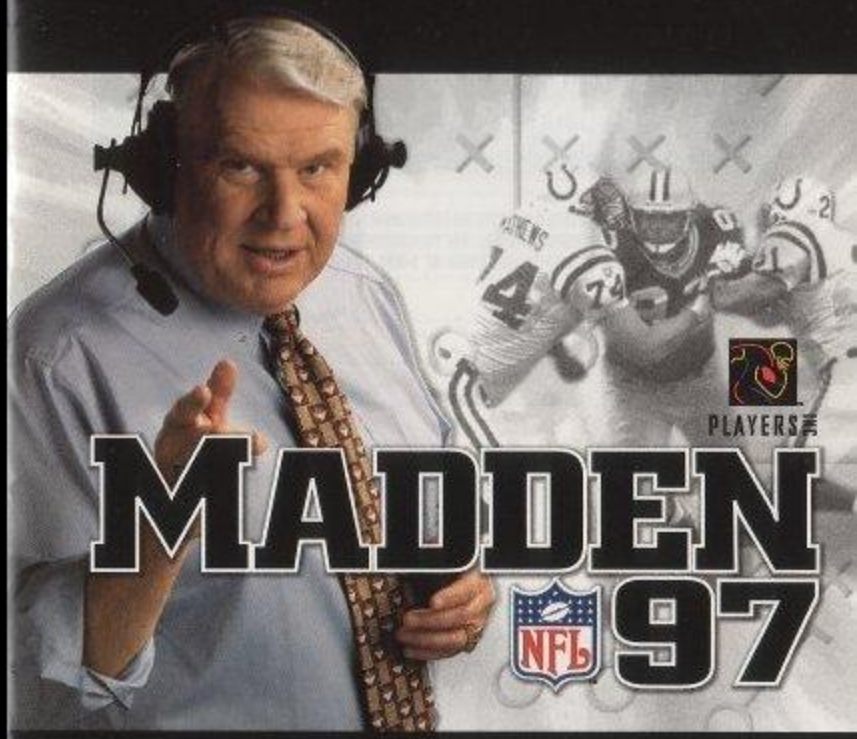
SNS-A7NE-USA



PLAYERS

MADDEN NFL 97

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

EA SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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Nintendo

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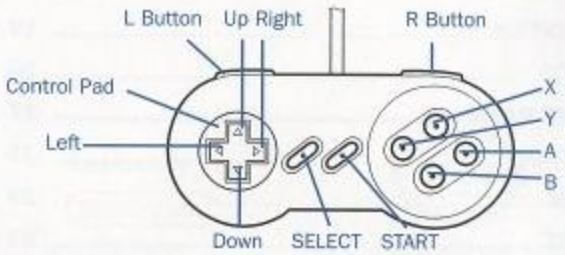
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STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
   WARNING: Never try to insert or remove a game pak when the power is ON.
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.
   If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the Madden NFL™ 97 game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch. The EA SPORTS™ introductory screen appears. If you don't see it, begin again at step **1**.

CONTROL SUMMARY



GENERAL

Move player	Control Pad any direction
Pause	**START**

SPECIAL TEAMS

Start the power bar	**B**
Aim kick left/right	Control Pad ← →
Kick the ball	**B**
Call an audible	**A**
Line up right/left (after calling an audible)	**A**/**B**
Return to standard kicking formation (after calling an audible)	**Y**
Call for a fair catch	**SELECT**
Control the kick receiver	Control Pad any direction

Punting/Kicking

Fake snap signal	**X**
Start power bar/snap the ball	**B**
Aim the kick	Control Pad ← →
Kick the ball	**B**

BEFORE THE SNAP

Defense

Select player to control	**B** or **X**
Show blitz	**L** + **R**

Offense

Set a man in motion	Control Pad ← →
Select player to control	**B** or **X** (multiplayer)
Fake snap signal	**X**
Snap the ball	**B**

Calling an Audible

Call an audible	**A**
Cancel audible	**X**
Select an audible play	**Y**, **B**, or **A**

AFTER THE SNAP

Defense

Control player closest to the ball	**B**
Jump and raise hands	**X**
Dive	**Y**

Offense

Rushing

Burst of speed	**B**
Spin	**A**
Dive/QB slide	**Y**
Lateral to closest teammate	**L**
Hurdle	**X**

Passing

Move the QB (scramble)	Control Pad any direction
Bring up passing letters	**B**
Pass to receiver Y, B, A, L, or R	**Y**, **B**, **A**, **L**, or **R**
Throw the ball away (when receiver letters up)	**SELECT**
Lateral to closest teammate (receiver letters down)	**L**

Receiving

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

PLAY CALLING

Move play selection highlight	Control Pad ↑↓
Flip play (Offense only, not for Special formation or Goal Line)	**X**
Reset/back up to formation	**L** or **R**
Choose a formation/play	**Y**, **B**, or **A**

MENUS

Move highlight up/down	Control Pad ↑↓
Cycle through choices	Control Pad ←→
Select highlighted option	**START**
Select highlighted option in Pre-Game and Game Pause screen	**B**
Back up one screen	**X**

MADDEN NFL™ 97

It's fourth and goal at the one foot mark, time is running out, and your all-pro halfback is having the game of his life. You can feel the noise of the crowd jarring the stadium. They all want to see a touchdown to cap this amazing comeback. Walking up to the line, you try to look casual as you cheat in on your normal wide receiver split. One team's season will end right here. It's just a matter of who wants it more.

The ball is snapped and you slant hard across the middle of the end zone trying to get lost in the crowd. There is a huge collision at the line, your halfback is airborne–flying over the pile of bodies, and just as you get clear you can see the quarterback circle out away from the line. He's got the ball on his hip and he's looking for you. A linebacker who didn't buy the fake is on his tail. He has to loft the ball into the corner and hope that you can get there. The game, the season, your whole career is floating towards the corner as you lay out, tip the ball with one hand, and finally bring it in dragging your toes across the line. You didn't have to hear the call; you knew it was good before you hit the ground. Pandemonium-the crowd erupts onto the field and your teammates are all over you. Someone yells, "We're goin' to the Super Bowl!"

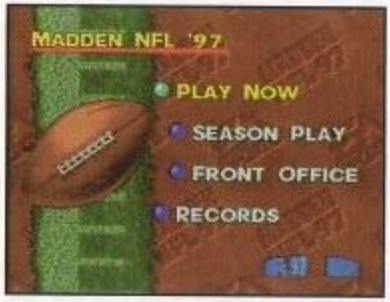
Welcome to *Madden NFL 97*.

New Features:

- ✔ New Playbook with over 500 offensive play combinations
- ✔ New play calling interface that allows multiple sets for each formation
- ✔ New 1st person control of backs and receivers on offense
- ✔ New motion capture 3D rendered graphics and animations
- ✔ Player stamina and fatigue
- ✔ Penalties
- ✔ Salary cap on trades
- ✔ 2 difficulty levels

MADDEN NFL™ 97 SCREEN

Choose a game mode, check out NFL Records, or head in through the Front Office and see if you can make it into the NFL as a player.



Control Pad ↑↓ to highlight option.
Press **START** to select the highlighted option and continue

PLAY NOW

If you're anxious to get out on the grid iron, choose PLAY NOW and play an exhibition game at any of the 30 available stadiums. To start an exhibition game:

- From the *Madden NFL 97* screen, highlight PLAY NOW and press **START**. The Team Select screen appears.

Team Select

It's time to choose up sides and decide which team you want to play for. Check each team's key players to find out who to look for in big play situations.



Control Pad ← → to cycle through teams.
Press **Y** or **A** to cycle through team information.
Press **B** to toggle home/ visitor.
Press **START** to accept the team matchup and continue.
Press **X** to return to the *Madden NFL 97* screen

Game Rules

Customize the upcoming game to your specifications.



Control Pad ↑↓ to highlight option.
Control Pad ← → to cycle through choices.
Press **START** to accept the game setup and continue.
Press **X** to return to the Team Select screen.

(Default settings are listed in **bold** in this manual.)

QUARTERS	Choose to play 3, **5**, 10, or 15 minute quarters.
LOCATION	Choose any one of 30 available stadiums.
WEATHER	Choose to play in **FAIR**, WINDY, RAINING, SNOWING, NIGHT, or VARIABLE conditions.
ROSTERS	ORIGINAL or MODIFIED (with trades and created players)
ENDURANCE	Choose to play with player endurance **ON** or OFF.

Controller Setup

Choose the teams that you and your opponent want to control, or choose your team and let the CPU (computer) control the opposing team.



Control Pad ← → to move Controller icon.
Press **START** to accept controller setup and continue.
Home, Visitor, computer controlled.
Press **START** to accept controller setup and continue

Multiplayer Games

With the Multi-Player Adapter five players can play head-to-head or as teammates. Plug the adapter into controller Socket 2 on the Super NES, and you're ready to go.

Caution: The Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse or controller socket 1.

In multiplayer games, the player using controller 1 kicks the ball, calls the offensive and defensive plays and controls the quarterback.

Each controller has a colored star next to it and is used to control the player on its corresponding color-coded star. Up to five players can play at the same time using the Multi-Player Adapter.

Controller #	Color-coded Star
1	Yellow
2	Red
3	Green
4	White
5	Blue

- To become the intended running back or pass receiver on offense, players with controllers 2-5 press **B** or **X**.

Team Matchup

The Team Matchup screen provides a pre-game skills comparison of the teams and individual players before you take the field.

Overall Ratings

Check out how well your team stacks up against the opposition.



Press **START** or **X** to continue.
Press **A** or **Y** to view Player Ratings

Player Ratings

For a deeper look at how your team's talent matches up against your opponent, check out the individual player ratings.



Press **A**/**Y** to cycle forward/backward through positions.
Control Pad ← → to cycle through the rating categories.
Press **START** to continue.
Press **X** to exit and continue.

Pre-Game Show

After a brief commentary from Madden and Summerall about the upcoming contest, the Pre-Game Show screen appears.
From the Pre-Game Show screen you can make coaching decisions and customize the upcoming battle.



Control Pad ↑↓ to highlight option.
Press **B** to select the highlighted option.
Press **START** or **X** to exit and continue.

Start Game

- To start the game, highlight START GAME and press **B**, or press **START**.

Game Play Options

Set up details for the upcoming game.



Control Pad ↑↓ to highlight option.
Press **B** to select the highlighted option.
Press **START** to continue.
Press **X** to return to the previous screen.

SET AUDIBLES

Audibles are called from the line of scrimmage to make last second changes to counter the opposing team's formation. You can set up three defensive and three offensive audible plays.

- To set offensive/defensive audibles, select OFFENSE or DEFENSE.
- To set an audible for the **Y**, **B**, or **A** button, highlight AUDIBLE Y, AUDIBLE B, or AUDIBLE A and press **B**. A play calling window appears.
- Choose a formation and a play: Control Pad ↑↓ and press **Y**, **B**, or **A**.
- When you have set all three audibles, press **X** twice to return to the Game Play Options screen.

SET SKILL LEVEL

- Select **ALL MADDEN** for faster game play or PRO for normal speed game play.

SET PENALTY LEVELS

Note: All rules and penalties in *Madden 97* have been updated to reflect changes in the NFL rulebook.

1. Select SET PENALTY LEVELS. The Set Penalty Levels screen appears.
   - To adjust the highlighted penalty level higher/lower, Control Pad ← →.
2. When finished, press **START**.

SET OFFENSE CONTROL

- Choose **AUTOMATIC PLAYER CONTROL** or MANUAL PLAYER CONTROL and press **B**. MANUAL player control allows you to select the player you want to control on offense before the ball is snapped. Defensive control is not affected.

Manual player controls for offense:

- To cycle through players, press **L** or **R** as your team comes up to the line.
- Running plays are executed automatically, regardless of the player that you control.
- If you are controlling a receiver on a passing play:

1. Press **B** to snap the ball.
2. Press **B** again to bring up the receivers for the quarterback.
3. Press **B** again to call for the ball.

SET MUSIC

- To turn music on or off, select **MUSIC ON** or MUSIC OFF.

SET PLAY CALL MODE

Madden NFL 97 automatically starts in DIRECT play calling Mode. When the competition is heating up and you want to be sure your opponent can't guess what play you just called, choose BLUFF MODE.

In Bluff Mode only one highlighted box appears on the Play Calling screen. For more information about Bluff Mode, see *Calling a Play* on p. 29.

PASS CATCH MODE

If you want to make sure your receiver is exactly where he should be to catch a pass, choose MANUAL Catch Mode to take control of the receiver while the ball is still in the air. If you want to let the computer worry about getting the receiver into position, choose AUTOMATIC Catch Mode. In Automatic Catch Mode you can take control of the receiver after a pass completion.

PASSING MODE – SINGLE PLAYER ONLY

- To choose the number of receivers, select FIVE RECEIVERS or SINGLE RECEIVER. In Single Receiver mode, only one receiver is available to catch a pass–in Five Receiver mode up to five receivers are available.

Substitutions

Each team has a full roster of NFLPA players, and you can send any available member of the squad out onto the field when you need him. If a player is injured, a replacement is subbed automatically.

Madden NFL 97 allows you to make global substitutions (replace an offensive or defensive player in all circumstances) or formation specific substitutions (replace a player only when certain formations are called).

Note: Substitutes made for a formation only affect the "normal" set within that formation.

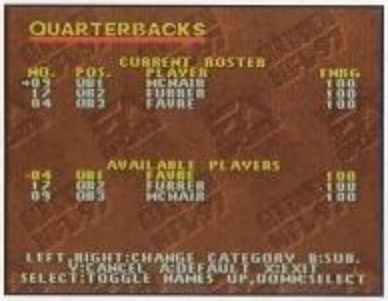
To make formation specific substitutions:

1. Highlight OFFENSE or DEFENSE, and press **B**. The Offense or Defense screen appears.
2. Highlight an offensive or defensive formation and press **B**. The Formation screen appears.

Offensive Formations	Defensive Formations
Far	3-4
Near	4-3
I Form	Nickel
Single Back	Dime
Pro Form	Goal Line
Shotgun	
Goal Line	

3. Highlight an offensive or defensive position and press **B**. The Position screen appears.

Offensive Positions	Defensive Positions
Quarterbacks	Defensive Line
Running Backs	Linebackers
Receivers	Cornerbacks
Offensive Line	Safeties



Control Pad ↑↓ to highlight a player.
Press **B** to select the highlighted player.
Press **Y** to cancel a selection.
Press **A** to reset the default line-up.
Control Pad ← → to scroll through stat categories.
Press **SELECT** to toggle between player names and position abbreviations.

4. Highlight an ACTIVE player, and press **B** to select the highlighted player. A small arrow appears indicating that the player has been selected for substitution.
5. Control Pad ↑↓ to highlight an AVAILABLE player, then press **B** to make the substitution.
6. Press **START** or **X** to leave the substitution and return to the Formation screen.

To make global substitutions:

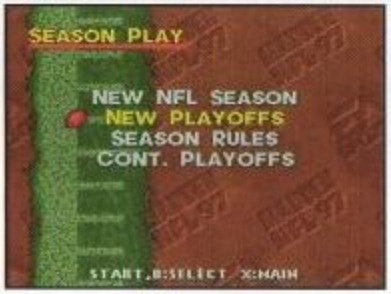
1. Select GLOBAL OFFENSE or GLOBAL DEFENSE. The Global Offense or Global Defense screen appears.
2. Highlight an offensive or defensive position and press **B**. The Position screen appears.
3. Follow steps 4-6 above to complete your player substitution.

NFL™ Records

The NFL Records screen keeps track of outstanding individual accomplishments. If you break a record, the NFL Records Entry screen appears at the end of the game so you can enter your name. For more information, see *Records* on p. 26.

SEASON PLAY

Take your favorite team through an entire season based on the actual 1996-97 NFL schedule. If you're good enough, you can make it to the playoffs for a shot at a Super Bowl ring.



Control Pad ↑↓ to highlight option.
Press **START** to select the highlighted option and continue.
Press **X** to return to the *Madden NFL 97* screen.

Once a new season begins, League Stats and League Standings accumulate. You can stop mid-season and continue at a later time without having to start again at the beginning. See *Cont. Playoffs/Season* on p. 19.

- To start a new season, select NEW NFL SEASON and press **START**. The NFL Schedule for Week 1 appears.

Codes

As if the thrill of winning it all isn't enough, there are codes that let you play with great former teams for each franchise. If you win the Super Bowl with your favorite team, the end game screen displays a code that allows you to play with the best team in that franchise's history. When you win a Super Bowl, be sure to write down your codes!

Entering codes:

- To enter codes, go to the Team Select screen and select the team that you want, then press the button combination of your code. The all-time franchise team appears.

Be sure to watch the EA website and game magazines for additional secret codes.

New NFL™ Season

Madden NFL 97 creates an entire NFL season complete with a post-season playoff tournament that leads up to the Super Bowl.

Play any games you choose throughout the season or stick with your favorite team and try to win the Super Bowl. The computer (CPU) can simulate any games that you wish to bypass, but you must play in the Super Bowl. Realistic statistics and standings are complied and saved for every game, whether played or simulated.

NFL™ SCHEDULE FOR WEEK 1

You play checked games, and the computer simulates all the other games.



Control Pad ↑↓ to highlight a matchup.
Press **B** to select a matchup.
Press **Y** to view a team's entire schedule.
Press **X** to return to the *Madden NFL 97* screen.

Team Schedule

View each team's schedule for the whole season.

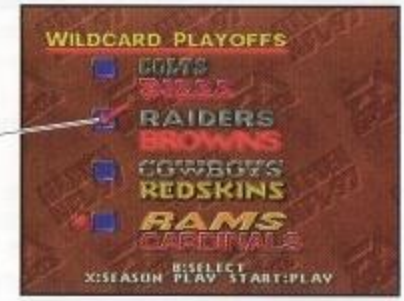
- To view the highlighted team's season schedule, press **Y**.

New Playoffs

Madden NFL 97 sets up a 4-round playoff tree, leading up to the Super Bowl. Your team enters the playoffs as either a wildcard team or division champion, with a tough schedule on the way to the championship.

- To start a new playoff, highlight NEW PLAYOFFS from the NFL Season Play screen and press **START**. The Wildcard Playoffs screen appears.

WILDCARD PLAYOFFS



Press **B** to select a matchup

Control Pad ↑↓ to highlight a matchup.
Press **START** to play a selected game or to move to the next week of the season.
Press **X** to return to the NFL Season Play screen.

Season Rules



Control Pad ↑↓ to highlight option.
Control Pad ← → to cycle through choices.
Press **START** to accept the league rules and continue.
Press **X** to return to the NFL Season Play screen.

Customize the season or playoff game rules to your specifications.

- To set up the league rules, highlight SEASON RULES from the NFL Season Play screen and press **START**. The Season Rules screen appears.

QUARTERS
Choose to play 3, **5**, 10, or 15 minute quarters.

INJURIES
Toggle the chance of players getting injured and having to be taken out of the game **ON**/OFF.

ROSTERS
Use your MODIFIED rosters or reset the ORIGINAL default rosters.

ENDURANCE
Choose to play games with player endurance **ON** (players get tired and slow down) or OFF (players have unlimited endurance).

Cont. Playoffs/Season
Select this option to load a saved season or playoff and return to the last completed game.

Note: Only one playoff or season series can be saved at a time. If you start new playoffs or a new season, any saved playoff or season games will be erased, and you will have to start over at the beginning.

FRONT OFFICE

Thanks to modern technology, we've simulated NFL pro tryouts and brought them into your living room. You might still work up a sweat, but the worst physical pain you'll probably suffer is a bit of a flattened thumb.

The Front Office feature allows you to create a player at any position and see if you can successfully make it through the Scouting Combine.



Control Pad ↑↓ to highlight option.
Press **X** to return to the *Madden NFL 97* screen.
Press **START** to select the highlighted option and continue.

Sign Up New Player
To Enter your name:

1. Control Pad ↑↓ to scroll through the letters.
2. Press **B** to move to the next space.
   - To back up one space, press **Y**.
3. When you have entered your name, press **START** to confirm your entry and continue.

To Complete the Registration form:

4. Control Pad ← → to cycle through the choices for HEIGHT, WEIGHT, TEAM, POSITION, JERSEY NUMBER, and SKIN COLOR. When you have made each choice, press **START** to confirm your entry and continue.

OFFICIAL TRYOUT REGISTRATION
Take your newly created player through a series of grueling events designed to test his ability at the position he hopes to land. Each position has several different sets of test events. After each event you are given a scout rating ranging from 0-100. This rating is used in conjunction with a table that takes into account earlier choices of height, weight, and position, to give an actual 1-15 rating in each skill category.

You must complete the events in order. The upcoming event flashes on the screen.

- To begin each event, press **START**.

40 Yard Dash
This race is your basic all-out sprint. The 40 yard dash sets the standard for gauging the speed of NFL players.

The speed of your player varies according to his height, weight, and how fast you press the buttons. For example, if you have created a behemoth offensive lineman who stands 6'6" tall and weighs 380lbs., you're going to have a harder time getting across the finish line in a hurry.

- To run, press the **Y** and **B** buttons alternately as fast as you can.

Obstacle Course
The object here is to run around the tackling dummies and make it to the finish line as quickly as you can. The trick is that you must run to the right of the red dummies and to the left of the blue dummies. You are penalized 2 seconds for running on the wrong side of a dummy.

- To run, hold **B**.
- To run to the left/right of the dummies, Control Pad ← →.

Coach Rogers
Pay attention, son! In this drill, the coach shouts out a series of directions and expects you to have enough brains to repeat it. The first time you have to remember three directions, and each additional time, the coach adds one more direction to the sequence. As soon as you mess up the sequence, the drill is over.

- To repeat the coach's directions, Control Pad in the appropriate direction.

Passing Range Drill
Let's see what kind of an arm you've got. We'll give you a ten yard start then see how far you can wing that pigskin.

- To get a good running start, press **Y** and **B** alternately as fast as possible.
- To adjust your throw angle when you reach the ten yard line, hold **X** and release it when the desired throwing angle is reached.

RB/Receiver Catch Drill

Suit up and head out onto the field. The coach wants to see what kind of hands you've got. In this drill you have ten chances to get open against some well respected defensive backs. Run any pass route you want and when you're open, call for the pass. Try and get as many yards as you can. It's pretty tough to get open and it gets even tougher. After five attempts, a second defensive back comes out to help defend you, and after eight attempts a third back comes out to really smother you.

- To start the play, press **Y**.
- To go out for a pass, Control Pad any direction.
- To call for a pass, press **B**.
- To spin, press **A**.
- To raise your hands for the catch, press **X**.

Note: If you don't call for the pass within five seconds, the QB throws automatically.

Defensive Back Drill

In this drill, nothing stands between the quarterback, the running back and the goal line–except you. Do whatever you have to do to stop the running back from crossing the goal line.

- To run, Control Pad any direction.
- To make a diving tackle, press **Y**.
- To raise your hands, press **X**.

10 Yard Fight Drill

This one's pretty straightforward. Show the coach if you're quick enough, strong enough, and have enough heart to go one-on-one, one-on-two, and one-on-three against some angry defenders and make it across the goal line. Just to make sure you don't

wimp out and try to run away, you can't run outside of the hash marks or back behind the 15 yard line.

- To run, Control Pad any direction.
- To spin, press **A**.
- For a speed burst, press **B**.
- To dive, press **Y**.

Protect QB Drill

You don't want to go back to the huddle if that cranky QB is gonna yell at you. So, protect him for goodness sakes! You start out surrounded by a circle of defenders hoping to nail the quarterback. It's your job to find the one that's coming at him and stop him. Do whatever it takes to put the tackler on the ground.

- To stay with the defensive player, Control Pad any direction.
- For a little extra blocking power, press **A**.

Rush QB Drill

Every Defensive player's dream is to rush the QB without obstruction. But, you should have no trouble getting around one big, slow offensive lineman, right? Maybe not. You've got seven seconds to show the coach how much you like quarterbacks.

- To run toward the QB, Control Pad any direction.
- To spin around a blocker, press **A**.
- To dive, press **Y**.

Defensive 10 Yd. Fight

Here's your chance to go head on with a running back. They don't have much running room, but you still have to make an open field tackle and stop him from scoring.

- To run toward the back, Control Pad any direction.
- To dive, press **Y**.

Punt/Kick Distance Drill

Since you're trying out for one of the cushier jobs on the team, you don't have to do anything really tough, but you better be able to boot the crud out of the ball.

- To build up forward momentum, press **Y** and **B** alternately as fast as possible.
- To adjust your kick angle when you reach the ten yard line, hold **X**.

Punt Accuracy Drill

You have six chances to punt the ball as close to the end zone as possible without it going into the end zone. If your kick goes out of bounds, the ball is marked where it crosses the boundary line. No points are given if the ball doesn't go past the 20 yard line or goes into the end zone.

- To set the punter and power bar in motion, press **B**.
- To aim the punt, Control Pad ← →.
- To punt the ball, press **B** again.

Kick Accuracy Drill

Many games come down to the last field goal or extra point attempt. You'd hate to go down in history as the kicker who could have won the game but choked an easy kick instead. There's no time like the present to get out there and start kicking under pressure. You have 10 kicks: 3 each at the 25, 30, 35 yard lines and one kick from the 40 yard line.

- To set the kicker and power bar in motion, press **B**.
- To aim the kick, Control Pad ← →.
- To kick the ball, press **B** again.

ASSIGN A NEW PLAYER

Your new player is put on the NFLPA team, and you can assign him to a team or trade him away.

- To highlight your new player, Control Pad ↑↓.
- To select the highlighted player and make a trade, press **B**.

Practice Event

Just to be sure you don't buckle up in front of the coach and make a fool of yourself, you can practice any of the tryout events, as many times as you like.

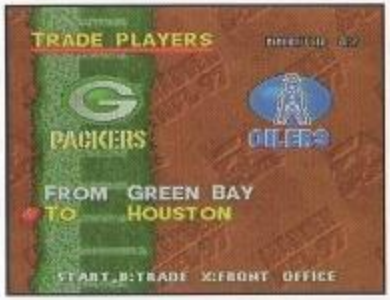
From the Front Office screen:

1. Highlight PRACTICE EVENT and press **START**. The Practice Event screen appears.
2. Highlight an event and press **START**. The event you have chosen appears. For information on each event, see *Sign Up New Player* on p. 20.

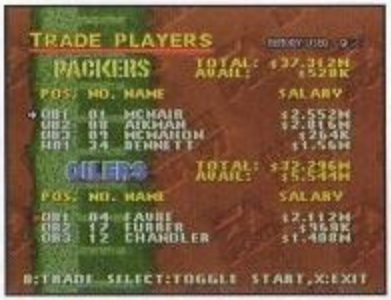
Trade Players

Can you believe your team traded away a key player? Do you ever find yourself wishing that you could give the owners and coaches a little advice? Well here's your chance to step in and run things the way you want to.

Note: Player rosters are up to date as of early July 1996.



Control Pad ↑↓ to highlight From and To.
Control Pad ← → to cycle through teams.
Press **START** to go to the team rosters.
Press **X** to return to the previous screen.



Control Pad ↑↓ to scroll through players.
Press **B** to select a player and make the trade.
Press **X** to return to the previous screen, Total Payroll, Available Payroll.
Press **START** to go back to Trade Players.

Reset Rosters

This option allows you to reset all team rosters to their original lineups. All trades and stats are also reset.

- To return to the Front Office screen without resetting rosters, press **X**.
- To go back to the original team rosters and clear all trades, press **START** at the Reset Rosters screen.

Delete Players

This option allows you to delete any player that you have created.

- To select the player you want to delete, press **A** or **Y**.
- To return to the Front Office screen, press **X**.
- To delete the selected player, press **START**.

RECORDS

The NFL Records screen keeps track of outstanding individual and team accomplishments. If you break a world record during a game, the NFL Records Entry screen appears after the game prompting you to enter your name.

To enter your name:

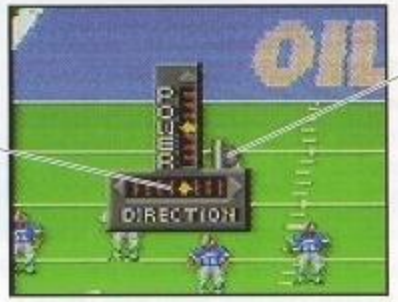
- To scroll through the letters, Control Pad ↑↓.
- To enter the letter and move to the next space, press **B**.
- To back up a space, press **Y**.
- To save your name and continue, press **START**.

PLAYING THE GAME

THE KICKOFF

The opening kickoff can set the emotional tone for the entire game. Make sure your special teams are pumped up before you take the field and kick off.

Kicking



Press **B** to start the power bar.
Press **B** again to kick.

To kick the ball:

1. When your team is lined up in kicking formation, press **B** to set your kicker in motion and start the power bar.
2. Control Pad ← → to aim the kick.
3. Press **B** again to stop the power bar and kick the ball. The higher the power bar is at the time you stop it, the farther the ball will travel in the air.

As soon as the ball is in the air, rush your kicking team down field as fast as possible and smash the kick returner.

To make a special teams tackle:

- To chase down the kick returner, Control Pad any direction.
- To take control of the player on your team who is closest to the ball, press **B**.
- To make a diving tackle, press **Y**.
- To get a burst of power, press **A**.

Onsides

Use the onside kick to attempt to quickly regain possession of the ball and get back on offense. If you're behind at the end of a game you may want to try an onside kick.

An onside kick must travel at least ten yards. Once the ball has gone ten yards it's "live" and the team that recovers it takes over on offense.

To attempt an onside kick:

1. From kicking formation, press **A** to call up the audible indicator.
2. Press **B**/**A** to set the onside kick formation. Your kicking team shifts to the right- or left-hand side of the ball.
   - To return to standard kickoff formation, press **A** to bring up the audible indicator again then press **Y**.
3. Press **B** to set the kicker in motion and start the power bar.
4. Control Pad ← → and press **B** again immediately to stop the power bar.

Receiving

If you don't take control of the kick returner, he automatically gets under the ball, catches it, and begins to run up field. If the kick is deep and he catches it in the end zone, he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the ball is taken out to the 20 yard line.

To control the kick returner:

- To run when you have possession of the ball, Control Pad any direction.
- To get a burst of speed, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L** or **R**.
- To dive for that last bit of yardage, press **Y**.

OFFENSE

Calling a Play



Control Pad ↑↓ to move the play selection highlight

Press **Y**, **B**, or **A** to select a formation/play.

To call formations and plays:

1. The Play Calling screen appears before each down. From the huddle, Control Pad ↑↓ to scroll through the formations.

Note: There are more formations and plays available than appear on the screen. Scroll ↑↓ to view additional formations and plays that are initially off-screen.

- To run a play in the opposite direction, press **X** to flip it. To return the play to its default direction, press **X** again.

2. Press **Y**, **B**, or **A** to select the formation in the corresponding box. A set of plays that are available from the selected formation appear.
   - To back up and change the selected formation press **L** or **R**.
3. Scroll ↑↓ through the plays, then press **Y**, **B**, or **A** to select the play in the corresponding box.

Note: After you have selected a formation and called a play, the only way to change your decision is to call a timeout or an audible from the line of scrimmage.

To call a formation and play in Bluff mode:

1. From the huddle, move the highlight box to the formation you want to select.
2. Press **B** to select. The play choice appears.
3. Move the highlight box to a play you want to use as a bluff.
4. Press **Y**. The usual tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
5. Move the highlight box to the play you want to run.
6. Press **B**. The play is selected, but you stay at the Play Calling screen.
   - To bluff additional plays, press **Y**.
7. To exit, press **A**. You return to the field and your opponent has no idea what you are going to run.

No Huddle

When the clock is running down at the end of the half or, more critically, at the end of the game, you can save time and bypass the Play Calling screen. At the end of a play, you can get right back on the line of scrimmage by running a no huddle offense.

To execute a no huddle play:

1. Immediately after the ref blows the play dead, press and hold **A**. Your team rushes back to the line of scrimmage.

2. Press **B** to snap the ball. Your team runs the same play it ran the previous down.

To run an audible from a no huddle play:

1. Immediately after the ref blows the play dead, press and hold **A**. Your team rushes back to the line of scrimmage.
2. Press **A** to call up the audible indicator.
3. Press **A**, **B**, or **Y** to select the desired audible. (Press **X** if you decide not to run an audible.)
4. Press **B** to snap the ball. Your team runs the selected audible.

To stop the clock from a no huddle play:

1. Immediately after the ref blows the play dead, hold **Y**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. The quarterback immediately throws the ball into the turf.

Running Plays

On the Play Calling screen, rushing plays are displayed against a dark blue background. You can watch the computer execute the play or take control of the ball carrier after the hand-off. A colored star and jersey number appear beneath the ball carrier's feet to identify him.

To execute a rushing play:

1. When the offensive line is set, press **B** to snap the ball. The hand-off or toss is automatic.
2. Control Pad any direction to take control of the ball carrier and direct him through the line of scrimmage and up field.

To break tackles and shake defenders:

- To get a burst of speed and get around a tackler, press **B**.
- To spin out of a tackle, press **A**.
- To lateral to your nearest teammate, press **L**.
- To dive for those extra inches, press **Y**.
- To make the quarterback slide feet first to avoid a hard tackle when he is past the line of scrimmage, press **Y**.

Passing Plays

On the Play Calling screen, passing plays are displayed against a light blue background.

Watch the receivers run their patterns on the field, then throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field, marking the ideal reception spot. The receiver automatically completes his pattern toward the crosshair, raises his hands for the ball, and runs upfield if he makes the catch.

You can manually control the designated receiver while the ball is still in the air to make the catch.

To execute a passing play:

1. When the offensive line is set, press **B** to snap the ball.
2. Control Pad any direction to move the quarterback and take over control of the play.
3. Press **B** to call up the passing windows. A yellow letter appears next to each eligible receiver on the field. These letters correspond to the **Y**, **B**, **A**, **L**, and **R** buttons on the Controller.



Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver.

4. Press **Y**, **B**, **A**, **L**, or **R** to throw a pass to the corresponding receiver.

To control the intended receiver:

1. When the ball is in the air, press **B** to take control of the intended receiver. A color-coded star appears on the field beneath the player.
2. Control Pad any direction to guide the receiver toward the yellow crosshair.
   - To raise your hands and jump for the ball, press **X**.
   - To dive for the ball, press **Y**.

Note: When playing in the Manual Pass Catch mode, you *must* take control of the intended receiver or he will simply run his designated pattern.

DEFENSE

Select your defensive formations and play the same way you select offensive plays, described above.

The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. A timer appears on the Play Calling screen indicating the amount of time left. If you don't choose a formation and a play in time, your team lines up to run the same play it ran the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B**/**X** to take control of a different defensive player.
2. Control Pad any direction to move the selected player.

Note: Defensive players can be repositioned anywhere you like, but if they make contact with the offensive line before the ball is snapped or are past the line of scrimmage when the ball is snapped, an offside penalty is called.

To tackle the ball carrier and break up offensive plays:

- To take control of the player closest to the ball, press **B**.
- To jump with raised hands, press **X**.
- To dive, press **Y**.

SPECIAL TEAMS

Special Teams plays are used in punting, extra point, and field goal situations.

To select a Special Teams play on offense or defense:

1. From the Play Calling screen, Control Pad ↓ to highlight Special Teams.
2. Press **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Control Pad ↑↓ to scroll through the plays.
4. Press **Y**, **B**, or **A** to select the play in the corresponding box. Your team breaks the huddle and sets up at the line.

GAME PAUSED

When the game is paused, you return to EA SPORTS Central, where John Madden is standing by. Check on game stats and summaries, view an instant replay of the last down, or call a timeout. The Game Paused screen offers all of the options available from the Pre-Game Show screen along with additional choices relevant to the present game. For information about the options not listed here, see *Pre-Game Show* on p. 10.

To pause the game in progress:

- To bring up the Game Paused screen at any time during gameplay, press **START**.

Resume Game

Return to the game in progress.

- To return to the game, select this option or press **START**.

Instant Replay

Instant Replay allows you to view those great plays over and over. Utilize the VCR-like controls to step inside the production booth and roll the tape.

To view an instant replay:

- To play at normal speed, press **B**.
- To pause, press **B** a second time.
- To play in super-slow motion, hold **X**.
- To play in super-fast motion, hold **A**.
- To rewind, hold **Y**.
- To rotate the view left/right, hold **L/R**.
- To focus the replay on a player or area of the field, Control Pad any direction. A highlight appears, and the camera follows the highlighted player or stays focused on a section of the field.
- To exit Instant Replay, press **START**.

Call Timeout

Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock to a full 45 seconds. Call a timeout to gather your wits when you must score before the end of the half, or if you're behind and your opponent is attempting to run the clock down.

Game Stats

Measure the performance of both teams at any time during the game with up-to-the-minute stats in 24 categories. The Game Stats screen lists both teams for easy comparisons.

To view Game Stats:

- To cycle through stats categories, press **A** or **Y**.
- To exit, press **X**.

Team Stats

The Team Stats screen displays current game statistics for each player on the team. Stat categories are separated by position, and rosters are listed one team at a time. The Team Stats screen is a good place to determine if your players are performing up to their potential before making substitution decisions.

To view Team Stats:

- To cycle through positions and teams, press **A**.
- To move the highlight through on-screen position groups, Control Pad ↑↓.
- To scroll through stat categories, Control Pad ←→.
- To exit, press **X**.

Score Summary

The Score Summary screen displays a line score showing the amount of points scored by each team in every quarter. You can also review a detailed account of the last six scores.

End Game Now

If you want to change matchups or just start a new game, choose END GAME NOW.

To end the current game:

- Highlight END GAME NOW and press **B**. The End Game screen appears. (If you have achieved an NFL Record, you are asked to enter your name before you leave the stadium.)
- To go to the End Game Show screen, press **START**.
- To return to the *Madden NFL 97* screen from the End Game Show screen, press **START**.

Note: If you select End Game Now during a season or playoff game, then the current score is recorded as the final score. This score is saved into memory.

CREDITS

Strategy and Play Design:	John Madden
Design Adaptation:	Scott Orr, Robert Jones, Brian Jackson
Programming:	John Schappert
Artwork:	Joe Vance
Additional Artwork:	Greg Jobes, Donnie Worley
Sound and Music:	Brian Schmidt
Executive Producer:	Scott Orr
Associate Producer:	John D. Boerio
Assistant Producer:	Jeremy Strauser
Design Contributions:	Tiburon Entertainment, Randy Beverly Jr., Jeremy Strauser
Stats Data:	STATS Inc.
Player Ratings/Rosters:	Jeremy Strauser (EA) and STATS Inc.
Testing:	Todd Gilliland, Rudy Ellis, Jesus Monarrez, Bob English, Dan Baker, John Morrison
Product Marketing Manager:	Erik Whiteford
Package Art Direction:	Nancy Waisanen
Package Design:	Mike Lippert
Package Photography:	Ted Kurihara, Tom DiPace
Documentation:	Jason Armatta
Documentation Layout:	Tom Peters
Special Thanks:	Will V. Robinson, Ian Schmidt, Sandy Montag, Joe Madden, Mike Madden, George Greenberg, Clay Walker, Gene Goldberg, Monty Amdursky, Kyra Pehrson, Steve Sims, Greg Zesinger, Jennifer Vessicchio, Chris Shepherd
Quality Assurance	Michael Napolitano, Ollie Ongpin
World Madden Bowl Champ:	Reggie Brooks - Washington Redskins
Executive In Charge of Production:	Scott Orr

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ARTIST BIO

Tiburon Entertainment, an Orlando, Florida based video game developer, is a dynamic group of outstanding programmers, artists, and designers, who strive to create top games with outstanding programming, artwork, and gameplay. All of Tiburon's staff are avid game players who enjoy a variety of games, particularly competitive head-to-head games involving multiple players.

The *Madden NFL 97* team is made up of Madden Super NES veterans John Schappert, Joe Vance, Greg Jobes, and Donnie Worley. The newly married John Schappert has worked on *Madden NFL 94, 95, 96,* and lead the programming for this year's game. Joe Vance worked on last year's *Madden NFL 96,* and lead up the artwork for this year's game. Greg Jobes and Donnie Worley, both also worked on Madden NFL '96, and were a large help in the art arena for this year's game. Now that the game is done, everyone looks forward to settling down in their new offices, and, of course, getting a head start on next year's round of games.



Tiburon Entertainment
From left: Donnie Worley, John Schappert, Greg Jobes, Joe Vance

Tiburon Entertainment is an exclusive developer for Electronic Arts. Tiburon's employees have been responsible for eleven past Super NES titles, and are hard at work on several other games. Look forward to many more Tiburon Entertainment and Electronic Arts titles to come for the next generation of game machines.

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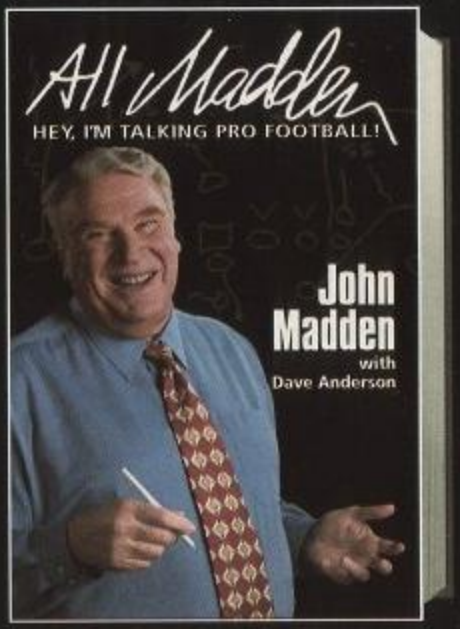
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