

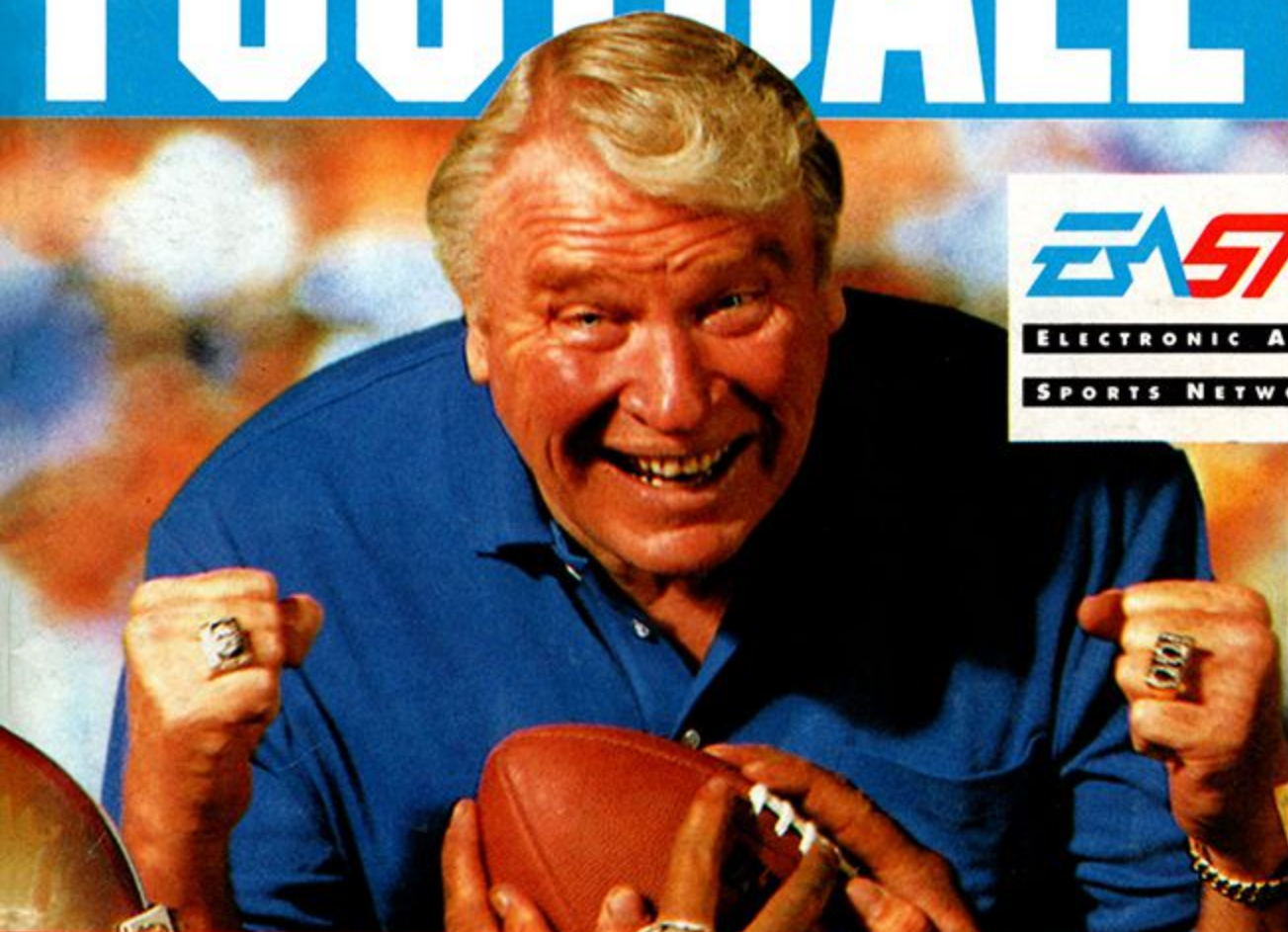
JOHN MADDEN

# FOOTBALL™



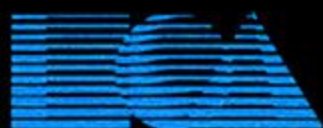
ELECTRONIC ARTS

SPORTS NETWORK



*John Madden*

INSTRUCTION BOOKLET



ELECTRONIC ARTS®

**SUPER NINTENDO**

ENTERTAINMENT SYSTEM

**WARNING:** PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME BOOKLET.



John Madden Football developed by Park Place Production Team, Oceanside, CA. From left to right: Steve Quinn, Donald Landon, Doug Johnson, David Pastor, Jim Hanson, Shaunn Lawrence, Altair Lane, Tim Hays, Jim Haldy, Troy Lyndon, Sharon Whipple, Jim Simmons, Erich Horn, Will Robinson, Dave Miller, Brian O'Hara, Michael Knox.

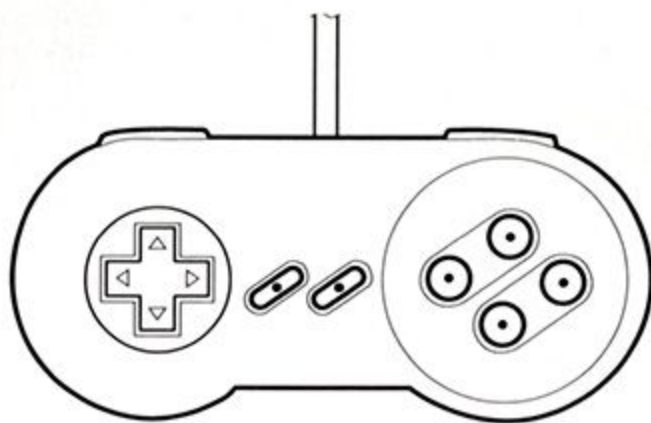
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## SUMMARY OF COMMANDS

### KICK-OFF

X	Y	B	A	Trigger
	W/Audible calls onside kick formation.	Kickoff & Activate closest defender.	Call Audible.	

### RECEIVING ONSIDE KICK

X	Y	B	A	Trigger
	W/ Audible attempts to receive kick on the left side of the field.	W/Audible attempts to receive kick in the center of the field.	Call Audible W/Audible attempts to receive kick on the right side of the field.	

### OFFENSE - BEFORE THE SNAP

X	Y	B	A	Trigger
Fake snap.		Hike ball.	Call Audible.	
Changes active player in Teammates mode w/control 2.				

### OFFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel audible.	Running play.	Anti-blitz play.	Trick play.	

### OFFENSE - AFTER THE SNAP

#### RUNNING

X	Y	B	A	Trigger
	Dive.	"Umph" break tackle.	Spin.	

#### PASSING

X	Y	B	A	Trigger
Pass to receiver in window X.	Pass to receiver in window Y.	Show passing windows.	Pass to receiver in window A.	
Pass to receiver in window X.				

## SUMMARY OF COMMANDS (continued)

### RECEIVING/RUNNING

X	Y	B	A	Trigger
Reach for catch.	Dive.	"Umph" break tackle.	Spin.	

### DEFENSE - BEFORE THE SNAP

X	Y	B	A	Trigger
		Activate defender.	Call audible.	Line surge.

### DEFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel audible.	Stunt.	Blitz.	Defend against run.	

### DEFENSE - AFTER THE SNAP

X	Y	B	A	Trigger
Reach.	Dive.	Activate defender nearest to ball.	Power tackle.	

## PLAYER IDENTIFICATION MARKER

**ONE PLAYER**—Blue before snap on offense, Yellow for ball-carrier, Blue for defense.

**TWO PLAYERS**—Player One: Blue before the snap on offense, Yellow for ball-carrier, Blue on defense. Player Two: Gray before the snap on offense, Yellow for ball-carrier, Gray on defense.

**TEAMMATES**—Player One: Light Blue. Player Two: Gray.  
Ball-carrier: Yellow.

# CONTENTS

## PLAYING THE GAME

GAME SET-UP .....	2
SCOUTING REPORT .....	5
PLAY CONTROLS .....	5
TEAMMATES .....	5
THE KICK-OFF .....	7
OFFENSE .....	8
DEFENSE .....	13
SPECIAL TEAMS (PUNT/FIELD GOAL) .....	15
MAXIMIZING YOUR POTENTIAL/THE X BUTTON .....	16
THE PLAY CLOCK .....	17
PAUSE/TIMEOUT .....	17
THE ELEMENTS .....	18
PENALTIES .....	18
TURNOVERS .....	19
INSTANT REPLAY .....	19
PLAYOFFS .....	20
STATISTICS .....	21

## JOHN MADDEN'S FOOTBALL TALK

AUDIBLES .....	22
THE SNAP .....	22
TIME OUT .....	23
OFFENSE—SETS, FORMATIONS, AND PLAYS .....	23
DEFENSE—FORMATIONS, SETS, AND PLAYS .....	27



John Madden football is the best game going. It's exciting, fast-paced, and unpredictable. The coach has put together a professional playbook so you can pit your football wits against a friend's, or against Madden himself. This manual puts all the necessary instructions at your fingertips. If you want to start

right away, follow the simple start-up procedure listed below then turn back to the page called **CONTROLLING THE GAME**. As you get more and more into the game you'll probably find it useful to consult the fully detailed instructions in **PLAYING THE GAME** and the complete set, formation and play descriptions in **JOHN MADDEN'S FOOTBALL TALK**.

### **FIRE OFF THE LINE: STARTING UP THE GAME**

1. Flip OFF the power switch on your Super NES.

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

2. Make sure a Controller is plugged into the port labelled **1** on the Console.

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

3. Insert the game cartridge into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

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

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





## PLAYING THE GAME

### GAME SET-UP

You'll use the **Game Set-Up** Screen every time you play *John Madden Football*.

- D-Pad up or down to highlight the options.
- D-Pad left or right to change the settings.
- Press START to begin the game.

### GAME MODE:

**REGULAR SEASON:** Play a regular season game. All penalties and the play clock are in enforced.

**PRE-SEASON:** Play a pre-season game. The play clock is not enforced.

**PLAYOFFS:** You can enter the post-season tournament in One Player mode only. All penalties and the play clock are in enforced.

**SUDDEN DEATH:** Play until one team scores. All penalties and the play clock are enforced.



## **PLAYER SELECT**

**ONE PLAYER:** Play against the computer. (You will always be the home team.)

**TWO PLAYERS:** Play against another person. (Not in PLAYOFFS.)

**TEAMMATES:** Two players compete against the computer. (Not in PLAYOFFS.)

**DEMO:** Watch an exhibition game. Press any button to return to the **Game Set-Up** screen.

**TEAM ONE** - Home team.

**TEAM TWO** - Visiting team.

## **QUARTER LENGTH**

5, 10, or 15 minutes.

## **FIELD TYPE**

GRASS or TURF.

## **WEATHER**

FAIR, RAIN/MUD, or SNOW/ICE (No domed stadiums.)



## SCOUTING REPORT



After you've set up your game and pressed START, the **SCOUTING REPORT** screen will appear. On this screen the two teams about to square off are compared to each other by position.

At least one check mark will appear at every position, for one team or the other. The team with the checkmark is stronger than its opponent at that position.

If both teams have a check mark at a given position, then both teams are relatively equal at that position.



## PLAY CONTROLS

Throughout the game you control the player standing on the four-arrow cross. When playing in **TWO PLAYERS** mode, **TEAM 2** is controlled by the player with controller 2.

## TEAMMATES

When playing in the **TEAMMATES** mode the player with controller 1 controls the man on the BLUE cross. The player with controller 2 controls the player on the GRAY cross.



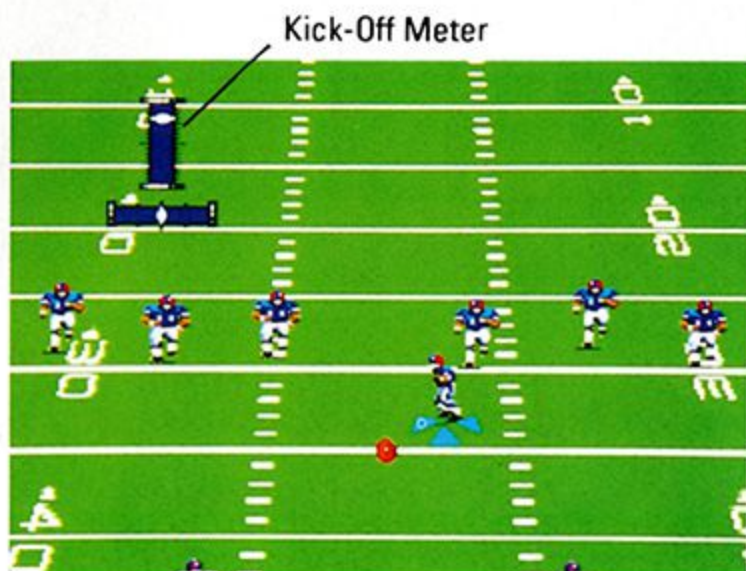
In **TEAMMATES** mode, the player with controller 1 "is" the quarterback and therefore responsible for selecting the sets, formations, and plays and snapping the ball.

A YELLOW cross indicates the ball-carrier. When Player 1 (the quarterback) hands off or passes to Player 2, then player 2 is marked with the YELLOW cross. But when Player 1 hands off or passes to a player not controlled by Player 2, then Player 1 "becomes" the ball-carrier and is marked with the YELLOW cross.

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

In **TEAMMATES** mode, when one player is dissatisfied or upset with the play of his teammate, there is no need to argue. For example, if the player controlling the quarterback and the play-calling is making a lot of unwise decisions, both players should discuss the problem and come to an agreement—perhaps pause the game and decide together which play to run next. It's ok to be angry, but don't let your anger get the best of you, and never resort to violence.





## THE KICKOFF:

You control the kickoff with the Kick Meter. If you wait too long before kicking off, the computer will kick for you, and not very well. Always kickoff for yourself.

- Press **B** to start kicker.
- D-Pad left or right to aim the kick.
- Watch the Strength Marker rise on the Kick Meter.
- Press **B** again to kick football. The higher the Strength Marker on the Kick Meter, the farther the ball will travel.
- Press **B** again to activate man nearest to ball-carrier.

(See **DEFENSIVE ACTIONS** on p.15 for tackling instructions.)

**AUDIBLE:** You cannot call an onside kick after a safety.

- Press **A** to call an audible.
- Press **Y** for the onside kick formation.
- Press **B** to kick the ball.
- Press **B** to activate the man closest to the ball.
- Press **Y** to dive on the ball.



## RECEIVING THE KICK

- The return man stands on the four-arrow cross.
- Either let the Super NES pick his return route or control player with D-Pad.
- When you field the ball in the endzone, remain there if you wish to down the ball for a touchback. Once out of the endzone, you cannot return to the endzone to down the ball for a touchback.

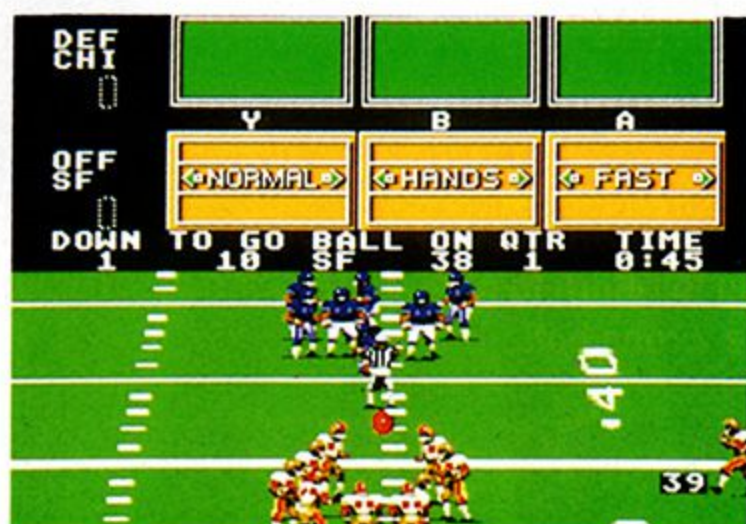
## OFFENSE:

When you are on offense you must start the play by hiking the ball. After that you can allow the play to run itself, or you can control the ball-carrier. The ball-carrier stands on the yellow four-arrow cross.

## MADDEN'S CHOICE

When in doubt, go with Madden's choice. To select Madden's choice, choose the set in the **B** window at the beginning of the down, then select the formation in the **B** window, and then choose the play in the **B** window.

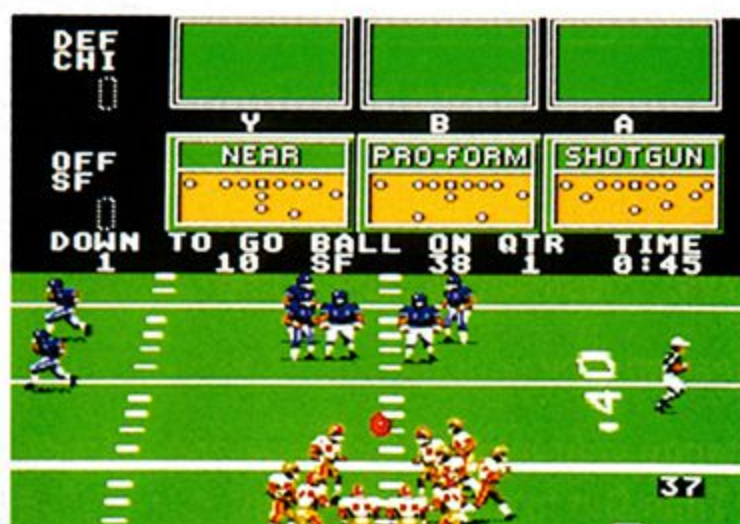




An offensive set is a group of players chosen for certain formations to run specific plays.

- D-Pad left or right to reveal the different sets.
- Select desired set with the corresponding button.
- D-Pad up to return to previous options if you change your mind or hit the wrong button.

When you change sets, the name of the new set flashes on the screen above the huddle as the substitutions are shuffled in.

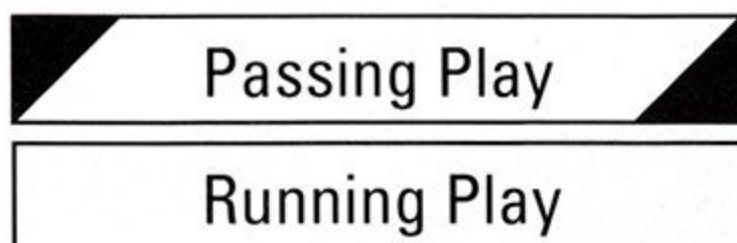


The formation tells the players how to line up before the snap.

- D-Pad left or right to reveal the different formations.
- Select desired formation with the corresponding button.
- D-Pad up to return to previous options if you change your mind or hit the wrong button.



- D-Pad left or right to reveal the different plays.



Plays with a diagonal slashes at both ends of the play title are passing plays. Those without these marks are running plays.

- Select desired play with the corresponding button.
- If you change your mind or hit the wrong button, you will have to call a **Time Out** to change the play. (See **TIME OUT** p.17)

When you select a play, your players line up in their respective positions.

- Press **X** if you want to fake a snap.
- Press **B** to snap the ball.

**AUDIBLE**—Once you select an audible play, there's no turning back. You can call another audible play if you like, but you will not be able to return to your original play unless you call a **Time Out**.

- Press **A** to call an audible.
- Press **Y** for a running play.
- Press **A** for a trick play.
- Press **B** for an anti-blitz play.
- Press **X** to cancel audible (before one of the above plays is selected).

#### **RUNNING:**

- Use D-Pad to control runner.
- Press **Y** to dive.
- Press **B** for "umph" to break tackle.
- Press **A** to spin.



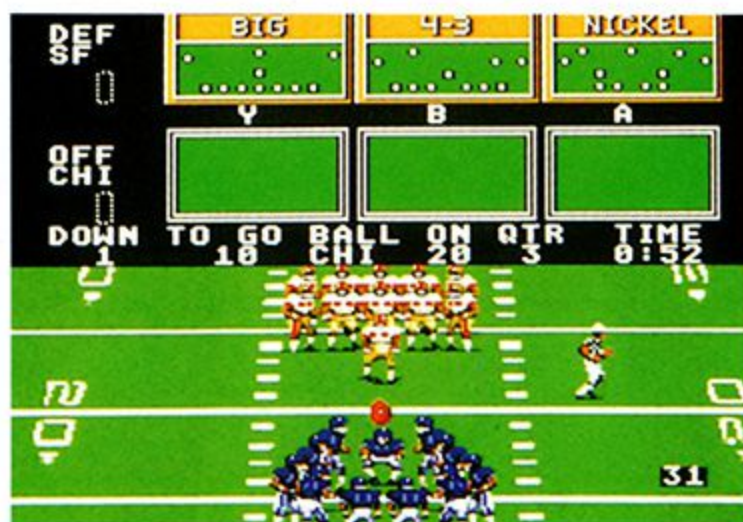
## PASSING

- Press **B** to bring up the passing windows.
- Press **Y** to pass to receiver in window Y.
- Press **X** to pass to receiver in window X.
- Press **A** to pass to receiver in window A.
- Press **B** to pass to receiver in window X.



## RECEIVING/RUNNING

- Press **Y** to dive for the ball.
- Press **X** to reach for the ball.
- Press **A** to spin.
- Press **B** for "umph" to break tackle.





## DEFENSE:

As with offense, the defense will control itself if you let it. In fact, you don't even have to call a defensive play. If you choose to, you can sit back and let Super NES play defense for you. The computer will select Madden's choice, which is the **B** option (see MADDEN'S CHOICE p.8). Experienced players generally elect to make their own decisions.

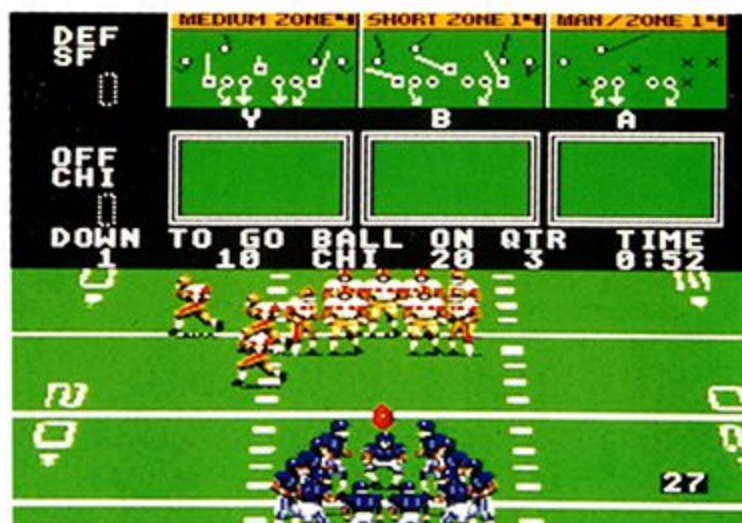
After the offense selects its set, the name of that set will appear on the screen for a moment. This gives you an opportunity to counter that set with a formation. (See **John Madden's Football Talk** on p.22.)

The active defender stands on a gray or blue four-arrow cross, depending on the mode.

- D-Pad left or right to reveal the different formations.
- Select desired formation with the corresponding button.
- D-Pad up to return previous options if you change your mind or pressed the wrong button.



- D-Pad left or right to reveal the different sets.
- Select desired set with the corresponding button.
- D-Pad up to return to previous options if you change your mind or pressed the wrong button.



- D-Pad left or right to reveal the different plays.
- Select desired play with the corresponding button.
- If you change your mind or hit the wrong button, you will have to call a **Time Out** to change the play. (See **TIME OUT** on p. 17.)

When you select a play, your defensemen line up in their respective positions.

- Press **B** to activate nearest defender after the play calling window scrolls off screen.
- Use D-Pad to control defender.

**AUDIBLE**—Once you select an audible play, there's no turning back. You can call another audible play if you like, but you will not be able to return to your original play unless you call a **Time Out**.

- Press **A** to call an audible.
- Press **A** to protect against the run.
- Press **B** to call a blitz.
- Press **Y** to call a stunt.
- Press **X** to cancel audible (before one of the above plays is selected).

## DEFENSIVE ACTIONS:

- Press **B** to select the player you control before the snap and to activate the player closest to ball carrier after the snap.
- You can create your own formations by pressing **B** before the snap to select the players you want to reposition. Use the D-Pad to move them where you want them to stand.
- You can also use the player you control before the snap to reposition his teammates by physically nudging them to where you want them to stand.
- Press either finger trigger to explode off the line at the snap of the ball. If you press it too early you will be called for offsides.
- Press **B** to control the player closest to the ball, and use the D-Pad to guide the activated defender into the ball-carrier to tackle him.
- Press **Y** for a dive tackle
- Press **A** for a power tackle.
- Press **X** to raise arms to block a kick or deflect a pass.



## SPECIAL TEAMS (PUNT AND FIELD GOAL)

The kick on a punt or a field goal works the same way as on a kickoff. If you wait too long after the snap, the computer will punt for you, and it won't do a very good job of it.

- Select the special teams set of your choice with the corresponding button.
- Select from one of the two play options available for each set.

## FAKES (PUNT/FIELD GOAL)

These plays are designed for the punter/holder to pass the ball downfield. If you want to run you have to be quick about it.

- Press the D-Pad in the direction you want to run BEFORE you snap the ball.

## MAXIMIZING YOUR POTENTIAL/THE 'X' BUTTON

**RUNNING:** As you become more familiar with the game, you will notice 'the holes' open up on the running plays. The offensive linemen are usually able to keep a hole open only for a brief moment, and it's up to you as the ball carrier to burst through the hole using the D-Pad the instant it opens. Nothing infuriates the coach and the linemen more than a running back who doesn't stick with the play. "These plays are designed for a reason," the coach might scream, "if you can't get with the program we'll find someone else who can."

**PASS RECEIVING:** The **X** button is the key to consistent success in the passing department. After the quarterback passes the ball, the intended receiver is highlighted with the cross and continues running his route according to the design of the play.

You can take control of the receiver with the D-Pad before the ball reaches him by pressing the **X** button, which also raises the receiver's arms to give him a better shot at actually catching the ball.

But if you press the **X** button too soon you will interrupt the receiver's passing route and probably do more harm than good, so you will want to make sure you time this action precisely.

Used properly with the D-Pad, the **X** button can allow you to break your receiver free of his defenders just before the ball arrives and catch it on the fly. Practice this and you will discover its benefits.

**PASS DEFENDING:** The closest defender to the intended receiver is highlighted with a cross and is controlled with the D-Pad. You can use the **X** button to reach up as the ball is arriving to deflect or intercept the pass, but this increases your chance of being called for **Pass Interference**.

## THE PLAY CLOCK

The 45 second play clock is enforced in all modes except **Pre-Season**.

When playing in **Pre-Season**, be aware of the play clock so that when you decide to move on to one of the other modes you won't be penalized unnecessarily.

## PAUSE/TIMEOUT

You can pause the game at any time by pressing the START button. When a game is paused, the clock is stopped and nothing will happen until you "un-pause" the game by pressing START again. You can go the kitchen and make yourself a sandwich, mow the lawn, catch a matinee, or even start a private business venture, all without losing your game, as long as the power remains ON and no one presses the RESET button.

You can call a **Time Out** whenever the ball is dead, as long as your team has at least one **Time Out** remaining. To call a **Time Out**:

- Press START to pause the game.
- Press **A** to call a timeout.

The game clock will stop and the play clock will be reset at 45 seconds.



## THE ELEMENTS

The weather and the surface of the playing field affect the way the players move. In general, players have better traction and ball-carriers move more sharply on artificial **TURF** than on **GRASS**. **RAIN/MUD** slows down the players and weakens their footing, and **SNOW/ICE** severely hampers their speed and quickness.

**MUD** will not appear on turf fields, but the rain is still there, so your footing is still hampered.

Passes (especially long passes) are much harder to complete in bad weather.

## PENALTIES

Delay of Game = 5 Yards

Offsides = 5 Yards

Pass Interference = 1st Down at the point of the foul.

Illegal procedure = 5 yards (only on onside kick).

## TURNOVERS

Fumbles and interceptions are part of **John Madden Football**. There is no way to avoid them completely, but you can minimize turnovers by taking good care of the ball.

- Spinning the ball-carrier increases his chances of fumbling.
- Giving the ball-carrier an extra effort to break a tackle increases his chances of fumbling.
- Reaching to catch increases the likelihood that your receiver will deflect the ball and allow for an interception.

## INSTANT REPLAY

You can take another look at any play after the ball is dead. The game screen will fade with a shimmer to the instant replay screen.



- Press SELECT to bring up the Instant Replay Screen.
- D-Pad up or down and left or right to scroll around the field.
- Follow instructions in VCR-style control box to view instant replay.

**Y—REW**-rewinds the film.

**B—PLA/ST**-advances the film at normal speed when pressed and held, stops it when released.

**X—FR ADV**-advances one frame at a time.

**A—FF**-fast forwards film.

- Press SELECT to return to game.

## PLAYOFFS

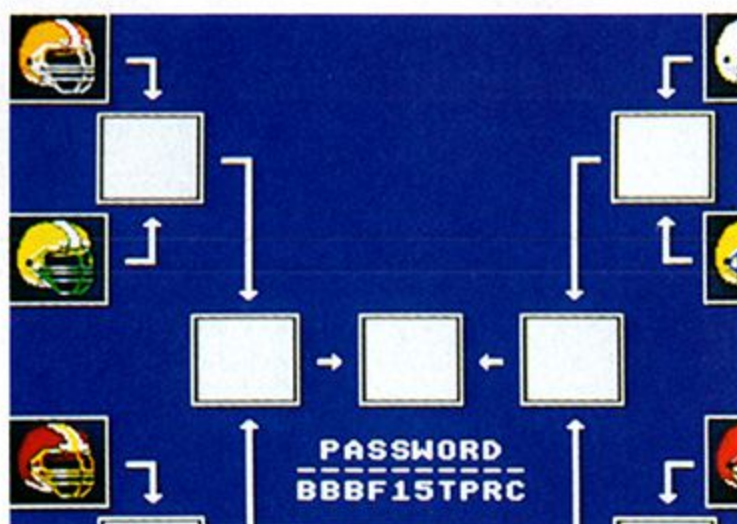
When you're ready to challenge the rest of the league for the right to play on Super Sunday, choose **Playoffs** as the Season Mode from the Game Setup Screen.

- D-Pad down to the **Team 1** option.
- D-Pad left or right to select desired team.

### Visiting and Home Teams

Initial team match-ups are set by the Super NES. But you can take any team you want into the playoffs. Simply select the team you want to "be" in the **Team 1** field, and Super NES will select your opponent.

- When you've made your playoff choices from the **Game Set-Up** screen, press START.



### PLAYOFF TREE

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

- D-Pad left or right and up or down to scroll through the Playoff Tree.

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.

At the end of your playoff game, you'll see a screen with an updated playoff tree. A ten digit number appears in the middle of the screen. Copy this number down on a piece of paper. It will be your password.

To return to those playoffs, choose **CONT PLAYOFFS** from the **Game Set-Up** screen. The password screen will appear.

Use your D-Pad to select the appropriate letters and numbers and the **A** button to enter them.

After you enter the password correctly, press **START** and the playoffs will resume where you left off.



## STATISTICS

At half-time and at 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.

The coach also offers general strategy tips based on his philosophy of football. You can take these or leave these as you see fit.

In addition to that, you'll see scores from other games around the league.

# 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 **Y** to choose a specific play. **X** cancels the audible before a play is called. If you call an audible play and change your mind, you must call a **Time Out** in order to return to the original play.

## ON-SIDE KICK

- Press **A** for an on-side formation. Have your kicker aim a kick toward the right sideline, and kick the ball weakly.
- Press **B** to control the player nearest to the ball after the on-side kick.
- Press **Y** to make that player dive for the ball.

## THE 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 snap from the quarterback's cadence (that is how he calls the signals) press either finger trigger 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 a finger trigger too soon before the ball is snapped, you'll get an encroachment penalty (5 yards).

## TIME OUT

You can call Time Out anytime before the ball is snapped, or after a play is over. First 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 for that team.

If you want to use one of your remaining time outs, press A. You can take a break from the action, or reset a play after calling 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.

- Press START if you want to pause the game during a play.

## **OFFENSE—SETS, FORMATIONS, AND PLAYS**

### **SETS**

#### **FAST**

This set features four quick receivers and a halfback. Guys 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.

### **SPECIAL TEAMS - PUNT**

Calls the punting team onto the field. Except for the punter, these guys are fast, mean and have little regard for their bodies. They'll run headlong into the wedge like freaking maniacs.

#### **FAKE PUNT**

If you're in a desperate situation, or if you simply want to catch your opponent off guard, you can call a fake punt. On this play, your punter can either pass the ball to a receiver or try to run for the first down himself.

## SPECIAL TEAMS - FIELD GOAL

Put on the field goal unit. The holder has soft hands, the kicker a steady head and a swift foot, and the linemen know how to hold their ground.

## FAKE FIELD GOAL

Here success is in the hands of the holder. After the snap he can either pass to a receiver down field or sprint to the first down marker himself. But he has to make a decision quickly, for a delay spells almost certain disaster.

## FORMATIONS

### RUN AND SHOOT

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 ways 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.

### GOAL LINE

Use this formation when you need a few yards for a first down or to bust across the goal line for a score.

## 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.

## **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.

## SPECIAL TEAMS

The special teams formations are designed for special situations, such as punts, and fieldgoals. The plays from these formations are fairly self explanatory, except perhaps for Prevent.

## 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.

## 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."

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