



Software Release Notes

Product:	EA SPORTS™ MADDEN NFL SEASON 2
Software Version:	2.0
Release Date:	8/30/06

This document describes new features and enhancements for EA SPORTS™ MADDEN NFL SEASON 2. Please keep this document with your System Manual for future reference.

This document includes complete descriptions of the new Operator Menus. Please refer to it instead of *Chapter 4—Operator Menus and Game Setup* in Rev A of the System Manual.

New Features

The completely new game design makes playing as easy as moving a joystick. EVERYONE can play like a pro. New control panel artwork makes playing easier and more intuitive.

EA SPORTS™ MADDEN NFL SEASON 2 takes players from novice to advanced by adding not only features, but FUN! GLOBAL VR has added more trademark MADDEN features like ***QB Vision***, ***Hit Stick*** and ***Truck Stick***, plus unique play modes that set it apart from any other version of MADDEN.

The new software allows you to install a Players' Card Dispenser to sell Players' Cards right at the cabinet.

Game Features

- **STEP UP AND PLAY**—Completely new game design makes playing the game as easy as moving a joystick. EVERYONE can play like a pro.
- **ALL NEW SEASON MODE**—Pick any team and power up to play your team's real '06 – '07 schedule. If you do well enough, you get a chance to go to the play-offs, and then on to the Super Bowl.
- **ALL MADDEN MODE**—Hardcore players can test their skill in fierce competition.
- **TRAINING CAMP**—Players can gain power ups and earn the right to play historic teams like the '78 Steelers and '85 Bears, and save them to their Players' Cards.
- **2006 – 2007 TEAM ROSTERS**

Free Online Tournament Support

Connect your cabinet with **NO MONTHLY OR PER-PLAY FEES** through February 2007!

- **Tournament Play**—With national events and Local Operator Tournaments to bring players into your locations.
- **Career Mode**—Challenges players to compete against all 32 teams of the NFL with online stat tracking and nationwide leaderboards.

Operator Menus

The sections that follow describe the new Operator Menus. The flowchart below shows the general arrangement of the Menu.

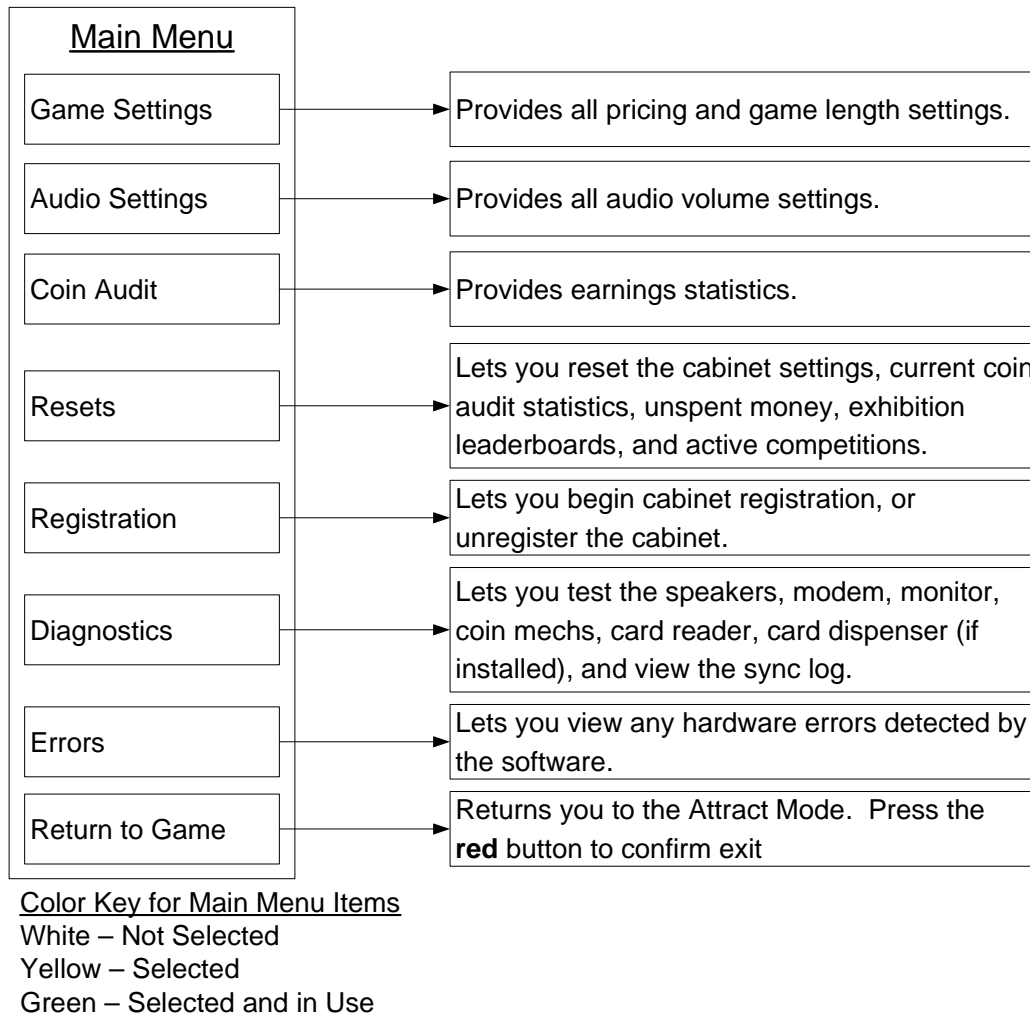


Figure 1. Operator Menu Flowchart

The lower left corner of the menu screens displays the information shown below:



Figure 2. Game Information on Operator Menus

Game Settings Menu

The Game Settings menu allows you to set the number of credits for each type of games. Use the joystick to select each setting, and the **red** and **green** buttons to change the value.



Figure 3. Game Settings Menu

The settings available from the Game Settings menu are as follows:

- **Credits / Free play:** Sets play to *Credit* or *Free play* (default: *Credit*).
- **Attract Credit Display:** Sets whether the Attract Credit Display shows *Money* or *Credits* (default: *Money*).
- **Coin Audit Credit Display:** Sets Coin Audit to *Credits* or *Money* (default: *Money*).
- **Credits per Money:** Sets how many coin drops it takes to reach the unit of money used (01-20) (In the USA this is usually 4 (4 quarters per dollar) (default: 4).
- **Credits per Exhibition Quarter:** Sets credits per exhibition game quarter (01–25) (default: 2).
- **Credits per Training Game:** Sets credits for a Training Game (default: 2).
- **Credits per Tournament Game:** Sets credits for a Tournament Game (default: 16).
- **Credits per Career Game:** Sets credits for a Career Game (default: 12).
- **Credits per Season Game:** Sets credits for a Season Game (default: 8).
- **Credits per Competition Player:** Sets credits each player in Competition mode (default: 12).
- **Credits per Online Smart Card:** Sets credits to purchase a Players' Card to be mailed (default: 12).
- **Credits per Dispensed Smart Card:** Sets credits to purchase a dispensed SmartCard (default: 12).
- **Players' Card Registration:** Enables or disables player registration at the cabinet (default: *All Enabled*).
- **1 Player Quarter Length (game minutes):** Sets the length of time per game quarter when one player is playing (default: 2:30).
- **2 Player Quarter Length (game minutes):** Sets the length of time per game quarter when two players are playing (default: 3:00).
- **3 Player Quarter Length (game minutes):** Sets the length of time per game quarter when three players are playing (default: 3:30).
- **4 Player Quarter Length (game minutes):** Sets the length of time per game quarter when four players are playing (default: 4:00).

Operator Menus

Audio Settings Menu

The Audio Settings Menu allows you to set the volume for the cabinet.

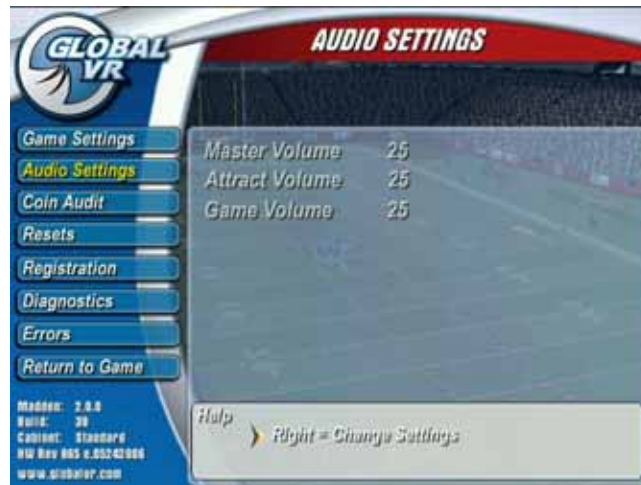


Figure 4. Audio Settings Menu

- **Master Volume:** Sets Master Volume (00-99) (*default: 25*)
- **Attract Volume:** Sets Attract Volume (00-99) relative to master volume (*default: 25*)
- **Game Volume:** Sets Game Play Volume (00-99) relative to master volume (*default: 25*)

Coin Audit Menu

The Coin Audit Menu allows you to view the **Summary Since** (date of last reset) and **Lifetime Summary** Coin Audit screens shown below. Use the joystick to move between screens. These screens show the total number of games, credits collected, and upcharges for the cabinet in each mode of game play—Exhibition, Training, Career, Tournament, Season, and Competition, plus Players' Card purchases.



Figure 5. Coin Audit Menu Screens

Resets Menu

The Resets Menu allows you to restore the game to the factory default settings or reset coin and credit data or leaderboards. To reset an item, select it and press the **red** button. The "Press to Reset" text will change to "Press to Confirm." Press the **red** button to confirm, or move the joystick left to cancel.



Figure 6. Resets Menu

- **Reset Cabinet Settings.** Resets the game to the default settings shown in the table below:

Table 1. Game Default Settings

Item	Range	Default
Credits / Free play	Credit / Free play	Credit
Attract Credit Display	Money/Credits	Money
Coin Audit Credit Display	Money/Credits	Money
Credits per Money	1-50	04
Credits per Exhibition Quarter	1-50	02 (\$0.5)
Credits per Training Game	1-50	02 (\$0.5)
Credits per Tournament Game	8-50	16 (\$4)
Credits per Career Game	4-50	12 (\$3)
Credits per Season Game	1-50	08 (\$2)
Credits per Competition Player	4-50	12 (\$3)
Credits per Online Smart Card	12-20	12 (\$3)
Credits per Dispensed Smart Card	4-20	12 (\$3)
Players' Card Registration	All Enabled, All Disabled, Dispenser Only	All Enabled
1 Player Quarter Length	2:00-5:00	2:30
2 Player Quarter Length	2:00-5:00	3:00
3 Player Quarter Length	2:00-5:00	3:30
4 Player Quarter Length	2:00-5:00	4:00
Master Volume	0-99	25
Attract Volume	0-99	25
Game Volume	0-99	25

- **Reset Coin Audit:** Resets all coin collection data
- **Unspent Money:** Resets the credits in the system to **none**. The previous credit value will be recorded under *Other* in the Coin Audit page as *Misc* (as shown in Figure 5).
- **Exhibition Leaderboards:** Removes all names from exhibition (*Play Football*) leaderboards. Does not affect Tournament leaderboards.
- **Active Competition:** Ends any competition currently in progress.

Registration Menu

The Registration Menu allows the operator to register and unregister the cabinet for Tournaments and online features. For details on registering your cabinet, refer to Chapter 4.

Once a cabinet is registered, the Registration screen displays useful system information and allows you to change sync settings, or select Force call to sync immediately. A *sync* means the cabinet calls in to GLOBAL VR to upload Tournament scores and other data, and download leaderboards.



Figure 7. Cabinet Registration Screen

Cabinet is not registered screen:

- **Register cabinet now:** Connect the cabinet to a phone line or broadband network and select this to begin the registration process. Refer to Chapter 4 for detailed instructions.

Cabinet is registered screen:

- **Unregister cabinet:** Unregisters the cabinet and disables Tournaments and online features.
- **Force call:** Forces a Sync Call to GLOBAL VR.
- **Change connection settings:** Allows you to change the settings used to connect to the Internet to sync with GLOBAL VR.
- **Change sync time:** Displays the time the cabinet calls in to sync with GLOBAL VR and allows you to change it.
- **Change time zone:** Displays the time zone set for the cabinet and allows you to change it.
- **Cabinet ID:** Displays the ID the cabinet uses when it syncs with GLOBAL VR.
- **Serial #:** Displays the cabinet serial number.
- **Status:** Displays the registration status.
- **Version:** Displays the software version installed.
- **Country Code:** Displays the country where the cabinet is registered.
- **Last Call Status:** Displays the status of the last sync attempt. *Success* or *Failure*.
- **Last Error Code:** If the cabinet received an error on a sync attempt, it is displayed here.
- **Last Attempt:** Displays the date and time of the last attempt to sync with GLOBAL VR.
- **Last Sync Time:** Displays the date and time of the last successful sync with GLOBAL VR.

Diagnostics Menu

The Diagnostics Menu allows you to test the cabinet hardware components.



Figure 8. Diagnostics Screens

Test Controls

Select Test Controls and press the **red** button to start the controls test.

1. Press each player button and verify that the correct button becomes highlighted on the screen.
2. Move each joystick up, down, left, and right, and verify that the correct direction arrow becomes highlighted on the screen.
3. Press the Operator Button to exit from this test and return to the Main Menu.

Test Speakers

Select Test Speakers and press the **red** button to start the speakers test. Each speaker will emit a sound as follows:

- **Left Speaker:** Says “Front left channel.”
- **Right Speaker:** Says “Front right channel.”
- **Subwoofer:** Emits deep thumping sound.

Confirm that each sound comes from the correct speaker. The Speaker Test will rotate through each speaker until you exit from the test. Press any player button to exit from this test.

Test Modem

Select Test Modem and press the **red** button to bring up the connection settings screen and to test modem function by calling the server.

Note: No data is exchanged and scores are not synced during a modem test.

Test Monitor

Select Test Monitor and press the **red** button to begin the monitor test. Press the **red** button to scroll through the monitor calibration screens shown in the figure below. Use the monitor calibration screens to evaluate monitor performance. Various screens are designed to help you adjust the color hue, white balance, horizontal and vertical sync, and screen size as it appears on the monitor.

Use the monitor remote control board, shown in Figure 10, to adjust the monitor. The monitor remote control board is mounted inside the cabinet to the right of the coin door.

Press the **yellow** button to exit from the monitor test.

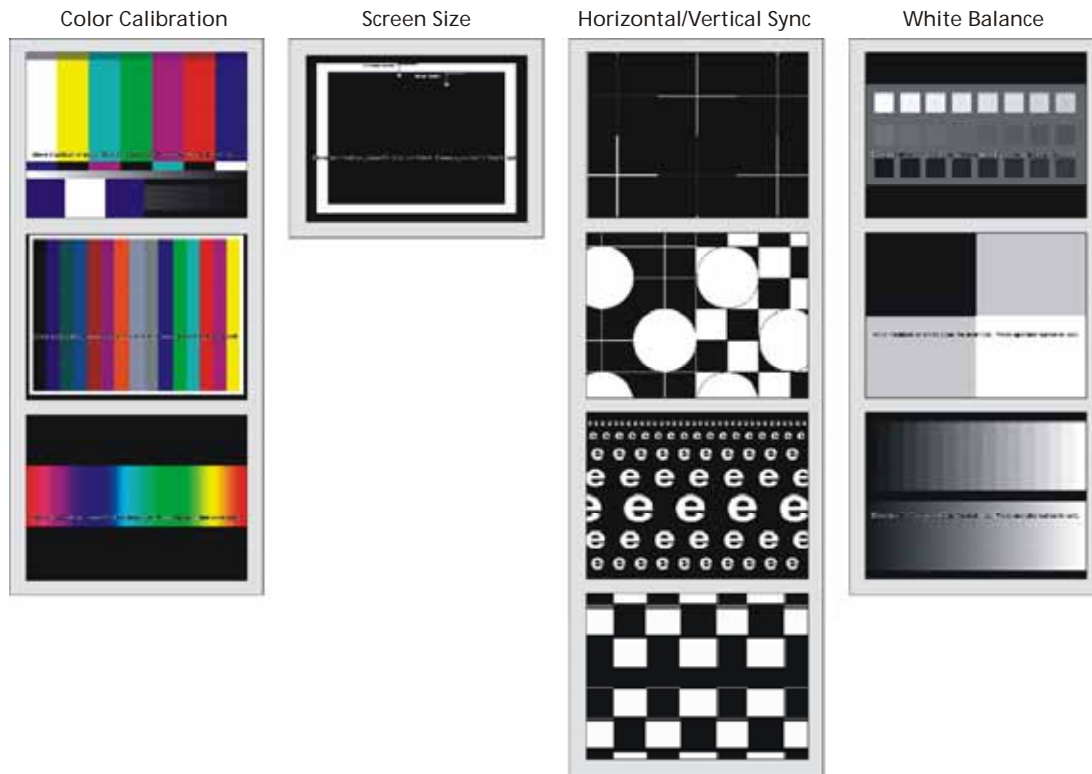


Figure 9. Monitor Calibration Test Screens

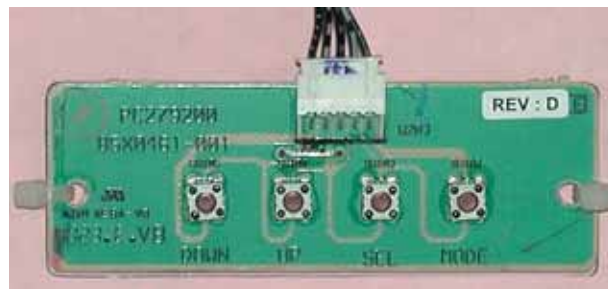


Figure 10. Monitor Remote Control Board

Test Coin In

Select Coin Test and insert some coins and/or bills. Make sure that the screen shows the correct number of credits.

Test Card Reader

Select Test Card Reader and insert an Operator or Players' SmartCard. Make sure that the system recognizes the type of card inserted.

Test Dispenser

Select Test Dispenser. The screen will display the dispenser status, *Ready*, *Busy*, or *Empty*. Press the **red** button to dispense a card. The status will change to *Busy* as the card is dispensed.

View Sync Log

Select View Sync Log and press the **red** button to view a log of all sync call attempts made by the cabinet to GLOBAL VR, and whether or not each call was successful. The game must sync successfully to report Tournament scores.

Errors Menu

This screen displays any hardware errors detected by the system. If a hardware error has been detected, you will see a red square in the lower left corner of the Attract screen. Certain hardware errors will cause an error screen to be displayed when the system boots. The table below describes error messages that may be displayed on this screen.



Figure 11. Errors Screen

Hardware Error Messages	Information
No nytric detected	Check all connections to the USB I/O card. Make sure the LED is on.
A nytric card is missing	On a four-player cabinet, one of the USB I/O cards is not detected.
An old nytric card is installed	A Nytric USB I/O version 2.0 (USB I/O Extreme) is required. Older cards will not work.
No card reader detected	Check the card reader and the USB cable to the computer.
Nytric memory failure	The USB I/O card has a memory failure that can cause the unspent money count to be incorrect after a reboot. Replace the card if you wish to avoid possible coin count errors.
Card dispenser is busy, may be jammed	Check the Players' Card dispenser.
Card dispenser is empty	Fill the Players' Card dispenser.