MADDEN 97
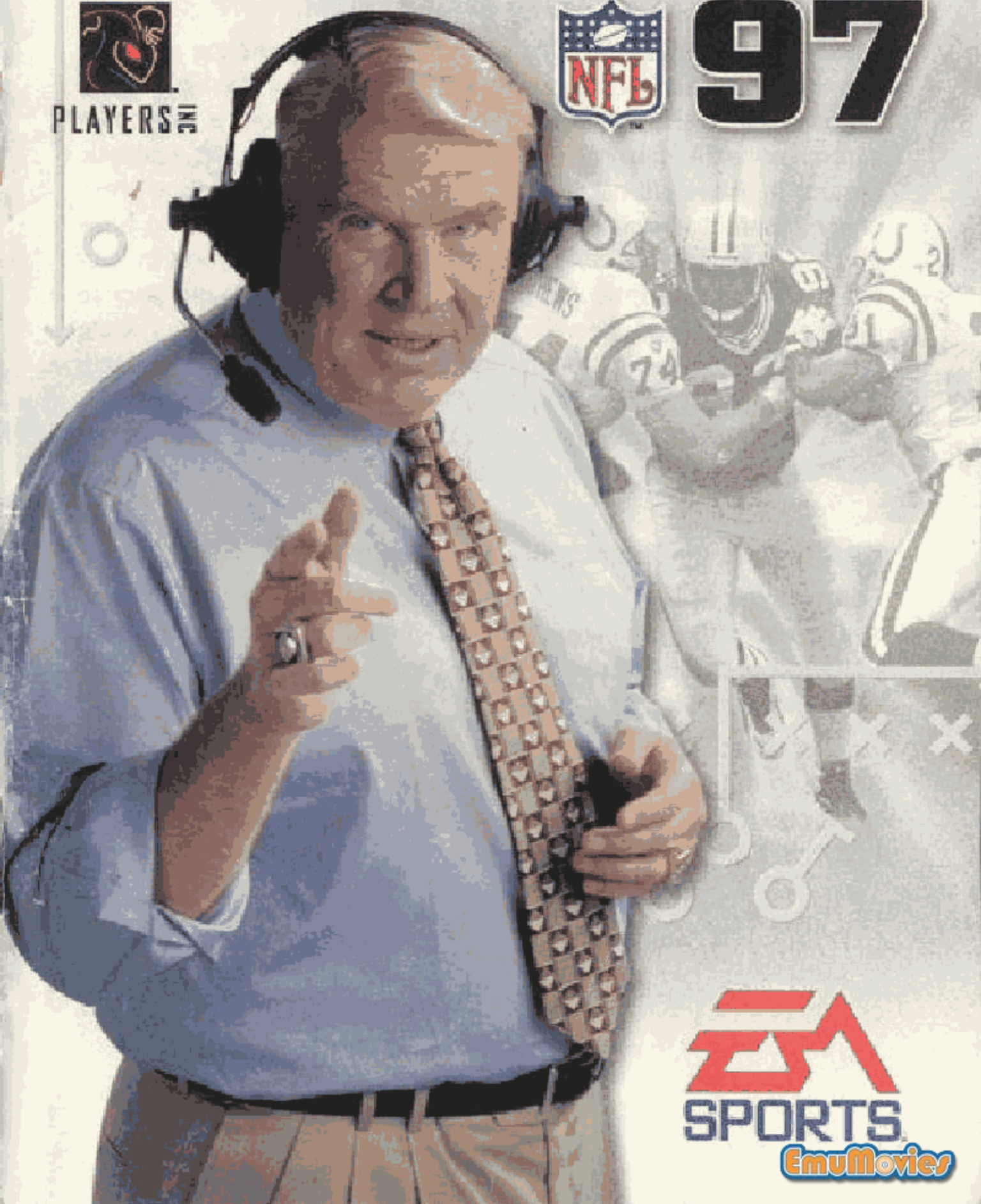
PLAYERS INC

NFL

EA SPORTS

WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.

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 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!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

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.

TABLE OF CONTENTS

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™. **Never insert or remove a game cartridge when the power is on.**

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.

3. Insert the *Madden NFL™ 97* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.

4. Turn ON the power switch. The EA SPORTS™ logo appears (if you don't see it, begin again at step 1). Press **START** to continue to the Game Setup screen.

RESETTING THE CARTRIDGE

Your *Madden NFL™ 97* cartridge can be reset to its factory settings, allowing you to erase any user records, trades, created players, penalty levels, great plays, and saved seasons.

To reset the cartridge:

1. From any game screen, press **A+C+START** on controller 1, while holding **RESET** on your Genesis. The screen turns green.

2. Release the four buttons and press **RESET** again. The cartridge battery is cleared, restoring the factory settings.

CONTROL SUMMARY

MENU CONTROLS

Highlight options	D-Pad ↕
Cycle through options	D-Pad ↔
Select an option	**START** or **C**
Pause Game	**START**

KICKING

Set kicker in motion	**C**
Aim ball	D-Pad ↔
Kick ball	**C**
Set Onside Kick formation	**A**, then **A**, **B**, or **C** for left, standard, or right formation

RECEIVING A KICK

Take control of receiver	D-Pad
Position to receive onside kick	**A**, then **A**, **B**, or **C** for left, standard, or right formation

BEFORE THE SNAP

OFFENSE

Call an audible	**A**, then **A**, **B**, or **C**
Call a fake snap signal	**B**
Put a receiver in motion	D-Pad ↔
Snap the ball	**C**
Cycle through players (Any Player Mode only)	**B**

DEFENSE

Player movement	D-Pad
Call an audible	**A**, then **A**, **B**, or **C**
Control a different player	**B**
Fire off the line	**C**

AFTER THE SNAP
OFFENSE

Running

Player movement	D-Pad
Dive	**A**
Spin	**B** (hold)
Stiff arm, Hurdle, or Speed burst	**C**

Passing

Call up Passing letters	**C**
ABC Passing ON: Pass to one of three receivers	**A**, **B**, **C** (hold for a bullet pass, tap for a lob)
ABC Passing OFF: Cycle through five receivers	Press **B** repeatedly to select receiver, then **C** to pass. (hold for a bullet pass, tap for a lob)

Receiving

Dive for the ball	A
Control receiver closest to ball	B
Raise hands or jump and raise hands	C

DEFENSE

Dive at ball carrier	A
Control defender closest to ball	B
Jump and raise hands to attempt a block or interception	C
Power tackle	C

RESETTING THE CARTRIDGE

Reset the cartridge and erase all saved information. Hold
A+C+START and press **RESET** on the Genesis; the screen
turns green. Press **RESET** again; the cartridge battery is
cleared.

MADDEN NFL™ 97

It's fourth and goal at the one foot mark, time is running
out, and your All-Pro halfback is having the game of his life.
You can feel the noise of the crowd jarring the stadium. They
all want to see a touchdown to cap this amazing comeback.
Walking up to the line, you try to look casual as you cheat in
on your normal wide receiver split. One team's season will
end right here—it's just a matter of who wants it more.

The ball is snapped and you slant hard across the middle of
the end zone trying to get lost in the crowd. There is a huge
collision at the line, your halfback goes airborne over the pile
of bodies. Just as you get clear you see the quarterback cir-
cle out away from the line. He's got the ball on his hip and

he's looking for you. A linebacker who didn't buy the fake is on his tail. He has to loft the ball into the corner and hope that you can get there.

The game, the season, your whole career is floating towards the corner as you lay out, tip the ball with one hand, and finally bring it in dragging your toes across the line. You don't have to hear the call; you know it's good before you hit the ground.

Pandemonium. The crowd erupts onto the field and your teammates are all over you. Someone yells, 'We're goin' to the Super Bowl!'

Welcome to *Madden NFL 97*.

New Features:

- ✔ New Playbook with over 500 offensive play combinations
- ✔ New play calling interface that allows multiple sets for each formation
- ✔ New 1st person control of any player on offense
- ✔ New motion capture 3D-rendered graphics and animations
- ✔ Player stamina and fatigue
- ✔ Save a great play to view whenever you want.
- ✔ Madden records
- ✔ Salary cap on trades
- ✔ 2 difficulty levels

PLAYERS

MAIN MENU

Start an exhibition game, begin a new season, continue a season in progress, or head in through the Front Office to make trades and create your own players.

Control Pad ↕ to highlight option.
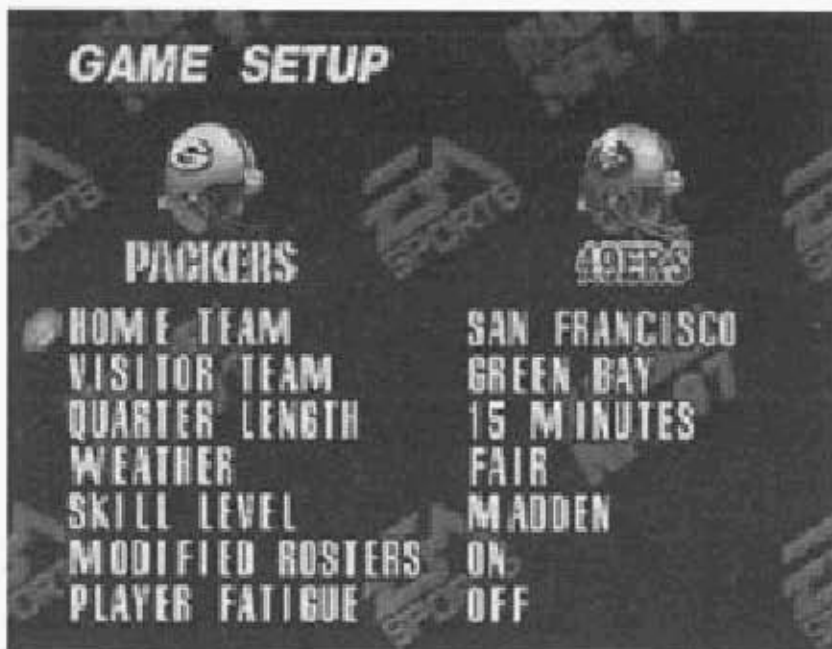Press **START** to select the highlighted option and continue

NEW GAME

If you're anxious to get out on the gridiron, choose NEW GAME and play an exhibition game with any of the regular or all-time teams.

To start an exhibition game:

- From the Main menu, highlight NEW GAME and press **START** or **C**. The Game Setup screen appears.

GAME SETUP SCREEN

If you select **NEW GAME** as game mode, the Game Setup screen gives you the options listed. Default options are listed in **bold** type in this manual.

```
GAME SETUP

            PACKERS              49ERS
    HOME TEAM          SAN FRANCISCO
    VISITOR TEAM       GREEN BAY
    QUARTER LENGTH     15 MINUTES
    WEATHER            FAIR
    SKILL LEVEL        MADDEN
    MODIFIED ROSTERS   ON
    PLAYER FATIGUE     OFF
```

D-Pad ↕ to highlight an option.
D-Pad ↔ to cycle through choices.
Press **START** or **C** to continue when you have made your selection.

HOME TEAM — Select the home team. Teams are listed alphabetically and their logos appear as you cycle through the different teams.

VISITOR TEAM — Select the visiting team. The visiting team gets to call the coin toss.

QUARTER LENGTH — Select either **5**, 10, or 15 minute games.

WEATHER — Select from **FAIR**, RAIN, or SNOW.

SKILL LEVEL — Select **PRO** for normal game play or MADDEN for faster game play.

PLAYERS

SPORTS

MODIFIED ROSTERS	**ON** (with trades and created players) or OFF
PLAYER FATIGUE	**ON** (players get tired) or OFF

- When you've made the selections you want, press **START** or **C**. The Controller Setup screen appears.

CONTROLLER SETUP SCREEN

Select the team that you want to control.

To select your team:

D-Pad ↔ to position the controller icon under the team you want. If you leave the icon in the middle, the computer controls the team.

To select a user (to track user records):

NOTE: Up to 8 users at a time can be saved.

After you have selected your team:

- To cycle through user names, D-Pad ↕.
- Press **START** to select the highlighted user name.
- When all players have selected their user names, the pregame screen appears.

NOTE: Only one user name can be chosen for each team.

To edit or delete an existing user:

1. Select a user, and press **C**. An options menu appears.

   - To return to the Controller Setup screen, D-Pad ↕ to CANCEL and press **C**.
   - To erase a user, D-Pad ↕ to ERASE USER and press **C**.
   - To edit a user name without losing his stats, D-Pad ↕ to EDIT USER NAME and press **C**. The Edit screen appears. To edit the user name:

2. D-Pad to highlight a letter, and then press **C** to select.

   • To backspace, press **A**.

   • When you've entered the last letter, **START** or **B** to enter the name. The Controller Setup screen reappears.

To enter a new player name:

1. Highlight NEW and press **C**.

2. D-Pad to highlight a letter, and then press **C** to select.

   • To backspace, press **A**.

   • When you've entered the last letter, press **START** or **B**. The Controller Setup screen appears.

4 WAY PLAY™

The 4 Way Play adapter lets up to four people play 3-on-1, 2-on-2, or 4-against-the-computer. If you are using a six-button controller, you must play in three-button mode.

• To play in three-button mode, press and hold the mode button on each six-button controller when you turn the game on. Continue to hold the mode button until the EA Sports logo appears.

When you use the adapter, the Team Select screen appears with four controller icons, each a different color. Move the controller icon ↔ to choose a team. When every player has chosen a team, each player must press **START** to continue. The colors assigned to each controller are:

Controller	1	2	3	4
Color	Orange	Red	White	Gray

- On offense, one player is always the quarterback and playcaller. Other players can press **B** to cycle through the other positions and take control of any player except the quarterback.

- On defense, the same player that calls the offensive plays calls the defensive plays. Again, other players can press **B** to select other positions to control.

NOTE: In Computer vs. Computer play, press **START** to pause the game and go to the Pause menu.

- The person who presses **B** first takes control of the player closest to the ball on offense and defense. The person who presses **B** second takes control of the second closest player, and so on.

PREGAME MENU

From the Pregame menu you can make coaching decisions and customize the upcoming battle.

- When you have finished with your pregame selections select **START GAME** and press **C**. The Coin Toss screen appears. See *The Coin Toss* p. 26.

To select options from the Pregame menu:

1. D-Pad ↕ to highlight an option.

2. Press **C** to select the option.

- To toggle some options ON/OFF, or to toggle between choices available, press **C**.

3. Press **START** or **B** to return to the Pregame menu.

START GAME	Select this option when you're ready to play. The Coin Toss screen appears. See *The Coin Toss* on p. 26.
TEAM MATCHUPS	Compare the relative strengths and weaknesses of the teams about to play.
MADDEN RECORDS	View your performance records. You must enter a user name at the Controller Setup screen to track your stats. See *Controller Setup Screen* on p. 9.
SET PENALTIES	Turn penalties off or crank 'em up and play by the rules.
SUBSTITUTIONS	Any member of your squad can be brought into the game—or taken out—at the Substitutions screen. If a player is injured, a replacement is subbed automatically. See *Substitutions* on p. 14.
GLOBAL SUBS	See *Substitutions* on p. 14.
SET AUDIBLES	Change the audible settings. These settings remain for an entire game. See *Set Audibles* on p. 15.

PLAY CALL	Choose BLUFF mode or **DIRECT**. See *Calling a Play* on p. 28.
PASS CATCH	Two pass catch modes are available: AUTO and **MANUAL**. In AUTO Passing (easier), the computer controls your pass receivers. In MANUAL passing you take control of the intended receiver by pressing **B** after the quarterback has thrown the ball.
ABC PASSING	Toggle **ON**/OFF. Choose between three or five potential receivers. With ABC Passing ON, three receivers are available, and you see the appropriate button letters next to the receivers as they run up the field. Turn ABC Passing OFF and you can cycle through five receivers. See *Passing and Receiving* on p. 31.
INJURIES	Toggle **ON**/OFF. When injuries are on a player can be sidelined from a quarter up to a whole season.
MADDENISMS	Toggle **ON**/OFF to hear Madden's ingame commentary.
INJURY REPORT	Press **C** to view an up to date injury report.
ANY PLAYER	Toggle **ON**/OFF. See *Any Player Mode* on p. 31.
SHOW CREDITS	View the credits of the Madden 97 production/development team.
ABORT GAME	Select this option to quit your game and return to the Main menu.

SET PENALTIES

To set penalties:

1. Select PENALTIES from the Pregame or Pause menu. The Set Penalties screen appears.

   - To choose the penalty that you want to adjust, D-Pad ↕.

   - To adjust the frequency of the penalty higher/lower, Pad ↔.

SUBSTITUTIONS

Each team has a full roster of NFLPA players, and you can send any available member of the squad out onto the field when you need him. If a player is injured, a replacement is subbed automatically.

Madden NFL 97 allows you to make global substitutions (replace an offensive or defensive player in all formations) or formation specific substitutions (replace a player in a specific formation).

To substitute a player for a specific formation:

1. From the Substitutions screen, press **A** or **C** to cycle through formations. D-Pad ↔ to cycle through and highlight positions.

2. Press **B** to select the highlighted position and cycle through substitutions available. The player's number, primary position, and energy level are displayed.

3. When the player you want is in position, press **START** to return to the Pregame or Pause menu or continue to make substitutions.

To substitute a player in all formations:

NOTE: Substituted players retain their original positions on the Global Subs screen even after they have been

substituted. To verify a substitution, check the specific formations substitutions screen. See *To substitute a player for a specific formation* above.

1. From the Global Substitutions screen D-Pad ↕ to scroll through the list of players.

2. Press **C** to select the player that you want to substitute. A list of available subs appears.

3. D-Pad ↕ to highlight available players.

4. Press **C** to select a substitute. The Global Substitutions screen reappears.

NOTE: When you substitute one player for another, the 2 players switch places in every formation in which they appear.

NOTE: The punter and kicker may not be substituted.

SET AUDIBLES

Change the audible settings. These settings remain until you reprogram them. The pre-programmed settings are as follows:

Offense: **A**—I-Form, Out-n-Ups

B—Pro Form, HB Off Tackle

C—Single Back, Post In

Defense: **A**—4-3, Man Zone 2

B—4-3, Jam Middle

C—Nickel, 3-Deep

To change the audible settings:

1. Select SET AUDIBLES from the Pregame or Pause menu. The Set Audibles screen appears.

- To reset your audibles to the default settings listed above, D-Pad ↑ to RESET and press **C**.

2. D-Pad ↕ to select offense or defense, then press the button (**A**, **B**, or **C**) where you want to assign the audible. The Formation screen appears.

3. Select a play as you normally would during a game. See *Calling a Play* on p.28. When you're done, the Set Audible screen returns.

4. Press **START** to return to the Pregame or Pause menu.

NEW SEASON

Take your favorite team through an entire season based on the actual 1996-97 NFL schedule. If you're good enough, you can make it to the playoffs for a shot at a Super Bowl ring.
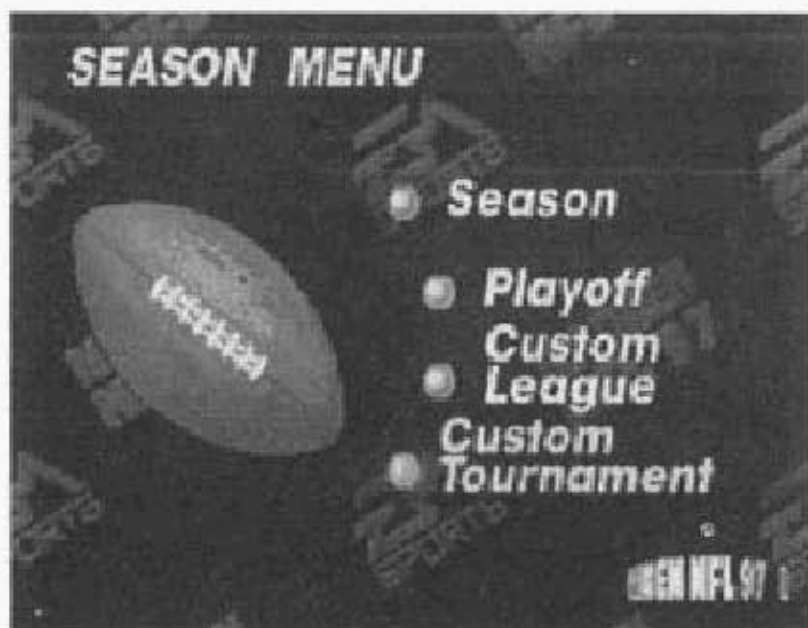
D- Pad ↕ to highlight option.
Press **START** to select the highlighted option and continue.
Press **B** to return to the *Main Menu*

Once a new season begins, League Stats, Team Stats, and League Standings are saved. You can stop mid-season and continue at a later time without having to start again at the beginning. See *Continue Season* on p. 21.

SEASON

To start a new season:

1. Select SEASON and press **START** or **C**. A prompt appears to remind you that any current season is erased when you start a new one.

2. Press **A** to continue. The NFL Schedule for Week 1 appears.

Madden NFL 97 creates an entire NFL season complete with a post-season playoff tournament that leads up to the Super Bowl.

Play any games you choose throughout the season or stick with your favorite team and try to win the Super Bowl. The computer (CPU) can simulate any games that you wish to bypass, including the Super Bowl. Statistics and standings are compiled and saved for every game, whether played or simulated.

WEEK SCHEDULE SCREEN

You play checked games, and the computer simulates all the other games.
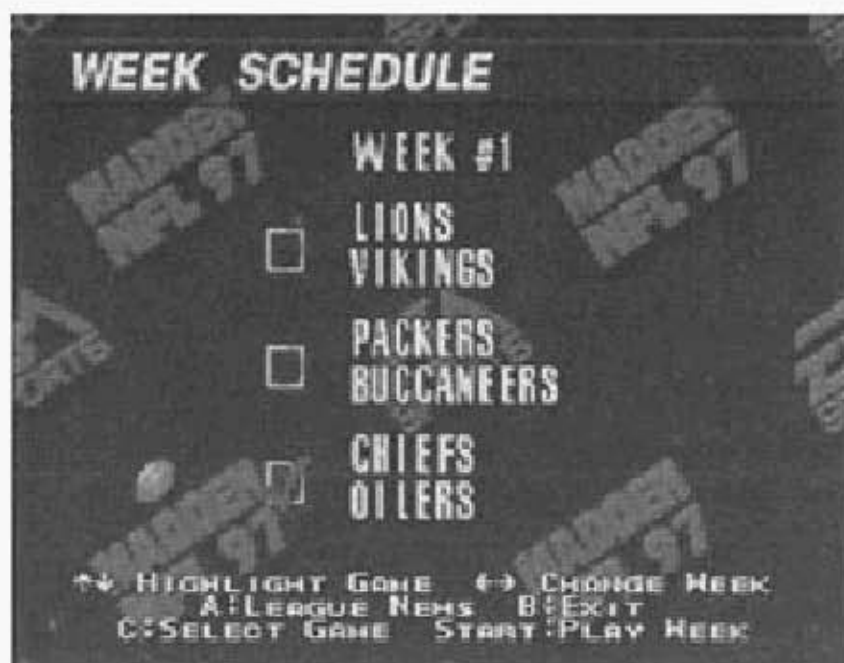
D-Pad ↕ to highlight a matchup.
Press **C** to select a matchup.
Press **A** view League News, when you are finished
selecting the games you want to play, press **START**.
Press **B** to return to the *Main Menu*.

League News

View standings, schedules, injury reports, stat leaders, and Madden records from around the league.

D-Pad ↕ to highlight an option.
Press **C** to select an option.
Press **B** to return to the *Week Schedule screen*.

PLAYOFF

Madden NFL 97 sets up a playoff that starts at the Wild Card round and leads up to the Super Bowl. Your team enters the playoffs as either a wildcard team or division champion, with a tough schedule on the way to the championship.

To start a new playoff:

NOTE: All-time teams are not available in playoffs.

    1. Highlight PLAYOFF from the Season menu and press **START** or **C**. You are prompted to overwrite existing season data.

2. If you choose to continue, a playoff team appears at the bottom of the screen. D-Pad ↔ to cycle through the teams, then press **START** or **C**. The Week Schedule screen appears. See *Week Schedule screen* on p. 18 for further instructions.

CUSTOM LEAGUE

Madden NFL 97 sets up a custom league of **4** to **10** players. Each team plays every other team once at home and once away. For **8—10** players, two separate divisions are created. After each division has completed its games, the division champions play each other in a one game playoff.

To start a custom league:

1. Highlight CUSTOM LEAGUE from the Season menu and press **START** or **C**. A prompt appears to remind you that any current season is erased when you start a custom league.

2. Press **A** to continue. The option for the number of players appears.

3. D-Pad ↔ to cycle through the numbers of players that you want in your league and press **START**. The Pick Teams screen appears.

4. D-Pad ↔ to cycle through the teams and press **C** to enter your user name for the highlighted team.

5. When you have entered your name, press **START**. The Pick Teams screen reappears.

6. D-Pad ↕ to pick the team for the next user, and repeat steps 4 and 5 until all of the league slots are filled.

7. Press **START** to begin your league.

8. To select the game you want to play:

- D-Pad ↔ to cycle through the teams in your league.
- D-Pad ↕ to scroll through a teams schedule.

9. When you have selected the game you want, press **START**. The Game Setup screen appears. See *Game Setup* on p. 8.

CUSTOM TOURNAMENT

Madden NFL 97 sets up a playoff tree for 4, 8, or 16 players leading up to the Madden Bowl.

To start a custom tournament:

1. Highlight CUSTOM TOURNAMENT from the Season menu and press **START**. A prompt appears to remind you that any current tournament is erased when you start a custom league.

2. Press **A** to continue. The option for the number of players appears.

3. D-Pad ↔ to cycle through the numbers of players that you want in your tournament and press **START**. The Pick Teams screen appears.

4. D-Pad ↔ to cycle through the teams and press **C** to enter your user name.

5. When you have entered your name, press **START**. The Pick Teams screen reappears.

6. D-Pad ↕ to pick the team for the next user, and repeat steps 4 and 5 until all of the tournament slots are filled.

7. Press **START** to begin your tournament. The Tournament Schedule screen appears.

8. D-Pad ↕ to select the matchup that you want to play first and press **START**. The Game Setup screen appears. See *Game Setup* on p. 8.

CONTINUE SEASON

Select this option from the Main menu to load a saved season, tournament, or playoff and return to the last completed game.

Note: Only one playoff, season, league, or tournament can be saved at a time. If you start a new playoff, season, league, or tournament, any saved games are erased, and you have to start over at the beginning.

FRONT OFFICE

Here is where it all happens. Sign free agents, trade players, and create new players.
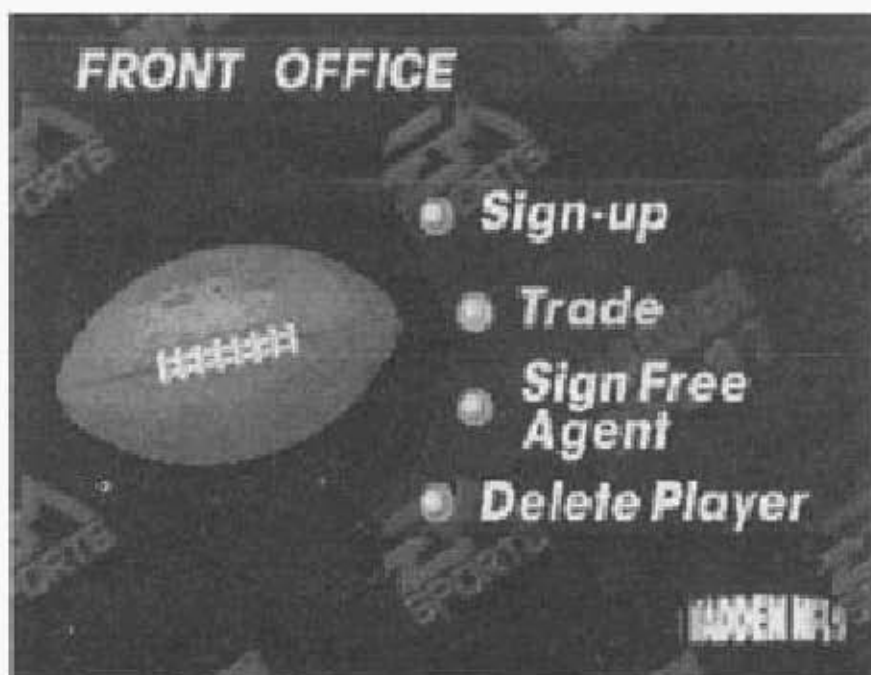
D-Pad ↕ to highlight option.
Press **B** to return to the Main Menu.
Press **START** or **C** to select the highlighted option and continue.

SIGN UP (CREATE A PLAYER)
OFFICIAL TRYOUT REGISTRATION

To enter your name:

1. D-Pad ↔ to change a letter.

2. Press **C** to type a letter.

   • To erase a letter, press **A**.

3. When you have entered your name, D-Pad ↓ to confirm your entry and continue.

To complete the registration form:

• D-Pad ↕ to highlight a different category.

• D-Pad ↔ to cycle through the choices for HEIGHT, WEIGHT, POSITION, and JERSEY NUMBER. When finished, press **START** to confirm your entry and continue. The Salary screen appears.

SALARY SCREEN

You are given a number of points to distribute among the ability categories.

NOTE: Certain physical characteristics such as height and weight may limit the amount of points for a particular attribute, and there is a minimum number for each category which can not be modified.

• To highlight a category, D-Pad ↕.

• To add/subtract points from a category, D-Pad ↔.

• When you have distributed all of the points, press **START**. A prompt to CONTINUE/EXIT/SAVE appears.

• To make further changes, select CONTINUE. To return to the Front Office without saving, select EXIT.

• To save your player, select SAVE and press **START**.

TRADE

Can you believe your team traded away a key player? Do you ever find yourself wishing that you could give the owners and coaches a little advice? Well here's your chance to step in and run things the way you want to.

Note: Player rosters are up to date as of early August 1996.

Press **C** to highlight top\bottom.
D-Pad ↔ to cycle through teams.
D-Pad ↕ to scroll through the rosters.
Press **A** to erase all trades, press **START** to trade players,
press **B** to exit.

SIGN FREE AGENT

Press **C** to highlight top\bottom.
D-Pad ↔ to cycle through teams.
D-Pad ↕ to scroll through the rosters.
Press **A** to erase all trades, press **START** to trade players,
press **B** to exit.

NOTE: When you erase all trades, your playoff, season, league, or tournament is also erased.

DELETE PLAYERS

This option allows you to delete any player that you have created.

- In order to delete a player, you must first erase all trades at the Trade Players screen.

- To select the player you want to delete, D-Pad ↕ and press **C**. Press **A** to confirm, press **B** to cancel.

- To return to the Front Office screen, press **B** or **START**.

MADDEN RECORDS

The Madden Records screen keeps track of outstanding individual and team accomplishments. If you break a Madden record during a game, a banner displays the new record. The record is also saved on the Madden Records screen along with your win/loss record.

NOTE: In order to use Madden records, you must select a user name at the Controller Setup screen. See *Controller Setup* on p. 9.

PLAYING THE GAME
THE COIN TOSS

The visiting team chooses heads or tails. If you are the visitor, you make the call.

- To select head or tails, D-Pad ↕. You must make the call while the coin is in the air.

If you win the toss, you can choose to kick or receive.

- To kick, press **A**.
- To receive, press **C**.

If you lose the toss, you choose which goal you want to defend.

- To choose a goal to defend, press **A** for home, **B** for away. The game begins.

KICKING

The Kick meter allows you to place your kick just about anywhere on the field. Kicks are affected by wind, so keep an eye on the wind direction when gauging your kick. The following instructions apply to kickoffs, punts, and field goals:

Press **C** to snap the ball/start the Power meter moving upward.
D-Pad ↔ to aim your kick.
Press **C** again to stop the meter and kick the ball.

To set the kicking team in onside kick formation during a kickoff:

1. Press **A** to call an audible.
2. Press **A/C** for an onside left/right formation.
3. If you change your mind, press **A** to call an audible, and then press **B** to return to standard formation.

NOTE: An onside kick must travel at least ten yards before the kicking team can recover the ball. An onside kick is not allowed after a safety.

RETURNING THE KICK

When receiving, both kickoffs and punts are automatically fielded by your deep men, provided your team is in proper formation.

EA **TIP:** On kickoffs, your team is automatically set in the kick receiving formation. For punts, you must choose PUNT RETURN or PUNT BLOCK to field a deep man.

**To set the receiving team in onside kick formation:**

1. Press **A** to call an audible.
2. Press **A/C** to defend an onside left/right kick.
3. Press **B** to return to standard formation.

Kick returners automatically field the ball and run.

- To take control of the kick returner, D-Pad in any direction.

CALLING A PLAY

There are two ways to call a play from the Play Call screen: Bluff mode or Direct. In both modes you select a Formation first, then a Set if you are on offense, and then a play. Bluff mode lets you bluff your opponent when calling a play. You can toggle Bluff/Direct modes from the Pregame screen or from the Pause menu.
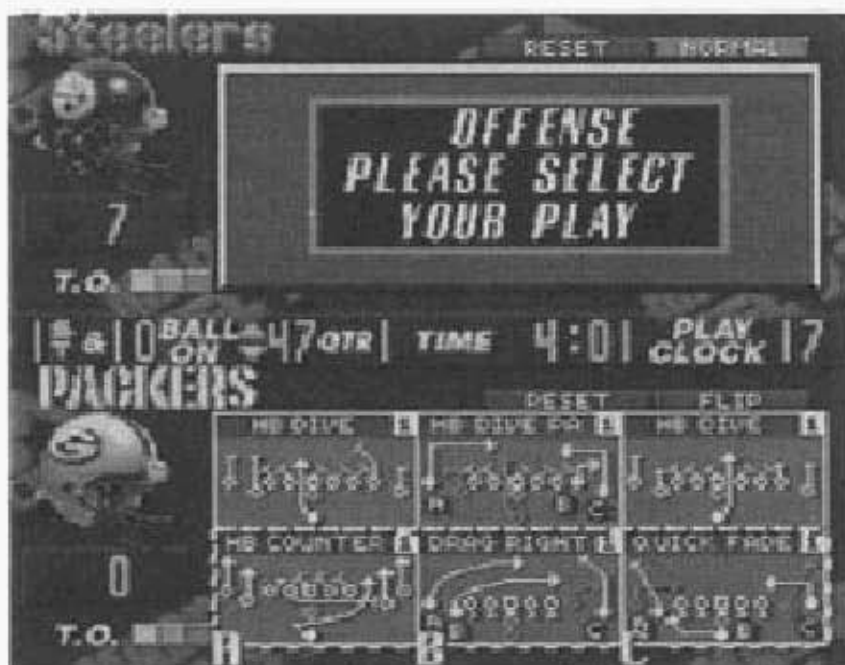
D-Pad ↕/↔ to move the play selection highlight.
Press A, B, or C to select a formation/play.

To call a play in direct mode:

1. From the Play Calling screen, select the formation you want, then press the corresponding button. If you are on offense, select the set you want and press the corresponding button. The Offensive Set screen appears.

2. Select the set you want, then press the corresponding button. The Play screen appears.

3. Select the play you want, then press the corresponding button. You return to the field at the line of scrimmage when offense and defense have both chosen their plays.

   • If you choose a formation or play and then change your mind, select RESET to back up and select a different formation or set.

   • To reverse all of the plays, select FLIP. (Goal line plays can not be flipped.)

To call a timeout from the Play Calling screen, press **START** to bring up the Pause menu and select TIMEOUT. For more information see *Timeout* on p. 36.

To call a play in Bluff mode:

1. From the Play Calling screen, select the formation you want, then press **C**. If you are on offense, select the set you want and press the corresponding button. The Play screen appears.

2. To bluff, move the box over the play you want to pretend to call and press **B**.

3. To call the play you actually want, move the box over the play and press **C**. You may continue to bluff by pressing **B**.

4. Press **A** to confirm your selection.

When you press **B**, you hear the same 'select' sound you hear when you press **C** but no play is called. Also, you can choose more than one play with the **C** button; the last play chosen is the play that is selected.

Use the same procedure to set audibles.

- When you reach the line of scrimmage, press **C** to snap the ball, and press **B** to fake the snap.

EA TIP: If you try a fake snap, you may draw the defense offsides, but you may also cause an offensive false start.

CALLING AN AUDIBLE

1. From the line of scrimmage, press **A**. The audible indicator appears.
2. Press the button corresponding to the play you want to run.
3. Press **C** to snap the ball. See *Set Audibles* on p. 15.

THE PLAY CLOCK

After the whistle blows the offense has 25 seconds (40 seconds after a run or completed pass) to call the next play and snap the ball. If time expires before the ball is snapped, the offensive team receives a five-yard Delay of Game penalty. When a Timeout is called, the Play Clock is reset at 25 seconds.

OFFENSE
RUNNING

There are a number of slick moves you can execute while running the ball.

- To change directions, press the D-Pad in the direction you want to move.
- To make the ball carrier dive, press **A**.
- To spin, hold **B**.
- To hurdle, stiff arm, or speed burst, press **C**.

PASSING AND RECEIVING

There are two passing modes: ABC Passing ON or OFF. With both modes, you can let the computer execute the play, or you can take control of the quarterback by pressing the D-Pad in any direction. If you do, it's up to you to call up receiver letters, choose a receiver, and pass the ball.

Any Player mode

When Any Player mode is on it allows you to control any offensive player.

To use Any Player mode:

- To cycle through your players, press **B**.
- To snap the ball, press **C**.
- If you are controlling a receiver:
    1. Press **C** to snap the ball.
    2. Press **C** again to call for the ball.
- If you are controlling a player who is not the designated receiver, the CPU runs the play normally.

ABC Passing On

ABC Passing ON gives you three receivers to choose from (it's also easier than ABC Passing OFF). A controller button letter appears below each possible receiver and you push the corresponding button to pass to that receiver.

- To display the button letters, press **C** after the snap.
- To throw to a receiver, press the corresponding button.
- Hold the button down for a bullet pass; tap it for a lob.

ABC Passing Off

With ABC Passing OFF, you can choose from five available receivers. The technique is more difficult, but once mastered, gives you more options on the field.

To execute a passing play with ABC off:

1. Press **C** to snap the ball. The letter "C" appears below a receiver.

2. To cycle through receivers, press **A/B**. The 'C' jumps to the next receiver. Keep pressing **A** or **B** to cycle through receivers until you get the one you want.

EA TIP: Just like a real quarterback, you've got to read the field and choose the right receiver quickly or you're sure to get sacked.

3. Press **C** again to throw to that receiver. As with ABC ON, hold the button for a bullet, tap it for a lob.

While the ball is in the air:

- To switch control to the intended receiver in manual mode, press **B**, then use the D-Pad to guide the receiver. In auto mode the switch is made automatically.

- To raise the receiver's hands or make him jump, press **C**.

- To make the receiver dive for the ball, press **A**.

FIELD GOALS, PUNTS, AND P.A.T.S

Select the formation SPECIAL TEAMS from the Play Call screen (D-Pad ↔ if you don't see the formation). Select the play you want (e.g., Field Goal), and operate the kicking meter just as you would for a kickoff. See *Kicking* on p. 26.

NO-HUDDLE OFFENSE

For those desperate drives late in the game, try the hurry-up offense.

- To go straight to the line of scrimmage and repeat the previous play, hold **C** right after the whistle blows.

- To change your play at the line of scrimmage, call audibles as you normally would. See *Calling an Audible* on p. 30.

- To run a 'Stop Clock' play (the quarterback throws the ball into the ground), hold **A** right after the whistle blows. When your team lines up, press **C** to snap the ball. The quarterback grounds the ball.

EA TIP: Don't touch the D-Pad when executing a 'Stop Clock' play. Once you assume control of the quarterback, you cancel the grounding command.

DEFENSE

DEFENDING A RUN

The defense reacts automatically to the action on the field, but you can take control at any time.

- To fire off the line of scrimmage and get a slight jump on the offensive linemen, press **C**. Watch out for offside violations.

- To dive at the ball carrier for a crushing hit, press **A**.

- To take control of the defensive player closest to the ball, press **B**.

- To make a power tackle when you are close to the ball carrier, press **C**.

OR

- To make the defensive player jump and raise his hands to block a kick, tip a pass, or intercept a pass, press **C**.

DEFENDING A PASS

If the receivers run passing patterns, the defensive backs automatically cover them. However, if you want to take control of the defensive player closest to the ball, press **B**.

As with all defensive situations, the player can dive (press **A**), or jump or raise his hands to intercept the pass (press **C**).

> *EA* **TIP:** If you hit a receiver immediately after he catches the ball, you can knock it out of his hands.

SPECIAL TEAMS

With both punts and field goals, you have two options: to defend or to block. Choose SPECIAL TEAMS as your formation, then make your selection from the Play Call screen.

When you receive a punt, choose PUNT RETURN if you want your men to drop back and block for the return man.

> *EA* **TIP:** Choose PUNT RUSH if you want to rush the punter and let the kicking team pursue your kick returner. Use the D-Pad to take control of your deep man.

Choose FG BLOCK to defend a field goal or extra point try.

THE PAUSE MENU

You can pause the game at any time. The game clock stops running, and the Pause menu appears.

- To pause the game, press **START**. The Pause menu appears.

NOTE: Most of the Pause menu options are available from the Pregame menu. Only the unique Pause menu options are listed below.

To make selections from the Pause menu:

1. D-Pad $\updownarrow$ to highlight an option.

2. Press **C** to select the highlighted option, or to toggle between available options.

3. Press **START** or **B** to return to the Pause menu.

RESUME GAME   Return to the current game. You can also press **START** from anywhere in the Pause menu to return to the game.

INSTANT REPLAY   Review a play at any time during the game.

To view Instant Replay:

1. Select INSTANT REPLAY from the Pause screen.

   • Hold **A** to rewind.

   • Tap **B** for frame by frame replay.

   • Hold **B** to replay in slow motion.

   • Tap **C** to replay at normal speed.

   • Use the D-Pad to position the cross-hairs over any player you want to isolate during the replay. If the cross-hair is not centered on a player, the camera follows the ball.

2. Press **START** to exit the replay. An options menu appears.

   • To exit, press **C**.

   • To load a previously saved Great Play, select LOAD GREAT PLAY and press **C**.

   • To save the replay, select SAVE AS GREAT PLAY and press **C**.

TIMEOUT   Each team has three time-outs per half. These do not carry over from the first to the second half. When a team calls Timeout, the game clock stops and the play clock resets to 25 seconds. Timeouts can also be used to rest your players; energy levels are refreshed after a time-out is called. You can call a Timeout after the whistle blows, signifying the end of a play. Notice that when you return to the Play Call screen, your Timeout indicator reflects the call.

GAME STATS   View the current stats in the game's most vital categories.

- D-Pad ↕ to scroll through all the statistics.

TEAM STATS   View the stats for the individual players on your team.

- To toggle between the teams in the current game, D-Pad ↔.
- To cycle through the categories, press **A** or **C**.
- To scroll through the players, D-Pad ↕.

DRIVE SUMMARY The Drive Summary displays the offensive plays run on the current drive. It shows the type of play, the yards gained or lost, time of possession, and any penalties that have been called.

- D-Pad ↕ to scroll through the entire Drive Summary.

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