



Software Release Notes

Product:	EA SPORTS™ MADDEN NFL™ FOOTBALL
Software Version:	1.2
Release Date:	November 1, 2004

This document describes new features and enhancements to the latest software revision for EA SPORTS™ MADDEN NFL™ FOOTBALL. Please keep this document with your system manual for future reference.

Enhanced Operator Functions

- Operators can set the game quarter length (from 1 to 5 minutes) relative to the number of players.
- Operators can set their own pricing for Operator-Run tournaments.
- Tournament Names can contain up to 27 characters.
- Hourly Mode, using a special Smartcard and kiosk software, is available. Contact GLOBAL VR® for more information.

Enhanced Gameplay Features

- Normal Mode enhanced to create a more satisfying play experience for beginners:
 - Game will auto-move Quarterback into the pocket when the ball is snapped.
 - Computer-controlled defensive players cannot cross the line of scrimmage for 2 seconds after the ball is snapped.
 - Simplified Play calling makes it easier to distinguish a run play from a pass play.
 - Calling an Ask Madden Play made easier by removing formation selection.
 - Receiving is easier.
 - Added pulsing buttons overhead for open receivers.
- All Pro and All Madden Features enhanced to create a more challenging play experience for experts:
 - Increased stats of computer-controlled teams in All Madden mode to make play more challenging.
 - Added quarterback pump fake. (Press the Red and Green buttons together.)
 - Game allows players to set their own audibles.
- Pause Button added for Pro-Console systems.
- Insert Card and Purchase Card screens changed to be more user-friendly.
- Pressing any button cycles the leaderboard during attract mode.

- Game Artificial Intelligence senses player skill level as the game progresses, and adjusts to create a more satisfying play experience.
- Defense team speed increased.
- Additional message to player tells who is calling the offensive or defensive play.
- Game exploits (cheats) removed. (For example, made the squib kick less effective by increasing the “catch” chance of the receiving team, and modified the sprint meter/effectiveness.)
- Added a Player Number indicator.
- Changed the sound effect for Name Entry and Team Select.
- Added skill-level enhancements to all levels of play.
- Updated the Rosters.
- Added Random Team Selection. (Pick the GLOBAL VR® helmet in the Team Select screen, and the computer randomly selects a team.)

Operator Menu Screen Changes



The **Game Settings** Screen shows the following new settings:

Credits, Free Play, Hourly	Toggles between credits, free play, and hourly billing mode. Hourly mode will not work unless you have hourly kiosk software and special Smartcards. Contact GLOBAL VR® for more information.
1 Player Quarter Length (game minutes)	These settings allow the Operator to set the game quarter length relative to the number of players. (Increasing the game quarter length for a greater number of players encourages multi-player games.)
2 Player Quarter Length (game minutes)	
3 Player Quarter Length (game minutes)	
4 Player Quarter Length (game minutes)	

Refer to your system manual for details on the other Game Settings.

The **Hourly Audit** screen adds coin stats for hourly mode. For systems that do not use hourly mode, this screen will display empty stats.