

# COMMAND SUMMARY CARD

## JOHN MADDEN FOOTBALL™

### *Copying the Game*

We recommend you play with copies of your game. This way, if you ever destroy your copies, you can make new copies from the original disks to play with. The game comes on one two-sided disk:

- Side 1 — John Madden Football: Program Disk Side 1
  - Side 2 — John Madden Football: Program Disk Side 2
1. Turn on your computer and disk drive.  
C128 owners: Put your computer in C64 mode by holding down the Commodore key when you turn on the computer
  2. Using the disk copying utility of your choice, make a copy of Side 1 (the side of the disk with a label) and label it Program Disk Side 1.
  3. Make a copy of Side 2 and label it Program Disk Side 2.
  4. Now you have two copies to use. Put your original disk away in a safe place.

**NOTE:** This program was not designed to be copied onto a 3.5 inch disk or onto a hard disk. It also uses only one disk drive; it does not take advantage of a second disk drive.

### *Loading the Game*

1. Plug your joystick into the second joystick port on the computer.
2. Insert the *copy* of Program Disk Side 1 in drive 1.
3. Turn on the computer. Type **LOAD "EA",8,1**. The game will load and go to the Main menu bar.
4. We recommend you start with the Quick Game; see page 1 of your manual for complete details.


5. When you're ready to play a Standard Game, you must first make a Game disk and a Data disk; see page 11 of the manual for complete details. Note: Ignore step 6 on page 12.

### *Selecting from Menu Bars*


To select an option from a menu bar, highlight the option with the hand cursor, press the joystick button and pull back (this is known as "pulling down a menu"). When you pull down a menu, you'll see a list of additional options. Highlight the one you want and release the button to select it.

### *Joystick and Keyboard Use*

In a 2 player game, you can only control the team on offense with the joystick and the team on defense with the keyboard. If you're playing against the computer, you can use the joystick on offense (but not the keyboard) and the joystick or keyboard on defense.

-  Whenever you're told to double click, *very quickly* click the button twice. If you don't double click fast enough, the computer will treat it as a single click.

### *Key Command Summary*

- space bar** Lets you advance a play frame by frame. Press any other key to resume.
- F1** Pauses action during game. You can only pause at the Huddle screen, not during a play. To resume the game, pull down GAME and select RESUME.
-  When the manual or game makes reference to the Esc key, press F1 instead.
- Ctrl-S** Toggle sound on/off. Use this while a play is in progress.
- T** Call time out at Huddle screen. Press F1 to continue.

### Pre-snap audibles:

- B** Blitz. Tells a player to blitz (rush the passer). Enter the player's number and press B. You can have up to five players blitz.
- C** Cheat. Tells the strong safety to cheat up to defend against the run.
- M** Man-to-Man. This lets you assign man-to-man coverage. Input your defensive player's number, press M, input the offensive player's number (the one you want your man to cover), and press Return. You can assign man-to-man for up to three players.
- N** No audible. This makes a fake audible sound; use it to fool your human opponent into thinking you called an audible.
- X** Cancel cheat audible.

### Post-snap audibles:

- P** Sell out to the pass. Tells *all* your players to react to a pass play.
- R** Sell out to the run. Tells *all* your players to react to a run play.

## About Disk Swapping

There's a lot of information on different disks, so keep these things in mind:

- A *source* disk is the disk that the information will come from (when you're copying disks).
- A *destination* disk is the disk that the information will go to (when you're copying disks).
- The *Program* disk (side 1 and 2) is the disk that came with John Madden Football. (We told you how to copy these above.)
- A *Game* disk is a special disk you'll have to create to store a Standard Game on. We explain how to create one in the manual.
- A *Data* disk is a special disk that contains team and playbook information. We explain how to create one in the manual.

## Notes about the Manual

Page 9. Under passing plays, you're told to double-click when you want to call up the crosshair. You don't need to double-click — just click the button once to call up the crosshair.

Page 12. Creating a new Data Disk that contains teams and playbook data will take about 45 minutes.

Page 26. In special team ratings, the "A" rating stands for accuracy.

Page 45. In step 2 of the Madden Report, you'll pull down \* instead of FILING.

If you get graphic glitches after printing, reboot your computer.

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### Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support  
P.O. Box 7578  
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.  
In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 753 46465  
In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.



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