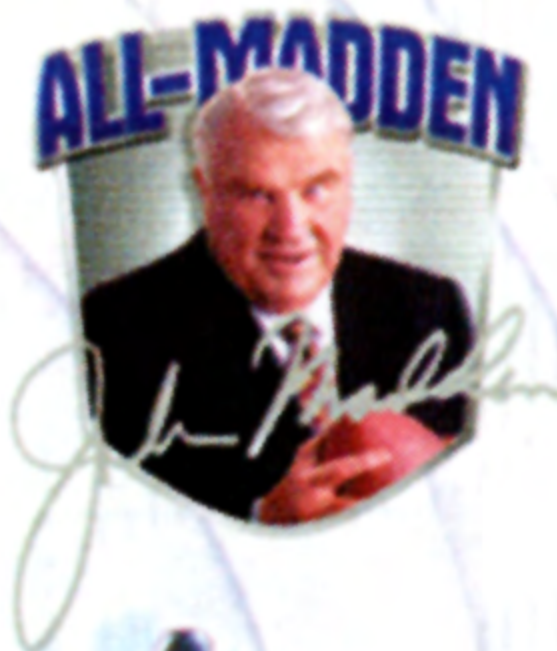


Nintendo

GAME BOY [®] color

CGB-BNFE-USA



EA
SPORTS™

MADDEN



2001



PLAYERS INC.

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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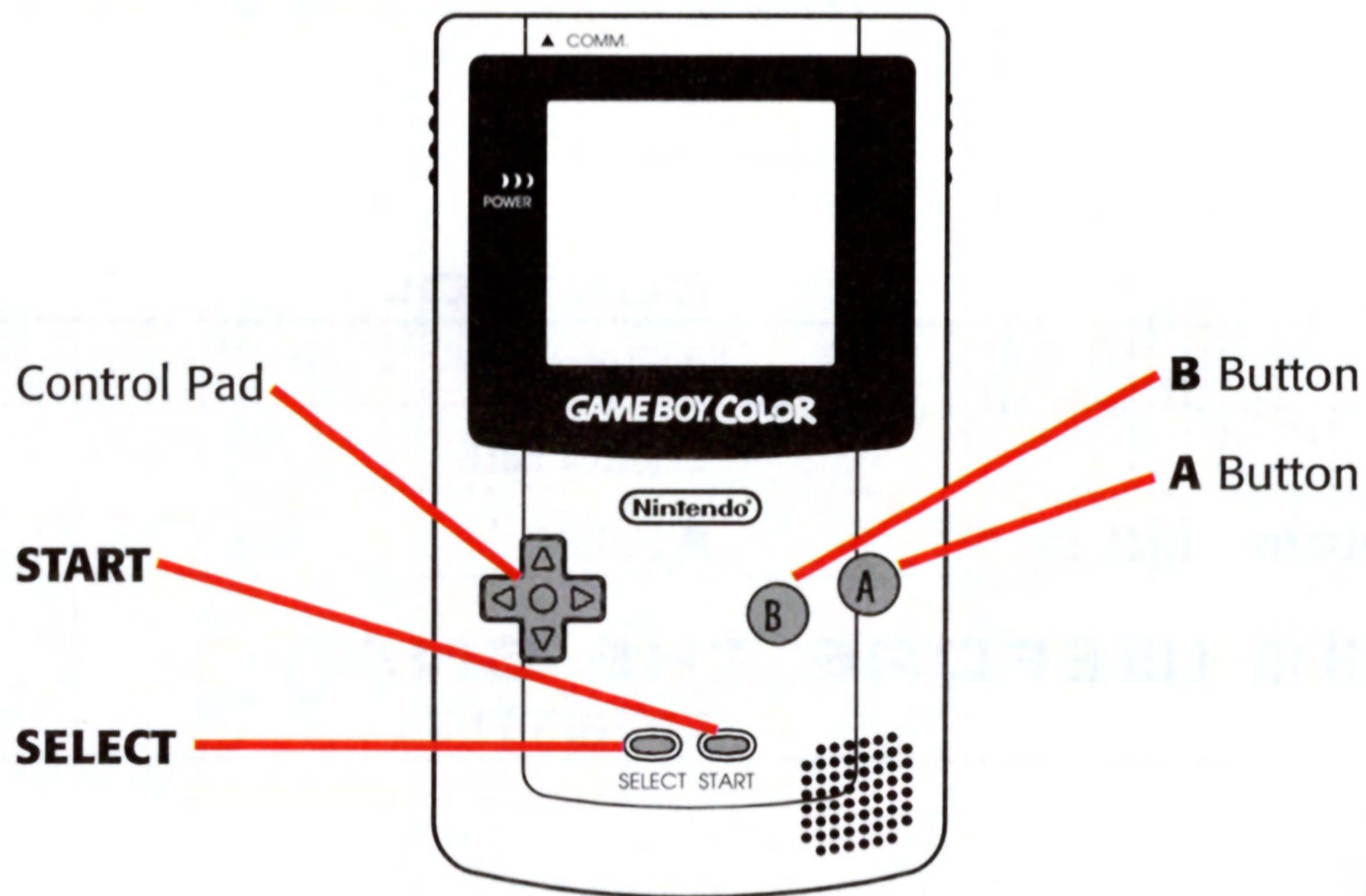


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STARTING THE GAME

1. Turn OFF the **POWER** switch on your Nintendo® Game Boy®. Never insert or remove a Game Pak when the power is ON.
2. Insert the *Madden NFL™ 2001* Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the **POWER** switch. The Legal screen appears.
4. Press the **A** Button to advance to the Title screen.
5. When the Title screen appears, press **START** to advance to the Main menu.
(▶ *Main Menu*, p. 8.)

COMPLETE GAME CONTROLS



MENU OPTIONS

ACTION

CONTROL

Highlight option

Control Pad

Select option

A Button

Previous screen

B Button

KICKING GAME

ACTION

CONTROL

Snap the ball

A Button

Aim kick

Control Pad

Set **kicker in motion** / **Kick** the ball

A Button

OFFENSE (BEFORE THE SNAP)

ACTION

CONTROL

Set a **man in motion**

Control Pad

Call an **audible**

SELECT

Select an audible

A or **B** Button

Snap the ball

A Button



RUNNING

ACTION

CONTROL

Run

Control Pad

Dive / QB slide (QB only)

A Button

PASSING

ACTION

CONTROL

QB scramble

Control Pad

Pass to target receiver on right

A Button

Pass to target receiver on left

B Button

RECEIVING

ACTION

CONTROL

Control receiver closest to ball

B Button

Diving catch

A Button

DEFENSE (BEFORE THE SNAP)

ACTION

CONTROL

Select player

B Button

Reposition player

Control Pad

Call an **audible**

SELECT

Select an audible

A or **B** Button

DEFENSE (AFTER THE SNAP)

ACTION

CONTROL

Select defender closest to ball

B Button

Tackle / pass **block**

A Button

Interception

B Button



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

INTRODUCTION



The best football game for the Game Boy Color is back. *Madden NFL 2001* has all the teams, all the players, and all the hits of the NFL™ with the awesome gameplay and graphics that only EA SPORTS™ can deliver. Set your playbook, strap on your helmet, and get ready to go deep with *Madden NFL 2001*.

Key Features:

- ✧ All 31 NFL teams and current rosters
- ✧ New Link Play—Link up with another Game Boy Color system and play head-to-head
- ✧ The fastest football gameplay for the fastest action on the Game Boy Color
- ✧ Over 150 authentic offensive and defensive plays
- ✧ Multiple play modes include Playoffs, Season, and Exhibition
- ✧ Track tons of statistics for all teams and players
- ✧ Substitute any player into offensive and defensive formations
- ✧ Offensive and defensive audibles—Make last-second adjustments at the line of scrimmage
- ✧ All-new screen colors bring the NFL players to life

GETTING STARTED

Select your game mode and set it up the way you like it before you take to the field on game day.

MAIN MENU



Press the **A** Button to select any of the following options:

EXHIBITION

Two teams of your choice—including the All Madden Team! — battle it out in a single exhibition game. Press **LEFT/RIGHT** and **UP/DOWN** on the Control Pad to select the two teams.



NEW SEASON

Take your team through the entire 2000-2001 NFL season.

Press **UP/DOWN** to scroll through teams, then press the **A** Button to select that team. Press **LEFT/RIGHT** and **UP/DOWN** to view the season schedule. Press the **A** Button to start your game.

NEW PLAYOFFS

Skip the regular season and jump right into a single elimination playoff. Start off in the Wildcard round and see if you can make it all the way to the Super Bowl. Press **UP/DOWN** to highlight a game, then press the **A** Button to play.

LINKED GAME

Use a Game Link Cable to hook up with a friend for a head-to-head gridiron battle (➤ *2 Player Link Mode* on p. 21).

GAME OPTIONS

Customize your next game (➤ *Game Options* on p. 10).

PASSWORD

Enter a password to restore a Season or Playoff series (➤ *Restore A Game* on p. 22).



NOTE: Default settings in this manual appear in **bold** type.

GAME OPTIONS



On the Control Pad, press **UP/DOWN** to choose an option, then **LEFT/RIGHT** to change that option:

SOUND EFFECTS Turn the sound effects **ON** or OFF.

MUSIC Toggle the game music **ON** or OFF.

QUARTER LENGTH Set the quarter length at 5, **10**, or 15 minutes of play.

Press **SELECT** to restore the game defaults. Press **START** to save your changes and return to the Main menu.



PRE-GAME MENU

The Pre-Game menu is your last chance to check out the stats on the competition and make last-minute adjustments to your roster. Below are the Pre-Game menu options for an Exhibition game, followed by Pre-Game menus for the other modes. When you're ready, send your captains out to mid-field for the Coin Toss.

EXHIBITION PRE-GAME MENU

- | | |
|---------------|---|
| START GAME | Proceed to the Coin Toss and get ready for some hard-hitting NFL action! |
| TEAM PROFILES | View the player statistics for both teams' rosters. Press START to return to the Pre-Game menu. |
| SUBSTITUTIONS | Fill out your roster with players for almost every position for both offensive and defensive play set formations. |



NOTE: You cannot make substitutions for special teams positions.

To make a substitution:

1. Press the **A** Button to select either Offense or Defense.
2. Select a formation to change and press the **A** Button.
3. Press the Control Pad **LEFT/RIGHT** to toggle the player statistics.
4. Highlight a player to remove from the "Active" column and press the **A** Button.
5. Highlight the new player in the "Available" column and press the **A** Button.
6. Press **START** to return to the previous menu. After you have finished making your changes, press **START** to return to the Pre-Game menu.

SET AUDIBLES Select the audibles available to your offense and defense during a game (➤ *Set Audibles* on p. 20). Press **START** to return to the Pre-Game menu.

MUSIC Toggle the Music **ON/OFF**. Press the **A** Button to select your choice and return to the Pre-Game menu.

SOUND F/X Toggle the sound effects **ON/OFF**. Press the **A** Button to select your choice and return to the Pre-Game menu.



NEW SEASON PRE-GAME MENU

After you select your team and view the schedule (➤ *New Season* on p. 9), you advance to the New Season Pre-Game menu. The options on this menu include START GAME, TEAM PROFILES, and SUBSTITUTIONS, which function the same as on the Exhibition Pre-Game menu (➤ p. 11). In addition, the New Season Pre-Game Menu includes these options: TEAM SCHEDULE, DIV. STANDINGS, and WEEK SCHEDULE.

NEW PLAYOFF PRE-GAME MENU

The options on this menu include START GAME, TEAM PROFILES, which function the same as on the Exhibition Pre-Game menu (➤ p.11), plus PLAYOFF TREE, TEAM SCHEDULE, DIV. STANDINGS, and WEEK SCHEDULE.

ON THE FIELD

Your adrenaline is pumping and you're primed for battle...but so is your opponent. Strap on your helmet — you're going to need it.

GAMEPLAY SCREEN



For a complete list of game controls, ➤ *Complete Game Controls* on p. 3.



COIN TOSS

The co-captains from each team meet in the center of the field and the head referee flips the official coin into the air. The visiting team's co-captains must call heads or tails before the coin hits the ground. Press **LEFT/RIGHT** on the Control Pad to select Heads or Tails. The winner of the Coin Toss chooses to Kick or Receive the opening kick-off by pressing **UP/DOWN**, then pressing the **A** Button. The loser of the Coin Toss chooses to defend either the Home or Visitor end of the field by pressing **UP/DOWN**, then pressing the **A** Button.

KICK-OFF

Drill the kick-off and try to bury your opponent deep in his own territory. With your team lined up in the Kick-off formation, press the **A** Button to set the kicker in motion. The Power Meter begins moving upward. Press **LEFT/RIGHT** on the Control Pad to aim the kick. Press the **A** Button again to stop the meter and kick the ball. The higher the Power Meter is, the farther the ball will travel.

Onside Kick – If your team is losing late in the game and you've just scored, try an Onside Kick and attempt to regain control of the ball.

With your team lined up in the Kick-off formation:

- 1.** Press **SELECT** to bring up your Onside Kick options.
- 2.** Press the **A** Button to kick to the right or the **B** Button to kick to the left.
 - ♦ Press **SELECT** again to pick the other side of the field or return to a normal Kickoff.
- 3.** Press the **A** Button to perform the Onside Kick.

The ball will be kicked a short distance to the right. Now rush down and try to recover the ball!

Kickoff Return – The kickoff returner is automatically positioned to catch the ball. If he catches the ball in the open field, press Control Pad **UP** to gain yards. If he catches the ball in the end zone, you can either try to gain yards, or remain in the end zone for a touchback. On a touchback, the offensive drive begins on your own 20 yard line.

OFFENSIVE PLAYS

It's third and long. Do you go for the bomb or try to surprise the defense with a running play? When your offense gathers in the huddle, select an offensive play while keeping an eye on the play clock.



To choose a play on offense:

1. Press LEFT/RIGHT/UP/DOWN to scroll through the different formations.
2. Press the **A** Button to select a formation. A set of plays for the formation appears.
3. Press LEFT/RIGHT/UP/DOWN to scroll through the different plays.
♦ Press **SELECT** to flip the direction of a play.
4. Press the **A** Button to select a play.

Rushing Plays — Create a hole in the rush defense big enough to drive a truck through and watch your halfback charge for the first down. You can take control of the ball carrier after the hand-off, or watch the computer execute the play. After you press the **A** Button to snap the ball, the computer executes the hand-off or pitch automatically. To take control of the ball carrier, press the Control Pad in any direction. If you do not press the Control Pad, the computer will run the play for you.

Passing Plays — Lob one deep or throw a bullet on a short-out. You can control the play or have the computer run it for you.

To run a passing play:

- 1.** Press the **A** Button to snap the ball.
- 2.** Use the Control Pad to control the quarterback, moving out of the pocket if necessary to avoid the defensive linemen.
- 3.** Press the **A** Button to pass to the receiver on the right or the **B** Button to pass to the receiver on the left.

Controlling the Receiver — Once the ball is in the air, the receiver automatically completes his pattern. You can take control of the intended receiver by pressing the Control Pad in any direction. Press the **A** Button for a diving catch.

No-Huddle Offense — If the clock is still running and you're short on time, hold down the **B** Button while the Play Results are reported to go straight into a new play without consulting the playbook. This runs the same play that you ran on the previous down.

DEFENSIVE PLAYS

Get a read on the offense and select a play to stop them in their tracks. Select your defensive plays the same way you select your offensive plays. Once the offense chooses its play, you must choose your defensive play within 15 seconds or you will run the same play from the previous



down. On the line of scrimmage, press the **B** Button to select a player to control. You can use the Control Pad to reposition the player before the snap.

Controlling the Defense – Once the ball is in play, you can switch to the player closest to the ball by pressing the **B** Button. Press the **A** Button to make a diving tackle.

PAUSED GAME MENU

At any time during a game, press **START** to pause the game and view the Paused Game menu. While using any of the options, press **START** to return to the Paused Game menu.

- | | |
|----------------|---|
| RESUME GAME | Get back to the action on the field and continue your quest for the victory. |
| QUIT GAME | End the current game and return to the Game Setup menu. |
| INSTANT REPLAY | Watch a frame-by-frame recap of the last play. Change your view of the field by using the Control Pad to move the cursor around. Press the A Button to advance a frame, or the B Button to move back a frame. Press SELECT to return to the first frame. |
| TIMEOUT | Professional coaches can turn the final minutes of a game into a successful scoring drive by using their timeouts wisely. Each team is allowed three timeouts per half. A timeout stops the game clock and resets the play clock to 25 seconds. You must select a new play after a timeout. |

SUBSTITUTIONS

➤ *Pre-Game Menu* on p. 11.

SET AUDIBLES

If you don't like your opponent's formation at the line of scrimmage, call an audible. During a game, you have access to four audibles – two offensive and two defensive. Highlight the audible of choice and press the **A** Button. Select the desired formation. Audible 1 corresponds with the **A** Button and Audible 2 is for the **B** Button. When the audibles are set, press **START** to return to the Paused Game menu.

TEAM PROFILES

➤ *Pre-Game Menu* on p. 11.

DRIVE SUMMARY

The Drive Summary displays a report of total plays, yards, and penalties for the drive in progress.

SCORE SUMMARY

The Score Summary gives a break-down by quarter of each score during the game, including the players involved, the type of score, and the time of the score.

GAME STATS

Get a complete statistical break-down for both teams at any time during the game. Categories include time of possession, total yards, fumbles, third down conversions, and much more. The statistics automatically appear at Half Time.



SCOREBOARD

Available in Season and Playoff modes only, this option lets you check out the other scores from around the league.

PLAYOFF TREE

Review the scores and schedule of the current playoffs. This option is only available during the playoffs.

2 PLAYER LINK MODE

Hook up two Game Boy Colors via a Game Link cable and challenge a friend to a match.

To begin a 2 player Link mode match:

1. Both players select Linked Game from the Main menu. The Linked Game screen appears.
 - ✧ To return to the Main menu, press the **B** Button.
2. Scroll through the teams by pressing **UP/DOWN** on the Control Pad. Press the **A** Button to select. After both players have selected their teams, the Pre-Game menu appears.
3. Select Start Game to proceed to the Coin Toss (➤ *Coin Toss* on p. xxx).

RESTORE A GAME

After every Regular Season or Playoff game, you will receive a new password for accessing this Season or Playoff series at a later time. To restore a Season or Playoff series, use the following controls:

HIGHLIGHT LETTER

Select Letter

Delete Letter

Finish

CONTROL PAD

A Button

B Button

START

If you enter the password incorrectly, you may choose to try again or exit.

Use the Control Pad to highlight your choice, then press **START**.

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PRINTED IN JAPAN