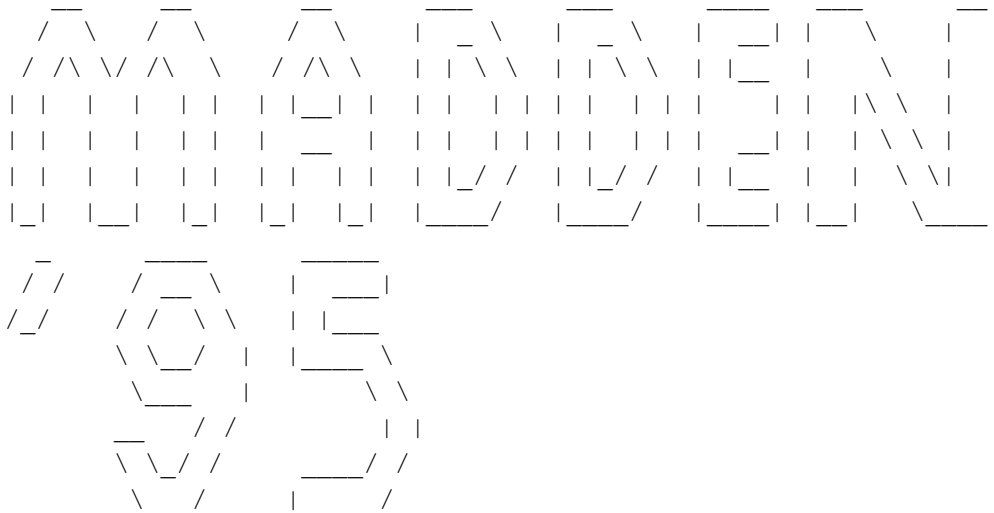


Madden NFL '95 FAQ/Strategy Guide

by VinnyVideo

Updated to v1.1 on Aug 4, 2008

This walkthrough was originally written for Madden NFL '95 on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.



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Introduction [INTRO]  
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Writing a guide for Madden NFL 2004 was so exciting, I'm doing another football guide - my sixth for a football game and my 35th total! For the purposes of being "intellectually honest," I must say that some of this guide is taken from the Madden '96 guide I wrote back in January, as the two games have fairly similar playbooks.

While Madden '95 doesn't have today's graphics or updated rosters, it has a deep playbook for its time and great music. Madden '95 has lightning-fast players and more of an arcade feel than most titles in the Madden series. There are no actual players, although all 28 NFL teams (as of 1994) are included. It may take a little while to learn all the spins and other moves, but it's not like the ultra-complicated newer games.

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Modes of Play [MODES]  
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---Exhibition---

Here you can play an exhibition game using the teams of your choice. You can select the venue, weather, and quarter length, too.

---Sudden Death---

Sudden Death is essentially an overtime period that matches up the teams of your choice.

---New Season---

This starts a new season. Imagine that! You can select as many or as few games as you wish to play. If you have a season or playoff in progress, starting a new season erases the previous season's data, so be careful.

---New Playoffs---

Here you can start a new playoff series. Again, this erases any data from previous seasons or playoffs.

---Continue Season---

If you have a season in progress, this is where you can go to resume it.

---Continue Playoffs---

If you have playoffs in progress, you can resume them with this option.

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Controls [CONTR]  
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This is similar to the content found in the manual.

---General---

Control pad any direction - Move player
START - Pause game

---Kickoff---

Start the power bar - B
Stop the power bar - B (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) - A
Return to standard kicking formation (after calling an audible) - B
Control the kick receiver - Control pad any direction

---Before the snap---

(Offense)
Set a man in motion - Control pad left or right
Fake snap signal (HUT!) - X
Snap the ball - B

(Defense)
Select player to control - B or X
Line surge - L or R

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

Call an audible - A
Select an audible play (after calling an audible) - Y, B, or A
Cancel audible - X

---After the snap---

(Offense)
Rushing
Burst of speed/break tackle - B

Dive/QB slide - Y
Hurdle - X
Spin - A

(Defense)

Control player closest to the ball - B
Dive - Y
Jump and raise hands - X
Power Tackle - A

---Passing---

Move the quarterback - Control Pad any direction
Bring up passing letters - B
Pass to receiver Y, B, or A - Y, B, or A

Note: The longer you hold down the pass button, the harder the throw will be.
Don't forget that your quarterback can run, too.

---Receiving---

Control receiver closest to the ball - B
Jump and raise hands - X
Dive - Y
Spin - A

---Punting/Kicking---

Fake snap signal (HUT!) - X
Start power bar/snap the ball - B
Aim the kick - Control pad left/right
Kick the ball - B

---Play Calling---

Move play selection highlight - Control pad up/down
Flip play (Only for offense, and not available for the Special Teams formations) - X
Return to formation select screen from play screen - L or R

---Menus---

Move highlight up/down - Control Pad up/down
Cycle through choices - Control Pad left/right
Select highlighted option - START

These aren't exactly controls, but there are a few settings on the Pre-Game Show/pause screen that affect your controls. First select "Gameplay Options." You can change audibles here, but I discuss that in the Q&A section. First, you can change the play-calling mode from "direct" to "bluff." This is only useful against a human opponent. In bluff mode, you still select plays using the B button, but you can also make fake selections (before or after the actual selection) using the Y button. When you're finished, press A. Second, you can switch the pass catch mode from automatic to manual. Normally, the computer controls the receiver while the pass is in the air, but in manual mode you take control of the receiver as soon you throw the ball (better for advanced players). Third, you can turn Pass Windows on or off. I prefer them off (the default), although you might want things to look the way they did in John Madden Football '93.

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Team Stats

[TEAMS]

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These team ratings are generally accurate, although the game designers fumbled the snap on a few of them; for example, the highly-rated Houston Oilers went 2-

14 in 1994. I can also tell you that the 49ers had better wide receivers than the Steelers. By the way, SPC is the Special Teams rating, if you couldn't figure that out.

	Overall	QB	RB	WR	OL	DL	LB	DB	SPC
Arizona Cardinals	55	41	64	46	43	66	74	69	36
Atlanta Falcons	71	62	23	69	61	33	56	97	61
Buffalo Bills	68	53	66	75	35	57	86	77	46
Chicago Bears	39	36	55	51	24	20	52	75	42
Cincinnati Bengals	62	49	64	73	29	53	56	78	49
Cleveland Browns	74	45	76	73	33	52	56	99	57
Dallas Cowboys	82	78	72	80	99	74	24	81	33
Denver Broncos	84	87	68	99	45	40	76	92	54
Detroit Lions	66	70	57	71	67	67	54	44	48
Green Bay Packers	59	49	51	45	33	99	20	85	45
Houston Oilers	73	57	49	81	40	61	50	87	56
Indianapolis Colts	62	53	86	62	44	51	58	83	37
Kansas City Chiefs	76	83	92	84	31	69	54	78	50
Los Angeles Raiders	84	66	66	87	48	55	60	85	65
Los Angeles Rams	20	66	72	20	24	47	20	52	20
Miami Dolphins	77	70	82	84	50	50	68	67	57
Minnesota Vikings	70	83	27	54	70	67	56	88	47
New England Patriots	72	70	80	78	35	36	99	79	49
New Orleans Saints	59	36	20	48	65	32	58	82	60
New York Giants	48	20	51	59	44	44	80	20	57
New York Jets	79	62	94	77	40	51	58	92	56
Philadelphia Eagles	49	99	49	55	20	63	60	62	39
Pittsburgh Steelers	99	62	99	81	34	36	72	98	99
San Diego Chargers	74	62	72	67	37	53	60	91	61
San Francisco 49ers	89	99	86	73	80	63	80	96	39
Seattle Seahawks	66	78	70	62	36	66	44	70	56
Tampa Bay Buccaneers	76	45	37	82	71	56	86	76	47
Washington Redskins	47	32	37	48	71	24	48	52	49
All Madden	99	99	72	99	99	95	99	99	65
Jacksonville Jaguars	99	99	99	99	99	99	99	99	99
Carolina Panthers	99	99	99	99	99	99	99	99	99

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 Suggested Substitutions [SUBST]  
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Note that I assume a 4-3 defense for all teams except Buffalo, Detroit, New England, New Orleans, and Pittsburgh. I base these recommendations on player ratings in the game, not the lineups used during the actual 1994 NFL season.

Arizona Cardinals: Start HB2 at HB when using the Shotgun and Run 'n' Shoot formations. WR2 should be #1, and WR6 should be #4 or #5. The recommended TE depth chart is TE3, TE2, and TE1. G2 should start at LG. Use RCB2 at RCB.

Atlanta Falcons: TE3 should be the #2 TE. DT2 is the better DRT.

Buffalo Bills: WR depth chart should be 1, 5, 3, 2, 4, 6. TE3 should be #2. LCB2 is the better one.

Chicago Bears: Use HB2 as HB except in Shotgun/Run 'n' Shoot. WR depth chart should be 2, 4, 3, 5, 6, 1. TE3 should be #2. Use C2 at center in Goal Line. DE2 should start at RE.

Cincinnati Bengals: HB3 is your best running back. TE3 should be #2. Use T2 at RT except in Shotgun and Run 'n' Shoot.

Cleveland Browns: WR2 should be #1. TE #2 is probably best overall. Use T2 at LT in Shotgun/Run 'n' Shoot. LCB2 should be RCB1.

Dallas Cowboys: The best wide receivers are, in order, 1, 2, 5, 4, 6, 3. Rotate the free safeties.

Denver Broncos: WR2 is your best overall WR. DT2 should start at DRT.

Detroit Lions: Use FB2 at FB except in Goal Line. WR2 should be #1. TE3 should be #2. Use G2 at LG in Shotgun and Run 'n' Shoot. Use C2 at C in Goal Line. LCB2 should be #1.

Green Bay Packers: WR5 should be your #3 receiver. TE2 may be better than #1, especially in pass-oriented offenses. Use C2 at C in Goal Line. Use T2 at RT in Goal Line.

Houston Oilers: Use G2 at LG in most positions, but play him at RG when using Shotgun and Run 'n' Shoot.

Indianapolis Colts: Best WR depth chart: 1, 3, 4, 5, 2, 6. Install G2 at LG in the Goal Line formation. T2 should be LT except in Goal Line.

Kansas City Chiefs: WR depth chart: 3, 2, 1, 6, 4, 5. Play T2 at LT in Shotgun and Run 'n' Shoot.

Los Angeles Raiders: TE3 should be #2. Use C2 at center in Run 'n' Shoot and Shotgun. Use T2 at RT except in Goal Line. OLB3 should be the LOLB. ILB2 should be #1.

Los Angeles Rams: WR depth chart: 2, 1, 4, 6, 5, 3. T2 should be RT except maybe in Goal Line. Use LCB2 at LCB.

Miami Dolphins: WR2 should be #1. Use G2 at RG in Goal Line. Substitute DT2 at DRT in Nickel and Dime.

Minnesota Vikings: The WR totem pole ought to be 1, 3, 6, 4, 2, 5. Start T2 at RT. DE2 should be the full-time DRE.

New England Patriots: Use HB3 at HB in Shotgun and Run 'n' Shoot. WR depth chart: 1, 2, 5, 4, 3, 6. C2 should be the center. Use G2 at LG in Run 'n' Shoot and Shotgun.

New Orleans Saints: QB2 is probably your best overall signal-caller. HB3 is probably your best overall HB, but use HB2 in Goal Line. Start FB2 at FB. WR depth chart: 1, 3, 5, 2, 4, 6. TE3 should be #2. Use T2 at RT in Goal Line.

New York Giants: WR depth chart: 4, 1, 3, 2, 5, 6. Use T2 at LT in run-oriented formations (specifically, Goal Line). Use G2 at RG in Goal Line. DT2 should be the starter at DLT. FS2 should be the starting FS.

New York Jets: WR depth chart: 2, 3, 4, 1, 6, 5. Use G2 at LG, except in Shotgun and Run 'n' Shoot, where he should play RG.

Philadelphia Eagles: WR depth chart: 1, 3, 2, 4, 6, 5. TE3 should be #2. T2 should start at RT. Use C2 at center and G2 at LG in the Shotgun and Run 'n' Shoot formations. FS2 should probably be FS.

Pittsburgh Steelers: WR depth chart: 1, 5, 4, 2, 3, 6. Start T2 at LT in Goal Line. Use DT2 at DLT in Nickel and Dime.

San Diego Chargers: Use HB2 at HB in Shotgun and Run 'n' Shoot. The recommended WR depth chart is 2, 1, 4, 3, 6, 5. TE2 should be #1. ILB3 is your best overall middle linebacker.

San Francisco 49ers: WR2 is your best overall. DE2 should be the starting DLE.

Seattle Seahawks: WR2 should be #1. TE depth chart should be 2, 3, 1. Use G2 at RG in Goal Line.

Tampa Bay Buccaneers: QB2 is your best quarterback option. HB2 is your best overall back, but use HB1 in Shotgun and Run 'n' Shoot. The WR totem pole is 1, 3, 2, 4, 6, 5. TE3 is your second-best tight end. G2 should be LG in Goal Line. DT2 should be the DRT, and DE2 is the best starter at DLE. Definitely use OLB2 at ROLB. Use FS2 at SS.

Washington Redskins: WR depth chart: 2, 4, 3, 1, 5, 6. TE3 should be your number-two tight end. DT2 should be DRT.

All Madden: Use HB3 in Goal Line. FB2 is the best FB. WR6 should be #5. TE2 is the best TE. G2 is the better LG in Goal Line. DT2 is the better DRT, at least in Goal Line. Consider using RCB2 as LCB. Use SS2 at SS and maybe FS2 at FS.

There are two substitutions you should also make. On some teams, you might want to change the Nickel formation's fifth defensive back. Also, make sure that your wide receiver in the Goal Line formation is the receiver who has the best "Hands" rating; speed isn't much of a factor on the goal line.

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Offensive Playbook [OFFPB]  
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A few notes: I always assume that the play is NOT flipped, but the mirror feature (press X on the play selection screen) is good to use from time to time, particularly on certain plays or against a human opponent. When I use terms like "Y receiver" and "A receiver," I'm referring to the buttons that correspond to the receivers on the non-flipped version of the play. "Y receiver" can have a different meaning in real-life playbooks. Also, 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 based on offense, defense, down, hashmarks, and other factors. I've tried to test each play against a variety of defenses and with the plays both regular and mirrored, but there's still a chance I may have misjudged a few plays. Also, no play will work 100% of the time. The five-receiver formation wasn't around in the NFL in 1994, so don't go looking for any five-receiver sets or 7-DB "quarter" defenses here - or zone blitzes, for that matter. For those of you who are counting, there are 86 plays on offense and 69 plays in the defensive playbook. While many of these plays (or plays that are very similar) appear in the playbooks of today's Madden games, I don't recommend trying to use this guide with any games other than the Super NES version of Madden '95.

Far/Near (18 plays)

=====
This formation is best for running, although it contains several passing plays. 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.

---HB Toss Sweep---

This is a sweep right play. You can often get a big gain, but if the linebackers stop you in the backfield, you're looking at a loss of five. The

flipped version of the play tends to work more like an off tackle, reducing both risk and reward.

---HB Counter---

In a counter play, the running back steps in one direction to fake out the defense, and then he runs the opposite direction. You can often get five yards with this, especially if you have a good right tackle and a back who can break a tackle or two. It's most effective if you run straight up the hashmark.

---HB Inside---

This play demonstrates the difficulty of running inside, even if you have a good offensive line. You can't often gain more than a yard or two on this play. Fortunately, you're also very unlikely to lose yardage. If you flip the play, you can earn a few more yards, but watch out for a blitzing left outside linebacker.

---Weak Flood---

All of your targets are on the strong side of the line on this play. The fullback (A) works almost like a screen pass. The halfback (B) will be running in real traffic, so your best target is the split end (Y) on the slant.

---FB Opt Dive---

Running fullbacks were a little more popular in 1994 than they are nowadays. This is basically a plain old fullback dive. If the middle linebacker blitzes outside, you can gain some real yardage. Otherwise, you're looking at a safe way to earn two yards.

---TE Corner---

On this play, all of your options are on the strong side of the field. The halfback runs a deep curl, while the tight end (A) and flanker (B) cross. If the defense is blitzing the linebackers, this play works very well, especially when throwing to the halfback.

---Roll Out---

If your quarterback is a good scrambler, this is a good play to use. If the LOLB sits back in coverage, you might want to run. Otherwise, look for the tight end (Y) on the post or the halfback (A) near the sideline, or go for the home run with the flanker (B).

---PA Far---

The quarterback takes a while to drop back, so you could use this play as a quarterback draw. The best option is usually the split end (Y) on the short in pattern. The other options include a hooking tight end (A) and a flanker (B) on a corner route.

---FB Circle---

The split end (Y) fakes a slant and runs a corner route, while the flanker (B) runs an out. The fullback (A), who will be available in the flat, is a great option against the RLB blitz.

---PA Near---

If your flanker (B) is fast, he might just get open downfield for a touchdown! If he's covered, try the tight end (A) on the in pattern or the split end (Y) on the post.

---Strg. Flood---

All receiving options are on the strong side of the line, and every one of them is moving toward the sidelines. This play can work against a deep zone, but it's not great for first down.

---HB Lead---

A good, effective running play. The fullback normally runs off tackle, with the halfback as the lead blocker. If the strong-side linebacker isn't blitzing, try running to the sideline as if this were a sweep; you'll probably gain 50 yards. Otherwise, run the play as you normally would.

---HB Toss---

This play isn't quite as great as it is in Madden '96, but it's still effective. There are three ways you can use it. First, you can plow up the middle for the lowest risk and reward. Second, you can zoom right and turn when you reach the sideline, using this as a sweep. Third, you run off left tackle. The second option is probably the best.

---FB Screen---

Your primary option for this screen pass is, of course, the fullback (A). A fast fullback can sometimes zip down the sideline and score a touchdown, but it's also possible to lose six or seven yards. You can also try the flanker (B), who fakes an in route, or the split end (Y) on the hook.

---Hooks---

The split end (Y), tight end (A), and flanker all run short hook patterns. This play will flop if your opponents are using a short zone.

---WR Screen---

An interesting play. Your flanker (B) stands still and receives the pass. Meanwhile, the right tackle and fullback pull to block for the receiver. This play can lose a couple of yards, but if you let the blockers block for you, you can make a big gain. Don't forget about the streaking split end (Y) and the tight end (A) on the post - either of whom can make a big play if they're not covered.

---HB Sweep---

On this play, the halfback takes the pitch and must run all the way to the sideline before turning. There's obviously a risk here, but a fast back can "take it to the house."

---Stop Clock---

In this play, the quarterback spikes the ball to stop the clock. It's best used in two-minute drill situations when stopping the clock is worth losing a down. In this game, though, it's usually quickest just to run a play. This play appears in every formation.

Single Back (9)

=====

I don't like this form of the Single Back formation and rarely use it. The problem is that your only running back lines up very close to the quarterback, so the back can't get much momentum on running plays, and there's no fullback to tie up defenders. And while this formation is OK for passing, I usually prefer more wide outs and/or a shotgun snap on obvious passing situations.

---HB Toss---

This sweep right can easily lose a lot of yardage, but if your back is quick enough, you can turn the corner and make a big play. Watch out for cornerbacks, especially against Dime defenses. It's also possible to follow the left guard, using this play as an off tackle instead of a sweep.

---HB Sweep---

This is basically a flipped version of HB Toss.

---Roll Out---

On this play, the quarterback rolls out of the pocket, so don't take control of him until he's out of the pocket. The tight end (Y) on the deep post is your primary option, as the tight end (B) and flanker (A) often run into too much trouble to be particularly useful.

---HB Counter---

As with other counter plays, the back fakes a step in the opposite direction before running in the intended route. It's hard to lose yardage with this play, but a lot of the time you'll just gain three or four yards, and rarely more than ten. It's not my favorite play.

---Quick Screen---

This play is designed as a quick screen pass to the flanker (A). You can gain a lot of yardage with a quick receiver. The split end's (Y) route is too short to be of much use, although you might consider going deep to the tight end (B).

---Circle Pass---

The back (Y), who runs a circle pattern, is your primary target. The tight end (B) and flanker (A), who cross, provide more of the deep-ball threat.

---HB Dive---

See what I mean about the lack of momentum? This is a low-risk, low-reward play that can sometimes gain five yards. There's not much to say about this meat-and-potatoes play.

---PA Streak---

Where's Reggie Wayne when you need him? This is a very effective Peyton Manning-style play - fake a handoff, then throw deep to one of three streaking receivers. This is a great way to hurl a bomb when your opponent isn't expecting one.

---Stop Clock---

Use this play to stop the clock in a two-minute drill.

Pro Form (18)

=====

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 (except Far/Near, which is really two formations in one).

---Roll Out---

As with other rollouts, you want the quarterback to leave the pocket before you take control of him. You should have plenty of time for someone to get open, since both backs are blocking. The split end (Y) on the post often draws double coverage, but if he's open, throw to him! Your tight end (A) and flanker (B) are safer options, and they can get pretty good results.

---Cross Pass---

The Y receiver runs a slant pattern. If you throw to him, make sure to deposit the ball quickly, or it'll be deflected in the line. The tight end (A) runs an out pattern that usually crosses with the flanker (B).

---FB Trap---

This is a rare play that really gives your fullback a chance to shine. If you have a fullback who runs effectively and an offensive line that blocks for the run well, you can easily gain 10 yards with this up-the-middle handoff to the fullback. If the middle linebacker blitzes, though, you're looking at a big loss.

---Quick Posts---

All three receiving options run short post patterns in this passing play. The tight end will be wide open if the safeties cover the outside. This is one of my favorites, so I suggest using it as one of your three audibles.

---Off Tackle---

The halfback runs between the right tackle and tight end. What more can you say? This is a good general-purpose run that should gain about five yards without much risk. A good choice as your run audible.

---Hook Outs---

You can go deep with the wide outs (Y or B), or weave through traffic with the tight end (A) on the post. Depending on when you release the ball, this can be a short, safe pass or a long bomb.

---FB Counter---

If your fullback runs well, this is a pretty good play. A skilled player can often gain 10 yards. Unless the defense has eight men in the box, you're unlikely to lose yardage.

---All Streaks---

Here's a good passing play. You'll have a choice of three streaking receivers to choose from - and one should be open. It's usually best to release the ball pretty quickly, especially if your receivers are fast or your quarterback has a weak arm.

---HB Sweep---

The success of this play rests on the blocking abilities of your right tackle, tight end, fullback, and flanker. Dash near the sideline, and if your men make their blocks, you'll be gone! If they don't block well (or if the LLB blitzes), you can easily lose five yards. You can also use this play as an off-tackle if you want to reduce risk (and also minimize reward).

---Inside Run---

Basically a fullback dive, this play will succeed with good blocking and an effective rushing-oriented fullback. It takes a little while to develop, so I'd use something else on 4th and inches.

---Play Action---

This is another good play to use when you want to go deep on first down. The split end (Y) and tight end (A) are on deep posts, and the flanker (B) fakes a slant and runs downfield. This play isn't likely to succeed against a deep zone.

---Circle Pass---

This play resembles other plays with "circle" in their names, although on this one, you must get rid of the ball quickly. If he's open and you're quick, the streaking Y receiver will produce a big gain. The flanker (B) on the out is also a good option, while the halfback (A) is in too much traffic to be useful.

---HB Toss---

The key on this play is to avoid the outside linebacker and cornerback. After that, you'll hit pay dirt and gain at least 15 yards! This is a nice play, but it's also possible to actually get sacked - on a run! Also, there are other running plays that produce as much or more gain with less risk. The mirrored form of the play is generally less effective than the non-flipped form.

---FB Dive---

Another fullback dive, but this one is unique. The fullback takes a pitch as

he's moving forward, so there's practically no chance of a loss. Unfortunately, you're unlikely to gain more than a yard or two. Good for short yardage situations.

---End Around---

In an end around, the quarterback hands off to a wide receiver who's coming around the bend. Not surprisingly, this play is very risky but can net a big gain. When you take the snap, watch how the blocking sets up and decide whether you should run off left tackle or right tackle. If your opponents' defensive line is better than your O-line, the answer is probably right tackle. End arounds are also beneficial for keeping human players on their toes.

---All In---

This play's name is pretty self-explanatory; every receiving option runs toward the middle of the field. Your receivers (Y and B) are your best options, although the halfback (A) may be open against a deep zone.

---Hook N Ladder---

This pass frequently produces big plays, especially against zones. The streaking tight end (A) will be your primary target if he has reasonable speed. The other options, which include a flanker (B) on a deep curl and the halfback (Y) near the sideline, are also effective. If you throw to the halfback, be careful to stay in bounds if you're interested in gaining more than ten yards or so. This play replaces the old FB Center Trap in the playbook.

---Stop Clock---

As with the Stop Clock play found in other formations, the quarterback spikes the ball to stop the clock. It's best used in two-minute drill situations when stopping the clock is worth the cost of losing a down.

I Form (9)

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The I-Form has the fullback lined up between the quarterback and halfback, forming an "I" shape.

---Quick Slant---

On Quick Slant, your main target is the slanting split end (B). The tight end (A) on the post can also be effective, while the halfback (Y) in the flat will face too much pressure, especially if the ROLB is blitzing.

---WR Outs---

Both backs stay in to block, so you have a lot of time to throw to the man of your choice. The receivers (Y and B) run deep outs, and the tight end (A) streaks. This play is exciting, fun, and quite effective.

---HB Counter---

This counter play could definitely fool the defense into thinking the fullback has the ball. Unfortunately, the halfback tends to run into the quarterback, causing you to screech to a halt. You won't often gain more than five yards with this play.

---FB Dive---

This play is exactly what it says it is - a fullback dive. 1-5 yards is a frequent outcome, but at least you won't lose any yardage. This works well against stacked lines. If the line isn't stacked, you may prefer running off tackle.

---HB Draw---

The linemen take a step backward here, which may fool the defense into thinking this is actually a pass. This isn't the best running play out there, but it's a

reliable way to earn 5-10 yards, and possibly more against a passive defense.

---Curls---

All three receiving options run short curls. You'll be best off releasing the ball right before the receivers turn. This is a great antidote to deep zones, but it's good any time. The tight end faces too much traffic against standard 4-3 schemes, though.

---HB Toss---

I don't know what to say about this. Essentially a halfback sweep, HB Toss will result in an easy touchdown with surprising regularity and ease. I really can't endorse this play, though. If the RLB blitzes, one of two things will usually happen. Either the halfback will be squished for a loss of six, or the back will fail to take the pitch altogether, which means the ball is live and some opposition cornerback will pick up the ball and score a touchdown for the defense. There are other, safer outside running possibilities.

---TE Out + Up---

The split end (Y) runs a nice in route that usually avoids most of the interior congestion. The tight end (A) on the out and up route can get wide open. The flanker (B) on the post will frequently draw double coverage, making him a risky bet.

---Stop Clock---

I really shouldn't have to tell you this again, but the Stop Clock play spikes the ball so the clock will stop.

Shotgun (9)

=====

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 Madden '95 version of the shotgun formation has three receivers, one tight end, and one running back. This is one receiver more than Single Back and one less than Run & Shoot. A good pass-blocking line helps.

---Hail Mary---

All your receivers head deep. This is best used in desperate situations where a quick touchdown is needed, although you could try it when you really want to shock the opponents.

---Short Posts---

If you're in a two-minute drill, it's hard to beat a hard, quick pass to the split end (Y) on the out. Both the second tight end (B) and flanker (A) run short post patterns.

---HB Toss---

Outside running isn't easy in the Shotgun formation, but good blocking will reward you with a big gain. This is a high-risk play that can easily gain 25 yards or lose five. Call an audible in the unlikely event your opponent has eight men in the box. While it's best to run this as a sweep, you can also try plowing straight through the line - a much safer option.

---HB Draw Trp---

This can earn a surprising amount of yardage if the defense is expecting a pass. Try to hit the hole between the pulling right guard and the left tackle, and you should gain about seven yards. A bold player can try using this play as a sweep right, but that's risky against a Nickel or Dime.

---QB Waggle---

You've got to love plays with cute names like this. Normally you roll out to the right and throw to one of the receivers (probably the slot receiver) on post patterns, but you might prefer to take off running if you have an agile quarterback.

---Deep Outs---

Your main targets here are your exterior receivers (Y and A), who can make some pretty big plays. If they're well-covered, you'll probably be able to dump the ball off to the halfback (B). This play is best if you need quick yardage, especially in a two-minute drill.

---Hooks---

All three receiving options run hooks in this play. Your best option is the tight end (A). It's hard to throw to the B receiver with success because the halfback (Y) usually catches the pass even though it's not intended for him. Oh well.

---HB Shov. Pass---

This play is designed to be a shovel pass to your running back (Y). Expect to gain 5-10 yards against a Nickel defense with little risk. Against a 4-3, the shovel pass can sometimes be stopped for a loss. If you feel lucky or your opponent is still in a 4-3 (or you see an open receiver), you can throw deep to the crossing tight end (A) and flanker (B).

---Stop Clock---

Our old friend Stop Clock also makes an appearance in the Shotgun formation, where it's probably most likely to be used.

Run-Shoot (9)

=====

The Run-Shoot formation is named after the Run 'n' Shoot offensive system, as this was the formation that system usually employed. It's similar to Single Back, except that it has four wide receivers and one running back instead of two receivers, two tight ends, and a back. Effective use of the Run & Shoot formation demands a deep crop of effective wide receivers, as well as an offensive line that pass blocks well. Flipping these plays won't usually affect much. Because the field is "spread out," you may find it easier for the quarterback to scramble, especially up the middle. Don't forget to use the slot receivers, who often remain uncovered or covered by a linebacker or safety (especially against a standard 4-3).

---In + Out---

Your streaking left-hand slot receiver (Y) is your best bet if he's open. Otherwise, look for the B receiver on the in route or the A receiver on the out. Alternatively, try sneaking up the middle with your quarterback and sliding - a fun way to grab 5-10 yards.

---PA Pass---

A play action pass seems a little weird in this formation, but this play is reasonably good nonetheless. If the Y or B receivers aren't open deep, try dumping the ball off to the A receiver.

---HB Counter---

Counter Left is a good general running play for Run & Shoot fans that can usually gain at least three yards. The line will develop a massive hole, but that has a drawback. You must stay left at the start of the play, or you'll get clobbered by a defensive tackle.

---Posts Corner---

The Y and B receivers cross on posts, and the halfback (A) serves as a safety

net in the left flat.

---HB Toss---

A good running play, although riskier than some. Normally you'll run off-tackle, although I prefer to use this play as a sweep if the blocking holds up. Be warned, however: If the defense rushes aggressively, you may lose yardage in the way that makes 320-pound men make ridiculous dances.

---Hooks---

The B and A receivers will hook after about ten yards, providing safe, sane options. If you want to go for the bomb, the Y receiver will run straight downfield.

---Deep Posts---

A pretty ordinary passing play. The Y receiver on the out and up is an interception risk if you don't throw the ball hard enough, whereas the B and A receivers are generally safer.

---WR Screen---

In a wide receiver screen pass, the line pulls to the right to block for the A receiver, the intended recipient of the pass. If you just want to be different, you can throw to the halfback (Y) in the flat or the B receiver on the post. I like this play.

---Stop Clock---

This rarely-used play stops the clock in a high-pressure situation.

Goal Line (9)

=====
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 - ideally the one with the best "hands" rating. Reversing Goal Line plays will have little effect.

---HB Lead Left---

This is a halfback dive. If you need 1-2 yards, HB Lead Left is a good play to use. However, it will occasionally fail spectacularly.

---FB Pull---

A good choice if you only need a yard or two. It's not particularly glamorous, though.

---HB Lead Right---

Just like HB Lead Left, although slightly safer and more effective.

---Flood Left---

There aren't many passing plays in the Goal Line formation, but this is one of them. The Y 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. Personally, however, I prefer Play Action, the other passing play in the Goal Line formation.

---FB Cut Left---

Another fullback dive, but this isn't as good as FB Pull.

---HB Cut Right---

The goal of this play is to avoid the congestion in the middle by running off right tackle. Although nothing is guaranteed inside the five, this play works very effectively, especially when you need two or three yards.

---QB Sneak---

The Quarterback Sneak is a pretty low-risk play, but don't expect to gain much more than a yard or two. But it's very good at getting that one yard! This play succeeds about 95% of the time against the Miser and Tough Guy variants of the Goal Line defense but consistently fails against the 53. You might even call an audible if three men are blocking your center.

---Play Action---

The quarterback fakes a handoff on this play. Try throwing hard to the halfback (Y) in the flat. If he's well covered, try the B or A receiver. This is the better of the two Goal Line passing plays.

---Stop Clock---

It's unlikely that you'll use this clock-stopping play from the Goal Line formation.

Punt (3)

---Fk. Punt 1---

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

---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.

---Fk. Punt 2---

Another fake punt, but this is a pass. In this version, one of your blockers takes the snap and plows through the line. It's hard to gain more than three or four yards with this, but it's certainly worth a try on fourth and two if the situation is right. It almost always gains at least two yards. Fake punts are usually most effective against human players.

Field Goal (2)

---Fake F.G.---

Fake field goals are very risky, so use them carefully. This is a standard passing fake field goal. Your best bet is the B option. Ignore the kicking meter. As with fake punts, fake field goals work best against human opponents.

---Field Goal---

This play lets you kick a field goal. What a surprise! This is also the play to select when you want to kick an extra point after a touchdown. Don't try to kick a field goal unless you're inside the opposition 30 or so, though.

~~~~~  
Defensive Playbook

[DEFPB]

~~~~~  
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 (21)

~~~~~  
The 4-3 defense is the defensive set used by most teams in most situations.

#### ---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 for a sack. 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.

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

This is a fairly well-balanced defense that contains the pass yet still stops the rushing game. It may have difficulty with a Run & Shoot offense or passes to the flats.

#### ---Wrangler---

This man-to-man defense puts a little pressure on the quarterback by blitzing an outside linebacker. Running the ball will sometimes be easier, although sweep rights will typically fail.

#### ---Breaker---

Another basic 4-3 set, but this has the right end and right tackle on a stunt.

#### ---Flex 2 Deep---

This is the normal version of the Flex form of the 4-3, which has two linemen slightly further from the line of scrimmage than normal. In the 2-Deep system, both safeties play deep.

#### ---Flex Bomber---

A Flex blitz, with one linebacker blitzing.

#### ---Flex Panther---

This play is just like Flex Bomber, except two linebackers are rushing the quarterback. It could have trouble with certain off-tackle plays.

#### ---Flex 3 Deep---

A deep zone.

#### ---Flex Stallion---

This is a very good way to contain the outside rushing game, although you'll have to look out for streaking receivers.

#### ---Flex Jaguar---

Similar to Flex Stallion, except the safeties patrol the inside part of the field instead of the outside.

#### ---Grizzly Zone---

The Grizzly set places all four defensive linemen very close to one another. This version is designed to defend the pass.

#### ---Grizzly Read---

This is the most balanced form of the Grizzly scheme.

#### ---Grizzly Attack---



Grizzly Attack is designed to put pressure on the quarterback, with the outside linebackers blitzing and two linemen on a stunt.

---Dbl. Talon Zone---

No, it's not named after Malon's dad from Zelda games. The Double Talon places the tackles very close to each other, and one of the outside linebackers is situated far to the left. This form of Double Talon is a zone defense where the linebackers cover the middle part of the field and the safeties cover the sidelines.

---Dbl. Talon MZ2---

Another variation of the Double Talon system. The RCB focuses on "jamming" the opposition receiver.

---Dbl. Talon Stk.---

The outside linebacker blitzes in Double Talon Strike.

---Cowboy Zone---

The Cowboy system is similar to Double Talon, but the linemen and linebackers are symmetrical.

---Cowboy HB---

This is like Key HB, only with the Cowboy set.

---Cowboy SE---

Cowboy SE double-covers the split end (usually the flanker, actually) - a good way to stop a dangerous receiver.

3-4 (18)

=====

The 3-4 is similar to the 4-3 in many aspects, but there are differences. The 3-4 has three linemen and four linebackers, whereas the 4-3 uses four linemen and three linebackers. The primary advantage of a 3-4 is it allows teams to put more pressure on the quarterback in unpredictable ways. The disadvantage is it requires specialized personnel, such as a massive nose tackle. In real life, the 3-4 was in decline by the 1994 season. Buffalo, Detroit, New England, New Orleans, and Pittsburgh were the only teams that used it regularly. A real team may have some difficulty regularly switching between a 3-4 and a 4-3, but you can do it as much as you want in a video game. Don't overlook the more unconventional forms of the 3-4, like Outlaw and Viper.

---Wide Zone 1---

This play is designed to clog up the short zones. Good against two-tight end sets and passes to the flats.

---Man/Zone 1---

No one blitzes here. With all the linebackers in coverage, it's going to be tough to find someone open, especially in the short zones.

---Renegade---

The DLE and NT stunt, and the LOLB blitzes.

---Medium Zone---

Medium Zone will shut down a pass of 10-15 yards, but a pass to the flat may cause trouble.

---Man/Zone 2---

Another good versatile 3-4 scheme. The defensive linemen rush toward the left side of the offensive line, and the safeties cover the sidelines.

---Gambler---

The LILB blitzes down the middle, with the rest of the linebackers ready to stop the outside run.

---Bandit Zone---

Bandit is a strange 3-4 scheme that basically looks like a 4-3 with the DLE replaced with a second LLB. The receivers will draw tight coverage, but a long ball to a tight end could go for a big gain.

---Bandit Flats---

The LOLB is on a delayed blitz - too delayed to put pressure on the quarterback if you don't control the LOLB yourself. The cornerbacks stay in to protect the flats, but this leaves a serious weakness in the deep zones, with the safeties single-covering the receivers and leaving a massive hole down the middle. Use this at your own risk.

---Bandit Blitz---

Three of the four linebackers blitz - a favorite amongst wavers of the Terrible Towel.

---Bandit 3-Deep---

Three men drop deep, while the rest of the zones are covered by the linebackers. This is a decent zone system.

---B. Contain---

Bandit Contain reliably extinguishes inside runs, especially those run off guard. However, one receiver will usually be wide open.

---Bandit X---

Both receivers should be double-covered, and the outside run and flats will also be well-protected. This play is weak against both passes and runs up the middle.

---Outlaw Weak---

Outlaw Weak is a zone defense.

---Outlaw Key HB---

The ROLB blitzes, helping to stop outside runs like sweep lefts. The focus is on stopping the halfback, as opposed to the fullback.

---Outlaw Strike---

Six men rush here. However, beware of the long ball if no one gets to the quarterback.

---Viper Weak---

Viper is a weird 3-4 system where the linebackers are arranged in a diamond shape. It'll be hard to throw to the outside against Viper Weak.

---Viper Key HB---

This form of the Viper is better at stopping the run, especially the halfback run up the middle.

---Viper Strike---

Two linebackers blitz in this variation of the Viper.

Nickel (9)

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

---Prevent---

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.

---Double SE---

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

---Red Dog---

Woof! Both linebackers are blitzing, so this is a good way to put pressure on the quarterback without forsaking the deep zones.

---Full Zone---

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

---Double FL---

This double-teams the flanker. A good way to shut down a particularly dangerous receiver, although in reality this play usually double-covers the split end.

---Tight Man---

One of your linebackers will blitz. Every receiver should be in tight man coverage, hence its name.

---Pirate Zone---

The Pirate set is a special form of the Nickel where the linebackers line up near the center and tight end. This is a fairly deep zone.

---Pirate Dbl.---

The Pirate Double play double-covers the receiver on the right - usually the flanker.

---Pirate Blitz---

Both linebackers blitz here, creating a six-man rush.

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 generally be reserved for prevent situations. The Dime playbook is identical to the one used in Madden '94.

---CB Blitz---

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

---Center Blitz---

The lone linebacker blitzes.

---Double Blitz---

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

---Short Zone---

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

---Prevent---

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.

---Prevent 2---

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

---Safety Cheat---

One of your safeties will be blitzing, but unless you take manual control of him, you won't come near the quarterback.

---Double FL---

This play double-teams the receiver lined up on the left side of the offense, which in reality is usually the split end.

---Double SE---

This play double-teams the receiver lined up on the right side of the offense, which in reality is usually the flanker.

Goal Line (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.

---Miser Left---

This is a general-purpose goal line defense.

---Miser Key FB---

This play is designed to stop the fullback.

---Miser Right---

Very similar to Miser Left.

---Tough Guy Outs---

The Tough Guy set is somewhat stronger against the pass - especially this play. Interestingly, this is known as Tough Man Outs in Madden '96.

---Tough Guy HB---

Similar to Tough Guy Outs, with the defense keying the halfback and protecting against passes in the flat.

---Tough Guy Blitz---

Seven men rush, while the cornerbacks guard against the fade.

---53 Seahawk---

The 53 variation of the Goal Line formation is excellent against the inside rushing game, especially quarterback sneaks, but it is weak against outside runs.

---53 Cougar---

Not much different from 53 Seahawk.

---53 Bearcat---

This is an aggressive blitz.

Special Teams (3)

=====

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

---Punt Rush---

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

---Punt Return---

Here your personnel will be blocking for your return man in an attempt to get a good return.

---Field Goal Block---

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

~~~~~  
FAQs and General Tips

[NOTES]

~~~~~  
Q: What plays are the best audibles?

A: Here are the audible selections I most frequently use.

Offense

[Y] A run (Far/Near HB Lead, Pro Form HB Sweep)

[B] A short pass or screen pass (Pro Form Quick Posts, Run & Shoot WR Screen)

[A] A long pass (Single Back PA Streak, Shotgun Deep Outs)

Defense

[Y] A balanced defense (4-3 Cheat Left, 3-4 Man/Zone 1)

[B] A play that covers the pass (Nickel Full Zone, Dime Center Blitz)

[A] A blitz (4-3 Grizzly Attack, 3-4 Bandit Blitz)

Make sure to change your offensive audibles if you're using a hurry-up offense, or your defensive audibles if your opponents are in a hurry-up. Against a human player, you should change your audibles periodically to keep opponents on their toes. In case you didn't know, you can change audibles from the "Set Audibles" option on the Gameplay Options subscreen of the Pre-Game or pause screen. The most important thing is to select plays that work well for you as audibles.

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

A: Hold the A button right before the play selection screen would ordinarily appear. You'll bypass the play selection screen and run the play you last run, unless you call an audible. A no-huddle offense is useful if you need to get points fast, but it can also be useful for confusing or rushing your opponents, especially a human player.

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 A to change your team's alignment. Press B 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.

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 formation when you know the defense will punt.

Q: My passes keep getting deflected by the stupid defensive linemen! How can I stop that from happening?

A: You can either drop back farther or leave the pocket. In some plays you can try releasing the ball more quickly (or sometimes later).

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: Select "Call Timeout" from the pause screen if 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).

Q: What should I choose when I win the toss?

A: It doesn't matter, although it's more fun to receive first. If you're deciding the goal to defend, you might want to have a tailwind on the kickoff. But it doesn't matter at all.

Q: Are there any secret teams in this game?

A: Yes. The Jacksonville Jaguars and Carolina Panthers were still a year away from actually playing in the NFL, but in this game they serve as generic all-star teams. Press the L, R, L, R, and A buttons on the team selection screen to use the Jaguars; enter L, R, L, R, and Y to play as the Panthers. You can't use them in Season Mode or playoffs, though.

Q: Are you really a Jaguars fan?

A: Yes. There aren't many of those.

Q: What other tips do you have?

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

\* Hard throws take just a little longer to get off than touch passes.

\* 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.

\* If you select almost any running play from the Goal Line formation, you can reliably score on two-point conversions.

\* Your split end (on the left) is usually the Y receiver, while the flanker (on the right) is generally assigned the B button. The A button is typically a

tight end or halfback. However, you should refer to the play diagrams for the information specific to each play; this isn't the case on all plays.

\* If you're playing on an emulator, assign the Y, B, and A 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:

\* If you want to play REALLY short games, enter this code while highlighting Game Length on the Game Setup screen: L, R, L, R, X. The game will last 1 minute in Exhibition mode.

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

\* You can't set the weather for teams that play indoors.

\* Like Dara Torres, Julio Franco, Martha Stewart, Fidel Castro, and the Zelda 64 Kokiris, John Madden reached a plateau and stopped aging around 1990. Nearly every guide I write includes some kind of reference to a Zelda game, and very frequently a Hispanic sports figure.

~~~~~  
Comparing with Reality [REALL]
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This is a pretty familiar section if you've read my Formula One walkthroughs. This is just a brief summary of the 1994 NFL season. More in-depth information can be found at NFL.com, Wikipedia.org, and assorted other Internet and print sources.

Besides other less prominent rules changes, kickoffs were moved from the 35-yard line to the 30, and the two-point conversion was introduced to professional football. Many teams wore special commemorative patches or uniforms in recognition of the NFL's 75th season. For the first time, NFC games were broadcast on FOX instead of CBS. The nearly-unbeatable San Francisco 49ers crushed the San Diego Chargers 49-26 in Super Bowl XXIX at Joe Robbie Stadium (now Dolphin Stadium) in Miami.

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Version History [VERSN]
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Here's the most beloved section of my guides... the version history. As you can see, I've worked on this guide rather sporadically.

| Date    | Version | Size |                                                 |
|---------|---------|------|-------------------------------------------------|
| 4-28-08 | 0.1     | 74KB | Began guide.                                    |
| 4-29-08 | 0.15    | 63KB | Did a little stuff, especially with playbooks.  |
| 5- 3-08 | 0.2     | 70KB | Added team statistics and other stuff.          |
| 5- 4-08 | 0.25    | 75KB | Worked on Actual Player Names section.          |
| 7-17-08 | 0.3     | 57KB | Finally decided to abandon Actual Player Names. |
| 7-19-08 | 0.35    | 59KB | Did a little.                                   |
| 7-23-08 | 0.4     | 60KB | Worked on Suggested Substitutions.              |
| 7-24-08 | 0.45    | 62KB | Completed Suggested Substitutions.              |
| 7-29-08 | 0.5     | 55KB | Removed the rest of the old Madden '96 plays.   |
| 7-30-08 | 0.55    | 56KB | Began revising offensive playbook.              |
| 7-31-08 | 0.65    | 60KB | Completed about 25% of the playbook.            |
| 8- 1-08 | 0.85    | 67KB | Completed about 95% of the playbook.            |
| 8- 2-08 | 1.0     | 66KB | Finished things up.                             |
| 3- 2-09 | 1.1     | 66KB | Made a few adjustments.                         |

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~~~~~  
Contact Information

[CONTC]

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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 follow these rules:

- Do include "Madden '95" in the subject line.
- Do send polite suggestions about ways to make this walkthrough better.
- Do ask any questions you have about Madden '95 gameplay. I will answer them eventually if you follow all of these guidelines.
- Do tell me about any errors or omissions you find in this guide.
- Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so I can understand what you're saying.
- Do use patience. I check my messages rather sporadically.
- Do not send spam, pornography, chain letters, "flaming," or anything that contains profanity or vulgarity. Again, violation of this rule will result in permanent constipation, so be careful!

\*\*\*\*\*  
Current list of VinnyVideo guides available on GameFAQs.com and Neoseeker.com:

- \*\*\*\*\*
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  - F1 ROC II: Race of Champions
  - SimCity 3000
  - Nigel Mansell's World Championship Racing
  - Kyle Petty's No Fear Racing
  - Madden NFL '96 (SNES)
  - Madden NFL '98 (SNES)
  - Madden NFL '97 (SNES)
  - ESPN SpeedWorld (SNES)
  - The Oregon Trail: Fifth Edition (PC)
  - The Legend of Zelda: Ocarina of Time Master Quest
  - Off Road Challenge (N64)
  - F-1 World Championship Edition (SNES)
  - Donkey Kong 64



Where in America's Past is Carmen Sandiego  
Michael Andretti's Indy Car Challenge  
Mario Open Golf (Japan)  
Donkey Kong Country 2: Diddy's Kong Quest (SNES)  
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Donkey Kong Country 2: Diddy's Kong Quest (GBA)  
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Bill Elliott's NASCAR Fast Tracks  
SimCity 2000 (GBA)  
Madden NFL 2004 (GBA)  
Madden NFL '95 (SNES)

And lastly, a public service message: Fight for and affirm the rights of all humans, regardless of race, age, or creed! And... Don't forget to eat your five fruits and vegetables today. No one's going to read this, anyway.

For M.M.

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