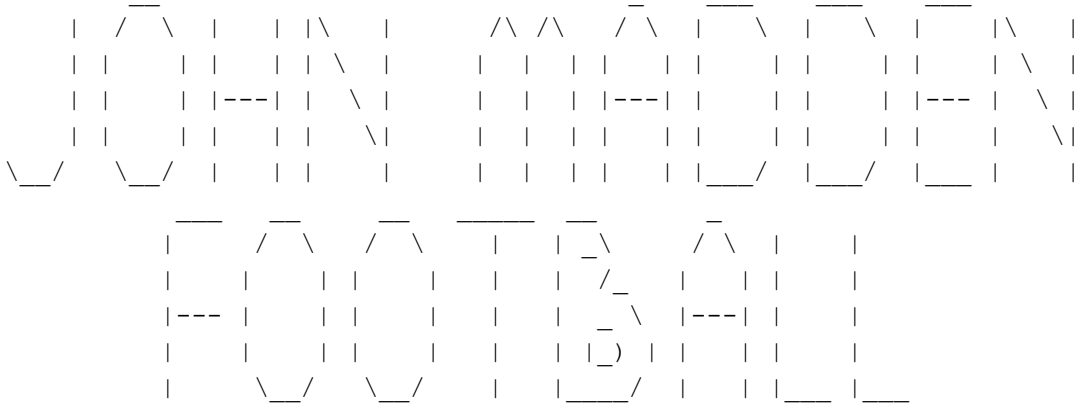


John Madden Football FAQ/Strategy Guide

by VinnyVideo

Updated to v1.1 on Feb 28, 2009

This walkthrough was originally written for John Madden Football on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.



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Table of Contents  
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- [INTRO] Introduction
- [MODES] Modes of Play
- [CONTR] Controls
- [SCOUT] Scouting Reports
- [OFFFPB] Offensive Playbook
- [DEFFPB] Defensive Playbook
- [NOTES] FAQs and General Tips
- [REALL] Comparing with Reality
- [VERSN] Version History
- [COPYR] Copyright
- [CONTC] Contact Information

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Introduction [INTRO]  
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There are people who only buy Ford trucks or Chevrolets (not as many as there used to be, or they wouldn't be getting bailed out). Others swear by Japanese nameplates. An increasing number of car buyers buck the trend and choose something newfangled like a Kia or a Hyundai. In that vein, I guess I've always been a Nintendo person, and all my guides thus far have been for games made for Nintendo systems. But I'm being a little bit wilder here - my first guide for a Sega Genesis game! Wow, wild. Born to be wi-i-i-ld! OK, that was stupid. I had to come up with some kind of opening paragraph to bore you before I type the review.

While John Madden Football doesn't have today's graphics or updated rosters, it has a decent playbook for its time, exciting music, and decent sound effects. The graphics aren't much better than an NES game, and the animation can sometimes be jerky. That said, you have to remember that this was the second Madden game. Many familiar features of later Madden games aren't included, like season play, although there is a playoff mode. Formations are pretty limited; there's no 3-4 defense, I-Formation, or single-back sets. John Madden Football has no actual players (or even player numbers), and only 16 teams (mostly the better teams of the 1989 season) are included. No substitutions can be made,

although you can choose between four different sets of offensive players. Learning all the spins and other moves won't take long - it's a lot simpler than the ultra-complicated play control in the newer Madden titles.

~~~~~  
Modes of Play [MODES]  
~~~~~

---Regular Season---

Here you can play an exhibition game using the teams of your choice. You can also select the quarter length. Remember that a "John Madden" team means it's controlled by the computer.

---Playoff---

This lets you play a series of playoff games. You can resume your game by entering a password (highlight "New" and press Left or Right to reach the password entry prompt).

---Sudden Death---

Sudden Death is essentially an overtime period that matches up the teams of your choice. The first team to score will win the game.

~~~~~  
Controls [CONTR]  
~~~~~

---General---

Control pad any direction - Move player
START - Pause game

---Kickoff---

Start the power bar - C
Stop the power bar - C (when it's near the top)
Aim kick left/right - Control Pad left/right
Call an audible - A
Line up for an onside kick (after calling an audible) - C
Return to standard kicking formation (after calling an audible) - A/B
Control the kick receiver - Control pad any direction

---Before the snap---

(Offense)
Fake snap signal (HUT!) - B
Snap the ball - C

(Defense)
Select player to control - B
Does weird things - C

---Audibles (either offense or defense)---

Call an audible - A
Select an audible play (after calling an audible) - A, B, or C

---After the snap---

(Offense)
Dive/QB slide - A
Spin - B
Burst of speed/break tackle - C

(Defense)
Dive - A
Control player closest to the ball - B

Jump and raise hands - C

---Passing---

Move the quarterback - Control Pad any direction

Bring up passing windows - C

Pass to receiver A, B, or C - A, B, or C

---Receiving---

Dive - A

Take control of receiver closest to the ball - B

Jump and raise hands - C

---Punting/Kicking---

Fake snap signal (HUT!) - B

Start power bar/snap the ball - C

Aim the kick - Control Pad Left/Right

Kick the ball - C

---Play Calling---

Move play selection highlight - Control Pad Up/Down

Return to formation select screen from play screen - Control Pad Up

---Menus---

Move highlight up/down - Control Pad Up/Down

Cycle through choices - Control Pad Left/Right

Select highlighted option - START

~~~~~  
Scouting Reports [SCOUT]  
~~~~~

These are the scouting reports as they appear in the game.

---Atlanta scouting report:

Strengths

- + Updated, smart passing game
- + Bad boy linebackers
- + Quick cornerback play

Weaknesses

- Slo..o...o...w running backs
- No outside pass rush
- Coverage's soft underside

---Buffalo scouting report:

Strengths

- + Punishing running attack
- + Real man offensive line

Weaknesses

- Quarterback's off year
- Uneven secondary play
- No push from the pass rush

---Chicago scouting report:

Strengths

- + Multipurpose running game
- + Good cover at the corners
- + My kind of kicker

Weaknesses

- No real quarterback
- Thin at the wide outs
- No leadership at safety

---Cincinnati scouting report:

Strengths

- + Crafty quarterback
- + Running game's 1-2 punch
- + Great defensive backfield

Weaknesses

- Uneven defensive line talent
- Linebackers slipping
- Poor special teams play

---Denver scouting report:

Strengths

- + Golden-armed golden boy
- + Three quality receivers
- + Powerful, slashing back
- + Great pass coverage

Weaknesses

- Soft defense against the run
- Short-ranged kicking game

---Houston scouting report:

Strengths

- + Smart, mobile quarterback
- + Good complement of backs
- + Veteran safeties
- + Good kicking game

Weaknesses

- No LB intensity against run
- Immobile offensive line
- Weak at the corners

---Kansas City scouting report:

Strengths

- + Best secondary in football
- + Dominant fullback
- + Great offensive line play

Weaknesses

- Receivers' talent not there
- Linebackers lack some speed
- Still looking for the QB

---Los Angeles (NFC) scouting report:

Strengths

- + Passing machine
- + Smothering offensive line
- + Money kicking

Weaknesses

- No deep pass defense
- No pass rush
- Second class running game

---Miami scouting report:

Strengths

- + Cannon-armed quarterback
- + Quick wide receivers
- + Improving secondary
- + Good kicking game

Weaknesses

- No pass protection

- Still no running game
- Soft left corner

---Minnesota scouting report:

Strengths

- + All Pros everywhere
- + Big play receivers
- + Awesome pass rush
- + Great safety run play

Weaknesses

- Poor passing QB
- Offensive line underachieves

---New England scouting report:

Strengths

- + Good at the wide outs
- + Strong left offensive line

Weaknesses

- Smart but aging quarterback
- No rush from defensive line
- Weak punting hurts defense

---New York scouting report:

Strengths

- + Tough, clutch quarterback
- + Smart, veteran linebacking
- + Rock solid kicking game

Weaknesses

- Aging running game
- Secondary talent missing

---Philadelphia scouting report:

Strengths

- + Ultimate weapon quarterback
- + Overpowering defensive line

Weaknesses

- Receivers are little help
- Running game is led by QB
- Random kicking game

---Pittsburgh scouting report:

Strengths

- + Good pair of receivers
- + Offensive line opens holes
- + Sharp secondary
- + Great money kicking

Weaknesses

- Soft run defense
- No pass rush hurts secondary
- QB strong, but not a star

---San Francisco scouting report:

Strengths

- + Big money quarterback
- + Spectacular receiving corps
- + Bruising double fullbacks
- + Quality defensive front 7

Weaknesses

- Some holes in the secondary
- Bad punting puts 'D' in holes

---Washington scouting report:

Strengths

- + Wealth of aerial weapons
- + Strong running game
- + Overachieving defensive line
- + Offensive line

Weaknesses

- Aging defensive backfield
- Weak inside linebacking
- Popgun kicking

---All-Madden scouting report:

This is my kind of team. Set the power running game. Then bomb 'em deep. Great man to man defensive coverage, while a brutal pass rush does it's [sic] job. Linebackers destroy the other guy's running game. Special teams make yardage, and score when it counts. My kind of guys...

~~~~~  
Offensive Playbook

[OFFPB]

~~~~~  
A few notes: Since you're playing an old football video game, I'm assuming you have some grasp of football theory, rules, and terminology; you know what a tight end or shotgun formation is. That said, I'm still going to explain certain terms for the less football-savvy. Remember that results may vary depending on defense, down, hashmarks, personnel, and other factors. No play will succeed 100% of the time. I've tried to test each play against a variety of defenses, but there's still a chance I may have misjudged a few plays. The five-receiver formation wasn't around in the NFL in 1990, so don't go looking for that, the Wildcat, 7-DB "quarter" defenses, or zone blitzes. For those of you who are counting, there are 35 plays on offense and 64 plays in the defensive playbook. While many of these plays (or plays that are very similar) appear in the playbooks of newer Madden games, I don't recommend trying to use this guide with any games other than the Super NES version of John Madden Football.

Far (6 plays)

=====
This formation is best for running, although it contains one passing play. The only difference between the "Far" and "Near" formations is whether or not your halfback is on the same side of the formation as the tight end.

---FB Trap Left---

Not the best running play in the book, even among fullback runs. If you run the play the way it's drawn, you probably won't gain more than a couple of yards, so you might prefer to run off right guard.

---HB Sweep Right---

On this play, the halfback takes the pitch and must run almost to the sideline before turning. There's obviously a risk here, since a blitzing LOLB will often stop you for a loss. However, a fast back can easily gain 5-10 yards.

---FB Counter---

Unless you have a very fast fullback, your back will be stuffed for a big loss, since you take the pitch a considerable distance behind the line of scrimmage. Not a good play.

---FB Lead---

The halfback lead blocks for the fullback, who runs between the left tackle and left guard. This is a good way to use a fullback who can break tackles. Don't

be too fast in plowing through the line; wait for the blocking to set up before making your move.

---Cross Right---

The split end (B) runs a very effective deep in. The tight end (C) is on an out pattern, and the halfback (A) will be available in the flat.

---HB Screen---

Your primary option for this screen pass is, of course, the halfback (A). A fast halfback can easily get a touchdown if you throw a quick, hard pass. You can also try the split end (B) on the corner or the tight end (C) on the out.

Near (6)

=====
The Near formation is identical to Far, except that the halfback is positioned on the same side of the field as the tight end.

---HB Trap Left---

This trap play is pretty reliable at earning four or more yards, although you'll be stopped for a loss if the MLB is blitzing.

---FB Off Tackle---

Not a bad play, but hardly remarkable or memorable. It's difficult for your fullback to build much momentum with this play. Running between the right guard and right tackle is generally most effective.

---HB Counter---

In a counter play, the running back steps in one direction to fake out the defense, and then he runs in the opposite direction. This is more like a plain old sweep right, and it will frequently gain 10 yards.

---HB Screen---

Your primary option for this screen pass is, of course, the halfback (C). A fast halfback can get good yardage, especially versus a blitz, but against a short zone, you'll have little luck. You can also throw deep to the streaking receivers (A and B), but they play so close together the defensive backs will have an easy time covering them.

---Play Action---

This is more of a flood right than a play action. The halfback (B) is a good, safe option in the flat. The flanker (A) on the deep post can earn big yardage, while the tight end (C) will need to be quick to gain anything more than five yards.

---Cross In---

On this play action pass, your main target is the flanker (B) on the streak. The tight end (C) runs a very short out that's good if you want to get the ball off quickly, while the halfback (A) faces too much traffic against a standard 4-3. It takes a little while for this play to get going, so try something else if you're expecting a heavy blitz.

Pro Form (7)

=====
The Pro Form formation, also known as Split Backs or other names, is very similar to Far/Near. It's good for both running and passing, and it's probably the formation I use most frequently. As the most popular formation of its time, the Pro Form has the largest play selection of any set in the game.

---FB Center Trap---

This is another fullback run, which will be pretty effective if your fullback

runs well. Be patient and let the blockers block.

---HB Toss Left---

This is a good running play for more experienced players. If you can beat the right cornerback, you should reach the sideline and score.

---HB Off Tackle---

The halfback runs between the right tackle and tight end or flanker. What more can you say? This is a good general-purpose run that should consistently gain good yardage with little risk. One of the best rushing plays in the game.

---FB Draw---

This is a relatively rare draw play to the fullback. It looks like the quarterback's throwing, but he's not. This works well if the defense is playing for the pass, but unless your fullback is fast, you'll lose big yardage against a blitz. Not recommended.

---Down & Out---

The halfback (A) is a very good option against blitzes and deep zones. The tight end (B) on the post also works well against blitzes, while the flanker (C) on the post is more of a deep threat. Overall, a nice play.

---Cross Pass---

The B receiver runs a post pattern that can gain big yardage but can also be an interception hazard if the safety picks him up. The flanker (C) goes deep, while the halfback (A) in the flat is a safe and remarkably effective option.

---Flea Flicker---

This play doesn't appear in the playbook, so the only way you can use it is by calling Audible A (see the FAQs). The quarterback pitches out to the halfback, who promptly returns the ball to the quarterback. From here, you can either run or throw deep to a receiver. This is the riskiest play in the game, but it frequently results in a massive gain.

Shotgun (6)

=====

The Shotgun formation is good for passing because of its "shotgun" snap - the quarterback gets the ball several yards behind the line of scrimmage instead of from right under center. It isn't great for running, though. The John Madden Football version of the shotgun formation has three receivers, one tight end, and one running back.

---FB Draw---

This can earn a surprising amount of yardage if the defense is expecting a pass. Either hit the hole between the pulling right guard and the center, or run off left tackle.

---Flood Right---

If he's open, go for the flanker (B) on the deep post. Throwing to the tight end (A) will succeed against deep zones. Your last option is the back (C), who will take a while to get open.

---QuickOuts---

Try a quick, hard pass to the C receiver on the out. The A receiver runs something more like a slant. If the middle is clear, throw to the halfback (B) on the slant.

---Post Up---

Your best option is the split end (A) on the deep post. If he's double-covered, look for the shorter tight end (B) or the C receiver on the out-and-up. This

play will shred short zones and slow cornerbacks in man coverage.

---Deep Outs---

Your main target is the split end (A) on the deep out, who will probably score a touchdown if he catches the ball. Also look for your interior receivers (B and C) on posts. This play is best if you need quick yardage, especially in a two-minute drill.

---Flag Left---

The flanker (C) runs a flag pattern, while the B and A receivers cross on the left side of the field. The A receiver may be a good option if you need to get out of bounds in a two-minute drill.

Goal Line (6)

=====
This formation is full of plays that are useful only in short-yardage situations, especially near the goal line. There are two backs, two tight ends, and a receiver.

---FB Cut Right---

The goal of this play is to avoid the congestion in the middle by running off right tackle, although sometimes it's also possible to plunge through the middle. While nothing is guaranteed inside the five, this play works very effectively, especially when you need two or three yards.

---FB Lead Left---

This is a halfback dive. If you need 1-2 yards, FB Lead Left is a good play to use.

---HB Pull---

A good choice if you only need a yard or two. It's not particularly glamorous, though. As with FB Lead Left, you may prefer to run around the line for the score.

---FB Lead Right---

Just like FB Lead Left, although slightly more effective.

---HB Cut Left---

Another fullback dive, but this is a bit riskier than HB Pull.

---Flood Left---

This is the only passing play in the Goal Line formation. Everyone heads left. The A receiver on the out is your most effective option, as he's the least likely to be in considerable traffic. You could also roll out to the right and run for the score.

Field Goal (2)

=====
Use the "Special Teams Field Goal" player set to access these plays.

---Field Goal---

This play lets you kick a field goal. What a surprise! Don't try to kick a field goal unless you're inside the opposition 30 or so, though. In newer Madden games, this is the play to select when you want to kick an extra point after a touchdown, although the two-point conversion wasn't around in the NFL in 1991.

---Fake FG---

Fake field goals are very risky, so use them carefully. Your best bet is the A option on this standard pass-based fake field goal. Ignore the kicking meter.

As with fake punts, fake field goals are most dangerous against human opponents.

Punt (2)

=====

These plays will appear only when you select the "Special Teams Punt" player set.

---Punt---

When it's fourth down and too far to kick, you will usually want to punt. And this is the play to select when you wish to do so.

---Fake Punt 1---

As you know, fake punts are risky. This is the pass form of the fake punt. Look for your A, B, and C receivers and throw to whoever's open. Your B man is safest, while A and C are best for longer gains. This play can be quite effective against human players, if just for the shock value alone.

~~~~~ Defensive Playbook

[DEFPB]

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I'm not going to be as verbose on the defensive plays. Instead, I'm just going to give a few details about each play; you can tell a lot just from the names and diagrams.

#### 4-3 (18)

=====

The 4-3 system has four defensive linemen, three linebackers, two cornerbacks, and two safeties. It's the primary defensive set of 10 of the 28 teams in the actual 1990 NFL season. Most teams actually used the 3-4 system, but this game doesn't have three-linemen defensive sets. Oh well.

#### (Cover)

#### ---Full Blitz---

All three linebackers are blitzing, in addition to a safety. The offensive line won't be able to hold back the eight-man rush for long. However, the receivers will be in single (or no) coverage, since only three guys are defending the pass.

#### ---Wide Zone 1---

Seven men are in coverage, so passing won't be easy. The quarterback won't be under much pressure, though.

#### ---Medium Zone---

This is a medium zone defense, which contains the pass effectively but may have difficulty against the ground game, especially runs off guard.

#### ---Short Zone 1---

Needless to say, this is a short zone defense. It's designed to contain the short pass without being too weak against the rushing game and deep threats.

#### ---Man/Zone 1---

A balanced defense.

#### ---Triple Zone---

Triple Zone will usually put the opposition flanker in triple coverage, but the split end will have just one man to beat. The linebackers are playing man-to-man to stop the run.

(Read)

---Wide Zone 2---

This is a fairly standard zone defense.

---Short Zone 2---

This short zone is very similar to Short Zone 1.

---Man Left---

A man-to-man defense, with more protection on the left side of the field than the right.

---Man Right---

The mirrored form of Man Left. Surprise!

---Left LB Blitz---

The left-side linebacker (technically the RLB) is blitzing in this man-to-man defense.

---Right LB Blitz---

Basically a mirrored form of LLB Blitz. One safety plays very deep.

(Control)

---Cheat Left---

All of your linemen rush toward the left side of the defensive line. The idea is to block the left tackle and allow the blitzing RLB to come around to sack the quarterback or stop left outside rushes. It'll take some time for this to happen, though, especially if you don't have a fast linebacker. I recommend that you control the RLB if you want a sack. The receivers and tight end will be matched up in single coverage.

---Jam Middle---

Both outside linebackers blitz, while the linemen rush toward the middle of the line. This play is good at stopping the inside run but is weaker against sweeps and passes to the flats.

---Cheat Right---

The same as Cheat Left, only to the right. Consider taking control of the LLB. Even if you don't get the quarterback, you might be able to tip his pass or stop a sweep right.

---Wide Zone 3---

Four men are playing deep to protect against the long ball, but watch out for runs and passes up the middle.

---Man/Zone 2---

The linebackers play to stop the run, while both safeties play deep to back up the cornerbacks. This looks a little like a Cover-2. A good first-down call.

---MLB Blitz---

The middle linebacker blitzes, crushing the inside running game and putting enormous pressure on the quarterback. A pass up the middle could be dangerous, though. This is known as Monster Blitz in John Madden Football '93.

Nickel (10)

=====

The Nickel defense is best used in passing situations, as there are five defensive backs instead of four.

(Cover)

---Full Blitz---

Both linebackers blitz. Two defensive backs are also blitzing, but they're too

far away from the line of scrimmage to do anything unless you're controlling them.

---Bump & Run---

In Bump & Run, the linebackers play outside to stop outside runs. The defensive backs play man coverage.

---Full Zone---

Every zone is covered here, including the flats. However, this play is very vulnerable to an inside run, particularly a draw play.

---Deep Zone---

Everyone goes deep, so use this only when your opponents are in a two-minute drill and are trying to gain yards quickly. It's best against a "Hail Mary" or similar play.

---Circle Zone---

This is a zone defense that's shaped in a circle. The weak point is the middle of that circle, although even short passes up the middle aren't going to cause too much damage.

---Safety Blitz---

Two sets of defensive linemen are stunting, while the center safety comes charging forward. He won't reach the QB unless you take control of him manually or use an A audible, though. This safety charge could leave a gap in the deep zone in the center of the field.

(Read)

---Tight Man---

One linebacker is blitzing, and the defensive backs are in man coverage. The defensive line is rushing towards the center, so the inside run won't be able to do much, but an off left tackle could be dangerous.

---Double Blitz---

Woof! Both linebackers are blitzing, so this is a good way to put pressure on the quarterback without forsaking receiver coverage. This play is called Red Dog in the next version of this game.

---Double SE---

Identical to Double FL, except this puts the split end (or usually the flanker) in double coverage.

---Deep Zone---

This play is also found in the Cover section of the Nickel playbook.

---Double FL---

This double-teams the flanker, or more commonly, the split end. A fine way to shut down a particularly dangerous receiver.

---Bump & Run---

This too is in the Cover playbook.

Dime (9)

=====

The Dime formation is even more pass-oriented, with six defensive backs and just one linebacker. Since it's weak against most running plays, especially the inside run, the Dime should be reserved for obvious passing situations.

(Cover)

---Double Blitz---

The second cornerback and linebacker blitz, with the other five defensive backs providing the other assignments.

---Center Blitz---

The lone linebacker blitzes, and the secondary plays man coverage.

---Short Zone---

The cornerbacks and linebacker protect against the short pass, while your safeties drop back to provide a last line of defense.

---Deep Zone 1---

The classic prevent defense. All of your defensive backs head deep to prevent the big play. Because of its passive nature, you definitely don't want to use it except when necessary.

---Deep Zone 2---

This deep zone stops the outside pass but may be vulnerable against passes in the flat. Good in a two-minute drill.

---CB Blitz---

One of the cornerbacks blitzes the quarterback here, while the rest of the secondary is able to fill the hole.

(Read)

---Double SE---

This play double-teams the receiver lined up on the right side of the offense, which is usually the flanker, not the split end.

---Double FL---

This play usually double-teams the split end.

---Safety Blitz---

One of your safeties will be blitzing, but unless you take manual control of him or use an A audible, you won't come near the quarterback. The LB is also rushing.

---Short Zone---

The last three plays are all redundancies of the Cover set.

---Deep Zone 1---

This is the same as the Deep Zone 1 found in the Cover portion of the playbook.

---Deep Zone 2---

Another redundancy.

Big (9)

=====  
The Goal Line formation counters the offensive version of the Goal Line. This should only be used near the goal line or possibly in certain obvious short-yardage situations.

(Cover)

---Man Left 1---

In this man coverage system, the safety provides extra coverage on the left side of the field.

---Safety Blitz---

One of the defensive backs will blitz.

---Man Right 1---

Similar to Man Left 1, except the safety covers the right side of the field, and two pairs of linemen are on stunts.

(Read)

---Man Right 2---

Basically a mirrored Man Left 2.

---Zone/Man---

This is a man-to-man defense that's good against the pass down the middle.

---Man Left 2---

This is more aimed at stopping the pass and the outside left run.

(Control)

---Right---

Very similar to Left.

---Center---

This is more geared toward stopping the inside run.

---Left---

This is a general-purpose goal line defense that rushes toward the left side of the line.

Special Teams (3)

=====

These plays are designed to defend against punts and field goals.

---Punt Block---

Here your team goes all out trying to block the punt, but you won't be able to get much of a punt return.

---Punt Return---

Your personnel will be blocking for the return man in an attempt to get a good return.

---Prevent---

The most conservative pass defense in the game. All of your defensive backs head deep to prevent the big play. There are only three down linemen. Because of its passive nature, you definitely don't want to use it except when you're expecting a "Hail Mary."

---Special Teams Field Goal---

Use this if you know your opponent will be kicking a field goal.

~~~~~

FAQs and General Tips

[NOTES]

~~~~~

Q: What plays are audibles?

A: In John Madden Football, you can't set audibles manually. Each audible can be used regardless of your set or formation.

Offense

A: Pro Form Flea Flicker

B: Far Cross In

C: Pro Form FB Draw

Defense

A: Safety blitz

B: Normal 4-3 defense

C: 4-3 stunt

Q: What's the difference between each player set?

A: Before calling an offensive play, you must choose between six different sets of players. Unless you're kicking a field goal or punting, you'll have four options to choose from on normal plays. The player positions will not differ depending on the team you select; for example, the fourth-string wide receiver will always be the flanker in the Big set, whether you're using the Chiefs or Oilers.

Normal: Your top two wide receivers, a tight end, your starting halfback, and a fullback: Your normal setup. Use this when you're in the Pro-Form, Far, or Near formations.

Fast: This set features four wide receivers and your backup running back. This should be selected exclusively when using the Shotgun formation, because the lack of a tight end and fullback will make running difficult in other formations. Also, you'll have your third receiver replacing the normal halfback.

Hands: This can work when using the Shotgun formation or when you know you'll be passing from a two-back system. Your standard starting halfback will be the fullback, and the backup HB will play halfback. Your third receiver will play split end and your fourth receiver will be the tight end, while the standard flanker remains in the game.

Big: This two-tight end set works well in the Goal Line formation, but it might also be worth a try when you know you'll be running in the Pro-Form, Far, and Near formations. The tight end replaces the split end, and your fourth receiver inexplicably becomes the flanker.

Special Teams Field Goal: It's what it says: Field goal plays.

Special Teams Punt: Pick this set when you punt.

Q: How do I use a hurry-up offense?

A: You can't. Sorry.

Q: How do I kick an onside kick?

A: As in real life, onside kicks are very difficult to execute properly. First press A to call a kickoff audible, and then press C to change your team's alignment. Press C to start the power bar, and hold Right on the Control Pad to angle the kickoff toward the side where all your players are. You want to stop the power bar when it's on the way down. It takes a lot of practice to do this right, and even still your odds aren't great.

Q: Where's the Kneel Down play?

A: There isn't one. If you need to run out the clock without risking a fumble, try something like FB Pull from the Goal Line formation. Another option is to select a passing play and dive backwards right after you take the snap.

Q: Is there fatigue in this game?

A: No. No matter how fast a player runs, no player ever gets fatigued. Players could first tire in Madden '97.

Q: What's the best way to put pressure on the opposing quarterback?

A: Select the middle linebacker. Charge past the center and squash the quarterback! Even better, start running toward the line of scrimmage before the snap to get a running start. There's another way, too...

Q: Where is the line of scrimmage?

A: According to this game's nearsighted referee, it's at the feet of the offensive linemen, not the ball. With a little practice, you can line up a safety or other fast player in the "neutral zone" and squash the quarterback, deflect the pass, or stop the runner for a loss. This works especially well from the Punt Rush play when you know the defense will punt.

Q: Why is the computer controlling my quarterback?

A: If you don't press any buttons after the snap, the computer takes over. The same goes on defense. You can usually generate better results than the computer, though.

Q: How do I call a timeout?

A: From the pause screen, just press A, assuming you have one or more timeouts remaining. As you probably know, timeouts stop the game clock, so they're useful in a two-minute drill or when you're about to get a delay of game penalty.

Q: What penalties appear in this game?

A: Basically, you can get a delay of game penalty if you take too long to call your play on offense, and on defense you can get called for offsides by moving past the line of scrimmage before the snap. A few other penalties are rare, like illegal procedure (kicking the ball out of bounds on a kickoff). You can't get called for pass interference, so feel free to abuse opposing receivers to your heart's desire.

Q: What other tips do you have?

\* If you call an audible by mistake, just wait a couple of seconds and you can snap the ball as normal without calling an audible (wait for "Audible" to disappear).

\* This is common sense, but if you have a good running back and a weak passing game (Chicago is a good example), run the ball a lot. Likewise, if you pass well but can't run (like Miami), you'll want to keep the ball in the air.

\* Run straight if you want to keep going fast; zig-zags slow you down.

\* Blitzes don't just increase the chances of a sack; they also make it easier to deflect passes.

\* Remember you can move your defenders a little past the line of scrimmage before the snap, making it easier to sack the opposing quarterback.

\* If you're playing on an emulator, assign the A, B, and C buttons to the X, C, and V keys, respectively, to ease play-calling.

Q: What other notes do you have for the game?

A: Just a few miscellaneous tidbits:

\* I don't include a team stats section because there's no objective way to rate the teams.

\* You might enjoy slamming into opposing players after the whistle blows. You won't even get called for unnecessary roughness for doing so.

\* Notice how John Madden on the opening screen looks tougher and more youthful. He stopped aging somewhere around the 1992 season.

Q: How many guides have you written?

A: This is my 55th full walkthrough, not including my Link's Awakening maps and other stuff. Visit [www.gamefaqs.com/features/recognition/74793.html](http://www.gamefaqs.com/features/recognition/74793.html) to see the complete, current list.

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Comparing with Reality

[REALL]

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The Comparing with Reality section, familiar if you've read my Formula One guides, is a brief summary of the 1990 NFL season. More in-depth information



can be found at NFL.com, Wikipedia.org, and assorted other Internet and print sources.

The New York Giants edged the Buffalo Bills 20-19 to win Super Bowl XXV in Tampa. The Bills would have won had they made a last-second field goal, which they instead missed. It was the closest - and one of the best - Super Bowls ever, and it also began Buffalo's string of four Super Bowl losses in as many years.

1990 was hardly a year of parity, in part because most winning teams had stable quarterbacking situations and in part because the salary cap and free agency (except Plan B) didn't exist yet. No one was surprised to see teams like the Giants, Bills, and 49ers winning, and only a few weaker teams from 1989, like Oakland, experienced a resurgence.

Lots of less exciting stuff, happened, too; Commissioner Paul Tagliabue named Dr. John Lombardo as League Drug Advisor for Anabolic Steroids, and college juniors first became eligible for the NFL draft.

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Version History [VERSN]
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This is the first guide I've completed in just one day of work, so the Version History is hardly worth including.

| Date    | Version | Size |                                 |
|---------|---------|------|---------------------------------|
| 2-26-09 | 1.0     | 41KB | Began - and finished! - guide.  |
| 9-29-09 | 1.1     | 42KB | Made a couple of small changes. |

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If you have any questions or comments about this guide, send an e-mail to
VHamilton002@gmail.com. Remember that not all e-mails will be read. Please
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For Angie

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