



ARENA FOOTBALL™

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ARENA FOOTBALL LEAGUE



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CONTENTS

ARENA FOOTBALL™ TIPS	1	PLAYING THE GAME	7
STARTING THE GAME	2	GAME MODES	7
COMMAND REFERENCE	3	MY ARENA FOOTBALL	9
COMPLETE CONTROLS	3	LIMITED 90-DAY WARRANTY	9

ARENA FOOTBALL™ TIPS

So you think you know football? Think again—this is football like you've never played it. *Arena Football* is all about the speed, the scoring, and the spectacle of the AFL.

Be sure to check out Arena Football 101 on the Main menu whenever you need a quick refresher about the rules of the game, or when you want to complete challenges.

WHAT YOU NEED TO KNOW

- Passes or kicks rebounding off the goalside rebound nets are live and open for reception by either team.
- The 25-second play clock and the game clock only stop for out-of-bounds plays or incomplete passes during the last minute of each half or for penalties, injuries, and timeouts. If the team in the lead has the ball, the clock only continues to run when positive yards are gained.
- There are no ties—all games go to overtime with both teams getting a chance at possession. If the score is tied in OT after both teams got their possession, then the game goes to Sudden Death.

LINEBACKERS

- To help passing games become more explosive, linebacker movement is restricted by the defensive box between the two outside linemen and five yards beyond the line of scrimmage.
- There are two linebackers—the Jack and the Mac:



- Only the Mac linebacker can rush the QB without first being released from the box. He can only rush on either side of the center, and never around the end. Otherwise, a linebacker can only leave the box under certain circumstances: if there is a run play, a pump fake, if the QB leaves the pocket, or if the tight end or fullback releases into a passing route.

SUBSTITUTIONS

- Most players play both sides of the ball (these players are called Ironmen) with the exception of the kicker, quarterback, one offensive specialist, and two defensive specialists.
- A specialist can only be substituted once per half and Ironmen can only be substituted once per quarter. Any player that has been substituted is considered dead and cannot come back into play until his time is up.

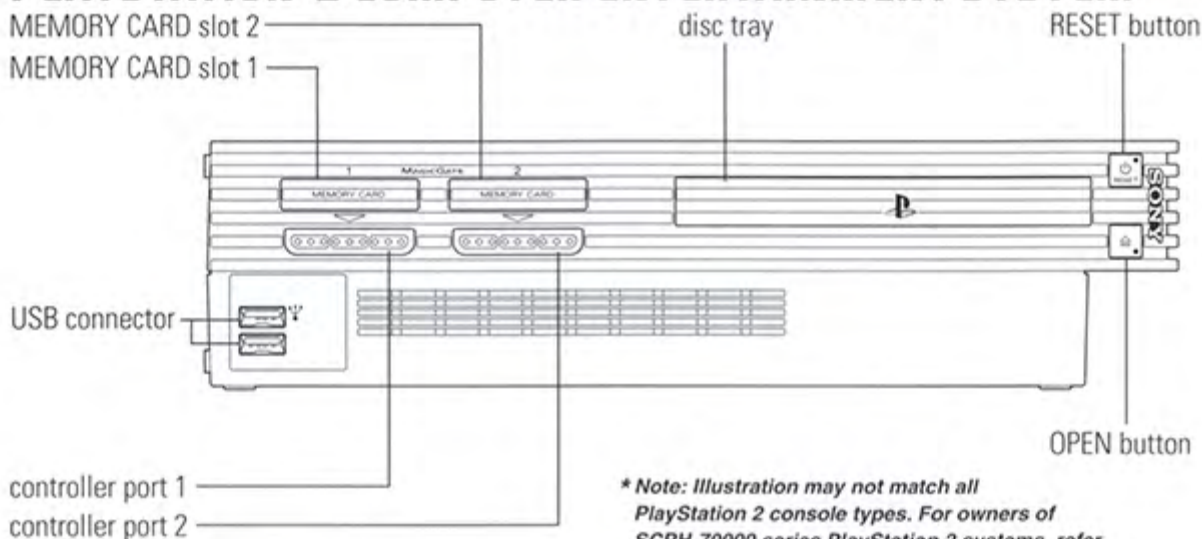
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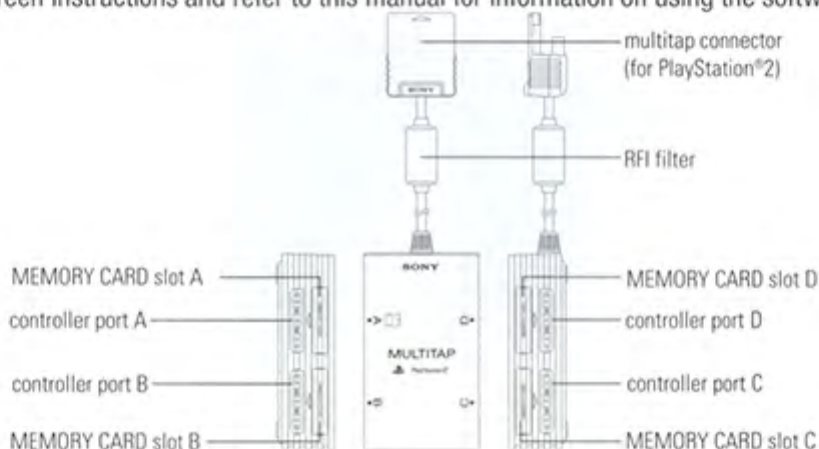
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



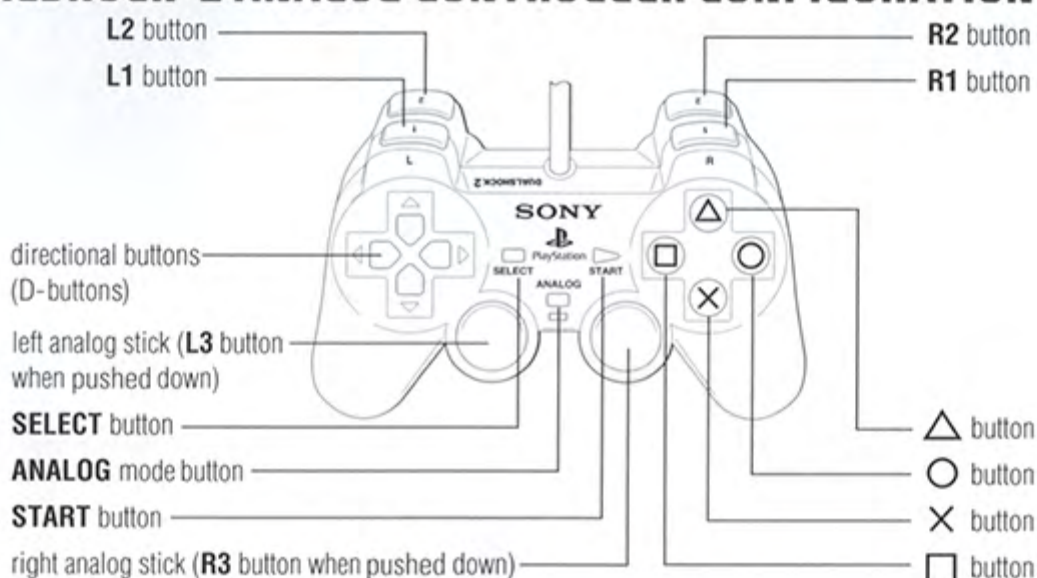
** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Arena Football™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

Make sure you watch the Arena Football 101 tutorials accessed from the Main menu to get up to speed on game tips, league rules, the Telemetry system, and more.

BOTH SIDES OF THE BALL

Move player	left analog stick or D-button
Sprint	R1 button
Show routes or coverage assignments/ Coach cam	R2 button/ L2 button
Telemetry for every player on the field/ just your team (see p. 6)	right analog stick ↑/right analog stick ↓
Call timeout	SELECT button
Access Pause menu	START button

OFFENSIVE CONTROLS

BEFORE THE SNAP	
Snap ball/Start receiver in motion	× button NOTE: You can snap the ball at any point during a receiver's motion, or you can let the center snap the ball as soon as the receiver crosses the line of scrimmage.
Call an audible	R1 button + × button, ○ button, or □ button
Cancel an audible	△ button

Hot Route

△ button then the button of the receiver whose route you want to change, then press the left analog stick:

↓ for a hook pattern

↑ for a fly pattern

↔ for a square in or out pattern in that direction

NOTE: These are the default Hot Routes. They can be changed in the Team Strategy section of the My Arena Football menu.

Reset original play

R1 button then **L2** button

Be the Receiver (see below)

○ button

PASSING/RECEIVING

Arena football is all about high-octane passing attacks. With *Arena Football* you have the ability to dominate the passing game as either a QB or a receiver.

Pass to receiver with corresponding icon

⊗ button, **□** button, **○** button, **L1** button, or **L2** button (tap for lob pass, press and hold for a bullet pass)

Pump fake

R1 button

Throw ball away

△ button

Scramble (toggle between running controls and passing controls)

R2 button

Control intended receiver (while ball is airborne)

⊗ button

Catch

△ button

Become the QB (when you are the receiver)

R2 button

BE THE RECEIVER

When you're at the line of scrimmage you can either snap the ball and control the offense as the QB, or become a receiver and make a big play downfield on your own. This is a great way to find holes in a zone or take advantage of a mismatch in the secondary.

To become the receiver, toggle through your receivers (**○** button), then snap the ball (**⊗** button). As the play progresses, run your route and then throw the ball to yourself or any other receiver.

RUNNING WITH THE BALL

Even if running plays aren't a huge part of your gameplan, you need to master these running controls to rack up your Yards After the Catch (YAC) stats.

Dive (near a 1st down or the end zone)/Hurdle

△ button

Juke/Spin

○ button (tap)/**○** button (hold)

Stiff arm left/right

□ button

Showboat

L1 button

Cover up ball/Charge defender

⊗ button (hold)

BLOCKING

Switch to closest blocker/receiver

⊗ button

Cut block

□ button

Power block

○ button

Jump

△ button

AFTER THE PLAY

Bypass cutscene

⊗ button

Hurry-up offense

△ button (hold)

DEFENSIVE CONTROLS

Even though the AFL® is dominated by offense, you're not helpless on the defensive side of the ball. A big hit into the wall, or a critical 3rd-down stoppage could be enough to swing a game in your favor.

BEFORE THE SNAP	
Switch defenders	⊗ button/⊙ button
Strafe/Backpedal	left analog stick ←/↑ (press lightly)
Call an audible	R1 button then ⊖ button, ⊗ button, or ⊙ button
Cancel an audible	△ button
Call coverage audibles	△ button then D-button: ↓ for bump-and-run ↑ for loose coverage
Reset coverage	△ button then L2 button
Reset original play	R1 button then L2 button
Blitz/Spy Mac linebacker	⊖ button then D-button ↓
Change individual matchups	△ button then the button of the receiver you want to match up against, then D-button ↓ to bump or ↑ to play off
Swarm the receiver (force every DB to cover selected receiver)	L1 button + ⊗ button, ⊙ button, or ⊖ button
AFTER THE SNAP	
Control player closest to ball	⊗ button
Dive/Power tackle	⊖ button
Jump/Intercept	△ button
Rip/Spin/Swim (when engaged)	left analog stick ← + ⊙ button
Bull rush	left analog stick ↓ + ⊙ button
Swat ball	L1 button
Sprint	R1 button
Swarm the Receiver (force every DB to cover selected receiver before the throw)	L1 button + ⊗ button, ⊙ button, or ⊖ button

KICKING CONTROLS

Analog controls give you unprecedented command of your kicking game. These are the steps:

1. Aim the targeting arrow with the left analog stick.
2. Press the ⊗ button to open the Kick Meter.
3. Move the right analog stick ↓ to start the upswing. The closer to you get to the Max box, the more powerful and accurate your kick. Overshoot this box, and you get more power, but less accuracy.
4. Move the right analog stick ↑ to stop the Kick Meter and kick the ball.



Kick Meter

TELEMETRY CONTROLS

For the first time ever in sports gaming, you can get real-time updates about your opponent's passing tendencies, scoring history, and the condition of every player before plays, allowing you to take advantage of weaknesses and predictable playcalling.

ON-FIELD TELEMETRY

When you're at the line of scrimmage, get an instant read of your team's physical condition (right analog stick ↓), or the condition of every player on the field (right analog stick ↑). You only get to see your opponent's fatigue level for a limited time—indicated by the Telemetry Meter on your screen.



The On-Field Telemetry icon lets you know the exact fatigue level of the player it's attached to. Fresh players are green; worn out players are red.

TELEMETRY TIP: Fatigue is a good way to measure how well a certain player will perform. An exhausted player is noticeably worse than a fresh player. Target your opponent's most fatigued or weakest players.

PLAY CALL TELEMETRY

You can get three areas of information using the Play Call Telemetry: scoring plays, passing tendencies, and detailed player fatigue.



Detailed Fatigue: A player's attributes wear down as the game progresses depending on his position. For example, frequent sacks take a toll on the awareness of your QB and too many deep routes wear out your wide receivers. This is displayed by the player's thermal silhouette; each body part represents an attribute or combination of attributes depending on their position. If your QB's hands are red, your passing game is in trouble.

This is the detailed fatigue of the player highlighted in the chosen play. Change to any player on your team by pressing the left analog stick or D-button ←→.

Passing Tendencies: Review the location of every pass attempted by the current offensive squad. Light blue dots are completions; yellow dots are incompletions; red dots are interceptions. Is your opponent targeting a spot on the field? Now you know. Drop a defensive back into a zone and take that play away.

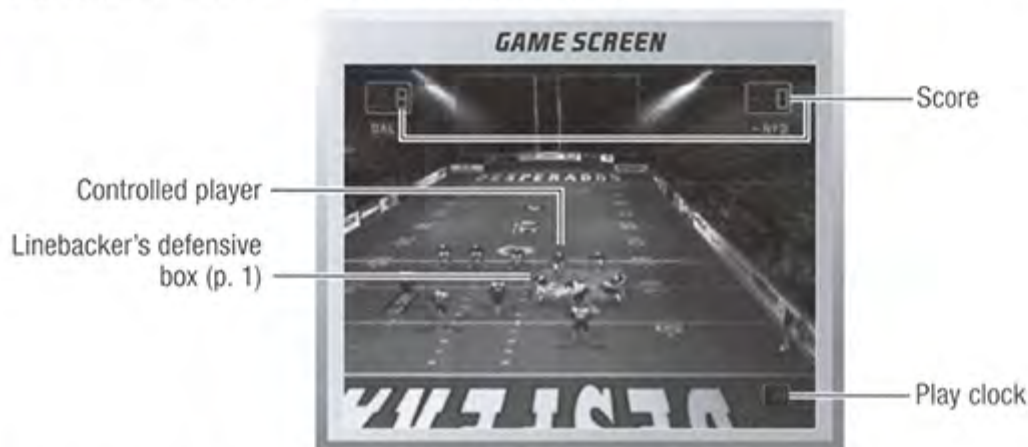
Scoring Plays: See where the line of scrimmage was for the current offense's scoring plays. Dark blue lines represent passing plays; Light blue lines are running plays; Yellow lines indicate field goals.

PLAYING THE GAME

Arena Football brings all the exciting hits and non-stop passing thrills of the game to life as you're put in the middle of the action from the season's kickoff all the way to the ArenaBowl.

USER PROFILES

Make sure you keep track of all your accomplishments and progress by creating and saving a Profile. Press the **○** button from the Main menu to manage your Profiles.



PLAY CALL BLUFFING

If you want to throw your opponent off during a multiplayer game, you can bluff your play calling. Press the **○** button to silently pick the play you want to run, and then continue scrolling plays. Press the **⊗** button to give the appearance that you've selected the currently highlighted play, and exit the Play Call screen.

SAVING AND LOADING

You can save games, settings, rosters, and Profiles, Season mode progress, online rosters, replays, and created and exported teams to your memory card (8MB) (for PlayStation®2).

GAMES IN PROGRESS

Save an in-progress game by selecting QUIT/SAVE from the Pause menu. To load a game (at the point where you left off), open the My Arena Football menu and choose LOAD/SAVE. Select LOAD then choose the game you want to resume.

To save or load your Settings, Rosters, or Profiles, open the My Arena Football menu, choose LOAD/SAVE, and then decide whether you're loading or saving files. Choose the file you want saved or loaded.

GAME MODES

Play an entire season from wire-to-wire in Season mode, take on the best players in the country online, or hit the practice arena to sharpen your skills.

SEASON MODE

Pick a team and call the shots on and off the field for up to 20 seasons. To begin the first Season, choose the number of users, whether you'll have a fantasy draft or trading deadline, and then select the team for each user.

NOTE: To load a created team, press the **○** button from the Season Setup screen.

AFL® SEASON MENU

Manage your entire gameplay experience from this menu.

- Play Week** Check out the upcoming schedule and the league standings. You can play any game on the schedule or simulate up to any point you want by selecting a game later in the season. For example, you can go directly to your team's Week 4 game by selecting it and choosing to simulate every game prior to it.
- Rosters** View team rosters, injury reports, and control all player movements and transactions.
- My Team** Review team news and salary cap status in the Team Info section. You can also modify your uniform to your liking, create a player, and export your Season mode team for use in other game modes.
- Stat Book** Take a look at the stats you've amassed and see how they compare to other players and teams around the league.
- My Arena Football** See p. 9.

THE SEASON SCHEDULE

Running a team is a full-time job and the action doesn't even stop after the ArenaBowl.

- During the Season** You can play any game throughout the season by placing a checkmark next to it on the weekly schedule. You can also make player trades before the ninth week of the season if you enabled the trading deadline. Even if your team doesn't make the playoffs, you can still play any postseason game, including the ArenaBowl.
- Off-Season** There are four steps to the off-season that must be completed in order before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them. However, if your Management options are not set to CPU for a given step, your team skips that step without participating. See *Management* in the Team Strategy section on p. 9.

PLAY ONLINE

Put your skills to the test by going online and challenging the best players in the nation.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006 AFL® SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Arena Football* online. *Arena Football* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *Arena Football* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a network configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: UDP 3658 (peer-to-peer connection); UDP 6000 (VOIP); UDP 9555 for EA SPORTS Ticker; TCP 31400-31499 for lobby connectivity (Outgoing); TCP 13505 for EA Messenger (Outgoing); TCP 443 for DNAS authentication (Outgoing).

NOTE: Press the R3 button to mute other players when using VOIP.

MY ARENA FOOTBALL™

Keep track of milestones, choose your settings, and develop your strategy.

- Milestones** Complete each of these milestones to unlock teams. Some of the milestones are tied to completing Challenges in Arena Football 101, others can be completed by special accomplishments in Quick Play or Season mode games.
- Stat Book** What's your record against your friends? What's your longest pass completion? This is where you get all that info and more.
- Team Strategy** Choose your audibles and Hot Routes, and specify whether you or the CPU completes critical roster moves in the Management screen (only available from the Season mode Team Management menu).
- Gameplay/System Settings** From the way you play the game to the music you listen to while playing it, every option you need to customize the game is located here.
- Load/Save** See p. 7.

LIMITED 90-DAY WARRANTY

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Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

15140

IT'S EASY. IT'S FAST. IT'S WORTH IT!



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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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Phone (0870) 2432435

In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

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Arena Football™
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