



XBOX 360

XBOX  
LIVE



# MADDEN 06



EXCLUSIVE NFL LICENSE



PLAYERS.COM

## **⚠️ WARNING**

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside back cover).

## **IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES**

### **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 taking the following precautions:

- Sit further from the television screen.
- Use a smaller television screen.
- Play in a well-lit room
- Do not play 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.

**CHECK OUT**



**ONLINE AT [WWW.EASPORTS.COM](http://WWW.EASPORTS.COM)**

# COMPLETE CONTROLS

Welcome to the next generation of *Madden NFL Football*. All the controls you need to know to take your game to the next level are listed here.



## GENERAL CONTROLS

### ALL PHASES OF THE GAME

Move player	Ⓐ or Ⓛ
Sprint	RT
Switch player	B
Receiver cam at the line of scrimmage	LT
Coach's cam at the line of scrimmage	RT
Call an audible (before the snap)	X then A, X, Y, LB, or RB
Flip play	X then RT
Cancel an audible (before selecting a play)	B
Reset play (after calling an audible)	X then LT
Call timeout	◀
Pause game	▶

## OFFENSIVE CONTROLS

Take a look at the defense before you snap the ball and see if you can figure out how they're trying to stop you. Are they playing man to man or zone? Are they showing signs of blitzing? Do you see a favorable matchup you can exploit? Your pre-snap reads are crucial to creating an unstoppable offense.

### BEFORE THE SNAP

Snap ball	<b>A</b>
Switch direction of a running play	<b>B</b> 
Hot Route	Press <b>B</b> to highlight eligible receiver, then <b>Y</b> to call a Hot Route, then: <b>A</b>  for a fade pattern <b>B</b>  for a drag pattern <b>C</b>  to run a screen (WR) <b>D</b> to slant (WR) or block (TE or RB) to the right <b>E</b> to slant (WR) or block (TE or RB) to the left Press <b>B</b> to cancel a Hot Route. <b>NOTE:</b> You can move <b>C</b> to change the receiver's route.
Send a player in motion	Press <b>B</b> to highlight eligible player then move <b>B</b>  to send that player in motion
Quiet crowd	<b>C</b> (click)
Fake snap	<b>RB</b>

## PASSING CONTROLS

Every quarterback in the NFL has a unique field of vision. Some All-Pro quarterbacks can see virtually the entire field from sideline to sideline, while others can only follow one receiver at a time. QB Vision Control brings this aspect of the game to life.

Your quarterback's field of vision shows where he's looking. To lock onto a receiver, pull and hold **LT** + the button of your targeted receiver and your vision automatically goes to him. You can also move **B**  to activate your QB Vision and scan the field to find open receivers.

Activate/Move QB Vision Control	<b>B</b> 
Lock on to receiver	<b>LT</b> + receiver's button
Lead the receiver	<b>C</b> or <b>Y</b>
Throw the ball	<b>X</b> , <b>A</b> , <b>B</b> , <b>Y</b> , or <b>RB</b> (tap button for lob pass; hold button for a bullet)
Throw ball away	<b>LB</b>
QB scramble (behind the line of scrimmage)	<b>RT</b> (pull and hold)
QB Action mode (enables running controls)	<b>RT</b> + <b>LT</b> (pull and hold)
Playmaker passing (guide closest receiver while QB is in Action mode)	<b>RT</b> + <b>LT</b> (pull and hold to enter Action mode), then move <b>B</b> to send the closest receiver in a certain direction. Release <b>RT</b> + <b>LT</b> to return to passing mode.
Pump fake	<b>C</b> (click)
Diving catch	<b>X</b>
Catch the ball	<b>Y</b>

## RUNNING CONTROLS

Use the Truck Stick to deliver big hits at the point of impact to break tackles, pancake defenders, and clear your path to the end zone. Keep in mind your risk of fumbling increases.

Truck Stick	 
Dive/QB slide	 (with QB hold to dive, tap to slide)
Cover up/Protect ball	
Spin	 +  to choose direction of the spin move
Juke	 +  to choose direction of the juke
Stiff arm	

## DEAD-BALL CONTROLS

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

## DEFENSIVE CONTROLS

Keep the offense on its toes by shifting your defenders and making adjustments on the fly.

### BEFORE THE SNAP

Choose a player to control	 (tap to change players one by one)
Defensive line shifts	 then  : ↑ 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	 then  : ↑/↓ to spread linebackers out/move them in tight ↔/↔ to shift linebackers left/right
Shade safeties	 then  ↔/↔ to shift their zone coverage to the left/right
Coverage audibles	 then  : ↓ to put DBs into pressing bump-and-run coverage ↑ to back the DBs up in loose coverage ↔ to show blitz → to align the coverage
Pump up crowd	 (click)

## AFTER THE SNAP

Use the Hit Stick to lay a crushing blow on the ball carrier. Time it right and you could force a fumble. Time it just a split second wrong, and you'll give up some big yardage.

### Unleash the Hit Stick

• (in any direction)

### Commit to the run/pass

Within one second of the snap, commit your defense to the run or pass by moving •:

↑ to drop back into pass coverage

↓ or click • to surge forward to stop the run

### Diving tackle/interception

• X

### Strip ball from ball carrier/Swat at airborne ball

• A

### Strafe

• LT

### Spin move (when engaged)

• LB

### Power move (when engaged)

• RB

### Intercept a pass

• Y

## KICKING GAME

### Change kick direction/elevation

• L

### Kick the ball

Press • A to begin the kick. Press • A again to aim kick in the direction of the moving arrow, then press • A again to set the power of the kick

### Fair catch (while controlling return man)

• Y

### Touchback

Remain in the endzone

## SETTING UP THE GAME

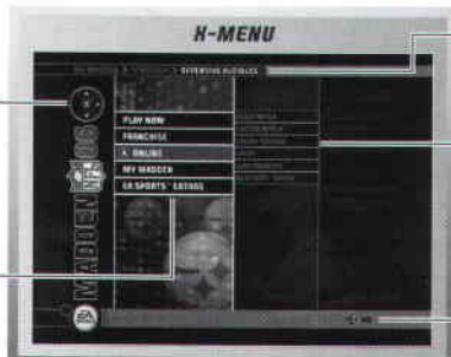
There are a few things you should familiarize yourself with before stepping onto the field.

## THE X-MENU

Finding your way around the game and keeping track of where you are is easier than ever with the X-Menu. Press • X to access the X-Menu from any menu screen.

The arrows surrounding the • X icon show you what directions you can move within the X-Menu.

This column contains the Main menu selections. Check out the Franchise mode (p. 8), Online (Xbox Live p. 7), and My Madden (p. 5) sections for more info about these.



This navigation bar shows you the last menu you accessed. Press • X to return to the menu shown here.

This column shows the sub-menus of the highlighted Main menu selection.

Your active Profile. Click • L to open the Profile Management screen (p. 5).

## PROFILE MANAGEMENT

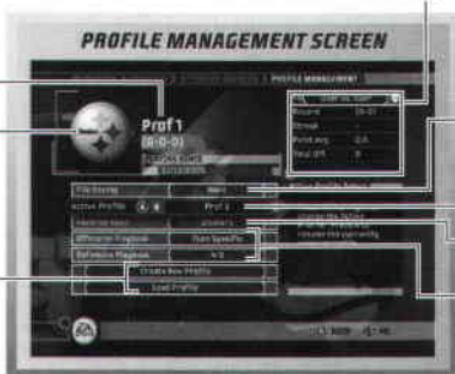
The first thing you need to do is create a Profile to keep track of all your stats and personalized settings. Click **•** to open the Profile Management screen from any menu.

Move **•** **↓/↑** to switch between snapshots of your personal best stats and the User vs. User stats you've accumulated against other players. Click **•** to expand the box and see more stats.

The name of the active Profile and the win/loss record associated with it

Your favorite team

Create or load Profiles



Save your files. You need to be signed in with an active Xbox 360 Gamer Profile to save or load files. Move **•** **←/→** to see what files are available for saving.

Change the active Profile.

Select your favorite team.

Choose the offensive and defensive playbooks used as the defaults in any game you play.

## MY MADDEN

The My Madden menu is the place to manage your game experience and set it up exactly the way you like to play.

Keep rosters up to date by trading players, signing free agents, setting depth charts, and more. You can make changes to any player or team roster.

Review your stats.

Save any changes you've made to rosters or your Profile.

Load or delete files.

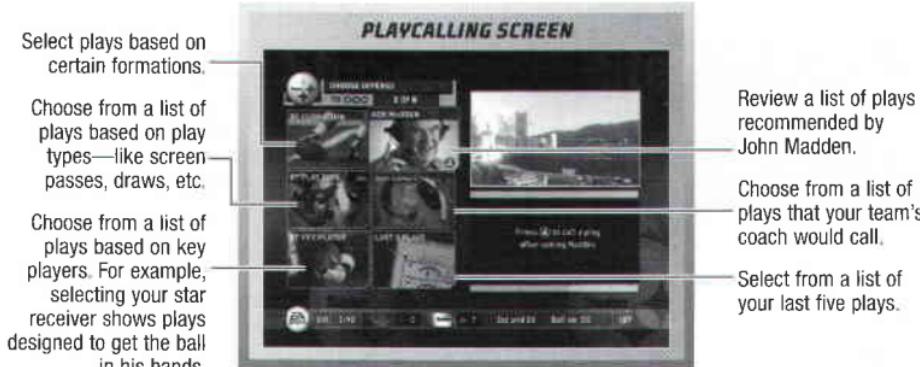


Set your offensive and defensive audibles and establish how often, if ever, your players are auto-subbed during a game.

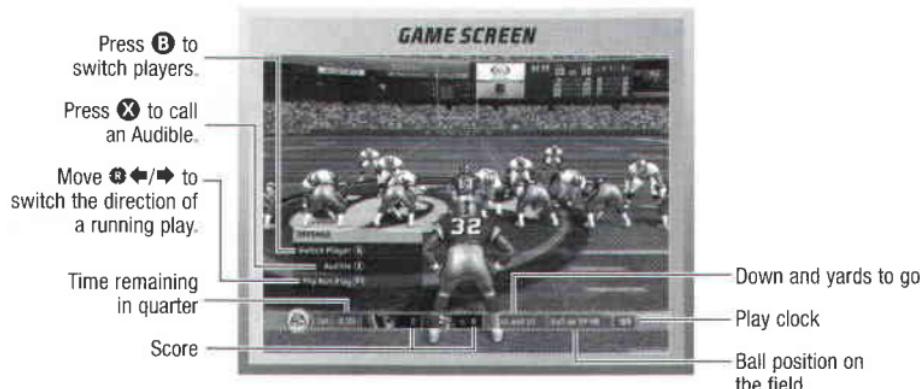
Personalize your gameplay, music, and volume controls. The 'SETTINGS' menu is where you select the difficulty level, modify which buttons perform certain functions, set the frequency of penalties, and many other important options.

## PLAYING THE GAME

Behind every good team, there are masterminds calling the shots. With *Madden NFL 06*, you get to be the mastermind. Don't worry, you have plenty of ways to pick the perfect play thanks to the innovative playcalling system.



**NOTE:** In a two-player game, you can bluff your playcalling to keep opponents guessing. Press **X** to call the play you want to run, then continue scrolling the playcalling screen and press **A** when you're on a play you want to give the appearance of running. Press **Y** to create a sound like you're bluffing the highlighted play.



## SAVING AND LOADING

You can save Profiles, online and regular rosters, and your Franchise mode progress to your Xbox 360 Hard Drive or Xbox 360 Memory Unit. If roster or Profile files are present on your Xbox 360 Hard Drive or Xbox 360 Memory Unit, they are auto-loaded during the initial boot-up.

- To save a file, select **SAVE** from the **My Madden** menu then choose the type of file you want to save. To load or delete previously saved files, select **LOAD & DELETE** from the **My Madden** menu and choose which file you want to access or erase.

# XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

**REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. EA TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 13+ TO REGISTER ONLINE.**

**EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2005-2006 SEASON.**

## CONNECTING

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## PLAYING ONLINE

With the different types of matchmaking options, you can always find a good matchup.



Finds an opponent based on your ranking.

### ONLINE MENU

Set up and host a game.

#### QUICK MATCH

See where you stack

#### CUSTOM MATCH

up against the best online players in the nation.

#### CREATE SESSION

#### LOBBY

#### LEADERBOARDS

#### EA SPORTS NATION

Search for games based on certain parameters.

Access the Lobby where you can meet up with friends and find a matchup.

Manage your EA SPORTS Nation account and check for any messages or news from EA SPORTS.

## QUITTING A GAME

You have three options for quitting a game without it negatively affecting your Did Not Finish (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 if you are winning by 21 points or more in the 2nd half.

## FRANCHISE MODE

Call all the shots for your favorite teams. To start a franchise, select NEW FRANCHISE from the Franchise menu and then choose the teams for each user involved.

The preseason schedule opens. Simulate or play any game on the four-week preseason schedule before moving on to the regular season.



Move   to  
change weeks.

Press **A** to play or simulate the highlighted game, even if one of your franchises isn't involved in the contest

Press **RB** + **L** **↑/↓**  
to switch the active  
franchise

Click  to see how the highlighted teams stack up against each other in each statistical category.

Press  to simulate  
remainder of  
Preseason, Regular  
Season, or Playoffs.

- Click  to open the Profile Management screen

Access the schedule and choose the games you want to play.

Set your positional depth charts and set your coach's philosophies and strategy for managing each position.

Find out what team is in first place and who's winning the awards.

Look back on the all-time great players and the records they've set.



Manage your Franchise mode rosters.

Review season, career, team, and coaching stats.

Save, load, or create a new Franchise, and set your Franchise mode options such as whether you let the CPU make roster decisions for you.

## STRATEGIES AND TIPS

- Establish the run early to set up play-action passes later.
- Keep your opponent guessing by running multiple plays out of the same formation. It's hard to guess where the offense is going if it looks the same every time it lines up.
- Watch the linebackers as soon as you snap the ball and check for the blitz. There is nothing worse than looking downfield to throw a pass, only to be sacked when your tight end or running back is open in the flat.
- Pay attention to the players involved in the collision before using the Truck Stick or Hit Stick. You don't want to try to run over Ray Lewis with Warrick Dunn—and you certainly don't want to try to dislodge the ball from Jerome Bettis with a small DB.
- If you time it perfectly, using the Hit Stick is a great way to break up sure catches.
- When using your QB vision, use your eyes to look off less aware safeties because they key on the receiver you lock onto.