# Table of Contents

**Control Stick Function** ........................................... 2  
**Starting the Game** ................................................. 2  
**Command Summary** .................................................. 3  
**Basic Game Controls** .............................................. 4  
**Introduction** .......................................................... 5  
**Complete Controls** .................................................. 5  
  - Menu Controls .................................................... 5  
  - Offense ............................................................ 6  
  - Defense ............................................................ 7  
  - Kicking Game .................................................... 8  
**Setting Up the Game** ............................................... 9  
**Starting an Exhibition Game** ........................................ 10  
**On the Field** .......................................................... 11  
  - Playcalling ...................................................... 11  
  - Game Screen ..................................................... 12  
  - Pause Menu ...................................................... 13  
**Game Modes** .......................................................... 14  
  - Season ............................................................ 14  
  - Franchise ....................................................... 15  
  - Custom League ................................................ 17  
  - Other Game Modes ............................................. 17  
**Madden Locker Room** ................................................ 20  
  - Madden Cards ................................................... 20  
  - NFL Record Book .............................................. 22  
**Custom Options** ..................................................... 22  
  - User Profiles ................................................... 22  
  - Play Editor ..................................................... 23  
  - Settings .......................................................... 23  
  - Spawning a Game .............................................. 23  
  - Controller Pak .................................................. 24  
**Warranty and Service Information** ................................. 24
**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.

**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

<table>
<thead>
<tr>
<th>ACTION</th>
<th>CONTROL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Highlight menu item</td>
<td>Control Pad</td>
</tr>
<tr>
<td>Change highlighted item</td>
<td>Control Pad</td>
</tr>
<tr>
<td>Select/Go to next screen</td>
<td>A</td>
</tr>
<tr>
<td>Cancel/Return to previous screen</td>
<td>B</td>
</tr>
<tr>
<td>Help menu</td>
<td>C△</td>
</tr>
</tbody>
</table>
**OFFENSE**

**BEFORE THE SNAP**

<table>
<thead>
<tr>
<th>Action</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>View receivers to the left/right</td>
<td>L/R</td>
</tr>
<tr>
<td>Fake the snap</td>
<td>C Δ</td>
</tr>
<tr>
<td>Call an audible</td>
<td>B then A, L, C Δ, R, C Δ, or C Δ</td>
</tr>
<tr>
<td>hot routes</td>
<td>C Δ, then receiver's symbol, then Control Pad ↔ or $</td>
</tr>
<tr>
<td>Hot Routes — call an audible for only one player</td>
<td>C Δ, then receiver's symbol, then Control Pad ↔ or $</td>
</tr>
<tr>
<td>QB crowd control</td>
<td>C Δ</td>
</tr>
<tr>
<td>Snap the ball</td>
<td>A</td>
</tr>
<tr>
<td>Call timeout</td>
<td>Z + R</td>
</tr>
</tbody>
</table>

⇒ To cancel an audible at the line of scrimmage, press B then C Δ to run the original play.

To call a Hot Route:

1. Press C Δ 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**

<table>
<thead>
<tr>
<th>Move</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Juke Left/Right</td>
<td></td>
</tr>
<tr>
<td>Hurdle/Leap</td>
<td></td>
</tr>
<tr>
<td>Lateral the ball</td>
<td></td>
</tr>
<tr>
<td>Stiff arm</td>
<td></td>
</tr>
<tr>
<td>Spin</td>
<td></td>
</tr>
<tr>
<td>Speed Burst/Head down</td>
<td></td>
</tr>
<tr>
<td>Dive/Slide</td>
<td></td>
</tr>
</tbody>
</table>

To break a 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 take down/hide passing icons, press C Δ

Z button: Pump fake (once only)

⇒ To throw ball away, hold down R and then press C Δ.

⇒ 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 Δ to call a spike the ball play.

**RECEIVING**

<table>
<thead>
<tr>
<th>Action</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control receiver</td>
<td>A</td>
</tr>
<tr>
<td>Dive for pass</td>
<td>B</td>
</tr>
<tr>
<td>Jump for pass</td>
<td>C Δ</td>
</tr>
</tbody>
</table>

**DEFENSE**

**BEFORE THE SNAP**

<table>
<thead>
<tr>
<th>Action</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cycle defenders</td>
<td>A or C Δ</td>
</tr>
<tr>
<td>Reposition player</td>
<td>Control Pad</td>
</tr>
<tr>
<td>Defensive line shift</td>
<td>L</td>
</tr>
<tr>
<td>Secondary shift for bump and run and loose coverage</td>
<td>R</td>
</tr>
<tr>
<td>Call an audible</td>
<td>B then A, L, C Δ, R, C Δ, or C Δ</td>
</tr>
<tr>
<td>Read and React Pass</td>
<td>C Δ + Control Pad ↑</td>
</tr>
<tr>
<td>Read and React Run</td>
<td>C Δ + Control Pad ↓</td>
</tr>
<tr>
<td>Crowd control</td>
<td>C Δ</td>
</tr>
</tbody>
</table>
AFTER THE SNAP

Control defender closest to ball carrier A
Speed Burst/Power tackle C Δ
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)

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

Defensive Formation/Play Windows
(Defense is always at the top of the screen)
Down and game time information
Score
Timeouts remaining
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.
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.

<table>
<thead>
<tr>
<th>BUTTONS</th>
<th>CELEBRATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>L + R</td>
<td>Hip Thrust</td>
</tr>
<tr>
<td>L + C ▼</td>
<td>Spike the Ball</td>
</tr>
<tr>
<td>L + C ◀</td>
<td>Jump Spike</td>
</tr>
<tr>
<td>L + C ◁</td>
<td>Pray</td>
</tr>
<tr>
<td>L + A</td>
<td>Shoulder Shake</td>
</tr>
<tr>
<td>L + B</td>
<td>Dunk Over The Goal Post</td>
</tr>
</tbody>
</table>

GAME SCREEN
Time left in quarter
Down and yardage to first down
Player identifier/controlled player

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
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.
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.

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.

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 CD 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.

⇒ 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 fill all your positions 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.

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.

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.
3. The team name appears by the player’s name in the player list when he accepts your offer.
4. 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.
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 defense, 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.

**TEAMS:** choose the Home and Away teams

**Designate who has the ball**

**Set the Home and Away scores**

**Choose the quarter**

**Set the time remaining in the quarter**

**Set the number of timeouts left for each team**

**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\textup{\textdagger} and press R to cycle through defensive teams alphabetically. To go back in the alphabet hold C\textup{\textdagger} and press L.
3. Highlight a player and press A to enter name, then Control Pad \leftrightarrow to select team.
4. Press \textsc{start} to get to the field.

**MADDEN LOCKER ROOM**

Step into 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 \leftrightarrow, then press A to select the highlighted card.
4. You can include up to three cards in a trade.
5. The second player repeats this process for his/her User Profile.
6. When all cards have been added to the trade proposal, press \textsc{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\textup{\textdagger} to see its attributes).
1. From the Card Book 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.
3. 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 \textsc{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.

- **Select a team's playbook**
- **Select 1-3 teams**
- **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 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 Defense 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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