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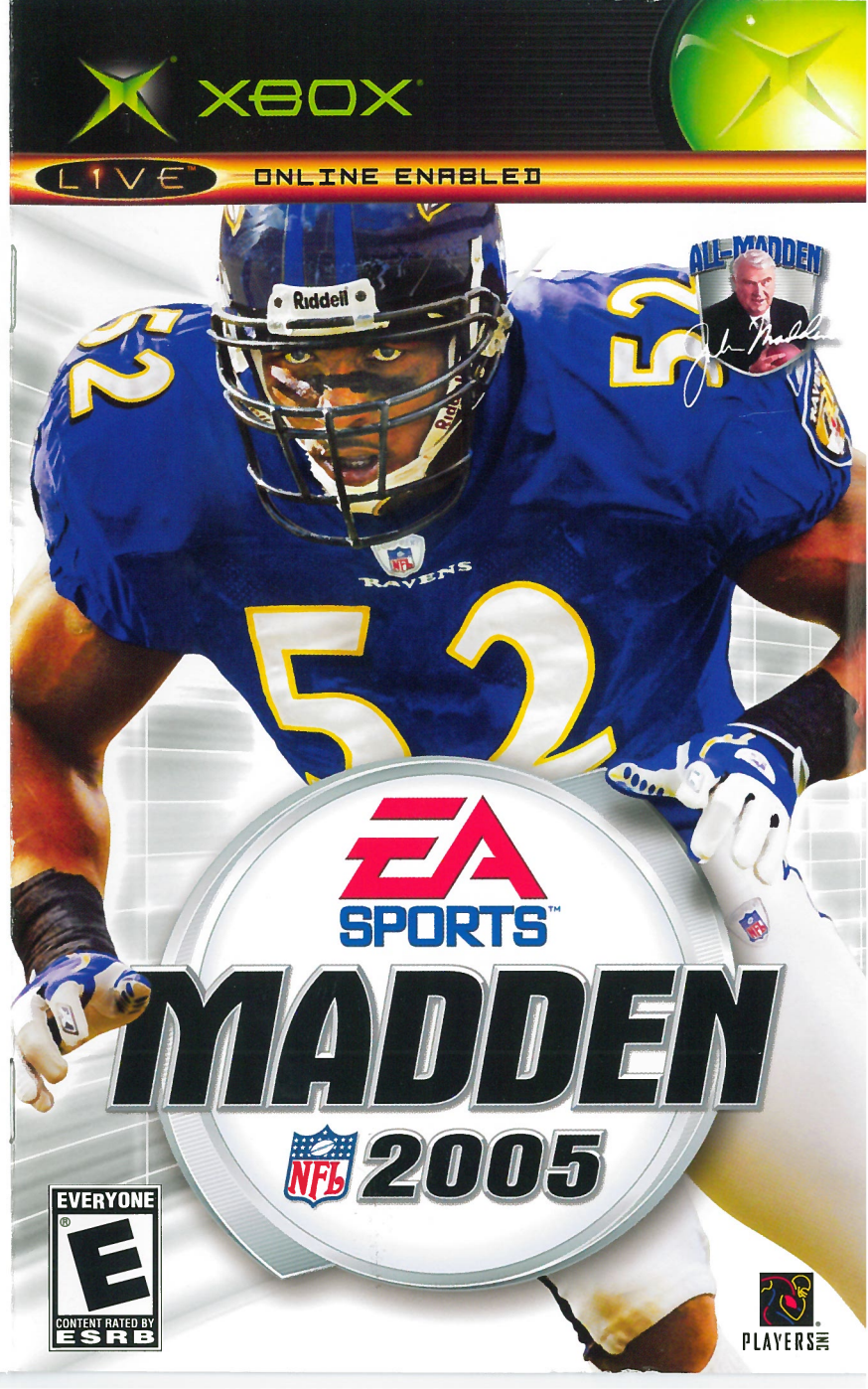
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ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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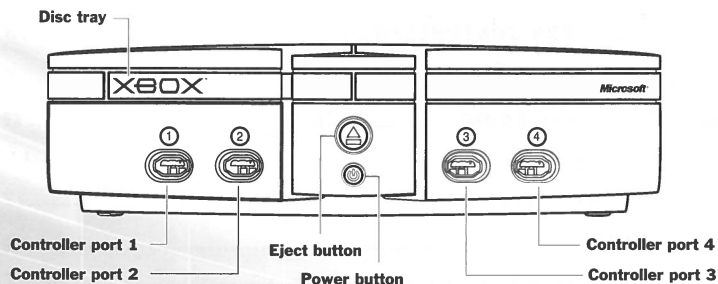
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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

USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Madden NFL 2005* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Madden NFL 2005*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

TAKE MADDEN NFL 2005 BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

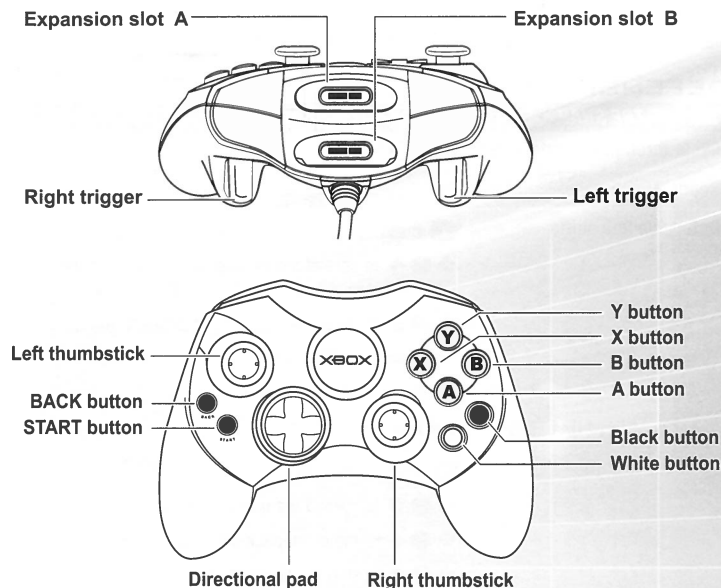
DOWNLOADABLE MADDEN NFL 2005 CONTENT

If you are an Xbox Live subscriber, you can download the very latest content (such as updated rosters) to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Madden NFL 2005*.

MENU CONTROLS

Highlight menu items	⬇
Cycle choices/Move sliders	⬅
Select/Go to next screen	A
Return to previous screen	B

COMPLETE CONTROLS

Madden NFL 2005 has a new set of defensive controls to level the playing field. With the addition of the Hit Stick (see p. 6), defensive Playmaker Controls, and pre-snap match-up adjustments you have more control than ever before.

DEFENSIVE CONTROLS

BEFORE THE SNAP	
Cycle through defenders	A or B
Reposition player	L
Defensive line shifts	L then: <ul style="list-style-type: none"> ❖ ↑ to spread the defensive ends outside the tackles ❖ ↓ to move the line in tight between the tackles ❖ ← to shift the line left ❖ → to shift the line right
Reset defensive line shift	L then ○
Linebacker shifts	R then: <ul style="list-style-type: none"> ❖ ↑ to spread the linebackers out ❖ ↓ to move linebackers in tight ❖ ← to shift the linebackers left ❖ → to shift the linebackers right
Reset linebacker shift	R then ○
Call an audible	X then X , A , B , L , or R
Cancel an audible call (before selecting an audible)	Y
Reset original play (after calling an audible)	X then ○
Coverage audibles	Y then: <ul style="list-style-type: none"> ❖ ↓ to put the DBs into bump and run ❖ ↑ to put the DBs 3–5 extra yards off the ball in loose coverage ❖ → to shift the safeties and linebackers into better position to cover their assigned man
Reset coverage	Y then ○
Flip play at the line	X then ●
Pump up crowd (LB only)	Click L

BEFORE THE SNAP

Coach's cam (with defensive assignments)	●
Coach's cam (without defensive assignments) (not available online)	○
Call timeout	◀

NEW DEFENSIVE ADJUSTMENTS

Make pre-snap assignment adjustments to any unit of your defense.

Defensive line adjustment	L then: <ul style="list-style-type: none"> ❖ ↓ to make line crash in ❖ ↑ to make line rush to the outside ❖ ← to make line crash left ❖ → to make line crash right
Linebacker adjustments	R then: <ul style="list-style-type: none"> ❖ ↓ to blitz all linebackers ❖ ↑ to call off all linebacker blitzes (any LB that had a blitz assignment now goes into QB spy) ❖ ← to blitz the right outside linebacker ❖ → to blitz the left outside linebacker
Secondary adjustments	Y then: <ul style="list-style-type: none"> ❖ → to shift the safeties' zone coverage to the right ❖ ← to shift the safeties' zone coverage to the left
Change individual matchups	Y then A , X , B , L , or R (depending on which offensive player you want to matchup against), then press: <ul style="list-style-type: none"> ❖ ↓ to bump the receiver ❖ ↑ to play off the receiver ❖ → to double team the receiver (only if there is a safety in zone coverage already)

NEW DEFENSIVE PLAYMAKER

Make assignment changes to any defensive player before the ball is snapped.

Linebacker hook zone/ Defensive back deep zone	Highlight player then move R ↑
Blitz	Highlight player then move R ↓
Quarterback Contain	Highlight player then move R ↓ twice
Quarterback spy coverage	Highlight player then move R ←
Flat zone	Highlight player then move R →

AFTER THE SNAP

Control player nearest to the ball	A
Move player	R or L
Hit Stick (see below)	R
Dive	X
Sprint/Shove blocker	B
Jump/Intercept/Hands up while rushing QB	Y
Strip ball	R
Swim/Rip/Spin when engaged	R / L
Swat ball (when not engaged)	L
Strafe (when not engaged)	R

ALL-NEW THE HIT STICK

With the Hit Stick, all it takes is a quick move of **R** to change the momentum of a game. When you really need to make that huge hit or force a turnover, get the ball carrier in your sights, and lower the boom on him. Be careful, if you don't have the correct angle or your timing isn't perfect, you'll get burned.

OFFENSIVE CONTROLS

BEFORE THE SNAP

Call an audible (see p. 22)	X then X , A , B , L , or R
Cancel an audible call (before selecting an audible)	Y
Switch the direction of a running play	R →
Run original play (after selecting an audible)	X then ○
Hot Route primary receiver	R → or ↑
Hot Route to a different receiver	Y then the button corresponding to the receiver, then press: <ul style="list-style-type: none"> ❖ R ↑ for a fly pattern ❖ R ↓ for a curl pattern ❖ R → for an in/out pattern ❖ ○ or R for a left/right slant pattern You may also press L to change the receiver's route
Send a player in motion	L ↑ to highlight eligible player then L → to send that player in motion
Flip play (at the line of scrimmage)	X then R
Quiet crowd	Click L
Formation shift	R then R
Coach's cam (with play diagram)	R
Coach's cam (without play diagram)	○
Fake snap	B
Call timeout	◀
Snap the ball	A

OFFENSIVE CONTROLS CONT.

RUSHING	
Move player/Run	L
Sprint	A
Dive	X
Slide/Dive (QB)	X (tap) / X (hold)
Protect ball	Y
Spin	B
Juke left/right	R + ← / →
Stiff arm left/right	L

PASSING/RECEIVING	
Bring up passing icons (when Passing mode is set to NORMAL)	A
Pass to the receiver with corresponding icon	A , X , B , L , or R (pull and release triggers quickly for lob pass; pull and hold triggers for a bullet pass)
Direct the nearest receiver	R in any direction
Throw ball away (while passing icons are up)	○
Scramble/Toggle passing icons OFF/ON	Y
Pump fake	●
Control intended receiver	A (while ball is airborne)
Dive for pass	X
Sprint	B
Catch	Y

BLOCKING	
Switch to closest blocker/receiver	A
Cut block	X
Sprint/Power block	B
Jump	Y
Change block assignment before the snap	Y then press the button corresponding to the running back or tight end whose passing/blocking route you want to change. Press ○ to change to a blocking assignment to the left. Press ● to change it to the right.
Guide the nearest blocker (on a run play)	R

AFTER THE PLAY	
Bypass cutscene	A
Spike ball to stop the clock	B (hold)
Instant replay	L + R (before playcalling screen appears)
Fake spike ball trick play	X (hold)
No huddle/Hurry-up offense	Y (hold) to repeat previous play
Call timeout	←

SPECIAL TEAMS

KICKING GAME	
Direction/Elevation of kick	L
Start Kick Meter/ Stop Kick Meter upswing/ downswing	A
Delay the kick (kickoff only)	A (hold)
Call an audible (see p. 22)	X then A , X , B , L , or R
Cancel an audible	Y
Reset play	X then ○
Call timeout	◀

Over-kicking adds power to kicks. However, the Kick Meter speeds up on the downswing and your chance for making an accurate kick decreases. Try to stop the Kick Meter in the middle of the yellow accuracy range for best results.

KICKOFF/PUNT RETURNING	
Switch players	A
Move return man	L
Fair catch (while controlling return man)	Y
Touchback	Remain deep in the endzone

SETTING UP THE GAME

The first time you start *Madden NFL 2005*, the My Favorite Team overlay appears. You can also enable Auto Save, which automatically saves game files when they change.

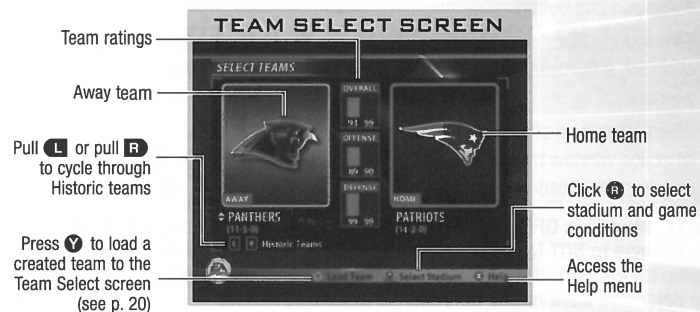
USER PROFILES

Keep track of your career stats with a User Profile. If an active User Profile is associated with a team during a game, the statistics are tracked during the game and updated to the User Profile at the end of the game.

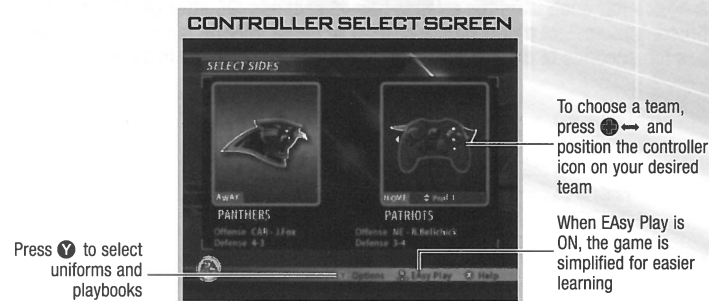
To create a new User Profile: From the Main menu, press **Y**. Select CREATE NEW PROFILE. Enter a name for your User Profile and select DONE.

PLAY NOW

Play an exhibition game between any two teams.

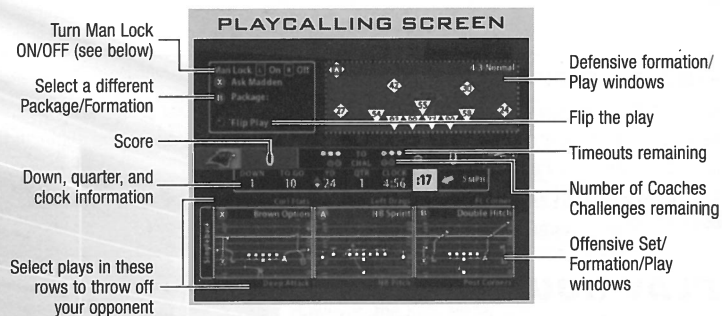


❖ Press **○** to select any team at random or press **●** to randomly select a current NFL team.



PLAYING THE GAME

It's game time. Take a few minutes to get acquainted with each screen. The more you know, the better your chances of winning.



- ❖ **To select a play**, choose a formation and set, and then pick a play by pressing its corresponding button.
- ❖ To ask John Madden for coaching assistance on your next play, press **X** before choosing a formation and a suggested play is highlighted in the play selection window.
- ❖ When playing an offline multiplayer game, call a play from the header below the selection window by pulling and holding **L** then pressing **X**, **A**, or **B**. To call a play from the header above, pull and hold **R** then press **X**, **A**, or **B**.

NOTE: Man Lock OFF gives the disguise of being in zone coverage by allowing the defense to NOT follow receivers in motion. The coverage switches based on where the receiver lines up. Man Lock ON shows normal man coverage and has the defensive back follow the receiver in motion.

- ❖ From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest. A yellow symbol means players are slightly winded, and players are fresh when their symbol is white.

NOTE: 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 ten seconds to choose a play after the offense is ready to break the huddle.



GAME MODES

From taking on the country's best players online with Xbox Live to establishing all aspects of a franchise, you'll have plenty of options to keep you busy on and off the field.

PLAY ONLINE

Challenge players of any skill level or claim your place among the elite Madden players in the country.

*REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 18 TO SUBSCRIBE TO XBOX LIVE.

EA MAY RETIRE ONLINE FEATURES AFTER 30-DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2004-2005 NFL SEASON.

WELCOME TO MADDEN NFL 2005 ONLINE

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

QUITTING A GAME

You have three options for quitting a game without it negatively affecting your Did Not Finish (DNF) stats.

Friendly Quits

You can offer one friendly quit per half. No win/loss is applied if accepted.

Concede Defeat

You can concede defeat if you are losing by 22 points or more. This allows you to quit without getting a DNF stat. Win/Loss stats are still applied.

Offer Mercy

You can offer mercy to your opponent if you are winning the game by 22 points or more. Win/Loss still applies here.

EA™ MESSENGER

Keep track of your friends, challenge, chat and offer feedback with the EA Messenger.

TO SEARCH/ADD A FRIEND:

Press **Y** to open the EA Messenger and then press **Y** again to search for friend. To add a friend, highlight his name and press **A**. A Friend Request is sent to him. Once accepted, the Friend is automatically added to your EA Messenger.

TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press **A** in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time.

SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press **A** and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends to include and press **⊕➔** to flag them. Then press **A** on any flagged friend and send a Group Message to all selected friends.

BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

EA SPORTS™ TICKER

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker not only shows you the scores of real games, but also the scores of any of your Friends' games that are in progress. Keep an eye on the ticker for news and information from EA SPORTS.

EA SPORTS™ MEDALLION

The EA SPORTS Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

MY CAREER

Check out your scouting report, see your recent games, visit your trophy room, or just review your stats. To view the career of another player, highlight his Gamertag, press **A**, and then select VIEW CAREER.

FRANCHISE

Take full command of an organization for up to 30 complete seasons.

NEW FRANCHISE FEATURES

- Storyline Central** Stay on top of the league and your team by reading national and local newspapers, reviewing emails from coaches, and listening to Tony Bruno's weekly radio show.
- Progression System** Player progression is updated every four weeks based on his performance, stage of his career, and his position.
- Player Personalities** Everything you do affects the way players act. Players get upset when they are offered less money than they are worth in contract negotiations, when they are placed on the trading block, and when they get sick of losing.
- EA SPORTS™ Radio** Listen to radio personality Tony Bruno discuss what is happening in your franchise, as well as the ranting and ravings of his callers. Be on the lookout for calls from NFL coaches and players.
- ❖ To begin a franchise, choose the number of users, whether you'll be conducting a fantasy draft, and then select the team for each user.

FRANCHISE MAIN MENU

Use your franchise PDA to keep track of everything going on around the league and with your team.

Training Camp

Put your key players through drills to boost their attributes. After training camp is completed, the preseason begins.

Rosters

View team rosters and make all player movements.

Practice

See *Practice* on p. 19.

My Team

Team Info: Review team news, salary cap status, Team Prestige, and injuries for every team.

Export Team: Save your team and make it available for Play Now and Tournament modes.

Create-A-Player: Create a new player and add him to the free agent list, or edit an existing player (see p. 20).

Modify Uniform: Give a new look to any uniform in the league.

Stats/Info

Access all the team and individual stats for the season and career, as well as the weekly and yearly awards, who made the Pro Bowl, and even who's on the side of the Horse Trailer this week.

Owner's Box

The Owner's Box option is only available at the end of the preseason.

Set Prices: Manage the prices of tickets, concessions, team merchandise, and more.

Information: Gauge your team's fan support, check out game attendance records, and view other details that assist you in producing maximum earnings for your franchise.

Advisors: Consult your advisors for the most pertinent issues regarding your decisions as owner.

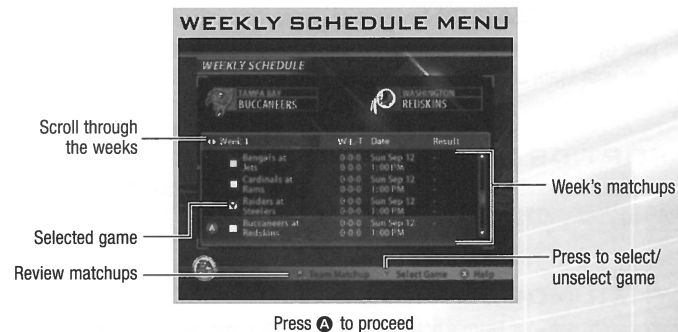
My Madden

Coaching Strategy: Set your coaching strategies for your team during simulated games, assign various off-season assistance options to the User or CPU, and select your audibles, hot routes, and packages. See *Coaching Strategy* on p. 22 for more info.

For other features, see *My Madden* on p. 21.

PLAY WEEK MENU

View the weekly schedule and gameplan, team schedules, and the standings.



PLAYING/SIMULATING A GAME

To advance through the season, you must either play your designated games or simulate them.

NOTE: If you are only simulating the current week rather than a group of weeks, user-controlled games are not simulated.

PRESEASON

Before you begin the regular season, each team plays four preseason games. After the preseason is over, you can evaluate rookies before moving on to the regular season. Use this information to help finalize your roster for the upcoming season.

❖ During the preseason, the Position Battles screen details the battles between players fighting for the same position.

NOTE: The CPU automatically sets your preseason depth charts so that starters play the first half, while rookies and backups play the second half.

DURING THE SEASON

During a Franchise, you run user-controlled teams every week (you can control any team in Franchise mode). You can also make player trades (before the sixth week of the season), sign free agents, and change game settings.

PRO BOWL

Every season ends with the AFC-NFC Pro Bowl. After pro football's annual All-Star game, you are prompted to advance to the Owner mode off-season.

THE OFF-SEASON

Build your dynasty through the draft or by signing key free agents. You control the moves for your team and the computer handles the other teams.

IMPORT DRAFT CLASS

Before a new season begins, you can import an entire draft class from *NCAA® Football 2005* to *Madden NFL 2005*.

OWNER MODE

Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy, while making sure you aren't losing money.

OFF-SEASON SCHEDULE

Use the NFL draft and the free agent market to improve your team during the off-season. There are nine steps to the off-season that must be completed in order before beginning a new season.

❖ You are now allowed to sign restricted free agents. Teams can match offers on their restricted free agents, place the franchise tag on them, or lose them to the bidding team. One player per team can be given the franchise tag, and he must be paid within the top five salaries at his position.

NOTE: If you wish to skip any steps in the off-season, you can simulate past them. However, if your Coaching Options are not set to CPU for a given step, then your team will not participate in that part of the off-season. After all the off-season steps are complete, a new schedule is generated, and the next season begins.

TOURNAMENT

Compete in a single- or double-elimination tournament, or set up a round robin tournament complete with its own set of playoffs. You choose the teams, their seedings, and more.

MINI-GAMES

MINI-CAMP

Tour NFL cities in the Madden Cruiser and fine-tune your playing skills in Mini-Camp mode. Unlock game situations by setting high scores while earning trophies and Madden Cards along the way.

NEW RUSHING ATTACK

Develop your ground game with this new mini-game. Find the hole, follow your blocker, and pick up some yardage. The more yards you gain, the more points you'll rack up. Score a touchdown or break a tackle and you'll get bonus points but fumble or lose yards and you help your opponent. You can also play Rushing Attack online against other players (see p. 13 for more information).

TWO MINUTE DRILL

Run the Two Minute Drill and score as many points—and tokens—as you can before the final gun sounds. If you score before time expires, you keep possession of the ball and start a new drive.

PRACTICE

PRACTICE

Brush up on your playing skills or master a team's playbook. Once you're on the practice field, you can run every play in your playbook.

SITUATION

Throw yourself into any game situation you want by setting up the exact details and playing it out.

FOOTBALL 101

With the help of John Madden, get in-depth knowledge of each play and learn how each formation can help you during a game. John Madden runs the play first and then you take control for a chance to earn tokens.

FEATURES

Let your creativity shine through by making fans, players, teams, and playbooks from scratch. You can also modify rosters by making trades, signing free agents, or releasing players.

NEW CREATE-A-FAN

Create a superfan exactly the way you want him, then add him to your team's already avid fan base and watch him go nuts. Choose the way he looks from his hairstyle, to his clothing, to the color of his face and body paint. Maybe even outfit him with a foam finger or a hard hat. The way your fan looks is completely up to you.

CREATE-A-PLAYER

Create a player and add him to any NFL roster. You choose everything from his body type to his helmet to his attributes. As you increase his attributes, his salary and signing bonus also increase.

CREATE-A-TEAM

Create a custom team by selecting the team name, colors, city, and more. You even get to design your stadium and uniforms.

CREATE-A-PLAYBOOK

Create a custom play and formation from scratch and add it to your playbook, or modify a current playbook.

ROSTERS

Keep rosters up to date by trading players, signing free agents, releasing players, and more. You can make changes to any player or any team's roster.

HISTORIC TEAMS

Edit the rosters of the greatest teams in football history.

MY MADDEN

This is where you keep track of all your accomplishments, stats, and rewards. You'll also use this area to choose your gameplay and system settings.

EA SPORTS™ BIO

EA SPORTS Bio is a file shared between certain EA SPORTS games via your hard disk that tracks key accomplishments and time spent playing EA SPORTS titles.

EA SPORTS™ GAMER LEVELS

You start out as a Level One gamer and there are three ways to get promoted to the next level: the number of EA SPORTS titles played, the amount of time playing the games, and the total number of games played. After reaching a new level, you may unlock rewards for this or all EA SPORTS titles in your Bio.

NOTE: The EA SPORTS Bio can only be saved to the hard disk.

MADDEN CARDS

Earn tokens for each Madden task completed, and then use those tokens to buy Madden Cards. Activate one of five types of cards to give your game a boost, or initiate a trade to get that coveted card.

CARD BOOK

View the cards you have collected or buy new packs.

- ❖ To play or sell a Madden Card, from the Card Book screen, select a card to sell. Flip the card over then choose either PLAY CARD (in-game only), SELL CARD to recoup tokens, or activate it and reap its benefits.

NOTE: Some cards, such as cheats and players boosts, can only be activated during a game.

- ❖ To risk a Madden Card, from the Controller Select screen, select a User Profile (for each player) and then access the Options menu. Select RISK CARDS. Select up to three cards to risk.
- ❖ To trade a Madden Card, select the card you want to trade, flip the card, then select ADD. The card has now been added to the trade (you can include up to three cards in a trade). After the second player selects his cards to trade, press **▶** to complete the current trade.

NOTE: Madden Cards can only be risked in multiplayer games where two different User Profiles are being used on opposite teams. Both players must have a profile already loaded, and each profile must contain Madden Cards.

NEW MADDEN CARD CODES

Be on the lookout for Madden Card codes. They will be released over time to allow instant unlocking of Madden Cards.

STAT BOOK

View personal and league stats from the Stat Book. Here you can view career stats for every active coach, general stats for all User Profiles, User vs. User stats, and User Records. You can also view game records and check out the Two Minute Drill leaderboard.

COACHING STRATEGY

Your role as a master strategist starts here. Set your audibles, create custom hot routes, and devise formation packages that will keep the opposition guessing. The more creative you are, the more successful you'll be on the virtual gridiron.

OFFENSIVE/DEFENSIVE AUDIBLES

Set your audibles for each User Profile. Each team has five offensive and five defensive audibles.

GAMEPLAY SETTINGS

Most of the gameplay settings are self explanatory. Those that aren't are explained below.

- Coach Mode** Test your coaching abilities: call the plays, audibles, and pre-snap adjustments, and then watch the CPU execute your call.
- Pre-Existing Injuries** Certain players begin the first season with the same injuries as their real-world counterparts.
- Madden Challenge** Earn tokens for completing tasks during your game (One-player games only).

CUSTOM GAME

- Player Lock** When on defense, the player that you select before the snap becomes the default player that you control at the start of the next play.
- Passing Mode** Select **QUICK** to simplify passing—you won't have to manually bring up the passing symbols.
- Auto Avoid** Your QB avoids the rush until the first user interaction, so you can pay attention to the passing routes and not the rush.
- Auto Strafe** Automatically strafes defender to help adjust the angle to ball carrier.
- Offensive Catch Assist** The CPU catches the ball for a user-controlled player.
- Defensive Pass Assist** The CPU swats/catches the ball for a user-controlled player.

SYSTEM SETTINGS

Select which soundtracks play while you navigate the pre-game menus, choose your audio perspective, adjust the volume for all sounds of the game, and set the visual settings including Camera Angle, Player Displays, Screen Format, and Field Line display. You can also turn automatic replays **ON/OFF**.

SAVING AND LOADING

Save or load files from your hard disk or memory unit (MU).

NOTE: Never disconnect controllers or insert or remove an MU when loading or saving files.

LOADING, SAVING, AND DELETING FILES

TO LOAD, SAVE, OR DELETE A FILE:

1. From the My Madden menu, select LOAD/SAVE.
 2. Choose to load or save.
 3. Choose Hard Disk, or a desired MU.
- ❖ Pull **L** or **R** to browse the file types.
4. Select the file type.
 5. Create a new file if saving, or highlight an existing file and press **A** to overwrite it.
- ❖ Press **Y** to delete a highlighted file.
- ❖ Press **○** or **●** to toggle autosaving ON or OFF.

NOTE: If you have already saved the file, you are prompted to overwrite the existing file instead of saving a new file.

NOTE: The game loads the last file saved on the hard disk or MU. Roster, User Profile, or Settings files present on the hard disk or MU are auto-loaded during the initial boot up.

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Phone: (650) 628-1900

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