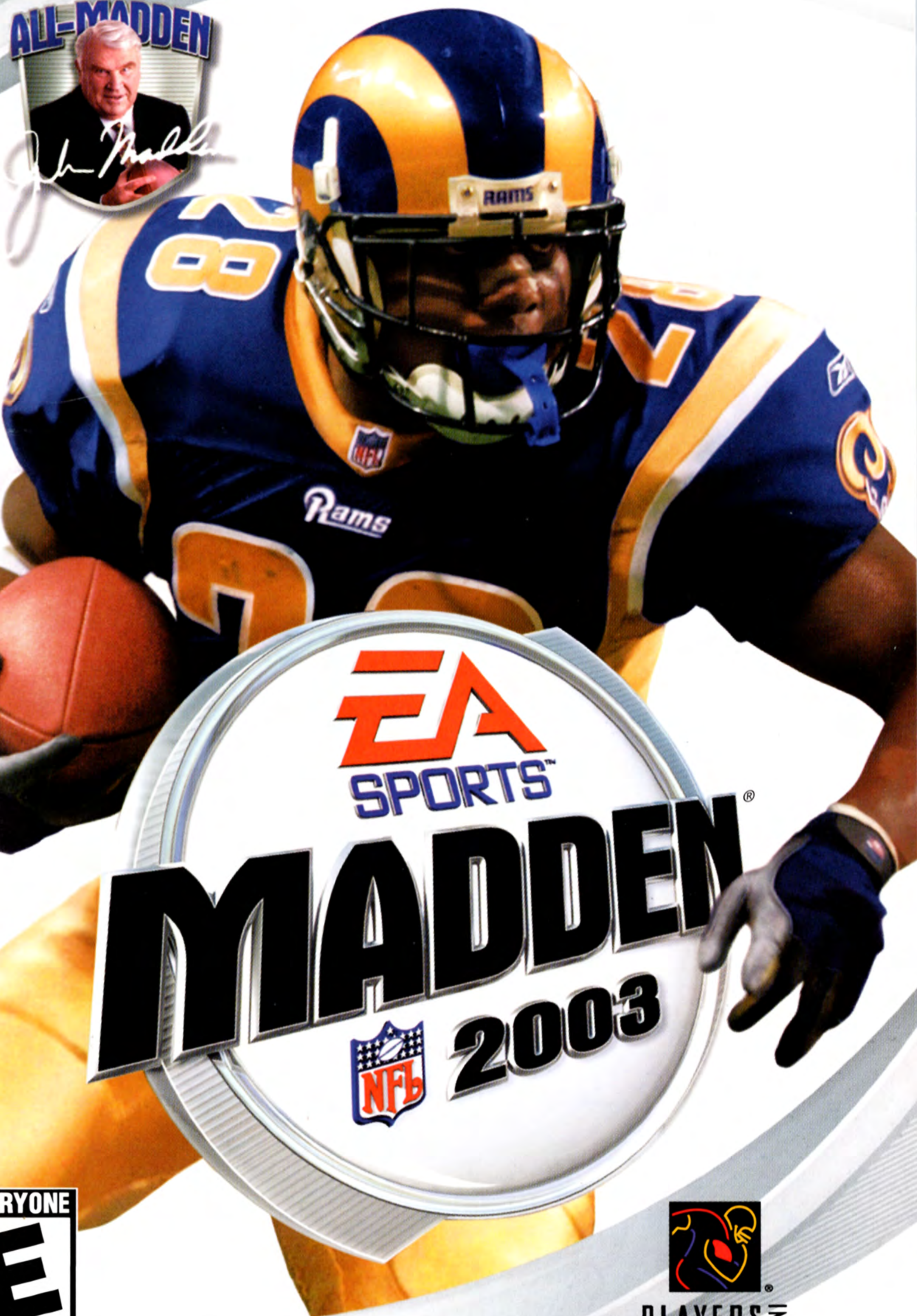
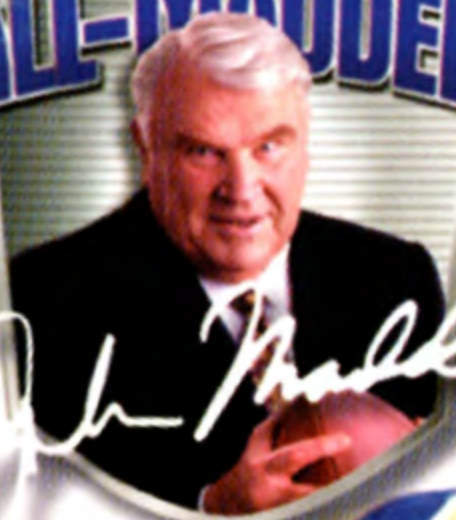


ALL-MADDEN



EA  
SPORTS™

MADDEN®



2003

EVERYONE  
E  
CONTENT RATED BY  
ESRB



PLAYERS INC.

# **WARNING:**

## **READ BEFORE USING YOUR PLAYSTATION<sup>®</sup>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, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

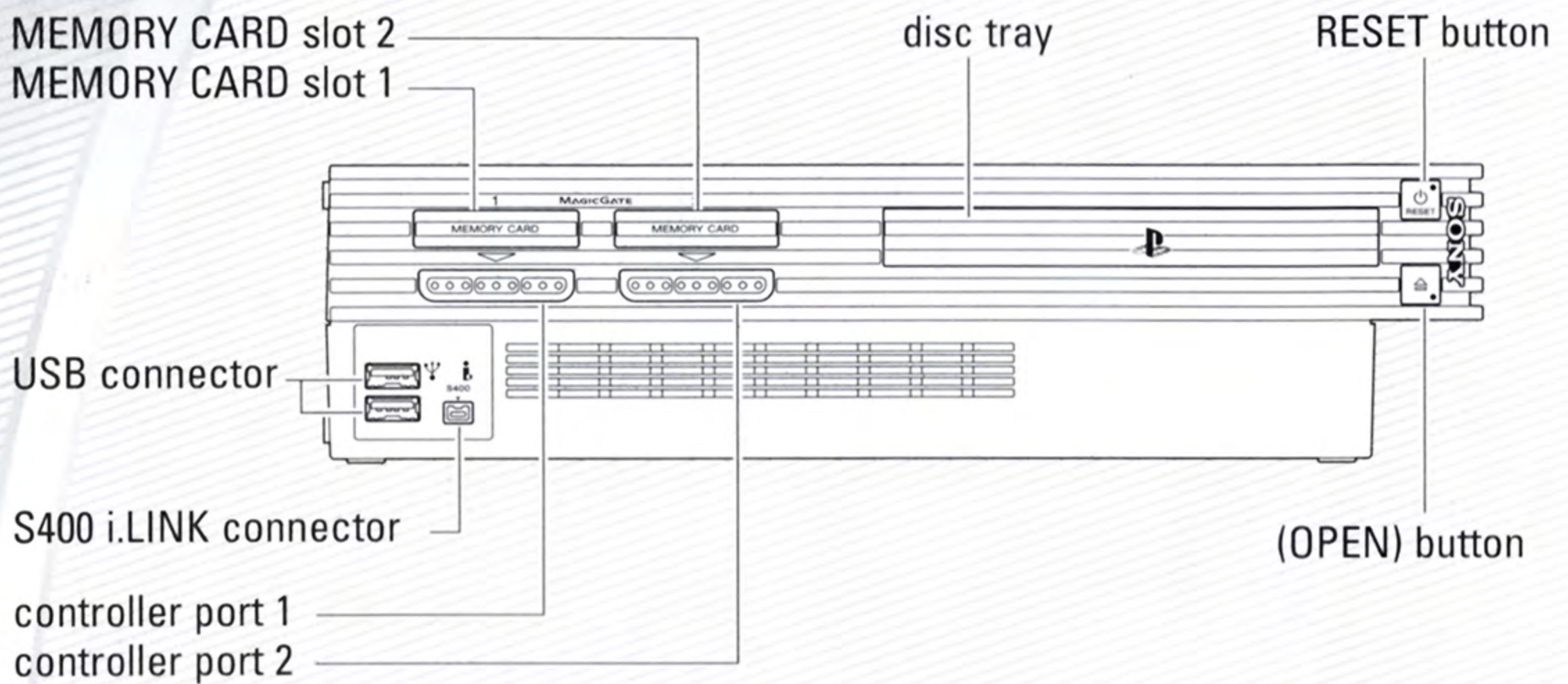
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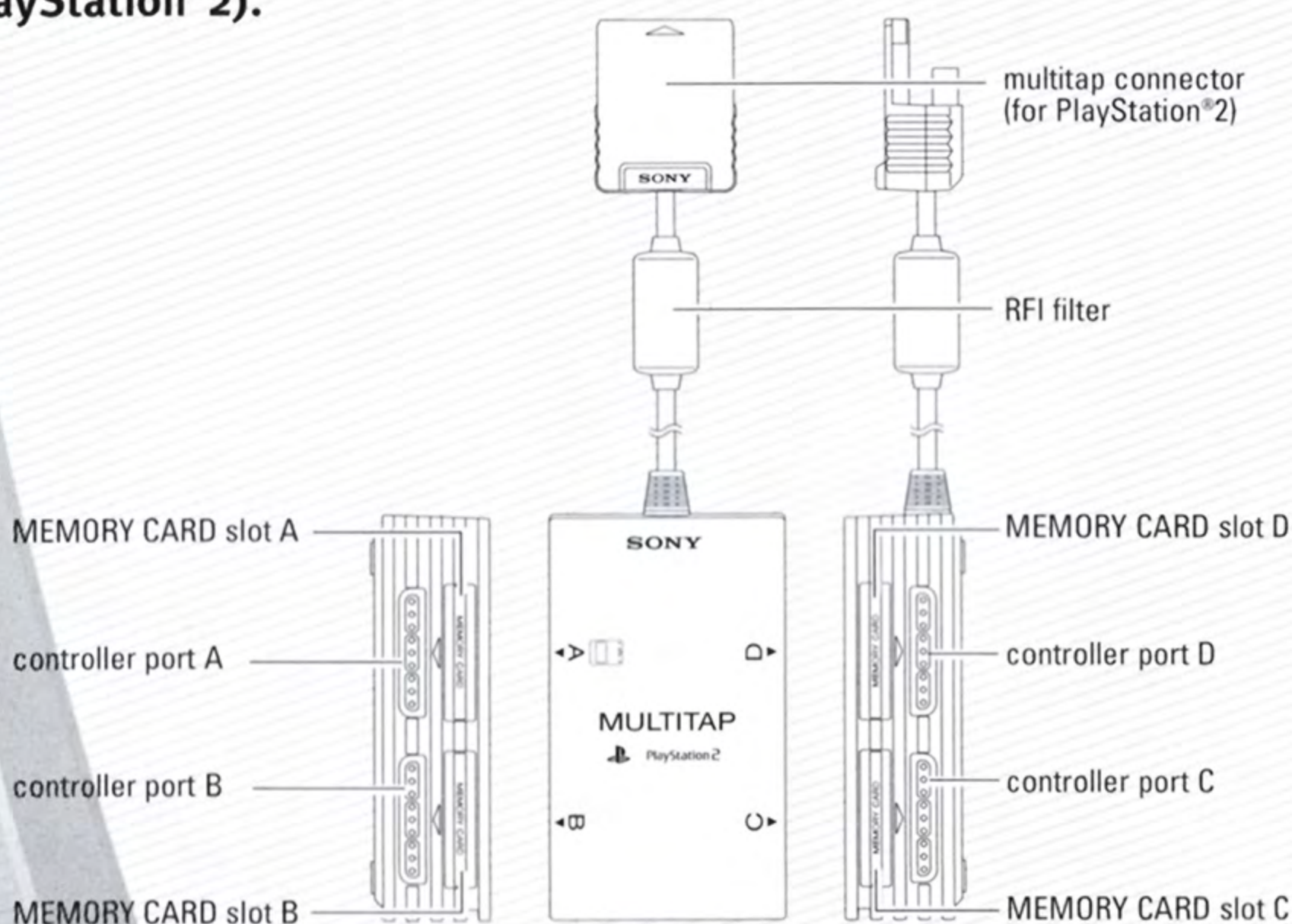
# GETTING STARTED

## 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 *Madden NFL™ 2003* 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.

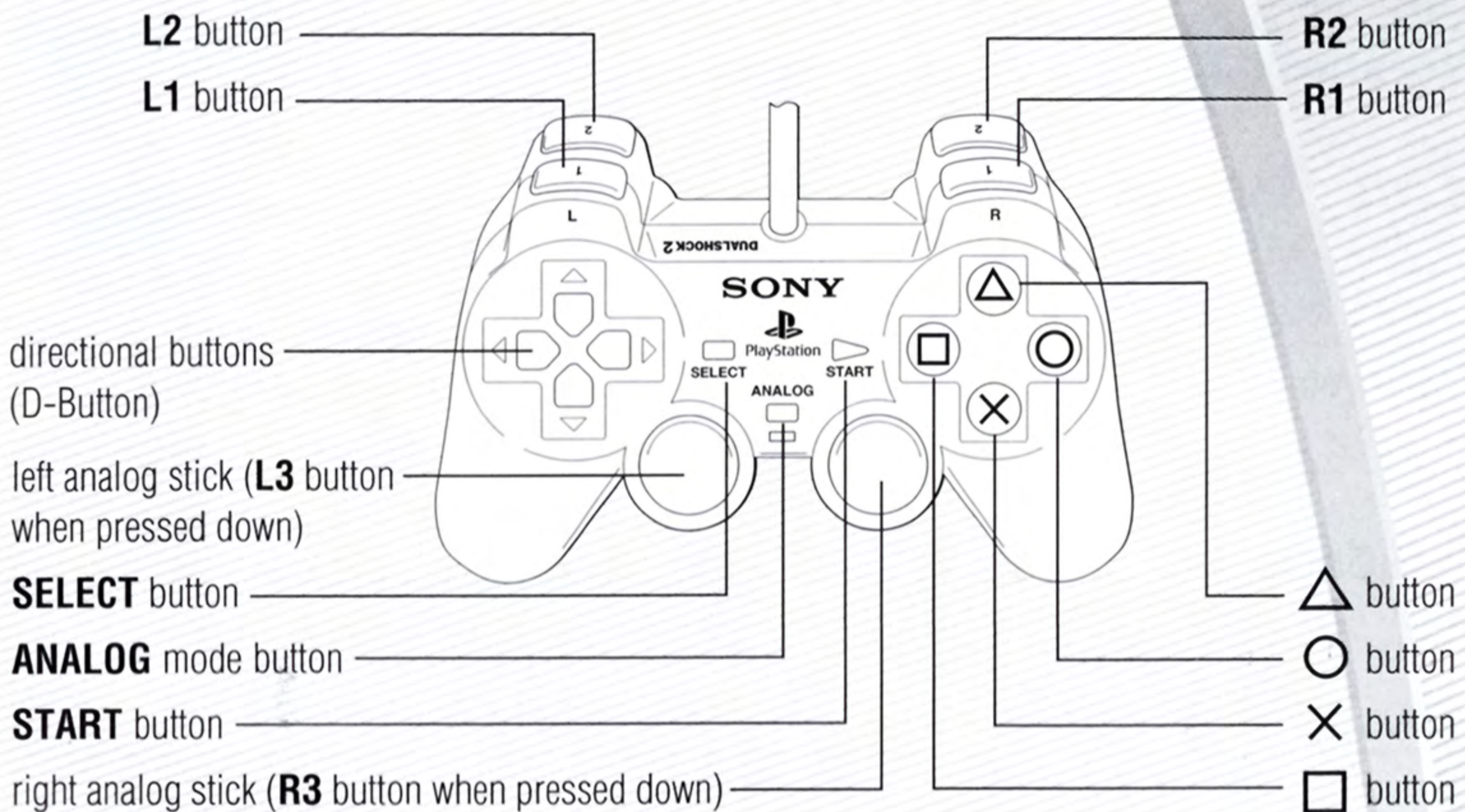
**NOTE:** Up to 8 players can play *Madden NFL 2003* by using the Multitap (for PlayStation®2).



# COMMAND REFERENCE



## DUALSHOCK<sup>®</sup>2 ANALOG CONTROLLER CONFIGURATIONS



### MENU CONTROLS

Highlight menu item	D-Button or left analog stick ↑
Change highlighted item	D-Button or left analog stick ↔
Select/Go to next screen	X button
Cancel/Return to previous screen	▲ button
Help menu	■ button
Change music track	■ button + L1 button/R1 button



For more info about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

# BASIC CONTROLS

Run the table on the gridiron with the use of these basic controls.

## **GENERAL GAMEPLAY**

---

Pause game **START** button

---

Call timeout **SELECT** button

---

## **PLAY SELECTION**

---

Cycle sets and formations D-Button or left analog stick

---

Select sets and formations **X** button

---

Select play D-Button or left analog stick ↑ and then  
**■** button, **X** button, or **●** button

---

## **KICKING**

---

Start kick meter/Kick the ball **X** button (three-clicks mode)

---

## **OFFENSE**

---

Snap the ball **X** button

---

### Passing:

Bring up passing icons **X** button

(when Quick Passing is OFF)

Throw the ball **X** button, **■** button, **●** button, **L1** button,  
or **R1** button

---

Move player D-Button or left analog stick

---

## **DEFENSE**

---

Switch player **X** button

---

Move player D-Button or left analog stick

---

Dive **■** button

---

**NOTE:** For information on **ALL** game controls, ► *Complete Control Summary* on p. 5.

# COMPLETE CONTROL SUMMARY



**NOTE:** You can play *Madden NFL 2003* in Analog mode. When **ON**, a red light illuminates from the mode indicator on your controller.

## OFFENSE (BEFORE THE SNAP)

Call an audible (► p. 12)	■ button then ■ button, ✕ button, ● button, L1 button, L2 button, or R1 button
Cancel an audible (before selecting an audible)	▲ button
Run original play (after selecting an audible)	■ button then L2 button
Flip play (at the line of scrimmage)	■ button then R2 button
Quiet the crowd	L3 button
Coach's cam (with passing routes)	R2 button
Coach's cam (without passing routes)	L2 button
Fake snap	● button
Call timeout	SELECT button
Snap the ball	✕ button

## RUNNING

Move player/Run	D-Button or left analog stick
Sprint	✕ button
Dive	■ button
Slide/Dive (QB)	■ button (tap)/ ■ button (hold)
Jump/Hurdle	▲ button or right analog stick ↑
Spin	● button or right analog stick ↓ + D-Button or left analog stick ↔
Juke left/right	L1 button/R1 button
Stiff arm left/right	L2 button/R2 button or right analog stick ↔

## PASSING

Bring up passing icons (when Quick Passing is Off)	✕ button
Pass to the receiver with corresponding icon	✕ button, ■ button, ● button, L1 button, or R1 button
Throw ball away (while passing icons are up)	L2 button + ▲ button

## **PASSING CONT.**

Toggle passing icons OFF/ON	▲ button
Route-based passing	L2 button + ✕ button, ■ button, ● button, L1 button, or R1 button
Pump fake	R2 button

## **RECEIVING**

Control intended receiver	✕ button (while ball is airborne)
Dive for pass	■ button
Sprint	● button
Jump for pass	▲ button or right analog stick ↑

## **BLOCKING**

Switch to closest blocker/receiver	✕ button
Cut block	■ button
Sprint/Engage block	● button

## **AFTER THE PLAY**

Bypass cutscene	✕ button
Spike ball	● button (Hold)
Instant Replay	L1 button + R1 button
Fake spike ball	■ button (Hold)
No Huddle	▲ button (Hold)
Timeout	SELECT button

## **DEFENSE (BEFORE THE SNAP)**

Cycle through defenders	✕ button or ● button
Reposition player	D-Button or left analog stick
Defensive line shift	L1 button then D-Button ↑, ↓, ←, or →
Reset defensive line shift	L1 button then L2 button
Linebacker shift	R1 button then D-Button ↑, ↓, ←, or →
Reset linebacker shift	R1 button then L2 button
Call an audible	■ button then ■ button, ✕ button, ● button, L1 button, L2 button, or R1 button
Call a coverage audible (▶ on p. 14)	▲ button then D-Button ↑, ↓, or →
Cancel an audible (before selecting an audible)	▲ button





## **DEFENSE CONT.**

Reset coverage	▲ button then L2 button
Reset original play (after calling an audible)	▲ button then L2 button
Flip play	■ button then R2
Pump up crowd	L3 button
Coach's cam (with assignments)	R2 button
Coach's cam (without assignments)	L2 button
Call timeout	SELECT button

## **DEFENSE (AFTER THE SNAP)**

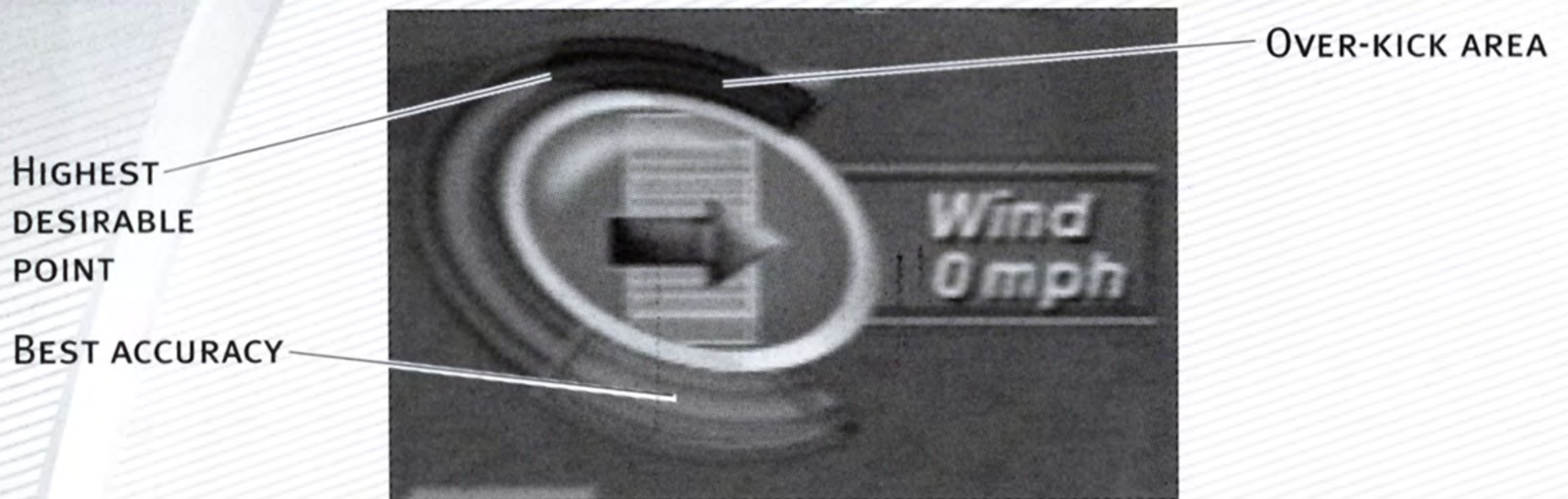
Control player nearest to the ball	✕ button
Move player	D-Button or left analog stick
Dive	■ button or right analog stick ↓
Sprint	● button
Jump	▲ button or right analog stick ↑
Strip ball	L2 button/R2 button
Spin move left/right (engaged)	L2 button/R2 button
Swim move left/right (engaged)	L1 button/R1 button

## **KICKING GAME**

Direction/Elevation of kick	D-Button or left analog stick
Start Kick Meter	✕ button
Stop Kick Meter upswing (power)	✕ button
Stop Kick Meter downswing (accuracy)	✕ button
Delay the kick (Kickoff only)	✕ button (Hold)
Call an audible (► p. 12)	■ button then ✕ button, ■ button, ● button, L1 button, L2 button, or R1 button
Cancel an audible	▲ button
Reset play	■ button then L2 button
Flip play	■ button then R2 button
Call timeout	SELECT button

## KICKING THE BALL

The Kick Meter appears at the bottom left hand corner of the screen during kicks and punts.



⦿ Over-kicking adds power to a kick. However, the Kick Meter speeds up on the downswing and your chance for making an accurate kick decreases. Try to stop the Kick Meter in the middle of the yellow accuracy range for best results.

➡ Aim your kick or change the trajectory with the directional arrow by pressing the D-Button or left analog stick.

### ***KICKOFF/PUNT RETURNING***

Switch players	✕ button
Move return man	D-Button or left analog stick
Fair catch (you must have control of the return man)	▲ button

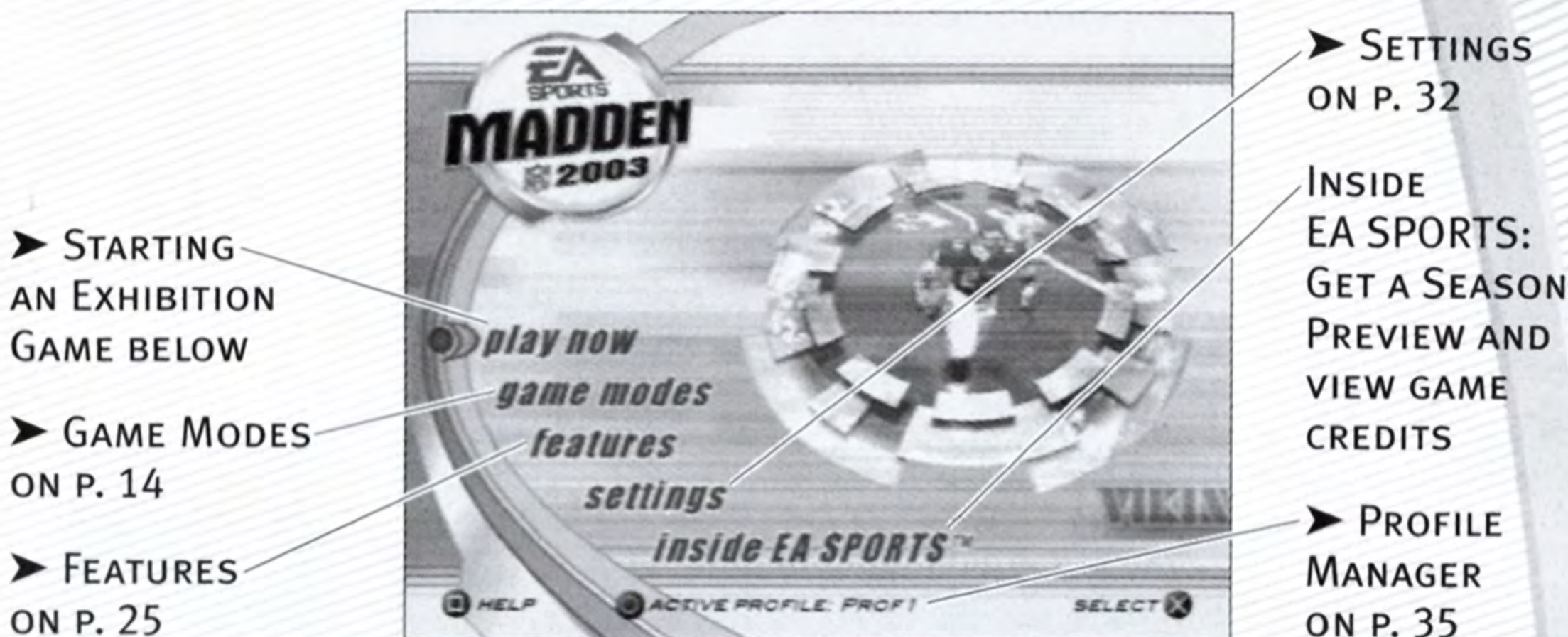
**NOTE:** If you cause your return man to remain in the endzone after he catches a punt or kickoff, he kneels down for a touchback.

# SETTING UP THE GAME



Before the Main menu appears, *Madden NFL 2003* gives you the option to play with Auto Save ON/OFF. When ON, game files are automatically generated and saved only to the first memory card (8MB) (for PlayStation®2) found. Any files that were previously loaded will be overwritten with a new version of the file when any change is made to that file. To save your files to a different memory card slot, ➤ *Saving and Loading* on p. 35.

## MAIN MENU



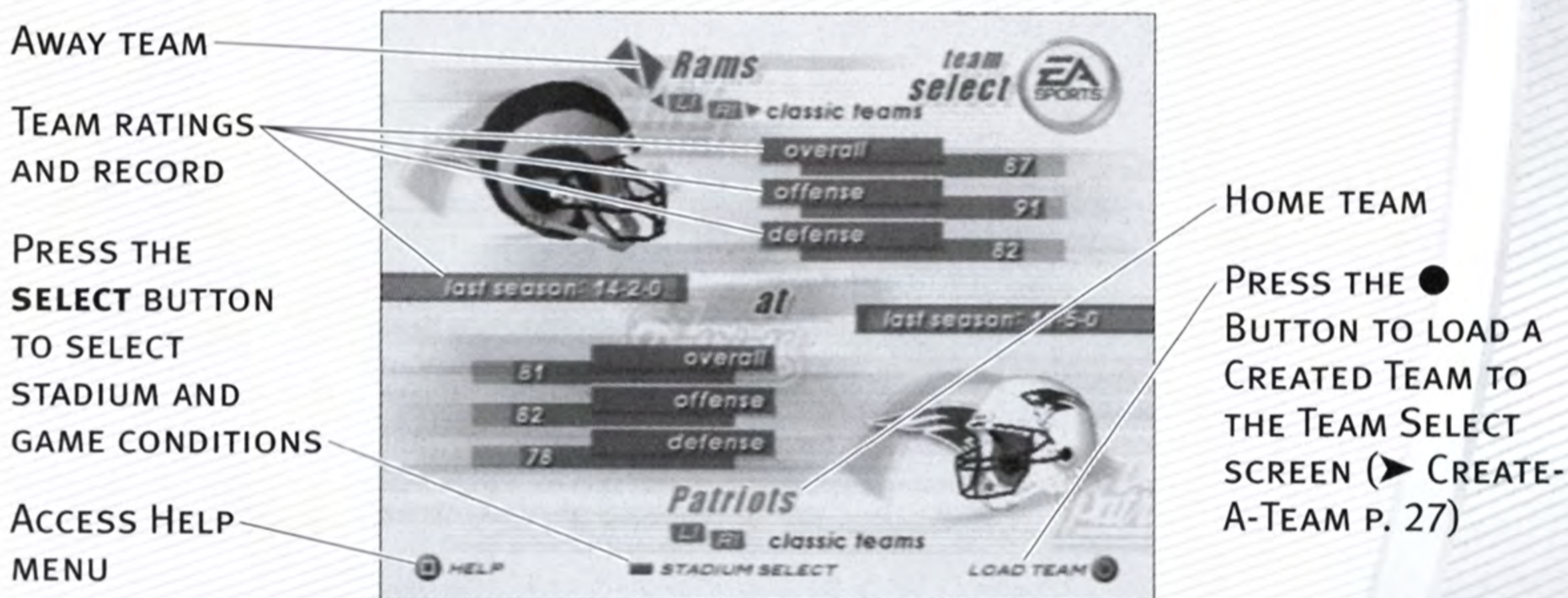
**NOTE:** Default options are listed in **bold** in this manual.

## PLAY NOW — STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams.

### TEAM SELECT SCREEN

Select the teams for your game.



### AWAY AND HOME TEAMS

➤ Press the **L1** button or the **R1** button to cycle through Classic (historical) teams, press the **L2** button to select *any* team at random, or press the **R2** button to randomly select a “current” 2003 team.

## STADIUM SELECT (WEATHER AND TIME OF DAY)

Play your game at any stadium. You can also select the weather conditions and kickoff time: **1:00 PM**, **2:30 PM**, **4:15 PM**, or **8:30 PM**. To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.

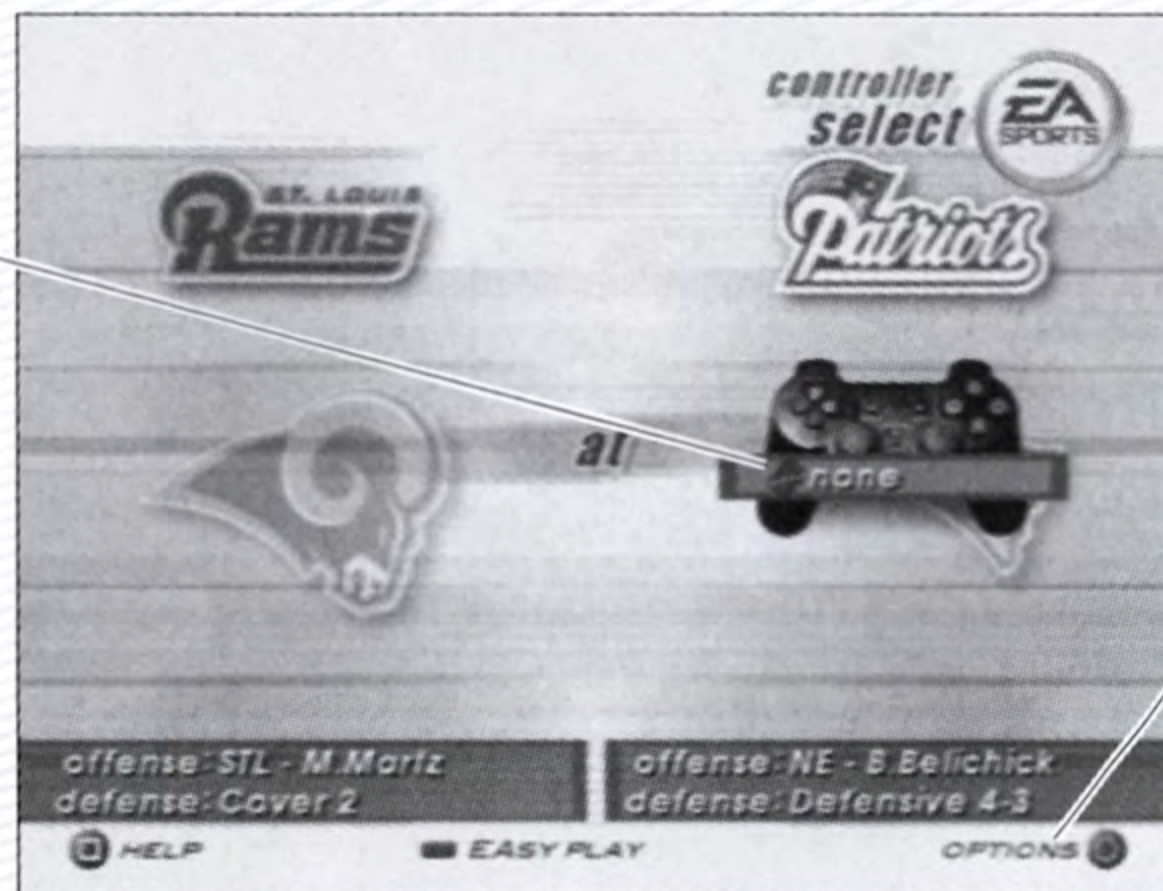
➔ Press the **▲** button to go back to the team select screen.

**NOTE:** Changing the home team will change the stadium.

## CONTROLLER SELECT SCREEN

Select a team to control in the game.

TO CHOOSE  
A TEAM, PRESS  
THE D-BUTTON ↔  
AND POSITION  
THE CONTROLLER  
ICON UNDER YOUR  
DESIRED TEAM



PRESS THE  
● BUTTON TO  
SELECT MORE  
OPTIONS

➔ Press the **SELECT** button at the Controller Select screen to play with EASY Play ON. When enabled, the game is simplified throughout for easier learning.

➔ Press the **START** button or press the **✕** button from the Controller Select screen to begin the game.

## OPTIONS MENU

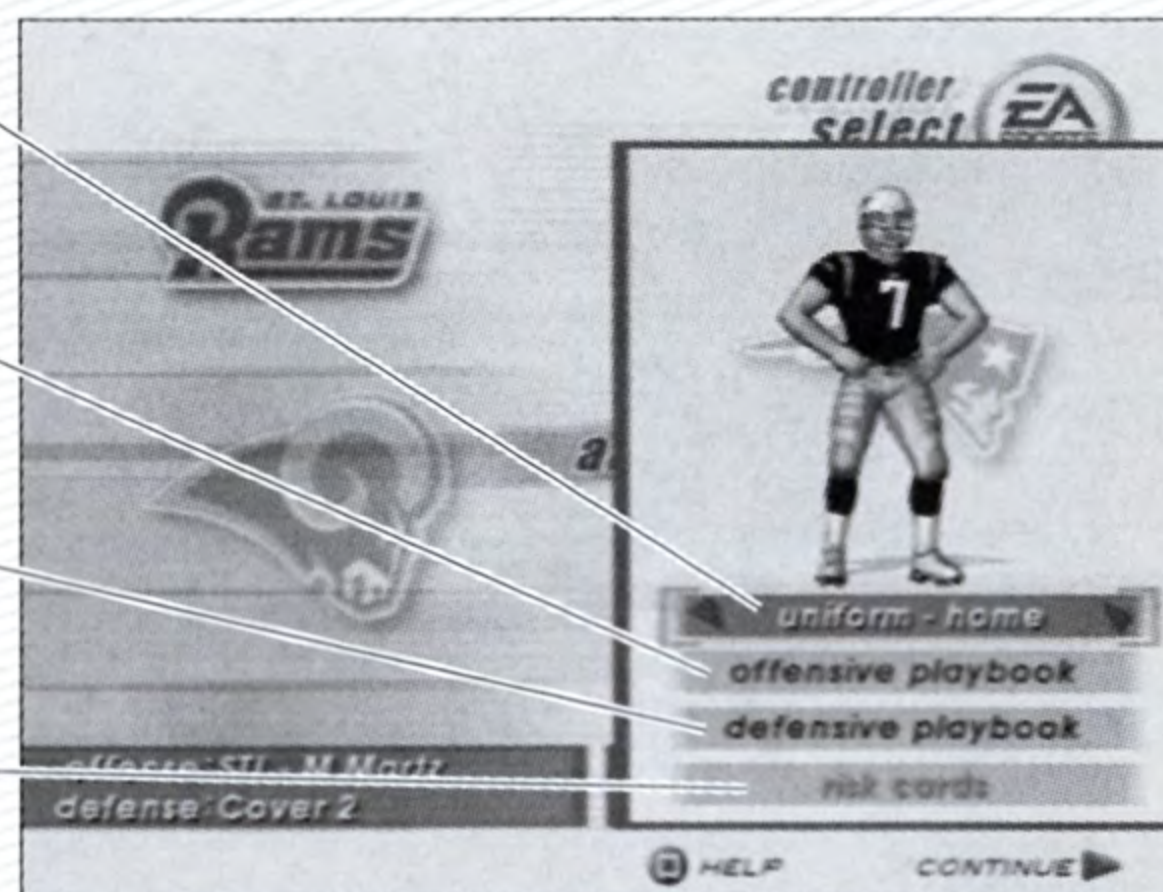
From the Options menu, you can select your team uniform, risk Madden Cards, and select a playbook.

UNIFORM SELECT  
(HOME TEAM)

OFFENSIVE  
PLAYBOOK  
SELECT

DEFENSIVE  
PLAYBOOK  
SELECT

RISK MADDEN  
CARDS



# PLAYING THE GAME

After all the pre-game adjustments, the captains meet midfield for the coin toss.

## COIN TOSS

↪ Before the coin toss, the playing conditions are displayed. To bypass these screens, press the **X** button.

## PLAYCALLING SCREEN

From the Playcalling screen, select the plays for your controlled team or ask John Madden for his suggestion.

DEFENSIVE  
FORMATION/  
PLAY WINDOWS

TIMEOUTS  
REMAINING

DOWN, QUARTER,  
AND CLOCK  
INFORMATION

NUMBER OF  
COACHES  
CHALLENGES  
REMAINING



SCORE

OFFENSIVE  
SET/FORMATION/  
PLAY WINDOWS

LIST THE PLAYS IN  
THE NEXT WINDOW  
(PRESS THE D-BUTTON  
↑ TO CYCLE THROUGH  
WINDOWS)

### To select a play:

1. Press the D-Button or press the left analog stick to select a formation and set, then press the **X** button.
  - From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest, yellow means players are slightly winded, and players are fresh when their symbol is white.
2. To select the desired play, press the **■** button, **X** button, or **●** button. To go back to the previous window, press the **▲** button.
  - ↪ To flip formations or plays to the opposite side of the field, press the **R2** button.
  - ↪ On offense to call a play from the header below the selection window, press the **L2** button + the **■** button, **X** button, or **●** button. To call a play from the header above, press the **L1** button + the **■** button, **X** button, or **●** button.
  - ↪ To ask John Madden for coaching assistance on your next play, press the **■** button and a suggested play is highlighted in the play selection window.

**NOTE:** After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

## SPECIAL TEAMS PLAYS

From the Playcalling screen, you'll find punt, kick, and special "trick" plays.

## GAME SCREEN

If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Press and hold the D-Button in the opposite direction of the arrow to bring the player on-screen.



## GAMEPLAY TIPS

### AUDIBLES (OFFENSE AND DEFENSE)

If you see a weakness from the opposition, call an audible and set up a new play at the line of scrimmage (before the ball is snapped).

#### **To call an Audible:**

1. Before the ball is snapped press the **■** button, then press the **■** button, the **✕** button, the **●** button, the **L1** button, or the **R1** button. The players adjust their set and/or formation as the new play is called out on the field.
2. Press the **▲** button to cancel (before selecting an audible). To customize your offensive and defensive audibles, **► Audibles** on p. 33.

### HOT ROUTES

Hot Routes quickly change a receiver's original route before the ball is snapped.

#### **To call a Hot Route:**

1. Press the **▲** button, then press the button symbol of the receiver whose route you want to change.
2. After the receiver's original route is cancelled, press the D-Button **↑** to send him on a fly pattern, press the D-Button **↓** for a curl pattern, or press the D-Button **↔** to run an in/out pattern. (You may also press the left analog stick to change the receiver's route).



## **BLOCKING HOT ROUTES**

Change your blocking assignments for your halfbacks, fullbacks, and tight ends. Call these at the line of scrimmage when you anticipate the defensive pressure coming from an unprotected side of the line.

### ***To call a Blocking Hot Route:***

1. Press the **▲** button, then press the button symbol of the running back or tight end whose passing/blocking route you want to change.
2. Press the **L2** button to change to a blocking assignment to the left. Press the **R2** button to change it to the right.

## **RECEIVER/BACK MOTION**

Move a player in motion before play begins. Once the ball is snapped, the player runs the same assigned route as before but from his current location on the field.

### ***To call man in motion:***

1. At the line of scrimmage, press the D-Button or press the left analog stick **↑** or **↓** to highlight an eligible player.
2. Press the D-Button or press the left analog stick **↔** to send that player in motion and then snap the ball to begin the play.

## **BULLET/TOUCH PASS**

Throw a bullet pass (hold down the button that corresponds to the targeted receiver) and the quarterback fires the ball to the receiver. To drop the ball in over coverage, throw a touch pass (tap the button).

## **ROUTE-BASED PASS**

On a route-based pass, the quarterback leads the receiver based on the player's route instead of the current direction the player is running.

- ↳ To throw a route-based pass, press and hold the **L2** button and press the button of the receiver you want to throw to and the quarterback leads the receiver through his route while he's running.

## **QB SCRAMBLE**

If your quarterback is under heavy pressure, press the **▲** button while he's still behind the line of scrimmage and scramble for yardage. During the run, you can press the **▲** button again to bring up the passing symbols. Once the quarterback crosses the line of scrimmage, he's not allowed to throw the ball downfield.

## **HURRY-UP OFFENSE**

To run a hurry-up offense, hold the **▲** button immediately at the end of the play (just after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play.

- ↳ If you want your quarterback to call the "spike ball" play, press and hold the **●** button at the end of a play to run a stop clock play. To call a "fake spike" trick play, press and hold the **■** button.

## COVERAGE AUDIBLES

Coverage audibles allow you to change the strategy of the defensive backs at the line of scrimmage. Press the ▲ button then press the D-Button ↓ to put the defensive backs into bump and run. Press the ▲ button then press the D-Button ↑ to put the defensive backs 3–5 extra yards off the ball in loose coverage. Press the ▲ button then press the D-Button → to shift the safeties and linebackers into better position to cover their assigned man.

## DEFENSIVE LINE SHIFT

Position your defensive lineman in tight between the gaps or outside the tackles. Press the L1 button then press the D-Button ↑ to spread the defensive ends outside the tackles, or L1 button then press the D-Button ↓ to move the line in tight between the tackles. Press the L1 button then press the D-Button ← to shift the line left, or press the L1 button then press the D-Button → to shift all lineman to the right.

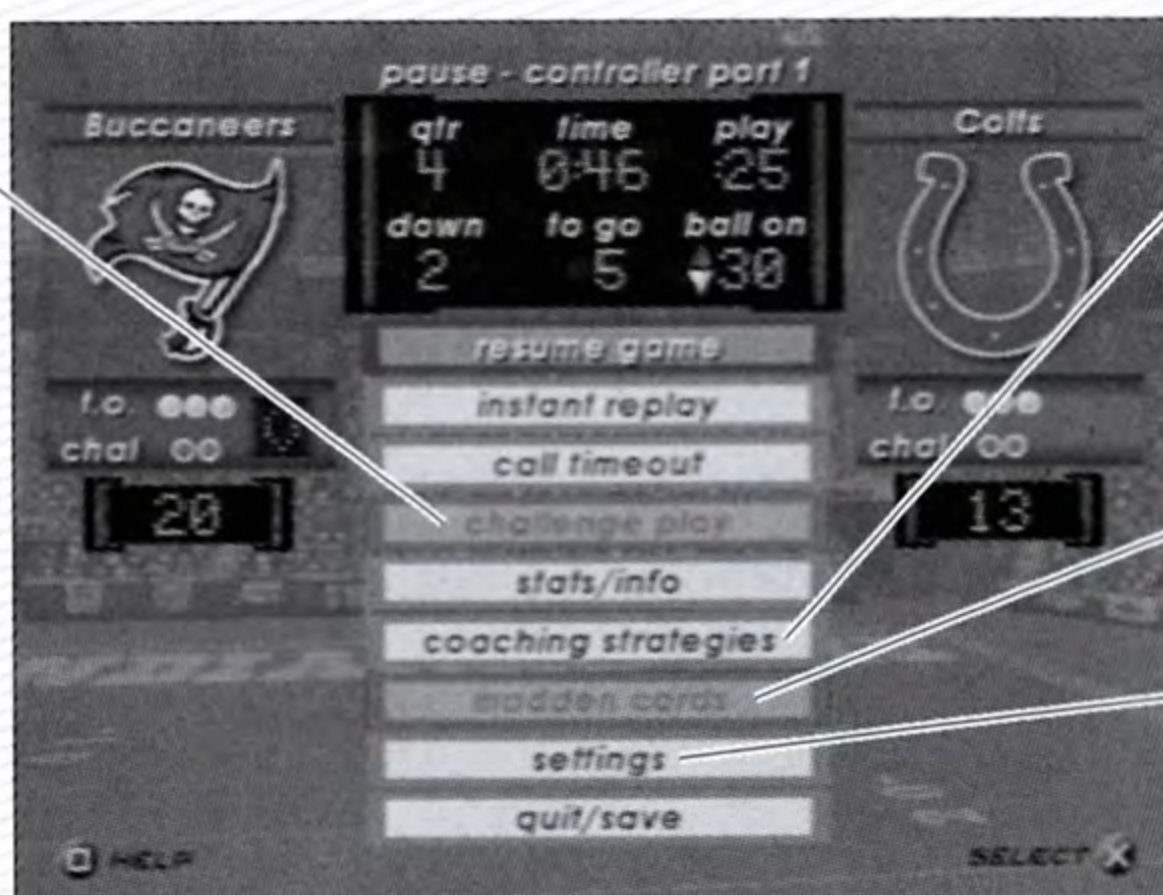
## LINEBACKER SHIFT

Shift your linebackers around the field before the offense gets the play off. Press the R1 Button then press the D-Button ↑ to spread the linebackers out, or R1 Button then press the D-Button ↓ to move them in tight, protecting the middle of the field. R1 Button then press the D-Button → to shift the linebackers to the left, or press the R1 Button then press the D-Button ← to shift all linebackers to the right.

## PAUSE MENU

During the game, press the **START** button to reach the Pause menu.

USE ONE OF THE TWO COACHES CHALLENGES ON QUESTIONABLE PLAYS. IF YOU CHALLENGE A PLAY AND IT'S NOT OVERRULED, YOU LOSE A TIMEOUT



FOR INFORMATION ON COACHING STRATEGIES, ► ROSTERS ON P. 30

SEE MADDEN CARDS, ► P. 28

SEE SETTINGS, ► P. 32

## OTHER GAME MODES

Go endzone to endzone with one of the game modes featured in *Madden NFL 2003*.

### MINI-CAMP

Tour NFL cities in the Madden Cruiser and fine-tune your playing skills in Mini-Camp mode. Earn trophies along the way in various drills for Madden Cards.





### **To play Mini-Camp:**

- ⦿ Each NFL city hosts its own Mini-Camp. Compete in the drill for that particular venue and follow the on-screen instructions for help. Earn at least a bronze trophy to unlock the game situation at the same city as well as the next difficulty setting for that drill. Use the skills that you learned at Mini-Camp to complete each stage.
- ↪ Press the **L1** button or press the **R1** button to change the skill level and visit more NFL cities.

## **ONLINE**

Create your online profile, login, and take on players from across the country in Online mode.

**NOTE:** In order to play online, you will need the following items; a Network Adaptor (Ethernet/modem) (for PlayStation®2) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card with at least 256 KB of free space. Prior to playing online, you will need to set up your Network Configuration file. *Madden NFL 2003* includes a utility for setting up these files.

### **MADDEN ACCOUNT SETUP**

Before you can begin playing online, you must create a new account or use an existing one.

- ↪ If you have already created a profile, press the D-Button, highlight EXISTING ACCOUNT and then press the **X** button. If you have not created a profile, highlight NEW ACCOUNT and press the **X** button to begin the process. If you want to log off and return to the previous screen, select DISCONNECT FROM ISP.

**NOTE:** Online gameplay server will be available only through August 31, 2003. Use subject to the Online Agreement. All features may not be available at the time of purchase. Please check the online feature in game and the Online Agreement for more information.

### **MADDEN SERVER LOGIN**

1. Your active Profile is the profile that appears by default. If multiple profiles are loaded, you can select the one you want by pressing the D-Button ↔.
- ⦿ You can have up to four profiles. Change active profiles or create a new one in the Profile Manager.
2. Assign a password to ensure that you are the only one who can use that profile.
3. Highlight LOGIN and press the **X** button.
4. If you have not registered, highlight REGISTER and press the **X** button. If you have registered, you will go directly to the Online Main Menu screen. If you have not registered, follow the on-screen instructions.

**NOTE:** To save a profile from the Profile Manager, highlight **SAVE PROFILE** and press the **X** button. The profile saves to your memory card. You can also turn Autosave **ON** so that any updates to your profile such as stats will be saved automatically.

## WELCOME TO MADDEN ONLINE

### PLAY NOW

Join *Madden NFL 2003* online.

### NEWS

Get the latest info from system administrators and from the world of EA SPORTS Online.

### ROSTER UPDATE

Check for updates to the current NFL roster, or select a roster from a previous update. Press the D-Button to highlight the roster you want to use, then press the **X** button.

### STAT BOOK

See the rankings for the best players and where you stand. Press the **L1** button or press the **R1** button to cycle among the top 100 players, where you stand in the rankings, or search for a particular player's stats.

### SETTINGS

Adjust your gameplay, system, or online settings. The gameplay options are determined by the player hosting the game.

## PLAY NOW – MAIN LOBBY

From the Main Lobby, you can **Find a Player**, **Enter a Room**, or **Create a Room** of your own. Rooms are where players gather to chat and challenge each other to a game.

### FIND A PLAYER

If you know someone's profile name, you can search to see if they are online. Highlight **FIND PLAYER** and press the **X** button to find a player. If they are online, you will have the option to go directly to the room they are in, where you can chat or play a game. Use the on-screen keyboard to enter the profile name and then select **DONE**. Keep in mind that profile names are case sensitive.

### ENTER/CREATE A ROOM

There are four main rooms corresponding to the four difficulty settings—**ROOKIE**, **PRO**, **ALL-PRO**, and **ALL-MADDEN**. Press the D-Button  $\updownarrow$  to move among the rooms, Press D-Button  $\leftrightarrow$  to select different sub-rooms (east or west). Press the **●** button to create your own room.

### CHAT LOBBY

From the Chat Lobby, you can greet and meet other players or challenge someone to a game.

**NOTE:** *Madden NFL 2003* supports a USB keyboard for typing messages to the whole room or to an individual player. Whenever you bring up the on-screen keyboard in the Chat Lobby, or when chatting with an individual player, you can use a USB keyboard to type in messages.



## ROOM OPTIONS

From Room Options you can block incoming challenges or send a message to the entire chat room. When you send a message, you are presented with a virtual keyboard. Press the D-Button to move around the letters or hit a **Q** button to send a message. Highlight **OK** and press the **X** button to save any changes, or highlight **CANCEL** and press the **X** button to quit without saving your changes.

## PLAYER OPTIONS

Press the D-Button to highlight the name of another player or press the **X** button to bring up the player options. From here you can challenge another player to a game, send a private message, choose to ignore that player, or check that player's connection. Press the D-Button to highlight the option you want, and then press the **X** button to accept.

## PLAYER CONNECTIONS

In the upper left portion of the screen, you will see a list of players along with five circles. Each circle represents a player's connection speed to the Internet. The more lit circles there are, the better the connection. One red circle represents a weak connection; five green circles represent a strong connection.

**NOTE:** Each empty circle represents 0 – 100 milliseconds. If only one circle is lit, that means that player has a ping time of over 400 milliseconds. If all five circles are lit, the ping time is less than 100 milliseconds.

## PLAYER STATS

In the upper right portion of the screen are player stats.

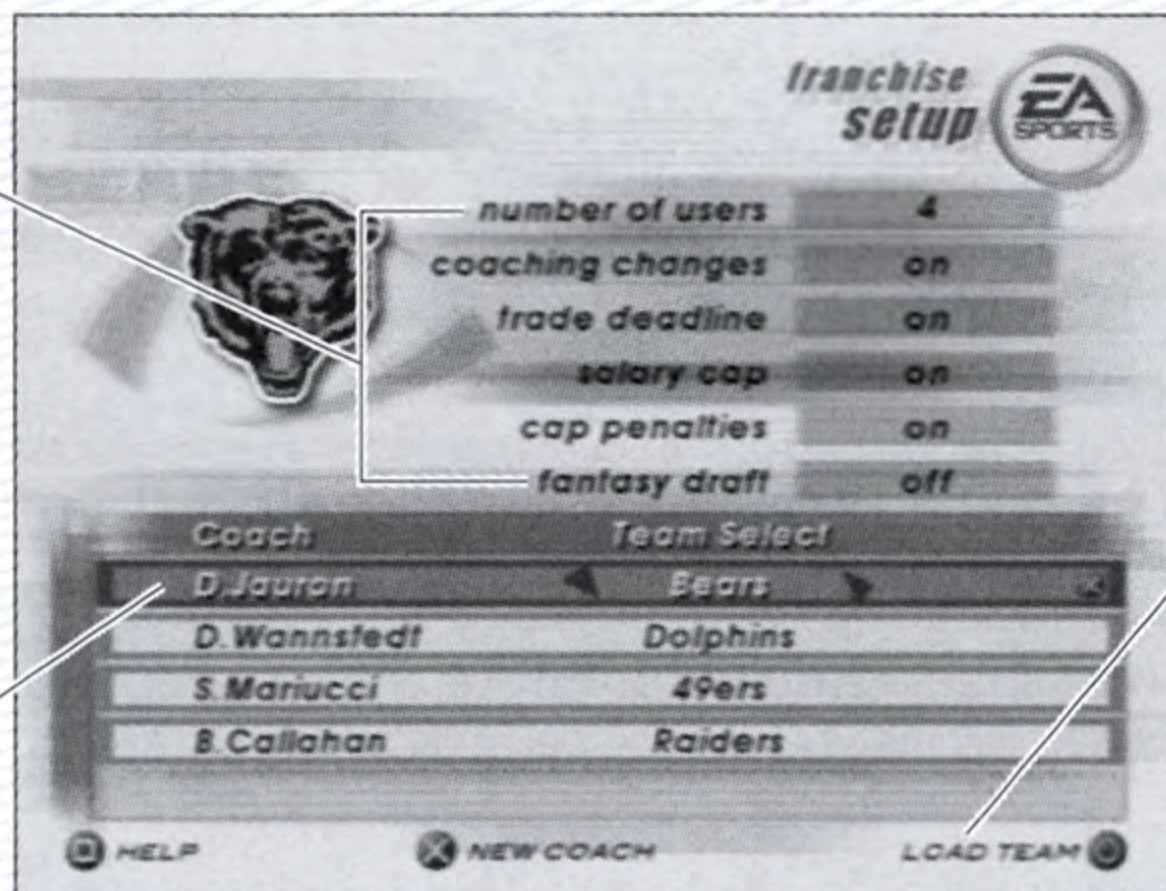
<b>RANK</b>	A player's overall rank.
<b>DISCONNECTION %</b>	How often a player loses connection or quits.
<b>RECORD</b>	Player record including number of wins, losses, and ties.
<b>CURRENT STREAK</b>	How many games in a row a player has won (W) or lost (L).
<b>RUSHING YARDS</b>	The average number of rushing yards a player gains per game.
<b>PASSING YARDS</b>	The average number of passing yards a player gains per game.
<b>RUSH: PASS</b>	A player's rushing vs. passing ratio.
<b>AVG PF-PA</b>	A player's average points for (PF) and points against (PA).
<b>AVG OPP RANK</b>	The average rank of a player's previous opponents.

# FRANCHISE

Run the table for 30 seasons in Franchise mode.

## FRANCHISE SETUP SCREEN

FRANCHISE MODE OPTIONS: WHEN YOUR OPTIONS ARE SELECTED, PRESS THE **X** BUTTON TO SELECT A TEAM AND A COACH FROM THE BOTTOM HALF OF THE SCREEN



CREATED TEAMS: PRESS THE **●** BUTTON TO LOAD A CREATED TEAM TO FRANCHISE TEAM SELECT MENU

### NUMBER OF USERS

Select the number of users you want to have in your league (1–32).

### COACHING CHANGES

Coaches may resign after a season when their coaching points reach 0 in the Coach Options.

### TRADE DEADLINE

No trading is allowed after Week 6.

### SALARY CAP

The NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks.

### CAP PENALTIES

Releasing a player incurs a monetary penalty for the remaining years of that player's contract or until another team signs him.

### FANTASY DRAFT

Teams create a custom roster by drafting players from the entire pool of every active NFL player. For more information, ► *Fantasy Draft* below.

## FANTASY DRAFT

With this option ON, all active NFL players are thrown into a single draft pool. Teams then add players to their rosters in a 47-round Fantasy Draft. Once the draft is concluded, the league begins.

### To run a Fantasy Draft:

1. After you set up your Franchise (with Fantasy Draft option ON), press the **START** button to begin the draft. The first team on the clock must select a player. (The CPU drafts players for CPU-controlled teams.)
2. To draft a player, highlight a name of the player you wish to select and press the **X** button. You can browse through the positions lists by pressing the **L2** button or by pressing the **R2** button. Move through the available players by pressing the D-Button  $\updownarrow$ .
3. After you select a player, he is added to the team roster and the draft continues.

**NOTE:** To simulate the draft at any time, press the **START** button.



## SELECTING A TEAM

You can run any team of your choice.

### **To select a team:**

- ↳ From the Team Select/Coach Select menu. Press the D-Button  
↔ to select a team and press the **X** button to reach the Franchise menu.

## SELECTING A COACH

All 32 NFL coaches and their original playbooks are available for you. You can also create one of your own.

### **To select a coach:**

- ↳ From the Coach pop-up box, highlight START FRANCHISE if you wish to start the season with the current coach, or scroll through the list of coaches if you wish to change. Press the **X** button and your first NFL season begins.

### **To create a coach:**

1. Highlight NEW COACH from the Coach pop-up box and press the **X** button. The New Coach menu appears. Highlight COACH and press the **X** button again to edit your coach's name.
2. Create a name from the edit box, select **DONE** when complete, and then select a body type for your coach by pressing the D-Button ↔.
3. Highlight OK and then press the **X** button when complete.
4. Once your coach is created, highlight START FRANCHISE and press the **X** button. The Preseason Year 1 menu appears.

## FRANCHISE MAIN MENU

### PLAY WEEK

This screen lists the schedule and standings.

### ROSTERS

View team rosters and make all player movements. For more information, ► *Rosters* on p. 30.

### COACH OPTIONS

**Gameplan:** Set your coaching gameplan and strategies for your team during simulated games.

**Management:** Set player preferences and assign various off-season assistance options to be run by the **USER** or the CPU.

**Job Openings:** View all of the user coaches and their current positions. You can also modify which team you are coaching, if coaching slots are open.

**Ratings:** View player-controlled coach career stats.

### STATS BOOK

Access all the team and individual stats for the season and career. View rankings and coach stats as well.

### LEAGUE NEWS

League news and injury reports are available from this menu.

## FEATURES

**Madden Cards:** Trade Madden Cards between active profiles and view season and game performance records. For more information, ► *Madden Cards* on p. 28.

**Export Team:** Export your Franchise team to a memory card and make it available for Exhibition and Tournament modes.

**Create-a-Player:** Create a new player and add him to a team or the free agent list, or edit an existing player, ► *Create-a-Player* on p. 27.

## SETTINGS

**Gameplay:** Adjust your game settings for the season. For more information, ► *Game Settings* on p. 32.

**System:** Adjust your audio and visual settings for the season. For more information, ► *Game Settings* on p. 32.

**Save:** Save or delete your season to/from your memory card. For more information, ► *Saving and Loading* on p. 35.

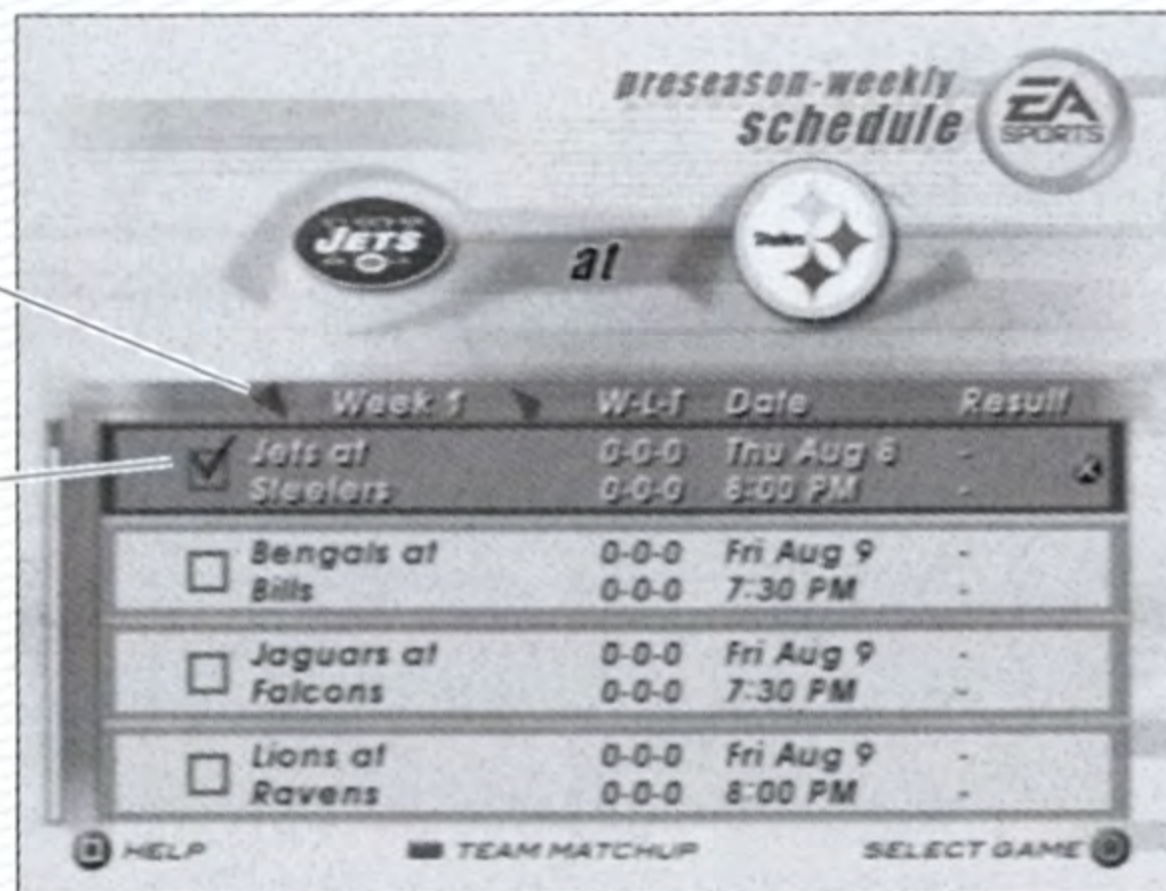
## PLAY WEEK MENU

View the weekly schedule, view schedules team by team, and view the league standings.

### WEEKLY SCHEDULE MENU

VIEW THE WEEK  
MATCH-UPS BY  
WEEK NUMBER

SELECTED GAME



## PLAYING/SIMULATING A GAME

To advance through your season, you must either play your designated games or simulate them.

### **To play or simulate a game in Franchise mode:**

1. Scroll through the games on the weekly schedule and then highlight a game that you wish to play. Press the ● button and a red checkmark appears next to your selected game.
2. With a user-controlled game highlighted, press the ✕ button to advance to the Controller Select screen.



3. Press the ● button to uncheck the user controlled game(s). Press the ✕ button again and select your option: PLAY GAME, SIMULATE GAME, SIMULATE WEEK, or SIMULATE SEASON. Press the ✕ button again on your final choice.

↳ If you highlight a user-controlled game and press the ✕ button, all non-user games are simulated automatically.

**NOTE:** If you are only simulating the current week rather than a group of weeks, user-controlled games are not simulated.

## PRESEASON

Before you begin the regular season, each team plays four preseason games. After the preseason is over, you can evaluate player progression before moving on to the regular season. Use this information to help finalize your roster for the upcoming season.

**NOTE:** The CPU automatically sets your preseason depth charts so that starters play the first half, while rookies and backups play the second half.

## DURING THE SEASON

During a Season, you can control any team, on any week, at any point during the year (you can only run user-controlled teams in Franchise mode). You can also make player trades (before the sixth week of the season), sign free agents, and change game settings.

## AFTER THE SEASON

Every season ends with the AFC-NFC Pro Bowl. After pro football's annual All-Star game, you are prompted to advance to the off-season.

## THE OFF-SEASON

Build your dynasty through the draft or by signing key free agents. You control the moves for your team and the computer handles the other teams.

## OFF-SEASON SCHEDULE

Before jumping to the offseason, be sure to review stats and league news from the previous season. You can also view the draft order and check out current rosters.

### IMPORT DRAFT CLASS

At the end of every season, you can load a Draft Class file from NCAA® Football 2003 to Madden NFL 2003 from your memory card.

#### **To import a Class:**

1. After the Pro Bowl has been played, Select Import Draft Class from the end of season pop-up menu.
2. Load the desired Draft Class file from your memory card. The players are imported to Madden NFL 2003 and the off-season begins.

**RETIRED PLAYERS**

View the retired players from every roster.

**ROOKIE SCOUTING**

For more information, ► *Rookie Scouting* below.

**RE-SIGN PLAYERS**

Negotiate contracts with players from your own team.

➡ To begin contract negotiations, highlight an unsigned player and press the ✕ button. Offer a salary and press the ✕ button again to submit the offer sheet. The player either accepts or declines the offer.

**FREE AGENT SIGNING**

Before the draft you have a 30-day period to sign available free agents. You must fit all players you wish to sign under the salary cap.

**NFL DRAFT**

Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time. The NFL Draft is run similar to a Fantasy Draft (► p. 18).

**SIGN DRAFT PICKS**

After the draft, you must sign your draft picks to your roster. You must fit these players under the salary cap in order to keep them on your roster.

**RE-ORDER DEPTH CHARTS** Modify the roster before the new season.

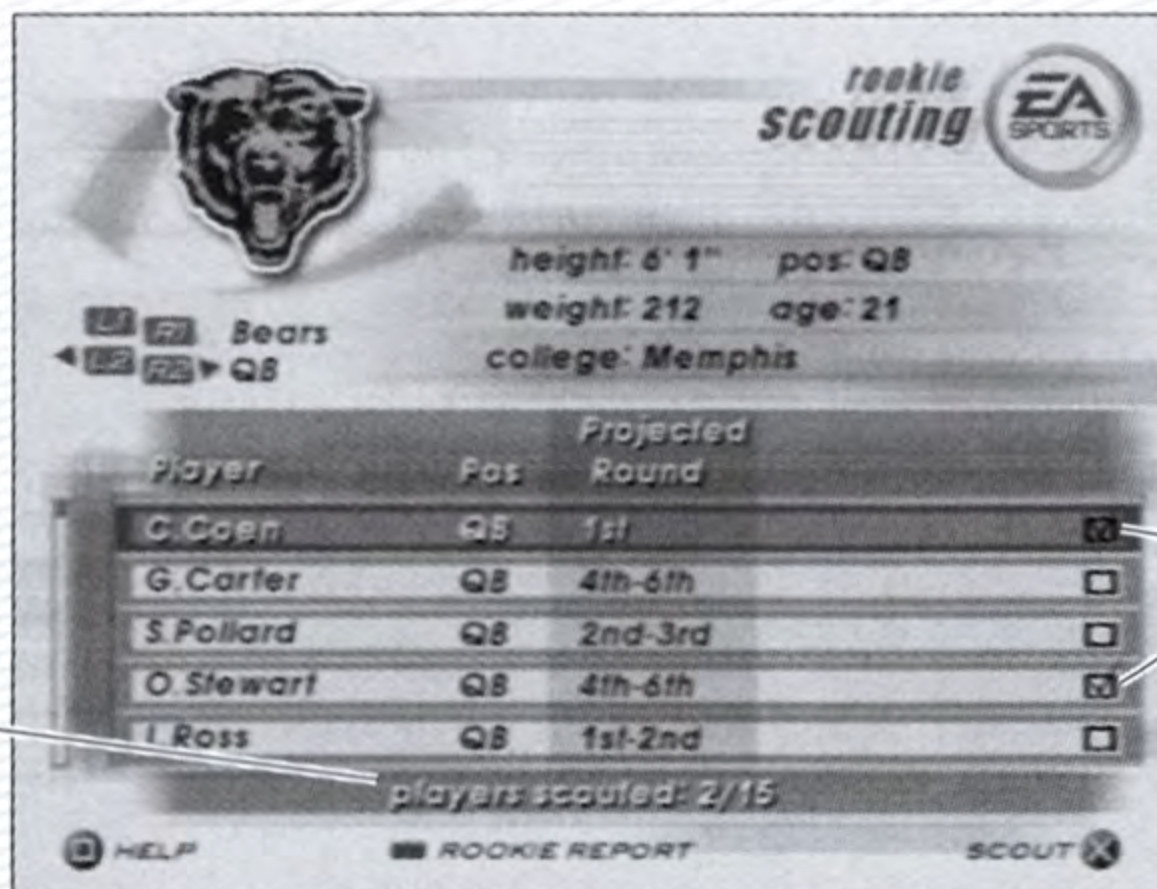
**START NEW SEASON** Begin a new year of football.

**NOTE:** If you wish to skip any steps in the off-season, you can simulate past them; however, if your Coaching Options are not set to CPU for a given step, then your team will not participate in that part of the off-season. After all the off-season steps are complete, a new schedule is generated, and the next season begins.

**ROOKIE SCOUTING**

Use your scouts to evaluate rookies and help you make a much more informed decision at the NFL draft.

Scout a rookie through one round of the combine and receive a player note. Scout him through two rounds, and receive three notes. Scout a player through all three rounds and receive five notes.



SCOUTED PLAYER

TOTAL PLAYERS SCOUTED





### To scout a rookie:

1. Press the **L1** button or press the **R1** button to toggle between user-controlled teams. Press the **L2** button or press the **R2** button to cycle among the different player positions. Press the **●** button to sort a column.
2. To view a Scouting Report, highlight a player and press the **SELECT** button. To return to the Rookie Scouting screen, press the **▲** button.
3. Pick up to 15 players to scout per round. Press the **✕** button on their name to flag them. To unflag a player, press the **✕** button again.
4. Once you have flagged the 15 players, press the **START** button to proceed to the Scouting Combine.
5. At the Scouting Combine, check up on your scouted rookies. Press the **L2** button or press the **R2** button to cycle among player positions until you come to "Targets." A list of players that you scouted appears.
6. Press the **SELECT** button to bring up the Rookie Scouting Report. You should now see that player's combine numbers, along with a scouting note.
7. Repeat this process for all of your scouted players. You can scout a player through two more rounds (scouting workout and then scouting list), or you can choose 15 new players to scout. However, you only receive five scouting notes if you scout a player through all three rounds.

**NOTE:** Don't waste all your scouting slots on 1st and 2nd rounders! Those players will likely be selected early in the draft by other teams before you get a chance to draft them. Instead, scout some players for the later rounds and try to look for a superstar in the making.

## TOURNAMENT

Compete in a tournament with playoff-like pressure.

### TOURNAMENT SETUP BOX

TOURNAMENT TYPE	Choose a SINGLE ELIMINATION, <b>DOUBLE ELIMINATION</b> , ROUND ROBIN, or DOUBLE ROUND ROBIN tournament.
NUMBER OF PLAYERS	The number of teams you can choose is dependent on the type of tourney you have selected.
PLAYOFF TEAMS	The number of playoff teams is only for round robin tournaments.
FANTASY DRAFT	When ON, conduct a Fantasy Draft before playing in a tournament (► <i>Fantasy Draft</i> on p. 18). The default is set at <b>OFF</b> .

### To start a Tournament:

1. From the Team Selection, press the D-Button  $\leftrightarrow$  to cycle through available teams and press the **START** button when all the desired teams have been chosen.

2. To play a game, select Tournament Tree or Team Schedule at the Tournament Main menu and press the **X** button on the desired match-up. The Options pop-up screen appears. From here, you can choose to simulate, forfeit, or play the game.

## TWO MINUTE DRILL

The pressure is on and the clock is winding down. Run the Two Minute Drill and rack up as many points—and tokens—as you can before the final gun sounds.

### TWO MINUTE DRILL MENU

PLAYERS	Play with up to four players in the Two Minute Drill.
CPU DEFENSE	Choose the defense to play against. All players play against the same squad.
PLAY FOR TOKENS	When ON, players can earn points during the Two Minute Drill and use them to obtain Madden Cards. (For more information, ► <i>Madden Cards</i> on p. 28).
SKILL LEVEL	Choose your playing difficulty level: <b>ROOKIE</b> , PRO, ALL-PRO, and ALL-MADDEN. The higher the level, the more points you can earn.

**NOTE:** Press the **●** button to view high scores in this game mode. High scores are saved to your settings file.

**NOTE:** If you score before time expires, you keep possession of the ball and start a new drive from the opponent's 20-yard line.

## FOOTBALL 101

With the help of John Madden, get in-depth knowledge of each play and learn how each formation can help you during a game. Madden runs the play first and then you take control for a chance to earn tokens.

**NOTE:** Football 101 is run similar to Practice Mode (NORMAL mode). For more information, ► *Practice* below.

## PRACTICE

Brush up on your playing skills or master a team's playbook.

### PRACTICE SETUP SCREEN

From the Practice Setup screen, select the offensive and defensive teams that you want to practice with. You must also select a practice type in the Mode bar.

#### MODE BAR

These options give you the ability to select what aspect of your team you want to practice (**NORMAL**, OFFENSE ONLY, or KICKOFF). If you want to practice offensive plays without a defense on the field, choose OFFENSE ONLY. If you want to practice playing offense or defense, choose NORMAL. If you want to practice kickoffs or returning kickoffs, choose KICKOFF.



- ↳ Press the **START** button or press the **X** button to reach the Controller Select screen. After you select a team, press the **START** button or press the **X** button to reach the practice field.

## **PRACTICE FIELD**

Once you're on the practice field, you can run every play in your playbook.

- ↳ To re-spot the ball, press the **L1** button. Then press the D-Button to select the new spot on the field, and press the **X** button when finished.
- ↳ To choose a different play, press the **SELECT** button and the Play Select screen appears.

## **SITUATION**

Throw yourself in any game situation.

### **To select your Situation settings:**

1. To set the game situation, press the D-Button ↔ to change the highlighted setting.
2. Press the D-Button ↑ to choose a new setting to change.
3. Press the **START** button to advance to the Controller Select screen. Continue as you would in an Exhibition Game (▶ *Starting an Exhibition Game* on p. 9).

# **FEATURES**

## **CREATE-A-PLAYBOOK**

Create a custom play and formation from scratch and add it to your playbook, or modify a current playbook.

### **To create a playbook:**

1. From the Create Playbook menu, highlight OFFENSE or DEFENSE and press the **X** button. The Create-a-Playbook screen appears.
2. From the Create-a-Playbook screen, highlight CREATE NEW PLAYBOOK (or highlight an existing playbook to edit) and press the **X** button. The New Playbook pop-up box appears.
3. Select a team playbook, highlight CONTINUE, and press the **X** button. The Create-a-Playbook menu appears.

## **MODIFY PLAYBOOK**

### **To modify a playbook:**

1. From the Modify Playbook screen, highlight a coach's playbook (or basic formation) and press the **X** button. The Custom Playbook screen appears.
2. Highlight a play you wish to add to the playbook and press the **X** button (press the **X** button again to remove it). You have 81 total plays and 14 sets available. A red check mark appears next to selected plays.

- ⊙ To add all the plays from a formation to a playbook, highlight the formation name and press the **X** button.
- ⊙ Press the **L1** button or press the **R1** button to view Run, Pass, and All plays/formations.

***To preview a playbook/swap plays:***

1. Press the ● button to preview a playbook. The Formation window appears.
2. From the formation window, press the D-Button to highlight a set you wish to edit and press the **X** button. Select the first play that you wish to move and press the **X** button, then select a second play and press the **X** button again. The two plays trade places in the formation window.

CREATE FORMATION

***To create a formation:***

1. From the Create Formation screen, highlight NEW (or highlight an existing formation to edit) and press the **X** button.
2. Press the D-Button and move the cursor around the grid to highlight the player you wish to move. Press the **X** button to select the highlighted player.
3. Press the D-Button again to move the highlighted player around the grid, and press the **X** button to re-assign the personnel at a different spot on the field.
4. From the personnel window, highlight the player you want represented in the particular play and press the **X** button. Press the **START** button when complete and the formation is added to the playbook.

CREATE PLAY

***To create a play:***

1. From the Create Play screen, highlight a formation you wish to edit and press the **X** button. Select Run or Pass (for new created plays) or highlight the current play and press the **X** button again.
2. Press the D-Button to move the cursor around the grid, highlight the player you wish to move, and press the **X** button. The Routes screen appears.
3. From the Routes screen, highlight an existing route or assign a blocking assignment for your player and press the **X** button. Highlight a distance, rushing route or type of block for the player and press the **X** button. The new route is set.



- ⦿ To customize a route, use the D-Button to diagram the route or assign blocking assignments on the field. Press the **✕** button to alter the route in another direction, or to complete a player's route. Press the **START** button when complete.

## SAVE PLAYBOOK

### ***To save a play or formation:***

- ↪ Press the **L1** button or press the **R1** button to cycle through offensive playbook or defensive playbook. Press the **L2** button or press the **R2** button to switch between memory cards. Press the **✕** button to save your play or formation, or highlight an existing file and press the **✕** button to overwrite that file.

## CREATE-A-TEAM

Create a custom team and add them to the NFL.

### ***To create a new team:***

1. From the Team Information menu, set your team options. Press the **✕** button or press the D-Button **↔** to change/choose the options. Press the **START** button to continue.
2. From the Stadium Editor screen, select a name for your stadium, pick a stadium type, and field surface, and more. Press the **START** button to continue.
3. From the Uniform Editor screen, press the D-Button to browse through the options and the color panel to create your Home and Away uniforms. Press the **L1** button or press the **R1** button to toggle to the helmet, jersey, and pants editing screens. Press the **START** button when your uniform is complete.

**NOTE:** The team roster chosen for your Create-a-Team determines the team they have to replace in Franchise mode.

**NOTE:** Before you exit out of the Create-a-Team menu, be sure to save the team to your memory card. After a team is saved, it can be loaded to any game mode.

## CREATE-A-PLAYER

Create a player for a position in need.

### ***To create a new player:***

1. From the Create-a-Player Information screen, create a first and last name, pick an age, college, team, position, jersey number, years pro, and throwing hand for your new player.
2. From the Appearance screen, select your player's height, weight, skin color, hair color, hairstyle, face, and face shape.

3. From the Build screen, you can adjust the muscle and fat percentage of several areas of the player's body. Press the **L1** button or **R1** button to cycle through Body, Rear, Arms, Legs, and Equipment and press the D-Button to adjust features in each section.
4. From the Equipment screen, pick your player's equipment and adjust the equipment used for games on Turf, Grass, or Both.
5. From the Attributes screen, set up your player attributes by pressing the D-Button  $\leftrightarrow$  for each attribute. Keep in mind that the higher attributes a player has, the higher the salary.
6. Highlight CREATE AND EXIT and press the **START** button and select Save to save the player to the current mode's roster list.

## **MADDEN CARDS**

Earn tokens for each Madden Challenge task completed, then use those tokens to buy Madden Cards. Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums, and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

### **CARD BOOK**

View the cards you have collected or buy new packs.

#### ***To buy a pack of Madden Cards:***

1. From the Card Book screen press the **I** button. If you have tokens available, you should receive a message asking if you would like to buy a new pack. Select YES and press the **X** button.
2. Scroll through the pack to see if you earned any new cards.

#### ***To play or sell a Madden Card:***

1. From the Card Book screen select a card to sell by highlighting it and pressing the **X** button. The View/Play Card screen appears.
2. Choose either Play CARD (in-game only) or SELL CARD and press the **X** button. The Card Book screen reappears.

$\rightarrow$  Press the **●** button to flip a card over to see its attributes.

- ⊙ You can sell back a Madden Card to recoup tokens. Activate a card to reap its benefits.

**NOTE:** Some cards, such as cheats and current players, can only be activated during a game.

#### ***To risk a Madden Card:***

- ⊙ Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).
1. From the Controller Select screen, select a User Profile (for each player) and press the **●** button to bring up the options. Press the D-Button to highlight RISK CARDS.



**NOTE:** Both players must have a profile already loaded before you can proceed to the Risk Cards screen.

2. Browse through your cards by pressing the D-Button or press the **L2** button or press the **R2** button. Press the **X** button to select a card to risk. Press the **▲** button to deselect a card.
3. When done, press the **START** button to return to the Options screen.

## STATUS

EARNED	Status of points earned.
BALANCE	Current number of tokens for that user.
SPENT	Number of tokens spent.
LEVEL SELECT	Press the <b>L1</b> button or press the <b>R1</b> button to cycle through the five Challenge Levels.
TOKEN SCALE TABLE	The number of tokens earned on each skill level for completing a task.
CHALLENGE TASK TABLE	List of tasks for the selected level.

## RATING SYSTEM

There are four categories in which Madden Cards are rated: POWER indicates how “strong” a card is. VALUE determines the number of tokens the card is worth. RARITY tells you the odds of getting a particular card and LIFE equals the life expectancy of a card.

## TRADE

### **To trade a Madden Card:**

1. From the Madden Cards main screen, choose TRADE, then press the **X** button. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing the **L1** button or **R1** button and then scroll through available cards by pressing D-Button **↔** or the **L2** button or **R2** button. Press the **X** button to select the highlighted card.
3. Select ADD, then press the **X** button. The card has now been added to the trade (you can include up to three cards in a trade).
4. The second player repeats steps **1-3**.
5. When all cards have been added to the trade proposal, press the **START** button to bring up the current trade and select MAKE THIS TRADE. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press the **X** button.

**NOTE:** You may remove a card from a trade by selecting a card, flipping it, and then selecting Remove.

## SAVE

### **To save a Madden Card:**

1. From the Madden Card save screen, highlight the file you wish to SAVE and press the **X** button.
2. Enter the name of the file using the keyboard pop-up, highlight DONE, and press the **X** button to complete the save.

## ROSTERS

Make key roster moves to strengthen your lineup. Trade players, sign free agents, release players, and organize your Depth Chart.

### VIEW ROSTER

View all NFL team rosters by team and position.

- ↳ Press the **L1** button or press the **R1** button to change teams or press the **L2** button or press the **R2** button to focus on a particular position.

### DEPTH CHART

Re-order the depth chart of all NFL teams.

### **To change the order of the depth chart:**

1. From the Depth Chart screen, highlight a player from the depth chart screen (on top) and press the **X** button. Your cursor moves to the team roster.
2. Highlight a player from the team roster and press the **X** button. The new player is inserted into the depth chart.

- ↳ Press the **●** button and the depth chart reorders automatically.

**NOTE:** 3<sup>RD</sup> down running backs (3DRB) sub in for the halfback on every 3<sup>RD</sup> down situation. 3<sup>RD</sup> down backs typically have better hands and/or are a little faster than the starting running back.

### **To set a substitution:**

1. From the Substitution screen (only available in Franchise mode and in the Pause menu during a game), select a situation (press the **L2** button or press the **R2** button to scroll through the selections) and then a formation and set (pressing the D-Button **↑**).
2. Select a position by pressing the D-Button **↔** to scroll through the players in a set and then press the **X** button on the desired player.
3. From the Available Players list, highlight a player to be substituted in the starting spot and press the **X** button. The new depth chart is set.





## TRADE PLAYER

Trade players from team to team.

### **To trade a player:**

1. From the Trade Player screen, highlight a player from any team roster and press the **X** button. His last name appears in the trade window.
2. Press the **L1** button or press the **R1** button, highlight the player (from another team) that you wish to trade for and press the **X** button.
3. Press the **START** button and the trade is either accepted or declined. If the trade is accepted highlight YES and press the **X** button to proceed.

**NOTE:** In Franchise mode a color bar indicates how enthusiastic a CPU team is about a trade. RED = Not likely to make trade. GREEN = Likely to make trade.

## FREE AGENTS

Sign a free agent to a team.

### **To sign a free agent:**

1. From the Free Agents screen, press the L1 button or R1 button to change teams and view salary cap information for that team.
  2. If the selected team has enough room under the cap, highlight the player you wish to sign and press the **X** button. The player either accepts or declines the offer.
- ⊙ In Franchise mode, the player must be offered a salary that he may accept or reject.

## RELEASE PLAYER

Release a player from any team. Once that player is released, he moves to the Free Agent list and his salary is deducted from your team payroll.

### **To release a player:**

1. From the Release Player screen, press the **L1** button or press the **R1** button to view a team's roster. Scroll through the players list by pressing the D-Button **↑**.
2. Highlight the player you wish to release and press the **X** button.
3. When prompted, select YES and press the **X** button to confirm the player's release.

## EDIT PLAYER

Change the attributes, equipment, appearance, and personal information of any player.

### **To edit a player:**

1. Select View Roster from the Roster menu. Highlight the player you wish to edit and press the **X** button. The Edit Player screen appears.
2. From the Edit Player screen, find the player you wish to edit and press the **X** button.
3. Highlight the desired section to be edited and press the **X** button (Information, Appearance, Build, Equipment, or Attributes). For more information, **▶ Create-a-Player** on p. 27.

## **BREAKDOWN**

View all NFL team rosters by team and position. If a team requires a player for a particular position, it appears highlighted in blue. Press the **L1** button or **R1** button to cycle teams.

## **STAT BOOK**

View personal and league stats from the Stat Book. Here you can view career stats for every active coach, general stats for all User Profiles, user vs. user stats, and user records. You can also view game records and check out the Two Minute Drill leaderboard.

# **SETTINGS**

Most of the settings featured in *Madden NFL 2003* are self-explanatory. The others are listed below.

## **GAMEPLAY**

### **GAME**

#### **PRE-EXISTING INJURIES**

Certain players begin the first season with the same injuries as their real-world counterparts.

#### **MADDEN CHALLENGE**

When **ON**, you can take the Madden Challenge and earn tokens for completing tasks during your game (1 Player games only).

### **CUSTOM GAME**

#### **PLAYER LOCK**

Defense only, the player that you select before the snap becomes the default player that you control at the start of the next play.

#### **AUTO SUB OUT**

Determines the energy level at which your players are subbed out.

#### **AUTO SUB IN**

Determines the energy level at which your players are subbed back into the game.

#### **PASS LEAD SENSITIVITY**

Determines how much the QB leads his receivers on pass plays.

#### **PASSING MODE**

Select **NORMAL** for traditional button-based passing, or **QUICK** to simplify passing—you no longer need to press the **X** button again to bring up the passing symbols.

#### **REMEMBER FORMATIONS**

When **ON**, the playcalling screen automatically returns to the same formation that you called for the previous play.



## PENALTY

### OFFSIDES

When **ON**, defensive players can jump offsides, although they will be called for it (if Penalties are turned ON). When Offsides is turned OFF, defenders are physically barred from running offsides.

### PENALTY SLIDERS

Adjust the sensitivity for the penalties. Change the setting by moving the slider towards + or – by pressing the D-Button ↔.

## AI

**PASS/CATCH/RUN ASSIST** Turns Pass, Catch, or Run Assistance ON/OFF. When ON, AI settings are adjusted to make gameplay easier.

**NOTE:** Pass/Catch/Run Assist can only be turned on if EASY Play is set to ON.

### OTHER AI SETTINGS

Adjust various offensive or defensive AI settings for the user or CPU controlled teams by moving the slider towards + or – by pressing the D-Button ↔.

## EASY PLAY

### EASY PLAY

EASY Play allows novice users to play the game with ease.

**NOTE:** If EASY Play is set to OFF, the settings listed below do not affect game play. The defaults below are with Easy Play set ON.

### PENALTIES

When **OFF**, no penalties are called.

### PLAY CLOCK

When **OFF**, the play clock is not a factor.

### PLAY NOTIFICATION

When set to **ON**, the play(s) chosen are displayed as you are lining up.

### PLAY CALL MODE

Select **NORMAL** for the traditional play calling system or **EASY** to choose plays based on a key player.

### PAUSE MENU

Select **NORMAL** for the traditional pause menu or **EASY** to use a simplified menu.

## CONTROLLER CONFIG.

Scroll through the available controller configurations to choose the one that best suits your playing style by pressing the D-Button ↔.

## OFF/DEF AUDIBLES

Set your offensive and defensive audibles for each profile. Each team has 10 audibles to set — five on offense and five on defense.

### **To set an Audible:**

1. Press the D-Button  $\updownarrow$  to highlight either OFFENSE or Defense and press the  $\times$  button. Your cursor moves to the play windows.
2. Highlight one of the audible slots from the play windows and press the  $\times$  button. Select a playbook. The cursor moves to the formation window.
3. Select the audible you wish to change and press the  $\times$  button.
4. Select a formation and set by pressing the D-Button  $\leftrightarrow$  or  $\updownarrow$  and then pressing the  $\times$  button. Highlight the desired play and press the  $\times$  button to accept it.

$\hookrightarrow$  To flip any audible, press the **R2** button while it's highlighted.

## **SYSTEM**

### **AUDIO**

#### **VOLUME SLIDERS**

Adjust the volume for all sounds of the game. Change the setting by moving the slider towards + or - by pressing the D-Button  $\leftrightarrow$ .

### **VISUAL**

#### **FIELD LINES**

Set the field line display to NONE, **FIRST DOWN**, LOS, or BOTH. When set to FIRST DOWN, a yellow first down marker is displayed across the field. When set on LOS, the line of scrimmage is highlighted with a blue field marker. When set to BOTH, the FIRST DOWN and LOS lines are on.

### **ONLINE**

#### **GAMEPLAY**

Set the gameplay options you want to use online. The gameplay options are determined by the player hosting the game.

#### **SYSTEM**

#### **ONLINE**

Set the audio/video controls for your online games. Create and edit your quick messages.

#### **To create/edit a message:**

$\hookrightarrow$  Highlight the message you wish to edit and press the  $\times$  button, then use the keyboard pop-up to enter the text. To use that quick message in a chat room, bring up the keyboard pop-up and hit the **Q** key to quickly enter the message.

#### **SAVE**

Save your settings to your memory card.

# SAVING AND LOADING



Save or load files from your memory card.

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

## **To load, save, or delete a file:**

1. From the Main menu, select SETTINGS then MEMORY CARD to get to the Load/Save/Delete screen.
2. Highlight LOAD, SAVE, or DELETE and press the **X** button.
  - Press the **R1** button/**L1** button to browse the file types.
  - Press the **R2** button/**L2** button to switch between MEMORY CARD slots.
3. Highlight the file you wish to LOAD, SAVE, or DELETE and press the **X** button.
  - ↳ When saving, enter the name of the file using the keyboard pop-up, highlight DONE and press the **X** button to complete the save.

**NOTE:** If you have already saved the file, you will be prompted to overwrite the existing file instead of saving a new file.

**NOTE:** If a Roster, User Profile, or Settings file is present on a memory card, it will be auto loaded during the initial boot up from any available memory card slot. Rosters and settings will be set to the first ones found while User Profiles will load the first four found.

# PROFILE MANAGER

Keep track of your career stats with a User Profile. If an active User Profile is associated with a team during a game, the computer keeps track of the YOUR statistics.

## **NEW/EDIT PROFILE**

Keep track of your personal stats by creating a User Profile.

### **To create a new User Profile:**

1. From the Main menu, press the **●** button. The Choose Active Profile screen appears. Highlight CREATE PROFILE and press the **X** button.
2. Use the Edit Box to create a name for your User Profile. Highlight DONE and press the **X** button to accept the new Profile name.

### **To Load, Save, or Delete a User Profile from your memory card:**

- ↳ From the Load, Save, or Delete screen, highlight the Profile you wish to load, save or delete and press the **X** button. The Profile is now loaded or saved to a memory card, or deleted from in the game.

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