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MADDEN 06

EXCLUSIVE NFL LICENSE



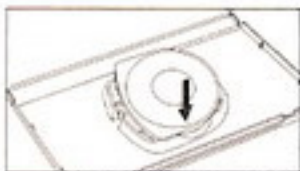
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to this manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's WLAN switch to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the UMD™ in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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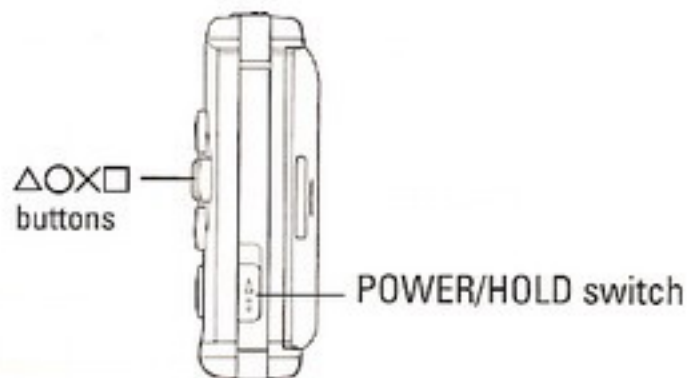
CHECK OUT



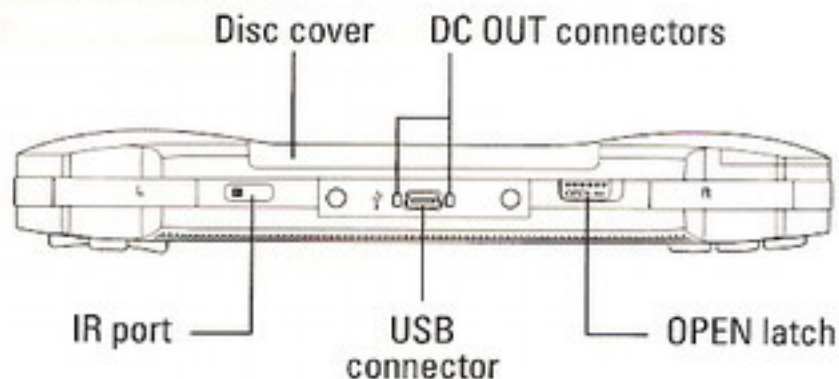
ONLINE AT WWW.EASPORTS.COM

GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ (PlayStation® Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *Madden NFL 06* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

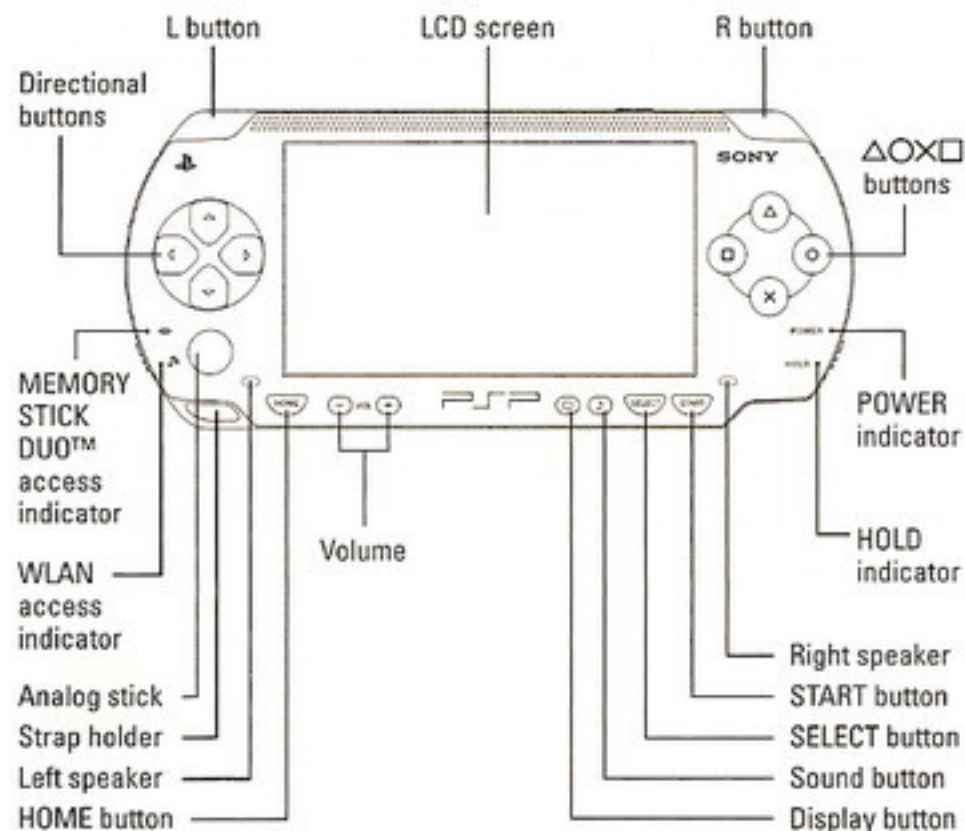
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PLAYSTATION® PORTABLE) SYSTEM CONFIGURATION



COMMAND REFERENCE

ALL PHASES OF THE GAME

Move player	Analog stick
Play art	R button
Call an audible before the snap	□ button then □ button, X button, ○ button, L button, or R button
Cancel the audible before selecting a play	△ button
Call timeout	SELECT button

OFFENSIVE CONTROLS

BEFORE THE SNAP

Snap ball	X button
Hot Route	△ button then the button of the receiver, then: D-button ↑ for a fly pattern D-button ↓ for a curl pattern D-button ↔ for an in/out pattern NOTE: You can press the Analog stick to change the receiver's route.
Smart route	○ button then the button of the receiver, then D-button ↓
Send a player in motion	Analog stick ↑↓ to highlight eligible player then ↔ to send that player in motion
Slide offensive line protection	L button, then: D-button ↑ to spread the offensive line D-button ↓ to pinch the line D-button ↔ to shift blocking left/right

RUNNING WITH THE BALL

Sprint	X button
QB or wide receiver slide/Dive	□ button (tap)/□ button (hold)
Stiff arm	R button
Spin	○ button
Juke	L button
Drop shoulder	△ button

PASSING/RECEIVING

Throw the ball	△ button, □ button, ○ button, L button, or R button (tap for lob pass; hold for a bullet)
Precision passing	Analog stick or D-button while you throw
QB scramble (behind the line)	X button (hold while running)
Control intended receiver	○ button (while ball is airborne)
Dive for pass	□ button
Sprint	X button
Jump/Catch	△ button

BLOCKING

Switch to closest blocker	X button
Cut block	□ button
Power block	○ button
Jump	△ button

AFTER THE PLAY

Spike ball to stop the clock	○ button (hold)
Fake spike ball trick play	□ button (hold)
No huddle/Hurry-up offense	△ button (hold) to repeat previous play

DEFENSIVE CONTROLS

BEFORE THE SNAP

Choose a player to control	⊗ button or ⊙ button
Switch to closest defender	⊗ button or ⊙ button (hold) + D-button in any direction
Defensive line shift	L button then D-button: ↑ to spread the defensive ends outside the tackles ↓ to move the line in tight between the tackles ↔ to shift the line left/right
Linebacker shifts	L button + R button then D-button: ↑/↓ to spread linebackers out/move them in tight ↔ to shift linebackers left/right
Coverage audibles	△ button then D-button: ↑/↓ to put DBs into run/loose and bump coverage → to shift the safeties and linebackers into better position to cover their assigned man

AFTER THE SNAP

Control player nearest to the ball	⊙ button
Dive	⊞ button
Sprint/Shove blocker	⊗ button
Jump/Intercept/Hands up (while rushing QB)	△ button
Strip ball/Swat (when not engaged)	L button
Strafe (when not engaged)	R button
Rip/Spin left/right (when engaged)	L button/R button

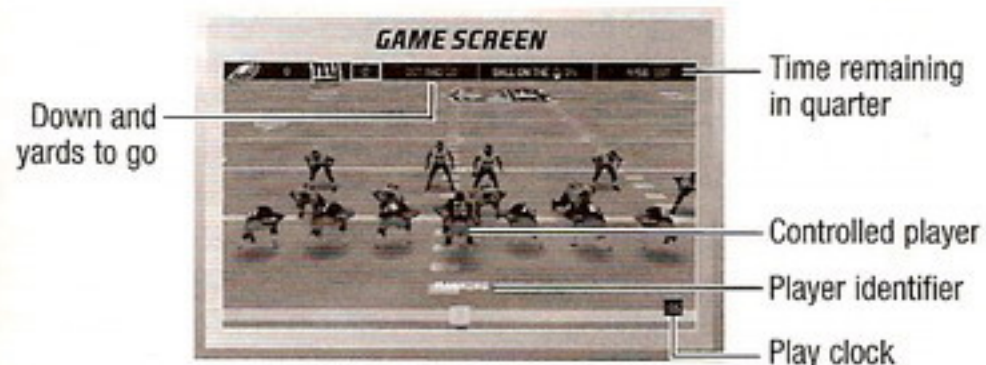
KICKING GAME

Change kick direction/elevation	Analog stick
Kick the ball	⊗ button 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 center of the accuracy zone for best results)
Switch players	⊙ button
Fair catch (while controlling return man)	△ button
Touchback	Remain deep in the endzone

PLAYING THE GAME

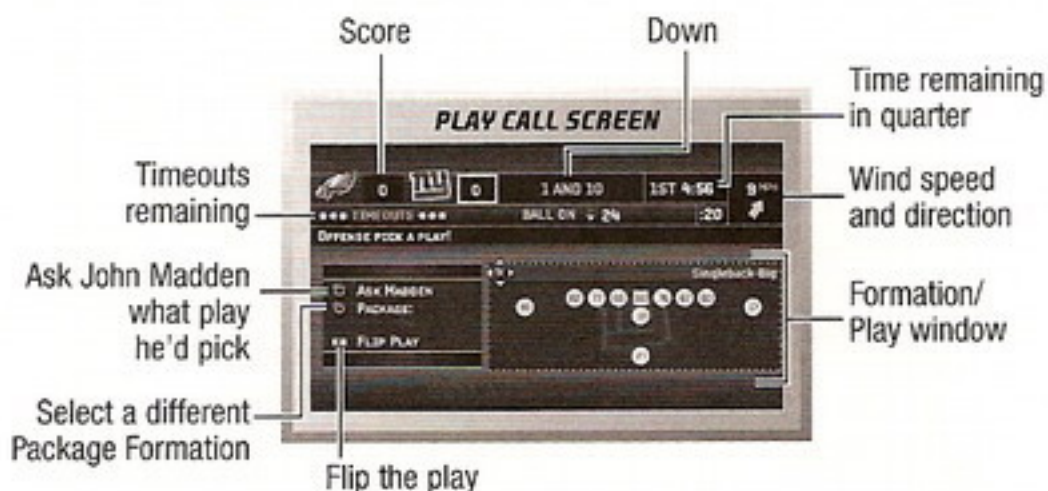
A Play Now game is the quickest way to jump into the action. It's an exhibition game that lets you just pick teams and get on the field.

Choose PLAY NOW from the Main menu, select your teams, and it's game time.



PLAYCALLING

Calling the right play in any given situation is the key to success on the field. The Playcalling screen has all the information you need to make the right decisions in the huddle.



PAUSE MENU

Press the **START** button to pause the game and access the Pause menu. This is the place to change your settings and coaching options for that particular game, review stats, save your progress, and return to the Main menu.

SAVING AND LOADING

You can save your Profile, an in-progress game, a set of settings, a roster file, and your Franchise mode progress to a Memory Stick Duo. Save or load files from the My Madden menu.

WIRELESS PLAY

Find a challenger online anytime via a wireless network or battle friends head-to-head from across the room in Ad Hoc mode.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2005-2006 NFL SEASON.

WI-FI (WLAN) FEATURES

Communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

ONLINE

In order to play *Madden NFL 06* online you need to log in with or create an EA SPORTS user name, and establish a network connection. Follow the on-screen instructions to do so.

Use the Online Lobby to find a game against other EA SPORTS members.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP system's Instruction Manual.

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

WIRELESS

Play head-to-head against friends across the room wirelessly. Visit the Wireless Lobby to find a match-up and to see the records of your available opponents.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two individual PSP systems to communicate directly with each other.

GAME MODES

With game modes including a fully featured Franchise mode and an exclusive multiplayer Mini-Camp, *Madden NFL 06* is the deepest football game ever brought to a handheld.

FRANCHISE MODE

Call all the shots for a team for up to 30 seasons. To begin a franchise, choose the number of users and whether you will conduct a fantasy draft, and then select the team for each user.

EXCLUSIVE ASSISTANT COACH MODE

Meet your coaching goals throughout the season to increase the attributes of your practice squad players. Once they're good enough to compete, add them to your team.

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.

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	Finalize 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 automatically set: 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.
Off-Season	There are nine steps to the off-season that must be completed in order before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them.

FRANCHISE MODE MENU

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.
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. You can also export your Franchise team for use in other game modes.
Spawn Games	Save key games throughout the season then play them at any time. You can also play spawned PlayStation®2 Franchise games on your PSP then transfer them back through the EA Locker or the PlayStation®2 link.

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. Also, if you delete a Franchise file, any spawned games attached to it become unusable.

OTHER GAME MODES

Mini-Camp Competiton	Up to four players can compete in these 19 mini games—including ten PSP exclusives—designed to test your overall skills. Just pick the number of players, choose the competitions you want to play, then show your stuff.
Mini-Camp	Tour NFL cities in the Madden Cruiser and fine tune your playing skills in Mini-Camp mode. Unlock game situations and harder levels by setting high scores and earning trophies.
Practice	Choose whether you want to practice with just an offensive squad on the field or against a defense, then pick any play in your playbook and work on it until you master it.

MY MADDEN

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

NOTE: Some of the features in My Madden are self-explanatory. The exceptions are listed below.

Stat Book	View career stats for every active coach, general stats for all User Profiles, User vs. User stats, and User Records.
Coaching Strategy	Set your 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.

Player Lock: When on defense, 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, and Field Line display.

PLAYSTATION®2 LINK

You can connect to your PlayStation®2 console and download a Franchise mode game, rosters, and profile from the PlayStation®2 version of *Madden NFL 06*. You can then play those games while you're on the go. When you're done playing, you can upload the result back to your Franchise mode schedule.

NOTE: You need a USB 2.0 cable to connect your PSP system to a PlayStation®2.

To Connect, select PLAYSTATION®2 LINK from the Main menu, and select PSP LINK from the Features section of the Main menu of your PlayStation®2 *Madden NFL 06* game.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: (650) 628-1900

EA Warranty Information

Online Self-Help Knowledgebase and Email – You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department: <http://techsupport.ea.com>

Automated Warranty Information – You can contact our automated phone system 24 hours a day for any and all warranty questions:

(650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
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Redwood City, CA 94063-9025

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support Technical Support is also available from 8am to 6pm PST by calling us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

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In the **United Kingdom**, contact:

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Phone (0870) 2432435

In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Package Cover Illustration: Tom DiPace Photography

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