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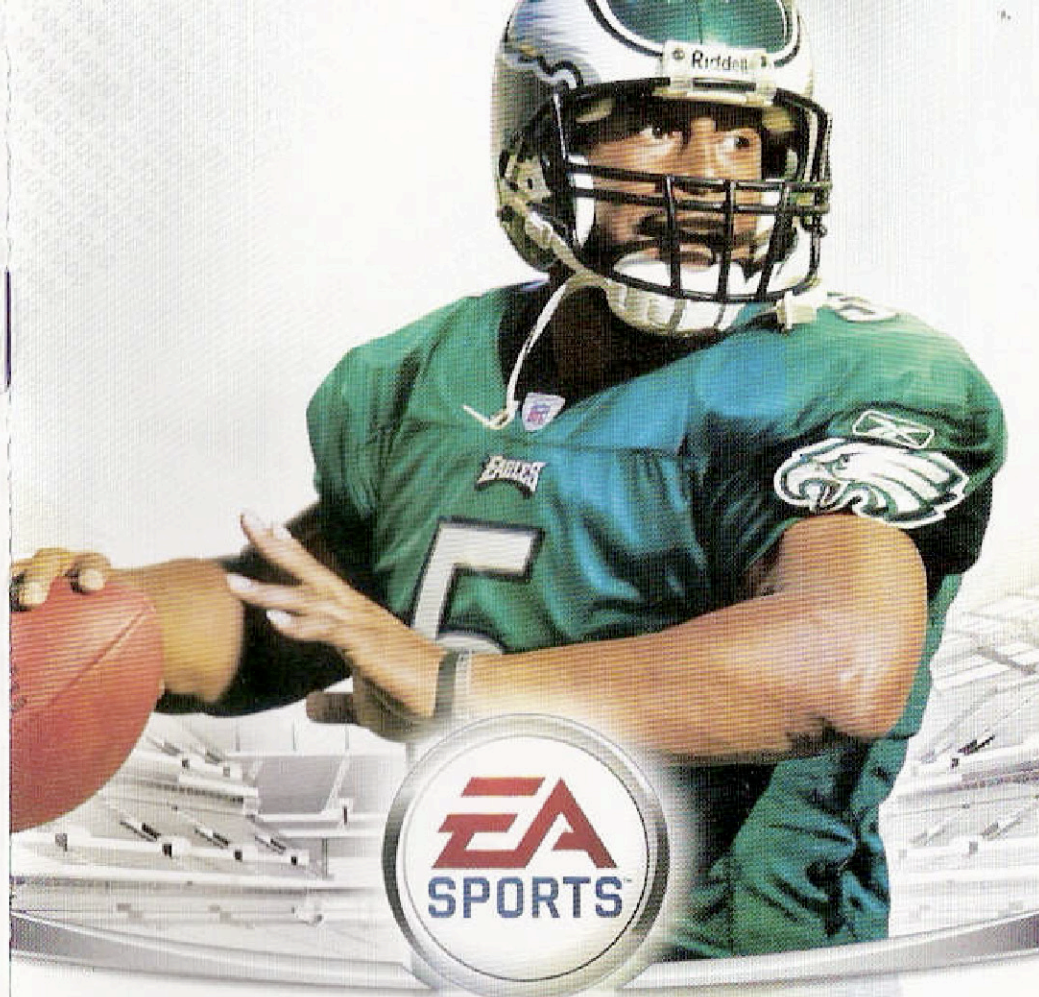
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MADDEN 06

EXCLUSIVE NFL LICENSE



PLAYERS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 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 2 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 UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 please visit www.esrb.org.

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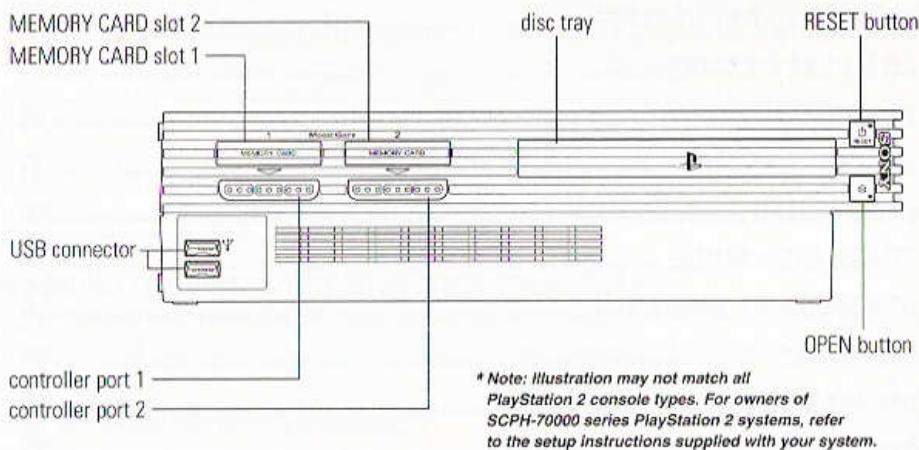
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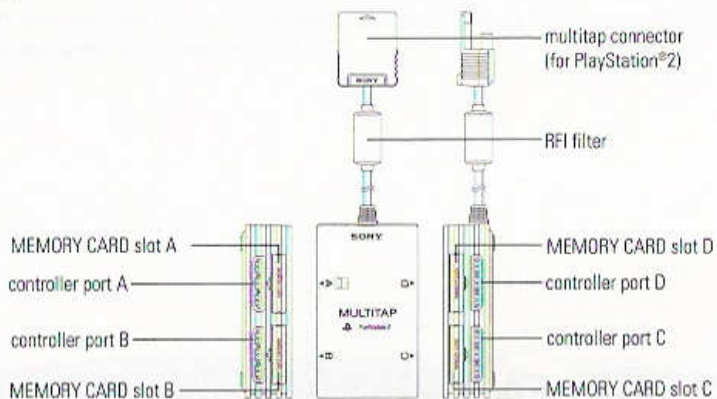
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



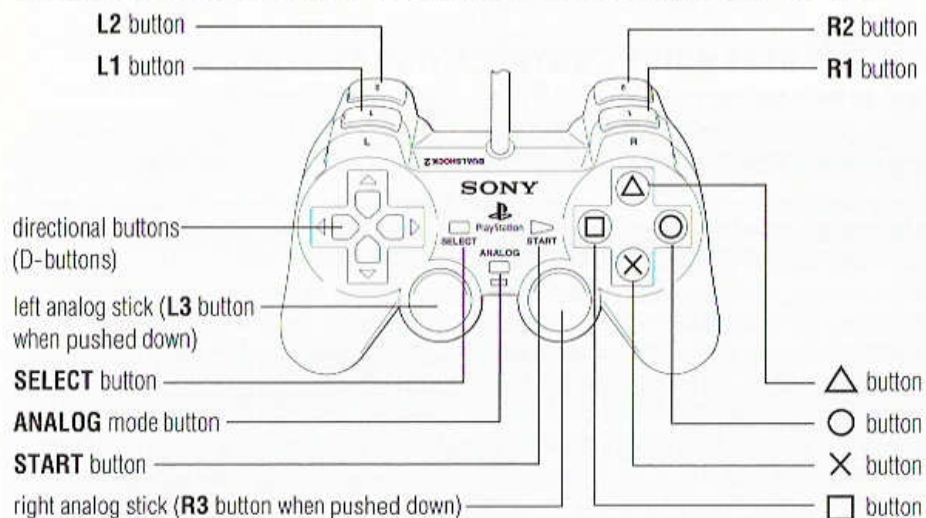
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Madden NFL 06* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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 offense.

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 on to a receiver, press the **R2** button + the button of your targeted receiver and your vision automatically goes to him. You can also press the right analog stick \leftrightarrow to move the vision and find open receivers. Be careful, 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 in a game, check out the Vision and Precision tutorial located in the Madden Tutorials, then take some practice snaps in Practice mode (p. 14) 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 pressing the left analog stick or D-button in the direction you want to guide the ball.

TRUCK STICK

It's time for the offense to get even. Deliver big hits to break tackles, pancake defenders, and clear your path to the end zone by pressing the right analog stick \uparrow at the point of impact. Keep in mind 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 (Δ button then the button corresponding to him), then pressing the right analog stick \downarrow .

FORMATION SPECIFIC AUDIBLES

Each offensive formation has four new audibles that can be called at the line of scrimmage to quickly change plays without tipping off the defense. Press the \square button then press the right analog stick \uparrow for a quick pass, \downarrow for a run, \leftarrow for a playaction pass, or \rightarrow for a deep pass.

ALL PHASES OF THE GAME

Move your player	left analog stick
Flip play at the line	\square button then R2 button
Play art	R2 button
Coach's cam—unavailable online	L2 button
Call an audible before the snap	\square button then \square button, \times button, \odot button, L1 button, or R1 button
Cancel the audible before selecting a play	Δ button
Reset original play after calling an audible	\square button then L2 button
Call timeout	SELECT button

OFFENSIVE CONTROLS

BEFORE THE SNAP

Snap ball	\times button
Switch direction of a running play	right analog stick \leftrightarrow
Change primary receiver's route on a passing play	right analog stick \leftrightarrow \updownarrow
Hot Route to a different receiver	Δ button then the button of the receiver, then: D-button \uparrow for a fly pattern D-button \downarrow for a curl pattern D-button \leftrightarrow for an in/out pattern right analog stick \downarrow to run smart route L2 button/ R2 button for a left/right slant pattern Note: You can press the left analog stick to change the receiver's route.
Send a player in motion	left analog stick \updownarrow to highlight eligible player then left analog stick \leftrightarrow to send that player in motion
Slide offensive line protection	L1 button, then: D-button \uparrow to spread the offensive line D-button \downarrow to pinch the line D-button \leftrightarrow to shift blocking left/right
Quiet crowd	L3 button
Formation shift	R1 button then D-button
Fake snap	\odot button

RUNNING WITH THE BALL

Sprint	⊗ button
NEW Truck Stick	right analog stick ↑
QB or wide receiver slide/Dive	⊞ button (tap)/⊞ button (hold)
Cover up/Protect ball	△ button
Spin	⊙ button
Juke left/right	L1 button/R1 button
Juke backward	right analog stick ↓
Stiff arm left/right	L2 button/R2 button

PASSING/RECEIVING

NEW QB Vision Control	right analog stick ↔
NEW Lock on to receiver	R2 button + receiver's button
NEW Precision passing	left analog stick or D-button
Throw the ball	△ button, ⊞ button, ⊙ button, L1 button, or R1 button (tap button for lob pass; hold button for a bullet)
Activate playmaker passing to guide closest receiver	R3 button then right analog stick
Throw ball away	L2 button (tap)
QB Scramble behind the line with all the rushing moves available	L2 button (hold) + ⊞ button, ⊙ button, L1 button, R1 button, or R2 button
Pump fake	R2 button (tap)
Control intended receiver	⊙ button (while ball is airborne)
Dive for pass	⊞ button
Sprint	⊗ button
Catch	△ button
Swat	L1 button

BLOCKING

Switch to closest blocker	⊙ button
Cut block	⊞ button
Sprint/Power block	⊗ button
Jump	△ button
Change blocking assignment before the snap	△ button, then press the button of the running back or tight end whose passing/blocking route you want to change. Then press the L2 button/R2 button to change the assignment left/right.

AFTER THE PLAY

Spike ball to stop the clock	⊙ button (hold)
Instant replay	L1 button + R1 button (before Playcalling screen appears)
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 (tap to change players one by one)
Switch to closest defender	⊗ button or ⊙ button (hold) + D-button in any direction
View individual assignments	R3 button
Defensive Playmaker	Highlight a player then press right analog stick: ↑ 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)

BEFORE THE SNAP (CONT.)

Defensive line shift	<p>L1 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 L1 button then L2 button to reset the shift</p>
Defensive line adjustment	<p>L1 button then right analog stick: ↓ to make line crash in ↑ to make line rush to the outside ↔ to make line crash left/right</p>
Linebacker shifts	<p>R1 button then D-button: ↑/↓ to spread linebackers out/move them in tight ↔ to shift linebackers left/right R1 button then L2 button to reset the shift</p>
Linebacker adjustments	<p>R1 button then right analog stick: ↓ to blitz all linebackers ↑ to call off all linebacker blitzes and put them into hook zone ↔ to blitz the right/left outside linebacker</p>
Secondary adjustments	<p>△ button then right analog stick ↔↕ to shift the safeties' zone coverage to the left/right/up/down</p>
Coverage audibles	<p>△ button then D-button: ↓/↑ to put DBs into bump and run/loose coverage → to shift the safeties and linebackers into better position to cover their assigned man △ button then R2 button to make your defenders go to their default positions on the field (as seen on the playcall screen) △ button then L2 button to reset coverage</p>
Change individual matchups	<p>△ button then the button of the offensive player you want to match up against, then D-button: ↓/↑ to bump/play off the receiver → to double team the receiver with the highlighted defender</p>
Pump up crowd (linebackers only)	L3 button

AFTER THE SNAP

Control player nearest to the ball	⊙ button
Unleash the Hit Stick	right analog stick (in any direction)
Dive	⊞ button
Sprint/Shove blocker	⊗ button
Jump/Intercept/Hands up while rushing QB	△ button
Strip ball (when not engaged)	L2 button/ R2 button
Rip/Swim/Spin (when engaged)	L1 button/ R1 button
Strafe (when not engaged)	R1 button
Rip/Swat ball/Swim move (when engaged)	L1 button

KICKING GAME

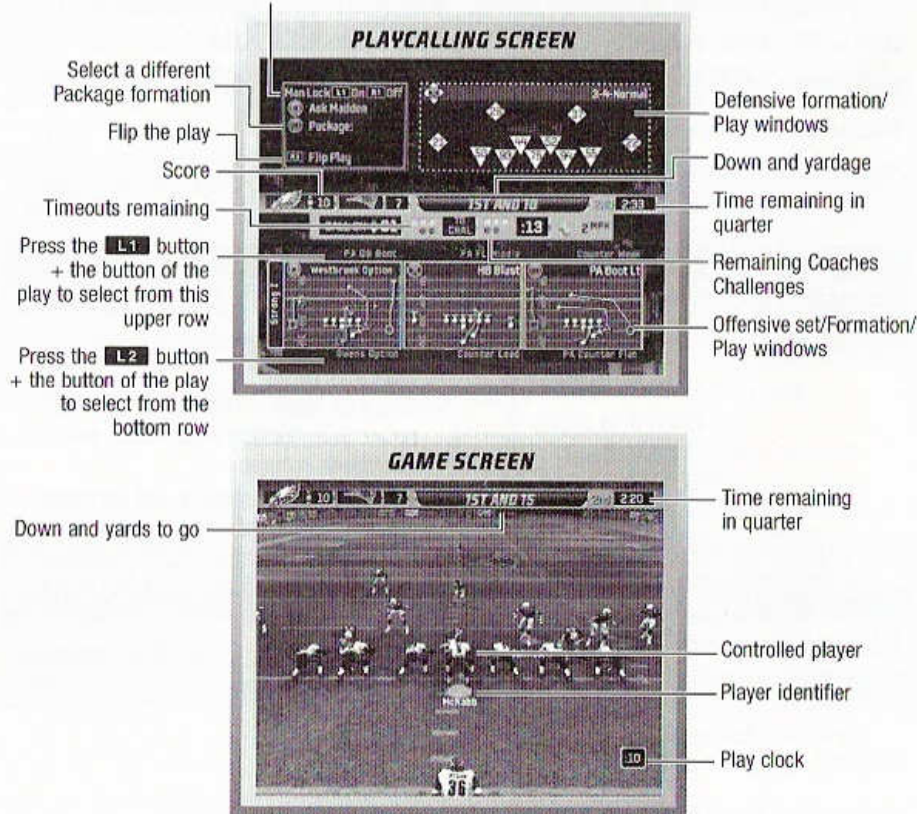
Change kick direction/elevation	left analog stick
Kick the ball	<p>⊗ button for all three steps:</p> <ol style="list-style-type: none"> 1. Start Kick Meter 2. Stop Kick Meter on the upswing to set power (over-kicking adds power, but decreases accuracy) 3. Stop on the downswing to set accuracy (aim for the center of the accuracy zone for best results)
Switch players	⊙ button
Fair catch (while controlling return man)	△ button
Touchback	Remain in the endzone

PLAYING THE GAME

Be sure to check out the Madden Tutorials on the Main menu to get up to speed on gameplay.

NOTE: Default options are listed in bold type.

Turn Man Lock ON/OFF—**NOTE:** In Man Lock OFF, defenses 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.



SAVING AND LOADING

You can save profiles, online and regular rosters, Superstar and Franchise mode progress, spawn games, a set of settings, instant replays, and tournaments to your memory card (8MB) (for PlayStation®2). If roster, profile, or settings files are present on a memory card, they are auto-loaded during the initial boot-up from any available MEMORY CARD slot. Rosters and settings are set to the first ones found, while User Profiles load the first four found.

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

To load, save, or delete a file select LOAD or SAVE from the My Madden Save/Load screen then choose the file you want to access. Select the MEMORY CARD slot that contains the memory card you wish to use. 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 *NCAA® Football 06* or *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' IQs 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 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.
- Cell Phone** Check your messages often to stay in touch with your mentor and agent.
- Rookie Handbook** Customize 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 acclimating 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 info about 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.

PLAY ONLINE

Find the perfect opponent online with improved matchmaking and share files with your friends via the all-new EA Locker.

NOTE: You must have a memory card inserted in MEMORY CARD slot 1 in order to use the EA Locker feature.

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.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Madden NFL 06* online. *Madden NFL 06* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: UDP 3658 (peer-to-peer connection); UDP 6000 (VOIP).

PLAYING ONLINE

In order to play *Madden NFL 06* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

ONLINE LOBBY

Improved Matchmaking lets you find compatible opponents in Play Now games. Set up the rank limitations to find players at your level and filter out those with high DNF percentages.

You must have the most current online rosters to play *Madden NFL 06* online. After downloading the online rosters, you can save them to a memory card. You can only have one online Roster file saved to a memory card.

ONLINE GAME MODES

- Play Now** Find a game quickly against another opponent.
- Rushing Attack** Pit your rushing and defensive skills against an online opponent to see who can score the most points.
- Quick Tournament** Play in 4- or 8-man tournaments where you can't leave until you're knocked out or the tournament is over.
- Tournaments** Play in 4-, 8-, 16-, or 32-player tournaments in single-elimination, playoff-style brackets.

QUITTING A GAME

You have three options for quitting a game without it negatively affecting your DNF stats.

- Friendly Quits** You can offer one friendly quit per half. No win/loss is applied if accepted.
- Concede Defeat** You can concede defeat at any time in the 3rd quarter if you are losing by 22 points or more, or in the 4th quarter when you're losing by 17 points or more.
- Offer Mercy** You can offer mercy to your opponent if you are winning by 22 points or more in the 3rd quarter, or by 17 points or more in the 4th quarter.

EA SPORTS™ TICKER

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker shows you the results of real scores from sporting events. Keep an eye on the ticker for news and information from EA SPORTS.

EA™ MESSENGER

Keep track of your friends, challenge an opponent, and chat with the EA Messenger.

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 or have a trade deadline, then select the team for each user. Choosing the Advanced 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 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 emails 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 maximize your earnings. Your advisors are a great source of information.

THE FRANCHISE SCHEDULE

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

- NEW Spawn Games** Save key games to your memory card 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. Also, if you delete a Franchise file, any spawned games attached to it become unusable.
- 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.
- Owner Mode** 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.
- Off-Season** There are nine steps to the off-season that must be completed 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.

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. You can also play Rushing Attack online against other players. **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

NEW PSP LINK

Transfer data to and from your PSP™ handheld entertainment system. You can play an entire week of your Franchise's season on your PSP handheld, then transfer the results back to your memory card.

NOTE: When using the PSP Link, you can only use MEMORY CARD slot 1 or MEMORY CARD slot 1-A.

- 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, colors, 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, stats, 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 stats for every active coach, general stats for all User Profiles, User vs. User stats, and User Records. You can also view game records and check out 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 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, Screen Format, and Field Line display. You can also turn automatic replays and in-game banners ON/OFF.

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

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Electronic Arts Customer Warranty
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