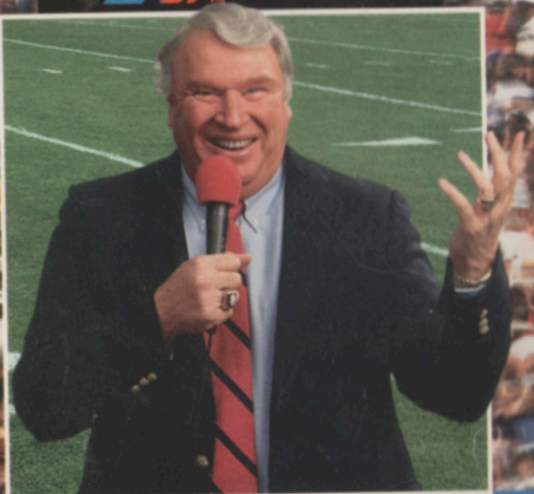


ESPN PRESENTS



JOHN MADDEN

FOOTBALL™

'92

ESPN™

ELECTRONIC ARTS

SPORTS NETWORK

CREDITS



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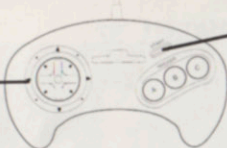
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CONTROLLING THE GAME

D-Pad
You control the man standing on the star symbol. Use the D-Pad to move your player.



Start Button

KICKING

- C Sets kicker in motion
- C Kicks the ball

A Alerts your team that you might call an onside kick.

- C Sets onside formation

Use the D-Pad to aim the kick.

OFFENSE—BEFORE THE SNAP

- B Fakes the snap by calling "hut"
- C Snaps the ball

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

- A Calls Anti-Blitz play
- B Calls Anti-Blitz play
- C Calls Running play

AFTER THE SNAP

Running Play

- A Runner dives
- B Runner spins
- C Gives runner extra "umph" to break a tackle or hurdle over a defender

Passing Play

- A Pass to receiver in window A
- B Pass to receiver in window B
- C Shows passing windows
- C Pass to receiver in window C

Hold down the button you chose to throw a "bullet" pass. Tap the button to throw a "lob."

Receiving:

- A Receiver dives to make a catch
- C Receiver jumps to catch the ball

DEFENSE—BEFORE THE SNAP

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

- A Calls Anti-Run defense
- B Calls Blitz defense
- C Calls Anti-Pass defense

AFTER THE SNAP

- A Player dives to make a tackle
- B Take control of the defensive man who is closest to the ball
- C Player jumps to block a kick, deflect a pass, or strip the ball from the ball carrier.

START BUTTON

To pause the game before the snap, press START. The Pause screen displays three choices:

A = Time Out. Each team has 3 time outs per half.

B = Instant Replay. This brings up the VCR icon, and the Player I solation Cam. See INSTANT REPLAY.

A Rewinds

B SLO-MO effect

C Start/Stop. Plays once at normal speed

Hit START to move back to the Pause screen.

Hit START again to return to current play.

C = Substitute for the current QB. Can happen only between plays when your team has the ball.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

JOHN MADDEN FOOTBALL '92



John Madden Football '92 has all the thrills, speed, and monster collisions that you'd expect from the professional game's most dynamic personality. But what it has most of is MORE—more plays, more teams, more action, more options, and more challenges. And, as always, it's easy to learn, because

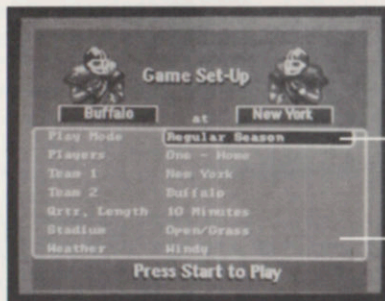
*playing the game is a lot more fun than reading about it. Follow the six numbered start-up steps, and you can probably use **Controlling the Game** on the pages 2-3 of the playbook and **Football Talk** to figure out everything you need to play with the pros!*

FIRE OFF THE LINE: STARTING UP THE GAME

1. Flip OFF the power switch on your Sega™ Genesis™. Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Console.
If you're playing with a friend, plug his Controller into Control 2.
3. Insert the game cartridge into the slot and press firmly.
4. Turn ON the power switch.

- The Electronic Arts® logo will appear. If you don't see it, begin again at step 1.
5. When John Madden's picture appears, press START.

The game credits screen begins to roll and then the Game Set-up screen appears.



GAME SET-UP SCREEN

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

DEMO

If you'd rather run an exhibition game now, and get a feel for the game, great.

- A. D-Pad DOWN to Players.
- B. D-Pad RIGHT until Demo appears highlighted in black.
- C. Press START to see some hard-hitting action between Buffalo and New York.

D. To quit the Demo game, press START. This returns you to the title screen.

E. Press START to return to the Game Set-up screen.



During the Demo you can review a great play by pressing B. This brings up the VCR icon. Press C to review the play. Press START to return to the Demo. See INSTANT REPLAY on p. 35 if you want more information.

PLAYING FOR REAL

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



If you want to play right away, just press START. Following a brief scouting report, you'll be New York playing at home against the Buffalo team, in a Regular Season game with 5 minute quarters.

If you want to set up your own game, or change the current settings in any way:

1. D-Pad UP or DOWN to move through the game set-up options.
2. When an option is highlighted in black, D-Pad RIGHT or LEFT to see the settings for that option.

Play Mode

Pre-Season: Good practice. No penalties, except offsides, are called and the 45-second play clock is turned off.

Regular Season: All the rules of the game are in effect.

New Playoffs: See BIG TIME PLAYOFFS, p. 27.



Continue Playoffs: See BIG TIME PLAYOFFS, p. 27.

Sudden Death: First team to score, wins. All rules are active.

Players

Demo: Genesis controls both teams. Learn by watching the game.

One - Home: Player using Control 1 is the home team. Opponent is coached by the Genesis, using a *COACHING PROFILE*.

One - Visitor: Player using Control 1 is the visiting team. Opponent is coached by the Genesis, using a *COACHING PROFILE*.

Two - Head to Head. Players compete against one another.

Two - Teammates. Players cooperate against the Genesis.



Words in ITALIC CAPS, like COACHING PROFILE, are explained in detail in John Madden's Football Talk, p. 33.

Team 1

Home Team. Choose from 28 pro teams plus the Madden-coached All-Madden team (in Regular Season only).

Team 2

Visiting Team. Choose from 28 pro teams plus the Madden-coached All-Madden team (in Regular Season only).

Quarter Length

Play 5-, 10-, or 15-minute quarters.

Stadium

Choose the field you want to play on, Open/Grass, Open/Turf, or Dome/Turf.



Weather

In all games played in an Open stadium, you can choose Fair, Windy, Rain, or Snow. Weather inside a Domed stadium is always fair, regardless of the conditions outside.

Every player has less traction in the mud, rain, and snow. Field goals and punts are more difficult to control in the wind. Naturally, kicks with the wind at your back will go further than kicks into the wind.



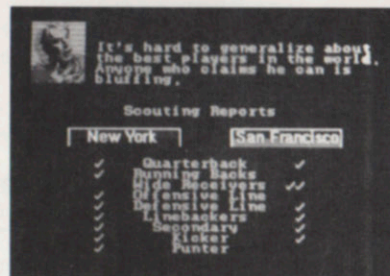
When you've set up your game, fasten your chin strap, and press START to see Madden's scouting reports.

SCOUTING REPORTS



Here's my evaluation of both teams, position by position—who's got a go-to guy, who's weak up the middle, who's got players that aren't afraid of getting some dirt on their pants? You know what I mean? These team profiles can help you play a better game, so pay attention to them. For example, if your quarterback

has a weak arm, don't call plays that make him throw the long bomb. Every team has different strengths and weaknesses that are built into the game. The more you learn about your team's personnel, the more likely you are to be playing in the EASN Championship while your opponents are watching the highlights on the tube.



SCOUTING REPORT SCREEN

At least one checkmark (✓) appears at every position. The team with the checkmark is stronger than the opponent at that position. If both teams have a ✓ at a given position, it means that the teams are evenly matched at that position. If one team has two checkmarks at a given position, it means that team is MUCH stronger at that position than its opponent.

THE KICKOFF

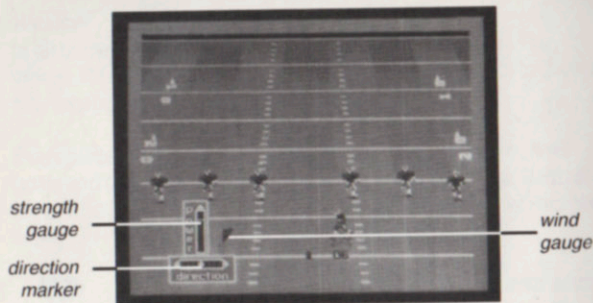
The visiting team always kicks off. If you're the home team and are playing against the Genesis, the kickoff is automatic. You might want to go directly to the section called RECEIVING TEAM, below.

KICKING TEAM

Press C twice to kick off. Here's how you do it.

After the referee spots the ball and the teams line up:

1. Press C. This starts your kicker moving toward the ball and brings up the Kick Meter on the screen. The Kick Meter helps you kick with accuracy and power.



KICKING METER

The marker in the strength gauge begins to move up as the kicker approaches the ball. The higher the gauge, the more powerful (longer) the kick will be. However, kicking the ball when the gauge is lower will give the ball more loft. Such a kick is harder for your opponent to block.

1. When the marker is where you want it, press C to kick the ball.

Wind

When your kicker has to contend with gusty winds, the Wind Gauge also comes up with the Kicking Meter. Look closely at the flag on the gauge, and take account of wind strength and direction when you kick the ball.

To aim your kick

1. As the kicker comes toward the ball, D-Pad RIGHT or LEFT to move the direction marker.

2. When the marker indicates where you want the ball to go, release the D-Pad.

Once the kick is away, your team automatically runs downfield, tries to "break the wedge," and tackle the guy returning the ball.

3. Press B to take control of the defensive player closest to the ballcarrier.

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

4. Use the D-Pad to move your guy into position, so he can make a big hit on the ballcarrier.
5. When your guy is facing the ballcarrier, hit A to send him diving in for a tackle, or C to power tackle.

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

RECEIVING TEAM

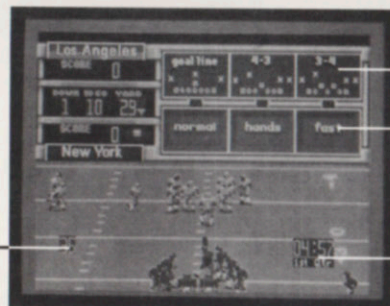
Your return man catches the ball and begins to move up field. He's standing on the star symbol and his jersey number appears so you can determine his abilities [see PLAYER RATINGS, p. 48]. You can let the Genesis pick his route and moves, or control him with the D-Pad.

If you catch a kickoff or punt deep in the End Zone, it may be better to "down" the ball rather than trying to return it. Don't run out of the End Zone if you want to down the ball. This is called a touchback. The return team gets the ball on its own 20 yard line, and play begins from there.

IN THE HUDDLE

After the ballcarrier has been tackled (or the ball has been downed) both teams huddle up. The scoreboard and Play Calling Windows (PCW) appear above the field. The game clock shows the time left in the quarter. The 45-second play clock shows how much time the offense has to start the next play.

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



THE GAME SCREEN

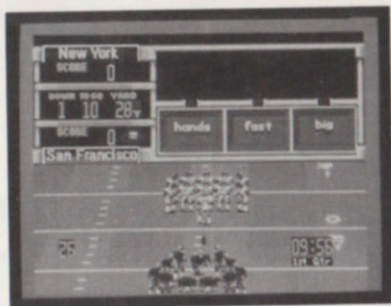
OFFENSE



Call plays that exploit the strengths of your best players. Or choose plays that expose the weaknesses of the guys with all the bars on their headgear—that's the defense.

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

If you want to call the play Coach Madden recommends, hit C three times to choose SET, FORMATION, and PLAY.



TO CALL SET IN WINDOW A, PRESS A

1. Call a SET

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



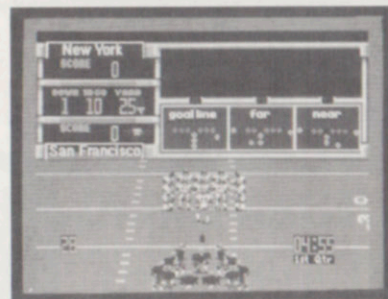
*Some of these words might be new to you—it's football talk. If you want an explanation of any of the words in **ITALICIZED CAPITAL** letters, look 'em up in **John Madden's Football Talk**.*

To see the other three sets, D-Pad LEFT or RIGHT.

- ❖ When the SET you want is in a window, press the button on the Controller that matches the letter of the window. This calls a SET and displays FORMATIONS in the PCW. The name of the SET you chose is displayed briefly on the screen.



If you want to move back to the SET windows and change your Set, D-Pad UP.



TO CALL FORMATION IN WINDOW B, PRESS B

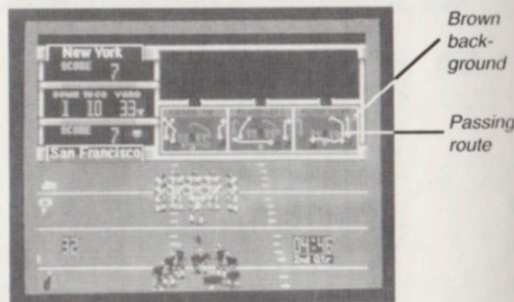
2. Call a FORMATION

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

To see the other formations, D-Pad LEFT or RIGHT.

- ❖ When the FORMATION you want is in a window, press the button on the Controller that matches the letter of the window. This calls a FORMATION and displays three plays from Coach Madden's playbook in the PCW.

If you want to move back to the FORMATION windows, D-Pad UP.



TO CALL THE PLAY IN WINDOW C PRESS C

3. Call a PLAY

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

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

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

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

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

RUNNING PLAYS

The handoff on a running PLAY is automatic. You take control *after* the handoff. The star symbol marks the ballcarrier and his jersey number appears so you know who he is. Use the D-Pad to move the ballcarrier through the defense, or watch the Genesis execute the play you just called.

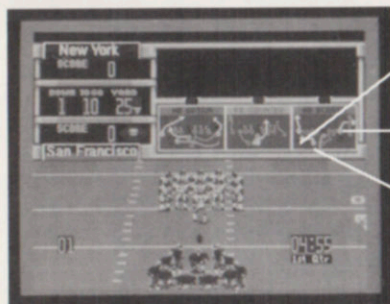


Remember, the defensive guys are not a bunch of stiffs. They're trying to run you down. If you can't avoid the contact, don't just give up. Fight for yardage, anyway you can!

While you're pressing on the D-Pad to move your runner:

- A. Hit A to dive for a few extra yards.
- B. Hit B to spin and possibly avoid being tackled.
- C. Hit C, the "umph" button, for a boost of extra power and strength that might help you drive through the defensive pile or hurdle over a tackler who has you in his sights.

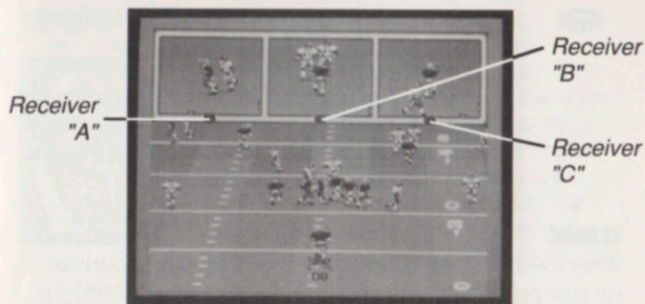
PASSING PLAYS



PASSING PLAY

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

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



PASSING WINDOWS

2. Select your receiver by hitting the button that matches the window he's in.
3. Use the D-Pad to move the receiver to the yellow circle. (He's doing his best to get there on his own). If he doesn't have the speed to get to that exact spot, press A so he can dive for the ball, or press C so he can jump for it.



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

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



Vary your play selections! Don't be predictable. Even if a play is successful several times, don't overuse it. The Genesis is a savvy opponent. It will learn your play calling tendencies, and you'll find that a favorite play can become a loser in a very short time if you overuse it. The defense will become headhunters! A sack, a stuff, an interception or a fumble are all possibilities.

SCORING

When you score a touchdown, your players are sure to celebrate. For your personal records, Coach Madden provides a summary of your scoring drive after the touchdown. You'll get complete stats on rushing (running) and passing yardage and time of possession. Don't forget to kick for the extra point after you score!



SCORING DRIVE

DEFENSE



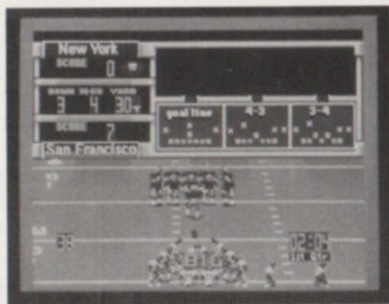
Great defenses don't simply react. They anticipate the action, and try to make the offense do stuff it doesn't want to do. Exploit known tendencies to run or pass in certain situations. Sometimes you might try to force weird matchups, like putting a linebacker on a wide receiver, just daring the offense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

Before you call a play for your defensive team, look at three things: the down; the field position of the ball; and the offensive SET, which flashed on the screen when the offense called it.

When you know these things, call your play in three steps.

1. Call a Formation
2. Call a Coverage
3. Call a Play

If you want to call the play Coach Madden recommends, hit C three times to choose FORMATION, COVERAGE, and PLAY.



TO CHOOSE FORMATION IN WINDOW A, PRESS A
(in Player 1 mode)

1. Call a FORMATION

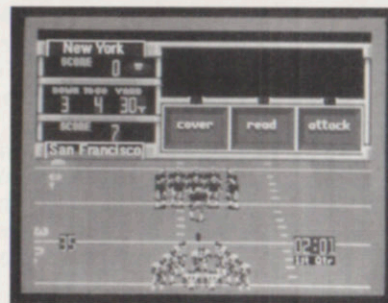
On defense a FORMATION is the group of players who will run your play. The defensive formations to choose from are: 4-3, 3-4, NICKEL, DIME, GOALLINE and three SPECIAL TEAMS. Each formation represents a different group of players.

The names of three formations appear in the windows A, B, and C beside the name of your team. To see the other formations, D-Pad LEFT or RIGHT.

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



If you want to move back to the formation windows and make a change, D-Pad UP.



TO CHOOSE COVERAGE IN WINDOW A, PRESS A

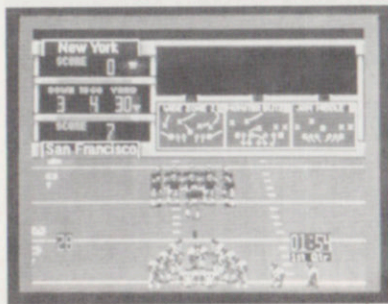
2. Call a COVERAGE

A COVERAGE specifies the personnel in your defensive formation and tells them how to play the offense. There are three basic coverages: COVER, READ, and ATTACK.

You can use any available coverage with any formation. But you'll find that certain formations and coverages work better together than others.

- ❖ When the COVERAGE you want is in a window, press the button on the Controller that matches the letter of the window. The available defensive plays appear in the windows.

If you want to move back to the **COVERAGE** or **FORMATION** windows, D-Pad UP.



TO CHOOSE PLAY IN WINDOW B, PRESS B

3. Call a PLAY



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

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

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

DEFENSIVE HINTS

You can change the player you control by hitting **B** before the snap. After the ball has been snapped, hitting **B** automatically changes the player you control to the guy closest to the ball.

When the defense brings down the runner, the referee blows his whistle to call the play "dead." Even though the play is over, you still have control of your defensive man. If you hit the downed runner, you'll probably get called for a late hit and penalized.

Pass Defense

Once the ball is thrown, your defenders will try to make a play on the ball. Press **B** to take control of the defender closest to where the ball is being thrown. Hit **A** to dive and deflect the ball. Hit **C** to jump and intercept or knock it down.

Crunch Plays

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

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

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

Pass Interference

ONLY IN HEAD-TO-HEAD COMPETITION

If the refs call you for Pass Interference, you might want to review the play. If you don't think the penalty is justified, you can overrule the referee's call once a half. Here's how.

1. After you've been called for pass interference [ONLY], press START to pause the game.
2. Press B to select INSTANT REPLAY.
3. Press C to run the replay.

After you've reviewed the play, either press A to overturn the call, or B to let the call stand.

If you pressed A, but your opponent sees the play differently, he can overrule your overturn. He would press A to overrule the overturn. The original pass interference call would be in effect.

Players can only use one overturn or overrule each half.



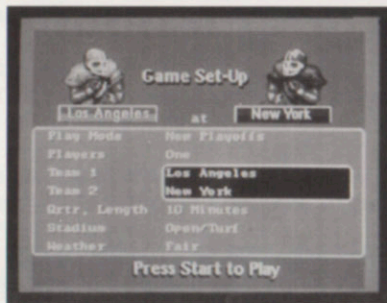
When you make contact with the ballcarrier along with a bunch of your teammates, hit C repeatedly to improve your chances of causing a fumble. However, if you're the lone defender, think twice about using C. If you just try to strip the ball loose, you might miss the tackle.

Sacking the Quarterback

If you nail the quarterback behind the line of scrimmage, so the offense loses yardage, it's called a sack. Sacks are hard to come by and nobody will blame you if you want to let off a little steam.

BIG TIME PLAYOFFS

When you're ready to challenge the rest of the league for the right to play in the EASN Championship game, choose **New Playoffs** as the Play Mode from the Game Set-up Screen.



GAME SET-UP SCREEN

❖ D-Pad Up or DOWN to move through the other game options.

Players

One—The player using Control 1 is the home team (Team 1) and plays against the tough and unpredictable Genesis.

Two—Head to Head: Players compete against one another.

Two—Teammates: Players cooperate against the Genesis.

Teams 1 & 2

You can take any team you want into the playoffs, but initial team matchups are fixed by the Genesis.

For example, the first time you choose New Playoffs as the Play Mode, Chicago might appear as Team 1 and be slated to play Atlanta in the first round.

To choose a different team, highlight Team 1 (Team 2 is automatically highlighted), and D-Pad RIGHT or LEFT. Each press shows a new set of playoff pairings. The name of the team you want to be needs to appears beside Team 1.

Quarter Length, Stadium and Weather

Same as in Regular Season.

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



PLAYOFF TREE

The Playoff Tree shows the matchups that will lead to the EASN Championship game.

- ❖ When you're ready to play your playoff game, press START.

Game rules, functions, conditions and operations are the same in the Playoffs as they are during the Regular Season.

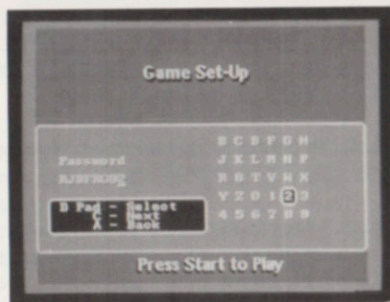
- ❖ At the end of your playoff game, you'll see a screen with an updated playoff tree. IF YOU WON YOUR GAME, press START.

Eight numbers and letters appear on the screen. Copy this "password" on a piece of paper. You will receive a new password every time you win a playoff game.

If you lose, your team is out of the playoffs. Press START twice to return to the Game Setup screen. If you want to try again, select Continue Playoffs and press START.

CONTINUING THE PLAYOFFS

- ❖ Choose **Continue Playoffs** as the Play Mode from the Game Set-up Screen.
- ❖ If you want to change the length of the quarters in your game, you can. This is the only option you can alter at this point.
- ❖ Use your Controller to enter the number you copied down at the end of your last Playoff game. Use the D-Pad to move from character to character. Use the A and C buttons as indicated on screen.



PASSWORD

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

STATISTICS/COACHING ADVICE

Extra defensive backs are useful on 2nd down and 10 or more and 3rd down and 5 or more yards.

	Q1	Q2	Q3	Q4	Total
San Francisco	7	0			7
Dallas	0	7			7
San Francisco	First Downs				3
Dallas	First Downs				4
San Francisco	Rushing Yards				10
Dallas	Rushing Yards				-13
San Francisco	Passing Yards				47
Dallas	Passing Yards				67

STATS SCREEN

At half-time and the end of the game, Coach Madden presents the stats for your game: who's running well, who's going nowhere fast, who's sacking whom, and all the rest. D-Pad UP or DOWN to scroll the screen and see more stats.

John Madden was one of professional football's most successful coaches, and he's known as the most astute analyst in the game. When he gives the game's statistics, he's also likely to offer some valuable advice about how to play a better game. Be on the lookout for these nuggets of useful information.

If you're in Playoff mode, press any button to see a summary of other games played today. If there are other games still going on, you'll see highlights of the close contests. If you want to skip the highlights and get right back to the second half of your game, press START.

JOHN MADDEN'S FOOTBALL TALK

AUDIBLES

If the play you called in the huddle looks like a loser when you hit the line of scrimmage, you can call an audible.

1. Once in formation, hit A once to alert your team that you're calling an audible.
2. While the word "audible" is on the screen, press A, B, or C to activate a play.

The Genesis will check the current offensive and defensive FORMATIONS, and run a play that tries to exploit your opponent with your current personnel. The audible depends on the current FORMATION. If you are in a NEAR FORMATION, for example, and

press C for a running play, you'll get a HB Toss Right. If you are in a *FAR FORMATION* and press C, you get a FB Counter.

Audibles and Offensive Formations

You'll notice from the list below that A or B selects an anti-blitz play, and C calls a running play.

Far

A—Quick Slant
B—HB Screen
C—FB Counter

Goal Line

A—Flood Left
B—Play Action [HB=A, TE=B, WR2=C]
C—QB Sneak

Near

A—Play Action
B—HB Screen
C—HB Toss Right

Run & Shoot

A—Quick Outs [WR1=A, TE=B, WR2=C]
B—Circle [WR1=A, FB=B, TE=C]
C—FB Draw

Pro-Form

A—Play Action
B—FB Slant In
C—HB Toss Left

Shotgun

A—Play Action [HB=A, WR2=B, TE=C]
B—FB Draw
C—HB Toss Left

Initial pass assignments are based on a *NORMAL SET*.

Audibles and Defensive Formations

You'll notice from the list below that A protects against the run; B calls a blitz; and C protects against a pass (zone defense).

4-3

A—Attack/Jam Middle
B—Cover/Mad Tiger Blitz
C—Cover/Short Zone

3-4

A—Attack/Jam Middle
B—Read/Monster Blitz
C—Cover/Medium Zone

Nickel

A—Cover/Safety Cheat
B—Cover/Mad Tiger Blitz
C—Cover/Prevent (Deep Zone)

Dime

A—Read/Safety Cheat
B—Cover/Center Blitz
C—Cover/Prevent (Deep Zone)

Goal Line

A—Attack/Center
B—Cover/Safety Blitz
C—Read/Zone Man (MLB spys on QB)

Defensive audibles are not available before a field goal attempt or a punt.

Audibles On Kickoffs

Press C for an inside formation. Have your kicker aim a kick toward the right sideline, and kick the ball weakly. Press B to control the player nearest the ball after the onside kick. Press A to make that player dive for the ball.

COACHING PROFILE

When you play against the Genesis, the computer analyzes unique coaching profiles of both teams (yours and the Genesis') while playing. Your team's profile consists of an evaluation of your players's strengths and weaknesses [see *PLAYER RATINGS*, p. 48], as well as your play-calling tendencies. The Genesis will try to exploit any weakness it detects in your personnel, and try to conceal its own personnel weakness from you.

For example, if you are San Francisco playing against the Genesis, the computer will know that you have a great group of receivers and an excellent quarterback. The Genesis will mix up its pass

coverage, try to deny the short pass, and make you think about calling more running plays, which you really don't want to do.

SNAP

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

If you press C before the ball is snapped, you'll get an off-sides penalty (5 yards).

TIME OUT

You can call Time Out anytime before the ball is snapped, or after the play is over. Just press START. When you're on offense the game pauses, and a screen message reads:

PAUSE

- A. TIME OUT *N*
- B. INSTANT REPLAY
- C. SUB IN QB #

N stands for the number of time outs remaining in the half. If you want a time out, press A. You can take a break from the action, or reset a play after a time out. Sometimes an audible just won't do and you really want to realign your formation. Call a time out and take care of it. However, you only get three time outs each half, so use them wisely.

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

INSTANT REPLAY

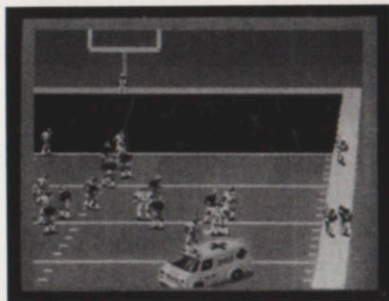
When the game is paused, press B to review the last play. This VCR icon brings up the VCR icon, and the PLAYER ISOLATION CAM.

- A—Rewinds action one "frame" at a time
- B—SLO-MO action
- C—Start/Stop. Plays once at normal speed
- Hit START to move back to the Pause screen.
- Hit START again to return to current play.

If you want the camera to isolate on any player on your team during the replay, use the D-Pad to "scroll" the screen. When the player you want to isolate is positioned at the bottom-center of the screen, his number appears and a crossed circle appears [SHOW ICON]. Press C for instant replay or A to rewind and the ISOLATION CAM will follow this player.

INJURIES

Injuries are part of the game. Nobody likes them, nobody can predict them. But they happen, and you've got to be prepared to deal with them. When a player is injured, an ambulance will help him from the field. His replacement will come in from the bench automatically.



INJURY

Don't let your quarterback take too many hits. If you let him get sacked a lot, or run him too often, he's likely to get injured. If that happens, he'll have to leave the field for x-rays. Your game plan and strategy will have to take account of his absence.

SUBSTITUTIONS

When you're on offense, you can substitute for your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

You can only substitute before calling an offensive SET. You can't substitute if your quarterback has been injured earlier in the drive—because your substitute is already playing. Once you substitute for your quarterback, you can't bring the starter back until the current drive is over.

To replace your quarterback, follow the instructions under TIME OUT, above, and press C.

OFFENSE—SETS, FORMATIONS, AND PLAYS

SETS

FAST

Like the name says, your quick guys are out on the field. This set is loaded with wideouts, flankers and maybe a super-fast halfback.

NORMAL

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

HANDS

Puts most of your strong receivers on the field, plus two running backs.

BIG

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

FORMATIONS

SHOTGUN

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

RUN & SHOOT

This formation has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

PRO-FORM

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

FAR and NEAR

These terms simply describe where the halfback lines up. He's either *far from* or *near to* the strong side of the offensive line, that's the side where the tight end lines up.

PLAYS

FLOOD

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

CUT

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

PULL

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

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield.

You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

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

SCREEN

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

PLAYACTION

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

DRAW

The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of

the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ballcarrier.

QUICKOUTS

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

CROSS

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

POST UP

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

OFFENSIVE ALIGNMENTS

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

From the PLAYER RATINGS you can find out who your fastest wide receiver is. You can find out where that guy lines up by looking at the OFFENSIVE ALIGNMENT chart, below. You might

want to call a play for him from the passing windows, if his hands are as good as his feet.

SET/FORMATION

NORMAL/FAR

WR1	LT	LG	C	RG	RT	TE1	
			QB				WR2
		HB1	FB				

NORMAL/NEAR

WR1	LT	LG	C	RG	RT	TE1	
			QB				WR2
			FB		HB1		

NORMAL/PRO-FORM

WR1	LT	LG	C	RG	RT	TE1	
			QB				WR2
		HB1		FB			

NORMAL/SHOTGUN and RUN & SHOOT

WR1		LT	LG	C	RG	RT	TE1
		HB1				FB	WR2
				QB			

BIG/FAR

	LT	LG	C	RG	RT	TE1	
TE2			QB				WR4
		HB1	FB				

BIG/NEAR

TE2	LT	LG	C	RG	RT	TE1	
			QB				WR4
			FB		HB1		

BIG/PRO-FORM

TE2	LT	LG	C	RG	RT	TE1	
			QB				WR4
		HB1		FB			

BIG/SHOTGUN

TE2	LT	LG	C	RG	RT	TE1	
			FB				
	HB1		QB				WR4

FAST/FAR

WR1	LT	LG	C	RG	RT	WR4	
			QB				WR2
		WR3		HB2			

FAST/NEAR

WR1	LT	LG	C	RG	RT	WR4	
			QB				WR2
		HB2		WR3			

FAST/PRO-FORM

WR1	LT	LG	C	RG	RT	WR4	
			QB				WR2
		WR3		HB2			

FAST/SHOTGUN and RUN & SHOOT

WR1	LT	LG	C	RG	RT		
						WR4	WR2
	WR3			HB2			
			QB				

HANDS/FAR

	LT	LG	C	RG	RT	TE2	
WR3			QB				WR2
	HB2		HB1				

HANDS/NEAR

	LT	LG	C	RG	RT	TE2	
WR3			QB				WR2
			HB1		HB2		

HANDS/PRO-FORM

WR3	LT	LG	C	RG	RT	TE2	
			QB				WR2
		HB2		HB1			

HANDS/SHOTGUN

WR3	LT	LG	C	RG	RT	TE2	
							WR2
	HB2				HB1		
			QB				

KICKOFF RETURN

	RG		RT	LT	LG	
	ROLB			FB		LOLB
	TE1				TE2	
	WR3			KR		

DEFENSE—FORMATIONS, COVERAGES, AND PLAYS

FORMATIONS

GOAL LINE

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

3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.

NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

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

COVERAGE

ATTACK

An Attack COVERAGE is the best defense against running plays because it emphasizes containment. Control basically means that the defense is willing to give up short stuff up the middle, but they're not prepared to let the offense work the sidelines and make

big yards on sweeps and stuff like that. Attack is not available with the Nickel and Dime formations.

READ

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

COVER

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

PLAYS

BLITZ

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

STUNT

A stunt is when a defensive lineman takes an unexpected route toward the quarterback. Instead of going straight ahead and trying to get by the offensive man in front of him, he might loop around one or two teammates to approach the backfield. Stunts are intended to confuse the blocking assignments of the offensive line.

ZONE

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

MAN

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

JAM

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

PREVENT

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

DEFENSIVE ALIGNMENTS

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

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

FORMATIONS

GOAL LINE

				FS1				
		RCB					LCB	
				SS				
	ROLB							LOLB
	RE	RILB	NT	LILB		LE		
<hr/>								
3-4				FS1		SS		
		RCB1						LCB1
		ROLB		RILB		LILB		LOLB
			RE		NT		LE	
<hr/>								

```

      RCB1      FS1      SS      LCB1
    RLB      MLB      LLB
    RE      RT      LT      LE
  
```

NICKEL

```

      RCB2      SS      LCB2
    RCB1      PLB      LCB1
    RE      RT      LT      LE
  
```

DIME

```

      SS      FS1
    RCB2      FS2
    RCB1      PLB      LCB1
    RE      RT      LT      LE
  
```

KICKOFF

FS1 TE1 RLB RE MLB P SS LE LLB TE2 FS2

PLAYER RATINGS

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

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

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

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

Key to Player Ratings

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

- | | |
|---|--|
| Offense | Defense |
| 1. Quarterback = Quarterback (QB) | Defensive Line = Tackle (RT, LT) End (RE, LE) |
| 2. Running Backs = Halfback (HB) Fullback (FB) | Linebackers = LB (M, middle, R, right, L, Left, P, Passing, O, Outside, I, Inside) |
| 3. Receivers = Wide Receiver (WR) Tight End (TE) | Defensive Backs = Strong Safety (SS) Free Safety (FS) Cornerback (RCB, LCB) |
| 4. Offensive Line = Center (C) Guard (RG, LG) Tackle (RT, LT) | Special Teams = Kicker (K) Punter (P) Kick Returner (KR) Punt Returner (PR) |

ALL MADDEN

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	12	9	15	10	12	12
QB2	16	11	10	10	12	12

Running backs

no.	speed	agility	break	tackles	hands
RB1	20	15	15	14	7
RB2	34	14	14	13	6
RB	35	11	12	14	9

Receivers

no.	speed	catching	break	tackles	quickness
WR1	30	13	14	9	15
WR2	23	7	10	5	8
WR3	31	12	12	8	13
WR4	34	9	12	8	11
TE1	38	7	7	4	7
TE2	32	8	6	3	6

Offensive line

no.	weight	pass	blocking	run	blocking
LT	29	232	15	13	13
LG	76	285	15	13	13
C	74	290	14	13	13
RG	65	290	13	11	11
RT	75	301	11	9	9

Defensive line

no.	speed	tackling	agility	pursuit
LE	92	13	8	11
NT	95	5	2	4
RE	78	14	11	14

Linebackers

no.	speed	tackling	agility	awareness
LOB	94	15	5	15
LILB	50	10	15	11
RILB	52	12	11	13
ROLB	58	10	6	11
PLB	56	13	6	12

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	47	15	15	14	15
FS1	22	14	13	14	14
RCB1	26	15	15	15	15
LCB1	31	15	9	15	15
RCB2	23	12	7	13	12
LCB2	21	10	6	11	10
FS2	33	12	7	13	12

Special teams

no.	range	accuracy
K	8	5
P	9	15

no.	speed	agility	break	tackles
KR	28	13	13	9
PR	35	12	13	8

ATLANTA

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	12	9	15	10	12	12
QB2	13	8	8	3	3	3

Running backs

no.	speed	agility	break	tackles	hands
RB1	34	8	8	6	4
RB2	38	4	5	4	7
RB	43	4	4	3	8

Receivers

no.	speed	catching	break	tackles	quickness
WR1	30	9	12	8	11
WR2	31	9	6	4	6
WR3	35	7	7	4	7
WR4	36	5	6	3	5
TE1	35	9	5	2	5
TE2	37	9	5	2	6

Offensive line

no.	weight	pass	blocking	run	blocking
LT	28	278	11	9	9
LG	69	295	8	6	6
C	64	285	8	6	6
RG	79	279	8	6	6
RT	75	301	11	9	9

Defensive line

no.	speed	tackling	agility	pursuit
LE	99	9	2	7
NT	74	6	8	6
RE	76	6	2	6

Linebackers

no.	speed	tackling	agility	awareness
LOB	93	10	4	10
LILB	54	6	5	6
RILB	58	11	3	11
ROLB	56	8	8	8
PLB	52	6	5	7

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	40	11	6	11	11
FS1	25	10	6	11	10
RCB1	21	10	6	11	10
LCB1	22	12	7	11	12
RCB2	37	5	5	5	5
LCB2	23	8	6	7	8
FS2	32	5	6	5	5

Special teams

no.	range	accuracy
K	5	0
P	17	10

no.	speed	agility	break	tackles
KR	21	10	12	6
PR	21	9	10	3

BUFFALO

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	12	9	15	4	3	4
QB2	14	1	11	3	3	3

Running backs

no.	speed	agility	break	tackles	hands
HB1	34	14	13	6	6
HB2	23	7	9	8	7
FB	35	6	6	6	8

Receivers

no.	speed	catching	break	tackles	quickness
WR1	80	14	7	4	7
WR2	83	7	10	5	8
WR3	82	14	4	2	4
WR4	85	3	4	1	4
TE1	84	7	5	3	4
TE2	88	3	4	1	5

Offensive line

no.	weight	pass	blocking	run	blocking
LT	169	290	14	12	12
LG	51	273	11	9	9
C	67	275	14	12	12
RG	65	310	11	9	9
RT	75	316	11	9	9

Defensive line

no.	speed	tackling	agility	pursuit
LE	96	6	10	6
NT	91	7	3	7
RE	78	14	11	14

Linebackers

no.	speed	tackling	agility	awareness
LOB	97	11	4	12
LILB	58	9	9	9
LILB	50	7	5	8
ROLB	56	12	3	12
PLB	53	9	5	8

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	46	9	13	9	9
FS1	38	10	12	8	10
RCB1	37	9	13	8	9
LCB1	47	11	13	9	11
RCB2	27	6	13	5	6
LCB2	31	7	12	5	7
FS2	20	4	13	4	4

Special teams

no.	range	accuracy
K	11	5
P	9	6

no.	speed	agility	break	tackles
KR	33	9	9	5
PR	85	7	7	2

CHICAGO

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	4	7	10	6	6	6
QB2	10	0	7	3	3	3

Running backs

no.	speed	agility	break	tackles	hands
HB1	35	14	15	12	10
HB2	31	8	6	6	8
FB	25	11	11	9	9

Receivers

no.	speed	catching	break	tackles	quickness
WR1	29	5	3	0	2
WR2	82	6	4	1	3
WR3	88	3	1	0	2
WR4	87	8	2	0	2
TE1	80	5	2	0	1
TE2	86	4	2	0	1

Offensive line

no.	weight	pass	blocking	run	blocking
LT	74	279	11	9	9
LG	62	272	11	9	9
C	63	260	12	10	10
RG	57	269	8	8	8
RT	78	283	8	8	8

Defensive line

no.	speed	tackling	agility	pursuit
LE	93	11	10	11
LT	72	7	4	6
RT	76	9	9	7
RE	95	12	10	11

Linebackers

no.	speed	tackling	agility	awareness
LOB	59	13	4	14
MLB	50	10	15	11
RLB	51	9	4	10
PLB	53	12	5	10

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	49	8	13	8	8
FS1	20	14	13	14	14
RCB1	32	14	12	13	14
LCB1	21	13	12	12	13
RCB2	26	6	12	6	6
LCB2	37	7	11	5	7
FS2	36	9	12	8	9

Special teams

no.	range	accuracy
K	6	9
P	8	6

no.	speed	agility	break	tackles
KR	29	6	5	0
PR	22	11	11	7

CINCINNATI

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
OB1	7	10		8	5	5
OB2	4	0		8	3	3

Running backs

no.	speed	agility	break	tackles	hands
HB1	21	14	14	12	7
HB2	28	9	7	7	7
FB	30	9	9	6	7

Receivers

no.	speed	catching	break	tackles	quickness
WR1	81	10	7	4	7
WR2	85	11	7	4	7
WR3	80	6	4	1	3
WR4	86	8	4	1	4
TE1	82	8	6	3	6
TE2	87	3	4	1	3

Offensive line

no.	weight	pass	blocking	run	blocking
LT	78	292	15		13
LG	75	283	11		9
C	64	271	11		9
RG	73	297	11		9
RT	63	287	11		9

CLEVELAND

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
OB1	19	8		8	3	3
OB2	17	0		2	4	4

Running backs

no.	speed	agility	break	tackles	hands
HB1	21	4	5	4	5
HB2	33	4	4	4	3
FB	34	7	8	7	6

Receivers

no.	speed	catching	break	tackles	quickness
WR1	84	8	9	5	9
WR2	88	7	6	3	6
WR3	1	9	4	1	3
WR4	86	6	6	3	5
TE1	81	9	4	1	3
TE2	83	4	4	1	3

Offensive line

no.	weight	pass	blocking	run	blocking
LT	66	290	7		3
LG	74	269	7		3
C	61	256	7		3
RG	70	275	7		3
RT	68	303	7		3

Defensive line

no.	speed	tackling	agility	pursuit
LE	79	5	7	5
NT	69	7	7	5
RE	98	4	7	4

Linebackers

no.	speed	tackling	agility	awareness
LCOLB	51	6	4	5
LILB	59	6	4	4
RILB	50	9	7	9
ROUB	94	5	5	4
PLB	57	3	4	4

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	33	12	7	13	12
FS1	29	10	7	9	10
RCB1	22	9	7	8	9
LCB1	24	11	8	11	11
RCB2	41	6	6	6	6
LCB2	25	7	8	6	7
FS2	32	6	8	7	6

Special teams

no.	range	accuracy
K	3	11
P	11	10

no.	speed	agility	break	tackles
MR	42	10	8	4
PR	32	9	9	4

Defensive line

no.	speed	tackling	agility	pursuit
LE	90	6	8	6
LT	96	6	5	5
RT	92	9	5	10
RE	97	5	5	5

Linebackers

no.	speed	tackling	agility	awareness
LLB	50	7	4	6
MLB	59	8	15	9
RLB	57	10	4	8
PLB	55	6	4	6

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	22	6	10	7	6
FS1	37	8	11	7	8
RCB1	26	8	10	7	8
LCB1	31	9	11	9	9
RCB2	41	4	10	4	4
LCB2	36	6	9	6	6
FS2	25	3	9	3	3

Special teams

no.	range	accuracy
K	3	4
P	11	3

no.	speed	agility	break	tackles
MR	21	6	8	4
PR	89	7	7	3

DALLAS

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	8	8	9	2	3	3
QB2	7	1	2	2	3	3

Running backs

no.	speed	agility	break	tackles	hands
HB1	22	12	11	10	3
HB2	34	4	4	4	11
FB	32	4	4	3	7

Receivers

no.	speed	catching	break	tackles	quickness
WR1	88	12	3	1	2
WR2	81	3	2	0	3
WR3	80	3	3	0	3
WR4	83	3	6	2	5
TE1	84	3	5	2	4
TE2	86	3	1	0	2

Offensive line

no.	weight	pass	blocking	run	blocking
LT	71	294	8	8	5
LG	61	322	11	8	5
C	53	271	8	5	5
RG	63	283	8	5	5
RT	76	277	8	5	5

Defensive line

no.	speed	tackling	agility	pursuit
LE	92	8	5	8
LT	67	8	5	8
RT	73	7	5	6
RE	97	8	5	9

Linebackers

no.	speed	tackling	agility	awareness
LLB	54	10	4	9
MLB	55	9	10	10
RLB	51	9	3	10
PLB	57	7	4	7

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	37	10	14	9	10
FS1	20	7	15	6	7
RCB1	29	7	14	7	7
LCB1	30	9	15	8	9
RCB2	45	3	15	4	3
LCB2	23	4	15	3	4
FS2	36	4	14	2	4

Special teams

no.	range	accuracy
K	1	6
P	4	12

no.	speed	agility	break	tackles
KR	81	10	8	6
PR	83	6	7	2

DENVER

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	7	11	10	2	4	6
QB2	8	0	2	4	4	4

Running backs

no.	speed	agility	break	tackles	hands
HB1	26	12	14	13	2
HB2	28	9	9	9	7
FB	30	4	5	5	10

Receivers

no.	speed	catching	break	tackles	quickness
WR1	82	8	8	5	9
WR2	80	11	9	6	8
WR3	84	11	5	3	5
WR4	85	5	2	2	4
TE1	88	4	5	3	6
TE2	81	9	5	2	6

Offensive line

no.	weight	pass	blocking	run	blocking
LT	69	298	8	8	6
LG	63	259	8	6	6
C	72	270	8	6	6
RG	67	286	8	6	6
RT	76	290	8	6	6

Defensive line

no.	speed	tackling	agility	pursuit
LE	91	6	11	8
NT	71	7	12	5
RE	90	5	6	7

Linebackers

no.	speed	tackling	agility	awareness
LOLB	73	11	9	11
LILB	77	9	11	10
RILB	56	8	15	7
ROLB	51	6	3	5
PLB	52	6	4	7

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	27	8	9	8	8
FS1	22	8	9	7	8
RCB1	29	6	9	7	6
LCB1	34	6	7	6	6
RCB2	21	5	7	4	5
LCB2	24	4	8	5	4
FS2	48	3	9	2	3

Special teams

no.	range	accuracy
K	9	6
P	2	13

no.	speed	agility	break	tackles
KR	41	9	9	4
PR	41	7	8	2

DETROIT

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accuracy	speed	scrambling
QB1	9	6	8	7	7
QB2	11	0	4	4	4

Running backs

	no.	speed	agility	break tackles	hands
HB1	20	15	15	14	7
HB2	33	5	5	5	8
FB	30	4	5	4	8

Receivers

	no.	speed	catching	break tackles	quickness
WR1	84	8	6	3	4
WR2	82	11	8	5	8
WR3	87	6	5	2	4
WR4	83	5	6	2	3
TE1	5	5	4	1	4
TE2	89	8	4	1	4

Offensive line

	no.	weight	pass blocking	run blocking
LT	75	286	10	8
LG	65	287	7	5
C	53	281	7	5
RG	60	280	7	5
RT	64	285	7	5

Defensive line

	no.	speed	tackling	agility	pursuit
LE	90	6	7	6	6
LT	92	5	7	5	6
RT	93	5	10	7	6
RE	94	5	7	6	5

Linebackers

	no.	speed	tackling	agility	awareness
LLB	58	5	4	5	5
MLB	54	6	5	5	5
RLB	55	7	7	9	9
PLB	51	2	5	3	2

Defensive backs

	no.	speed	tackling	pass coverage	interceptions
SS	35	10	9	10	10
FS1	36	8	8	6	8
RCB1	38	5	9	5	5
LCB1	39	8	10	7	8
RCB2	25	2	9	1	2
LCB2	24	1	9	2	1
FS2	27	2	9	2	2

Special teams

	no.	range	accuracy
K	3	4	3
P	6	9	2

	no.	speed	agility	break tackles
MR	23	12	13	8
PR	23	12	11	6

GREEN BAY

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accuracy	speed	scrambling
QB1	7	6	9	5	5
QB2	18	1	2	3	3

Running backs

	no.	speed	agility	break tackles	hands
HB1	33	5	4	4	8
HB2	46	3	3	4	8
FB	39	5	5	5	7

Receivers

	no.	speed	catching	break tackles	quickness
WR1	85	8	6	4	5
WR2	84	11	11	7	12
WR3	81	6	7	4	7
WR4	88	7	4	2	6
TE1	80	8	5	2	4
TE2	86	8	6	3	6

Offensive line

	no.	weight	pass blocking	run blocking
LT	75	286	6	4
LG	57	279	6	4
C	63	275	6	4
RG	65	304	6	4
RT	77	298	6	4

Defensive line

	no.	speed	tackling	agility	pursuit
LE	62	6	8	7	7
LT	98	6	5	4	4
RE	93	6	6	7	6

Linebackers

	no.	speed	tackling	agility	awareness
LLB	90	8	4	8	7
LILB	91	7	11	7	6
RLB	50	4	11	6	6
ROLB	97	10	9	9	9
PLB	56	7	5	6	5

Defensive backs

	no.	speed	tackling	pass coverage	interceptions
SS	37	13	8	12	13
FS1	26	11	7	10	11
RCB1	36	12	9	12	12
LCB1	25	9	8	9	9
RCB2	44	9	8	9	5
LCB2	47	5	7	6	5
FS2	24	6	7	7	6

Special teams

	no.	range	accuracy
K	13	10	11
P	16	3	8

	no.	speed	agility	break tackles
MR	88	11	12	8
PR	85	11	11	4

HOUSTON

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accuracy	speed	scrambling
QB1	1	15	13	5	5
QB2	14	1	8	4	4

Running backs

	no.	speed	agility	break tackles	hands
RB1	44	9	10	8	4
RB2	33	3	4	3	8
RB	20	6	7	5	9

Receivers

	no.	speed	catching	break tackles	quickness
WR1	84	9	11	7	10
WR2	80	6	9	5	9
WR3	81	8	11	6	10
WR4	85	8	10	7	10
TE1	82	8	6	4	5
TE2	83	8	6	2	5

Offensive line

	no.	weight	pass blocking	run blocking
LT	78	289	10	8
LG	63	284	10	8
C	74	290	14	13
RG	70	286	10	8
RT	73	293	10	8

Defensive line

	no.	speed	tackling	agility	pursuit
LE	95	9	7	9	8
LT	79	10	10	10	10
RT	99	6	4	5	6
RE	96	11	7	12	11

Linebackers

	no.	speed	tackling	agility	awareness
LLB	57	9	3	8	8
MLB	54	10	3	8	10
RLB	91	10	9	9	11
PLB	53	8	5	8	8

Defensive backs

	no.	speed	tackling	pass coverage	interceptions
SS	25	7	11	9	7
FS1	38	6	11	5	6
RCB1	23	11	11	11	11
LCB1	28	11	11	10	11
RCB2	29	3	12	2	3
LCB2	24	4	12	3	4
FS2	31	3	11	3	3

Special teams

	no.	range	accuracy
K	6	0	3
P	9	15	9

	no.	speed	agility	break tackles
WR	32	7	7	2
PR	88	6	6	1

INDIANAPOLIS

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accuracy	speed	scrambling
QB1	11	7	8	3	3
QB2	10	3	10	3	3

Running backs

	no.	speed	agility	break tackles	hands
RB1	20	8	8	5	13
RB2	23	2	3	3	8
RB	29	8	7	6	9

Receivers

	no.	speed	catching	break tackles	quickness
WR1	84	11	8	5	7
WR2	80	7	8	5	7
WR3	86	13	4	2	4
WR4	83	6	4	1	4
TE1	81	4	4	1	4
TE2	88	4	3	1	4

Offensive line

	no.	weight	pass blocking	run blocking
LT	71	308	6	4
LG	79	315	6	4
C	53	301	6	4
RG	59	303	6	4
RT	74	304	6	4

Defensive line

	no.	speed	tackling	agility	pursuit
LE	99	6	6	5	4
LT	98	5	6	5	4
RE	78	7	6	7	5

Linebackers

	no.	speed	tackling	agility	awareness
LOLB	51	7	4	8	9
LILB	54	8	15	9	9
RIILB	97	4	4	4	4
ROLB	50	9	11	8	9
PLB	86	4	4	3	5

Defensive backs

	no.	speed	tackling	pass coverage	interceptions
SS	27	6	8	6	6
FS1	39	8	9	8	8
RCB1	38	4	8	4	4
LCB1	37	7	8	5	7
RCB2	25	2	8	1	2
LCB2	26	4	8	3	4
FS2	42	2	9	1	2

Special teams

	no.	range	accuracy
K	4	12	6
P	3	12	11

	no.	speed	agility	break tackles
WR	83	7	7	3
PR	83	12	13	8

KANSAS CITY

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1 17	11	11	11	3	3	3
QB2 13	0	6	3	3	3	3

Running backs

no.	speed	agility	break	tackles	hands
RB1 23	12	14	11	4	4
RB2 44	5	4	4	8	8
RB 35	7	6	6	2	2

Receivers

no.	speed	catching	break	tackles	quickness
WR1 83	9	9	6	8	8
WR2 81	7	6	3	5	5
WR3 88	15	5	2	4	4
WR4 86	6	6	3	5	5
TE1 89	3	6	3	5	5
TE2 85	3	3	1	4	4

Offensive line

no.	weight	pass	blocking	run	blocking
LT 76	295	15	12	12	12
LG 79	274	10	7	7	7
C 61	298	10	7	7	7
RG 72	305	10	7	7	7
RT 77	294	10	7	7	7

LOS ANGELES

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1 11	13	9	3	3	3	3
QB2 14	2	5	3	3	3	3

Running backs

no.	speed	agility	break	tackles	hands
RB1 39	3	4	3	8	8
RB2 43	10	10	9	0	0
RB 24	4	4	5	12	12

Receivers

no.	speed	catching	break	tackles	quickness
WR1 80	12	12	8	13	13
WR2 83	15	10	7	11	11
WR3 84	10	5	3	6	6
WR4 82	9	5	2	5	5
TE1 86	3	5	2	5	5
TE2 87	5	5	2	6	6

Offensive line

no.	weight	pass	blocking	run	blocking
LT 72	286	10	8	8	8
LG 64	304	10	8	8	8
C 66	285	10	8	8	8
RG 61	301	10	8	8	8
RT 78	285	10	8	8	8

Defensive line

no.	speed	tackling	agility	pursuit
LE 90	9	6	10	9
NT 97	9	6	8	9
RE 63	7	8	7	6

Linebackers

no.	speed	tackling	agility	awareness
LOB 57	10	4	11	12
LILB 52	5	3	6	6
RILB 56	9	9	10	10
ROLB 58	10	6	11	11
PLB 51	6	4	5	6

Special teams

no.	speed	tackling	pass	coverage	interceptions
SS 27	11	11	10	11	11
FS1 20	14	9	12	14	14
RCB1 31	15	9	15	15	15
LCB1 29	13	10	12	13	13
RCB2 45	9	11	10	9	9
LCB2 24	8	10	9	8	8
FS2 46	8	10	7	8	8

Special teams

no.	range	accuracy
K 8	5	15
P 4	6	7

no.	speed	agility	break	tackles
KR 80	6	7	2	2
PR 88	7	8	2	2

Defensive line

no.	speed	tackling	agility	pursuit
LE 97	6	4	5	6
LT 95	7	4	8	6
RT 99	5	4	5	6
RE 91	10	8	10	10

Linebackers

no.	speed	tackling	agility	awareness
LLB 53	9	5	9	10
MLB 50	5	7	6	5
RLB 58	5	3	5	6
PLB 52	5	4	5	4

Special teams

no.	speed	tackling	pass	coverage	interceptions
SS 26	9	7	7	7	9
FS1 37	7	7	7	7	7
RCB1 41	8	5	7	8	7
LCB1 25	6	7	6	6	6
RCB2 20	5	6	3	5	5
LCB2 21	3	6	3	3	3
FS2 23	3	6	2	3	3

Special teams

no.	range	accuracy
K 10	2	1
P 6	6	0

no.	speed	agility	break	tackles
KR 39	8	9	6	6
PR 20	8	9	4	4

MIAMI

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1 13	11		10		3	3
QB2 9	0		1		3	3

Running backs

no.	speed	agility	break	tackles	hands
HB1 33	9	10	10		1
HB2 21	5	6	4		7
FB 49	4	4	3		7

Receivers

no.	speed	catching	break	tackles	quickness
WR1 85	10	8	6		7
WR2 83	7	6	4		5
WR3 11	3	7	3		5
WR4 89	8	5	3		5
TE1 87	8	5	2		6
TE2 84	5	5	2		4

Offensive line

no.	weight	pass	blocking	run	blocking
LT 78	297	15		12	
LG 69	304	15		12	
C 65	285	12		9	
RG 61	308	12		9	
RT 74	295	12		9	

MINNESOTA

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1 11	3		9		4	4
QB2 16	7		7		6	6

Running backs

no.	speed	agility	break	tackles	hands
HB1 34	11	11		11	7
HB2 21	4	5		5	8
FB 46	7	7		5	8

Backs

no.	speed	catching	break	tackles	quickness
WR1 81	8	10		6	10
WR2 84	9	8		5	6
WR3 86	9	5		2	4
WR4 80	9	5		3	4
TE1 83	8	6		4	5
TE2 85	4	3		1	3

Offensive line

no.	weight	pass	blocking	run	blocking
LT 85	284	12		11	
LG 64	270	12		11	
C 63	264	8		7	
RG 69	285	8		7	
RT 78	295	8		7	

Defensive line

no.	speed	tackling	agility	pursuit
LE 95	4	4	5	4
NT 98	5	4	5	4
RE 91	9	4	11	9

Linebackers

no.	speed	tackling	agility	awareness
LOLB 92	13	6	13	15
LILB 56	10	11	10	10
RIILB 93	10	4	10	10
ROLB 50	8	4	9	8
PLB 52	9	4	9	9

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS 26	13	14		13	13
FS1 25	13	13		13	13
RCB1 44	9	13		8	9
LCB1 24	9	14		8	9
RCB2 35	7	14		7	7
LCB2 28	4	14		4	4
FS2 45	5	15		5	5

Social teams

no.	range	accuracy
K 10	10	13
P 4	10	8

no.	speed	agility	break	tackles
KR 89	6	7		4
PR 89	5	5		3

Defensive line

no.	speed	tackling	agility	pursuit
LE 99	7	5	9	8
LT 71	7	5	7	9
RT 97	9	5	9	8
RE 56	9	12	10	9

Linebackers

no.	speed	tackling	agility	awareness
LLB 59	7	3	7	8
MLB 50	7	4	6	7
RLB 57	9	3	8	9
PLB 91	7	4	7	7

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS 47	15	15		14	15
FS1 41	9	14		9	9
RCB1 48	11	14		10	11
LCB1 39	12	13		11	12
RCB2 26	9	13		9	9
LCB2 38	6	15		5	6
FS2 22	6	14		5	6

Social teams

no.	range	accuracy
K 7	2	14
P 18	10	7

no.	speed	agility	break	tackles
KR 34	11	11		8
PR 81	8	7		3

NEW ENGLAND

PLAYER RATINGS

Quarterbacks

	no.	pass	range	pass	accuracy	speed	scrambling
QB1	13	3		9	4	4	4
QB2	7	1		10	3	3	3

Running backs

	no.	speed	agility	break	tackles	hands
RB1	14	10	10	9	5	5
RB2	32	5	3	4	8	8
RB	139	6	5	5	7	7

Receivers

	no.	speed	catching	break	tackles	quickness
WR1	80	8	7	4	7	7
WR2	83	11	3	0	2	2
WR3	82	9	2	0	3	3
WR4	86	3	4	1	3	3
TE1	85	3	5	2	3	3
TE2	87	3	4	0	3	3

Offensive line

	no.	weight	pass	blocking	run	blocking
LT	78	283		10		8
LG	76	284		6		4
C	75	305		6		4
RG	65	280		6		4
RT	77	291		6		4

NEW JERSEY

PLAYER RATINGS

Quarterbacks

	no.	pass	range	pass	accuracy	speed	scrambling
QB1	7	9		9	4	4	4
QB2	11	0		6	3	3	3

Running backs

	no.	speed	agility	break	tackles	hands
RB1	32	10	11	10	7	7
RB2	24	10	9	8	8	8
RB	130	10	10	9	4	4

Receivers

	no.	speed	catching	break	tackles	quickness
WR1	88	6	6	3	5	5
WR2	85	8	6	3	4	4
WR3	87	7	4	1	2	2
WR4	81	5	4	1	2	2
TE1	80	3	5	1	3	3
TE2	84	4	3	0	3	3

Offensive line

	no.	weight	pass	blocking	run	blocking
LT	69	290		7		3
LG	67	311		7		3
C	53	287		7		3
RG	66	286		7		3
RT	75	297		7		3

Defensive line

	no.	speed	tackling	agility	pursuit
LE	96	7	7	8	7
NT	66	5	7	7	6
RE	92	5	7	7	5

Linebackers

	no.	speed	tackling	agility	awareness
LQB	56	7	7	7	6
LILB	52	4	4	5	5
RILB	59	5	8	5	6
ROLB	55	7	4	7	7
PLB	58	4	5	3	3

Defensive backs

	no.	speed	tackling	pass	coverage	interceptions
SS	40	7	11	8	7	7
FS1	31	11	10	10	11	11
RCB1	42	12	10	11	12	12
LCB1	37	12	11	11	12	12
RCB2	36	4	12	4	4	4
LCB2	21	4	10	3	4	4
FS2	41	4	10	4	4	4

Special teams

	no.	range	accuracy
K	4	10	8
P	8	9	3

	no.	speed	agility	break	tackles
KR	39	8	6	3	3
PR	80	6	6	0	0

Defensive line

	no.	speed	tackling	agility	pursuit
LE	97	7	7	7	6
LT	71	4	7	5	5
RT	90	10	7	11	12
RE	98	6	7	8	7

Linebackers

	no.	speed	tackling	agility	awareness
LLB	57	6	4	5	6
MLB	59	5	15	5	4
RLB	58	5	4	5	5
PLB	55	5	4	4	6

Defensive backs

	no.	speed	tackling	pass	coverage	interceptions
SS	48	8	8	8	8	8
FS1	22	11	7	10	11	11
RCB1	40	8	8	8	8	8
LCB1	45	7	6	7	7	7
RCB2	21	3	7	2	3	3
LCB2	43	1	8	2	1	1
FS2	31	2	7	1	2	2

Special teams

	no.	range	accuracy
K	5	4	14
P	4	6	10

	no.	speed	agility	break	tackles
KR	81	9	8	4	4
PR	81	11	10	5	5

NEW ORLEANS

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
OB1	3	7	7	7	6	6
OB2	4	6	8	8	3	3

Running backs

no.	speed	agility	break	tackles	hands
HB1	21	6	7	7	7
HB2	22	8	7	7	5
FB	34	9	9	7	6

Receivers

no.	speed	catching	break	tackles	quickness
WR1	84	7	8	4	8
WR2	89	5	4	1	4
WR3	88	11	4	1	4
WR4	90	5	3	0	3
TE1	85	5	4	1	3
TE2	82	3	3	0	4

Offensive line

no.	weight	pass	blocking	run	blocking
LT	74	286	10	5	5
LG	72	297	10	5	5
C	61	251	10	5	5
RG	70	291	10	5	5
RT	67	278	10	5	5

NEW YORK

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
OB1	15	2	9	5	5	5
OB2	11	7	11	4	4	4

Running backs

no.	speed	agility	break	tackles	hands
HB1	24	11	11	10	8
HB2	27	10	8	8	9
FB	44	7	7	6	8

Receivers

no.	speed	catching	break	tackles	quickness
WR1	85	9	5	2	4
WR2	82	12	4	2	4
WR3	81	7	3	0	3
WR4	86	7	3	0	3
TE1	87	6	3	0	3
TE2	84	4	3	0	3

Offensive line

no.	weight	pass	blocking	run	blocking
LT	76	306	14	11	11
LG	66	281	14	11	11
C	65	266	11	8	8
RG	60	290	11	8	8
RT	72	275	11	8	8

Defensive line

no.	speed	tackling	agility	pursuit
LE	93	7	3	8
NT	94	7	3	7
RE	97	10	3	10

Linebackers

no.	speed	tackling	agility	awareness
LOLB	57	12	6	12
LILB	51	7	11	7
RILB	53	7	10	8
ROLB	56	13	6	12
PLB	52	7	4	8

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	39	7	9	8	7
FS1	28	9	9	8	9
RCB1	41	8	10	8	8
LCB1	26	6	10	6	6
RCB2	27	2	10	4	2
LCB2	24	4	9	2	4
FS2	29	4	9	3	4

Social teams

no.	range	accuracy
K	7	9
P	6	10

no.	speed	agility	break	tackles
KR	22	10	10	6
PR	26	9	8	2

Defensive line

no.	speed	tackling	agility	pursuit
LE	77	5	3	5
NT	74	5	8	6
RE	70	7	3	7

Linebackers

no.	speed	tackling	agility	awareness
LOLB	58	10	5	12
LILB	59	9	4	10
RILB	52	12	11	13
ROLB	56	15	8	14
PLB	55	10	5	11

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	36	7	12	6	7
FS1	29	8	12	7	8
RCB1	28	12	13	12	12
LCB1	25	9	14	9	9
RCB2	23	6	13	7	6
LCB2	21	4	14	3	4
FS2	47	9	12	10	9

Social teams

no.	range	accuracy
K	9	6
P	5	13

no.	speed	agility	break	tackles
KR	30	12	12	7
PR	30	10	12	7

OAKLAND

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	13	9		9	4	4
QB2	12	3		9	4	4

Running backs

no.	speed	agility	break	tackles	hands
HB1	32	10		8	8
HB2	22	7		8	7
FB	33	7		8	6
				6	5

Receivers

no.	speed	catching	break	tackles	quickness
WR1	83	12		7	4
WR2	86	9		6	4
WR3	85	6		2	0
WR4	81	7		4	1
TE1	88	5		4	2
TE2	87	3		2	0
				0	2

Defensive line

no.	weight	pass	blocking	run	blocking
LT	60	295		10	8
LG	76	284		15	13
C	72	280		14	12
RG	65	290		13	11
RT	68	295		10	8

Defensive line

no.	speed	tackling	agility	pursuit
LE	75	9		5
LT	79	8		11
RT	70	10		4
RE	93	11		8
				11
				10
				10

Linebackers

no.	speed	tackling	agility	awareness
LLB	54	10		8
MLB	50	9		8
PLB	57	12		6
PLB	58	10		4
				9

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	42	12		14	11
FS1	33	12		15	11
LCB1	48	9		13	10
RCB1	36	11		14	11
RCB2	46	5		13	5
LCB2	21	4		15	5
FS2	25	6		14	4
				4	6

Special teams

no.	range	accuracy
K	18	7
P	6	3
		10
KR	82	10
PR	81	9
		10
		6
		5

no. speed agility break tackles

PHILADELPHIA

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	9	0		9	3	3
QB2	12	11		10	12	12

Running backs

no.	speed	agility	break	tackles	hands
HB1	23	11		10	11
HB2	36	6		5	6
FB	41	8		8	7
				7	12

Receivers

no.	speed	catching	break	tackles	quickness
WR1	86	14		7	4
WR2	89	10		7	4
WR3	80	9		4	1
WR4	83	9		3	1
TE1	88	7		7	4
TE2	85	4		4	1
				4	4

Defensive line

no.	weight	pass	blocking	run	blocking
LT	73	280		6	3
LG	79	291		6	3
C	72	275		6	3
RG	66	274		6	3
RT	77	325		6	3

Defensive line

no.	speed	tackling	agility	pursuit
LE	92	13		8
LT	74	6		2
RT	99	5		9
RE	96	8		9
				7
				9

Linebackers

no.	speed	tackling	agility	awareness
LLB	59	13		12
MLB	56	9		10
PLB	52	11		3
PLB	51	7		5
				6
				7

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	20	10		6	9
FS1	48	15		6	15
RCB1	21	12		7	13
LCB1	26	14		7	12
RCB2	30	8		8	6
LCB2	46	6		8	7
FS2	42	8		8	7
				7	8

Special teams

no.	range	accuracy
K	7	10
P	5	9
		8
KR	45	7
PR	50	9
		8
		8
		3
		2

no. speed agility break tackles

PHOENIX

PLAYER RATINGS

Quarterbacks

	no.	pass	range	pass	accuracy	speed	scrambling
QB1	19	3		9	4	4	4
QB2	3	10	8		8		8

Running backs

	no.	speed	agility	break	tackles	hands
RB1	39	12	12	11		3
RB2	24	6	4	4		8
RB	34	7	8	7		7

Receivers

	no.	speed	catching	break	tackles	quickness
WR1	87	7	7	4		5
WR2	86	9	6	3		6
WR3	21	8	3	0		4
WR4	18	8	4	1		3
TE1	89	3	3	0		3
TE2	85	3	3	0		3

Offensive line

	no.	weight	pass	blocking	run	blocking
LT	57	296		9	7	7
LG	58	286		9	7	7
C	51	289		9	7	7
RG	61	290		9	7	7
RT	63	310		9	7	7

Defensive line

	no.	speed	tackling	agility	pursuit
DE	94	6	6	6	6
NT	56	6	6	6	6
RE	75	4	6	4	5

Linebackers

	no.	speed	tackling	agility	awareness
LOLB	50	10	4	11	11
LILB	58	7	5	7	6
RILB	53	9	5	9	8
ROLB	56	12	5	11	11
PLB	54	5	4	7	6

Defensive backs

	no.	speed	tackling	pass	coverage	interceptions
SS	46	10	13	11		10
FS1	23	8	14	8		8
RCB1	27	10	12	9		10
LCB1	48	8	14	7		8
RCB2	42	3	14	4		3
LCB2	40	4	13	5		4
FS2	38	6	14	4		6

Special teams

	no.	range	accuracy
K	5	10	2
P	16	12	6

	no.	speed	agility	break	tackles
MR	84	7	6		4
PR	84	10	10		4

PITTSBURGH

PLAYER RATINGS

Quarterbacks

	no.	pass	range	pass	accuracy	speed	scrambling
QB1	6	9	9	4		4	4
QB2	14	0	6	3		3	3

Running backs

	no.	speed	agility	break	tackles	hands
RB1	38	8	8	7		2
RB2	29	6	6	5		6
RB	33	12	11	10		6

Receivers

	no.	speed	catching	break	tackles	quickness
WR1	81	8	3	1		4
WR2	83	6	6	3		5
WR3	89	4	3	0		3
WR4	88	5	3	0		2
TE1	86	4	4	1		3
TE2	84	4	4	1		4

Offensive line

	no.	weight	pass	blocking	run	blocking
LT	65	288		8	4	4
LG	71	288		8	4	4
C	63	275		11	7	7
RG	77	286		8	4	4
RT	62	272		8	4	4

Defensive line

	no.	speed	tackling	agility	pursuit
DE	97	6	2	6	6
NT	88	8	4	8	7
RE	54	6	2	5	5

Linebackers

	no.	speed	tackling	agility	awareness
LOLB	53	12	6	11	13
LILB	54	12	3	12	13
RILB	50	11	8	10	10
ROLB	95	13	4	13	15
PLB	90	10	5	11	10

Defensive backs

	no.	speed	tackling	pass	coverage	interceptions
SS	37	11	15	11		11
FS1	27	14	14	14		14
RCB1	26	15	15	14		15
LCB1	44	13	14	12		13
RCB2	24	8	15	7		8
LCB2	43	6	14	7		6
FS2	22	10	15	11		10

Special teams

	no.	range	accuracy
K	1	5	12
P	4	3	8

	no.	speed	agility	break	tackles
MR	26	12	11		7
PR	26	11	11		7

SAN DIEGO

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1 17	0		7	3	3	3
QB2 16	3		8	4	4	4

Running backs

no.	speed	agility	break	tackles	hands
HB1 82	10	9	9	7	
HB2 33	9	9	7	11	
FB 35	11	12	14	9	

Receivers

no.	speed	catching	break	tackles	quickness
WR1 83	7	8	4	7	
WR2 81	6	3	0	4	
WR3 80	5	3	0	2	
WR4 85	5	3	0	2	
TE1 88	3	3	0	4	
TE2 89	3	4	1	3	

Offensive line

no.	weight	pass	blocking	run	blocking
LT 67	292		9	3	
LG 77	306		9	3	
C 53	280		12	6	
RG 65	309		9	3	
RT 76	294		9	3	

Defensive line

no.	speed	tackling	agility	pursuit
LE 97	4	3	5	6
NT 75	5	3	5	5
RE 92	11	7	10	10

Linebackers

no.	speed	tackling	agility	awareness
LOLB 54	10	4	10	11
LILB 50	10	11	11	10
RILB 55	11	8	10	9
ROLB 91	15	8	14	14
PLB 57	11	5	13	11

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS 44	10	13	9	10	
FS1 24	8	12	8	8	
RCB1 30	10	13	10	10	
LCB1 22	12	12	12	12	
RCB2 27	7	11	7	7	
LCB2 28	6	12	7	6	
FS2 23	6	13	5	6	

Specialists

no.	range	accuracy
K 3	0	10
P 10	6	6

no.	speed	agility	break	tackles
KR 28	13	13	9	
PR 81	10	10	5	

SEATTLE

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1 17	10		10	4	4	4
QB2 15	1		6	4	4	4

Running backs

no.	speed	agility	break	tackles	hands
HB1 44	12	12	11	6	
HB2 42	4	5	5	5	
FB 32	10	10	10	10	

Receivers

no.	speed	catching	break	tackles	quickness
WR1 89	3	5	2	4	
WR2 81	7	7	3	5	
WR3 88	10	4	2	4	
WR4 82	4	3	1	4	
TE1 87	5	3	0	4	
TE2 86	7	3	0	3	

Offensive line

no.	weight	pass	blocking	run	blocking
LT 66	289		9	6	
LG 85	283		9	6	
C 54	253		9	6	
RG 71	277		9	6	
RT 63	256		9	6	

Defensive line

no.	speed	tackling	agility	pursuit
LE 79	12	3	11	10
LT 72	5	3	6	6
RT 96	5	5	4	5
RE 77	8	3	7	8

Linebackers

no.	speed	tackling	agility	awareness
LOLB 90	10	4	9	10
LILB 92	10	4	9	8
RILB 97	13	4	14	14
PLB 51	8	3	9	8

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS 22	4	12	5	4	
FS1 41	7	11	8	7	
RCB1 27	6	13	5	6	
LCB1 29	7	12	7	7	
RCB2 26	2	13	2	2	
LCB2 34	2	11	2	2	
FS2 31	1	13	2	1	

Special teams

no.	range	accuracy
K 4	0	7
P 3	9	8

no.	speed	agility	break	tackles
KR 42	10	11	5	
PR 42	10	11	5	

SAN FRANCISCO

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	8	1	9	13	5	5
QB2	16	13	13	13	5	5

Running backs

no.	speed	agility	break	tackles	hands
RB1	35	7	7	5	2
RB2	30	6	5	5	8
RB	44	5	6	5	10

Receivers

no.	speed	catching	break	tackles	quickness
WR1	80	10	14	9	15
WR2	82	10	8	5	8
WR3	88	10	5	3	6
WR4	83	3	4	2	5
TE1	84	8	9	5	9
TE2	81	3	4	2	6

Offensive line

no.	weight	pass	blocking	run	blocking
LT	67	291	8	5	5
LG	62	266	8	5	5
C	61	259	8	5	5
RG	79	279	11	8	8
RT	74	277	8	5	5

TAMPA BAY

PLAYER RATINGS

Quarterbacks

no.	pass	range	pass	accuracy	speed	scrambling
QB1	14	9	8	6	16	6
QB2	17	1	6	4	4	4

Running backs

no.	speed	agility	break	tackles	hands
RB1	40	10	8	8	4
RB2	37	6	7	5	8
RB	20	5	4	4	8

Receivers

no.	speed	catching	break	tackles	quickness
WR1	88	10	8	5	7
WR2	84	9	7	4	5
WR3	87	9	3	1	5
WR4	80	4	4	1	5
TE1	82	8	5	3	4
TE2	89	9	4	1	4

Offensive line

no.	weight	pass	blocking	run	blocking
LT	74	281	8	5	5
LG	73	280	5	2	2
C	61	285	5	2	2
RG	62	295	5	2	2
RT	72	289	5	2	2

Defensive line

no.	speed	tackling	agility	pursuit
LE	78	7	5	8
LT	95	5	2	4
RE	75	8	6	9

Linebackers

no.	speed	tackling	agility	awareness
LOLB	94	15	5	15
LILB	59	11	5	10
RILB	99	12	5	11
ROLB	53	12	7	10
PLB	55	11	4	10

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	40	9	10	10	9
FS1	43	15	11	14	15
RCB1	29	13	12	13	13
LCB1	25	12	12	10	12
RCB2	45	8	11	8	7
LCB2	36	7	10	7	7
FS2	22	7	10	7	7

Special teams

no.	range	accuracy
K	6	13
P	2	1

no.	speed	agility	break	tackles
KR	35	7	6	3
PR	82	9	8	2

Defensive line

no.	speed	tackling	agility	pursuit
LE	79	6	10	4
LT	98	5	6	5
RT	96	5	6	7
RE	52	6	8	5

Linebackers

no.	speed	tackling	agility	awareness
LOLB	59	8	4	8
LILB	99	5	5	6
RILB	51	9	7	9
PLB	58	3	3	5

Defensive backs

no.	speed	tackling	pass	coverage	interceptions
SS	25	8	9	8	8
FS1	39	13	10	13	13
RCB1	45	13	9	12	13
LCB1	29	11	10	12	11
RCB2	22	6	8	6	6
LCB2	33	8	9	9	8
FS2	23	4	9	5	4

Special teams

no.	range	accuracy
K	2	11
P	3	7

no.	speed	agility	break	tackles
KR	40	8	8	4
PR	87	8	7	4

WASHINGTON

PLAYER RATINGS

Quarterbacks

	no.	pass	range	pass	accuracy	speed	scrambling
QB1	11	6	6	8	3	3	3
QB2	16	3	9	4	4	4	4

Running backs

	no.	speed	agility	break	tackles	hands
RB1	21	11	12	13	9	9
RB2	30	6	6	5	6	6
RB	37	9	8	9	6	6

Receivers

	no.	speed	catching	break	tackles	quickness
WR1	84	9	11	7	11	11
WR2	81	6	10	5	7	7
WR3	86	6	6	3	6	6
WR4	80	9	5	3	5	5
TE1	83	7	9	5	8	8
TE2	88	9	6	3	6	6

Offensive line

	no.	weight	pass	blocking	run	blocking
LT	79	290	15	12	12	12
LG	63	270	10	7	7	7
C	53	260	10	7	7	7
RG	76	299	10	7	7	7
RT	66	310	10	7	7	7

Defensive line

	no.	speed	tackling	agility	pursuit
LE	71	8	8	8	6
LT	75	6	5	5	7
RT	78	5	5	6	6
RE	74	6	5	5	5

Linebackers

	no.	speed	tackling	agility	awareness
LLB	55	12	4	11	12
MLB	57	6	4	7	7
PLB	58	12	10	12	11
PLB	51	9	4	10	10

Defensive backs

	no.	speed	tackling	pass	coverage	interceptions
SS	47	10	10	11	10	10
FS1	27	11	10	11	11	11
RCB1	28	12	11	13	12	12
LCB1	35	13	9	14	13	13
RCB2	45	5	10	6	5	5
LCB2	20	6	10	6	6	6
FS2	34	6	10	6	6	6

Special teams

	no.	range	accuracy
K	8	13	10
P	2	4	7

	no.	speed	agility	break	tackles
KR	30	7	8	3	3
PR	86	8	9	2	2

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