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# EA SPORTS MADDEN FOOTBALL™

**Model 8030 • Madden Football™**
P/N 82345500   Rev.B
Ages 8 and up

## INSTRUCTION MANUAL

## INTRODUCTION

Warm up your throwing arm and get ready for an exciting virtual quarterback challenge.  The Madden Football™ lets you set your team's formation on both offense and defense.  When you're on offense, you must find the open receiver and get the ball off before getting sacked.  To pass, you simply make a throwing motion with the unit.  The motion-detection sensors built into the game can tell when you are making your throw.  Drive down the field by making pinpoint passes to your open receivers.  If you can outscore the computer before time runs off the clock, you win!

## GETTING STARTED

When the game is in its package, the internal computer is set for Demo Mode — which lets you see a quick demonstration of the game.  *Exit the Demo Mode by pressing RESET.*

1) Press the START/SNAP button to wake up the unit.  The game goes into sleep mode after being idle for about one minute.

2) Press and hold for 3 seconds the NEW GAME / FORMATION button.  You will see 2 helmets crashing together, indicating the start of a new game.

3) Next you will see the computer asking you what game mode you want to play:  "Regular" or "Playoffs".  If you want to play a regular season game, press START/SNAP while "Regular" is flashing.
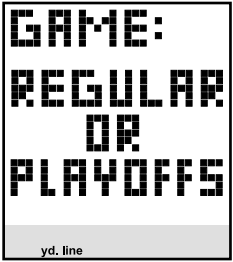
To switch to playoff mode, press the RECEIVER/PLAY button.  Now you will see "Playoffs" flashing on the screen.  Press START/SNAP to start a playoff game.

4) Next you will see a coin appear on the screen with the profile of a head on it.  press the RECEIVER/PLAY button to switch to tails if you wish to call "Tails" for the coin toss.  Press START/SNAP to flip the coin.  If you win, the ball will be kicked off to you and you will start on offense.  There is no runback of the kickoff.

5) Next you can run your plays on either offense or defense as described below.
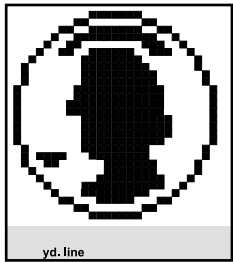
## FIELD POSITION

The number in the lower-left corner of the screen tells you the yard line where the ball is currently.

## PLAY CLOCK

In the lower-right corner of the screen, you will see a the play clock.  The clock starts counting down from 25 seconds.  If you don't start a play before the 25 seconds runs out, you will be penalized 5 yards for delay of game.

## OFFENSE

### SELECT A FORMATION & PLAY

When you have the ball on offense, the screen will flash the down and yardage, then the quarter and time, and then "Your On Offense".

1.  **SELECT A FORMATION** — Press the FORMATION button.  You will see "I-FORM" on the screen with a diagram of the "I" formation below it.  Press the FORMATION button again to see another formation category.  Each time you press FORMATION you will see a different formation on the screen.

2.  **SELECT A PLAY** — Press the RECEIVER/PLAY button.  Each time you press this button, you will see a different play to run out of the formation you selected.  Here are the different offensive plays you can select to run out of each formation:

| FORMATION | PLAY |
|---|---|
| *I-Form* | Boot |
| | Slants |
| | Screen |
| | QK. Hit |
| *One Back* | Screen |
| | Hooks |
| | Outs |
| | Slants |
| *Pro Form* | Option |
| | Roll Out |
| | Screen |
| | Streak |
| *Shotgun* | Screen |
| | Bomb |
| | Post |
| | Short |
| *Special Teams* | FG |
| | Punt |

3.  **START THE PLAY** — After selecting your formation and play, press START/SNAP to snap the ball.

### LOOK FOR THE OPEN RECEIVER

After starting the play, you (the quarterback) will drop back to pass.  You will see on the screen one of your receivers running down the field (dark helmet).  If he is "covered" — with a defender (white helmet) close by — press the RECEIVER/PLAY button to look at a different receiver.

Each time you press RECEIVER/PLAY, you will see a different receiver which may or may not be covered by a defender.  The number of receivers you have available depends on the play you called before the start of the play.
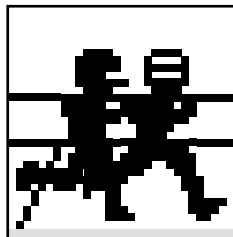
### PASS THE BALL

When you see a receiver who looks like he's open, *make a quick throwing motion with the football*.  DO NOT RELEASE THE FOOTBALL!

If you wait too long to pass, you will be sacked.  If you get the pass off in time, you will see the results on the screen as the receiver either catches the ball, drops it, or it's intercepted.
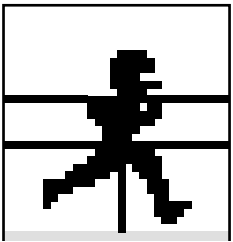

*Open Receiver*


*Covered Receiver*

## DEFENSE

### SELECT A FORMATION & PLAY

When you have the ball on defense, the screen will flash the down and yardage, then the quarter and time, and then "Your On Defense".  You can select a formation and play the same way you do when you're on offense.

1.  **SELECT A FORMATION** — Press the FORMATION button.  You will see "4-3" on the screen with a diagram of the 4-3 formation below it.  Press the FORMATION button again to see another formation category.  Each time you press FORMATION you will see a different formation on the screen.

2.  **SELECT A PLAY** — Press the RECEIVER/PLAY TOGGLE button.  Each time you press this button, you will see a different play to run out of the formation you selected.  Here are the different offensive plays you can select to run out of each formation:

| FORMATION | PLAY |
|---|---|
| *4-3* | Flex |
| | Blitz |
| | Base |
| | Zone |
| *Goal Line* | Wedge |
| | Slide |
| | Gaps |
| | Base |
| *Nickel* | Zone |
| | Man |
| | Weak |
| | Blitz |
| *3-4* | Man |
| | Blitz |
| | Stud |
| | Safe |

### LOOK FOR AN OPEN RECEIVER TO COVER

After starting the play, you can press the RECEIVER/PLAY button to look at the different receivers.  If you see a receiver who looks like he's open, leave the LCD screen on that receiver to make sure he's covered prior to the ball being thrown.

## BUTTON FUNCTIONS

NOTE:  There is no "OFF" button.  The game shuts off by itself after about a minute of inactivity..

### START/SNAP
Press to wake up the unit.  After selecting a play, press this button to start the play.

### NEW GAME
Hold this button down for 3 seconds to start a new game.  You can start a new game at any time.

### FORMATION
Press to select the offensive or defensive formation in which you want your team to start.  Each time you press this button, a different formation will appear on the screen.

### RECEIVER/PLAY
After you select a formation, press this button to select a play to run out of that formation.  Each time you press this button, a different play will appear on the screen.  During a play, press this button to select a receiver.

### STATS
Press to see the number of completions, attempts, yards, touchdowns and interceptions for current finished game. Hold this button down for 2 second to view the previous highest record in the game.

### SOUND
Press to turn sound on or off.

### RESET
If the game malfunctions, press to reset the computer.

## STARTING A NEW GAME

To start a new game, press the NEW GAME button.  You can start a new game at any time.

## REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend the life of the batteries. This game is powered by two (2) AA-size batteries.  Install the batteries as follows:

1. Remove the screw on the battery compartment door on the stock of the unit.  Slide the battery cover out.  Remove the old batteries.
2. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic.

**ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.**

# CAUTION:

• As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths.  If the battery is swallowed, promptly see a doctor.
• Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
• Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

## MAINTENANCE

• Handle the game carefully.
• Store the game away from dusty or dirty areas.
• Keep the game away from moisture or temperature extremes.
• Do not disassemble the game.  If a problem occurs, press the reset button.  If problems continue, remove and reinstall the batteries – or try new batteries.  If problems still continue, consult your warranty card for replacement instructions.
• Only batteries of the same or equivalent type as recommended are to be used.
• Do not mix old and new batteries.
• Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
• Do not use rechargeable batteries.
• Do not attempt to recharge non-rechargeable batteries.
• Remove any exhausted batteries from the game.
• The supply terminals are not to be short-circuited.
• Batteries are to be inserted with the correct polarity.

**Keep this manual because it contains important information.**