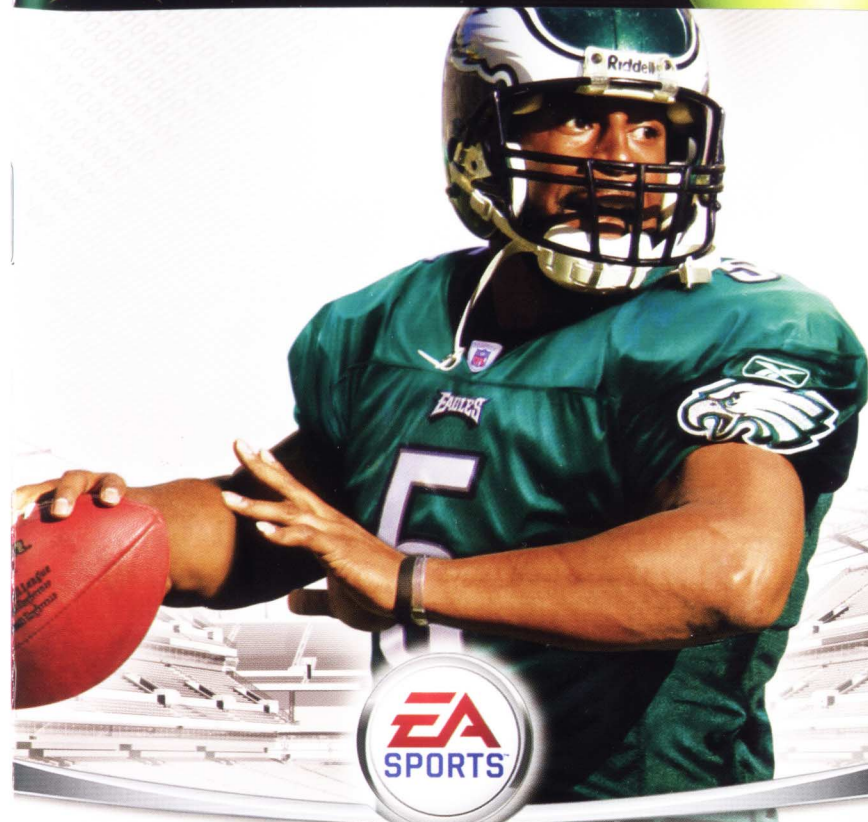


XBOX



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MADDEN  06

EXCLUSIVE NFL LICENCE



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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE 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 farther 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® Instruction Manual contains important health and safety 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 gameplay 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 played safely 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 safely on your set.

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COMPLETE CONTROLS

For the first time in ten years, the *Madden NFL Football* franchise has completely revamped its passing game to put you at the helm of a devastating aerial attack.

NEW OFFENSIVE CONTROLS AND FEATURES

With all these new controls, you've never had so much control over the offence.

QB VISION CONTROL

Every quarterback in the NFL has a unique field of vision. Some All-Pro quarterbacks can see all the action unfold from sideline to sideline, while others may as well be looking out of their ear holes. The new QB Vision Control brings this aspect of the game to life.

After the snap, your quarterback's field of vision shows where he's looking. To lock onto a receiver, pull and hold **R** + the button of your targeted receiver and your vision automatically goes to him. You can also push **R** + **←** to move the vision and find open receivers. If you try to throw a pass to a player outside your field of vision, the pass won't be as effective.

EA SPORTS Tip: Before trying to use the QB Vision Control in a game, take a look at the vision and precision tutorials located in the Madden Tutorials, then take some practice snaps in Practice mode (see p. 12) until you feel comfortable.

EA SPORTS Tip: Avoid looking at receivers until the last second to deceive defenders who might be keying on your eyes.

PRECISION PASSING

Whether leading a receiver to an open area, throwing away from a defender or pulling the string on a deep ball, throw every pass exactly where you want it, how you want it. Direct passes as your QB releases the ball by moving **↑** or pressing **→** in the direction you want to guide the ball.

TRUCK STICK

It's time for the offence to get even. Deliver big hits to break tackles, pancake defenders and clear your path to the end zone by moving **R** + **↑** at the point of impact. Bear in mind that your risk of fumbling increases.

SMART ROUTES

Picking up nine yards on a third-and-ten play won't do you much good. Now you can tell a receiver to run past the first-down marker before breaking off his route by selecting him as you would in a hot route (**Y** then the button corresponding to him), then moving **R** + **↓**.

FORMATION SPECIFIC AUDIBLES

Each offensive formation has four new audibles that can be called at the line of scrimmage to change plays quickly without tipping off the defence. Press **X** then move **R** + **↑** for a quick pass, **↓** for a run, **←** for a playaction pass and **→** for a deep pass.

ALL PHASES OF THE GAME

Move your player	↑
Flip play at the line	X then ↓
Play art	R
Call an audible before the snap	X then X , A , B , L or R
Cancel the audible before selecting a play	Y
Reset original play after calling an audible	X then ○
Call timeout	○

OFFENSIVE CONTROLS

BEFORE THE SNAP

Snap ball	A
Switch direction of a running play	R ←
Change primary receiver's route on a passing play	R → I
Hot Route to a different receiver	Y then the button of the receiver, then: ⬆ for a fly pattern ⬇ for a curl pattern ← for an in/out pattern ⬇ to run smart route ○/● for a left/right slant pattern
Send a player in motion	I to highlight eligible player then ⬆ to send that player in motion
Slide offensive line protection	L then: ⬆ to spread the offensive line ⬇ to pinch the line ← to shift blocking left/right
Quiet crowd	I (click)
Formation shift	● then ⬆
Fake snap	B

RUNNING WITH THE BALL

Sprint	A
NEW Truck Stick	R ↑
QB or wide receiver slide/Dive	X (tap)/ X (hold)
Cover up/Protect ball	Y
Spin	B
Juke left/right	L/R
Back Juke	R ↓
Stiff arm left/right	○/●

PASSING/RECEIVING

NEW QB Vision Control	R →
NEW Lock on to Receiver	R (pull and hold) + receiver's button
NEW Precision Passing	⬆ or ⬇
Throw the ball	Y , X , B , ○ or ● (tap button for lob pass; hold button for a bullet)
Activate Playmaker Passing to guide closest receiver	R (click) then R
Throw ball away	L (pull lightly)
QB Scramble behind the line with all the rushing moves available	L (pull and hold) + X , B , R , ○ or ●
Pump fake	R (pull and release)
Control Intended Receiver	B (while ball is airborne)
Dive for pass	X
Sprint	A
Catch	Y
Swat/Strafe	L/R

BLOCKING

Switch to closest blocker	B
Cut block	X
Sprint/Power block	A
Jump	Y
Change blocking assignment before the snap	Y then press the button of the running back or tight end whose passing/blocking route you want to change. Then press ○/● to change the assignment left/right

AFTER THE PLAY

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 offence	Y (Hold to repeat previous play)

DEFENSIVE CONTROLS

BEFORE THE SNAP

Choose a player to control	A or B (tap to change players one by one)
Switch to closest defender	A or B (hold) + ⬇ in any direction
View individual assignments	Ⓜ (click)
Defensive Playmaker	Highlight a player then Ⓜ: ⬆ to put linebackers and defensive lineman in a hook zone (yellow) or DBs in a deep zone (dark blue) – if the DB is already in a deep zone, it becomes a short zone ⬇ to blitz/⬇ twice for QB contain blitz ⬅ to go into QB spy coverage (orange) ➡ to play a flat zone (light blue) – if the coverage is already a flat zone, it becomes a curl zone/ ➡ twice to play a curl zone (purple)
Defensive line shift	○ then ●: ⬆ to spread the defensive ends outside the tackles ⬇ to move the line in tight between the tackles → to shift the line left/right ○ then Ⓛ to reset the shift
Defensive line adjustment	○ then Ⓜ: ⬇ to make line crash in ⬆ to make line rush to the outside → to make line crash left/right
Linebacker shifts	● then Ⓜ: ⬆/⬆ to spread linebackers out/move them in tight → to shift linebackers left/right ● then Ⓛ to reset the shift
Linebacker adjustments	● then Ⓜ: ⬇ to blitz all linebackers ⬆ to call off all linebacker blitzes and put them into hook zone ⬆/➡ to blitz the right/left outside linebacker
Secondary adjustments	Y then Ⓜ or I to shift the safeties' zone coverage to the left/right/up/down

Coverage audibles

Y then Ⓜ:
 ⬆/⬆ to put DBs into bump and run/loose coverage
 ➡ to shift the safeties and linebackers into better position to cover their assigned man
 Y then R to make your defenders go to their default positions on the field (as seen on the playcalling screen)
 Y then Ⓛ to reset coverage

Change individual matchups

Y then the button of the offensive player you want to match up against), then Ⓜ:
 ⬆/⬆ to bump/play off the receiver
 ➡ to double team the receiver with the highlighted defender

Pump up crowd (linebackers only)

Ⓛ (click)

AFTER THE SNAP

Control player nearest to the ball	B
Unleash the Hit Stick	Ⓜ (in any direction)
Dive	X
Sprint/Shove blocker	A
Jump/Intercept/Hands up while rushing QB	Y
Strip ball (when not engaged)	○/●
Rip/Swim/Spin when engaged	Ⓛ/R
Strafe when not engaged	R
Rip/Swat ball/Swim move when engaged	Ⓛ

KICKING GAME

Change kick Direction/Elevation	Ⓛ
Kick the ball	A for all three steps: 1. Start Kick Meter 2. Stop Kick Meter on the upswing to set power (over-kicking adds power, but decreases accuracy) 3. Stop on the downswing to set accuracy (aim for the centre of the accuracy zone for best results)
Switch players	B
Fair catch (while controlling return man)	Y
Touchback	Remain in the end zone

PLAYING THE GAME

Make sure you look at the Madden Tutorials on the Main Menu to get up to speed on gameplay.

PLAYCALLING SCREEN

Turn Man Lock On/Off

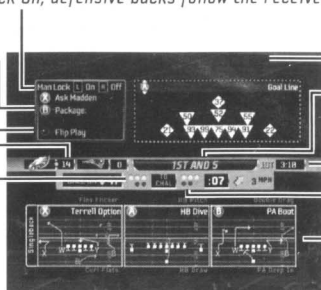
Note: In Man Lock Off, defences do not follow receivers in motion to give the disguise of zone coverage. The coverage switches based on where the receiver lines up. In Man Lock On, defensive backs follow the receiver in motion

Select a different
Package Formation

Flip the play

Score

Timeouts remaining



Defensive Formation/
Play windows

Down

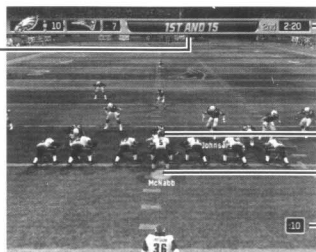
Time remaining in
quarter

Remaining Coaches
Challenges

Offensive Set/
Formation/
Play windows

GAME SCREEN

Down and yards to go



Time remaining in
quarter

Controlled player

Player identifier

Play clock

SAVING AND LOADING

You can save profiles, regular rosters, Superstar and Franchise mode progress, spawn games, a set of settings, instant replays and tournaments to your hard disk or memory unit (MU). If roster, profile or settings files are present on your hard drive or MU, they are auto-loaded during the initial boot-up. Rosters and settings are set to the first ones found, while User Profiles load the first three found.

Note: Never disconnect controllers or insert or remove a MU when loading or saving files.

To load, save or delete a file, select LOAD or SAVE from the My Madden Load/Save screen then choose the file you want to access. Choose HARD DISK or a MU. Next, select the file you wish to load or save (if saving, type the name of the file and then select DONE).

Turn Autosave ON/OFF from the Save screen.

NEW NFL SUPERSTAR

Create an NFL Superstar and guide his life on and off the field as you choose an agent, unlock one of 60 personas and more, while taking the league by storm one city at a time.

Note: You can get a head start by importing a player you've already created from *NFL STREET 2*.

Begin your career by choosing the right parents for the type of player you want to become. Make sure the position you want to play is the right one based on your parents' IQ and interests. Next, fill out your personal information and choose your build, then you're ready to move into your new apartment.

MY APARTMENT

This is where you control every aspect of your Superstar's career. These are the items in your apartment:

My Schedule

Keep track of everything coming up on your calendar including upcoming games, practices and face-to-face time with the media.

City Map

Navigate your city to get haircuts at the barber shop, get some practice time or hit the stadium on game day.

Cellphone

Check your messages often to stay in touch with your mentor and agent.

Rookie Handbook

Customise your Superstar experience by choosing your gameplay settings and strategies such as audibles and custom hot routes and packages.

My Web

Access the Internet and use your web site to monitor your progression and personas.

Mirror

Change outfits to suit the occasion. How you look goes a long way.

KEY CONTACTS

You won't be able to do it all alone. You'll have to rely on others to help you out along the way.

MENTOR

The best way to start acclimatising yourself to the league is by talking to a mentor. Open the calendar in your apartment and take the first chance you get to learn from his wisdom. He can give you the rundown about everything you need to know to get your NFL career started including the draft, signing an agent and much more.

AGENT

A good agent can make or break your career. Make sure you pick someone who can negotiate the best deal and find you the most off-the-field opportunities. Be careful not to make poorly timed demands of your agent or your public persona may suffer.

THE MEDIA

How you interact with the media is crucial to gaining fans and endorsement deals. Choose your words wisely.

FRANCHISE MODE

Call all the shots for a team for up to 30 seasons. To begin a franchise, choose the number of users, whether you will conduct a fantasy draft and then select the team for each user. Choosing the Total Control Simulation option lets you call the shots from the sideline without actually playing the games – you can jump in and out of the game at any point if you want to play out certain situations.

FRANCHISE PDA

Use your franchise PDA to keep track of everything going on around the league and with your team. These are the key menu options that become available at different times of the year:

Gameplan	Get the all the information you need to prepare for your upcoming game.
Storyline Central	Stay on top of the league and your team by reading national and local newspapers, reviewing e-mails from coaches and listening to Tony Bruno's weekly radio show.
Rosters	View team rosters and make all player movements and transactions.
My Team	Review your team's news, salary cap status, Team Prestige and injuries. This is also the place to create a player and export your Franchise team for use in other game modes.

Owner's Box

Set prices of tickets, concessions, team merchandise and more, while gauging your team's fan support, attendance and other details that can maximise your earnings. Your advisors are a great source or information.

THE FRANCHISE SCHEDULE

The NFL season lasts 365 days a year when you run franchise. From training camp to the off-season, you'll have lots of decisions to make every step of the way.

Spawn Games

Save key games throughout the season then play them at any time. Merge the results back to your Franchise season to continue.

Note: If you make changes to your Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game.

Training Camp

Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

Preseason

Finalise your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is set automatically: starters play the first half, rookies and backups play the second half.

During the Season

You can play any game on the schedule. You can also make player trades before the sixth week of the season, sign free agents and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

Owner Mode

Off-Season

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. There are nine steps to the off-season that must be completed in the correct order before beginning a new season. 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, your team will not participate in that step.

Off-Season

OTHER GAME MODES

- Tournament** Compete in a single- or double-elimination tournament or set up a round robin tournament with its own set of playoffs. You choose all the details.
- 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.
- Rushing Attack** - The more yards you gain, the more points you earn. Score a touchdown or break a tackle to get bonus points, but fumble or lose yards and you help your opponent.
- Two Minute Drill** - Score as many points - and tokens - as you can before the clock hits zero. If you score before time expires, you maintain possession of the ball and begin a new drive.
- Practice** **Practice** - Master the new controls and features on your terms, learn a playbook and practice some go-to plays.
- Situation** - Set up the exact details of any game situation then see how you do.
- Football 101** - Earn tokens while learning from John Madden himself as he runs through plays and shows how each formation can help you during a game.

FEATURES

- Create-A-Fan** Create a superfan exactly the way you want him, then add him to your team's fan base and watch him go nuts.
- 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, colours, 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

Keep track of all your accomplishments, statistics and rewards and choose your gameplay and system settings.

- 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.
- Stat Book** View career statistics for every active coach, general statistics for all User Profiles, User vs. User statistics and User Records. You can also view game records and look at the Two Minute Drill leaderboard.
- Coaching Strategy** Set your audibles - including the new formation specific audibles, create custom hot routes and devise formation packages to keep the opposition guessing.
- Gameplay Settings** Most of the gameplay settings are self-explanatory. Those that aren't are explained here:
- Coach Mode** - Call the plays, audibles and pre-snap adjustments and then watch the CPU execute your call.
- Pre-Existing Injuries** - Players begin the first season with the same injuries as their real-world counterparts.
- Madden Challenge** - Earn tokens for completing tasks during your game (1 Player games only).
- Player Lock** - When on defence, the player you select before the snap becomes the default player you control at the start of the next play.
- Auto Pass** - When ON, your QB makes plays for you when you don't control him yourself.
- System Settings** Select which songs featured in the Madden NFL 06 jukebox play while you navigate the pre-game menus, choose your audio perspective, adjust the volume for all game sounds and set the visual settings including Camera Angle, Player Displays, Screen Format and Field Line display. You can also turn automatic replays ON/OFF.

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