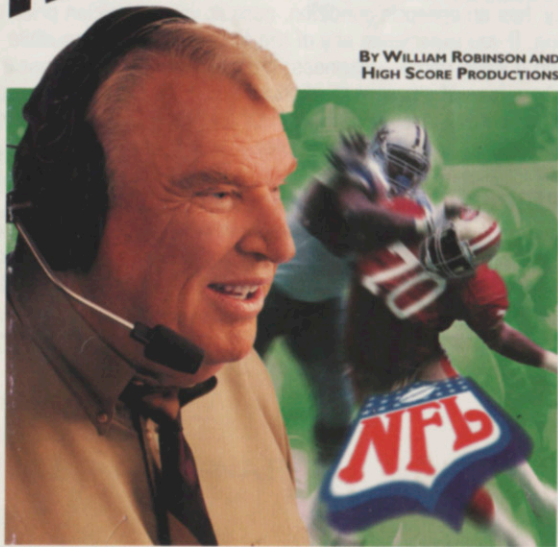


MADDEN

95



BY WILLIAM ROBINSON AND
HIGH SCORE PRODUCTIONS



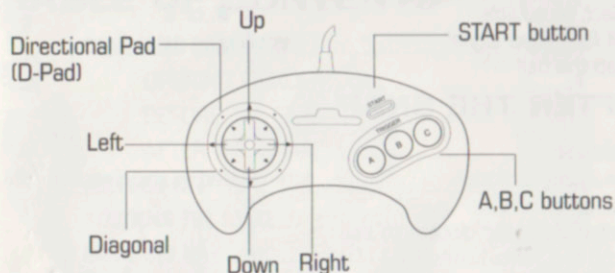
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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.

COMMAND SUMMARY



OPENING KICKOFF

Defense

Set kicker into motion
Control direction of kick
Kick the ball into play

C
D-Pad **left/right**
C

Offense

Take control of kick receiver
Dive
Spin
Hurdle
Burst of speed/Stiff arm

D-Pad in any direction
A
B (Tap)
B (Hold)
C

BEFORE THE SNAP

Defense

Reposition player
Call up the audible indicator
Select an audible
Control a different player

D-Pad in any direction
A
A, B, or C
B

Offense

Set a man in motion

D-Pad **left/right**

Call up the audible indicator
Select an audible
Call fake snap signal
Snap the ball

AFTER THE SNAP

Defense

Run in any direction
Spin off block/Dive
Control defender closest to ball
Jump and raise hands

Offense

Rushing

Run in any direction
Dive/GB Slide (GB only)
Spin
Hurdle
Burst of speed/Stiff arm

Passing

Control the GB/Scramble
Passing Windows/Letters
Pass to receiver A
Pass to receiver B
Pass to receiver C

Receiving

Dive
Control receiver closest to ball
Jump and raise hands

Punting/Kicking

Snap ball to the punter/kicker
Control direction of punt/kick
Punt/kick the ball

A
A, B, or C
B
C

D-Pad in any direction

A
B
C

D-Pad in any direction

A
B (Tap)
B (Hold)
C

D-Pad in any direction

C
A
B
C

A
B
C

C
D-Pad left/right
C

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MADDEN NFL® '95

Welcome to EA Sports' coverage of the NFL! Once again EA Sports has teamed up with John Madden to bring you the most true-to-life interactive football experience available!

We got together with coach Madden and real NFL® players, rewrote our playbooks, and came up with 28 current NFL squads who perform just like their professional counterparts would in similar situations. Try to contain the "No Huddle" offense of the Buffalo Bills, or see if you can pick apart the Falcons' "Double Talon" defense. EA Sports—It's in the game!

Madden NFL '95 features:

- 1994 NFLPA license with complete rosters and real player names.
- Full NFL season with playoff tournament and Super Bowl. Comprehensive team and position statistics throughout.
- 28 current NFL squads along with the 1994 All-Madden team. Make player substitutions at any position!
- Realistic player injuries affect full-season stats and player availability.
- All-new, Madden designed Defensive Playbook.
- Completely revamped, in-depth play-design and execution.
- 1994-95 NFL rules including 2-point conversions.

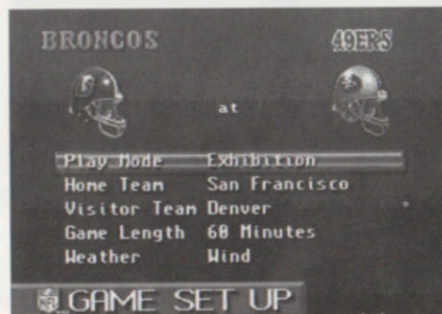
STARTING THE GAME

1. Turn 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 Genesis Console.
3. Insert the *Madden NFL '95* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA Sports™ logo appears (if you don't see it, begin again at step 1.)

GAME SET UP

Choose a Play Mode at the Game Set Up screen. Play Mode determines which stage of competition you'll be entering. Set Up options appear for each Play Mode.



To select a play mode:

1. From the Game Set Up screen, D-Pad **up** to highlight PLAY MODE.
2. D-Pad **left/right** to cycle through choices.

PLAY MODE

EXHIBITION: A single game contest. You don't have to worry about the condition of your players next week, so pull out the stops. Every team is available—you can even match a team up against itself!

NEW SEASON: The default season is the actual 1994-95 NFL schedule. Play as many games as you like or try to take your favorite team into post-season play.

NEW PLAYOFFS: Bypass the season and begin play from the Wildcard round of the Playoffs. The Playoff tree is divided into four rounds, with the league champions going head-to-head in the Super Bowl™.

To select Set Up options:

1. From the Game Set Up screen, D-Pad **up/down** to highlight an option.
2. D-Pad **left/right** to cycle through choices.
3. When the desired options are selected, press **START** to accept.

HOME TEAM: All 28 teams from the 1994 NFL season are available. If you're playing an EXHIBITION game, you can choose the All-Madden team as well.

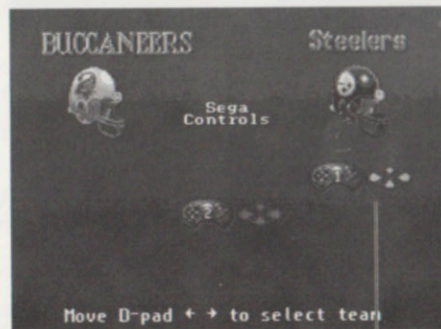
VISITOR TEAM: Select the visiting team. In EXHIBITION mode the visiting and home teams can be the same.

GAME LENGTH: You choose the full-game length with this option—quarters are broken down automatically by the timekeeper.

WEATHER: You can choose the weather conditions before EXHIBITION games. During SEASON and PLAYOFF games, the weather conditions are determined by Mother Nature and your schedule.

CONTROLLER SET UP

From the Controller Set Up screen, decide which team you wish to represent on the gridiron.



Player 1 Controls the Steelers

The two teams playing in the upcoming game appear on the Controller Set Up screen—home team on the left and visitors on the right. Numbered icons for each controller connected to your Genesis appear in the middle of the screen.

To select teams:

1. From the Controller Set Up screen, each human player must D-Pad **left/right** to place their controller icon under their desired team.
2. When the teams are selected, press **START** to accept.

NOTE: CONTROLLERS DO NOT FUNCTION DURING THE GAME UNLESS THEY ARE DESIGNATED TO A TEAM. TEAMS WHICH DO NOT HAVE ANY CONTROLLERS DESIGNATED TO THEM ARE SEGA-CONTROLLED.

MULTIPLE PLAYER GAMES

Up to four human players can play *Madden NFL '95* at the same time using the 4 Way Play™ adapter. Each controller controls the player on its corresponding color-coded star. Scan the field for your friend's star and drill 'em!

In multiple player games, the lowest numbered controller controls the team captain. The team captain is in charge of calling the coin toss, kicking the ball, calling plays in the huddle, and quarterbacking the team on offense.

CONTROLLER #	COLOR-CODED STAR
1	Yellow
2	Red
3	White
4	Gray

On rushing plays, any non-captain player can press B to become the intended running back before the ball is snapped. Otherwise, the team captain takes control after the hand-off. On passing plays, non-captain players automatically line up as the eligible receivers before the snap.

PRE-GAME SHOW

As always, John Madden is your host for the Pre-Game Show. The NFL's most colorful commentator provides you with the inside scoop you rarely hear before it hits the sports page and becomes yesterday's news.

From the Pre-Game Show you can customize the upcoming game.



Options

To select Pre-Game Show options:

1. From the Pre-Game Show, D-Pad **up/down** to highlight an option.
2. Press **C** to select a highlighted option.
3. From an option screen, press **START** to return to the Pre-Game Show.

START GAME: Select START GAME to send the co-captains from both teams out to midfield. The captains meet with the head referee for the coin toss.

TEAM MATCHUPS: The Team Matchup screen provides you with a pre-game skills comparison between the teams before they take the field. Ratings are displayed using a thermometer-type scale ranging from poor to excellent.

To view Team Matchups:

- From the Team Matchup screen, D-Pad **up/down** to scroll through positions.

SET AUDIBLES: During a game you have access to six audibles—three offensive and three defensive. Call an audible from the line of scrimmage to adjust to an unusual line-up by your opponent.

Select the six plays you are most comfortable with as your audible choices.

To set audibles:

1. From the Set Audibles screen, D-Pad **up/down** to highlight the audible you wish to set.
2. Press **C** to select the highlighted audible.
3. Select the desired formation and play as you would during a game. (See Playing A Game on page 12.)
4. When your audibles are set, select EXIT. The Pre-Game show appears.

PLAYOFF TREE: (PLAYOFFS only)

The Playoff Tree chronicles the chain of events that take place during the playoffs—from the Wildcard round to the Championship game.

- From the Playoff Tree, D-Pad in **left/right** to scroll.

PLAY CALL MODE: The default Play Call Mode is DIRECT MODE, but BLUFF MODE may give you an advantage over opponents who can't help but peek at your team's playbook.

To call a formation and play in Bluff mode:

1. From the huddle, D-Pad in any direction to highlight the formation of your choice, and press **A**, **B**, or **C** to select. The play choices appear.
2. D-Pad in any direction to highlight a play you want to use as a Bluff and press **B**. The usual select tone is sounded, but the play has not been selected. Bluff several plays to confuse your opponent.

3. D-Pad in any direction to highlight the play you want to run and press **C**. The play is selected, although the huddle does not break.
4. Bluff several more plays then press **A**. The huddle breaks and your opponent has no idea which play you have selected.

PASS CATCH MODE: In AUTO CATCH MODE, you control your receiver after a pass completion. Select MANUAL CATCH MODE to control the intended receiver when the ball is still in the air. It's up to you to direct your receiver to catch the ball.

SUBSTITUTIONS: Any member of your squad can be brought into the game—or taken out—from the Substitutions screen. When players are knocked out by injury, substitutions are made automatically.

To substitute players:

1. From the Substitutions screen, press **A** to cycle forward through formations. Press **C** to cycle back.
2. D-Pad **left/right** to scroll through positions.
3. Press **B** to cycle through substitution choices for the highlighted position. The player's number, primary position, and overall rating are displayed.
4. Press **START** to accept changes; the Pre-Game Show appears.

PASS WINDOW MODE: In *Madden NFL '95*, EA Sports gives you the option to view your receivers in the traditional passing windows, or remove the passing windows and scan your receivers as they run their patterns on the field.

INJURY REPORT: (SEASON and PLAYOFFS only)

The Injury Report keeps you abreast of your team's health condition and that of your opponents. Injured players are listed with details on the type of injury and the player's expected convalescence period.

When an injury occurs during a game, Mary Snow automatically appears with the status of the injury.

- D-Pad **left/right** to cycle through the teams.

INJURIES ON/OFF: Unfortunately, injuries are a major part of football. As no professional football player is invincible, neither are the athletes in *Madden NFL '95*. With Injuries ON, players are subject to over 70 different injuries, ranging from Back Spasms to Dislocated Hips.

PLAYING A GAME

During the time you spent at EA Sports Central for the Pre-Game Show, the players had a chance to suit up and begin stretching out on the field. Now that the game has been customized and the players are warmed up, it's time to start playing football!

Coin Toss

The co-captains from each team meet on the NFL logo in the center of the field and the head referee flips the official coin into the air. The visiting team's co-captains must call heads or tails before the coin hits the ground.

- D-Pad **left** to select heads—**right** for tails.

The winners of the coin toss choose whether they wish to Kick or Receive the opening kick-off.

- Press **A** if you choose to kick—**C** to receive.

The losing team chooses whether they wish to defend the Home or Visitor goal during the first quarter.

- Press **A** if you choose to defend the home goal—**C** for the visitor goal.

NOTE: TO ASSIST YOU IN YOUR CHOICE OF GOAL, THE WIND SOCK DISPLAYS WHICH DIRECTION THE WIND IS BLOWING.

KICKING OFF

The opening kick-off and first drive can set the emotional tone for the entire game. Make sure your intensity level is high before setting your kicker into motion.

To kick the ball:

1. With your team lined up in kicking formation, press **C** to set your kicker in motion and start the strength meter moving upward.
2. D-Pad **left/right** to aim your kick.
3. Press **C** again to stop the meter and strike the ball. The higher the meter is at the time it stops, the further the ball travels in the air.

As soon as the ball is in the air, rush your kicking team downfield as fast as possible and "stick" the kick returner.

To make a special-teams tackle:

1. D-Pad in any direction to chase down the kick returner.
2. Press **B** to control your player closest to the ball.
- Press **C** for a burst of speed.
- Press **A** to dive at the kick returner.

ONSIDE KICK

Try an Onside kick late in the game if your team is trailing. To recover an Onside kick, the ball must travel at least ten yards;

after that it's anybody's ball and both teams have an equal opportunity to gain possession.

To attempt an onside kick:

1. When your team is lined up in kicking formation, press **A** to call up the audible indicator.
2. Press **A** again to set the onside kick formation. Your kicking team shifts to the right-hand side of the ball. (If you wish to return your team to standard kick off formation, press **A** then **B**.)
3. Press **C** to set your kicker in motion and start the strength meter moving upward.
4. D-Pad **right** and press **C** again immediately. The ball is kicked a short distance in the direction of your teammates.

Receiving the Kick

The kick returner is automatically positioned to catch the ball. If he catches the ball in the open field, he begins to run upfield. If he catches the ball 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 offensive drive starts on your own 20-yard line.

To control the kick returner:

1. When the Kick Returner is in possession of the ball, D-Pad in any direction.
 - Tap **B** to Spin out of an opponent's grasp. Hold **B** to Hurdle over downed players.
 - Press **C** for a Burst of speed or a Stiff Arm.
 - Press **A** to Dive for extra yardage or over the goal-line.

EXECUTING AN OFFENSIVE PLAY

Before you set your team at the line of scrimmage, you must get together in the huddle to select a formation and call a play. The team captain controls play calling.



One
Highlighted
Box Indicates
Bluff Mode

Three
Highlighted
Boxes Indicate
Direct Mode

To call formations and plays:

1. The Huddle screen appears before each down. From the huddle, D-Pad **up/down** to scroll through the available formations.
2. Press **A**, **B**, or **C** to select the formation in the corresponding box. A set of plays appear that are available from the formation.
3. D-Pad **up/down** to scroll through the available plays.
4. Press **A**, **B**, or **C** to call the play in the corresponding box. Your team breaks the huddle and sets up at the line.

If you see a play you'd like to call, but you think it would work better run in the opposite direction, you can Flip the play. The formation and play diagrams flip to show the new line-ups and play directions.

To flip a play:

1. From the play choices, D-Pad **up** to highlight FLIP.
2. Press **C** to select. The plays flip and are run in the opposite direction.

NOTE: PLAYS REMAIN FLIPPED UNTIL YOU SELECT FLIP AGAIN TO REVERT THEM BACK TO THE DEFAULTS.

After you have selected a formation but before you have called a play, you can change your formation selection.

To reset the formation:

1. From the play choices, D-Pad **up** to highlight RESET.
2. Press **C** to select. The formation choices reappear.

NOTE: AFTER YOU HAVE CALLED A PLAY, THE ONLY WAY TO CHANGE YOUR DECISION IS TO BURN A TIMEOUT OR CALL AN AUDIBLE FROM THE LINE OF SCRIMMAGE. YOU RETURN TO THE HUDDLE WHERE YOU CAN CHOOSE A DIFFERENT PLAY.

RUSHING PLAYS

Choose your desired rushing play from the huddle and select it. You can watch the computer execute the play or take control of the ballcarrier after the hand-off.

To execute a rushing play:

1. With the offensive line set, press **C** to snap the ball. The hand-off or toss is automatic.
2. D-Pad in any direction to take control of the ball carrier, direct him through the line of scrimmage, and move upfield.

To break tackles and shake defenders:

- Press **B** to Spin out of an opponent's grasp. Hold **B** to Hurdle over downed players.
- Press **C** for a Burst of speed or a Stiff Arm.
- Press **A** to Dive for extra yardage or over the goal-line.

EA TIP: If your quarterback is the ball carrier and in danger of being tackled, press **A** for a QB Slide. The quarterback slides feet first to avoid the tackle and any possibility of injury.

Passing Plays

Choose your desired passing play from the huddle and select it. Let the computer execute the play or move the quarterback out of the pocket and take over yourself.

To execute a passing play:

1. When the offensive line is set, press **C** to snap the ball.
2. D-Pad in any direction to move the quarterback out of the pocket and take over the play.
3. Press **C** to call up the passing windows or receiver letters. Receivers are labeled **A**, **B**, and **C** corresponding to the buttons on your controller.
4. Press **A**, **B**, or **C** to throw a pass to the corresponding receiver.

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, raises his hands for the ball and runs upfield—if he makes the catch. You can take control of the designated receiver while the ball is still in the air to assist him in the reception of the pass.

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 beneath his feet.
 2. D-Pad in any direction to guide the receiver toward the yellow crosshair.
- Press **C** to jump and raise hands for the ball.
 - Press **A** to dive for the ball.

NOTE: WHEN PLAYING IN MANUAL CATCH MODE, YOU MUST TAKE CONTROL OF THE INTENDED RECEIVER OR HE SIMPLY RUNS HIS DESIGNATED PATTERN.

EXECUTING A DEFENSIVE PLAY

Select a defensive formation and call a play in the same manner as offensive plays.

The defense has a total of five seconds after the offense makes its play selection to break out of the huddle. If you don't choose a formation and a play in time, your team lines up to run the play from the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B** to cycle through your line-up.
2. D-Pad in any direction to move the currently controlled defensive player.

To tackle the ball carrier and break up offensive plays:

- Press **B** to control the defender closest to the ball.
- Press **A** to make a diving tackle or smother the QB.

- Press **C** to jump and raise hands to intercept a pass or block a kick.

PAUSING THE GAME

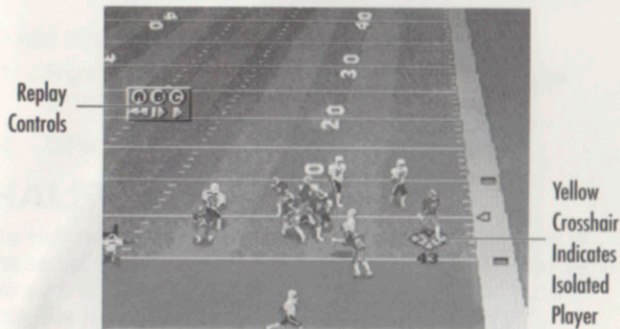
With the game paused, you return to EA Sports Central. The Pause screen offers all the options available from the Pre-Game Show, along with additional choices relevant to the present game.

To pause the game in progress:

1. At any time during gameplay, press **START**. The Pause screen appears.
2. From an option screen, press **START** to return to the Pause screen.

RESUME GAME: Resume the game in progress. Get back to the action. Hustle your players back on the field.

REPLAY—NORMAL: Replay allows you to view great plays over and over. Utilize the VCR-type controls to step inside the production booth and roll the tape.



To view a Replay:

- Press **C** to play at normal speed. Press **C** again to pause.
- Hold **B** to play in super-slow motion.
- Hold **A** to rewind.

NOTE: IF YOU WISH TO ISOLATE A PARTICULAR PLAYER OR PORTION OF THE FIELD, D-PAD IN ANY DIRECTION TO POSITION THE YELLOW CROSSHAIR OVER THE PLAYER OR PORTION OF THE FIELD YOU WANT TO ISOLATE.

REPLAY—REVERSE: View a Replay from the opposite field perspective. The controls remain the same.

TIMEOUT: Expert timeout execution can turn the waning minute of the fourth quarter into a successful scoring drive. Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock with a fresh 25 seconds.

DRIVE SUMMARY: Drive Summary chronicles the sequence of events making up the current offensive drive. The Drive Summary displays a report of total plays, yards, and time of possession.

DRIVE SUMMARY			
	Plays	Yards	Time of Possession
Rushing	11	59	3:10
Passing	2	0	0:00
Penalties	0	0	0:00
Total	13	59	3:10

Rush							
Rush	9 yds.						
Rush	1 yds.						
Rush	1 yds.						
Rush	5 yds.						
Rush	11 yds.						
Rush	5 yds.						

20	30	40	50	40	30	20	10
----	----	----	----	----	----	----	----

- From the Drive Summary screen, D-Pad **left/right** to scroll the field diagram.
- If more than six plays were executed, D-Pad **up/down** for additional information.

GAME STATS: Measure the performance of both teams at any time during the game with up-to-the-minute stats in 28 categories.

- From the Game Stats screen, D-Pad **up/down** to scroll stat categories.

SCOREBOARD: (SEASON and PLAYOFFS only) Keep tabs on how your opponents are faring in their match-ups for the week. View up-to-the-minute scores for games in progress and final scores for each completed game.

MADDENISMS: John Madden is the most exciting Color Commentator in sports. Select MADDENISMS OFF to silence his mid-action interjections if you wish to take over this responsibility.

PLAYER STATS: *Madden NFL '95* compiles and saves statistics for every player throughout an entire Season or Playoff. Check current Player Stats for both teams at any time during the game.

To view player stats:

1. From the Player Stats screen, D-Pad **up/down** to cycle through positions.
2. D-Pad **left/right** to toggle between teams.

HALFTIME SHOW

The Halftime Show appears automatically after the final play of the second quarter. The players are busy receiving updated game plans for the second half, so take some time to examine the extensive statistics available during the Halftime Show.

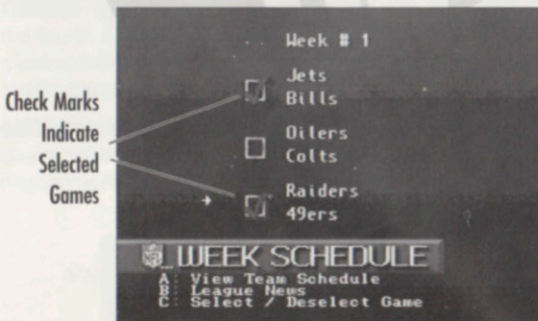
END GAME SHOW

Visit EA Sports Central for a final wrap-up of the game. John Madden has some closing thoughts on the contest and you have the opportunity to view cumulative statistics for the entire game.

RETURN TO SET UP: Exit the End Game Show, distribute aspirin and icepacks to your players, and return to the Game Set Up screen.

SEASON MODE

Madden NFL '95 generates an entire NFL season schedule, complete with a post-season play and the Super Bowl championship game. The default league is the actual 1994-95 NFL schedule.



Play as many games as you want throughout a season. The computer simulates any games you wish to bypass. Realistic statistics and standings are compiled and saved for every game, played or simulated.

To set up a New Season schedule:

1. From the Game Set Up screen, D-Pad **up** to highlight PLAY MODE.

2. D-Pad **left/right** to choose NEW SEASON.

3. Adjust the game length if you wish, and press **START** to select. The Week Schedule screen appears.

From the Week Schedule screen, you can preview the full schedule of any team. If your favorite team's schedule appears especially grueling this season, you can petition for a new schedule and hope for an easier road to the playoffs.

To view upcoming schedules:

1. From the Week Schedule screen, D-Pad **up/down** to move the arrow to the match-up of your choice.
2. Press **A**. The schedule appears for the team listed on top.
3. From the Team Schedule screen, press **C** to view the schedule for the next opponent.
4. Press **B** to return to the Week Schedule.

NOTE: DURING THE SEASON, THE TEAM SCHEDULE DISPLAYS THE RESULTS AND FINAL SCORES OF COMPLETED GAMES FOR EACH TEAM.

To generate a new schedule:

- From the Team Schedule screen, press **A**. A new schedule is generated and displayed, ready for viewing.

NOTE: A NEW SCHEDULE CAN ONLY BE GENERATED AT THE START OF A SEASON. AFTER A SEASON HAS BEGUN, A BRINGS UP THE LEAGUE STANDINGS SCREEN.

At the Week Schedule screen, select as many games to play as you want. Games that are not selected are simulated by the computer.

To play games in a full season:

1. From the Week Schedule, D-Pad **up/down** to move the arrow to the game of your choice.
2. Press **C**. A check mark appears, indicating the game is selected. Press **C** again to deselect games you decide not to play.
3. Press **START** to continue. The Controller Set Up screen appears for the first game.
- Press **B** for a current League News report. (See League News on page 25)

After completing a season game, the NFL Schedule appears displaying selected games yet to be played. When all games are completed, the NFL Schedule appears for the following week.

PLAYOFF MODE

If you want to sift out the mediocre teams and begin play in the heat of post-season action, go straight into Playoff mode.

Madden NFL '95 generates a four-round playoff tree, culminating with the Super Bowl. Your team enters the playoffs as a wildcard or divisional champion.

To set up a New Playoff tree:

1. From the Game Set Up screen, D-Pad **up** to highlight **PLAY MODE**.
2. D-Pad **left/right** to choose **NEW PLAYOFFS**.
3. Highlight **HOME** and D-Pad **left/right** to choose the team.
4. Adjust the game length if you wish and press **START** to select. The Week Schedule screen appears for the Wild Card Round.

Selecting and playing games in Playoff mode is done in the same manner as in Season mode.

When you have adjusted the Controller Set Up, the Playoff Tree appears with the playoff match-ups displayed in their respective brackets.

1. From the Playoff Tree, D-Pad **left/right** to scroll.
2. Press **START** to exit. The Pre-Game Show appears.

After completing a playoff game, the Playoffs screen appears displaying selected games yet to be played. When all games are completed, the Playoffs screen appears for the next round.

LEAGUE NEWS

League News is available for viewing from the Week Schedule screen before Season and Playoff games. From the League News screen, you can access updated injury and team stats information, or check to see which players are leading the league in eight statistical categories.

LEAGUE LEADERS

Madden NFL '95 compiles and saves statistics for every player throughout an entire Season or Playoff series. The top 20 league leaders in the most important categories are available for display on the League Leaders screens.

To view league leaders:

- From the League News screen, select a League Leaders category. A list of leaders appears for the selected category.
- Press **START** to exit. The League News screen appears.

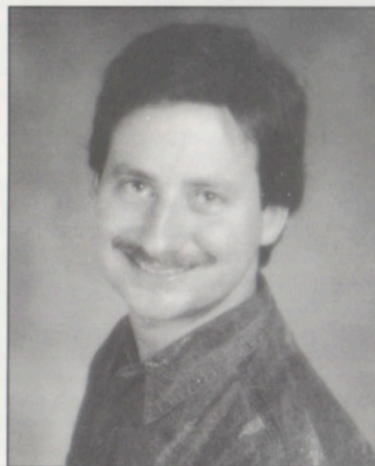
CONTINUE SEASON/PLAYOFFS

Madden NFL '95 saves one Season or Playoff in progress at a time. You can play as many games of a Season or Playoff as you like, turn OFF the power on your Genesis, and resume the Season or Playoff at a later time from the next game.

You must select EXIT from the End Game Show to complete a game. Data is not saved for incomplete games.

To continue a season or playoff in progress:

1. From the Game Set Up screen, D-Pad **up** to highlight PLAY MODE.
2. D-Pad **left/right** to choose CONT. SEASON or CONT. PLAY-OFFS.
3. Adjust the game length if you wish and press **START** to select. The Week Schedule reappears at the point it was saved.



Programmer William Robinson

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WE NEED YOUR HELP!

It takes a team of talented individuals to create a football game that's realistic, competitive, and fun to play. The folks above are only a fraction—we need your help too! The Madden NFL '95 production team welcomes your comments, suggestions, and ideas on how we can improve our game. C'mon, send us your All Madden wish list!

MADDEN MAIL

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