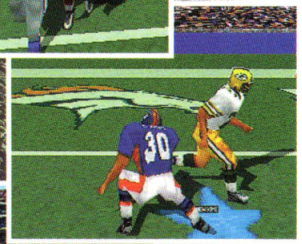
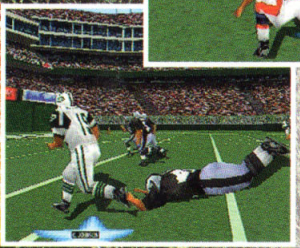
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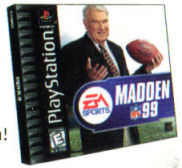




MADDEN 99

NFL™ Football—*Madden-style*

- Ultra-Fast and Detailed 3-D Polygon Graphics
- All New Mo-Capped NFL Animations—Juke Moves, Pump Fakes, Sideline Grabs, TD Celebrations and Many More
- Monster Hits—Multiple Wrap Tackles, Shoulder Drags and Decleaters Enhanced With Sounds From the NFL
- Legendary Madden Gameplay
- Team Specific NFL Playbooks
- Play Creator—Design Your Own Plays
- One-Button Mode™—Now Everybody Can Play Madden!
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EA SPORTS

NCAA® FOOTBALL 99

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

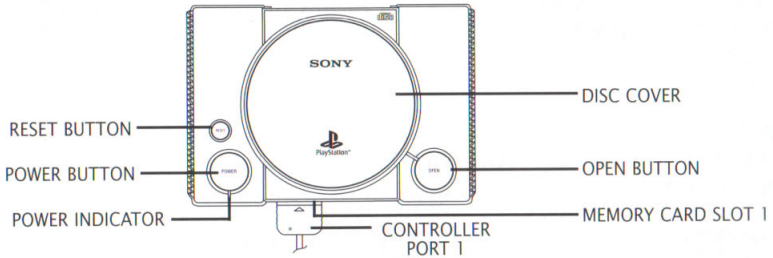
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STARTING THE GAME



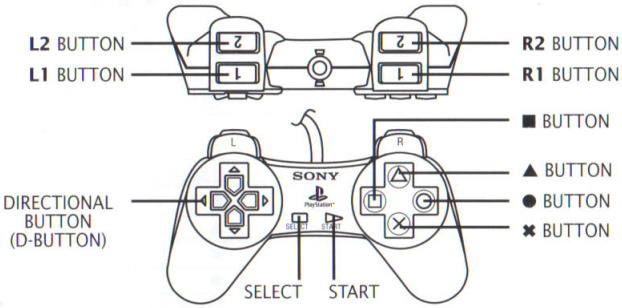
1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NCAA® Football 99* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

NOTE: When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. Follow on-screen instructions to start a game.
   - To skip through the video and title screen, press **START** at each screen. The Main menu appears.
     ➤ *Main Menu* on p. 6.

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

CONTROL SUMMARY



NOTE: Analog controllers only: **L3** and **R3** are analog functions. **L3** works identically to the D-Button. **R3** is used primarily for analog passing (see below).

MENU CONTROLS

Highlight menu options	D-Button ↕
Change highlighted option (where applicable)	D-Button ↔
Select menu option	✖
Close menu or **return** to previous screen	▲
View on-line help screens	■

OFFENSE

Before the Snap

Coach's Cam (show player routes)	Hold **R2** + D-Button any direction
Select player to put in motion	D-Button ↕

Set player in **motion**	D-Button ↔
Fake snap signal	●
Call an **audible**	■, then ■, ✖, ●, **L1**, **R1**, or **R2** to select play (▲ to cancel)
Cancel audible (reset to original play)	■, then **L2**
Snap the ball	✖ or **R3**
Call **Timeout**	**SELECT**

Rushing

Move player	D-Button or **L3** any direction
Dive	■
Hurdle	▲
Lower head and burst forward	✖
Spin	●
Stiff arm	**L2**
Juke move	**R2**
Pitch/Lateral left or right(must be near a teammate)	**L1** or **R1**

Passing

Call up **passing symbols**	✖
Take down passing symbols (to run)	**R2**
Pump fake (when passing symbols are up)	**L2**
Fake pitch (when passing symbols are down)	**L2**
Pass to the receiver with appropriate symbol	■, ✖, ●, **L1**, or **R1**
Throw ball away	▲

Analog Controller Passing

Call up **passing symbols**	**R3**
Aim passing **target**	Move **R3** any direction
Pass towards target	**R3**

Receiving

Take **control** of the **receiver** closest to ball	✖
Dive for the ball	■
Jump and raise hands	▲

No Huddle

Call the **stop clock** play	Hold ● at the end of a play
Call **previous play**	Hold ✖ at the end of a play

Kicking

Start a normal/high/low trajectory kick	✖/▲/●
Aim kick	D-Button ↔
Kick	✖, ▲, or ● (you must press the same button that started the kick)
Call a left/standard/right **onside kick** formation	■, then ■/✖/●

DEFENSE

Before the Snap

Move player	D-Button or **L3** any direction
Shift line left/right	**L1**/**R1**
Coach's Cam **(show defensive assignments)**	Hold **R2** + D-Button any direction
Pump up the **crowd**	**L2**
Call a **formation audible**	■, then ■, ✖, ●, **L1**, **R1**, or **R2** (▲ to cancel)
Call a **coverage audible**	▲, then ■, ✖, or ● (▲ to cancel)
Take control of a **different player**	✖/●
Call **Timeout**	**SELECT**

After the Snap	
Control defender closest to ball	✖
Dive at ball carrier	■
Jump and raise hands to attempt a block or interception	▲
Speed burst/Power tackle	●
Swim move	**R2**
Spin move	**L2**
Strip ball	**L1**
Swat ball	**R1**

Receiving a Kick	
Take **control** of **receiver**	D-Button or **L3** any direction
Call left/standard/right onside kick formation	■, then ■/✖/●

MAIN MENU

NOTE: To view online help at any time in any game menu, press ■.

GAME MODE	Choose the type of game you want to play, use the play editor, or practice. ➤ *Game Modes* on p. 11.
GAME OPTIONS	Set penalties and options for the upcoming game.
ROSTERS	Create, delete, and name players. ➤ *Roster Options* on p. 16.
SYSTEM OPTIONS	Select sound and music options and calibrate your analog controller.
USER PROFILES	Create, select, or load User Profiles. User Profiles contain custom playbooks, created plays, audibles, and substitution settings for a specific team. ➤ *User Profiles* on p. 18.
MEMORY CARD	View all-time records and highlights and access backup options. Backup options allow you to save, load, or delete saved seasons, created players, game settings, and User Profiles. ➤ *Memory Card* on p. 20.

STARTING AN EXHIBITION GAME

1. Select EXHIBITION from the Game Mode bar on the Main menu. The Team Select screen appears.
2. Select teams for the upcoming game.

◆ The away team appears on top.
- To get a random matchup, press **L2** + **R2**.
- To enter Rival mode, press **SELECT**. The rival school for the selected team appears.
- To select a different stadium (the home team's stadium is the default) or weather conditions, press ●. The Stadium Select screen appears.

3. Press **START** to accept the matchup. The Controller Select screen appears and a controller icon with a numbered tag appears on this screen for each controller plugged into the PlayStation game console.
4. Position the controller icon under either team to control that team or leave it in the middle to select computer control.

◆ Up to eight players may play if two Multi-Tap adapters are attached.
- To select a User Profile or create a new one, press **SELECT** then D-Button ↕ to cycle through saved User Profiles. ➤ *User Profiles* on p. 18.
- To select a playbook, press ● then D-Button ↕ and select the playbook you want.

5. To continue, press **START**. The Loading screen displays the vital stats on each school, and is followed by the coin toss.

ON THE GRIDIRON

PLAYCALLING SCREEN

The Playcalling screen appears before each play.

To call a play:

1. D-Button ↕ to cycle through the available formations.
2. D-Button ↔ to cycle through available sets for the selected formation, then press ✖. The list of plays for the selected formation and set appear.

NOTE: The number of formations and sets available is determined by the playbook that you are using. ➤ *User Profiles* on p. 18 to learn more about playbooks.

3. D-Button ↕ to cycle through the available plays.
   - To toggle player fatigue level display **ON**/OFF, press **R2**. If a player is not fatigued, the position is displayed in white. Moderately fatigued players are yellow, and very fatigued players are red.

♦ Rushing plays show a white arrow for the ball carrier's path while passing plays show yellow arrows representing receiver routes.
   - To flip the plays, press **R1**.
   - If you choose a formation and then change your mind, press ▲ to back up and make a new selection.

4. Press the corresponding button (■, ✖, or ●) to select your play.
   - To select the play above/below the current play, hold **L1**/**L2** and press the corresponding button (■, ✖, or ●).

OFFENSE

♦ You can let the computer execute offensive plays or take control of the action yourself by pressing the D-Button.
   - To view an on-field play diagram (Coach's Cam), hold **R2** + D-Button any direction when you get to the line of scrimmage.

Rushing Plays

A color-coded star and the player's position and number appear beneath the ball carrier.

♦ Analog running functions identically to normal running except that **L3** is used instead of the D-Button to move the player.

To execute a running play:

1. When the offensive line is set, press ✖ to snap the ball. The hand-off or toss is automatic.
   - To pitch left/right to the running back on option plays, press **L1**/**R1**. (If ONE BUTTON PITCH is ON, press **R1** to pitch to either side on an option play.)
2. D-Button any direction to take control of the ball carrier. ➤ *Control Summary* on p. 3 for moves to shake defenders.

Passing Plays

To execute a passing play:

1. When the offensive line is set, press ✖ to snap the ball.
2. D-Button any direction to move the quarterback and take control.
3. Press ✖ to call up the passing symbols. A yellow symbol appears above each eligible receiver on the field. These symbols correspond to the ■, ✖, ●, **L1**, and **R1** buttons.
   - To throw the ball away if all the receivers are tightly covered, press ▲.
4. Press ■, ✖, ●, **L1**, and **R1** to throw a normal pass to the corresponding receiver. For a lob pass, tap the button. For a bullet pass, hold the button.

♦ Once the ball is in the air, a yellow crosshair appears on the field marking the ideal reception spot.

♦ The receiver automatically completes his pattern toward the crosshair, attempts to make the catch, and runs upfield.

To control the intended receiver:

1. When the ball is in the air, press ✖ to take control of the intended receiver. A color-coded star appears on the field beneath the player.
2. D-Button any direction to guide the receiver toward the yellow crosshair.

Analog Passing

Analog passing plays are run in the same manner as normal passing plays except that you manually aim the pass instead of using the yellow passing symbols to choose a receiver.

To execute an analog passing play:

1. Press **R3** to snap the ball. A blue passing target appears just on the other side of the line of scrimmage.
2. Move **R3** to aim the passing target towards an open receiver.
3. Press/tap/hold **R3** to throw a normal/lob/bullet pass towards the passing target.

DEFENSE

♦ If you don't choose a formation and a play before the offensive team breaks the huddle, a play is automatically selected.

At the line of scrimmage:

- To cycle clockwise/counterclockwise through defenders, press ✖/●.
- To shift the line left/right, press **L1**/**R1**.

- To use the Coach's Cam and view defensive assignments, **R2** and D-Button any direction.

TIP: To try to pump up the crowd in key situations (3rd or 4th downs in the second half), press **L2**.

KICKING/SPECIAL TEAMS

- All offensive and defensive special teams formations and plays are found in the SPECIAL formation on the Playcalling screen.
- Special plays include a play to stop the clock and a quarterback kneel-down to run out the end of a half.
- Every kick can have a high, normal, or low trajectory. On field goals and extra points, low kicks go farther but are more likely to be blocked. On kickoffs and punts, low kicks go farther and are harder to field but have less hang time and easier to block.

To execute a kick:

1. Press ●/✖/▲ to start the kicker in motion for a low/normal/high kick.
2. D-Button ↔ to aim the kick.
3. Press ●, ✖, or ▲ again (you must press the same button that started the kick) when the power bar reaches the top of the meter.

PAUSE MENU

- To pause during gameplay, press **START**. The Pause menu appears.

Most Pause menu options are self-explanatory; those that aren't are detailed below.

SUBSTITUTIONS — Any member of your squad can be brought into the game–or taken out–for specific formations or globally (all formations) from the Substitutions screen. When players are knocked out by injury, substitutions are made automatically.

MASS SUBSTITUTIONS — Substitute the entire second string offensive or defensive squad.

SET AUDIBLES — Set Offensive and Defensive audibles:

1. Select OFFENSE or DEFENSE and press ✖. The Set Audibles screen appears.
   - To back up a step at any time, press ▲.
2. D-Button ↔ to highlight the ■, ✖, ●, **L1**, **R1**, or **R2** audible slot and press ✖. The play selection box is highlighted.
3. D-Button ↕ to select a formation, then press ✖.
   - D-Button ↔ to cycle through sets for the highlighted formation, where applicable.
4. D-Button ↕ and press ✖ to select a play.
   - To flip a play, press **R1**.
   - When you finish setting your audibles, press **START** to return to the Pause menu.

ABORT GAME — End the current game and return to the Main menu.

GAME MODES

SEASON

Play through an entire season with one or more teams ending with the conference championships, the East-West Shrine Game™, and bowl games including the Tostitos Fiesta, Nokia Sugar, FedEx Orange, and Rose Bowls.

- To access Season Mode, select SEASON from the Game Mode option on the Main menu. A pop-up menu gives you the choice to start a new season, continue a season, or load a saved season.

To start a new season:

- Select NEW SEASON from the Season Mode pop-up menu, and the Season Options menu appears. You are prompted to save your season when you exit.

To continue a season:

- Select CONTINUE SEASON from the Season Mode pop-up menu. The Season Options menu appears and your current season continues.

To load a saved season:

1. Select LOAD SEASON from the Season Mode pop-up menu. The Memory Card screen appears.
2. Load the season you want. (➤ *Backup Options* on p. 20 for loading instructions.) The Season menu appears.

SEASON MENU

PLAY WEEK — Go to the Play Week screen and play as many games as you'd like or let *NCAA Football 99* simulate the results for you.

- To select game(s) you want to play, D-Button ↕ and press ●.

- To "tag" a team(s) that you want to play for the entire season, select a matchup that features that team and press **L1** (away)/**L2** (home) + ● (repeat to untag). A tagged team's games are moved to the top of the schedule each week throughout the season.
- To play a single game, select a game and press ✖. The Control Select screen appears.

INJURY REPORT	Check the status of any injured players for each team.
STANDINGS	Check out conference and national standings. After week eight you can check out the front runners for various awards, and see how the bowl picture is shaping up.
STATS	Select TEAM for conference and division standings, INDIVIDUAL for players' stats on each team, or LEADERS for overall individual stats in each category.
ADD CREATED PLAYERS	Add your created players to the current season. For more information on creating players, ➤ *Create a Player* on p. 17. **NOTE:** You cannot add players after the Season starts.
CUSTOM SCHEDULES	Set up the season schedule exactly the way you want it. Choose the team you want to go up against each week, and decide if you want to play at home or travel to your opponent's stadium. **NOTE:** You cannot change schedules after the Season starts. **1.** Press **L1**/**R1** to select your team. **2.** D-Button ↕ to highlight the matchup you want to change. **3.** D-Button ↔ to select a different team. ▪ To toggle "bye" (the team has the week off) status, highlight a week and press **L2** + ●. ▪ To toggle the home/away status, highlight a week and press ●.
TEAM ROSTERS	Name and reorder players. ➤ *Rosters* on p. 16.
USER PROFILES	Create, select, or load User Profiles. ➤ *User Profiles* on p. 18.

DYNASTY

Play multiple seasons with a single team and recruit incoming freshmen to fill the vacancies left by graduating seniors.

- To access Dynasty Mode™, select DYNASTY from the Game Mode option on the Main menu. A pop-up menu gives you the choice to start a new dynasty, continue a dynasty, or load a saved dynasty.

To continue a dynasty:

- Select CONTINUE DYNASTY from the Dynasty Mode pop-up menu. The Dynasty Options menu appears and your current dynasty continues.

To load a saved dynasty:

1. Select LOAD DYNASTY from the Dynasty Mode pop-up menu. The Memory Card screen appears.
2. Load the dynasty you want. (➤ *Backup Options* on p. 20 for loading instructions.) The Dynasty Options menu appears.

To start a new dynasty:

1. Select NEW DYNASTY from the Dynasty Mode pop-up menu. The Dynasty Setup menu appears.
2. Choose the number of players (up to 6) and whether or not you want Coach Mode ON then press **START**.

◆ Coach Mode puts you in the hotseat. You are signed to a five-year contract that may or may not be honored depending on your season. If you don't live up to your school's expectations (which are very high at some schools), you could be fired. If you get fired it means that you have to start over at a less prestigious school.

3. Load an existing User Profile or start a new one, choose a team to control throughout the dynasty, then press **START**. The Dynasty menu appears. All of the options in this menu are covered in the *Season Options Menu* section on p. 11.
4. Play or simulate a full Season ending with the conference championships, the East-West Shrine Game, and bowl games including the Tostitos Fiesta, Nokia Sugar, and FedEx Orange.
5. Press ✖ to begin a new season and go to the Post Season Draft Day Report screen after you have completed a season.

THE OFF-SEASON

The importance of successful off-season cannot be underestimated. After a season ends in Dynasty mode, the Draft Day Reports screen appears.

Draft Day Report Screen

The first thing that you will want to know after a Season is how your Seniors (and Juniors leaving early) did in the draft.

- To view the round and overall pick numbers for your drafted players, press ✖.
- To continue to the Training Report screen, press **START**.

Training Report Screen

Now it's time to see which players worked the hardest in Spring Training. View players by category and then continue to the Number to Recruit screen.

Number to Recruit Screen

At the end of a season, you have to fill some gaps in your roster left by graduating seniors. Decide how many players you want to recruit at each position and proceed to the Recruiting Plan screen.

◆ You must recruit and maintain a minimum number of players at each position.

Recruiting Plan Screen

Decide what type of player you want to fill each position and whom you want to send out to recruit them.

◆ The caliber of recruit you sign depends on who is recruiting them. Generally the Head Coach returns Blue Chip recruits, Assistant Coach–solid performers, Recruiting Coordinator–contributors, Graduate Assistant–career backups, and if no one visits, the slot is filled by a walk-on player.

- When you have allocated all of your visits, press START and the recruiting wars are on. The Recruiting Report screen appears.

Recruiting Report Screen

The results of all of your hard work in the off-season are displayed by position. You can also check out the best overall recruiting classes and see where each blue chipper went by selecting NATIONAL REPORT.

- To begin a new season, press ✖. The Dynasty menu appears and your new season begins.

TOURNAMENT

Set up a 4-, 8-, or 16-player single- or double-elimination tournament.

- To access Tournament Mode, select TOURNAMENT from the Game Mode option on the Main menu. A pop-up menu gives you the choice to start a new tournament, continue a tournament, or load a saved tournament.

To start a new tournament:

1. Select NEW TOURNAMENT from the Tournament Mode pop-up menu. The Tournament Setup screen appears.
2. Choose a 4-, 8-, or 16-player tournament.
3. Choose a single- or double-elimination and press **START**. Teams and players are displayed.
4. Choose your teams and load User Profiles (optional), then press **START**. The Tournament Tree screen appears.

To continue a tournament:

- Select CONTINUE TOURNAMENT from the Tournament Mode pop-up menu. The Tournament Tree screen appears and your current Tournament is continued.

To load a saved tournament:

1. Select LOAD TOURNAMENT from the Tournament Mode pop-up menu. The Memory Card screen appears.
2. Load the tournament you want. (➤ *Memory Card* on p. 20.) The Tournament Tree screen appears.

TOURNAMENT TREE SCREEN

- To navigate the Tournament Tree, D-Button any direction.
- To play the highlighted game, press **START**.
- To simulate the highlighted game, press **L1** + **R1**, then select SIMULATE at the confirmation prompt.

GREAT GAMES

This mode allows you to relive 40 of the greatest matchups in the history of college football.

To play a Great Game:

1. Select GREAT GAMES from the Game Mode option on the Main menu. The Great Games Select screen appears.
2. To select a game, D-Button ↕ and press **START**. The Controller Select screen appears and functions identically to an exhibition game. ➤ *Starting an Exhibition Game* on p. 7.

PRACTICE

Practice is a great place to get familiar with plays and learn analog passing without game-time pressure, and it also gives you the option of playing without a defense.

To start a practice session:

1. Select PRACTICE from the Game Mode option on the Main menu. The Practice Setup screen appears.
2. Select your team and other practice options and press **START**. The practice field appears.

THE PRACTICE FIELD

To start your practice:

1. Select both the offensive and defensive plays you want to work on.
2. D-Button any direction and press ✖ to spot the ball.

- To re-spot the ball and choose new plays, press **SELECT**.
- To bring up the Practice Pause menu, press **START**.

PRACTICE PAUSE MENU

Most of the options in this menu are explained in *The Pause Menu* on p. 10. The unique options are listed below.

RE-SPOT BALL	Set a new line of scrimmage to start each play.
CHOOSE NEW PLAYS	Select a new set of plays.
DEFENSE	Toggle the defensive team ON/OFF (only available when controlling offense).
CONTROL	Choose the plays you want to practice–OFFENSE, DEFENSE, KICKOFFS, or KICK RETURNS.

ROSTERS

When you select ROSTERS from the Main menu, a pop-up menu gives you the choice to create, delete, or name players. Choose an option then refer to the appropriate section below.

NAME PLAYERS

The Name Players function allows you to customize the player indicator that you see for each player during a game.

To name a player:

1. From the Rosters menu, select NAME PLAYERS. The Name Players screen appears.
2. Select the team for which you want to name players.
3. D-Button ↕ to highlight the player you want to name and press **SELECT**.
4. Enter a name for your player, then press ✖.
   - To select a character, D-Button ↕.
   - To move to the previous/next space, D-Button ↔.
5. When finished, press ✖. Player names are saved to your Created Player file.
   - To name players for another team, press ▲.
   - If you don't want to save your modified player names, press ● to toggle the save status **ON**/OFF.

CREATE A PLAYER

Create the perfect player for your team. After you create a player, he is automatically added to his team's roster.

NOTE: Created players cannot be added after the season begins in Dynasty or Season mode.

To add a new player:

1. From the Rosters pop-up menu, select CREATE A PLAYER. The Attributes screen appears.
2. Press **SELECT**, enter a name for your player, then press ✖.
3. D-Button ↕ to highlight a team and other attributes.
   - To cycle through the teams and settings for each attribute, D-Button ↔.

♦ Jersey numbers that are currently used by a team are not displayed.

4. When you have set up the attributes, press ✖ to set the abilities for your player.

♦ As you increase each rating level, the overall pool decreases. The higher you set the level, the more quickly the pool decreases. When the pool reaches 0, you cannot increase any rating levels.

NOTE: The Rating values are derived from the highest rated player in each position, so certain ratings cannot be set at 100.

5. When you are finished, highlight SAVE & EXIT and press ✖.
   - To return to the Main menu without saving your player, select EXIT.
   - To return to the Create a Player screen and make changes, select CANCEL.

DELETE A PLAYER

To delete a created player:

1. From the Roster Options pop-up menu, select DELETE A PLAYER. A list of created players appears.
2. Highlight the player you want to delete and press ✖.

USER PROFILES

Enter your name and keep track of your wins, losses, and winning percentage. User Profiles are also used to store custom playbooks, audibles, and substitutions for your team.

- To access User Profiles, select USER PROFILES from the Main menu. A pop-up menu gives you the choice to create a new User Profile, select a User Profile for editing, or load a User Profile.

To select a User Profile:

1. Select SELECT A USER PROFILE from the User Profile pop-up menu. A list of saved User Profiles appears.
2. Select the User Profile you want and press ✖. The User Profiles Option menu appears.

To load a User Profile:

- Select LOAD USER PROFILE from the User Profile pop-up menu. The Load User Profiles screen appears and functions identically to the Backup Options screen.
  ➤ *Backup Options* on p. 20.

♦ User Profiles can also be loaded from the Controller Select screen.

To create a new User Profile:

1. Select NEW USER PROFILE from the User Profile pop-up menu. The Create User Profile screen appears.
2. Press **SELECT** and enter a name for your User Profile then choose the team for your profile. The User Profiles Option menu appears.

USER PROFILES OPTION MENU

CUSTOM PLAYBOOKS	Select the play formations and sets you want for your user profile team.
PLAY EDITOR	Design custom plays for your team. ➤ *Play Editor* below.
SET AUDIBLES	Set offensive and defensive audibles for your user profile team.
SUBSTITUTIONS	Set the substitutions you want to be made each time your User Profile is loaded.
EDIT PROFILE	Change the name, or team for your User Profile.

PLAY EDITOR

The Play Editor allows you to edit, create, and save up to three offensive and three defensive plays in a Custom Playbook.

1. Select PLAY EDITOR from the User Profiles Option menu. The Play Editor Setup menu appears.
2. Select your team and User Profile, then press **START**.
3. Select OFFENSE or DEFENSE, then select RUN or PASS for offensive plays.
4. Select the formation and set in the same manner as the Playcalling screen.
   ➤ *The Playcalling Screen* on p. 7.
5. Select a slot to store your custom play or an existing play that you want to edit by pressing ■, ✖, or ●.
6. Spot the ball and press ✖. Your team lines up in formation with a blue highlight on the first player.
   - To move the player highlight, D-Button ↔.

To give player assignments:

1. Press ✖, then D-Button ↕ through the list of possible assignments for the highlighted player.
2. Press ✖ again to select the highlighted assignment.
3. Repeat until each player has an assignment then press **START**. The Play Editor Pause menu appears.

PLAY EDITOR PAUSE MENU

The Play Editor Pause menu functions identically to the Practice Pause menu (➤ p. 16) with the following exceptions.

SAVE CURRENT PLAY	Save your current play to the Custom Playbook assigned to the current User Profile. You are prompted to enter a name for your play, and are then returned to step **3** above to continue designing plays.
ABORT CURRENT PLAY	Choose not to save the current play. You are returned to step **3** above to continue designing plays.

MEMORY CARD

NOTE: Never insert or remove a memory card when loading or saving files.

- To access Memory Card functions, select MEMORY CARD from the Main menu. A pop-up menu lets you view all-time records, view highlights, or access backup options.

To view all-time records:

- Select ALL-TIME RECORDS from the Memory Card Options screen then D-Button ↕ to scroll through the records.

To view highlights:

- Select HIGHLIGHTS from the Memory Card Options screen. The Load Highlights screen functions identically to other backup options detailed below.

BACKUP OPTIONS

Save or load user records, a Season or Dynasty, game settings, and created players to or from a memory card.

◆ If you need to free up space on the memory card, highlight DELETE and press ✖, then highlight the file(s) you want to delete and press ✖.

To save:

1. D-Button ↔ to select a memory card.
2. Highlight SAVE and D-Button ↔ to select USER PROFILES, GAME SETTINGS, SEASON, DYNASTY, TOURNAMENT, or CREATED PLAYERS.
3. Press ✖ to save.

To Load:

1. D-Button ↔ to select the memory card that contains your file.
2. Highlight LOAD and press ✖.
3. D-Button ↕ to select the file you want to load and press ✖.
   - To return to the previous screen without loading a file, press ▲.

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