

HEAD COACH



PLAYERS INC

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.

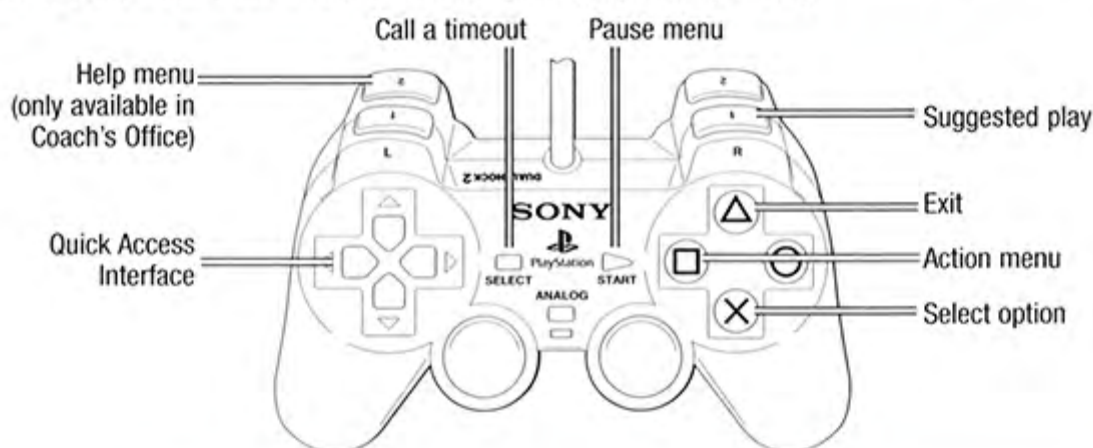
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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BASIC CONTROLS

Manage your NFL franchise in every conceivable way—from wheeling and dealing in your plush office to patrolling the sidelines and motivating your players on gameday.



QUICK ACCESS INTERFACE

<i>Career Mode</i>	<i>Coach Now/Gameday Mode</i>	
Calendar	Pre-Snap Control	D-button ↑
Keys to Victory	Roster	D-button ↓
Coach Status Ratings	Talk to Players	D-button ←
Legend Status Ratings	Game Stats	D-button →

NOTE: Press the **X** button while holding the D-button to get a more detailed view.

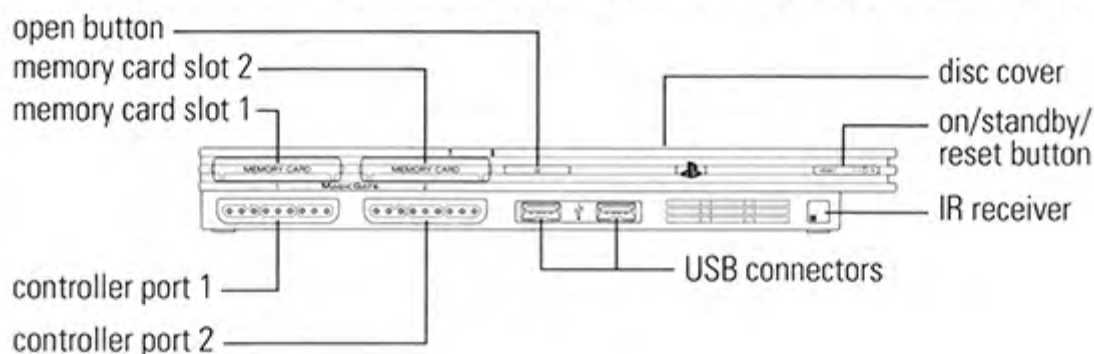
NOTE: Pre-Snap Control is unavailable in Coach Online mode.

INTRO

Step into the shoes of an NFL head coach and call all the shots, from shuffling payroll and assembling a Super Bowl contending team to conducting daily practices and making all the calls on gameday. After creating a coach, interviewing for a job, and accepting a position, life begins in the front office. Come up with a unique formula for success, notch the victories, and become a coaching legend by getting enshrined in the Pro Football Hall of Fame.

STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



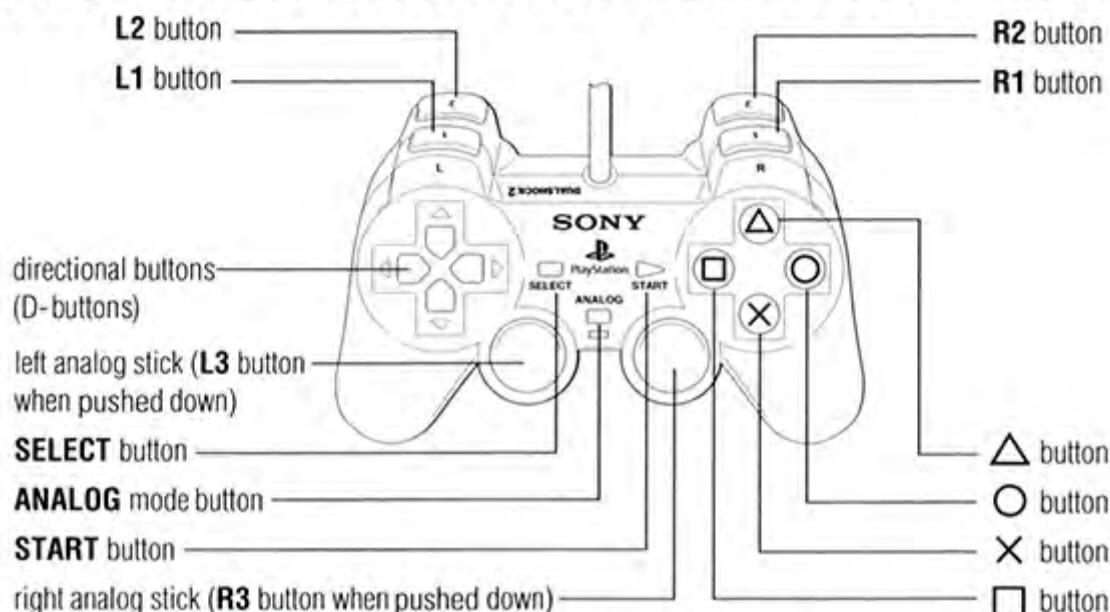
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *NFL Head Coach* 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.



WWW.EASPORTS.COM

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PLAYING THE GAME

Before putting on the headset and coaching your team from the sidelines on gameday, go behind the scenes to build an NFL powerhouse.

SETTING UP A COACHING CAREER

Determine whether you are an offensive- or defensive-minded coach and choose the type of schemes you prefer to run. Specify your personal attributes such as name, age, voice, and physique. Then get ready to interview for your favorite NFL team. How well you interview determines your attribute ratings and which teams will consider you for the position. Go over your job offers, carefully consider the options, and choose which NFL franchise suits you best.

THE OFFSEASON

After accepting a position, use the offseason to build a dominant roster by scouting college prospects, drafting key players, and signing star free agents. Then utilize training camp to get your team conditioned and prepared for the regular season. Improve throughout the season with hard-nosed practices that heighten your chances of victory every Sunday. And most importantly, outwit your opponents on gameday with unstoppable gameplans that put you in prime position to challenge for the illustrious Lombardi Trophy. Your status as a coaching legend depends on it.

INSIDE THE COACH'S OFFICE/MY CAREER MODE

QUICK ACCESS INTERFACE

Stay organized and retrieve key information while in your office by using the Quick Access Interface.

Calendar

Access your calendar to keep tabs on your Current Task, your Next Task, as well as all your meetings, practices, and more. You can either complete every task on your agenda yourself or simulate it.

Keys to Victory

Access your list of objectives throughout the season, and make sure you check off each of your keys to victory to give your team its best chance at success.

- Coach Status Ratings** Check how you rate in the eyes of your team owner with an Overall rating, Job Security rating, and Trust rating. You can also see how much trust you have from coaches, agents, and general managers throughout the NFL.
- Legend Status Ratings** See how you rank among the best coaches in NFL history, and read all about the top 25 coaches of all time in the Hall of Legends. You can select any coach in the Hall to see how well they have performed in the four categories: Playoffs, Championships, Regular Season, and Coaching Lineage.

THE COACH'S OFFICE



USEFUL OBJECTS

- TV** Provides a glossary to help you with any questions while playing *NFL Head Coach*. Tutorials are provided to help you with questions you might have regarding Objects, Characters, Periods, Philosophies, Player Attributes, Tasks, Tools, Gameday, and Practice.
- Phone** Communicate with general managers from other teams to offer and field trade offers. You can also call agents for contract negotiations and contact assistant coaches to fill vacancies on your staff.
- Computer** Maybe the most important item in your office, the computer gives you immediate access to your Calendar, Email, Playbook, NFL.com, Roster, and Coach Roster.
- **Calendar**—Go from task to task or change your schedule.
 - **Email**—View your messages frequently to stay updated on all the latest from around the NFL. Once an email is no longer relevant, it is automatically deleted.
 - **Playbook**—Review your offensive and defensive gameplan. During the gameplan meeting or during office hours, you can edit playbooks however you see fit. You can also create new plays during the Play Designer Task.
 - **NFL.com**—View articles, stats, scores, awards, and more from around the NFL.
 - **Roster**—Access your Player Roster, Depth Chart, Roster Breakdown, Injury Report, Salary Cap, and Substitutions here. At certain times throughout the season, you can call a player's agent to negotiate contracts, change players' positions to get better matchups, and scout players to check out attributes of anyone in the league.
 - **Coach Roster**—Get detailed information on your coaching staff, see if you have any positions to fill, and view salaries and length of contracts. During the manage staff task, you can promote a position coach to become a coordinator.

Inbox/Clipboard

Check out any of the various reports that come in throughout the year.

- **Combine Reports**—Go over your scouting reports from the combine to determine which players to select on draft day.
- **Scouting Reports**—Be prepared for your upcoming opponent each week by checking out the scouting reports. Whether in the preseason, regular season, or postseason, your coordinators assemble a detailed breakdown of the opposition and have you ready for gameday.
- **Job Offers**—View new job offers at the end of each year. The offers roll in before your end-of-the-year owners meeting.

Trophy Case

Every now and then, it's nice to take a minute or two out of the day to enjoy all the trophies that you accumulate in your career. Look no further than your trophy case.

HUD DISPLAY

Keep track of all your tasks with the help of the HUD on the upper right corner of the screen.



PEOPLE TO KNOW

Owner

The owner is your boss and the person in charge. Earn his trust by winning games and meeting his annual goals. If his trust is gone, you could find yourself looking for a new job.

Head Coach/ General Manager

Your duty, as you play both the role of head coach and general manager, is to assemble a cohesive group of talent each season, balancing salaries and abilities, that come up with wins on Sundays.

Agent

To sign players to your team, you need to negotiate contracts through their agents. Agents are easier to work with when they know they can trust you. To increase their trust, sign the players they represent. Their trust in you decreases if you repeatedly make low-ball offers to their clients.

Scouting Director

It's the scouting director's job to scout players in the NFL, college players entering the NFL Draft each April, and free agent assistant coaches. He reports to the owner, and is not hired or fired by the head coach.

Opposing General Manager

Every team has a GM in charge of assembling its roster. He's the primary contact when making trade proposals and swapping draft picks.

Offensive Coordinator

He is responsible for the entire offense, and it's important that he has a solid grasp of every offensive position.

Defensive Coordinator

Runs and coaches the defense and has in-depth knowledge of every defensive player and position on the team.

Position Coaches

Every team has coaches that specialize in one position. They must be very knowledgeable in their position. Position coaches include the quarterbacks coach, running backs coach, receivers coach, tight ends coach, offensive line coach, defensive line coach, linebackers coach, defensive backs coach, and special teams coach.

PERIODS OF THE COACHING YEAR

Hire Coach	Focus on hiring and firing coaches during this period. You have one week to fill all of the positions on your coaching staff.
Re-Sign	Re-sign the players you wish to retain on your roster. You can also make offers to players that other teams chose not to re-sign during the unrestricted free agency period.
Restricted Free Agent	This period begins after the Hire Coach period and ends three weeks before the start of the NFL Draft. It is composed of three parts—the qualifying offer period, the open offer period, and the matching offer period. Any player that has finished their first three-year contract in the NFL may receive a “qualifying offer” (a one-year contract with a salary level predetermined by the NFL collective bargaining agreement). That player is allowed to negotiate with any other team until the start of the Unrestricted Free Agency (UFA) period. If another team is interested in the player, they may extend him an “open offer” (typically a multi-year offer with a signing bonus). If the player accepts the offer from a new team, his current team can extend a “matching offer” which simply matches the “open offer.”
Unrestricted Free Agent	Sign free agents to your team. By the end of this period, you should have a full roster.
Draft	Falling in the middle of the UFA period and hosted by renowned draft guru Mel Kiper, Jr., the NFL Draft gives you a chance to add youth to your team. Be sure to sign your draftees or they become free agents.
Training Camp	Shake off the rust and get your players back into playing shape with these preseason practices.
Preseason	A time to evaluate your personnel, this period gives you a chance to see your team play four exhibition games. It's important to limit your starters' time on the field, since injuries are always a possibility.
Regular season	Everything you work on leads to this, the regular season, when all that matters is winning enough games to make it to the postseason.
Postseason	If you're lucky enough to make it to the playoffs, the pressure heightens as winning becomes even more important. One loss, and your season is over. Make it through the playoffs, and you get to battle in the Super Bowl.

PRACTICE

Players develop and improve differently depending on the type of practice they participate in.



Practicing team drills improves the ratings of the team as a whole. Practicing one-on-one drills raises the ceiling (the highest rating level one can attain in any one category) of the player participating in the activity. Offense vs. Defense teaches players individual plays, and boosts their attributes for specific plays. The amount of boost increases with each repetition. A player's actual rating increases through practice, making him better prepared for gameday.

NOTE: Contact practices provide greater value for player development, but have a greater risk of injuries. Non-contact practices improve your players' attributes less, but carry less injury risk.

Dynamic Attributes

Every player is rated in various categories such as speed, strength, etc. In each category, there are two numerical ratings—a floor and a ceiling. The floor is the lowest level a player's rating can drop to in that category. The ceiling is the highest. For instance, a typical receiver may have a floor of 82 and a ceiling of 93. The fluctuation between the floor and ceiling is known as the player's Dynamic Attributes.

Player Progression

Players are re-rated before and after each game. Players' ratings fluctuate prior to gameday based on their preparation over the course of the week, then change again after the game based on how well they perform.

Play Boosts

NOTE: You can go to the office hours task to review player progression. Practicing Offense vs. Defense and the Inside Drill/Pass Skeleton reward players with boosts in the play that is practiced. Once enough boost is earned, the play becomes a Money Play.

Money Play

A play that has a much higher probability for success on gameday.

SAVING AND LOADING

Before exiting a game mode, be sure to save your progress to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. To turn the Auto Save feature ON, select Save/Load from the Pause menu and adjust the settings accordingly.

NOTE: Never insert or remove a memory card when loading or saving files.

COACH NOW/GAMEDAY

Select an NFL team to coach and a uniform style to use on gameday, make the same selections for your opponent (which is controlled by the CPU), and get ready for the ultimate coaching experience.



QUICK ACCESS INTERFACE

Retrieve critical information at any time between plays by using the Quick Access Interface.

Pre-Snap Control

Give pre-snap adjustments to your on-field players in order to take advantage of what the other team is doing.

Roster

Make depth chart changes and substitutions in the middle of the game. Alter your lineup to give yourself an advantage, and exploit your opponent's every weakness.

Talk to Players

Choose a player or group of players and give them advice or words of encouragement to motivate or provide strategy. Their performance improves as a result.

Game Stats

Whether you're looking for individual or team stats, offensive or defensive stats, use this to get up-to-the-second stats during the game.

VOICE RECOGNITION SYSTEM

Using a headset to coach your team, decide on which play to run by calling the code name for the play group (listed in brackets), then the play number. Say "go" to select the highlighted play.

NOTE: The Voice Recognition System doesn't select plays in Coach Online mode.

DELEGATION

Your coordinators will support you by calling plays if you are busy on the sideline. When visible, the scoreboard displays which play the coordinator intends to call for you.

MOTIVATION AND STRATEGY

Motivation and strategy are the two primary ways you impact your players on the sideline during games and at practice. Motivation boosts or depletes players' attributes and each type of motivation (aggressive/passive) carries varying levels of risk/reward. Strategies allow you to alter your players' tendencies on the practice field so they can carry over into gameday.

ACTION MENU

Press the **[O]** button from the Playcalling screen to see a replay, challenge a play, or call a timeout.

NOTE: Press the **[R1]** button from the Playcalling screen to have a play suggested to you. Once you press the **[R1]** button, the play remains highlighted for you on the Playcalling screen.

OTHER GAME MODES

COACH ONLINE

Put your coaching skills to the test in the ultimate battle of football minds as you face your biggest rivals from around the world.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES 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 2006-2007 NFL 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 *NFL Head Coach* online. *NFL Head Coach* 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 *NFL Head Coach* 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: **3658** (peer-to-peer connection); **6000** (VOIP).

WELCOME TO NFL HEAD COACH ONLINE

The Online lobby is your main resource for connecting to players from around the world. All the tools you need to connect to other players are available from the Online menus.

- | | |
|------------------------|---|
| Ranked Match | You are given a player ranking and all your stats are recorded. Playing a Ranked Match allows for more evenly matched games. |
| Unranked Match | Coach in a game that doesn't count toward your player ranking. |
| Play Now | Find the next available player waiting to play online in a Ranked Match only. |
| Session Match | Select your favorite settings and search to find a match that suits your playing style in a Ranked or Unranked Match. |
| Lobby | Locate players and/or visit rooms from the Lobby. Here, you can accept challenges from other players or send a challenge of your own. |
| Leaderboard | View the EA Leaderboard and see who is dominating <i>NFL Head Coach</i> online. |
| Online Settings | Adjust your Quick Messages and alter other online settings. |

MY COACH

Customize your Audio and Video Settings, Save or Load, or export your team to *Madden NFL 07*.

CREATE NEW COACH

Choose to begin with a random coach or start from scratch and create a new coach, giving him all the attributes necessary to be successful on and off the football field. Determine whether he's an offensive- or defensive-minded coach and choose what type of schemes he prefers to run. Specify personal attributes like his name, age, and voice, then be prepared to interview for your favorite NFL team.

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:

15133

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



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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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