

= John Madden Football ' 93 =

John Madden Football ' 93 is a 1992 sports video game developed by Blue Sky Productions ( later Looking Glass Studios ) and Electronic Arts and published by EA Sports Network . Based on the sport of American football , the game puts the player in control of a football team in modes such as tournament play and sudden death . It was officially endorsed by John Madden .

The game 's Sega Genesis version was developed by Blue Sky Productions , which was simultaneously creating Ultima Underworld : The Stygian Abyss . John Madden Football ' 93 adds new animations and features , and it allows players to play as and against famous teams such as the Oakland Raiders of 1976 . Aside from Madden Football 64 , the game was the last in the Madden franchise to lack the NFL license , which was featured in Madden NFL ' 94 onward .

With over one million units in sales , John Madden Football ' 93 was a commercial success . Critics awarded the game high scores and praised its updated graphics ; but several reviewers complained that little had changed since John Madden Football ' 92 . Royalties from the game funded the expansion of Blue Sky Productions , and the company 's director , Paul Neurath , later commented that the size of these royalties led Electronic Arts to develop future Madden titles in @-@ house .

= = Gameplay = =

John Madden Football ' 93 is an adaptation of American football that takes place from an isometric perspective in a two @-@ dimensional environment . The player begins each match by selecting such variables as the game mode , weather conditions and team . Game modes include 16 @-@ team tournaments and sudden death , among other things . In addition to the game 's single @-@ player mode , two @-@ player competitive and cooperative modes are available . Unlike prior games in the series , a coin toss at the beginning of every match determines which team will defend each goal , and which team will kick off .

Between every down , the player selects a formation , play and , on defense , coverage shell from a menu . The game contains fifty @-@ five offensive plays and seventy @-@ one defensive plays , such as screen and play @-@ action passes , blitzes and man @-@ to @-@ man defense . During a down , the player may control one team member at a time or allow the entire team to execute a play automatically . On offense , depending on the play , the player controls the quarterback , running back or kicker . After a pass , control automatically changes to the ball receiver . On defense , the player may at any time switch control between any members of the team . Instant replay is available to review plays .

New features in John Madden Football ' 93 include no @-@ huddle offense , overturning certain calls made by referees , taunting , stumbling , head @-@ butting and one @-@ handed catches . As with its predecessors , the game features updated statistics for the twenty @-@ eight NFL teams in the game , based on their performance in the previous season . In addition to these teams , eight famous team line @-@ ups , such as the Oakland Raiders of 1976 and the Dallas Cowboys of 1977 , are available . Two " All @-@ Madden Greats " teams are compiled from the best players in the history of the sport . No official player or team names , colors , or stadium names are used . A rental @-@ only version of the game , John Madden Football : Championship Edition , uses only " championship caliber " line @-@ ups from the 1966 @-@ 1991 era . Although it still lacks official names , this version features correct team colors .

= = Development = =

John Madden Football ' 93 was developed for the Sega Genesis by Blue Sky Productions ( credited as " Looking Glass Technology " ) , which was simultaneously working on Ultima Underworld : The Stygian Abyss . The game was not a port , but was rather an original work by the company . They were approached by Electronic Arts soon after production on Ultima Underworld began , an event that company head Paul Neurath later attributed to contacts he had within the publisher , thanks to his involvement with the Electronic Arts project Chuck Yeager 's Advanced Flight Trainer . Neurath

said that Electronic Arts was dissatisfied with the work that another studio had been doing on John Madden Football ' 93 , and that the publisher was " scrambling to find a [ replacement ] team " to meet the game 's rapidly approaching deadline . Blue Sky received the source code of John Madden Football ' 92 and had to develop a sequel in five months . Neurath later said that development was " part out @-@ of @-@ house and part in @-@ house " . The game 's visuals were made by Doug Wike , who also created graphics for Ultima Underworld . In 1991 , Neurath contracted the outside programmer Mark Lesser , who had previously worked on Mean 18 , to develop the game 's technical aspects . According to Lesser , this was necessary because none of Blue Sky 's employees had experience programming for the Sega Genesis .

Neurath believed that Blue Sky introduced " some nice improvements " to the franchise . A preview in Mega noted that the game had " a lot of added animation " compared to its predecessors . A writer for Mega Drive Advanced Gaming believed that " the most obvious addition is the digitised speech " , which did not appear in the game 's Super Nintendo Entertainment System ( SNES ) version . In its November 1992 issue , Electronic Gaming Monthly estimated that the game was " 100 % complete " . The game 's Genesis and SNES versions were released at the same time . As with earlier John Madden Football titles , John Madden Football ' 93 lacks the NFL license , which prevented the inclusion of official teams , colors , player names and stadiums . Sega 's competing title , the Joe Montana @-@ endorsed NFL Sports Talk Football ' 93 , had received the license that year .

= = Reception = =

John Madden Football ' 93 was a commercial success , with over one million copies sold . It has been cited as the highest @-@ selling game developed by Looking Glass Studios , and Neurath later called it " one of the most successful games I 've ever worked on " . Paul Mellerick of Mega commented that " the only noticeable difference between [ John Madden Football ' 93 ] and its two predecessors is the animation " . He wrote that this new animation " makes the game incredibly good to look at " and that new motions like stumbling increase the game 's difficulty . Although he believed that the " two @-@ player mode is just as exciting as ever " , he was disappointed by the lack of a full @-@ season mode , which he called " unforgivable " in light of this feature 's appearance in Sega 's NFL Sports Talk Football ' 93 . He concluded that John Madden Football ' 93 was " the best game the Mega Drive has to offer " , but he wrote , " If you own John Madden Football ' 92 , or even the original John Madden American Football for that matter , then you should ignore this game completely " .

A writer for GamePro noted that John Madden Football ' 93 was " at first glance " largely identical to its predecessor ; but he believed that , " once you get down to serious business , you 'll notice a wealth of All @-@ Star enhancements " . He wrote that the " game play is now faster and smoother " , and that " the graphics are sharper , more detailed , and even better animated " . He believed that " Electronic Arts has [ ... ] made the best even better " , and he concluded , " John Madden Football ' 93 is even more fun to play than Madden ' 92 " . The staff of Mean Machines Sega called the game " hopelessly redundant " and " very , very disappoint [ ing ] " , and they believed that the John Madden Football series was " on its last legs " . They considered the game to be arguably worse than its predecessors , largely because of framerate problems . The reviewers concluded that it was " not a bad game at all " , but they suggested that readers buy " the slightly better John Madden Football ' 92 if [ they are ] after the definitive American Football game " .

Reviewing the SNES version of John Madden Football ' 93 , a GamePro writer believed that it was " a major improvement " over the previous SNES John Madden Football title . He wrote that the game 's visuals were the biggest leap , particularly after the " slow and chunky " graphics of the earlier release . He enjoyed its sound effects , but he noted the lack of voice clips present in the Genesis version . He concluded that the series was now roughly even across the two consoles , and he wrote that the game was " a strong candidate for SNES Sports Cart of the Year " . A writer for Nintendo Power wrote , " Madden ' 93 is easy to play and has the feel of the real game " . He believed that the most noticeable additions were the new teams and " new play options " , although

he found it " awkward " to select plays . He finished , " Really the only thing missing is an option to play an entire season " . Carl Rowley of N @-@ Force called the visuals " sharper than ever " and believed that the character sprites were " small but well defined " . He found that the game played " brilliantly " , and he praised the instant replay feature as " superb " and " amazing " . He wrote that his " only niggle is the lack of sampled speech " , which he considered to be " a bit of a let down " . Finishing his review , Rowley wrote that the game was the " best American football game available " .

= = = Legacy = = =

After the game 's development concluded , programmer Mark Lesser was contracted by Electronic Arts to work on NHL ' 94 , a series that he remained on " for many years " . Neurath said that the royalties Blue Sky ( later Looking Glass Studios ) received from John Madden Football ' 93 " were quite substantial " , and that " it was really the royalties of Madden more than anything else [ ... ] that allowed us to grow the [ company ] " . Neurath believed that the size of these royalties led Electronic Arts to develop future Madden games in @-@ house , in order to maximize profit . Aside from Madden Football 64 , John Madden Football ' 93 was the last game in the Madden franchise to lack the NFL license , which the series first obtained with Madden NFL ' 94 . In 2012 , Michael Rundle wrote in The Huffington Post that John Madden Football ' 93 " really set the bar " for the franchise , and he believed that its gameplay was superior to that of Madden NFL 13 .