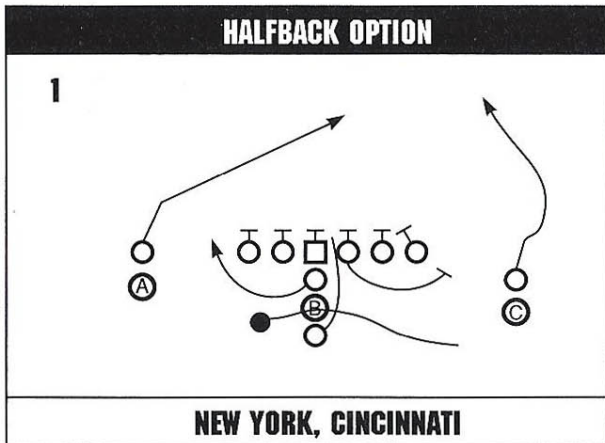
	OFFENSE			DEFENSE		
	A	B	C	A	B	C
Atlanta	4	13	18	22	25	31
Buffalo	3	9	17	22	25	31
Chicago	2	9	19	22	26	31
Cincinnati	1	13	19	22	28	31
Denver	4	10	16	22	29	31
Houston	8	14	18	22	23	31
Kansas City	7	11	17	22	23	31
Los Angeles	2	11	20	22	27	31
Miami	8	15	19	22	24	31
Minnesota	7	9	18	22	26	31
New England	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

Audible Formations

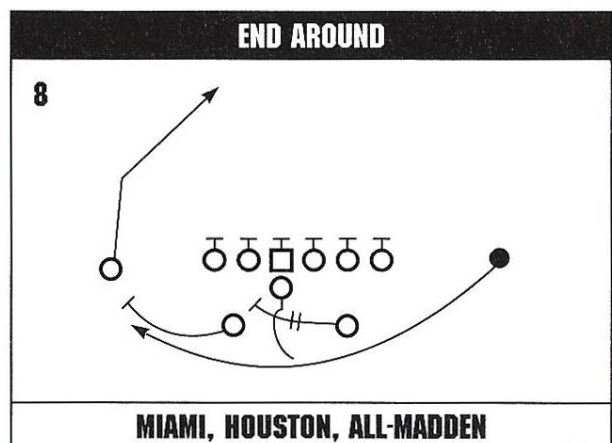
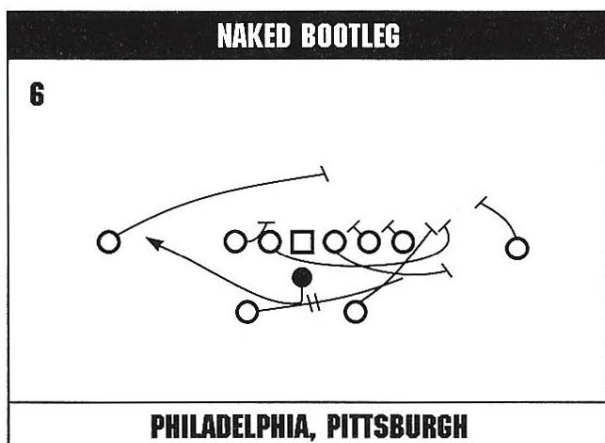
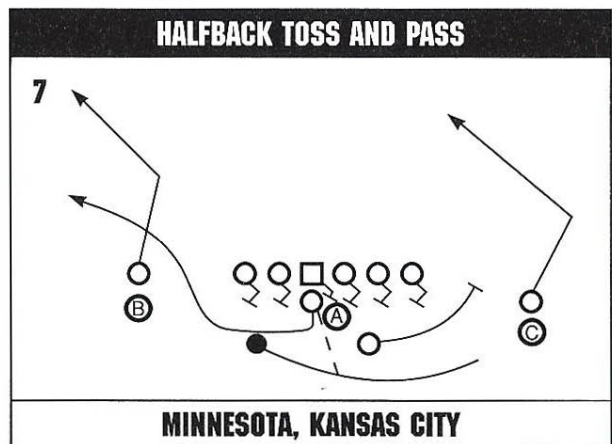
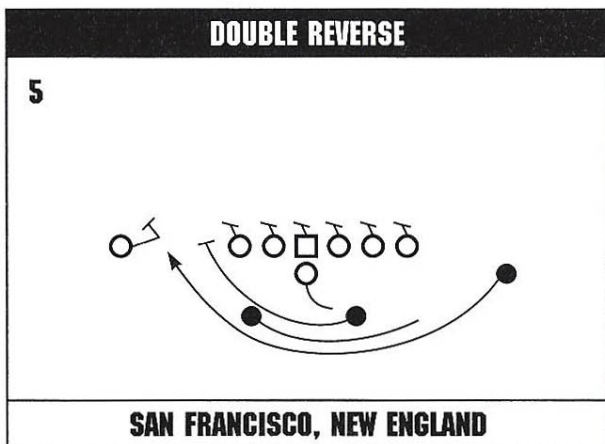
OFFENSE LEGEND

- 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)



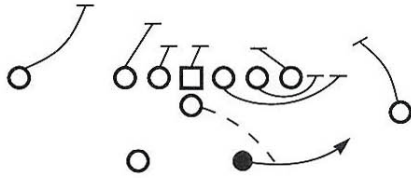
OFFENSE – AUDIBLE A (TRICK PLAYS)



OFFENSE – AUDIBLE B (ANTI-BLITZ PLAYS)

FULLBACK/HALFBACK TOSS RIGHT

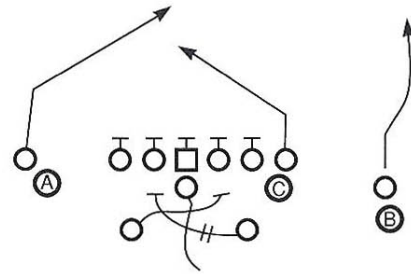
9



CHICAGO, MINNESOTA, BUFFALO

PLAY ACTION PASS

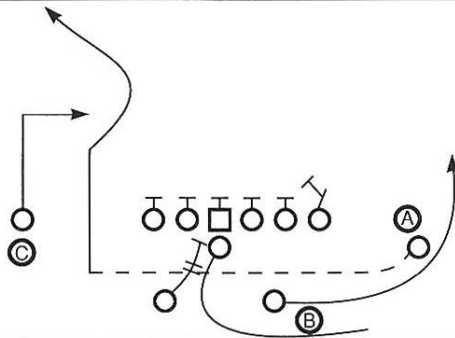
11



NEW YORK, PHILADELPHIA, LOS ANGELES, KANSAS CITY

ROLLOUT PASS

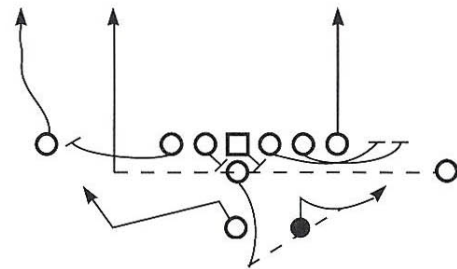
10



DENVER, NEW ENGLAND, PITTSBURGH

HALFBACK SCREEN

12

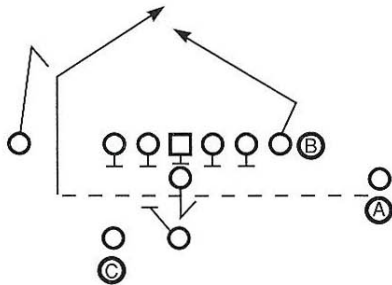


ALL-MADDEN

OFFENSE – AUDIBLE B (ANTI-BLITZ PLAYS)

QUICK SLANT

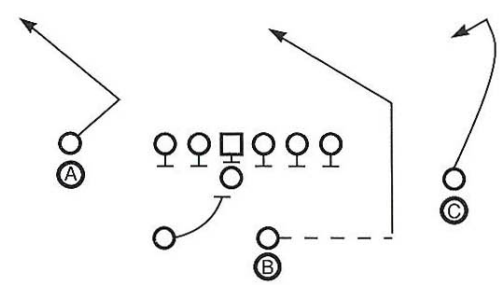
13



CINCINNATI, ATLANTA

FULLBACK SLANT IN

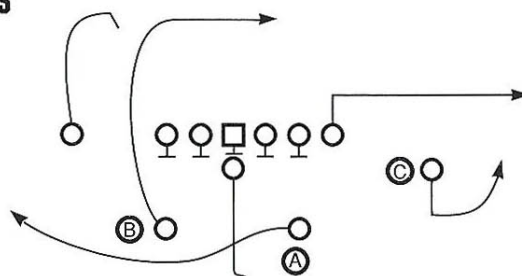
14



HOUSTON, WASHINGTON

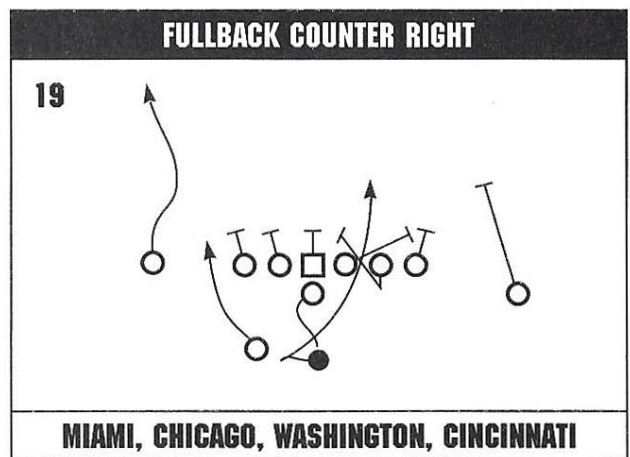
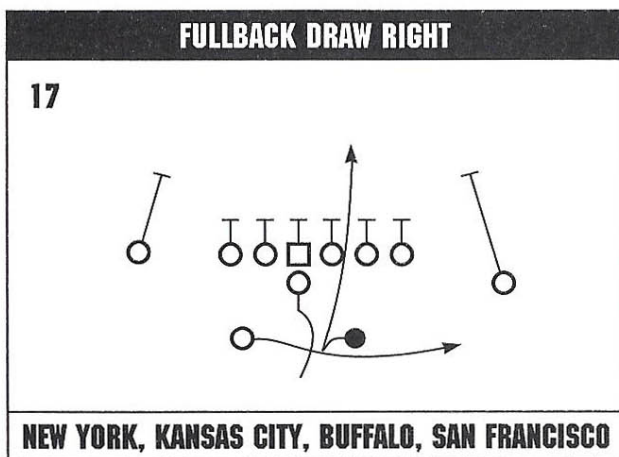
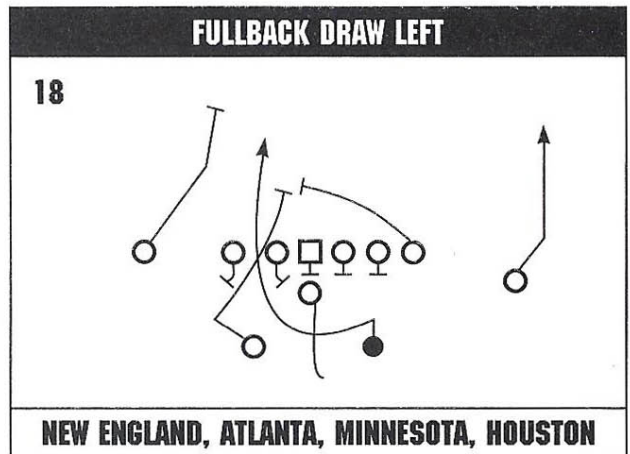
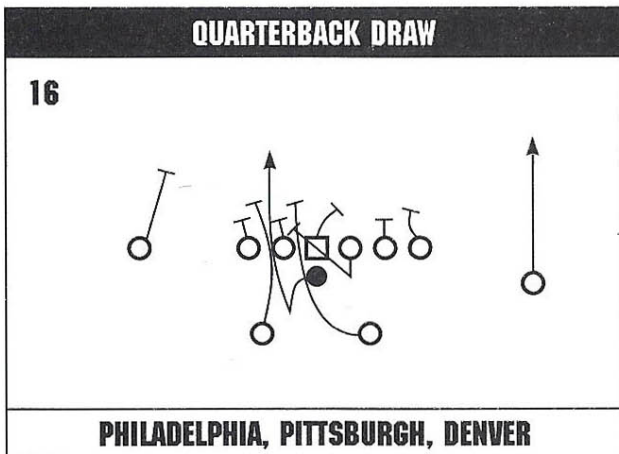
SWING CURL LEFT

15

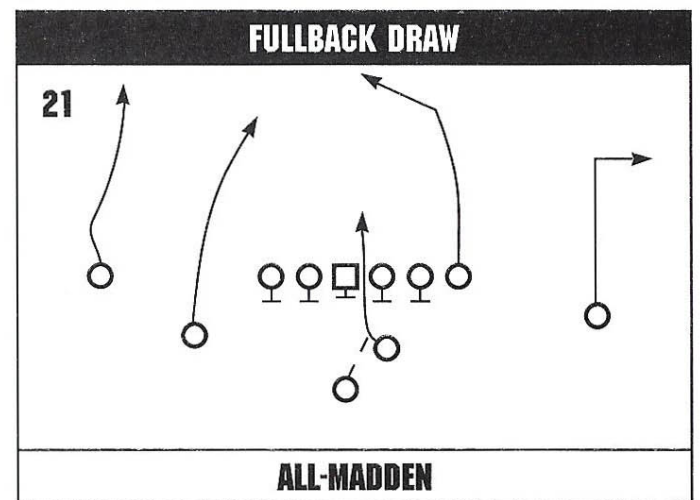
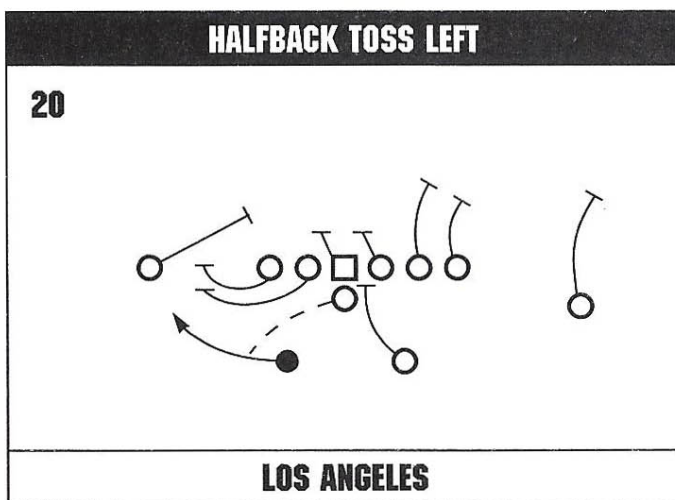


SAN FRANCISCO, MIAMI

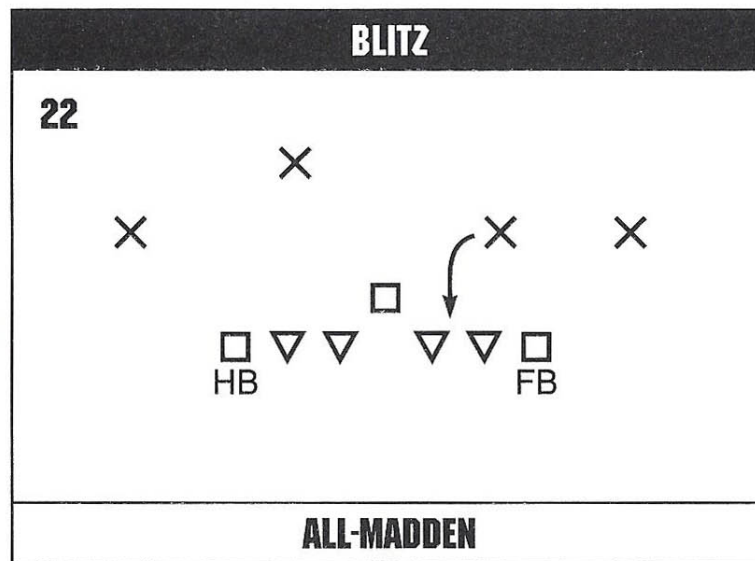
OFFENSE – AUDIBLE C (RUNNING PLAYS)



OFFENSE – AUDIBLE C (RUNNING PLAYS)



DEFENSE – AUDIBLE A (ANTI-RUN PLAYS)

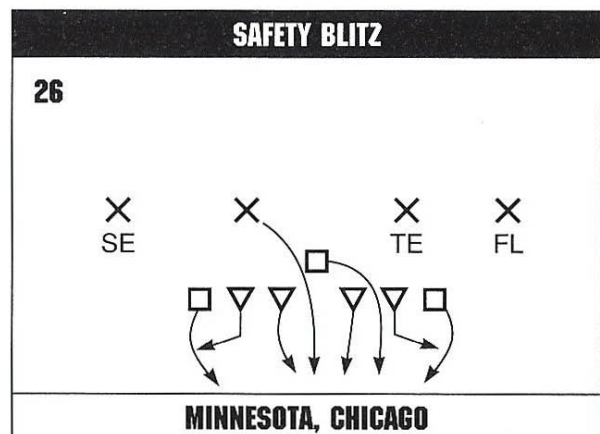
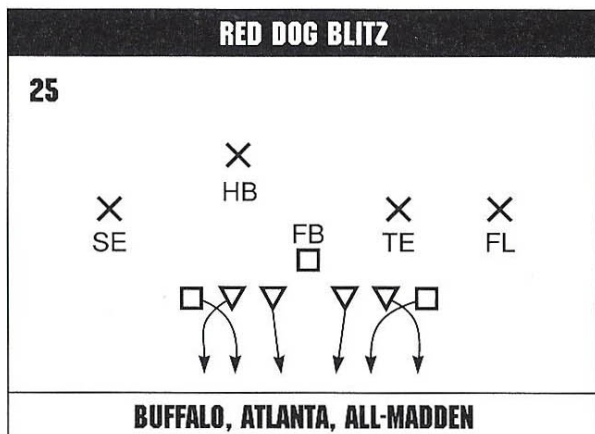
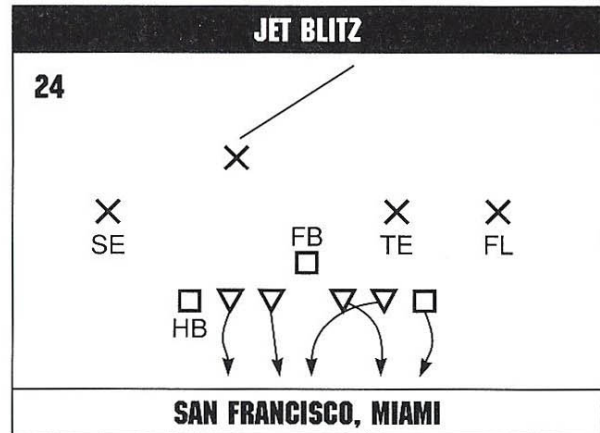
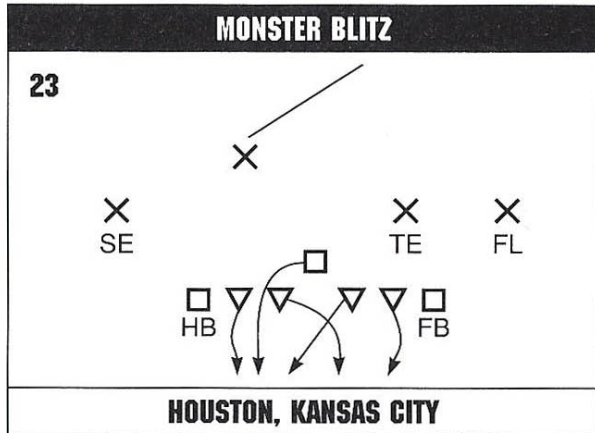


Every team has a version of play 22, the Anti-Run audible. The strong safety, anticipating a run, leaves the man or zone he's assigned to cover, and cheats up to the line of scrimmage just before the snap. This gives the defense an extra rusher with no one on offense to block him.

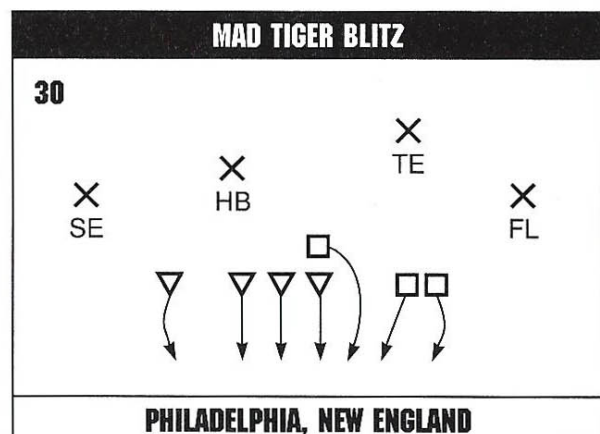
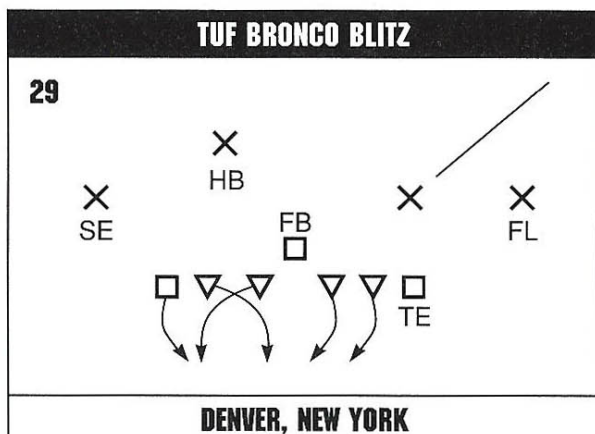
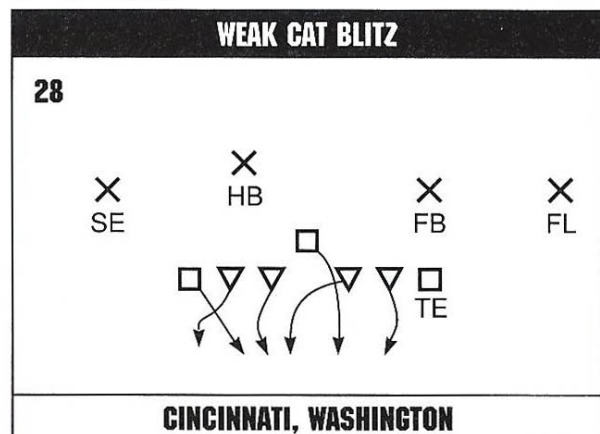
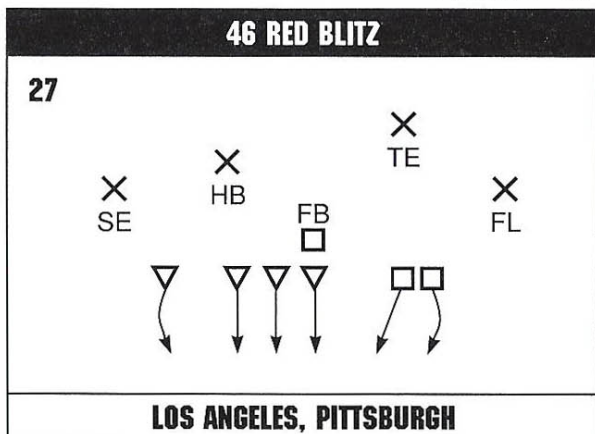
DEFENSE LEGEND

- ▽ DOWN LINEMAN
- LINEBACKER
- × DEFENSIVE BACK
- ▽ READ
- ▽ PASS RUSH
- × COVER OPPONENT MAN-TO-MAN
(EG. SE = SPLIT END)
- ×/ ROUTE TO FOLLOW TO MOVE INTO ZONE
OR FAVOUR COVERAGE

DEFENSE – AUDIBLE B (BLITZES)



DEFENSE – AUDIBLE B (BLITZES)



PLAY 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. The Amiga chooses one at random when you push the joystick right. 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 — hold down *FIRE* and pull the joystick down 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 do this too soon before the ball is snapped, you'll get an offsides penalty (5 yards).

TIME OUT

You can call Time Out any time before the ball is snapped, or after the play is over. Just press **F1** if you're using Joystick 1, or **F10** if you're using Joystick 2 or the keyboard. This stops the clock and pauses the game. A screen message appears that reads *OFFENSE CALLS: TIME OUT* (or *DEFENSE CALLS: TIME OUT*, depending on who called it), and gives the number of Time Outs remaining in the half.

If you want a Time Out, press the *FIRE* button. You can then reset the play. 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 to) or you just wanted a pause, rather than to change the formation, press **F1** or **F10** again. Play resumes at the point where you paused the game and you still have the same number of Time Outs left.

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 ball-carrier.

QUICKOUTS

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

CROSS

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

POSTUP

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	RG	RT	TE1	
			QB				SE1
	HB1		FB				

NORMAL/NEAR

WR1	LT	LG	C	RG	RT	TE1	
			QB				SE1
			FB		HB1		

NORMAL/PRO-FORM

WR1	LT	LG	C	RG	RT	TE1	
			QB				SE1
		HB1		FB			

NORMAL/ SHOTGUN

WR1		LT	LG	C	RG	RT	TE1	
	HB1				FB			WR2
				QB				

BIG/FAR

		LT	LG	C	RG	RT	TE1	
SE1				QB				SE2
		HB1		FB				

BIG/NEAR

		LT	LG	C	RG	RT	TE1	
SE1				QB				SE2
				FB		HB1		

BIG/PRO-FORM

WR1	LT	LG	C	RG	RT	TE1	
			QB				SE1
		FB		HB1			

FAST/FAR

	LT	LG	C	RG	RT	TE1	
WR1			QB				SE1 WR2
		HB1					

FAST/NEAR

	LT	LG	C	RG	RT	TE1	
WR1			QB				SE1 WR2
				HB1			

FAST/PRO-FORM

WR1	LT	LG	C	RG	RT		SE2
			QB				WR2
		SE1		HB1			

FAST/SHOTGUN

WR1	LT	LG	C	RG	RT		
							SE2 WR2
SE1				HB1			
			QB				

HANDS/PRO-FORM

WR1	LT	LG	C	RG	RT	TE1	
			QB				WR2
		SE1		HB1			

HANDS/SHOTGUN

WR1	LT	LG	C	RG	RT	TE1	
							WR2
SE1				HB1			
			QB				

KICKOFF RETURN

	RG		RT			LG	
TE1			FB	LT			TE2
	SE1				HB2		
		WR1		HB1			

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 flavours: 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 five 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-to-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 five 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 tapping the FIRE button with the joystick centred (until he's standing on the 4-arrow symbol) and then use the joystick 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		
	RCB2			FS2		
RCB1					LCB1	
		MLB				
RE		RT		LT	LE	

DIME/COVER

		SS		FS1		
	RCB2			FS2		
RCB1					LCB1	
		PLB				
RE		RT		LT	LE	

SPECIAL TEAMS/ PREVENT

			SS			
	FS1			FS2		
RCB2			PLB		LCB2	
RCB1		RE	RT	LE	LCB1	

SPECIAL TEAMS/PUNT RETURN

				WR1						
						SS				
			MLB			LLB				
TE1										TE2
	RLB	RE			RT	LT		LE		

SPECIAL TEAMS/PUNT BLOCK

				FS1						
		FS2	RLB		MLB		SS			
TE1		RE	RT		LT		LE			TE2

SPECIAL TEAMS/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
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PLAYER RATINGS

The skills and attributes of every player in our league is 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 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

DEFENSE

1. Quarterback	Quarterback (QB)	Defensive Line =	Tackle (RT,LT) End (RE, LE)
2. Running Backs	Halfback (HB) Fullback (FB)	Linebackers =	LB (M, middle, R, L, Left, P, Passing)right,
3. Receivers	Wide Receiver (WR) Split End (SE) Tight End (TE)	Defensive Backs =	Strong Safety (SS) Free Safety (FS) Cornerback (RCB, LCB)
4. Offensive Line =	Centre (C) Guard (RG, LG) Tackle (RT, LT)	Special Teams =	Kicker (K) Punter (P)

PLAYER RATINGS				
ALL-MADDEN				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	15	15	6	8
	speed	power	breaking tackles	hands
FB	8	10	13	11
HB1	9	8	15	15
HB2	6	10	12	7
	speed	catching	breaking tackles	quickness
WR1	15	15	8	15
WR2	15	7	15	15
SE1	15	15	12	12
SE2	9	15	15	12
TE1	10	11	11	14
TE2	10	7	11	11
	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
	range	accuracy	consistency	
P	15	3	13	
	speed	tackling	strength	pursuit
RT	5	7	15	12
LE	10	10	15	12
RE	10	7	15	9
	speed	tackling	strength	awareness
LLB	13	12	15	14
	speed	tackling	strength	pursuit
LT	13	7	15	9
	speed	tackling	strength	awareness
MLB	8	14	15	15
RLB	8	9	8	15
	speed	tackling	hitting ability	pass coverage
FS1	10	8	7	15
FS2	5	10	15	15
SS	15	12	15	15
RCB1	15	4	14	15
RCB2	10	6	13	15
LCB1	15	13	0	15
LCB2	5	7	6	9
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	12	12	12	

PLAYER RATINGS				
ATLANTA				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	9	13	4	7
	speed	power	breaking tackles	hands
FB	3	8	2	7
HB1	4	3	0	11
HB2	3	4	0	8
	speed	catching	breaking tackles	quickness
WR1	13	7	5	6
WR2	8	0	4	2
SE1	6	8	8	8
SE2	8	3	0	2
TE1	5	5	7	10
TE2	2	5	4	7
	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
	range	accuracy	consistency	
P	9	12	9	
	speed	tackling	strength	pursuit
RT	8	14	13	10
LE	2	3	6	3
RE	2	3	5	4
	speed	tackling	strength	awareness
LLB	13	3	10	2
	speed	tackling	strength	pursuit
LT	7	6	9	6
	speed	tackling	strength	awareness
MLB	8	10	3	4
RLB	11	2	10	1
	speed	tackling	hitting ability	pass coverage
FS1	5	1	3	3
FS2	10	3	8	4
SS	8	7	12	2
RCB1	15	8	12	14
RCB2	5	2	2	4
LCB1	7	1	5	12
LCB2	8	2	0	7
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	10	2	2	

PLAYER RATINGS				
BUFFALO				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	10	3	6	8
	speed	power	breaking tackles	hands
FB	8	7	7	0
HB1	6	7	15	11
HB2	6	2	3	0
	speed	catching	breaking tackles	quickness
WR1	12	3	3	1
WR2	9	7	3	1
SE1	9	15	11	11
SE2	12	3	0	0
TE1	2	3	0	3
TE2	2	0	0	6
	weight	pass blocking	run blocking	speed
C	283	12	13	0
LG	283	9	11	10
RG	280	6	7	5
LT	288	8	9	10
RT	300	4	8	3
	range	accuracy	consistency	
P	3	3	3	
	speed	tackling	strength	pursuit
RT	10	2	4	3
LE	5	4	3	3
RE	10	8	15	5
	speed	tackling	strength	awareness
LLB	13	5	8	9
	speed	tackling	strength	pursuit
LT	8	5	15	9
	speed	tackling	strength	awareness
MLB	8	9	15	3
RLB	8	9	8	15
	speed	tackling	hitting ability	pass coverage
FS1	5	9	0	15
FS2	5	2	0	10
SS	15	15	14	5
RCB1	15	9	7	10
RCB2	10	2	0	5
LCB1	5	7	6	10
LCB2	15	3	0	4
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	10	5	5	

PLAYER RATINGS				
CHICAGO				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	10	3	10	11
	speed	power	breaking tackles	hands
FB	8	4	4	10
HB1	10	10	7	13
HB2	4	1	6	3
	speed	catching	breaking tackles	quickness
WR1	7	12	10	9
WR2	11	3	3	2
SE1	7	7	4	6
SE2	2	7	0	5
TE1	4	3	5	7
TE2	2	3	7	7
	weight	pass blocking	run blocking	speed
C	265	10	10	6
LG	283	7	11	4
RG	269	5	8	3
LT	272	10	7	0
RT	274	10	7	0
	range	accuracy	consistency	
P	5	2	7	
	speed	tackling	strength	pursuit
RT	5	9	13	11
LE	6	5	3	3
RE	7	7	11	10
	speed	tackling	strength	awareness
LLB	13	7	10	5
	speed	tackling	strength	pursuit
LT	7	4	13	8
	speed	tackling	strength	awareness
MLB	3	6	10	10
RLB	6	11	12	10
	speed	tackling	hitting ability	pass coverage
FS1	5	4	6	5
FS2	5	5	10	5
SS	5	4	4	4
RCB1	10	6	13	9
RCB2	10	3	2	5
LCB1	5	3	9	8
LCB2	8	3	0	6
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	3	13	13	

PLAYER RATINGS				
CINCINNATI				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	8	12	8	12
	speed	power	breaking tackles	hands
FB	8	10	11	15
HB1	9	8	15	15
HB2	9	8	0	3
	speed	catching	breaking tackles	quickness
WR1	9	3	15	12
WR2	6	7	3	1
SE1	15	7	15	15
SE2	6	11	7	2
TE1	10	15	11	8
TE2	4	7	11	8
	weight	pass blocking	run blocking	speed
C	279	12	15	10
LG	276	9	15	0
RG	290	11	9	0
LT	277	12	15	10
RT	297	9	15	0
	range	accuracy	consistency	
P	6	3	5	
	speed	tackling	strength	pursuit
RT	10	6	9	7
LE	0	2	4	6
RE	10	5	3	3
	speed	tackling	strength	awareness
LLB	3	4	15	2
	speed	tackling	strength	pursuit
LT	3	6	1	9
	speed	tackling	strength	awareness
MLB	13	6	1	2
RLB	8	1	2	2
	speed	tackling	hitting ability	pass coverage
FS1	15	10	13	4
FS2	10	2	0	15
SS	15	12	15	15
RCB1	10	6	13	15
RCB2	10	1	6	4
LCB1	10	5	14	9
LCB2	5	3	14	4
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	3	13	10	

PLAYER RATINGS				
DENVER				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	15	4	10	15
	speed	power	breaking tackles	hands
FB	8	9	0	7
HB1	6	8	13	7
HB2	4	7	11	7
	speed	catching	breaking tackles	quickness
WR1	15	15	12	12
WR2	12	11	7	4
SE1	9	3	15	13
SE2	6	7	3	9
TE1	10	7	11	11
TE2	2	11	0	3
	weight	pass blocking	run blocking	speed
C	269	8	11	5
LG	271	11	9	5
RG	292	12	13	10
LT	305	5	10	5
RT	285	9	13	0
	range	accuracy	consistency	
P	7	11	10	
	speed	tackling	strength	pursuit
RT	10	7	3	7
LE	0	7	10	7
RE	10	5	3	8
	speed	tackling	strength	awareness
LLB	8	12	15	7
	speed	tackling	strength	pursuit
LT	8	11	1	9
	speed	tackling	strength	awareness
	0	0	0	0
RLB	13	11	2	7
	speed	tackling	hitting ability	pass coverage
FS1	10	15	0	15
FS2	5	4	0	14
SS	5	10	7	3
RCB1	5	10	6	8
RCB2	15	2	7	3
LCB1	15	13	0	15
LCB2	5	10	0	8
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	5	13	8	

PLAYER RATINGS				
HOUSTON				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	8	12	8	12
	speed	power	breaking tackles	hands
FB	8	10	7	3
HB1	6	5	13	15
HB2	9	6	7	7
	speed	catching	breaking tackles	quickness
WR1	15	11	15	12
WR2	12	11	7	7
SE1	9	11	15	15
SE2	12	7	3	6
TE1	10	11	7	2
TE2	7	3	7	3
	weight	pass blocking	run blocking	speed
C	272	9	5	0
LG	292	9	15	0
RG	292	9	15	10
LT	315	4	5	0
RT	298	12	13	0
	range	accuracy	consistency	
P	15	3	13	
	speed	tackling	strength	pursuit
RT	10	5	15	5
LE	10	3	4	6
RE	10	3	4	3
	speed	tackling	strength	awareness
LLB	3	6	1	15
	speed	tackling	strength	pursuit
LT	3	8	9	4
	speed	tackling	strength	awareness
MLB	8	6	9	1
RLB	13	5	8	7
	speed	tackling	hitting ability	pass coverage
FS1	10	3	0	14
FS2	5	7	0	10
SS	10	13	14	15
RCB1	10	7	0	3
RCB2	5	3	0	9
LCB1	15	7	13	3
LCB2	5	3	6	3
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	13	15	1	

PLAYER RATINGS				
KANSAS CITY				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	11	6	5	4
	speed	power	breaking tackles	hands
FB	8	11	11	8
HB1	7	6	9	7
HB2	4	6	6	7
	speed	catching	breaking tackles	quickness
WR1	5	10	9	8
WR2	3	9	3	4
SE1	5	9	3	7
SE2	6	5	4	2
TE1	2	3	2	5
TE2	5	5	0	3
	weight	pass blocking	run blocking	speed
C	257	9	6	0
LG	300	6	13	5
RG	285	4	7	0
LT	300	6	14	10
RT	298	6	15	5
	range	accuracy	consistency	
P	8	14	12	
	speed	tackling	strength	pursuit
RT	5	6	11	11
LE	10	7	4	3
RE	10	4	4	9
	speed	tackling	strength	awareness
LLB	12	9	3	9
	speed	tackling	strength	pursuit
LT	10	8	11	8
	speed	tackling	strength	awareness
MLB	13	6	11	6
RLB	13	11	3	11
	speed	tackling	hitting ability	pass coverage
FS1	6	11	10	13
FS2	7	2	11	6
SS	8	3	2	10
RCB1	15	10	9	15
RCB2	5	6	6	5
LCB1	9	8	15	14
LCB2	5	4	7	3
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	6	12	4	

PLAYER RATINGS				
LOS ANGELES				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	12	15	8	10
	speed	power	breaking tackles	hands
FB	6	6	11	11
HB1	4	8	11	3
HB2	6	6	3	15
	speed	catching	breaking tackles	quickness
WR1	15	7	11	5
WR2	9	7	15	9
SE1	6	7	15	15
SE2	9	7	7	4
TE1	7	7	11	11
TE2	10	3	7	5
	weight	pass blocking	run blocking	speed
C	284	9	7	0
LG	294	12	13	10
RG	292	4	6	10
LT	286	11	9	5
RT	293	12	13	10
	range	accuracy	consistency	
P	6	1	3	
	speed	tackling	strength	pursuit
RT	10	12	10	8
LE	0	6	3	3
RE	5	4	3	6
	speed	tackling	strength	awareness
LLB	13	12	15	1
	speed	tackling	strength	pursuit
LT	3	8	15	5
	speed	tackling	strength	awareness
MLB	13	12	8	2
RLB	8	8	15	1
	speed	tackling	hitting ability	pass coverage
FS1	10	8	6	15
FS2	5	9	6	3
SS	5	7	7	9
RCB1	15	4	0	4
RCB2	5	1	0	15
LCB1	15	2	0	3
LCB2	5	2	0	3
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	12	4	7	

PLAYER RATINGS				
MIAMI				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	15	15	5	11
	speed	power	breaking tackles	hands
FB	8	9	8	3
HB1	8	6	5	11
HB2	4	7	5	5
	speed	catching	breaking tackles	quickness
WR1	13	11	7	13
WR2	7	13	7	9
SE1	10	11	0	10
SE2	9	0	7	9
TE1	9	8	9	10
TE2	4	7	5	6
	weight	pass blocking	run blocking	speed
C	284	6	9	10
LG	278	11	11	10
RG	276	9	11	6
LT	270	8	10	4
RT	293	4	5	5
	range	accuracy	consistency	
P	11	4	11	
	speed	tackling	strength	pursuit
RT	10	4	4	7
LE	0	6	13	5
RE	10	8	4	6
	speed	tackling	strength	awareness
LLB	11	7	8	9
	speed	tackling	strength	pursuit
LT	5	12	10	10
	speed	tackling	strength	awareness
MLB	3	13	15	9
RLB	5	6	9	8
	speed	tackling	hitting ability	pass coverage
FS1	13	12	13	5
FS2	8	5	7	6
SS	11	6	12	10
RCB1	10	3	5	12
RCB2	10	4	0	7
LCB1	5	4	0	3
LCB2	5	3	0	4
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	15	10	10	

PLAYER RATINGS				
MINNESOTA				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	8	6	10	12
	speed	power	breaking tackles	hands
FB	8	9	7	11
HB1	12	7	3	11
HB2	8	8	3	7
	speed	catching	breaking tackles	quickness
WR1	9	15	15	12
WR2	6	3	11	5
SE1	9	15	7	10
SE2	12	7	7	7
TE1	10	11	11	14
TE2	7	7	3	12
	weight	pass blocking	run blocking	speed
C	259	9	2	10
LG	281	9	13	10
RG	291	5	8	0
LT	281	11	11	10
RT	298	6	13	0
	range	accuracy	consistency	
P	5	4	7	
	speed	tackling	strength	pursuit
RT	5	7	13	11
LE	10	5	2	6
RE	10	7	13	8
	speed	tackling	strength	awareness
LLB	8	7	13	9
	speed	tackling	strength	pursuit
LT	13	7	13	8
	speed	tackling	strength	awareness
MLB	8	14	13	15
RLB	3	9	13	8
	speed	tackling	hitting ability	pass coverage
FS1	10	12	13	10
FS2	10	4	6	4
SS	15	15	15	7
RCB1	13	8	7	14
RCB2	10	8	7	10
LCB1	10	14	6	3
LCB2	10	2	6	3
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	10	10	6	

PLAYER RATINGS				
NEW ENGLAND				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	5	8	5	4
	speed	power	breaking tackles	hands
FB	4	10	8	10
HB1	8	6	6	7
HB2	2	2	3	3
	speed	catching	breaking tackles	quickness
WR1	5	7	6	10
WR2	6	4	4	4
SE1	11	6	13	12
SE2	7	7	6	9
TE1	4	8	3	6
TE2	7	2	2	4
	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
	range	accuracy	consistency	
P	2	1	4	
	speed	tackling	strength	pursuit
RT	10	5	7	7
LE	3	3	7	4
RE	7	8	11	5
	speed	tackling	strength	awareness
LLB	13	6	15	8
	speed	tackling	strength	pursuit
LT	3	10	15	12
	speed	tackling	strength	awareness
MLB	3	5	13	6
RLB	8	9	4	3
	speed	tackling	hitting ability	pass coverage
FS1	5	1	0	10
FS2	10	3	8	4
SS	5	10	0	6
RCB1	5	7	13	10
RCB2	5	2	0	8
LCB1	10	5	7	12
LCB2	5	2	0	4
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	12	13	3	

PLAYER RATINGS				
NEW YORK GIANTS				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	12	11	6	8
	speed	power	breaking tackles	hands
FB	5	9	5	7
HB1	8	5	14	3
HB2	6	4	10	3
	speed	catching	breaking tackles	quickness
WR1	10	7	3	6
WR2	6	6	5	6
SE1	6	5	9	9
SE2	5	6	5	7
TE1	5	8	3	11
TE2	3	0	3	5
	weight	pass blocking	run blocking	speed
C	254	9	8	10
LG	280	9	9	5
RG	297	9	13	10
LT	316	5	11	5
RT	280	5	6	0
	range	accuracy	consistency	
P	14	8	11	
	speed	tackling	strength	pursuit
RT	8	6	4	3
LE	10	4	4	4
RE	6	8	15	12
	speed	tackling	strength	awareness
LLB	3	5	12	3
	speed	tackling	strength	pursuit
LT	3	9	5	10
	speed	tackling	strength	awareness
MLB	15	8	11	11
RLB	13	13	11	10
	speed	tackling	hitting ability	pass coverage
FS1	12	4	8	7
FS2	5	3	2	6
SS	12	12	10	5
RCB1	12	3	3	5
RCB2	7	1	0	7
LCB1	15	8	7	12
LCB2	5	2	2	4
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	7	6	9	

PLAYER RATINGS				
PHILADELPHIA				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	12	4	12	15
	speed	power	breaking tackles	hands
FB	6	9	3	7
HB1	4	6	11	11
HB2	6	6	3	11
	speed	catching	breaking tackles	quickness
WR1	12	11	7	7
WR2	4	7	0	11
SE1	6	7	15	4
SE2	9	0	0	2
TE1	7	15	7	13
TE2	7	11	0	1
	weight	pass blocking	run blocking	speed
C	278	9	7	0
LG	288	6	11	0
RG	286	11	11	5
LT	271	9	5	5
RT	275	6	13	5
	range	accuracy	consistency	
P	3	1	7	
	speed	tackling	strength	pursuit
RT	10	9	15	9
LE	10	10	15	12
RE	6	10	15	12
	speed	tackling	strength	awareness
LLB	8	10	8	15
	speed	tackling	strength	pursuit
LT	3	8	15	12
	speed	tackling	strength	awareness
MLB	8	14	15	15
RLB	8	1	2	3
	speed	tackling	hitting ability	pass coverage
FS1	5	10	15	15
FS2	5	2	7	10
SS	10	10	14	5
RCB1	15	4	14	15
RCB2	10	1	0	4
LCB1	15	6	7	5
LCB2	5	1	1	10
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	3	1	1	

PLAYER RATINGS				
PITTSBURGH				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	7	8	9	11
	speed	power	breaking tackles	hands
FB	7	9	8	10
HB1	9	7	9	3
HB2	5	4	3	8
	speed	catching	breaking tackles	quickness
WR1	11	13	10	15
WR2	5	3	6	3
SE1	8	6	8	9
SE2	8	5	4	5
TE1	3	6	6	7
TE2	2	4	4	6
	weight	pass blocking	run blocking	speed
C	276	6	5	10
LG	261	12	13	7
RG	278	9	14	10
LT	293	6	11	3
RT	266	8	10	6
	range	accuracy	consistency	
P	3	3	3	
	speed	tackling	strength	pursuit
RT	10	8	10	8
LE	8	7	7	10
RE	7	3	5	7
	speed	tackling	strength	awareness
LLB	3	3	3	5
	speed	tackling	strength	pursuit
LT	3	11	15	12
	speed	tackling	strength	awareness
MLB	8	6	10	5
RLB	13	9	15	7
	speed	tackling	hitting ability	pass coverage
FS1	10	7	15	4
FS2	5	3	9	3
SS	13	12	12	4
RCB1	14	5	10	10
RCB2	5	2	12	4
LCB1	9	8	9	13
LCB2	11	4	4	8
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	10	10	13	

PLAYER RATINGS				
SAN FRANCISCO				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	15	15	6	8
	speed	power	breaking tackles	hands
FB	8	10	13	11
HB1	6	10	12	7
HB2	9	7	3	3
	speed	catching	breaking tackles	quickness
WR1	15	15	8	15
WR2	6	7	3	3
SE1	15	11	11	8
SE2	6	7	3	9
TE1	4	7	11	11
TE2	7	7	7	8
	weight	pass blocking	run blocking	speed
C	264	8	9	10
LG	257	6	15	10
RG	276	6	11	0
LT	299	12	15	0
RT	279	12	15	10
	range	accuracy	consistency	
P	6	1	7	
	speed	tackling	strength	pursuit
RT	0	4	3	6
LE	10	10	10	11
RE	10	8	9	7
	speed	tackling	strength	awareness
LLB	13	12	15	14
	speed	tackling	strength	pursuit
LT	3	8	2	6
	speed	tackling	strength	awareness
MLB	8	15	15	14
RLB	3	6	8	14
	speed	tackling	hitting ability	pass coverage
FS1	10	8	7	15
FS2	10	6	7	8
SS	10	15	14	2
RCB1	15	10	13	8
RCB2	5	2	0	8
LCB1	5	15	13	8
LCB2	10	6	7	2
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	12	12	12	

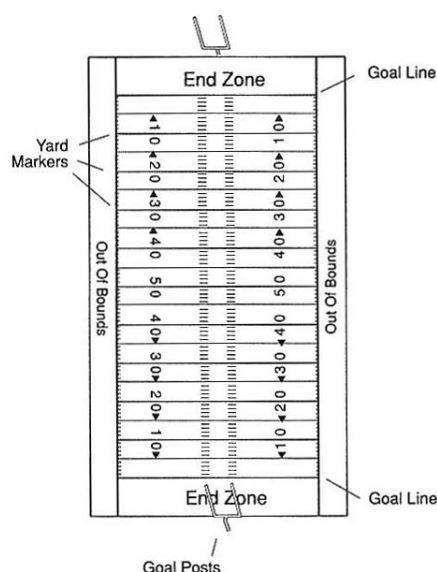
PLAYER RATINGS				
WASHINGTON				
PLAYER				
	passing range	passing accuracy	speed	scrambling
QB	14	10	6	11
	speed	power	breaking tackles	hands
FB	6	10	7	7
HB1	7	8	10	7
HB2	5	7	4	5
	speed	catching	breaking tackles	quickness
WR1	12	10	12	13
WR2	11	10	9	12
SE1	9	11	11	15
SE2	6	7	4	7
TE1	6	7	5	8
TE2	2	2	0	6
	weight	pass blocking	run blocking	speed
C	264	11	11	10
LG	272	6	12	10
RG	299	11	11	2
LT	299	12	15	10
RT	312	12	15	0
	range	accuracy	consistency	
P	8	13	11	
	speed	tackling	strength	pursuit
RT	2	9	13	7
LE	10	8	11	10
RE	10	6	13	11
	speed	tackling	strength	awareness
LLB	5	8	8	4
	speed	tackling	strength	pursuit
LT	2	6	15	7
	speed	tackling	strength	awareness
MLB	3	3	12	2
RLB	13	10	15	6
	speed	tackling	hitting ability	pass coverage
FS1	5	8	11	9
FS2	6	4	9	5
SS	5	11	12	4
RCB1	10	8	9	6
RCB2	5	2	9	8
LCB1	15	3	11	9
LCB2	12	4	10	5
	speed	tackling	strength	awareness
PLB	8	10	1	6
	range	accuracy	consistency	
K	2	9	7	

APPENDIX A: QUICK GUIDE TO AMERICAN FOOTBALL

For those of you who know nothing of the rules of American football, here's an introduction to the basic principles of the game.

Overview

The main playing area is 53 1/2 yards wide and 100 yards long, divided into two 50 yard halves. At each end of the field is an additional ten yard section called the *end zone*.



Each team has 11 men on the field. At any point in the game, there is an attacking team, or *offense*, and a defending team, or *defense*. The offense is trying to score points, and in order to do that it's got to move the ball across the defense's goal line and into the end zone. In rugby they call this scoring a try, but in American football it's a *touchdown*. Each touchdown earns the offense 6 points. The touchdown is the primary way to score points — there are a few other ways, but we'll talk about those later. Most of the game runs like this: The two teams line up against each other on either side of an imaginary line. This imaginary line — the *line of scrimmage* — runs through the point on the field where the ball currently rests. The offense has four attempts to move the ball from the line of scrimmage to the defense's goal line. These attempts are called *downs*: first down, second down, and so on. If the offense manages to move the ball 10 or more yards closer to the defense's goal line, they get a *new* first down from the point where the ball came to rest. The teams now line up on the new line of scrimmage and the offense has four more attempts to move the ball ten or more yards. If the offense either scores a touchdown or fails to gain ten yards in four downs, play passes to the other team, who become the offense and try to move the ball in the opposite direction — toward the other team's goal line. The game continues like this through four 15 minute *quarters*.

The Kickoff

The game begins with the visiting team kicking the ball from their 35 yard line toward the players of the home team. The home team catches the ball and runs toward the centre line and their opponents' end zone. The kicking team pursues the player who caught the ball and tries to knock him to the ground, or *tackle* him. When the player carrying the ball is tackled or runs

out of bounds (off the edge of the field), play stops and the referee marks the spot at which it happened. This is known as *spotting* the ball, and play resumes from here. The team that kicked the ball is the defense, and the team that caught the ball is the offense. If the kick is caught in the end zone, the home team can touch the ball on the ground rather than run towards the centre line. Known as a *touchback*, this action automatically sets the line of scrimmage on the 20 yard line.

The Scrimmage

Before each play begins, the two teams get in a circle — that is, they *huddle* — to discuss tactics. The offense plans a strategy intended to get the ball at least ten yards closer to the defense's goal line; the defense tries to anticipate the offense's plan of action and arrange their players in such a way as to prevent the offense from gaining yardage. An important thing to remember about American football is that even though each team has only 11 players out on the field, there are actually 45 players per team. Depending on the offensive or defensive strategy chosen, different players are brought out. For example, if your team is the offense and you think that the only chance you have of gaining yardage is with a long pass, you want to bring out a lot of players that can run fast and catch well. Once a play has been chosen, the teams line up opposite each other along the line of scrimmage in a *formation*. The formation varies depending on the strategy selected. Between the two teams, along the line of scrimmage, is a neutral zone the width of the football. If a player from either side enters this area before the ball is brought into play, an *offsides* penalty is called and five yards are taken from the offending team.

The Snap

The *quarterback* is the player in charge who calls the plays for the offense. On the quarterback's instructions, the offensive player holding the ball — known as the *centre* — snaps the ball back to the quarterback. At this point, the ball is considered 'in play'. Players from both teams can cross the neutral zone and all hell breaks loose on the field. The offense must now physically move the ball toward the defense's goal line. There are two ways to do this. The most obvious is to carry the ball toward the goal line. This is known as a *running play*. The other method is to throw the ball forward to another player. They call this a *passing play*. Only one forward pass can be made per play. It can be passed to another player after this, but only if the player is level with or behind the passer.

Offense: Running Plays

Once the quarterback receives the snap, he can hand or pass the ball to another player behind the line of scrimmage, who then attempts to weave his way through the defense toward the goal line. Alternately, he can choose to run with the ball himself. The defense tries to tackle the guy with the ball or force him out of bounds. If they succeed, the spot where the ball became 'out of play' is marked. This point is then compared with the original line of scrimmage. If 10 yards or more have been gained, a new first down is awarded. If less than 10 yards have been gained, the ball is spotted at its new yardage line and the next down is declared. After each play, the current down and the number of yards needed to get another first down are announced. For example, say it's the first down and the defense tackles the ballcarrier four yards in front of the original line of scrimmage. The next play would be described as 'second and six,' indicating that the offense was on its second down and

now needed six more yards to gain a new first down. The offense can also *lose* yardage. For instance, if the defense tackled the ballcarrier three yards behind the original line of scrimmage, the next play would be described as 'second and thirteen.' The most common type of running play is the *handoff*, in which the quarterback literally places the ball in the hands of another player who is sprinting toward the defense's end zone. Another type of running play is the *pitchout*, in which the quarterback tosses the ball underhand to a player running wide toward the edge of the field.

Offense: Passing Plays

In passing plays, the quarterback throws the ball overhand to a receiver who attempts to catch it. If the receiver manages to catch the ball, he puts his head down and runs like hell toward the defense's goal line. If he's already in the end zone, it's a touchdown. When performing a passing play, the quarterback waits for the snap and then drops back into an area known as the *pocket* — a momentarily safe area created by blockers, who are keeping the big defensive guys off him while he scans the field for a suitably placed receiver. Of course, dropping back into the pocket alerts every guy in the defensive front line that a pass is about to go down, so they try to blast through the offensive blockers, hoping to reach the quarterback or at least upset his throw. This is known as a *pass rush*. If the quarterback can't find an open receiver, he may have to make a run for it to avoid being tackled. This last ditch attempt to gain a few yards is called a *scramble*. If the defense does manage to tackle the quarterback behind the line of scrimmage, it's called a *sack*. Getting sacked is a quarterback's worst nightmare. A pass is declared *complete* when the receiver clearly has the ball in his possession — not in and out of his hands like a wet fish — and both his feet are within the boundaries of the field. If the ball isn't caught, then the pass is declared *incomplete* and the ball is spotted at its last position. For example, say the offense is on its second down with twelve yards to go. If their pass is incomplete, the ball is spotted again and play resumes at 'third and twelve.' Occasionally a player on the defense manages to catch a ball thrown by the offense. This is known as an *interception*. As soon as a ball is intercepted, the defense immediately becomes the offense and is free to run the ball toward the opposite goal line. It's against the rules for a player to impede another player — offense or defense — who is trying to make a catch. When this occurs, *pass interference* is called. If the defender interferes with an offensive receiver, the ball is spotted at the point where the interference occurred and the offense is given an automatic first down. If an offensive player interferes with a defensive receiver, a 10 yard penalty is given against the offense — that is, the ball is spotted 10 yards behind the line of scrimmage.

Punts

On the fourth down, the offensive team can choose to kick (*punt*) the ball toward the opponent's goal line. The centre snaps the ball back about 15 yards from the line of scrimmage to the punter, who then kicks the ball into the defense's half as if it were a kickoff. The defense catches and takes possession of the ball, thus becoming the offense. Punting is particularly useful when the offense is stuck down on its half of the field and they don't think they can get a new first down. A long punt can drive the opposing team deep into their own territory and make it more difficult for them to gain enough yardage to score. The offense can also fake a punt — the punter makes like he's going to kick, but at the last moment throws the ball to an open receiver or hands the ball to a fullback.

Defense: Gaining Possession

The defensive team has two goals in mind. The immediate goal is to keep the offense from gaining territory, making first downs, and scoring touchdowns. Keeping the offense at bay through four downs isn't easy, so the defense's secondary goal is to take possession of the ball and become the offense. This can be achieved by *turnovers*. One type of turnover, mentioned earlier, is the pass interception. The other is the *fumble*, when the offense accidentally drops the ball. If a defensive player manages to pick up or *recover* a fumbled ball, he's considered to have possession of the ball and is free to run it toward the opposing team's goal line.

Audibles and Time Outs

Once each team has called its offensive or defensive play, it lines up on the line of scrimmage. At this point, they try to guess the other team's strategy from the types of players they have on the field and the kind of formation they're in. The quarterback or defensive lineman who calls the plays may decide that the play or formation he chose is inappropriate, given the apparent strategy of the opposing team. When this happens, there are two kinds of last minute changes he can make. First, he can call an *audible*. An audible is a special pre-arranged play associated with a particular combination of numbers and words. It might be a trick offensive play or a defensive rush. By audibly calling out code words or numbers before the ball is snapped, the quarterback or linebacker alerts the team that the special play is replacing the one previously called. If the coach decides he needs a complete change of formation, he can call a time out. During time outs, the game clock is stopped and the teams have 90 seconds to reorganize the play from scratch. Each team has three time outs during a half.

Scoring Points

We've already mentioned the touchdown, but there are other ways to score, too. After a touchdown, the offense can try to make a point after touchdown (PAT). The ball is spotted on the three yard line and snapped back about seven yards or so to a holder. The holder places the ball on the ground and orientates it for the kicker, who attempts to bury it over the cross bar and between the goal posts. A successful PAT gives the offense 1 point.

The offense can also score from a normal down by kicking a *field goal*. This is rarely attempted from further out than 40 yards. It takes exactly the same form as a PAT: the centre snaps to a holder, who orientates the ball for the kicker. A successful field goal gives the offense 3 points. If the attempted field goal is unsuccessful, the defense takes possession of the ball at the spot where the kick was attempted.

The defense can also score in a situation known as a *safety*. This occurs when a defensive player tackles the ballcarrier in the offense's own end zone. This earns the defense two points.

The Teams

Each team consists of a pool of 45 players, any 11 of which are on the field at the same time. Each team has a number of different 11-man configurations, divided into offensive, defensive and special teams. The latter are used mainly for kicking plays — kickoffs, field goals, punts and PATs.

Though there are many possible variations, a typical offensive lineup can be divided into three main categories:

- Linemen (or offensive line)

A centre flanked by two guards, in turn flanked by two tackles. The tackles protect the backs from defense rushes.
- Receivers

Two wide receivers and tight end at one end of the line. The wide receivers are usually fast and handy, while the tight end is a bigger and heavier receiver who can act as a blocker if necessary.
- Backfield

The quarterback and two running backs (halfbacks, fullbacks, or both). The quarterback is the boss, calling the plays, doing most of the ball handling, passing, and even running occasionally. The fullback is the heaviest offensive player in on the field, generally used for short running plays and protecting the quarterback. The halfback is a multi-function player who can run, block, receive, or even pass when necessary.

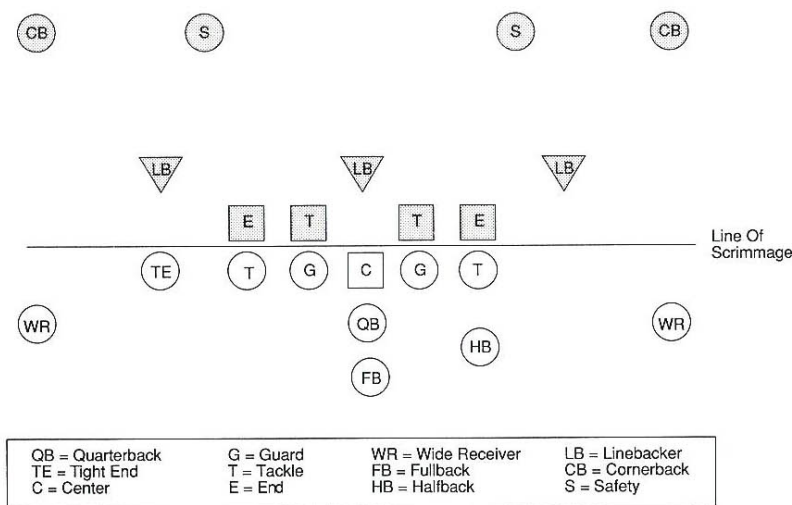
The defensive lineup can also be divided into three categories:

- Defensive Line

Three or four big defenders, consisting of one or two tackles flanked by two ends. It's their job to block running plays through the centre and rush the quarterback.
- Linebackers

Three or four multi-purpose defenders who can chase runners or drop back to defend against passes. In a blitz defense, the linebackers may also rush the offensive line.
- Defensive Backs

Four back line defenders, consisting of two safeties flanked by two cornerbacks. The defensive backs guard the area behind the linebackers called the secondary. They're the last line of defense against running backs and receivers.



APPENDIX B: CONTROL SUMMARY

You control the player standing on the 4-arrow symbol. Move the joystick in the direction you want the player to run.

Defense Kickoff

Tap FIRE	Start kick and bring up Kick Meter
Joystick RIGHT	Control next player in team
Joystick LEFT	Control previous player in team
Joystick UP	Alert team to audible
Once team is alerted to audible:	
Joystick LEFT	Normal formation
Joystick UP	Normal formation
Joystick RIGHT	Onside formation
Using the Kick Meter:	
Joystick LEFT	Aim kick to left side of screen
Joystick RIGHT	Aim kick to right side of screen
Tap FIRE	Freeze Power Level and execute kick

Selecting Formations and Plays

Joystick LEFT	Scroll plays left
Joystick RIGHT	Scroll plays right
Joystick DOWN	Go to parent Formation or Set
Hold FIRE, Joystick LEFT, Release FIRE	Select Window A
Hold FIRE, Joystick UP, Release FIRE	Select Window B
Hold FIRE, Joystick RIGHT, Release FIRE	Select Window C

If you're holding down the button and you want to **cancel** your choice, just centre the joystick and release the button.

Offense – Before the Snap

Joystick DOWN	Fake the snap
Tap FIRE	Snap the ball
Joystick UP	Alert team to audible
When team is alerted to audible:	
Joystick LEFT	Trick play
Joystick UP	Anti-Blitz play
Joystick RIGHT	Running play

Offense – Running Play

Joystick in any direction

Tap FIRE,

Joystick in any direction

Hold FIRE,

Joystick in any direction

Joystick centred,

Tap FIRE

Control ballcarrier

Ballcarrier dives in direction held

Gives ballcarrier extra umph

Ballcarrier spins

Offense – Passing Play

Joystick in any direction

Joystick LEFT, RIGHT, or UP,

Tap Fire

Joystick centred,

Tap FIRE

Joystick DOWN,

Tap FIRE

Control quarterback

Quarterback dives in direction held

Quarterback spins

Bring up Passing Windows

When the Passing Windows are up:

Hold FIRE,

Joystick LEFT,

Release FIRE

Hold FIRE,

Joystick UP,

Release FIRE

Hold FIRE,

Joystick RIGHT,

Release FIRE

Select Window A

Select Window B

Select Window C

Controlling the receiver once the ball is thrown:

Tap FIRE,

Joystick in any direction

Hold FIRE,

Joystick in any direction

Dive for ball in direction held

Jump for ball in direction held

Defense – Before the Snap

Hold FIRE,

Joystick LEFT or RIGHT

Joystick in any direction

Hold FIRE,

Joystick DOWN

Hold FIRE,

Joystick UP

Change player under control

Control player

Anticipate the snap

Alert team to audible

When team is alerted to audible:

Joystick LEFT	Anti-Run play
Joystick UP	Blitz play
Joystick RIGHT	Stunt play

Defense – After the Snap

Joystick in any direction	Control player
Tap FIRE	Change control to player closest to the ballcarrier
Hold FIRE,	
Joystick in any direction	Jump to block or catch or dive to make a tackle

When player is in contact with the offensive ballcarrier, you can tap FIRE to try to strip the ball and cause a fumble.

Keyboard Control

The following keys emulate joystick control

Z, X	Left, right
/, #	Down, up
Return	Fire

MISCELLANEOUS KEYS

F1	Pause Player 1
F10	Pause Player 2
Shift-Esc	Escape to menu

When in Pause mode, tapping FIRE calls a Time Out for the player's team.

Original John Madden Football Credits

John Madden Football developed by Park Place Production Team, Oceanside, CA

John Madden Football designed by John Madden, Scott Orr & Richard Hilleman for Electronic Arts Documentation: R.J. Berg

Credits for the Amiga Version

Programming: Gary Roberts

Static Artwork, EASN Intro, and Title: Carl Cropley

Player Sprites: Martin Calvert

Music & Sound Effects: Jason A.S. Whitely

Producer: Kevin Shrapnell

Assistant Producer: Scott Probin

Testing: John Roberts, Matt Webster & Michael Lubuguin

Technical Assistance: Colin McLaughlan

Product Manager: Neil Thewarapperuma

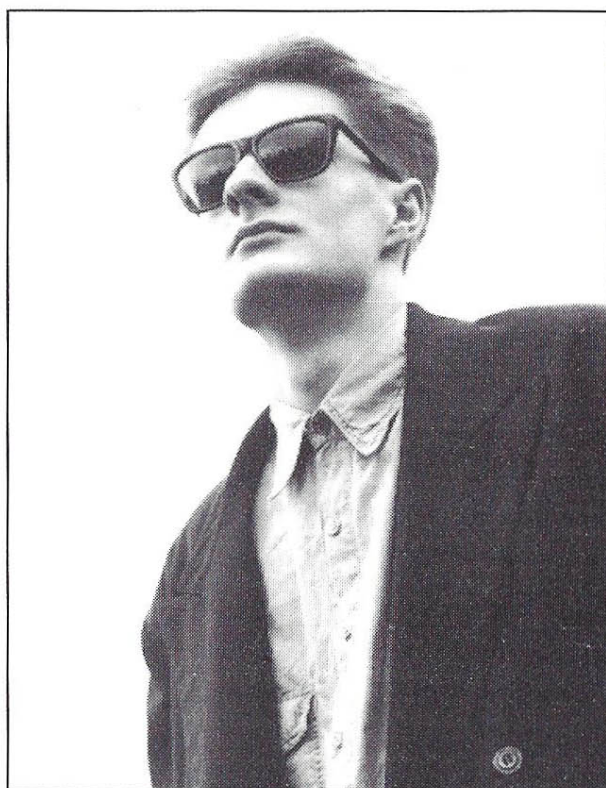
Package Design: The Harper Partnership

Package illustration: Lee Montgomery / Beehive Illustration

Quality Assurance: Richard Gallagher

Amiga Documentation Revision: Tim Ponting & David Luoto

Manual Layout: Chris Morgan



ABOUT GARY ROBERTS

Gary started programming at college, where he did his A levels in Computer Science, Maths, Technology and Electronics and wrote some games that gave plumbing problems to various networks and almost got him thrown out.

After college, it was on to the university, where he got a degree and some placements he'd rather forget about. Then IBM snatched him up and made him work on a CD-ROM-based ray-tracing multi-media project and some other things with lots of hyphens in them. During this time of collars, ties and corporate lunches, he worked on something called *Pink Floyd: The Wall*, now the Numero Uno demo on the Amiga.

He also wrote a game for the Amiga called TANX, which was published on Amiga Computing and Amiga Action. It was this kind of stuff that got the attention of Electronic Arts and their score of roving talent scouts. That, and the 231 CVs he sent us.

When Gary isn't sweating over other hot Amiga conversions, you'll find him flying models, gliding in various contraptions, and basking in the worship of adoring females. As he blithely sums it up: "It's a life."



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