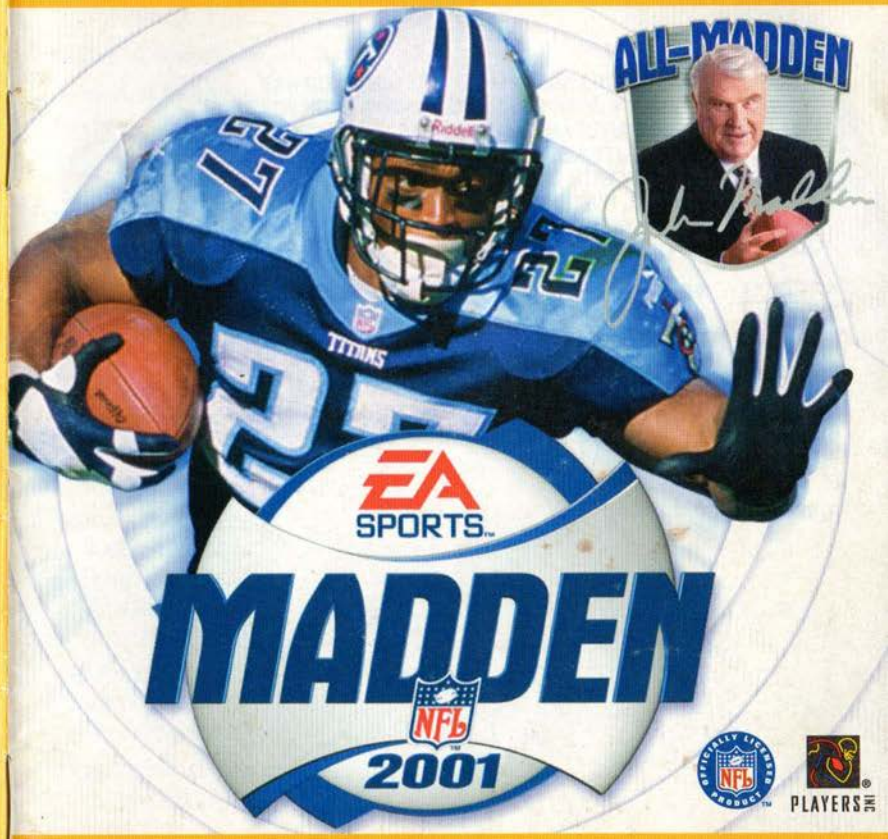
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INSTRUCTION BOOKLET



NINTENDO 64

EA SPORTS
Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, California 94065

PRINTED IN JAPAN
797905

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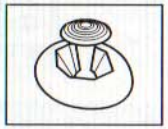
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an Analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

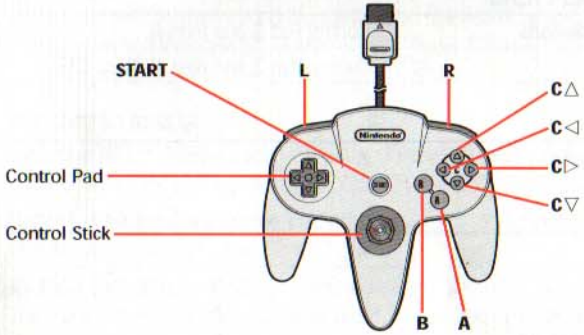
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

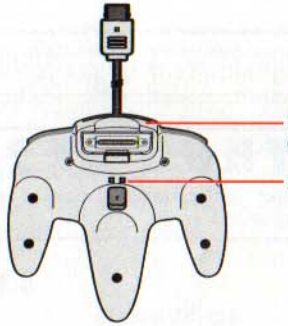
1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug another Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. At the title screen, Press **START** to advance to the Main menu. If you don't see the title screen, begin again at step **1**.

COMMAND SUMMARY



NOTE: The Control Stick functions identically to the Control Pad throughout all menus and gameplay.



NOTE: The **Z** and **L** buttons activate the same actions during gameplay.

NOTE: The Rumble Pak™ is compatible with *Madden NFL™ 2001*.

BASIC GAME CONTROLS

Learn these basic controls to get "in the game."

PLAY SELECTION

Cycle **sets** and **formations**	Control Pad ↕ and then **A**
Select play	Control Pad ↕ and then **A**, **B**, or **C**▽

KICKING

Start kick meter/**Kick** the ball	**A**

OFFENSE

Snap the ball	**A**

PASSING:

Snap the ball	**A**
Bring up **passing icons**	**A**
Pass to player with corresponding icon	**A**, **B**, **C**▽, **C**◁, or **C**▷
Hide passing icons/bring back up again after hidden	**C**△
Running the ball	Control Pad

DEFENSE

Switch players	**A**
Dive tackle	**B**



NOTE: In addition to these basic moves, *Madden NFL™ 2001* includes many more controls that let you dominate. For more detailed information about gameplay controls, ➤ *Complete Controls* on p. 5.

INTRODUCTION

EA SPORTS™ is back with in-your-face, smash-mouth football. Revamped player models complete with player specific accessories like elbow pads, turf tape, visors, wristbands, and facemasks bring the game to life like never before. Add to that player-specific celebrations like Merton Hank's "Funky Chicken" and Tim Dwight's "Coconut Drink" and you're in for the ultimate in N64® football.

FEATURES:

Exclusive NFL™ Coaches Club–All of the Coaches Club is in the game and on the sidelines with their own signature playbooks, coaching styles and voices.

Historical All-Madden Teams–Real player names of retired players from historical All Madden teams from the past.

All New Two-Minute Drill– Compete with up to nine other players for the high score in a quick two minute competition, in which play results are rewarded with points.

All New Read-N-React Defense™–Rush or drop back in coverage as you read the offense and adjust at the line.

Madden Cards–Complete a Madden Challenge and earn tokens, which can be redeemed for in-game cards. Trade or risk cards for hidden players, stadiums and power-ups.

For more info about *Madden NFL 2001* and other titles, check out EA SPORTS on the web at **www.easports.com**.

COMPLETE CONTROLS

Once you've mastered the basic controls and have a feel for the game, incorporate these advanced moves and dominate the competition.

MENU CONTROLS

ACTION	CONTROL
Highlight menu item	Control Pad ↕
Change highlighted item	Control Pad ↔
Select/Go to next screen	**A**
Cancel/Return to previous screen	**B**
Help menu	**C**△

OFFENSE

BEFORE THE SNAP

View receivers to the left/right	**L/R**
Fake the snap	**C**▽
Call an **audible**	**B** and then **A**, **L**, **C**▽, **R**, **C**△, or **C**▷ (**C**◁ to revert to the original play)
Flip play at line of scrimmage	**B**, and then **L**
Move **receiver in motion** (when available)	Control Pad ↔
Hot Routes–call an audible for only one player	**C**△, and then receiver's symbol, then Control Pad ↔ or ↕
QB **crowd control**–quiet the crowd so the QB can call signals (and avoid offsides)	**C**▷
Snap the ball	**A**
Call **timeout**	**Z** + **R**

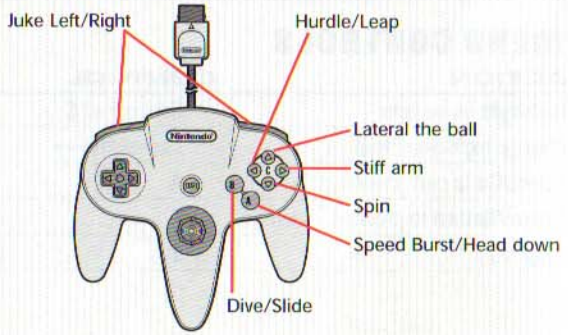
➥ To cancel an audible at the line of scrimmage, press **B** then **C**◁ to run the original play.

To call a Hot Route:

1. Press **C**△ at the line of scrimmage, and then press the button symbol of the receiver you want to pass to.
2. After the receiver's original route is cancelled, press Control-Pad ↑ to send him on a fly pattern, Control-Pad ↓ for a curl pattern, or Control-Pad ← (and →) to run an in/out pattern.

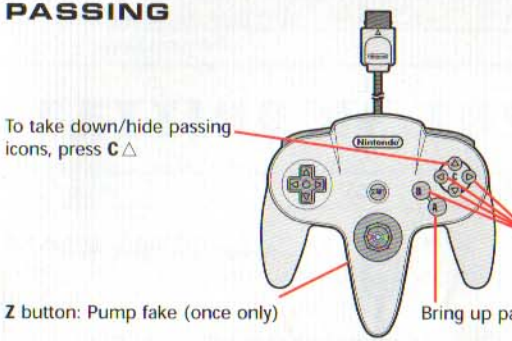
❑ A receiver can go in motion only in certain passing formations.

RUNNING



➥ To break a wrap tackle, press **A** repeatedly when a defender has you in his grasp. The perfect combination of strength and timing allows you to break away.

PASSING



➥ To throw ball away, hold down **R** and then press **C**△.

➥ To throw a bullet pass, hold down the button that corresponds with the targeted receiver. To throw a lob pass, tap the button.

➥ After a play is completed, hold down the **A** button for no huddle offense.

➥ If you want to stop the clock after a play, hold **C**▽ to call a spike the ball play.

RECEIVING

Control receiver	**A**
Dive for pass	**B**
Jump for pass	**C**△

DEFENSE

BEFORE THE SNAP

Cycle defenders	**A** or **C**◁
Reposition player	Control Pad
Defensive **line shift**	**L**
Secondary shift for bump and run and loose coverage	**R**
Call an **audible**	**B** and then **A**, **L**, **C**▽, **R**, **C**△, or **C**▷
Read and React Pass	**C**△ + Control Pad ↑
Read and React Run	**C**△ + Control Pad ↓
Crowd control	**C**▷

AFTER THE SNAP

Control defender closest to ball carrier	**A**
Speed Burst/Power **tackle**	**C**◁
Jump to block/intercept pass	**C**△
Swat ball to deflect ball	**R**
Strip ball from ball carrier	**L**
Dive to make a tackle	**B**
Defensive spin move	**C**▷
Swim move to blast by a blocker	**C**▽



KICKING GAME

Snap ball/**Kick** ball	**A** then **A**, **C**△ or **C**▽
Direction of kick	Control Pad ↔
Call an **audible**	**B** and then **A**, **B**, or **C**▽

On Kickoffs:

1. Press **A** to put the kicker in motion (or snap the ball on field goals and punts).
2. Press **A** again for a normal kick, **C**△ for a high kick, or **C**▽ for a squib kick.

EA TIP: For a more powerful kick, press the kick button when the meter is at its peak.

KICKOFF/PUNT RETURNING

Control return man	Control Pad
Switch players	**A**
Fair catch/Kneel (you must have control of the return man)	**C**△

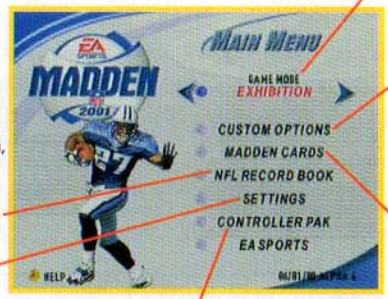
SETTING UP THE GAME

Pick your game mode, set up your options and get ready to fight your way to the Super Bowl™.

MAIN MENU

From the Main menu, choose the type of game you want to play and access a variety of options.

GAME MODE: Play an Exhibition game, create a Season, operate a Franchise, set up a Custom League, play in a Tournament, run a Practice, set up a Situation, or go for some quick glory in a 2 Minute Drill (➤ *Game Modes* on p. 14)



NFL RECORD BOOK: View individual, team, coaching, and 2 Minute Drill records (➤ *NFL Record Book* on p. 22)

SETTINGS: Adjust the controller, customize AI, set sound options, and more (➤ *Settings* on p. 23)

CONTROLLER PAK: Save and Load games (➤ *Controller Pak* on p. 24)

CUSTOM OPTIONS: Create plays, edit playbooks, settings and substitutions (➤ *Custom Options* on p. 22)

MADDEN CARDS: Check out your challenge status, view and trade cards (➤ *Madden Cards* on p. 20)

GAME SETUP MENU

NEW	Start a new game
CONTINUE	Continue with a game in progress
LOAD	Load a saved game from the Controller Pak

NOTE: Default options are listed in **bold** in this manual.

STARTING AN EXHIBITION GAME

Get your favorite team on the field and get ready to crush the competition.

To Start an Exhibition game:

1. From the Main menu, choose **EXHIBITION** from the Game Mode selection and press **START** or **A**. The Team Select screen appears.

➥ Change the skill level, quarter length, and any other settings at the Settings menu.

2. Control Pad ↕ to cycle through teams. Control Pad ↔ to toggle between Home and Away teams. When finished press **A**. The User Options screen appears (➤ *User Options Screen* below for more information).
3. Set your options. Highlight START GAME and press **A** when finished to advance to the coin toss.

COIN TOSS

The coin toss determines which team will have the ball first. Before the coin toss, the playing conditions are displayed.

➥ To bypass this screen, press **START** to begin the coin toss.

The referee asks the visiting team to choose heads or tails. The winner may choose to kick, receive or defend a goal; the loser picks from the remaining choices.

ONE BUTTON MODE™: If you're a *Madden NFL 2001* rookie, One-Button Mode makes it easier to control the game by simplifying the controls. Select One-Button gameplay from the Controller Config. menu (Option "E"). ➤ *Controller Config. Menu* on p. 23.

USER OPTIONS SCREEN

The User Options screen appears after pressing **A** at the Controller Select screen. Most User Options are self-explanatory. Those requiring explanation are listed below.

❑ In order to Play or Risk Madden Cards you MUST have a User Profile loaded.

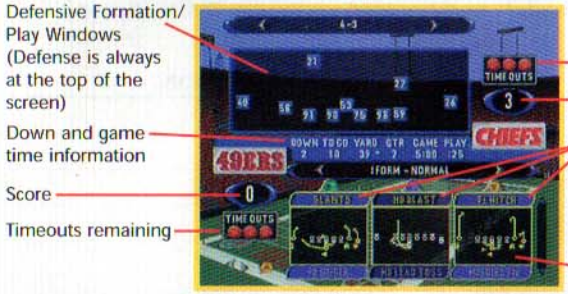
MADDEN CARDS: PLAY — Activate a Madden Card from your Card Gallery, prior to entering a game. You can beef up a player with a modern player card, or activate a cheat card to add a twist to the game.

MADDEN CARDS: RISK — Wager up to three cards in a 2 Player game. Both users must have a profile loaded.

ON THE FIELD

To make it to the Super Bowl, you've got to perfect all of your game skills, from picking the right play to making the big tackles to subbing in the right players at the right time.

PLAYCALLING



To select a play:

1. Use the Control Pad to select a formation and set, then press **A**.
2. Select the desired play, then press **A**, **B**, or **C** ▽.

❑ Passing plays are indicated by a light blue header and running plays are indicated by a dark blue header.

➥ To go back to the previous window, press **C** ◁.

➥ To flip a passing play, press **C** △. Defensive plays cannot be flipped.

PLAYCALLING TIPS

❑ After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

❑ To call a play from the header below the selection window (plays that are not shown in a window), press **L** + **A**, **B**, or **C** ▽. To call a play from the three plays listed above the selection window press **R** + **A**, **B**, or **C** ▽. Use this strategy to fake out a competitor who is sneaking a peek at your selected play.

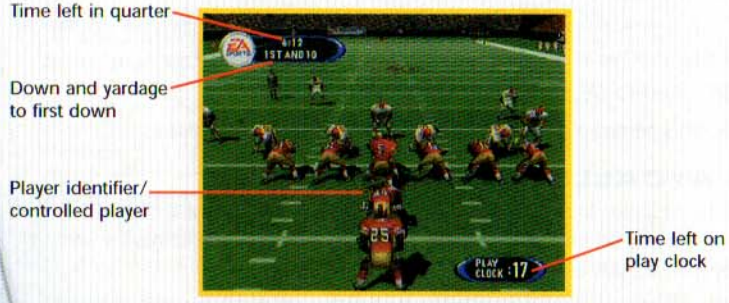
- When running a hurry-up offense, hold **A** immediately after the whistle blows to repeat the previous play. The offense skips the huddle and hurries to the line of scrimmage.
- Hold **C** ▽ to run a Stop Clock play. The QB spikes the ball and stops the clock.

CELEBRATIONS

Score on your opponent then rub it in his face with a post-touchdown celebration. To perform a celebration, hold down one of these button combinations as soon as you cross the goal line.

BUTTONS	CELEBRATION
L + **R**	Hip Thrust
L + **C** ▽	Spike the Ball
L + **C** ◁	Jump Spike
L + **C** ▷	Pray
L + **A**	Shoulder Shake
L + **B**	Dunk Over The Goal Post

GAME SCREEN

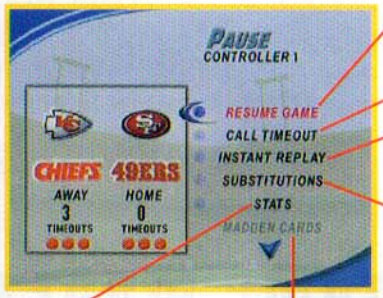


- If your controlled player is off-screen, an arrow the same color as your control star points toward him from the edge of the screen. Control Pad in the opposite direction of the arrow to view the player.

PAUSE MENU

View game information in a variety of categories and re-adjust the game settings and options.

➥ During the game, press **START** to reach the Pause menu.



RESUME GAME: Continue the current game

CALL TIMEOUT

INSTANT REPLAY: View the action from the last play

SUBSTITUTIONS: The computer subs automatically unless you choose otherwise

STATS: Check out Game or Individual stats, view user records, injury report, drive and scoring summaries

MADDEN CARDS: View the challenges that have been completed in the game thus far.

SUBSTITUTIONS — To control your own subs or re-arrange the depth chart, press **A** and choose from the following options:

DEPTH CHART: Re-arrange the depth chart for all positions.

- ➥ Press **C** ▽ + **L** or **C** ▽ + **R** to toggle player positions.
- ➥ To reorder the depth chart, scroll through the available players.
- ➥ To sub out a highlighted player, press **A**. From the reserves list, press **A** again to sub in the selected player.

OFFENSE FORMATION/ DEFENSE FORMATION — Select Individual players assigned to each formation.

- ➥ Press **L/R** to cycle through the various formations/sets.
- ➥ Press **C** ▽ + **L** or **C** ▽ + **R** to cycle through player positions
- ➥ Press **A** to sub in the highlighted player from the "Sub in List."

NFL RECORDS — View records that are broken in the current game and/or edit the User Name that the record was broken with.

AUDIBLES — Set audibles for your current team.

- ⮑ Select either offensive or defensive audibles, and then press **A**.
- ⮑ Use the Control Pad to select a play and press **A** to accept the new audible.

CONTROLLER SELECT — Change the team you want to control.

CAMERA VIEW — Set the camera view from one of nine different angles.

USER CAMERA — Create a new camera angle for Pre-play, Pass and Rushing situations.

SETTINGS — Tinker with your game settings, penalty levels, or sound options.

QUIT — Abort the current game.

GAME MODES

When you're ready for more than a single game, test yourself with these deeper game modes: Season, Franchise, and Custom League. Or see ➤ *Other Game Modes* on p. 17 for more options.

SEASON

Test your team's endurance through a 16-game NFL season and battle it out in quest of a Super Bowl championship.

SEASON SETUP MENU

The Setup menu in Season mode is similar to the other setup menus, but has an additional option.

MOD. DIVISIONS — Re-align the six NFL divisions and play a Custom Season.

NEW SEASON

⮑ To begin a new season, select SEASON from the Main menu. After selecting NEW from the Setup box, adjust pre-game settings and press **A** for the Team Select screen.

Team Select Screen

Place a check mark in the box of the team that you would like to control during the season by pressing **A**. When finished, press **START** to advance to the Season screen.

Play Week Menu

GAME PLAN — Set your game plan to choose your desired style of play before each game. Press **R** at the Play Week screen to bring up the Game Plan menu.

SPAWN GAME — Press **C▷** to spawn the highlighted game to your Controller pak.

- ❑ Spawn a game from within a Season, Custom League or Franchise. That game can then be played separately and the results merged back in to the original Season, League or Franchise. ➤ *Spawning a Game* on p. 23 for more information.

AFTER THE SEASON

After the regular season ends, the playoffs begin. If your selected team(s) fails to make the post-season, you can play or simulate any of the remaining games on the schedule. After the season has ended, go to the Main menu to begin a new season.

FRANCHISE

Manage your own NFL franchise for up to 30 seasons. You are responsible for all aspects of the franchise, on the field as well as behind the scenes. If you win, you make the big bucks. Lose and you'll be lucky to get a job on another team.

PLAYING A FRANCHISE GAME

⮑ To begin a Franchise game, select Franchise from the Main menu.

To add a new coach:

1. Move the cursor to NEW and press **A**.
2. Press **A** to create a new coach, then press **START** to accept.
3. After you name the new coach, press **START** to assign the coach to a team.

- ❑ To begin the season, press **START** to advance to the Play Week menu.

POST-SEASON MANAGEMENT

After the celebration (or crying) is over, it's time to look to the future. Manipulate the draft and sign key free agents.

You control the moves for your team, and the computer handles the other teams. You can re-sign, trade, and draft players and sign free agents.

POST-SEASON OPTIONS MENU

➥ To begin post-season transactions, press **START**. The Franchise Options menu appears.

PLAYER PROGRESSION	Compare a player's stats from season to season.
RETIRED PLAYERS	View the retired players from every roster.
RE-SIGN PLAYERS	Negotiate contracts with players from your own team.

➥ To begin contract negotiations, highlight an unsigned player and press **A**. Offer a salary and press **A** to submit the offer sheet. The player either accepts or declines the offer.

TRADE PLAYERS	Trade players and draft picks from team-to-team.
TRADING BLOCK	Put players from your team on the market to see what other teams will offer you, based on your team needs.
CREATE-A-PLAYER	Create a custom player and assign him to a team, or add him to the free agent list.
FREE AGENT SIGNING	Before the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap (For more information about Bidding on a player ➤ *To Bid on a Player* on p. 17).
NFL DRAFT PREVIEW	View the players available in the upcoming draft.
START NFL DRAFT	Begin the four-round rookie draft. Each team selects one player per round. If you simulate the draft at any time, your team loses its remaining picks. You may be able to select more than one player per round if you have traded players for draft picks.

➥ To select a player, press **A**. To simulate the draft at any time, press **START**.

DRAFT PICK SIGNING	After the draft, you must sign your draft picks to your roster.
PRE SEASON	Choose your teams to play a four game schedule.
DEPTH CHART	Allows for modification of the roster before the pre season.

NOTE: In Pre Season all rookies, 2nd and 3rd string players, are starters on the Depth chart. This allows for the backups to gain some real playing experience.

PRE SEASON PROGRESSION	Compare a player's stats after the pre-season is completed.

To bid on a player:

1. Press **C** ▽ to switch to the player list, then highlight a player to sign and press **A**.
2. Select a salary and length of contract, then submit an offer. The player accepts or rejects the offer.

- The team name appears by the player's name in the player list when he accepts your offer.
- You can start the bidding or outbid another team by offering more than the current offer. After a player signs with a team, the bidding is over.

CUSTOM LEAGUE

Set up your own custom league of four to eight teams and watch them battle for the championship. In terms of setup, Custom League is similar to a Season.

CUSTOM LEAGUE SETUP BOX

NUMBER OF PLAYERS	Choose **4**-8 players.
FORMAT	Choose **ROUND ROBIN** or DOUBLE ROUND ROBIN.
PLAYOFF TEAMS	Select **NONE**, 2, or 4 teams to participate in the playoffs.
ROSTERS	Choose **DEFAULT** or FANTASY DRAFT rosters.

To start a Custom League:

1. Press **A** to proceed to the League Setup screen after you have finished entering your choices at the Custom League Setup Box.
2. Control Pad ↔ to choose a team for highlighted player.
3. Control Pad ↕ to change highlighted player.
4. Press **A** to enter highlighted player's name.
5. Press **START** to advance to the Custom League Main menu when you're finished entering all player information.

OTHER GAME MODES

Run your team through a tough Practice, compete in a Tournament, set up and conquer a challenging Situation, or take on up to nine friends in a 2 Minute Drill showdown.

TOURNAMENT

Compete in a single or double elimination tournament with playoff-like pressure.

Tournament Setup Box

The Setup box in Tournament mode has these additional options.

TOURNAMENT TYPE	Choose a single or double elimination tournament.
NUM. OF PLAYERS	Play an **4-**, 8-, or 16-team tournament.
POINT MARGIN	Invoke a mercy rule by setting a point margin differential anywhere from 1 to 99 points. The computer default sets the game without a point margin.
ROSTERS	Play the tournament with FANTASY DRAFT or **DEFAULT** Rosters.

Single Elimination Tournament



To start a Single Elimination Tournament:

1. Select the teams for the tournament tree, then press **A** to identify the participating human-controlled teams.
2. To play a game, select Tournament Tree from the Tournament menu screen and press **START** on the desired match-up. The Controller Select screen appears.
3. To simulate or forfeit a game, press **A**.

PRACTICE

Get your plays picture perfect or master a new playbook.

Practice Setup Menu

TEAM	Select a team to control.
PLAYBOOK	Choose a playbook from any of the 31 current NFL teams.
PROFILE	Practicing with a player profile is optional.
CONTROL	Control the **OFFENSE**, DEFENSE, KICK or KICK RETURN teams.

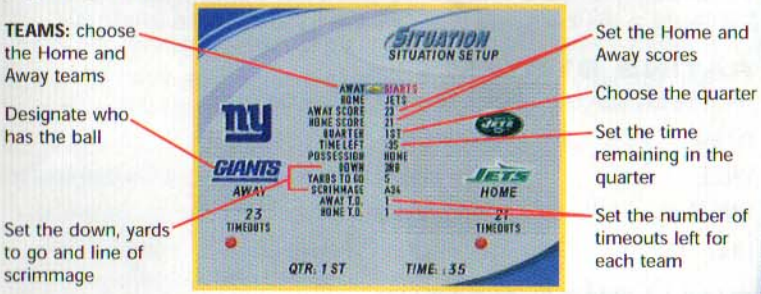
PLAY INFO	Display the play selection for both the offensive and defensive teams or toggle off for a full view of the field.
DEFENSE	When controlling the offense, you have the option of running your plays with or without a defense on the field. Default is ON.

Practice Pause Menu

Press **START** during practice to reach the Pause menu for a list of game options. From here, you can change game settings, choose a new play, substitute players and more.

SITUATION

It's late in the fourth quarter and you're trailing by four. Put yourself in the most pressure-filled position and see if you can pull off the winning score to keep your playoff hopes alive.



To Select your Situation Settings:

1. Control Pad ↔ to change highlighted setting.
2. Control Pad ↕ to choose new setting to change.
3. Press **START** to advance to the Controller Select screen when finished choosing situation settings. Continue through and start the game as you would in an Exhibition Game (➤ *Starting an Exhibition Game* on p. 10).

2 MINUTE DRILL

It's down to the wire. In 2 Minute Drill mode you have two minutes to prove you have what it takes to finish the game on top. Earn points for big plays. Up to 10 players can participate.

To start a 2 Minute Drill:

1. Press **L** or **R** to change number of players.
2. Hold **C**▽ and press **R** to cycle through defensive teams alphabetically. To go back in the alphabet hold **C**▽ and press **L**.
3. Highlight a player and press **A** to enter name, then Control Pad ↔ to select team.
4. Press **START** to get to the field.

MADDEN LOCKER ROOM

Step in to the Madden Locker Room to get the scoop on Madden Cards and the NFL Record Book.

MADDEN CARDS

Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums, and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

RATING SYSTEM

There are four categories in which Madden Cards are rated.

POWER	Indicates how "strong" a card is.
VALUE	The number of tokens assigned to a card, based on its rarity.
RARITY	The odds of getting a particular card.
LIFE	Life expectancy of a card (unlimited or once).

CHALLENGE STATUS

TASKS COMPLETED	Percent of tasks completed at a particular level.
CURRENT TOTAL	Total number of Madden tokens for that user.
USER SELECT	Cycle through and choose one of four User Profiles.
LEVEL SELECT	View one of five Challenge Levels.
TOKEN SCALE TABLE	The token scale table shows the number of tokens that can be earned on each skill level for completing a task.
TASKS	List of tasks for selected level.

CARD BOOK

View the cards you have collected or buy new packs.

To Trade a Madden Card:

1. From the Madden Card Main screen, choose TRADE CARDS. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing **L** or **R**.
3. To scroll through available cards, press Control Pad ↔, then press **A** to select the highlighted card.

❑ You can include up to three cards in a trade.

4. The second player repeats this process for his/her User Profile.
5. When all cards have been added to the trade proposal, press **START** to initiate the trade. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press **A**.

To Play or Sell a Madden Card:

❑ You can sell back a Madden card to recoup half the tokens you paid for it.

❑ Play a card to reap its benefits. (Flip a card by pressing **C**▷ to see its attributes).

1. From the Card Book screen select a card to sell by highlighting it and pressing **A**. The View/Play Card screen appears.
2. Choose either PLAY CARD or SELL BACK CARD and press **A**. The Card Book screen reappears.

➪ To "un-play" a card before the start of a game, select it again in the Card Book and press **A**. The View/Play Card screen then gives you the option to "un-play" it.

To Risk a Madden Card:

❑ Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).

1. From the Controller Select screen, press **A** to access User Options.
2. Select a User Profile if one is not already in use.
3. Highlight the Madden Cards: Risk option and press **A**. The Risk Cards screen appears.
4. Select a card as you would when trading and then press **START** to initiate the wager.
5. At the pop-up window confirm that you wish to risk these cards to return to the Controller Select screen.

❑ The player who wins the game, wins the cards!

❑ If a game is aborted, all bets are off.

NFL RECORD BOOK

All of these records can be broken during regular gameplay with a User Profile loaded.

INDIVIDUAL	These are actual records set by players in the NFL, during a single game and a season.
TEAM	These are actual records set by teams in the NFL, during a single game and a season.
COACHING	These are records set by coaches throughout their coaching careers.

CUSTOM OPTIONS

USER PROFILES

Keep your created plays and favorite team game-ready along with your stats with a User Profile.

USER PROFILE MENU

The User Profile function allows a user to edit playbooks, settings and substitutions.



START accepts and **B** cancels.

TEAM	Select one of the three User Profile teams.
AUDIBLES	Set your audibles.
SUBSTITUTIONS	Select your player substitutions.
VS. USER RECORDS	See how you User Profiles compare against other user records.

PLAY EDITOR

Create up to six offensive and six defensive plays for your playbook.

To create a play for your User Profile team:

1. Select CREATE PLAY from the Play Editor menu.
2. Select CREATE NEW PLAY from the from the Play Editor menu.
3. Select OFFENSE RUN, OFFENSE PASS, or DEFENSE from the pop-up box.
4. Select a formation and set. The team lines up in formation with a blue highlight under the first player.
5. Select the type of assignment from the available choices.
6. Select the play assignment. A diagram appears for each available assignment.
7. To accept the highlighted player's assignment, press **A** and move the gold highlight to the next player.
8. Repeat until each player has an assignment and press **START**. The Play Editor menu appears.

➥ To Practice the new play, select RUN CURRENT PLAY.

➥ Select SAVE CURRENT PLAY to save your created play to your user profile.

SETTINGS

GAMEPLAY	Change your game settings including quarter length, salary cap, game speed, momentum and more.
CUSTOMIZE AI	Choose **NORMAL**, AGGRESSIVE, or CONSERVATIVE strategies for Offense and Defense and determine the balance of running vs. passing.
PENALTY SETTINGS	Set the frequency of penalties called from LESS to MORE with the penalty sliders.
SOUND OPTIONS	Adjust volume levels for music, sound effects, announcer, and crowd. Also select **MONO** or STEREO output.
CONTROLLER CFG.	Choose one of five controller configuration setups. Configuration E is One Button mode (➤ *One Button Mode* on p. 10).

SPAWNING A GAME

Take one game from a Custom League, Franchise, Season, or Tournament, save it to the Controller Pak to play it separately. The results can then be merged back into the original format.

➥ To spawn a game in Season or Franchise, press **C▷** at the Play Week screen.

➥ To spawn a game in a Tournament or Custom League, press **A** to bring up the Options pop-up menu and then choose SPAWN from the list of options.



NOTE: You must save the current mode that you are in before you can play/merge in your spawned game.

CONTROLLER PAK

Press **L** or **R** to toggle between the available Game Paks. To choose a particular file type, use **C▽** + **L** or **C▽** + **R** to select the various file types.

SAVE NEW	Save current data to Controller Pak.
OVERWRITE	Replace the highlighted file with a new data file.
LOAD	Access saved data from the Controller Pak.
DELETE	Erase the highlighted data from the Controller Pak.

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