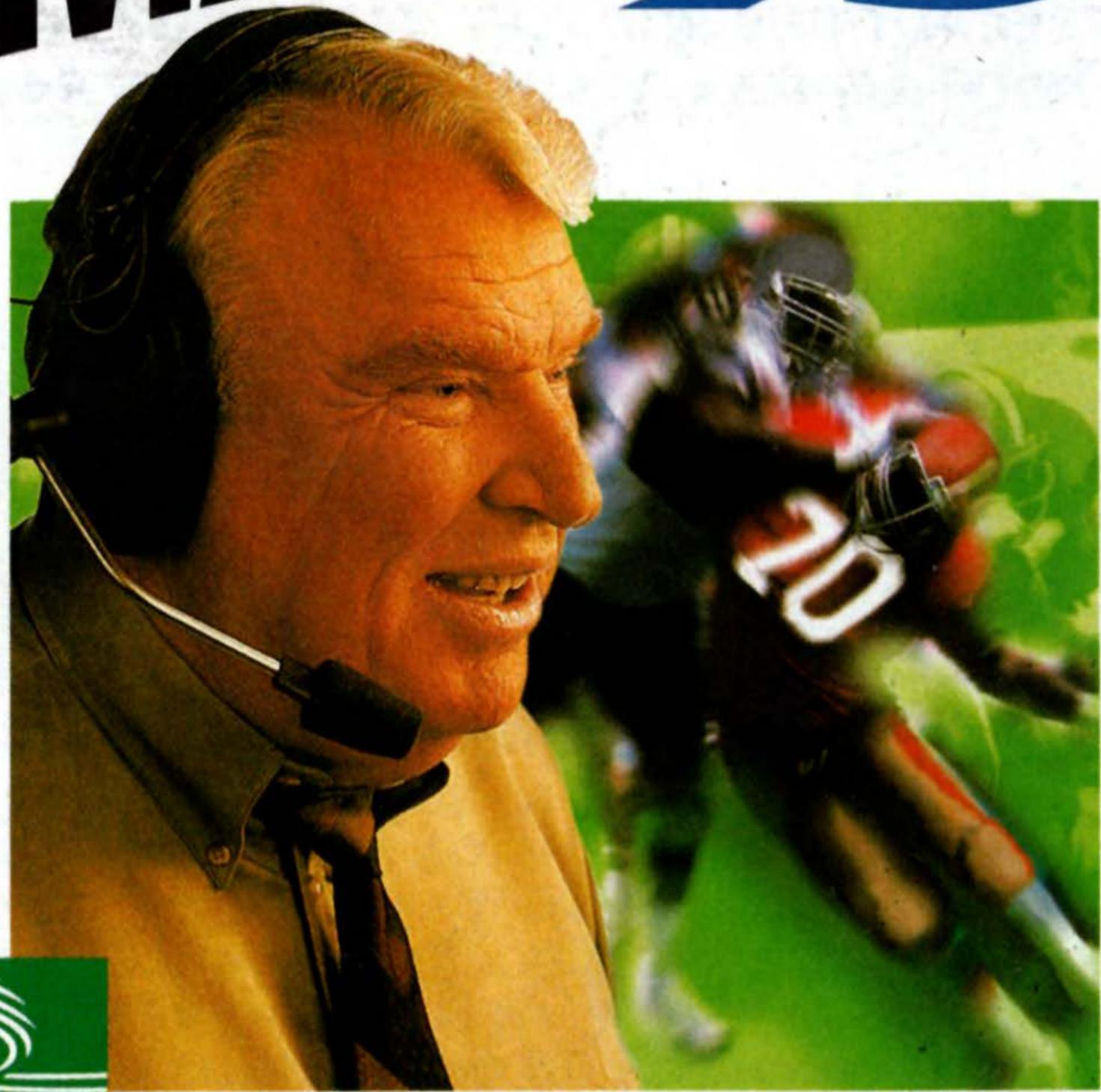


Nintendo

GAMEBOY®

MADDEN 95

DMG-ANLE-USA



MALIBU
GAMES

Instruction Manual

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



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QUICK-START CONTROLS

PAUSING THE GAME

Press **START** to pause.

KICKING

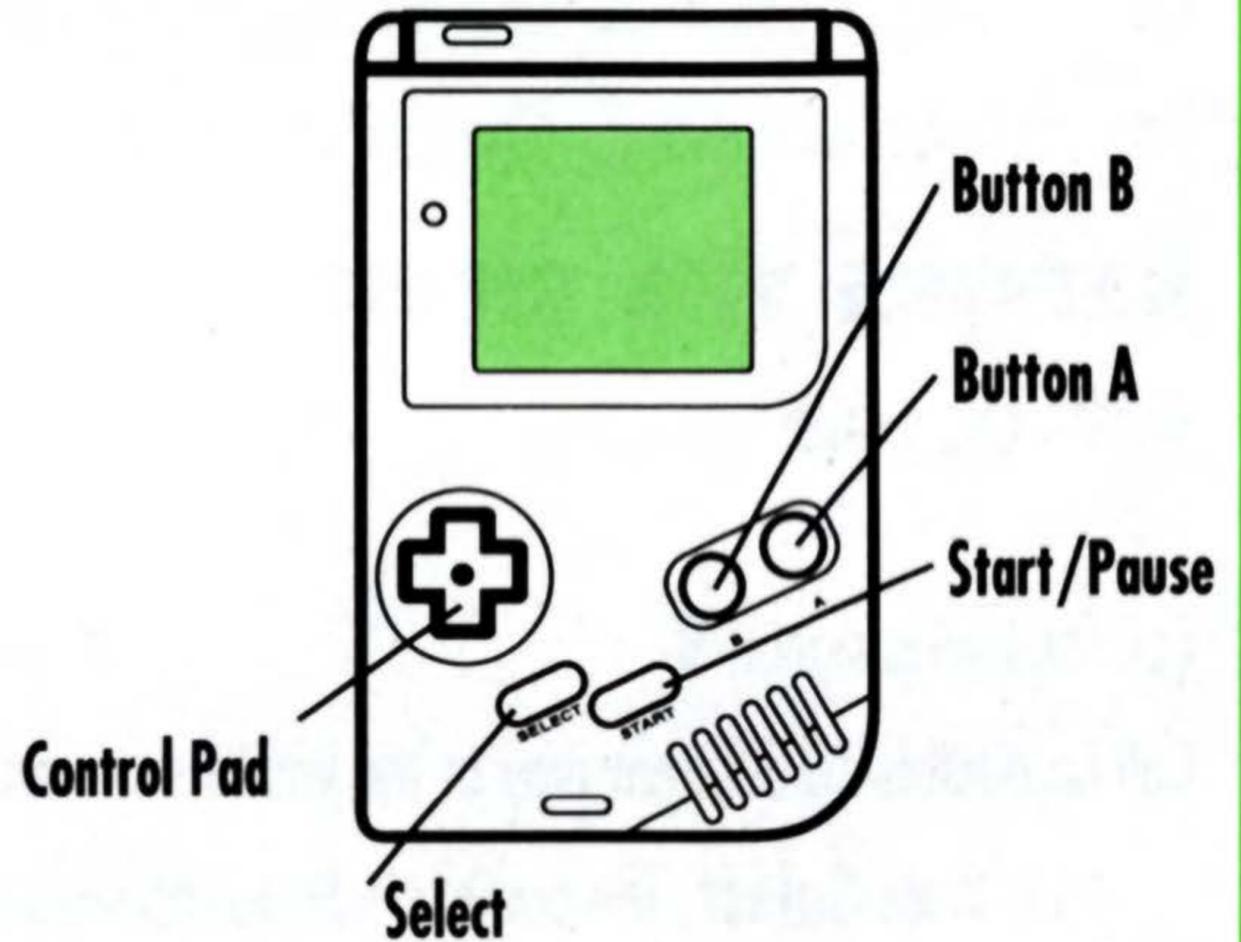
Kick the ball:

- 1) Press **A** to set the kicker in motion.
- 2) Press **A** when the bar reaches the top of the Power Meter to kick the ball. The higher the bar, the farther the kick.

Aim the ball: Control Pad **LEFT/RIGHT** while Power Meter is in motion.

GAME CLOCK

The Game Clock will automatically stop once the computer's team has selected an offensive play and you have not selected a defensive play. The clock will continue to run once you have selected a defensive play. If you do not select a defensive play in a timely manner the CPU will select one for you.



RECEIVING A KICK

Kick returners automatically catch the ball, then you take over to run them up the field.

Take control of kick returner: Control Pad **UP/DOWN/LEFT/RIGHT**.

BEFORE THE SNAP

Offense

Snap the ball: **A**

Call fake snap signal: **B**

Call an audible (a different play at the line of scrimmage):

- 1) Press **Select**. The audible indicator appears along the bottom of the screen.
- 2) Press **A** or **B** to select designated plays. (See *Audibles*)

NOTE: The ball must be snapped before the 40-second Play Clock reaches zero or the offense will be penalized five yards for delay of game.

Defense

Control a different player: **B**



Call an audible:

- 1) Press **Select**. The audible indicator appears along the top of the screen.
- 2) Press **A** or **B** to select designated plays. (See *Set Audibles*)

AFTER THE SNAP

Offense

Running

Change directions: Control Pad **UP/DOWN/LEFT/RIGHT**

Passing

Pass to the player A: **A**

Pass to the player B: **B**

Drop quarterback back or scramble: Control Pad **DOWN/UP/LEFT/RIGHT**.

Receiving

The chosen receiver is on a direct path with the ball as it is in the air; based on the defenders around him, the pass is likely to be caught or dropped.

As the ball is caught by the receiver, you assume control over his moves on the field: Control Pad **UP/DOWN/LEFT/RIGHT**.



Punting

See Kicking above.

No-Huddle Offense

Call a play in the no-huddle offense: Hold **A** when the whistle is blown. The play you just ran is called again. (You cannot execute the No-Huddle Offense after an incomplete pass.)

Stop Clock Play

Run the "QB Stop Clock" play:

- 1) Hold **B** while the whistle is blown.
- 2) Press **A** to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically.

Defense

Activate the defender closest to the ball: **B**



STARTING THE GAME

1. Flip OFF the power switch on your Game Boy®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Insert the Game Pak into the slot on the Game Boy. Press firmly to lock the Game Pak in place.
3. Turn ON the power switch.

The EA SPORTS and High Score logos appear. If you don't see them, begin again at step 1.

4. When Coach Madden's picture appears, press START to bring up the Game Set Up screen.



SETTING UP THE GAME



Use the GAME SET UP screen to customize your contest.

Cycle through options: Control Pad **UP/DOWN**

Cycle through choices for the selected option: Control Pad **LEFT/RIGHT**

WATCH MODE: The player can watch two teams play an Exhibition. At the Team Selection screen, the player leaves the helmet in the middle. If the player presses a button once play has begun, the game will reset back to the title screen.



PLAY MODE

(Defaults in **Bold** type)

EXHIBITION: Play against the computer. Stats and records aren't saved.

CONT.(INUE) SEASON: Resume a season or tournament in progress at the next scheduled game. (You must have already won a tournament game or have played a regular season game and received a password to select this mode.)

NEW SEASON: Play a season from beginning to end.

Coach your team through its entire schedule and try to take it all the way to the Championship game.

CONT.(INUE) PLAYOFFS: Resume playoffs in progress at the next scheduled playoff game. (You must have already won a playoff game and received a password to select this mode.)

PLAYOFFS:

1995 Playoffs:

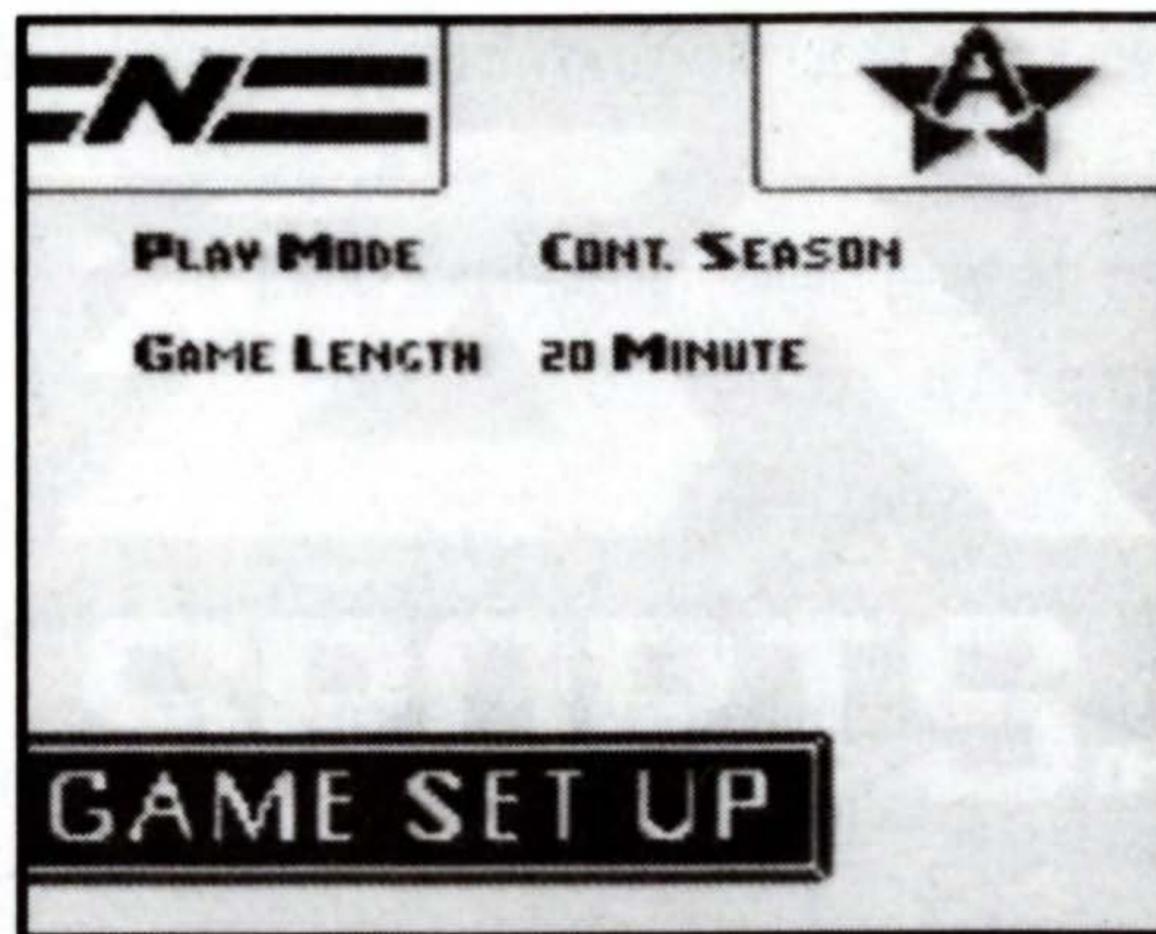
28 1995 Teams

Championship Playoffs:

38 Championship Teams

Franchise Playoffs:

12 Franchise Teams



To learn more about the playoff tournament, turn to **ENTERING THE PLAYOFFS**.

HOME TEAM

Select the team playing for the home crowd.

VISITOR TEAM

Select the visiting team.

Note: When you're playing in a tournament, the computer decides which team is in its home venue.

Game length

20 minutes

40 minutes

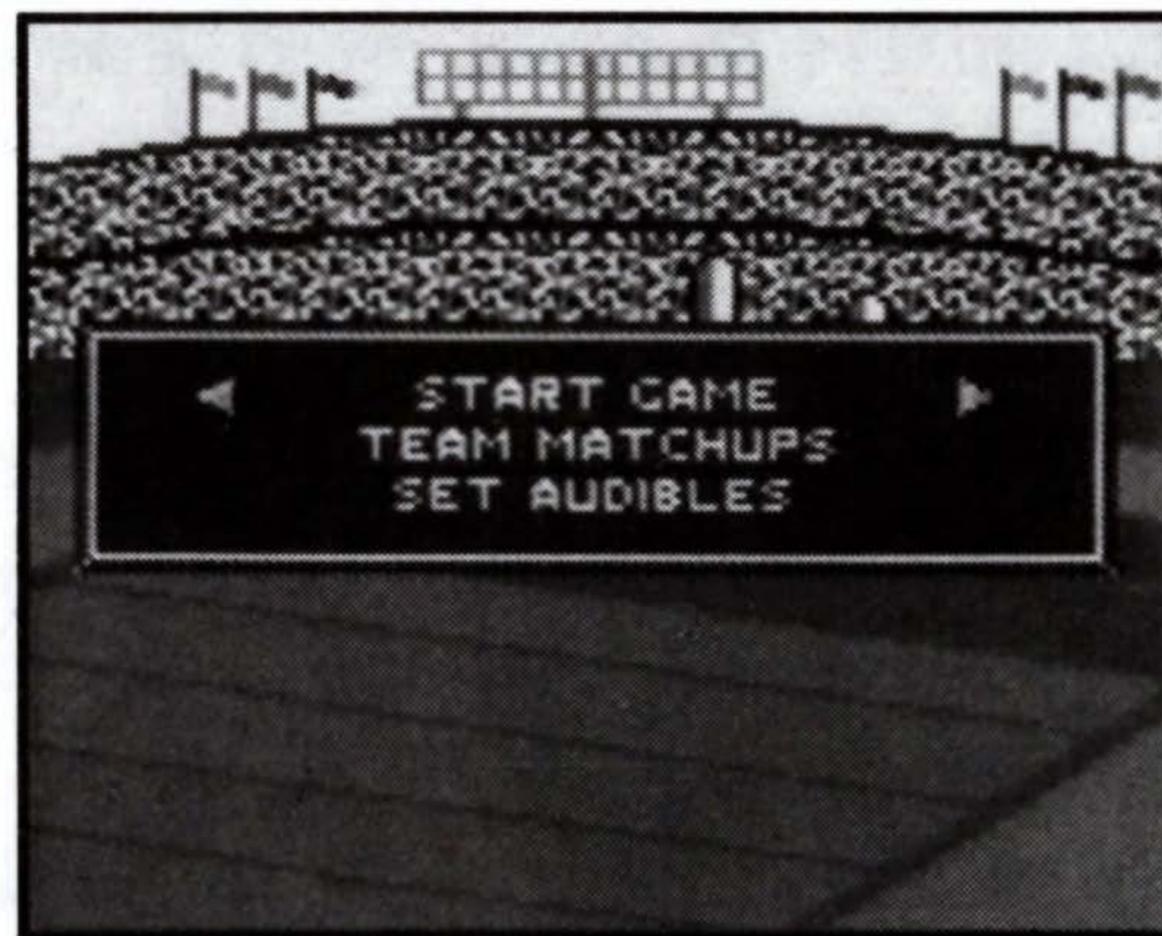
60 minutes

When you've set up the game to your liking, press

START.

The **PLAYER SELECT** screen appears.

To select a team: Control Pad **LEFT/RIGHT** to move the helmet icon under the team logo of your choice, then press **START** to exit.



PLAYING A GAME

The PREGAME OPTIONS screen is where you can exercise several options.

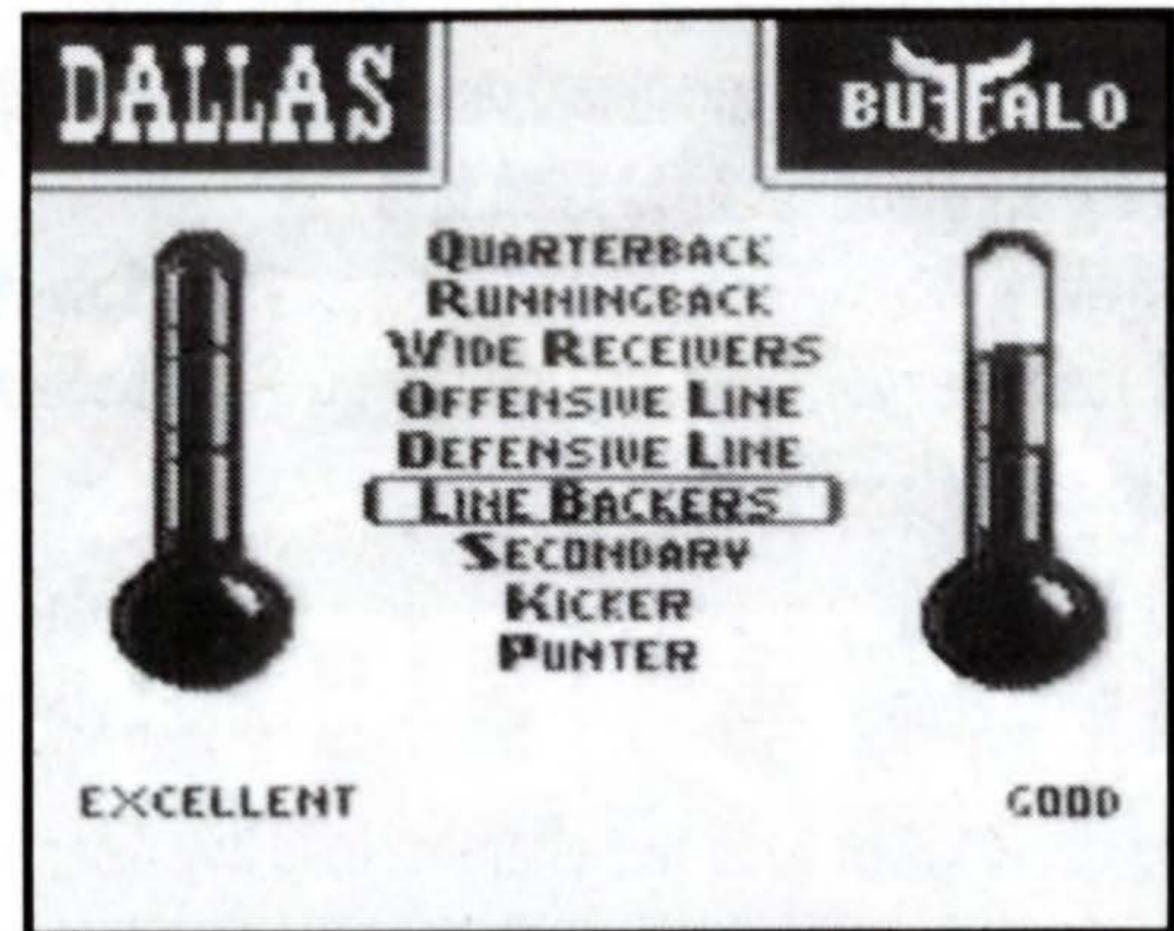
To select an option: Control Pad **UP/DOWN** to select an option, then press **A**.

To exit an option menu, press **START**.

THE FOLLOWING ARE OPTIONS YOU CAN EXERCISE FROM THE PREGAME OPTION MENU:

TEAM MATCH-UPS

Here both teams are compared in nine major areas. The higher the thermometer in a team's rating graph, the more talent the team has in that area.



SET AUDIBLES

An audible changes the play at the line. You can program audibles for all 80 teams. The audibles are saved until you reprogram them. See *To Set Audibles*.

To Execute an audible:

- 1) Press **Select**. The Audible Indicator appears on the screen.
- 2) Press **A** or **B** to select an audible.
- 3) Press **A** to snap the ball. The play begins.

There are two pre-programmed audibles for the offense and two for the defense:

OFFENSE AUDIBLES

Hail Mary

Press **Select-A**

HB Toss Sweep

Press **Select-B**

DEFENSE AUDIBLES

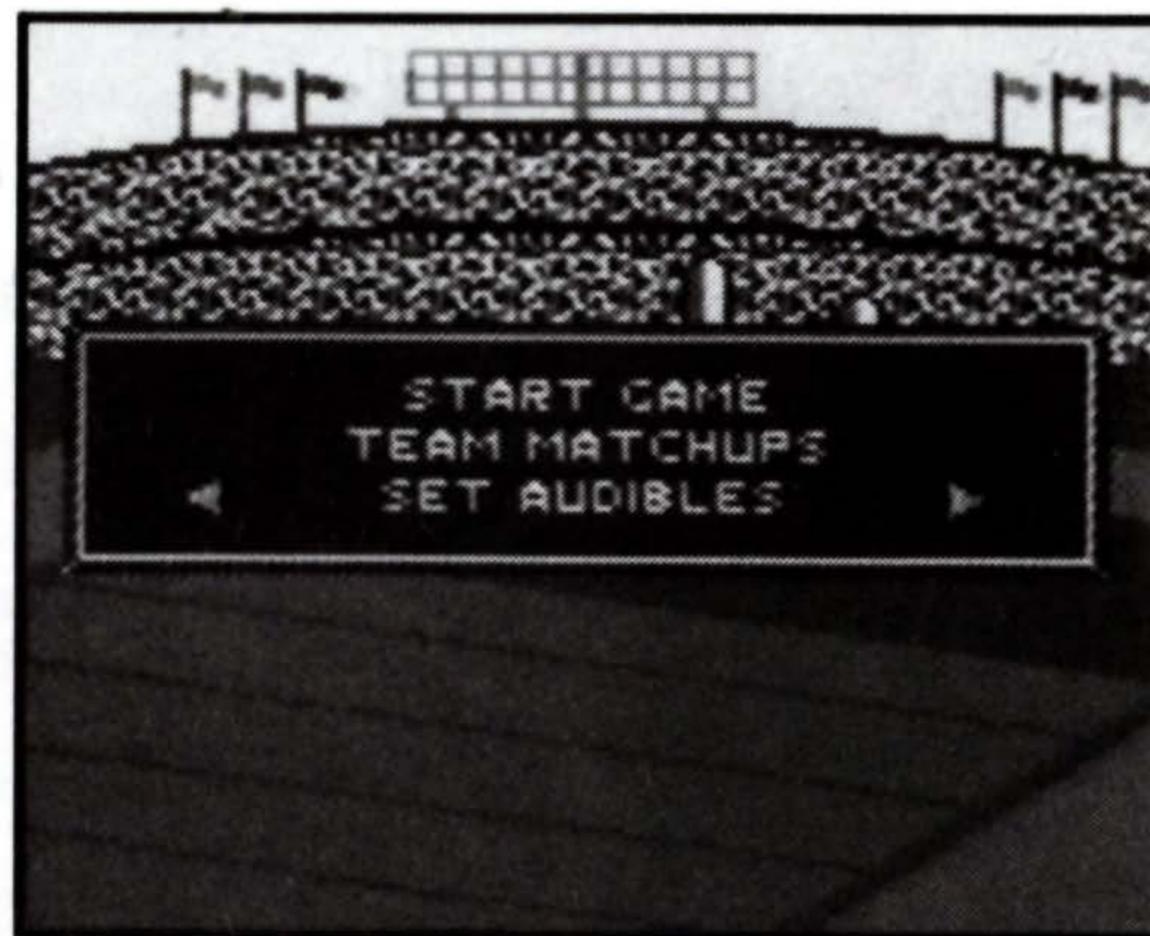
4-3 Monster Blitz

Press **Select-A**

3-4 Wide Zone

Press **Select-B**

You can program up to two offensive (and two defensive) audibles at any time between plays or whenever you're at the Pregame or Game Paused screens.



TO SET AUDIBLES:

- 1) From the GAME PAUSED screen, Control Pad **UP/DOWN** to highlight SET AUDIBLES, then press **A**.

The SET AUDIBLES screen appears.

- 2) Control Pad **UP/DOWN** to highlight the letter corresponding to the button of your choice, then press **A** to select.

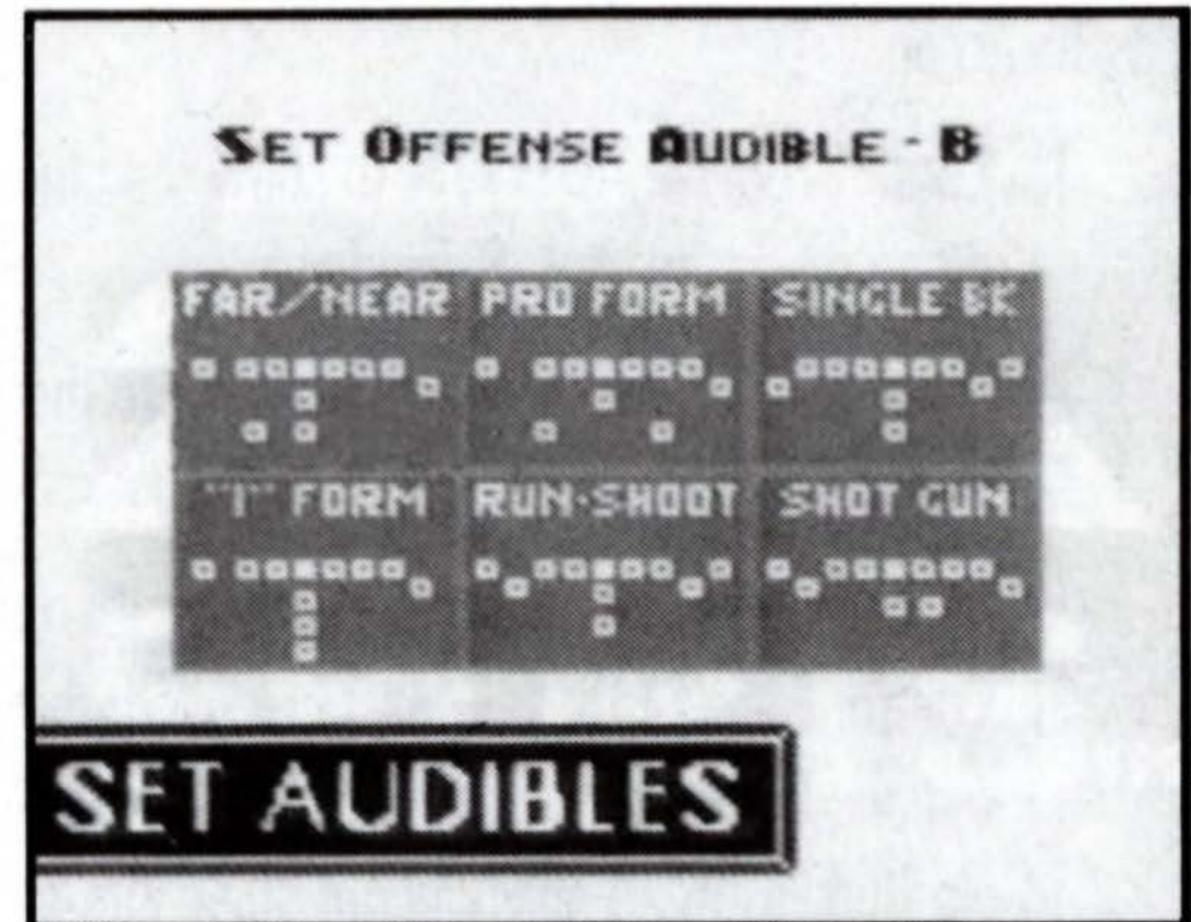
The FORMATION screen appears.

- 3) Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the formation of your choice, then press **A** to select the formation.

The PLAY SELECTION screen appears.

- 4) Control Pad **UP/DOWN** to highlight the play of your choice, then press **A** or **B** to select the play.

NOTE: The Flip option lets you run any play to the opposite side. To Flip a play, (at the PLAY SELECT screen) Control Pad LEFT/RIGHT to highlight Flip, then press Select.



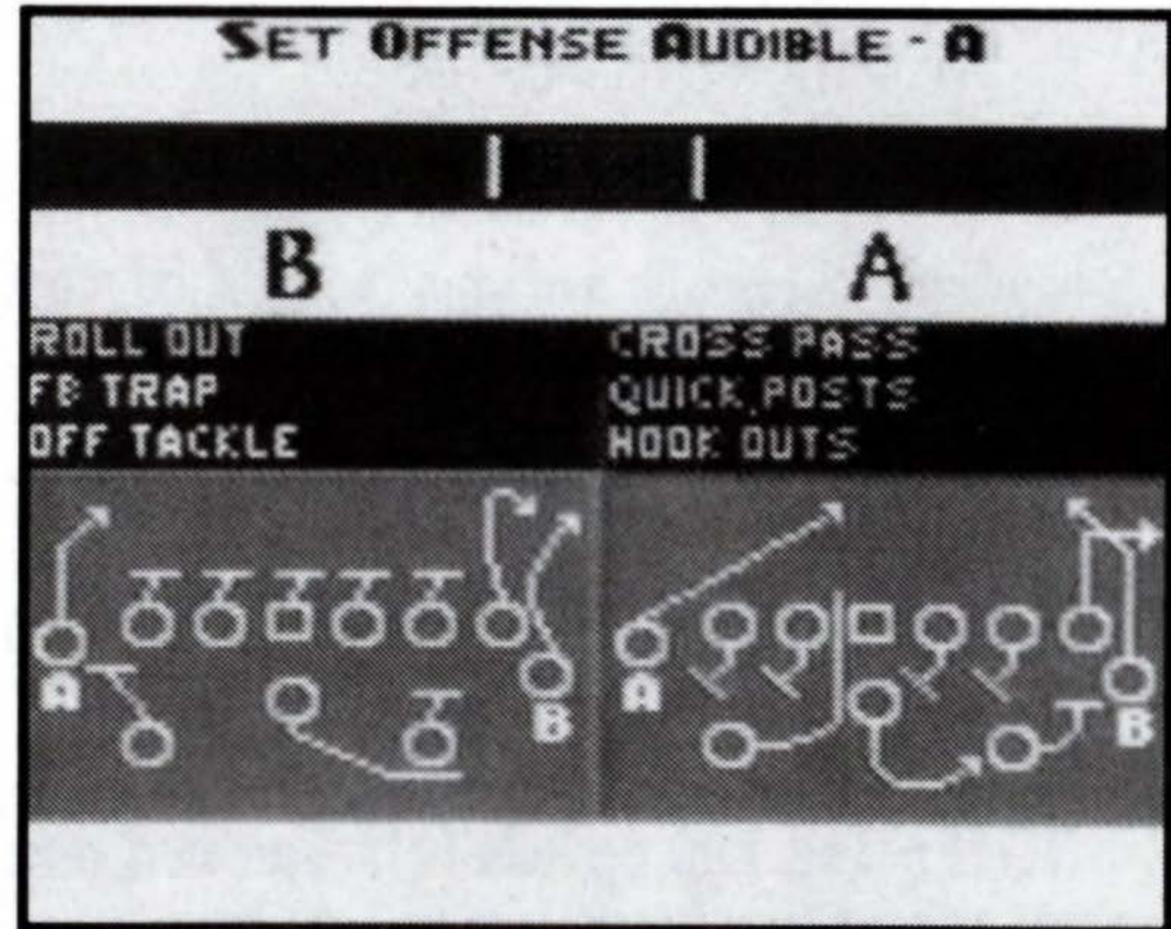
PLAY CALL MODE

Madden '95 allows you to see your opponent's formation while you're deciding on your own.

Formation Selection: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the formation from which to choose, then press **A** to select that formation and browse its plays.

Play Selection:

- 1) Control Pad **UP/DOWN** to show the play diagrams in the **A & B** windows.
- 2) Press **A** or **B**, whichever corresponds to the window that shows the play you wish to run.
- 3) Control Pad **LEFT/RIGHT** to highlight the options Reset (back to Formation Selection), No Huddle (run a play without going into a huddle, taking less time off the clock), Flip (shows plays in flipped formations), then press **Select**.



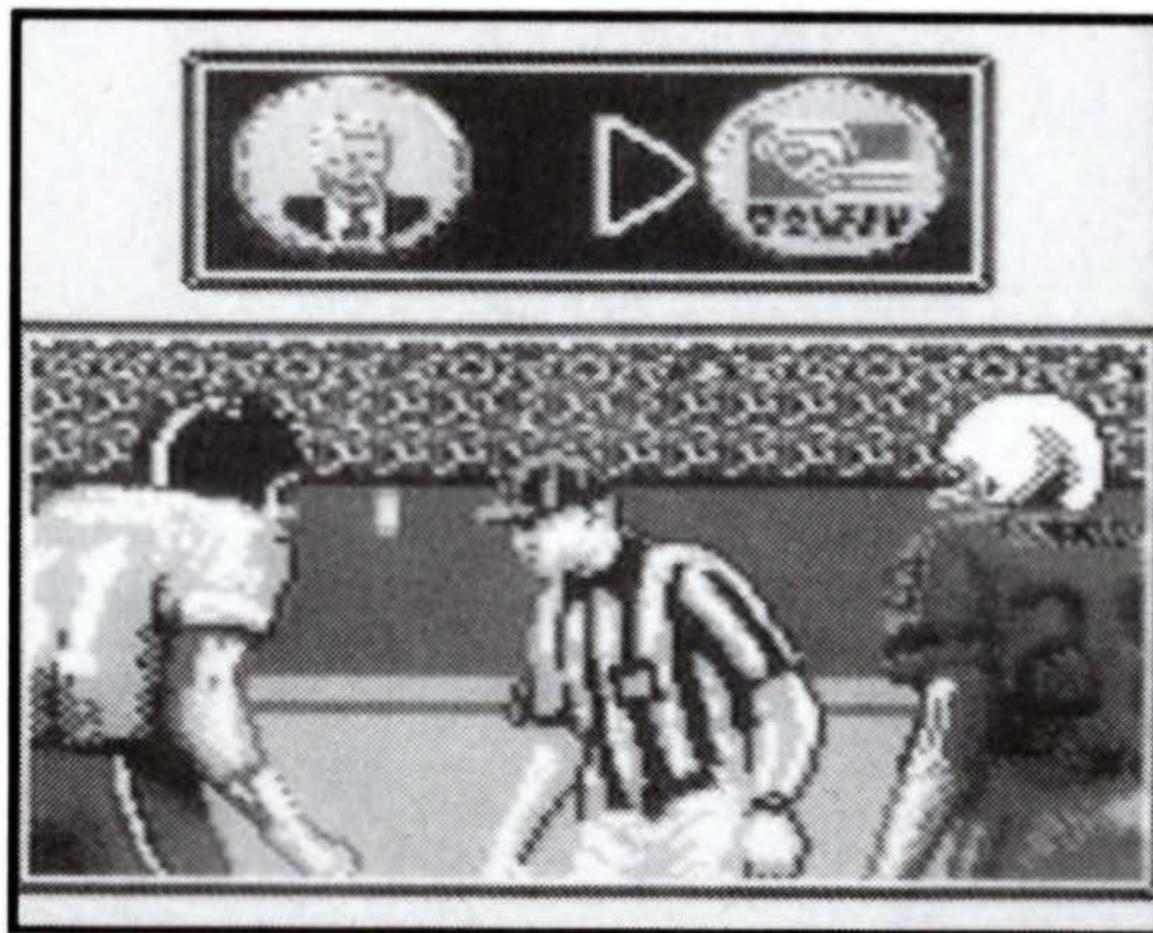
Pass Catch Mode

The Game Boy takes control of your A & B pass receivers and dictates their movements after the quarterback has thrown the ball. After the receiver has taken possession of the ball, you assume control of what he does next.

To learn more about passing the ball: turn to Passing.

COIN TOSS

Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive. Press the Control Pad **LEFT/RIGHT** to toggle between Heads and Tails before the coin hits the ground.



Receiving the Kick

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you press **A**, while in the endzone, the referee will signal a touchback. If the return man catches the ball in front of the end zone, you run him out by pressing the **Control Pad**.

Press the **Control Pad** in the direction you want the player with the arrow to move.

Kicking

The following kicking instructions apply to kickoffs, punts, and field goals.

1. Press **A** to snap the ball and start the Power Meter moving upward.
2. To aim the kick, Control Pad **LEFT/RIGHT** after you press **A**.
3. Press **A** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball will travel.



OFFENSIVE COORDINATION

Madden '95 allows you the choice to control a play from the moment the ball is snapped until the referees blow it dead. But before you can call a play, you have to select a set and a formation.

Press the Control Pad **UP/DOWN/RIGHT/LEFT** to toggle through formations and plays. Press **A** to refer to the plays in the formation window highlighted, then press **A** or **B** to choose the play in the corresponding window.

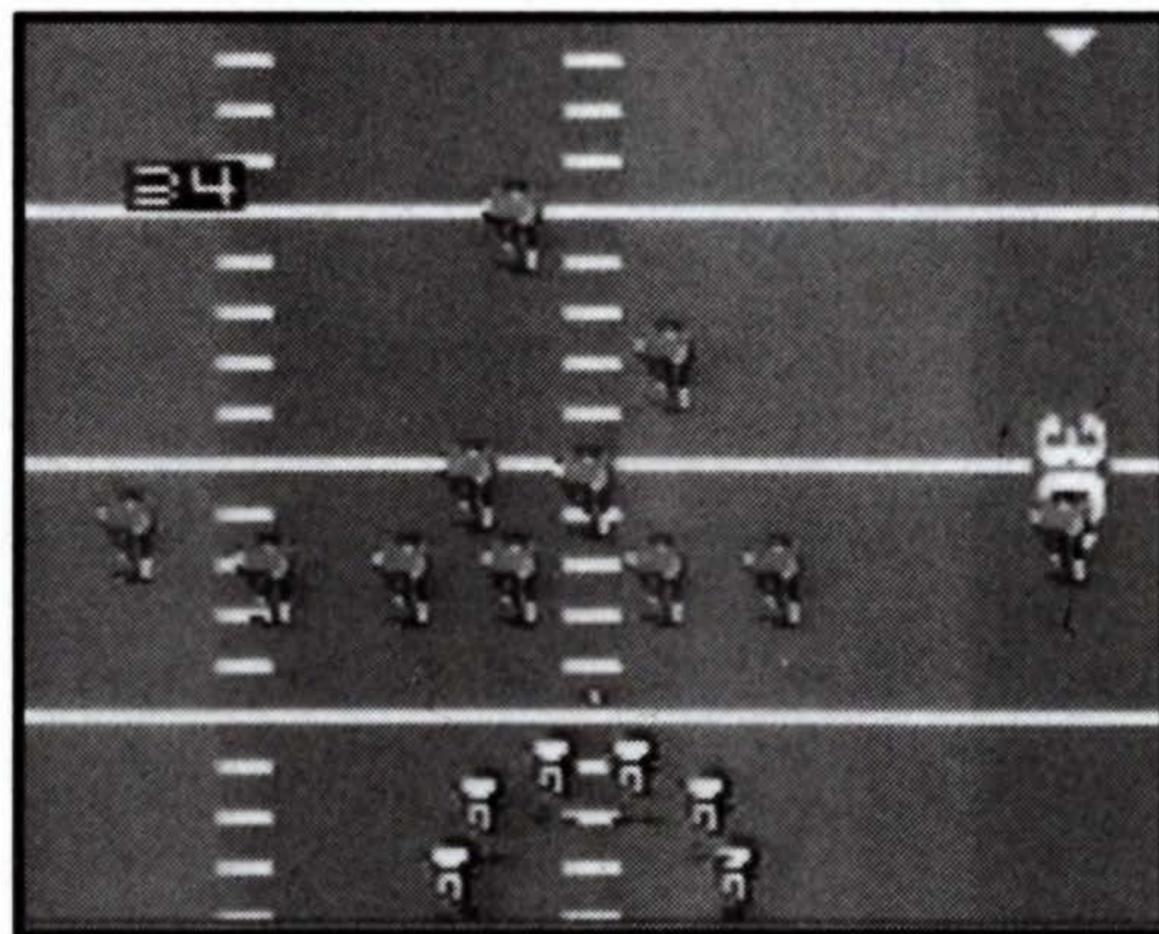
HINT: A fake snap might draw the defense offsides. Press B.

Running

The hand-off on a running play is automatic. You take control after the hand-off. The arrow marks the ball carrier; use the Control Pad to move the ball carrier through the defense, or watch him execute the play you just called.

Passing

There are two receivers for every passing play, represented by the **A** and **B** buttons. Pass to a receiver by pressing the corresponding button. The computer



automatically catches the ball.

After you snap the ball, you can press the button that matches the intended receiver.

Taking Control of the Quarterback

You may move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction. It's up to you to choose a receiver and pass the ball.

NO HUDDLE OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage in one of two ways:

Press **A** right after the whistle.

OR

Select "No Huddle" from the Play Selection screen: Control Pad **LEFT/RIGHT** to position the highlight over "No Huddle" then press Select. Now choose your play.

After the next play, the Play Selection screen appears. It shows two plays, one of which is the play you just ran. (Remember, if an incomplete pass is thrown, the clock stops.)

If you choose to run one of the plays from the previously run formation, your team returns to the line of scrimmage without a huddle.

If you use the Control Pad to scroll through other plays, your team huddles up and, thus, takes more time off the clock.

You can also run a "Stop Clock" play where the quarterback throws the ball into the ground to stop the clock. This is useful when you're out of time-outs and you have an extra down to play with.

To run a "Stop Clock" play, hold **B** immediately after the whistle blows. The quarterback will execute a "Stop Clock" on the next play or select the "Stop Clock" play found under most formations.

SUBSTITUTIONS

When you're on offense, you can substitute your quarterback and halfback. 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 substitute only before calling an offensive formation.

To replace your quarterback or halfback:

- 1) Press **START** to pause the game, then press the Control Pad **DOWN** to SUBSTITUTE QB or HB.
- 2) Press **A**. Your quarterback or halfback is substituted, and you return to the Formation Selection screen.

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations and plays. If you don't choose a defense, your team runs a predetermined defensive play.

After calling a defensive play, you can select the man you want to control by pressing **B** until an arrow appears over that player.

The most important command to know on defense, after the ball is snapped, is the **B** button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.



PAUSING THE GAME

You can pause the game at any time. The game clock stops running and the Pause Menu appears. From this menu you can exercise many of the same options available in the Pregame Options Menu. To Pause the game: Press **START**

CALLING A TIMEOUT

Each team is allowed 3 timeouts per half. A player can pause the game at any time and as often as is necessary.

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to CALL TIMEOUT, then press **A**.

The Formation Selection screen appears, and the play clock is reset by 40 seconds. Notice that one of your team's Timeout Indicator lights is now off.



GAME STATISTICS

To view the Statistics for a game:

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to Game Stats.
- 3) Press **A**.

GAME STATS		
	DALLAS	BUFFALO
SCORE	0	0
FIRST DOWNS	1	0
PASSING YARDS	29	0
AUG. YARDS/PASS	9	0
LONGEST PASS	20	0
COMPLETIONS		
ATTEMPTS	3	0
COMPLETIONS	2	0
PERCENTAGE	66%	0%

DRIVE SUMMARY

The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to Drive Summary.
- 3) Press **A**.

The Drive Summary appears.

- 4) Press **START** to return to the Pause Menu.

NOTE: If you don't see every play you ran during a drive, Control Pad (UP/DOWN/LEFT/RIGHT) to scroll through the entire drive summary.

DRIVE SUMMARY			
DALLAS	RUSHING	2	3
	PASSES	3	29
	PENALTIES	0	0
	TOTAL	5	32

01	02	03	04	05	06
PASS 0 YDS					
RUSH 3 YDS					
PASS 20 YDS					
RUSH 0 YDS					
PASS 9 YDS					

PLAYING A FULL SEASON

You can play a full 16-game season for the team of your choice from among the list of 28 current teams. Madden '95 keeps track of all season games and provides you with up-to-the-minute league standings.

To play a season game: From the GAME SET UP screen, Control Pad **RIGHT** to select NEW SEASON.

To select your team: Control Pad **DOWN** to HOME TEAM, Control Pad **LEFT/RIGHT** to view teams, then press **START**.

The schedule for Week #1 appears.

This screen shows each matchup for the first week of the season. Control Pad **DOWN** to view the entire schedule.

To view the next week's schedule: Control Pad **RIGHT**. Control Pad **RIGHT** again to view the weekly schedules for the entire season.

A check mark appears in the box next to your team's scheduled match each week.

NOTE: Since the password will follow your Home Team through its season schedule, you are allowed to play only those games on your team's schedule.

To play a game: Press **START**

The **PLAYER SELECT** screen appears.

To select a team: Control Pad **LEFT/RIGHT** to move the helmet icon under the team of your choice, then press **START**.

The pre-game Pause screen appears. From this screen, you may choose to **START GAME**, view the **TEAM MATCHUPS**, or **SET AUDIBLES**.

VIEWING TEAM SCHEDULES

From the Week Schedule screen you can check out your team's schedule.

To view a team's schedule: Control Pad **UP/DOWN** to highlight the match up which contains the team whose schedule you want to view, then press **A**.

The schedule for the top team appears.

To view the other team's schedule: Press **B**

To generate a new schedule: Press **A**

To return to the Week Schedule: Press **START**

Viewing Conference Standings

After you've played at least one season game to establish your password, you may view the current League Standings for each conference.

To view Conference Standings: From the Team Schedule screen, press **A**

To view other Divisions: Control Pad **DOWN**

SAVING A SEASON

To save a season:

- 1) Complete your current season game.
- 2) At the end of the game you will be given a password. This password allows you to continue your season from this point on. You may go to the next game in your schedule now, or come back to it later, picking up where you left off.

CONTINUING A SEASON

To continue a season: Proceed to the Game Set Up screen and select Cont. Season next to the Play Mode option, then press **START**.

The Enter Password screen comes up. Control Pad **LEFT/RIGHT** to select the characters in your password. As you've lined up the proper character, press **A** to enter it into the Enter Password window (if you've entered a character out of sequence, press **B** to erase the entry, then continue).

Once you've entered your complete password, press **START**. If the password is valid, the computer takes you to the Week Schedule for your next game. If the password is invalid, the computer takes you back to the Game Set Up screen.

ENTERING THE PLAYOFFS

Madden '95 features three types of playoffs: the **New Playoffs**, featuring the 28 current teams; **Championship Playoffs**, featuring the 38 best teams ever; and **Franchise Playoffs**, featuring the 12 best franchise teams (players who played on the same team in different eras). All three types of playoffs work the same way.

To enter the Playoffs: From the GAME SETUP screen, Control Pad **LEFT/RIGHT** to highlight New Playoffs, Championship Playoffs or Franchise Playoffs.

To select a home team: Control Pad **DOWN** to highlight the Home team, then Control Pad **LEFT/RIGHT** to choose a team; press **START**.

The Week Schedule (First Round) screen appears.

This screen shows each matchup for the first round of the playoffs. Control Pad **DOWN** to view the entire schedule.

To view the next round's schedule: Control Pad **RIGHT**. Control Pad **RIGHT** again to view the weekly matchups for the entire playoff schedule.

A check mark appears in the box next to your team's scheduled match each week.

NOTE: Since the password will follow your Home Team through its playoff schedule, you are allowed to play only those games on your team's schedule.

To play a game: Press **START**

The PLAYER SELECT screen appears.

To select a team: Control Pad **LEFT/RIGHT** to move the helmet icon under the team of your choice, then press **START**.

The Playoff Tree appears. Control Pad **LEFT/RIGHT** to scroll through the entire tree. Press **START** when you're ready to go to the Pregame Pause screen.

Play a Playoff game as you would play a Season game.

After a Playoff Game

After a Playoff game, the DIVISIONAL PLAYOFFS screen appears. Select your game as before, then press **START** to advance to the Team Select screen.

Saving the Playoffs

To save a playoff schedule:

- 1) Complete your current playoff game.
- 2) At the end of the game you will be given a password. This password allows you to continue your playoff schedule from this point on. You may go to the next game in your schedule now, or come back to it later, picking up where you left off.

To restore a playoff: Select Cont. Playoffs from the Game Set Up screen.

The Enter Password screen comes up. Control Pad **LEFT/RIGHT** to select the characters in your password. As you've lined up the proper character, press **A** to enter it into the Enter Password window (if you've entered a character out of sequence, press **B** to erase the entry, then continue).

Once you've entered your complete password, press **START**. If the password is valid, the computer takes you to the Week Schedule for your next game. If the password is invalid, the computer takes you back to the Game Set Up screen.

SUPER GAME BOY



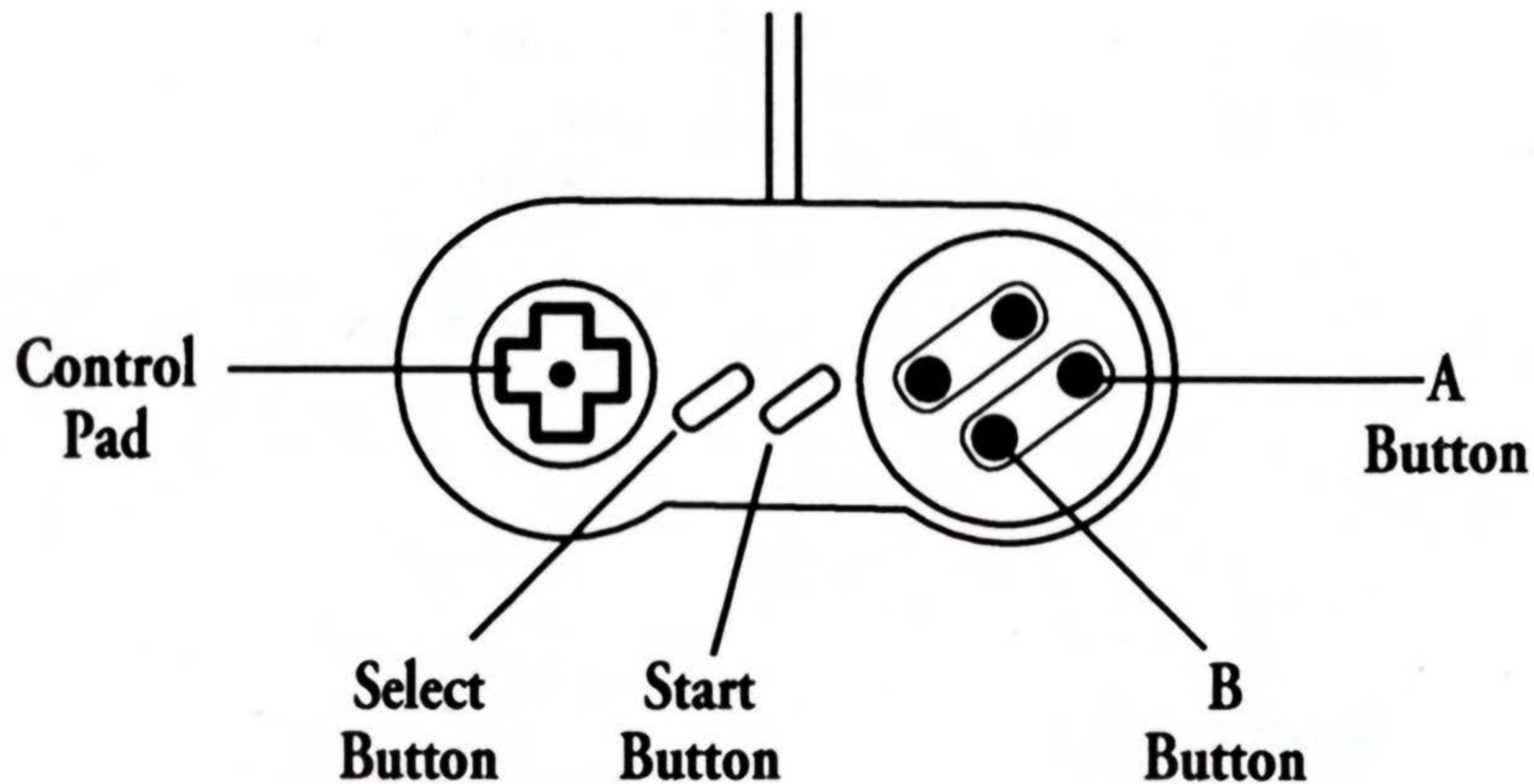
Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.



For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

Game play on the Super NES using the Super Game Boy adapter. Both sold sperately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the **A, B, Start** and **Select** Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction manual.



TEAMS

1994 TEAMS

American Central

Pittsburgh
Houston
Cleveland
Cincinnati

American East

New York(A)
Miami
Indianapolis
Buffalo
New England

American West

Seattle
Los Angeles (A)
Kansas City
San Diego
Denver

National Central

Minnesota
Green Bay
Detroit
Tampa Bay
Chicago

National East

Washington
New York (N)
Philadelphia
Dallas
St. Louis

National West

New Orleans
Los Angeles (N)
San Francisco
Atlanta

1995 ALL-MADDEN TEAM

20-YEAR ALL-MADDEN TEAM

CHAMPIONSHIP TEAMS SINCE 1966

Kansas City 66
Oakland 67
Baltimore 68
Kansas City 69
Dallas 71
Miami 72
Pittsburgh 75
Oakland 76
Denver 77
Pittsburgh 78
Philadelphia 80
San Francisco 81
Washington 82
San Francisco 84

Green Bay 66
New York 68
Minnesota 69
Baltimore 70
Washington 72
Minnesota 73
Dallas 75
Minnesota 76
Dallas 77
Los Angeles 79
Oakland 80
Cincinnati 81
Los Angeles 83
Miami 84

New England 85

New York 86

Denver 87

San Francisco 89

Buffalo 90

Chicago 85

Washington 87

Cincinnati 88

New York 90

Washington 91

ALL STAR FRANCHISE TEAMS SINCE 1950

American

Miami

Los Angeles

Baltimore

Kansas City

Cleveland

Pittsburgh

National

Dallas

New York

Washington

Green Bay

San Francisco

Chicago



HALESTORM CREDITS

Executive Producer
Brett G. Durrett

Assistant Artist
John Weir

Producers
Leonard G. Fisher
Christian Perry

Sound Engineer
Christian Perry

Programming
Dan Filner

Art Direction
Charles London
Lead Artist
Laura Levy

Handwriting practice lines consisting of 11 horizontal black lines within a green rectangular border.

LIMITED WARRANTY

MALIBU GAMES warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.



REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90 day warranty period, you may contact the MALIBU GAMES Consumer Service Department at the phone number noted. If the MALIBU GAMES service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to MALIBU GAMES. MALIBU GAMES will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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MALIBU
GAMES

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