

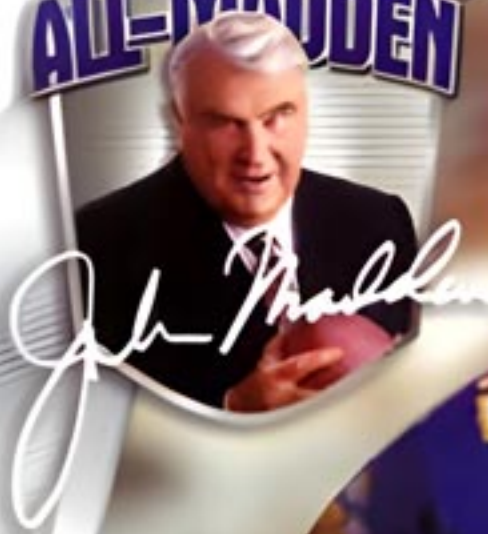


PlayStation

NTSC U/C

PlayStation

ALL-MADDEN



MADDEN

NFL 2002



MADDEN NFL™ 2002

**KICKING**

Start kick meter/kick the ball **X**

OFFENSE

Snap the ball **X**

RUNNING

Speed burst/Head down **X**

Dive/QB slide **□**

Jump/Hurdle **△**

Spin **○**

Stiff arm **R2**

Juke left/right **L1**, **R1**

PASSING

View available receiver **X**
(after the snap)

Pass to corresponding receiver

X, **□**, **○**, **L1** or **R1**

DEFENSE

Control player nearest to the ball **X**

Dive **□**

Power tackle/Speed burst **○**

Jump **△**

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNOFFICIAL PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your console warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION DISC:

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

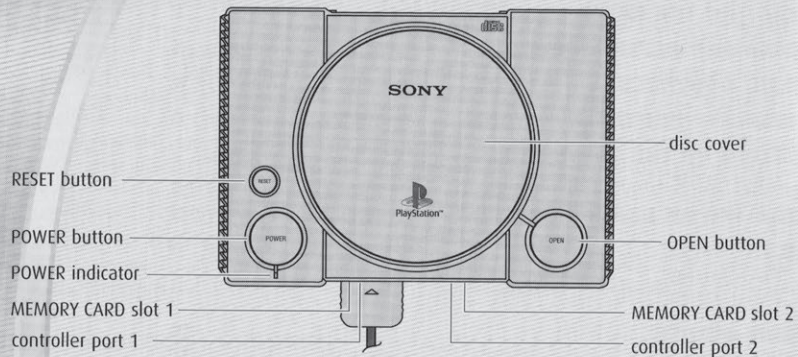
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is **OFF** before inserting or removing a compact disc.
2. Insert the *Madden NFL™ 2002* disc and close the disc cover.
3. Insert game controllers and turn **ON** the PlayStation game console.
4. After the introductory screen, press **START** to advance to the Main menu. ➤ *Main Menu* on p. 7.

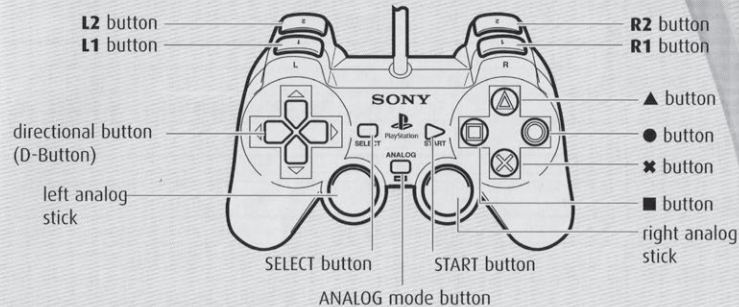
NOTE: When using the Multitap, at least one controller must be connected to port 1-A or 2-A.

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

COMMAND REFERENCE



DUALSHOCK™ analog controller



MENU CONTROLS

Highlight menu item	D-Button ↓
Change highlighted item	D-Button ←→
Select/Go to next screen	× button
Cancel/Return to previous screen	▲ button
Help menu	■ button

NOTE: The Houston Texans uniforms were not finalized when this game was completed. The uniforms in *Madden NFL 2002* are generic representations. To see the real Texans uniforms check out www.NFL.com after September 12, 2001.

BASIC CONTROLS

Take over any game and dominate on the field with the use of these basic controls.

GAME CONTROLS

PLAY SELECTION

Cycle sets and formations	D-Button
Select sets and formations	✕ button
Select play	D-Button ↓ and then ■ button, ✕ button, or ● button

KICKING

Start kick meter/Kick the ball	✕ button
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OFFENSE

Snap the ball	✕ button
Passing:	
Highlight receivers	✕ button
Throw the ball	✕ button, ■ button, ● button, L1 button, or R1 button
Running the ball	D-Button

DEFENSE

Switch players	✕ button
Power tackle	● button



NOTE: In addition to these basic moves, *Madden NFL™ 2002* includes many other control features that can help lead that fourth quarter comeback. For more detailed information about all gameplay controls, ► *Complete Controls* below.

COMPLETE CONTROLS

Once you've mastered the basic controls, get deeper in the game by using the advanced controls on both sides of the ball.

GENERAL GAMEPLAY

Pause game	START button
Call timeout	SELECT button
Instant replay (after play)	L2 button

PLAYCALLING

Cycle sets and formations	D-Button
Select set and formation	✕ button
Select play	D-Button ↓ and then ■ button, ✕ button, or ● button
Flip play	R1 button
Previous formation/set	▲ button

OFFENSE (BEFORE THE SNAP)

View receivers to the left/right	L1 button/R1 button
Fake the snap	● button
Call an audible (For more information, ► p. 10)	■ button then ■ button, ✕ button, ● button, L1 button, L2 button, or R1 button
Cancel an audible at the line of scrimmage	■ button then ▲ button
Move receiver in motion (when available)	D-Button ↔
Madden Meter	L1 button/R1 button + R2 button
Flip play at line of scrimmage	■ button then R2 button
Snap the ball	✕ button

HOT ROUTES

Use a Hot Route at the line of scrimmage when you see a weakness in the defense. Hot Routes quickly change a receiver's route before the ball is snapped.

1. To call a Hot Route, press the ▲ button then press the button for the receiver whose route you want to change.
2. After the receiver is selected, press the D-Button ↑ to send him on a fly pattern, D-Button ↓ for a curl pattern, or D-Button ↔ to run an in/out pattern.

RUNNING

Speed burst/Head down	✕ button
Dive/QB slide	■ button
Jump/Hurdle	▲ button
Spin	● button
Stiff arm	R2 button
Juke left/right	L1 button/R1 button
Lateral the ball	L2 button



MADDEN METER

Activate your Madden Meter and watch it rise as you make big plays. When your player's meter is full, he gets a boost for the next three plays.

PASSING

View available receivers	✕ button (after the snap)
Pass to receiver with corresponding symbol	✕ button, ■ button, ● button, L1 button, or R1 button
Throw ball away	L2 button + ▲ button
Pump fake (available once)	R2 button + button symbol of eligible receiver

RECEIVING

Take control of receiver	✕ button (while ball is airborne)
Dive for pass	■ button
Jump for pass	▲ button

DEFENSE (BEFORE THE SNAP)

Cycle defenders	✕ button or ● button
Reposition player	D-Button
Defensive line shift	L1 button
Secondary shift for bump and run and loose coverage	R1 button
Call an audible (► p. 10)	■ button then ■ button, ✕ button, ● button, L1 button, L2 button, or R1 buttons

Madden Meter	R2 button
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DEFENSE (AFTER THE SNAP)

Control player nearest to the ball	✕ button
Dive	■ button
Power tackle/Speed burst	● button
Jump	▲ button
Power/Swim move (defensive line)	R1 button
Swat ball	L1 button
Spin move	R2 button
Strip ball	L2 button

KICKING GAME

Kickoff/Field goals	✕ button then ✕ button, ● button, or ▲ button
Punts	✕ button then ✕ button

READ-N-REACT DEFENSE™

Allows you to change the logic of the cornerbacks and linebackers at the line of scrimmage. Pass Prevent (▲ button + D-Button ↑) puts the cornerbacks into bump and run coverage protecting the long pass while Stop Run (▲ button + D-Button ↓) puts the cornerbacks and linebackers 2-3 yards off the ball in tighter man-to-man coverage.

To kick:

1. Press the ✕ button to stop the directional meter. The power meter is activated (or the ball is snapped on field goals and punts).
 2. Press the ✕ button again to stop the power meter.
- ◆ Press the ✕ button on the power meter for a normal kick. Press the ▲ button for a high kick or the ■ button for a squib kick.

KICKOFF/PUNT RETURNING

Control return man	D-Button
Switch players	✕ button
Fair catch/Kneel (must have control of return man)	▲ button

PLAYER-CONTROLLED CELEBRATIONS

After you score that winning TD, rub it in your opponent's face.

- To perform a celebration, hold down the L1 button + any other command button (except L2 button) as soon as you cross the goal line.

SETTING UP THE GAME

The Main menu is *Madden* central.

MAIN MENU

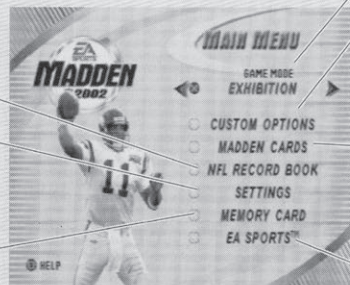
GAME MODE: Choose from Exhibition, Season, Franchise, Custom League, Tournament, Coaches Corner, Situation, 2 Minute Drill, and Madden Classic modes (► *Game Modes* on p. 10)

NFL RECORD BOOK:

View individual, team, coaching, and Super Bowl records (► *NFL Record Book* on p. 18)

SETTINGS: Adjust controller settings, customize AI, set sound options, and more (► *Settings* on p. 18)

MEMORY CARD: Save and Load games (► *Saving and Loading* on p. 19)



CUSTOM OPTIONS:

Create a User Profile, create a team, update rosters, and edit plays (► *Custom Options* on p. 16)

MADDEN CARDS: Check out your challenge status, view and trade cards (► *Madden Cards* on p. 17)

View game credits

STARTING AN EXHIBITION GAME

Your Super Bowl™ run begins in Exhibition mode.

To Start an Exhibition game:

1. From the Main menu, select Exhibition and press the **X** button. The Team Select screen appears.
2. Select the Home and Away teams and press the **START** button or the **X** button (or press the **●** button to select a different stadium, the time of day, and weather conditions). The Controller Select screen appears.
3. To select a team to control, press the D-Button **↔** and position the controller icon next to your desired team. Press the **START** button to begin the game (or press the **X** button to access User Options).
- ◆ In the User Options screen, you can choose a playbook, activate a User Profile (▶ p. 16), select an alternate uniform, select the number of Mulligans per game, activate Madden Cards (▶ p. 17) and adjust your controller configuration.



NOTE: Up to eight players can play *Madden NFL 2002* using one or two Multitaps. A different colored icon appears for each connected controller.

ON THE FIELD

From the Playcalling Screen, select the offensive, defensive, and special team plays for your team.

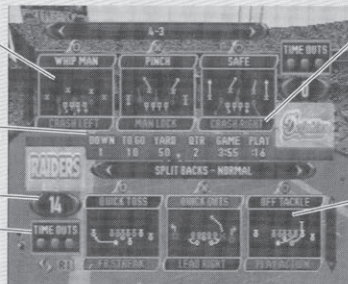
PLAYCALLING

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

Down, quarter and
clock information

Score

Timeouts remaining



List the plays in the
next window (press the
D-Button **↓** to cycle
through windows)

Offensive Set/
Formation/Play Windows

To select a play:

1. Press the D-Button **↓** to select a formation (press the D-Button **↔** to scroll through the sets of the formation). Once you have the desired formation and set, press the **X** button.
2. A list of three plays appears. Press the D-Button **↔** to scroll through the available plays and then press the **■** button, the **X** button, or the **●** button to select the desired play.
 - To call a play from the header below the selection window, press the **L2** button + the **■** button, the **X** button, or the **●** button. Use this strategy to fake out a competitor who is sneaking a peek at your selected play.
 - To go back to the previous window, press the **▲** button. To flip offensive plays (change the formation to the opposite side of the field), press the **R1** button.
 - ◆ 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.

OFFENSIVE TIPS

- To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To lob a pass, tap the button.
- To run a hurry-up offense, hold the **X** button immediately at the end of the play (after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play. If you want your quarterback to spike the ball, hold the **●** button at the end of a play to run a stop clock play.
- If your quarterback is under heavy pressure, press the **▲** button while he's still behind the line of scrimmage and scramble for yardage. During your run, you can press the **▲** button again to bring up the passing symbols. However, once your QB passes the line of scrimmage, he's not allowed to throw the ball downfield.
- To throw a route-based pass, hold the **L2** button plus the button of the receiver you want to throw to and the QB will lead the receiver while he's running his route.

PAUSE MENU

When the action on the field is getting too hot to handle, pause the game and take a break.

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



NOTE: The Pause menu options are self-explanatory except for those explained below.

MULLIGANS: Use one of your "do-over" Mulligans during a game. When put to use, the previous play is erased and the play starts over again. However, one of your three time outs is taken away.



SUBSTITUTIONS: Make lineup and player substitutions or re-arrange the depth chart.

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

- ➔ Press the **R2** button/**L2** button to toggle player positions.
- ➔ To reorder the depth chart, scroll through the available players.
- ➔ To sub out a highlighted player, press the **X** button. From the reserves list, press the **X** button again to sub in the selected player.

OFFENSIVE/ DEFENSIVE FORMATION: Select individual players assigned to each formation.

- ➔ To cycle through the various formations/sets, press the **R1** button/**L1** button.
- ➔ To cycle through player positions, press the **R2** button/**L2** button.
- ➔ To sub in the highlighted player from the "Sub In" list, press the **X** button.

AUDIBLES: Select your play audibles on both sides of the ball.

- ➔ Select **OFFENSE** or **DEFENSE**.
- ➔ Press the D-Button to highlight a play window and press the **X** button. The cursor moves down to the Playcalling screen.
- ➔ From the Playcalling screen, select a new play, press the **X** button and the new audible is set with its respective play button.

USER CAMERA: Create a new camera angle for pre-play, normal, and passing situations.

GAME MODES

Take on the league in one of these game modes: Season, Franchise, and Custom League. Or see *Other Game Modes* on p. 13 for more options.

SEASON

Make a run for the Super Bowl by playing in a 16-game NFL season.

NEW SEASON

- ➔ To begin a new season, select **SEASON** from the Main menu. After selecting New from the Setup box, adjust your pre-league settings (➤ below) and press the **X** button for the Team Select screen.

SEASON SETUP MENU

CREATED TEAMS: Play in a league that includes created teams (➤ p. 16).

ROSTERS: Play with a default team rosters, modified rosters, or run a Fantasy Draft (➤ p. 11).

Mod. Divisions: When ON, re-align the six NFL divisions and play a Custom Season.

TEAM SELECT SCREEN

Place a check mark in the box of the team(s) that you would like to control during the season by pressing the **X** button. When finished, press the **START** button to advance to the Season screen.

PLAY WEEK MENU

PLAY WEEK: From the Play Week menu, you can play or simulate (CPU plays the game) on the schedule. To play a game, highlight the match-up and press the **X** button. A checkmark appears. Press the **START** button to reach the Controller Screen (You can simulate games by pressing the **START** button next to a match-up without a checkmark).



NOTE: To spawn a game to your memory card, highlight the game and press the **●** button. When you 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. 19 for more information.

FANTASY DRAFT

If you are playing a Season with this option ON, you can draft players to your team roster by selecting individuals available from a pool from every NFL roster.

- ➔ To draft a player, highlight a name from the player pool and press the **X** button to add him to your roster (to toggle player positions, press the **L1** button/**R1** button). The CPU runs the draft for non-controlled teams.
- ➔ Press the **START** button any time during the draft and the CPU simulates the remainder of the player selections.

AFTER THE SEASON

After the regular season ends, the playoffs begin. If your selected team(s) fails to make the post-season, you can play or simulate any of the remaining games on the schedule.

FRANCHISE

In Franchise mode, you play General Manager and Head Coach. Trade and draft players, negotiate player-contracts, and then guide your team all the way to the Super Bowl.



NOTE: Franchise mode is similar to Season. Refer to Season section to learn more about the Set up menu, Play Week menu and Fantasy Draft.

PLAYING A FRANCHISE GAME

- ➔ To begin playing in Franchise mode, select Franchise from the Main menu and press the **X** button.

To add a new coach:

1. Before you play a game, you must select a coach to run the team. From the Coach setup menu, scroll and highlight a coach and press the D-Button **↔** until **HUMAN** appears. You can also select **NEW** to create a new coach. Press the **START** button to accept.

◆ **EDIT COACH:** The Edit Coach feature allows you to change the strategy of a coach. You can also get them involved with the off-season tasks.

2. Select a team to run and press the **START** button. The Play Week menu appears.

POST-SEASON MANAGEMENT

After a season, focus your attention on the future. Rebuild or stock up your team through the draft and by signing key free agents for the following season.

POST-SEASON OPTIONS MENU

➔ To begin post-season transactions, press the **START** button after the Pro Bowl has been played. The Franchise Options menu appears. Self-explanatory options have been omitted.

SEASON PROGRESSION: Compare a player's attributes from season to season.

RE-SIGN PLAYERS: Negotiate contracts with players from your own team.

➔ To begin contract negotiations, highlight an unsigned player and press the ✖ button. Offer a salary and press the ✖ button to submit the offer sheet. The player either accepts or declines the offer.

TRADE PLAYER: 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 fit all your players under the salary cap (For more information about bidding on a player, ➔ *To Bid on a Player* below).

START NFL DRAFT: Begin the seven-round rookie draft. Each team selects one player per round. If you simulate the draft at any time, your team loses its remaining picks.

◆ You may be able to select more than one player per round if you have traded players for draft picks.

➔ To select a player, press the ✖ button. To simulate the draft at any time, press the **START** button.

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.

MANAGE ROSTERS: Allows for modification of the roster before the pre season.

PRE SEASON PROGRESSION: Compare a player's attributes after the pre-season is completed.

To bid on a player:

1. Press the ✖ button to switch to the player list, then highlight a player to sign and press the ✖ button.
 2. Select a salary and length of contract, then submit an offer. The player accepts or rejects the offer.
- ◆ The team name appears by the player's name in the player list when he accepts your offer.

◆ You can start the bidding or outbid another team by offering more than the current offer. After a player signs with a team, the bidding is over.

CUSTOM LEAGUE

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.

To start a Custom League:

1. Press the ✖ button to proceed to the League Setup screen after you have finished entering your choices at the Custom League Setup Box.
2. Press the D-Button ↔ to choose a team for a highlighted player.
3. Press the D-Button ↓ to change the highlighted player.
4. Press the ✖ button to enter the highlighted player's name.
5. Press the **START** button to advance to the Custom League Main menu when you're finished entering all player information.

OTHER GAME MODES

Compete in a Tournament, run your team through a tough Practice, set up and conquer a challenging Situation, or take on up to nine friends in a Two Minute Drill showdown.

TOURNAMENT

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

To start a Tournament:

1. Select your options from the Tournament Setup box. Press the ✖ button to select the teams.
2. Select the teams for the tournament tree; then press the ✖ button to identify the participating human-controlled teams. Highlight a player and press the ✖ button to enter his name, then press the D-Button ↔ to select a team.
3. To play a game, select Tournament Tree at the Tournament Main menu and press the **START** button on the desired match-up. The Controller Select screen appears.
4. To simulate or forfeit a game, press the ✖ button; to spawn a game, press the ● button.

COACHES CORNER

Brush up on your playing skills or master a team's playbook on the practice field.

TRAINING MODE

With the help of John Madden and his telestrator, get in-depth knowledge of each play and learn how each formation can help you during a game. Madden runs the play first with an in-depth preview, and then it's your turn to take control. You can earn tokens with big plays, so pay attention to what John Madden has to say. Training Mode consist of a total of 18 plays and 6 formations. The



more yards you gain on the play, the more points you will earn. You run each play a maximum of five times.



NOTE: You must select a User Profile to access Training Mode.

PRACTICE

Brush up on your playing skills or master a team's playbook on the practice field.

Practice Setup Menu

TEAM: Select a team to control.

PLAYBOOK: Choose a playbook from any of the 31 current NFL teams.

PROFILE: Practice with or without a player profile.

CONTROL: Control OFFENSE, DEFENSE, KICKOFF or KICK RETURN teams.

PLAY INFO: Display the play selection for both the offensive and defensive teams or toggle OFF for a full view of the field.

DEFENSE: When controlling the offense, you have the option of running your plays with or without a defense on the field. Default is ON.

➔ To call a new play, press the R2 button.

➔ To re-spot the ball press the L2 button and then position it with the D-Button.

➔ To run a play, press the X button.

SITUATION

It's late in the fourth quarter and you're trailing by four. See if you can pull off the win to keep your playoff hopes alive. Or work your way through 15 of the greatest games of all time. Each consecutive win unlocks the next Great Game.

To Select your Situation Settings:

1. Press the D-Button ↔ to change highlighted setting.

2. Press the D-Button ↓ to choose new setting to change.

3. Press the START button to advance to the Controller Select screen when finished choosing situation settings. Continue through the User Options screen to start a game as you would in an Exhibition Game (▶ *Starting an Exhibition Game* on p. 8).

TWO MINUTE DRILL

It's down to the wire and you have two minutes to prove you have what it takes to win in crunch time. Earn points for big plays as you move the ball down the field.

TWO MINUTE CHALLENGE

Up to 10 players can participate. After a score, you get the ball back, as long as there is still time on the clock.

To start a Two Minute Challenge:

1. Press the L1 button or R1 button to change the number of players.

2. Press the R2 button to cycle through defensive teams alphabetically. To go back in the alphabet, press the L2 button.

3. Highlight a player and press the X button to enter his name, then press the D-Button ↔ to select a team.

4. Press the START button to get to the field.

HEAD TO HEAD CHALLENGE

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

MADDEN CLASSIC

Return to glory by playing the 16-bit gamestyle that brought *Madden NFL* its fame.

MADDEN CLASSIC CONTROLS

OFFENSE—BEFORE THE SNAP

Audible/Anti Blitz ■ button

Fake snap/Run play audible X button

Snap the ball/Pass play ● button

OFFENSE—AFTER THE SNAP

Dive ■ button

Spin X button

Speed burst/Jump ● button

DEFENSE—BEFORE THE SNAP

Audible - Anti run defense ■ button

Switch players X button

Anti pass defense ● button

DEFENSE—AFTER THE SNAP

Tackle ■ button

Switch player X button

Jump/Strip ball ● button



CUSTOM OPTIONS

Use Custom Options to setup a User Profile, access the Play Editor.

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 you to edit playbooks and substitutions. From the User Profile menu you can select one of three User Profile teams, set your audibles, select your player substitutions, and compare your User Profiles against other user records.

CREATE-A-TEAM

From the Create-A-Team menu, you can select a new team nickname, logo, and uniform, choose a city to represent, create a stadium type, and more.

ROSTERS

Rosters allow you to set up your depth chart at every position, trade players from team-to-team, sign free agents to a roster, release players to the free agent pool, create, edit and delete custom players, and import players from your Memory Card.

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 from the Play Editor menu.
 3. Select OFFENSE RUN, OFFENSE PASS, or DEFENSE from the pop-up box.
 4. Select a formation and set. The team lines up in formation with a gold 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 the **X** button and move the gold highlight to the next player.
 8. Repeat until each player has an assignment and press the **START** button. 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.

MADDEN CARDS

Earn tokens for each Madden Challenge task completed and use tokens to buy 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 you get when selling a card, based on its rarity.

RARITY: The odds of getting a particular card.

LIFE: Life expectancy of a card (unlimited or once).

CHALLENGE STATUS

TASKS COMPLETED: Percent of tasks completed at a particular level.

TOTAL: Total number of Madden tokens for that user.

USER SELECT: Cycle through and choose one of four User Profiles.

LEVEL SELECT: View one of five Challenge Levels.

TOKEN SCALE TABLE: The number of tokens earned on each skill level for completing a task.

CHALLENGE TASK TABLE: List of tasks for selected level. The token scale has a highlighter box around the particular level a task has been completed at.

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 the **L1** button/**R1** button.
3. To scroll through available cards, press the D-Button \leftrightarrow , then press the **X** button to select the highlighted card.
 - ◆ You can include up to three cards in a trade.
4. The second player repeats this process for his/her User Profile.
5. When all cards have been added to the trade proposal, press the **START** button to initiate the trade. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press the **X** button.

To Play or Sell a Madden Card:

- ◆ You can sell back a Madden card to recoup tokens.
- ➡ Activate a card to reap its benefits. (Flip a card by pressing the **●** button to see its attributes).



1. From the Card Gallery screen select a card to sell by highlighting it and pressing the **X** button. The View/Play Card screen appears.
 2. Choose either **ACTIVATE CARD** or **SELL BACK CARD** and press the **X** button. The Card Gallery screen reappears. A little blue box appears around current player and cheat cards after they're activated.
- ➔ To deactivate a card before the start of a game, select it again in the Card Gallery and press the **X** button. The View/Play Card screen then gives you the option to deactivate 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 the **X** button to access User Options.
 2. Select a User Profile if one is not already in use.
 3. Highlight the Madden Cards: Risk option and press the **X** button. The Risk Cards screen appears.
 4. Select a card as you would in a trade and then press the **START** button 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.
- ➔ To cycle through loaded profiles, press the **L1** button/**R1** button.

NFL™ RECORD BOOK

View NFL game, team, and coaching records.

SETTINGS

GAMEPLAY: Change game settings including quarter length, skill level (ROOKIE level is for beginners, PRO is for low intermediate players, ALL-PRO for high-intermediate and MADDEN is for experts), salary cap, momentum, and more.

CUSTOMIZE AI: Choose **NORMAL**, **AGGRESSIVE**, or **CONSERVATIVE** strategies for Offense and Defense and determine the balance of running vs. passing.

PENALTY SETTINGS: Set the frequency of penalties called with the penalty sliders.

SOUND OPTIONS: Adjust volume levels for music, sound effects, announcer, and crowd. Also select **DOLBY™ SURROUND**, **STEREO**, or **MONO** output.

MENU MUSIC SELECT: Select tracks from the various artists of *Madden NFL 2002*.

CONTROLLER CONFIG: Choose one of five controller configuration setups.

SAVING AND LOADING

Save or load a Franchise, Season, Tournament, Custom League, Settings, or a Spawned game.



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

To save a file:

1. From the Main menu, select **MEMORY CARD** to get to the Load/Save Game screen.
- ➔ Press the **R1** button/**L1** button to switch between **MEMORY CARD** slots. Press the **R2** button/**L2** button to change file types.
2. Highlight **SAVE NEW** or **OVERWRITE** and press the **X** button.



NOTE: You need to select a file and press the **X** button a second time when using **OVERWRITE**.

To load a file:

1. From the Main menu, select **MEMORY CARD** to get to the Save/Load Game screen.
- ➔ Press the **R1/L1** buttons to switch between **MEMORY CARD** slots. Press the **R2** button/**L2** button to change file types.
2. Highlight **LOAD** and press the **X** button to toggle to the list of saved files.
 3. Choose your game to load and press the **X** button.

SPAWNING A GAME

Take one game from a multiplayer Custom League, Franchise, Season, or Tournament, and save it to a memory card to play separately on a different PlayStation game console and without the other player(s). The results can then be merged back into the original format.

➔ To spawn a game in Season or Franchise, press the **●** button at the Play Week screen.

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

To load a spawned game:

1. Select **MEMORY CARD** from the Main menu and toggle to **SPAWNED GAME**. Press the **X** button and the Controller Select screen appears.
2. Begin the game like you would in any game mode.
3. After the game is complete, save the spawned game again.



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Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
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