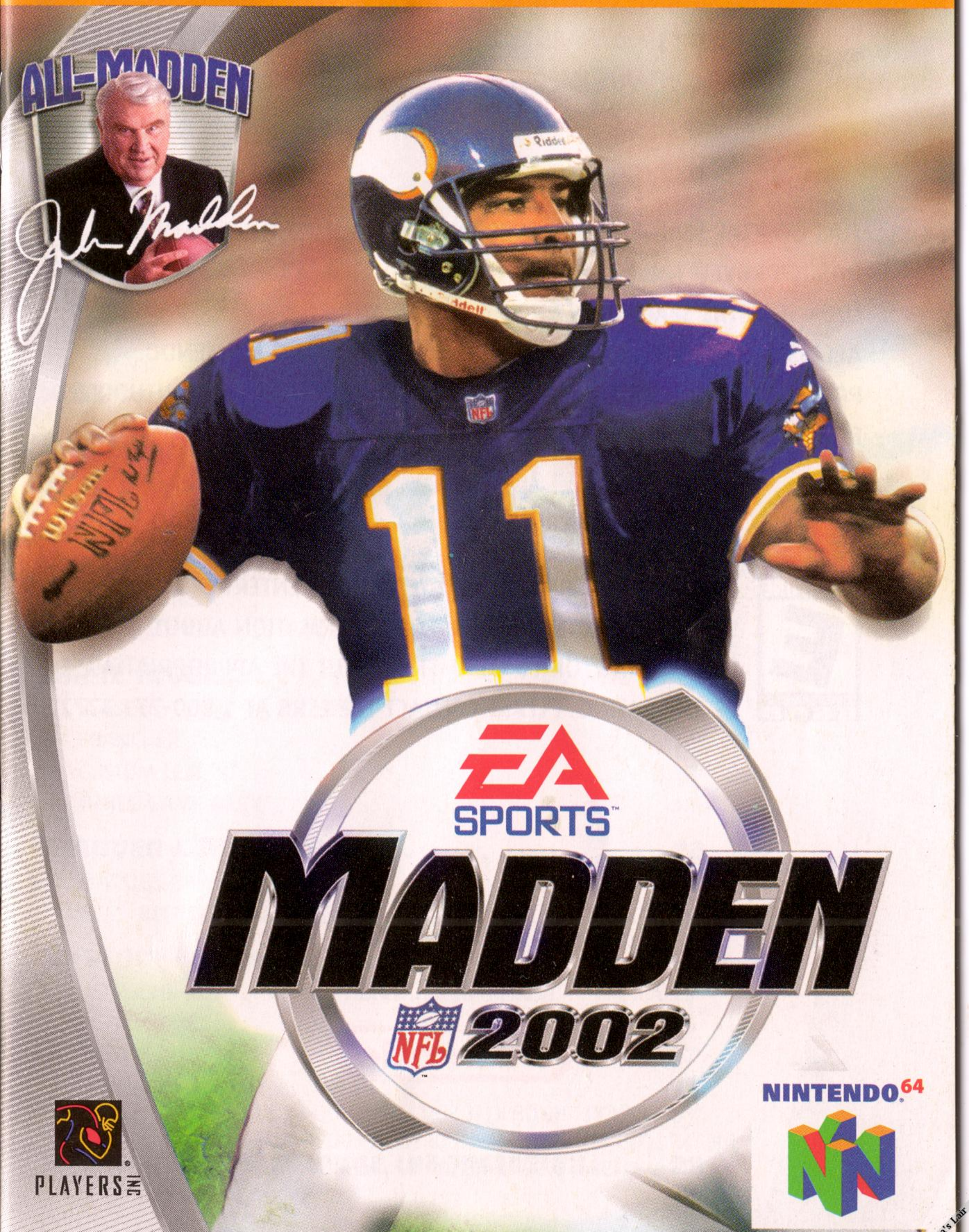
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INSTRUCTION BOOKLET



Vinnn's Lair

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EA SPORTS MADDEN NFL 2002

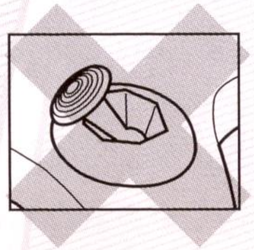
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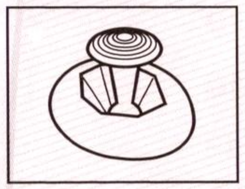
CONTROL STICK FUNCTION

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.

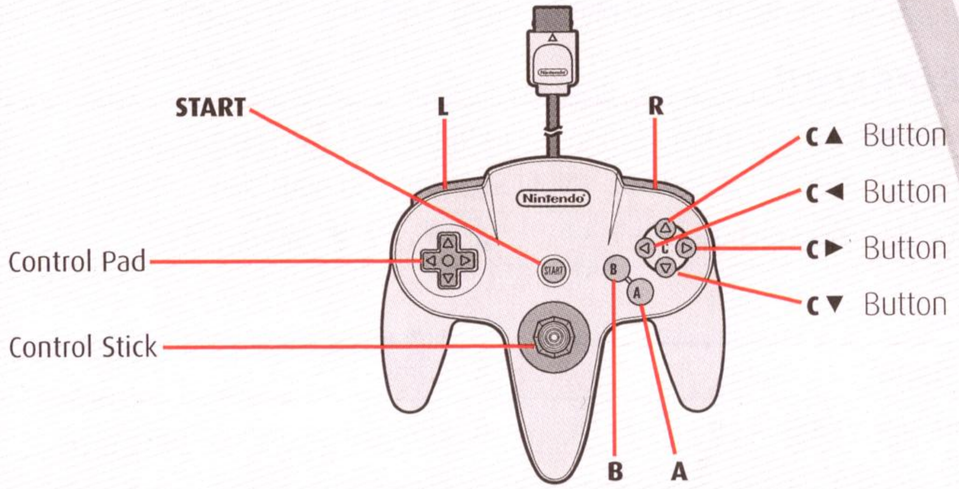
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

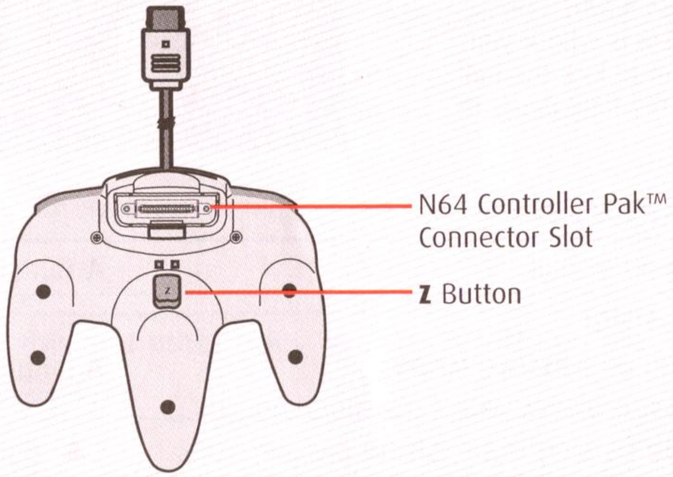
1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.

   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 *Madden™ NFL 2002* Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The EA SPORTS™ logo screen appears followed by a screen featuring the NFL, the Players Inc®, and Nintendo logos. If you don't see these screens, begin again at step 1.
6. At the *Madden NFL 2002* title screen, press **START** to advance to the Main menu (➤ p. 10).

COMMAND SUMMARY



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



NOTE: The Rumble Pak™ is compatible with *Madden NFL 2002*. If the Rumble Pak is not inserted when the game begins, you must activate the Rumble Pak from the Controller Select screen from the Pause menu. ➤ *Pause menu* on p. 13.

BASIC CONTROLS

Learn these basic controls to get ready for the game.

PLAY SELECTION

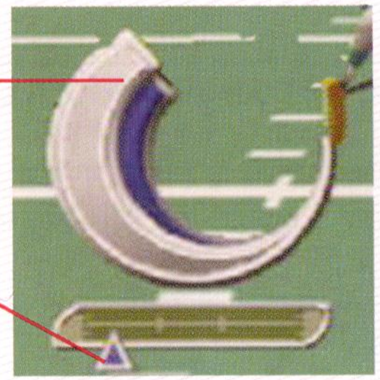
Cycle **formations**	Control Pad ↕
Cycle **sets**	Control Pad ↔
Select plays and formations	**A**, **B**, or **C▼** Button

KICKING

Stop directional kick meter	**A** Button
Stop power kick meter	**A** Button

Press **A** again when the power meter is at its highest for maximum power.

Press **A** when the cursor is where you want to kick the ball on the field diagram.



OFFENSE

Snap the ball	**A** Button
PASSING:	
Bring up **passing icons**	**A** Button
Pass to player with corresponding icon	**A**, **B**, **C▼**, **C◄**, or **C►** Button
Hide passing icons/**Show** passing icons	**C▲** Button
Running the ball	Control Pad

DEFENSE

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

NOTE: For more detailed information about gameplay controls, ➤ *Complete Controls* on p. 6.

INTRODUCTION

Hit the field with the best of the NFL. *Madden NFL 2002* comes to the N64 with all of the intensity and action you expect. A few new moves keep you on your toes including a new kick meter that tests your kicking skills by increasing user control. And when you're not quite up to "par," use the new "mulligan" feature which lets you redo the last play. Whether you're new to the game or a Madden vet, *Madden NFL 2002* is your ticket into the game.

GAME FEATURES:

- **A Return to Glory**—Relive the golden days of 16-bit Madden by playing the gameplay style that helped bring *Madden NFL* its fame.
- **Kickoff the Season With the Newest NFL™ Franchise**—Take the field and play exhibition games with all 32 NFL teams including the expansion Houston Texans.
- **A Game Within A Game**—Run or defend the Two-Minute Drill and earn points in this quick-hitting, fast-paced new game mode.
- **Bang-Boom-Pow!**—Perfect the X's and O's in the all-new Training mode with the help of John Madden.
- **No More Pulling The Plug**—Repeat any unwanted play with the new "mulligan" do-over feature.
- **Challenge Yourself**—Earn and trade new Madden cards featuring cheerleaders.

For more info about this and other titles, visit EA SPORTS on the web at **www.easports.com**.

NOTE: The uniforms of the Houston Texans were not yet finalized when this game was completed. As such, the uniforms included are generic representations. To see the real Texans' uniforms check out **www.NFL.com** after September 12, 2001!

COMPLETE CONTROLS

Once you've gotten a feel for *Madden NFL 2002,* get these controls under your belt to dominate on the gridiron.

MENU CONTROLS

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

OFFENSE

BEFORE THE SNAP

View receivers to the left/right	**L/R** Button
Fake the snap	**C▼** Button
Call an **audible**	**B** Button and then **B**, **A**, **C▼**, **C▲**, **C►**, or **R** Button, (**C◄** Button to revert to the original play)
Flip play at line of scrimmage	**B** Button, and then **L** Button
Move **receiver in motion** (when available)	Control Pad ↔
Hot Routes—call an audible	**C▲** Button, and then receiver's symbol, for only one player then Control Pad ↔ or ↕
Madden Meter (if turned on)	**C►** Button+ **L/R** Button
Snap the ball	**A** Button
Call **timeout**	**Z** + **R** Buttons

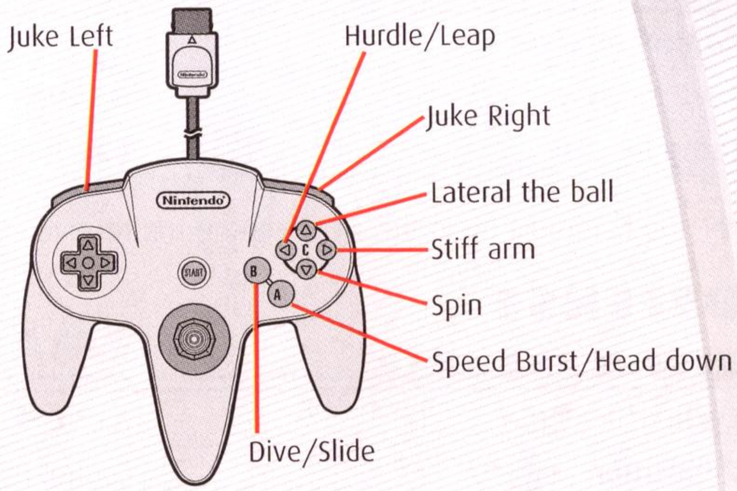
➥ To cancel an audible at the line of scrimmage, press **B** Button then **C◄** to run the original play. To learn more about audibles, ➤ *Audibles* on p. 14.

To call a Hot Route:

1. Press **C▲** Button 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.

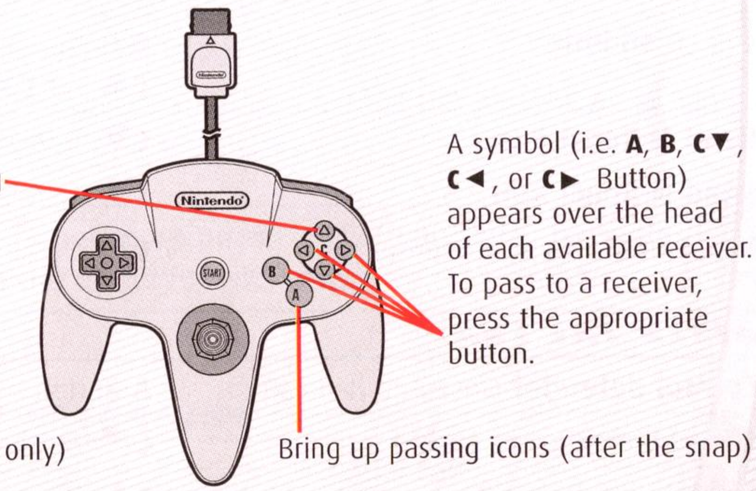
✦ A receiver can go in motion only in certain passing formations.

RUNNING



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

PASSING



➥ To throw the ball away, bring up passing icons and then hold down **L/Z** and then press **C▲** Button.

EA TIP: 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 button for a no-huddle offense.
- If you want to stop the clock after a play, hold **C▼** Button to spike the ball.

RECEIVING

Control receiver	**A** Button
Dive for pass	**B** Button
Jump for pass	**C▲** Button

- The ball must be in the air to control the receiver.

DEFENSE

BEFORE THE SNAP

Cycle defenders	**A** or **C◄** Button
Reposition player	Control Pad
Defensive **line shift**	**L** Button
Secondary shift for bump and run and loose coverage	**R** Button
Call an **audible**	**B** Button and then **A**, **L**, **C▼**, **R**, **C▲**, or **C►** Button
Read-N-React Pass	**C▼** Button+ Control Pad ↑
Read-N-React Run	**C▼** Button+ Control Pad ↓
Madden Meter (if turned on)	**C►** Button

AFTER THE SNAP

Control defender closest to ball carrier	**A** Button
Speed burst/Power **tackle**	**C◄** Button
Jump to block/intercept pass	**C▲** Button
Swat ball to deflect ball	**R** Button
Strip ball from ball carrier	**L** Button

Dive to make a tackle	**B** Button
Defensive spin move	**C►** Button
Swim move to blast by a blocker	**C▼** Button



KICKING GAME

Snap ball/**Kick** ball	**A** Button then **A**, **C▲** or **C▼** Button
Call an **audible**	**B** Button then **A**, **B**, or **C▼** Button

On Kickoffs or P.A.T.s:

1. Press **A** Button to stop the directional meter. The power meter is activated (or snap the ball on field goals and punts).
2. Press **A** Button again to stop the power meter.

- Press **A** Button on the power meter for a normal kick. Press **C▲** Button for a high kick or **C▼** Button for a squib kick.

EA TIP: To get more power out of your kick, press the kick button when the meter is at its peak.

KICKOFF/PUNT RETURNING

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

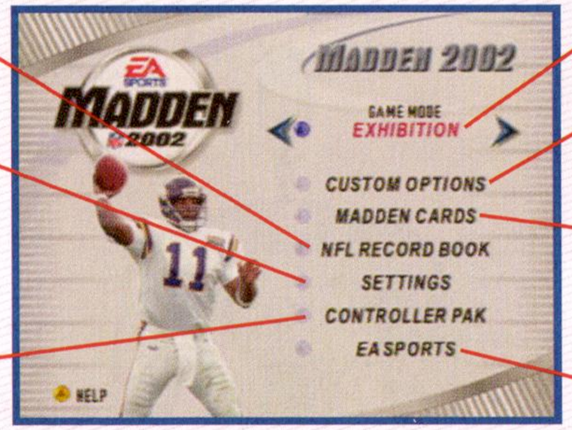
SETTING UP THE GAME

MAIN MENU

View individual, team and coaching records

Adjust your game-play, penalty, and sound settings, customize AI, and configure your controller

Save, overwrite, load, or delete files to or from your Controller Pak



Select a game mode

Adjust your user profile or play editor options

View your challenge status and card book, or initiate a trade

View game credits

STARTING AN EXHIBITION GAME

Compete against one of the powerhouses of the NFL in this one-game showdown.

To start an exhibition game:

1. From the Main menu, choose **EXHIBITION** from the Game Mode selection and press **START** or **A** Button. The Team Selection menu appears.
2. Control Pad ↕ to cycle through teams. Control Pad ↔ to toggle between Home and Away teams. When finished press **START** or **A** Button. The Controller Select screen appears.
3. Choose which team you want to control and press **START** to advance to the coin toss.

COIN TOSS

The coin toss determines which team gets 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 new to *Madden NFL 2002,* One-Button Mode makes it easier to control the game by simplifying the controls. Select One-Button gameplay from the Controller CFG. menu (configuration "E").
➤ *Controller CFG. Menu* on p. 27.

USER OPTIONS SCREEN

The User Options screen appears by pressing **A** Button at the Controller Select screen after you have selected a team. 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. ➤ *User Profiles* on p. 25 or *Madden Cards* on p. 23.

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

MULLIGANS — Set the number of Mulligans available during a game from 0–3.



NOTE: When you call a Mulligan a timeout is deducted.

ON THE FIELD

Everything you need to know to excel on the gridiron from playcalling to reading the game screen to navigating the Pause menu.

PLAYCALLING



Defensive Formation/ Play Windows (Defense is always at the top of the screen)

Down and game time information

Score

Timeouts remaining

Timeouts remaining

Score

Tabs list the plays in the next window up/down (Control Pad ↕ to cycle through windows)

Offensive Set/ Formation/ Play Windows

To select a play:

1. Use the Control Pad to select a formation and set, then press **A** Button.

2. Select the desired play, then press **A**, **B**, or **C▼** Button.

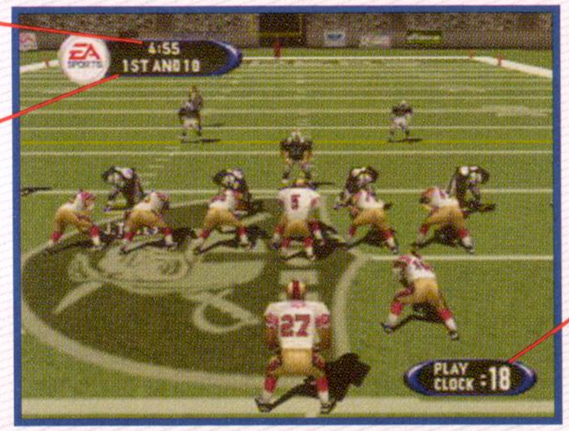
- ✦ Passing plays are indicated by a light blue header and running plays are indicated by a dark blue header.
- ➥ To go back to the previous window, press **C◀** Button.
- ➥ To flip a passing play, press **C▲** Button. Defensive plays cannot be flipped.

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** Button+ **A**, **B**, or **C▼** Button. To call a play from the three plays listed above the selection window, press **R** Button + **A**, **B**, or **C▼** Button.
  Use this strategy to fake out your opponent when he tries to sneak a peek at your selected play.
- ✦ When running a hurry-up offense, hold **A** Button immediately after the whistle blows to repeat the previous play. The offense skips the huddle and hurries to the line of scrimmage.

- ✦ Hold **C▼** Button to run a Stop Clock play. The QB spikes the ball and stops the clock.
- ✦ If you're having trouble calling plays or completing the plays you call, ➤ *Training Mode* on p. 19 for some strategy lessons.

GAME SCREEN



Time left in quarter

Down and yardage to first down

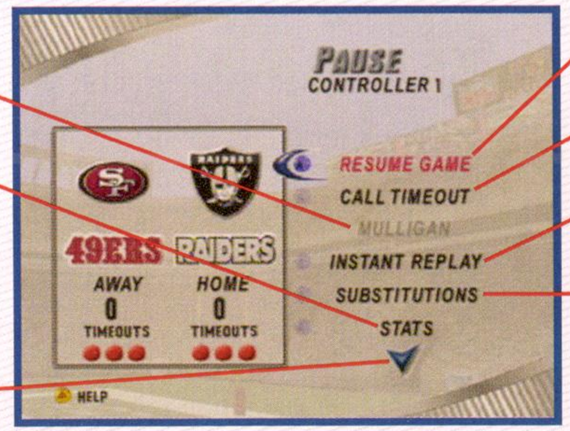
Time left on play clock

- ✦ 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. Press the Control Pad in the opposite direction of the arrow to bring the player on-screen.

PAUSE MENU

View game information in a variety of categories and re-adjust the game settings and options. Most Pause menu options are self-explanatory, those requiring explanation are detailed below.

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



Redo the last play

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

Scroll down to access more

Continue the current game

Call one of three timeouts per half

View the action from the last play

The computer subs automatically unless you choose otherwise

MULLIGAN Redo your last play.

✦ When you call a mulligan, a timeout is deducted.

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

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

➥ Press **C▼** Button+ **L** or **C▼** Button + **R** Button to cycle through player positions.

➥ To reorder the depth chart, scroll through the available players.

➥ To sub out a highlighted player, press **A** Button. From the reserves list, press **A** Button again to sub in the selected player.

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

➥ Press **L**/**R** Button to cycle through the various formations/sets.

➥ Press **C▼** Button + **L** or **C▼** Button + **R** Button to cycle through player positions.

➥ Press **A** Button to sub in the highlighted player from the "Sub in List."

STATS View game and individual stats.

MADDEN CARDS View your Madden Challenge status for the current game.

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** Button.

➥ Use the Control Pad to select a play and press **A** Button to accept the new audible.

CONTROLLERS 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 and return to the previous menu.

GAME MODES

Madden NFL 2002 has a variety of game modes that will keep you glued to your TV in football euphoria for months.

SEASON

Put your team through the paces with a 16-game NFL season and fight for a chance to take it to the New Orleans Superdome for the Super Bowl.

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** Button for the Team Select screen.

➥ Save your Season after starting it by inserting a Controller Pak and saving from the Main menu or as you exit Season Mode.

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** Button. 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. Highlight the checked game and press **R** Button while on the Play Week screen to bring up the Game Plan menu.

SPAWN GAME Highlight the checked game and press **C►** Button to spawn the highlighted game to your Controller Pak.

✦ You can 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. For more information, ➤ *Spawning a Game* on p. 27.

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.

FRANCHISE

STARTING A FRANCHISE GAME

1. To begin a Franchise game, select FRANCHISE from the Main menu.
2. Highlight NEW and press **A** Button.
3. Choose your roster type and press **A** Button to continue.

➥ Save your Franchise after starting it by inserting a Controller Pak and saving from the Main menu or as you exit Franchise Mode.

To add a new coach:

1. Press **A** Button to create a new coach, then press **START** to accept.
2. Move the cursor to NEW and press **A** Button.
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.
➤ *Play Week Menu* on p. 15.

POST-SEASON MANAGEMENT

There's no point in living in the past, so after the Super Bowl is over, win or lose, it's time to look to the future. Manipulate the draft and sign key free agents to improve your franchise.

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.

FRANCHISE MAIN MENU

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

✦ The first option of the Franchise Main menu changes to reflect the phase of the post-season you're in. Below is a recounting of that process.

SEASON PROGRESS	Compare a player's attributes from the last season.
START RETIREMENT	View the retired players from every roster.
START RE-SIGNING	Negotiate contracts with players from your own team.

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

START TRADES	Put players from your team on the market to see what other teams will offer you, based on your team's needs.
CREATE PLAYER	Create a custom player and assign him to a team, or add him to the free agent list.
START 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. 18).
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** Button. To simulate the draft at any time, press **START**.

SIGN DRAFT PICK	After the draft, you must sign your draft picks to your roster.
PRE SEASON SCHEDULE	Choose your teams to play a four game schedule.
PRE SEASON 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.

START PRE SEASON	Begin pre season activities.
PRE SEASON PROGRESS	Compare a player's attributes after the pre-season is completed.
END PRE-SEASON	Advance to the regular season.

To bid on a player:

1. Press **C▼** Button to switch to the player list, then highlight a player to sign and press **A** Button.
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

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** Button 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 the highlighted player.
3. Control Pad ↕ to change the highlighted player.
4. Press **A** Button to enter the 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

TOURNAMENT

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

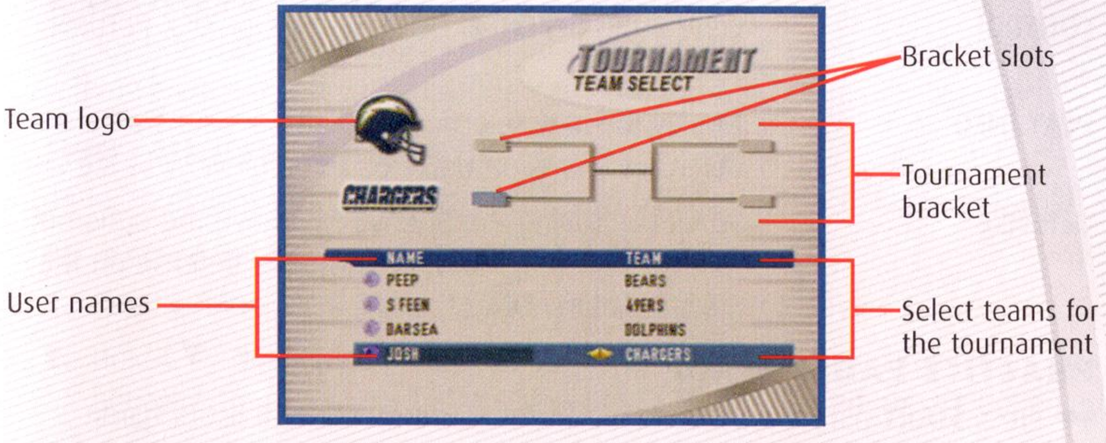
TOURNAMENT SETUP BOX

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 or Default Rosters.
RANDOMIZE SEEDS	Select ON/**OFF** to mix up the matchups

SINGLE ELIMINATION TOURNAMENT



To start a Single Elimination Tournament:

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

COACHES CORNER

Learn and master your playbook in Training Mode or polish up your skills in Team Practice.

TRAINING MODE

Training mode takes you through your playbook(s) and explains the ins and outs of each formation and play. The more yards you gain on a play, the more tokens you earn. You can run the play a maximum of five times.

To Train:

1. From the Game Mode selector of the Main menu, choose COACHES CORNER. A pop-up window appears.
2. Choose Training Mode from the two choices and press **A** Button. The team and user profile selection screen appears.

3. Control Stick ↕ to choose a team and then Control Stick ↓ to select a user profile, then press **A** Button to advance to training.

✦ You must select a User Profile to access Training Mode.

TEAM PRACTICE SETUP MENU

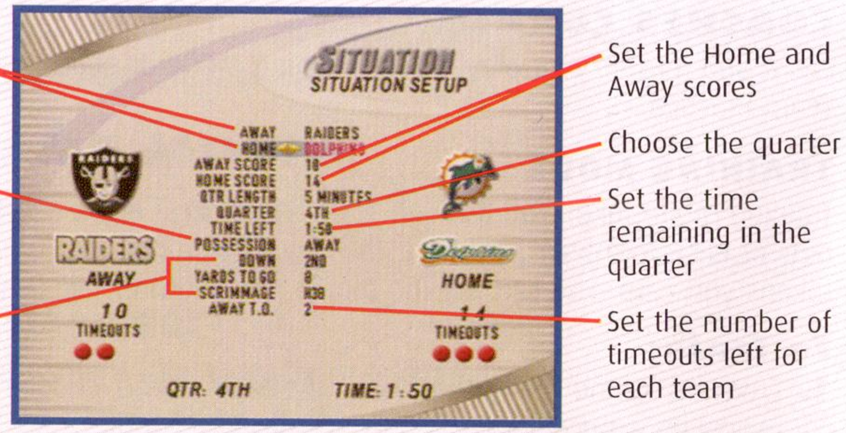
TEAM	Select a team to control.
PLAYBOOK	Choose a playbook from any of the 31 current NFL teams.
PROFILE	Practicing with a player profile is optional.
CONTROL	Control the **OFFENSE**, DEFENSE, KICK or KICK RETURN teams.
PLAY INFO	Display the play selection for both the offensive and defensive teams or 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 the 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.

TWO MINUTE CHALLENGE

Up to 10 players can participate in this two minute contest of skills and will.

To start a Two Minute Challenge:

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

HEAD TO HEAD CHALLENGE

In a Head to Head Challenge, take on a buddy to see who can make the most of the last two minutes. One of you has offense and the other one takes defense.

➥ A Head to Head Challenge is set up similar to a Two Minute Challenge.
➤ *To Start a Two Minute Challenge* (above) for more information.

MADDEN CLASSIC

Get back to your *Madden* roots with John Madden Football Classic.

To play Madden Classic:

1. From the Main menu choose MADDEN CLASSIC. The Madden Classic title screen appears.

✦ A pop-up window appears informing you that any unsaved data will be lost.

2. Press **START** to continue to the field.

- At the Madden Classic Game Set-Up you can set the number of players (1–2), Home and Away teams, Quarter Length (5, 10, or 15 minutes), Stadium Type (Open/Grass, Open/Turf, or Dome/Turf), and the weather.

3. To exit Madden Classic in mid-game, pause the game and select **L/Z** Button**+ R** Button.
4. Press **START** to advance to the field.

MADDEN CLASSIC CONTROLS

OFFENSE—BEFORE THE SNAP

Audible/Anti Blitz	**B** Button
Fake snap/Run play audible	**A** Button
Snap the ball/Pass play	**C▲** Button

OFFENSE—AFTER THE SNAP

Dive	**B** Button
Spin	**A** Button
Speed burst/Jump	**C▲** Button

DEFENSE—BEFORE THE SNAP

Audible – Anti run defense	**B** Button
Switch players	**A** Button
Anti pass defense	**C▲** Button

DEFENSE—AFTER THE SNAP

Tackle	**B** Button
Switch player	**A** Button
Jump/Strip ball	**C▲** Button

MADDEN LOCKER ROOM

Hit the locker room between games for the X's and O's of the Madden Challenge 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 team a game-saving boost. Or initiate a trade to get that card you need.

➥ To access the Madden Cards menu select MADDEN CARDS from the Main menu.

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.
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 number of tokens that can be earned on each skill level for completing a task.
CHALLENGE TASK TABLE	List of tasks for the selected level and the number of times the current user has completed each.

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CARD GALLERY

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** Button or **R** Button.
3. To scroll through available cards, press Control Pad ↔, then press **A** Button 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** Button.

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**▶ Button to see its attributes.)

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

➥ To "un-play" a card before the start of a game, select it again in the Card Gallery and press **A** Button. 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** Button 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** Button. 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.

➥ To look up NFL Records, select NFL RECORD BOOK from the Main menu.

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.



TEAM	Select one of the three User Profile teams.
EDIT PROFILE	Change your teams and settings.
AUDIBLES	Set your audibles.
SUBSTITUTIONS	Select your player substitutions.
VS. USER RECORDS	See how you User Profiles compare against other user records.
SAVE PROFILE	Save your profile to a Controller Pak.

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 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** Button 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 difficulty, quarter length, salary cap, game speed, momentum and more.
MADDEN METER	Activate your Madden Meter and watch it rise as you make big plays. When your player's Madden Meters is completely full, he gets a boost for the next three plays.
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. 11).

SPAWNING A GAME

Take a single game from a Custom League, Franchise, Season, or Tournament and 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, highlight the game and then press **C▶** Button at the Play Week screen.

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

CONTROLLER PAK

Press **L** or **R** to toggle between the available Game Paks. To choose a particular file type, use **C▼** Button + **L** or **C▼** Button+ **R** Button 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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