

EA
SPORTS™

NCAA
FOOTBALL
2003

EVERYONE

E

CONTENT RATED BY
ESRB



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, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

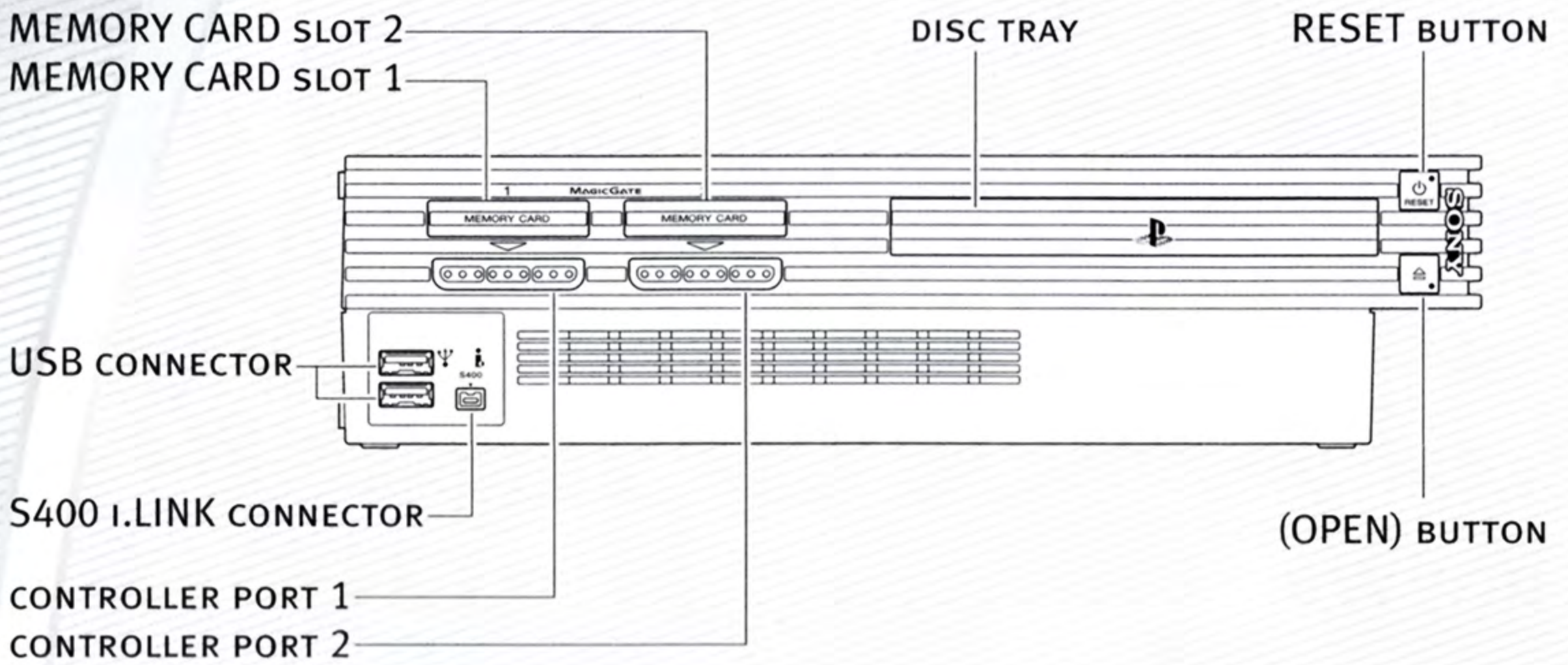
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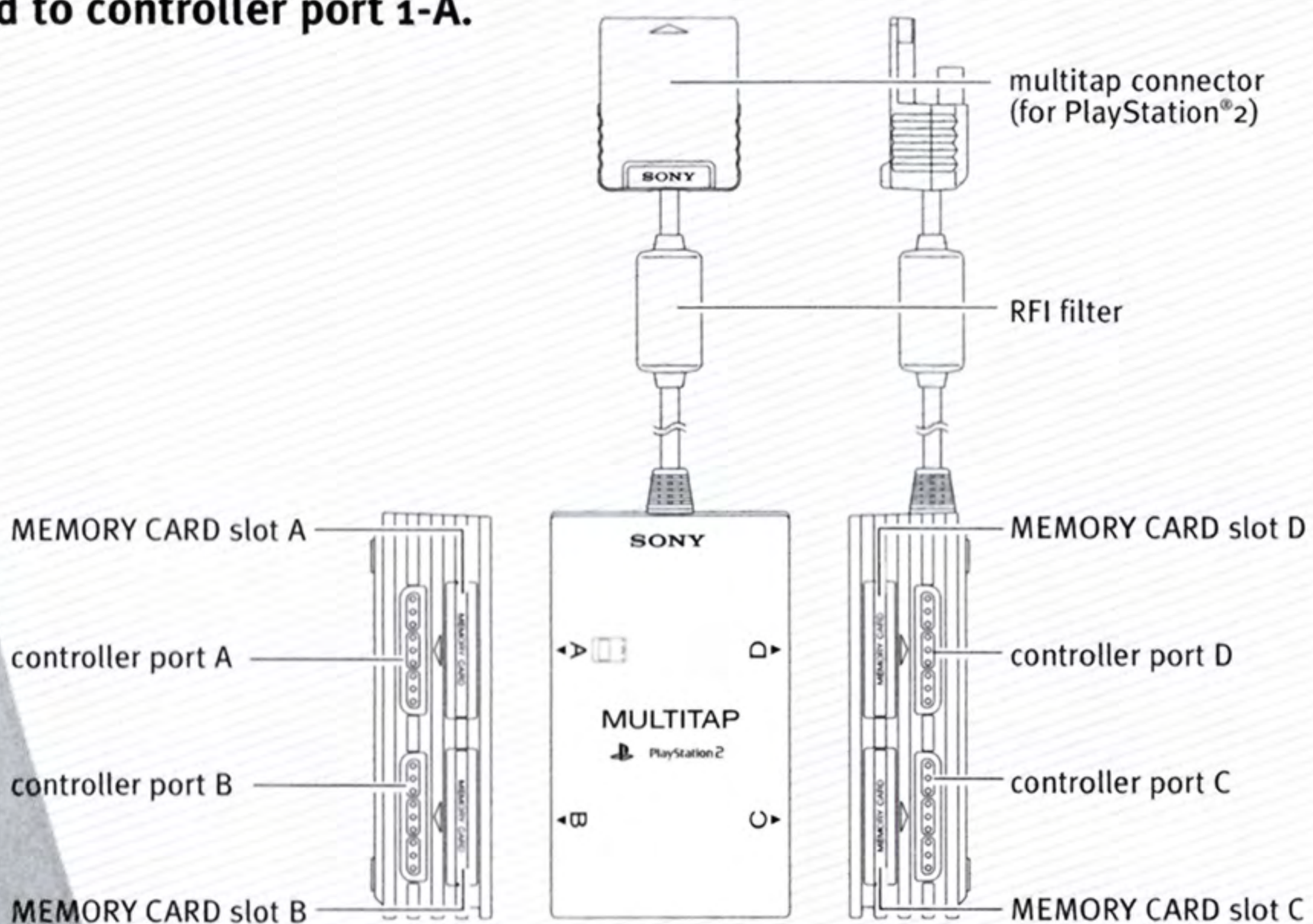
STARTING THE GAME

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 *NCAA[®] Football 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.

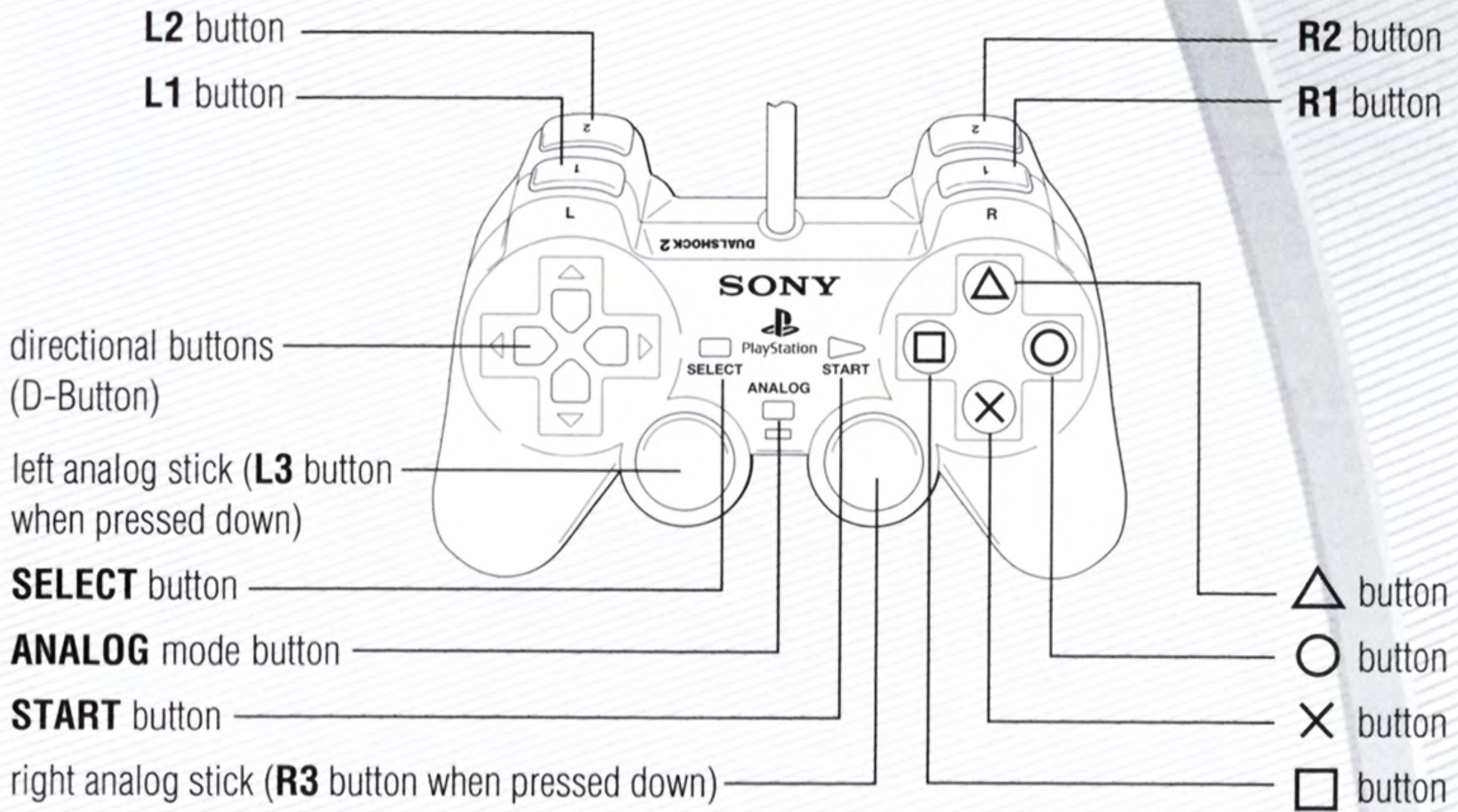
NOTE: When using the multitap (for PlayStation[®]2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-Button ↑
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✕ button
Return to previous screen	▲ button



BASIC CONTROLS

Get these basic controls down and you've made the junior varsity squad. Once you've mastered these, graduate to the Complete Controls (► p. 6) and you're on your way to the National Championship.

GAME CONTROLS

PLAY SELECTION

Select Formation	✕ button
Select Play	■ button, ✕ button, or ● button

KICKING

Start kick meter/kick	✕ button
Kick power (red bar)	✕ button
Kick accuracy (yellow bar)	✕ button

OFFENSE

Snap the ball	✕ button
Move player/run	D-Button or left analog stick
Pass to receiver with matching symbol	■ button, ✕ button, ● button, L1 button, or R1 button
Sprint (hold button, while running)	✕ button

DEFENSE

Switch player (before the snap)	✕ button or ● button
Switch player (after the snap)	✕ button
Move player/run	D-Button or left analog stick
Sprint (hold button)	● button
Dive (tackle if collision)	■ button



INTRODUCTION

NCAA Football 2003 delivers legendary rivalries, emotional upsets, and unique college gridiron action. See and feel the difference that separates the pageantry of college football from the pro game. Control all the action with defensive swats, stiff-arm broken tackles, fake-out moves, and much more. Improved A.I. and gameplay lets you call and execute the plays that make the band play, the cheerleaders shout, and the mascots dance.



FEATURES:

- ⦿ **College Spirit**—Authentic stadiums for 116 Division 1-A programs, with new 3D cheerleaders and 50 mascots leading the crowds in team-specific chants and over 200 unique fight songs and rousers.
- ⦿ **All the Hardware**—Decorate your trophy room with dozens of personally-engraved awards, including the Heisman Memorial Trophy™, rivalry trophies, and conference championship trophies.
- ⦿ **Rivalry Game**—Over 100 authentic rivalries with many of college football's most storied rivalry games. Some are for trophies—all are for bragging rights!
- ⦿ **All the Moves**—Run a new option variation, perform play fakes, spin moves, one-foot toe drags, and more. A defensive coach cam and strafe move on defense give you even more control over your game.
- ⦿ **And the Crowd Goes Wild**—Listen to the ref's call echo through the stadium and hear the reaction of the fans. Plus, more in-game audio from the broadcast team of Nessler, Herbstreit, and Corso keeps the commentary fresh from game to game.
- ⦿ **Fly Your School Colors**—Customize your game experience based on your favorite college team—see your school's mascot, hear your school's fight song, and view your school's stadium as you select your next opponent.

NOTE: School mascots and fight songs are not available for all teams.



For more info about this and other titles, visit
EA SPORTS™ on the web at www.easports.com.



COMPLETE CONTROLS

You've got all your basics and you're ready to step up your game. You've come to the right place. These controls will give you even more control over your team.

GENERAL GAMEPLAY

Pause **START** button

Call Timeout **SELECT** button

PLAYCALLING

Cycle through sets/formations D-Button \updownarrow

Select set/formation **X** button

Cycle through plays D-Button \updownarrow

Select corresponding play **■** button, **X** button, or **●** button

Cancel formation **▲** button

Bluff playcall (upper window) **L1** button + **■** button, **X** button, or **●** button

Bluff playcall (lower window) **L2** button + **■** button, **X** button, or **●** button

Ask Corso (offense only) **■** button

OFFENSE

BEFORE THE SNAP

Call audible **■** button then **■** button, **X** button, **●** button, **L1** button, or **R1** button

Snap ball **X** button

Fake snap signal **●** button

Call hot route (► p. 7) **▲** button

Crowd control **L3** button

Coach's cam (don't show play diagram on field) **L2** button

Coach's cam (show play diagram on field) **R2** button

Cycle through man in motion options D-Button \updownarrow

Put selected man in motion D-Button \leftrightarrow

↪ To cancel an audible, press the **■** button, then press the **L2** button before the snap to run the original play as picked in the Play Call screen.



↪ To flip the play at the line of scrimmage, press the ■ button, then press the R2 button before the snap.

↪ To exit audible selection before picking a play, press the ▲ button.

NOTE: For information on setting your audibles, ► *My Playbook* on p. 32.

To call a Hot Route:

1. Press the ▲ button at the line of scrimmage, then press the corresponding button symbol (■ button, ✕ button, ● button, L1 button, or R1 button) of the receiver whose route you want to change.
 2. After the receiver is selected, press the D-Button ↑ to send him on a fly pattern, press the D-Button ↓ for a quick hitch, 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).
- ↪ Press the L2 button or the R2 button to perform a pass block left/right for tight ends and running backs.
- ↪ To cancel the Hot Route, press the ▲ button again.

To call man in motion:

1. While at the line of scrimmage, press the D-Button or left analog stick ↑ or ↓ to highlight the receiver that you want to put in motion.
2. Press the D-Button or left analog stick ↔ to send that receiver in motion.

RUNNING

Move player/run	D-Button or left analog stick
Sprint (hold button)	✕ button
Dive	■ button
QB dive/slide	■ button (pressure sensitive)
Jump/hurdle	▲ button
Spin	● button
Juke left/right	L1 button/R1 button (pressure sensitive)
Stiff arm left/right	L2 button
Lateral	R2 button



PASSING

Pass to receiver with corresponding symbol	■ button, ✕ button, ● button, L1 button, or R1 button
Pump fake	R2 button
Toggle passing symbols ON/OFF	L2 button
Throw ball away	▲ button

- ↳ With passing symbols OFF, your quarterback can sprint, juke, spin, jump or dive.
- ↳ To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a touch pass, tap the button.
- ↳ To lead your receiver, press the D-Button or left analog stick in the direction you want to lead your receiver, and then press the button that corresponds to that receiver.

NOTE: Once your QB crosses the line of scrimmage, he's not allowed to throw the ball downfield.

OPTION RUN

Pitch	R2 button
Fake Pitch	L2 button
Hand off to FB on triple option	✕ button

RECEIVING

Control intended receiver	✕ button (while ball is airborne)
Dive for pass	■ button
Jump for pass	▲ button
Sprint	● button (hold)

- ↳ To run a hurry-up offense, press and hold the ▲ button 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" play, press and hold the ■ button.

DEFENSE

BEFORE THE SNAP

Cycle through defenders	✕ button, ● button
Reposition player	D-Button or left analog stick
Call an audible	■ button then ■ button, ✕ button, ● button, L1 button, or R1 button

Linebacker audibles	R1 button then:
Normal	D-Button ↑
Pinch	D-Button ↓
Left	D-Button ←
Right	D-Button →
Coverage audibles	▲ button then
Loose	D-Button ↑
Bump and run	D-Button ↓
Normal	D-Button ↔
Man Shift (if MANUAL in In-Game Settings)	✖ button
Defensive Line audibles	L1 button then:
Normal	D-Button ↑
Pinch	D-Button ↓
Left	D-Button ←
Right	D-Button →
Crowd Control	L3 button
Coach's cam (don't show play)	L2 button diagram on field)
Coach's cam (show play diagram)	R2 button on field)

- ↪ To cancel an audible, press the **■** button, then press the **L2** button before the snap to run the original play as picked in the Play Call screen.
- ↪ To flip the play at the line of scrimmage, press the **■** button, then the **R2** button before the snap.
- ↪ To exit audible selection before picking a play, press the **▲** button.

NOTE: For more information on Audibles, ➤ *My Playbook* on p. 32.

AFTER THE SNAP

Control player nearest to the ball	✖ button
Move player/run stick	D-Button or left analog
Dive (tackle if collision)	■ button
Sprint (hold button)	● button
Catch/Defend pass	▲ button
Spin move (engaged)	L2 button/ R2 button
Swim/Rip move (engaged)	L1 button/ R1 button
Strip ball (not engaged)	L2 button/ R2 button
Swat ball (not engaged)	L1 button
Strafe (hold button, not engaged)	R1 button



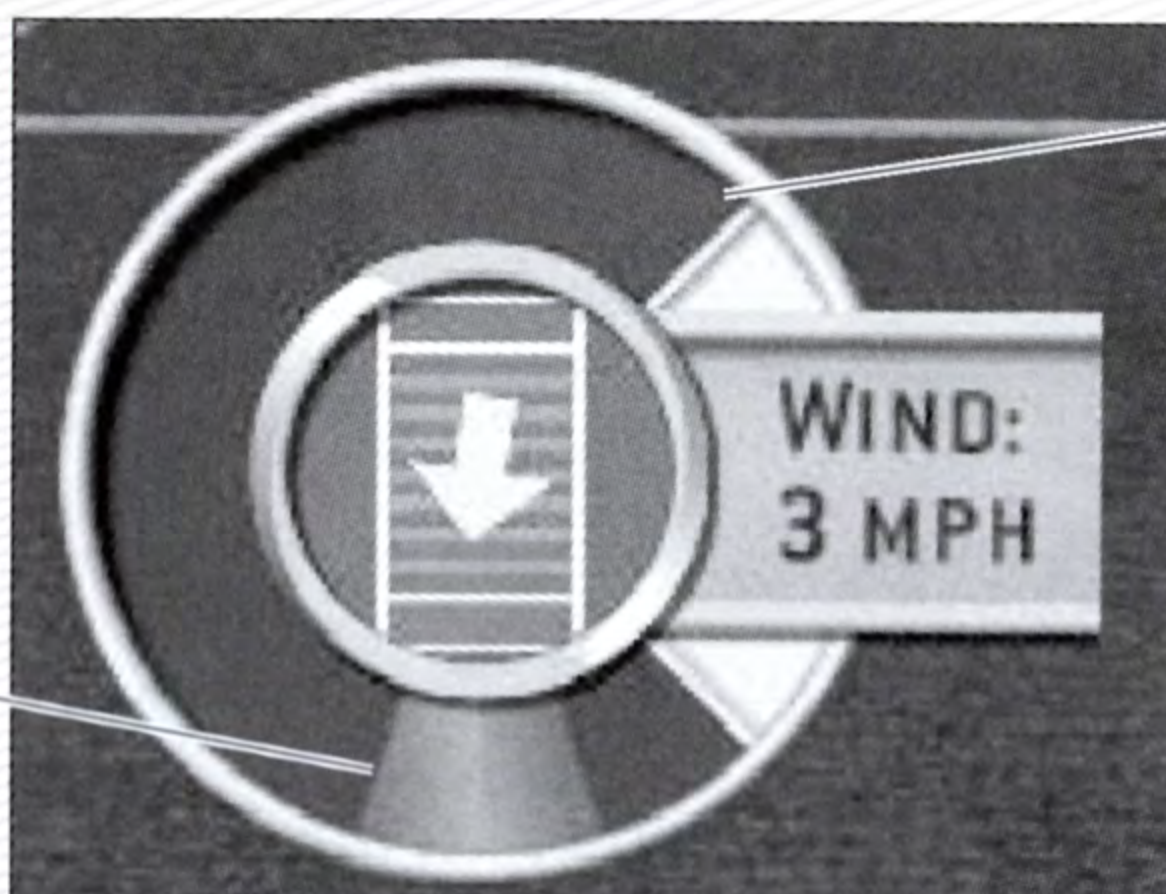
KICKING GAME

KICKING

Aim Kick	D-Button or left analog stick
Start kick meter/Kick	✖ button
Kick power	✖ button
Kick accuracy	✖ button

➡ Press the ✖ button to start the kick meter.

PRESS THE ✖ BUTTON AGAIN WHEN THE METER COMES BACK TO THIS POINT. PRESSING THE ✖ BUTTON HERE GIVES YOUR KICK BETTER ACCURACY.



WHEN THE METER REACHES HERE, IT IS AT ITS HIGHEST DESIRABLE POINT. PRESS THE ✖ BUTTON AGAIN BEFORE IT PASSES THIS SECTION OR YOU WILL OVER-KICK.

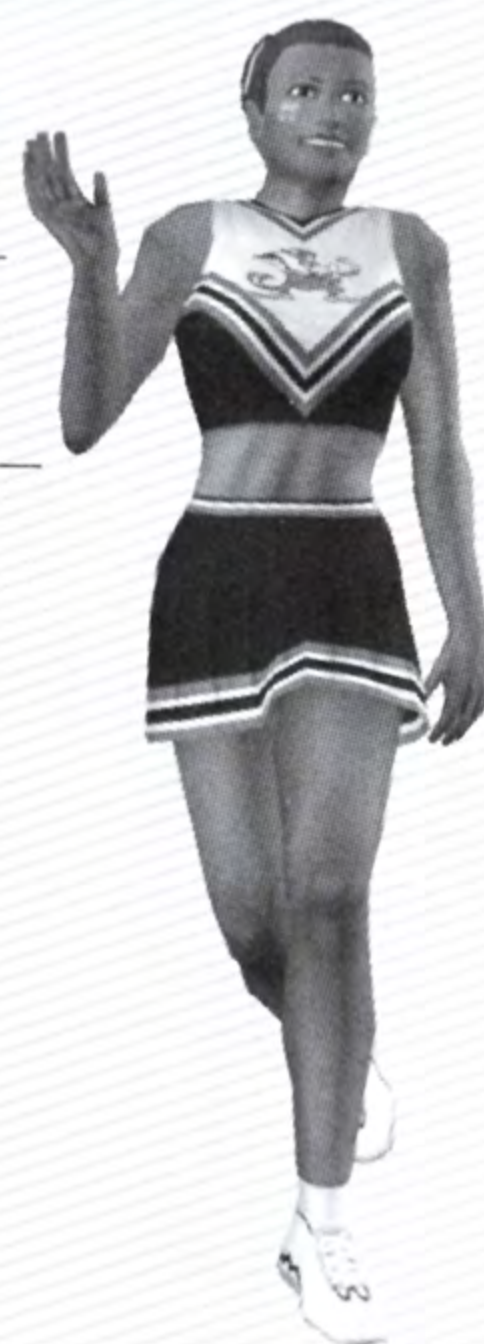


TIP: For some kickers and punters, over-kicking can add power to the kick. Remember though, using over-kick decreases your kicker's accuracy.

RETURNING A KICK

Switch players	✖ button
Control return man	D-Button or left analog stick
Fair catch (you must have control of the return man while the ball is in the air)	▲ button
Kneel (you must have control of the return man)	Stay in end zone

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



SETTING UP THE GAME



Navigate through the Main menu and get ready for the first game of the season.

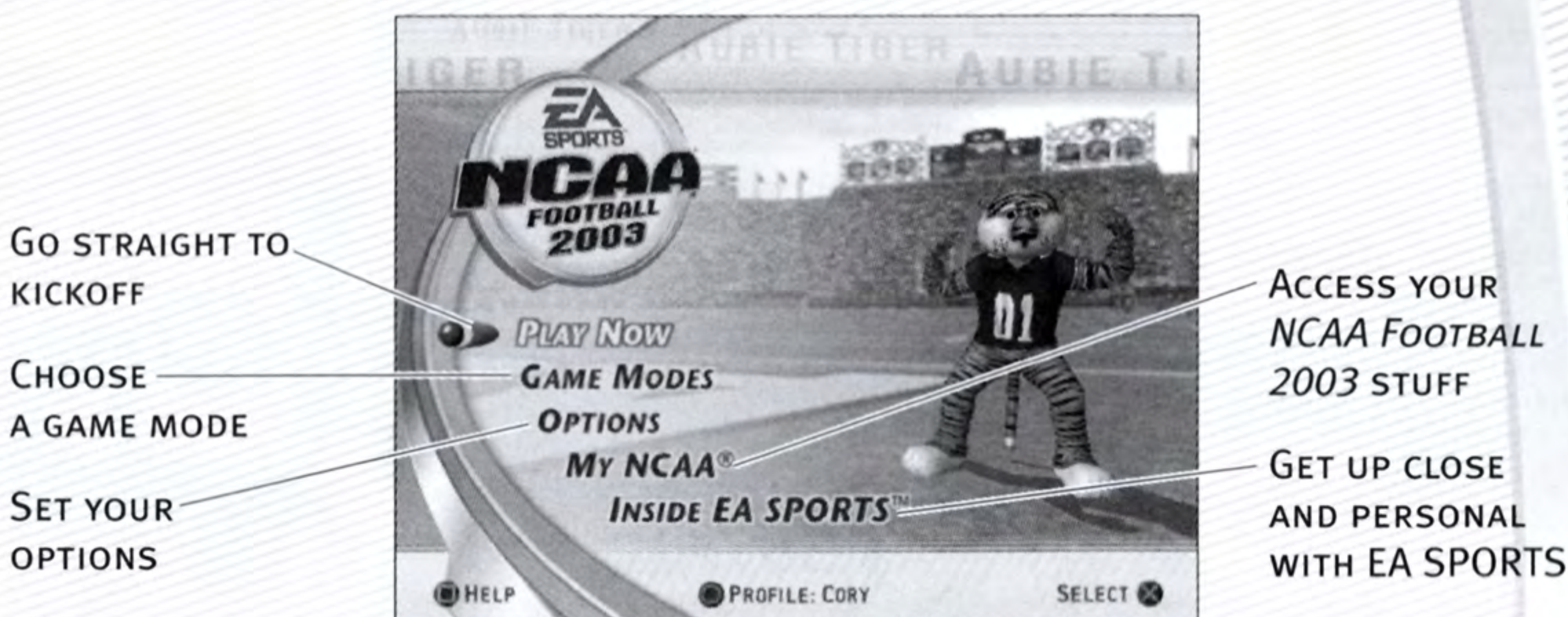
MY FAVORITE TEAM

The first time you start *NCAA Football 2003* with a memory card (8MB) (for PlayStation®2), you are prompted to select your favorite team. This team is then used as the default team for Exhibition, Season, and Dynasty Mode™ games and will also be featured in all menu artwork.

➤ At the My Favorite Team pop-up, press the D-Button ↑ until your desired team is highlighted. Then press the ✕ button to select.

MAIN MENU

From the Main menu, you can choose a game mode, adjust your options, or go straight to the field.



PLAY NOW

Play an exhibition game. This mode requires little setup and is the fastest way to the field (▶ p. 13).

GAME MODES

Select a game mode from Season Mode, Dynasty Mode™, Rivalry Game, Mascot Game, and Practice (▶ p. 16).

OPTIONS

Create-A-School, Create-A-Player, manage your Rosters, adjust your Settings, or Load/Save game files (▶ p. 24).

My NCAA

View your awards in your Trophy Room, see how many pennants you've earned, see how you measure up in the Campus Challenge, view Stats/Records, set audibles in My Playbook, or alter your in-game and controller settings (▶ p. 31).

Look at the *Madden NFL™ 2003* Preview, *NASCAR™ Thunder 2003* Preview, Behind The Scenes, or check out the game Credits.

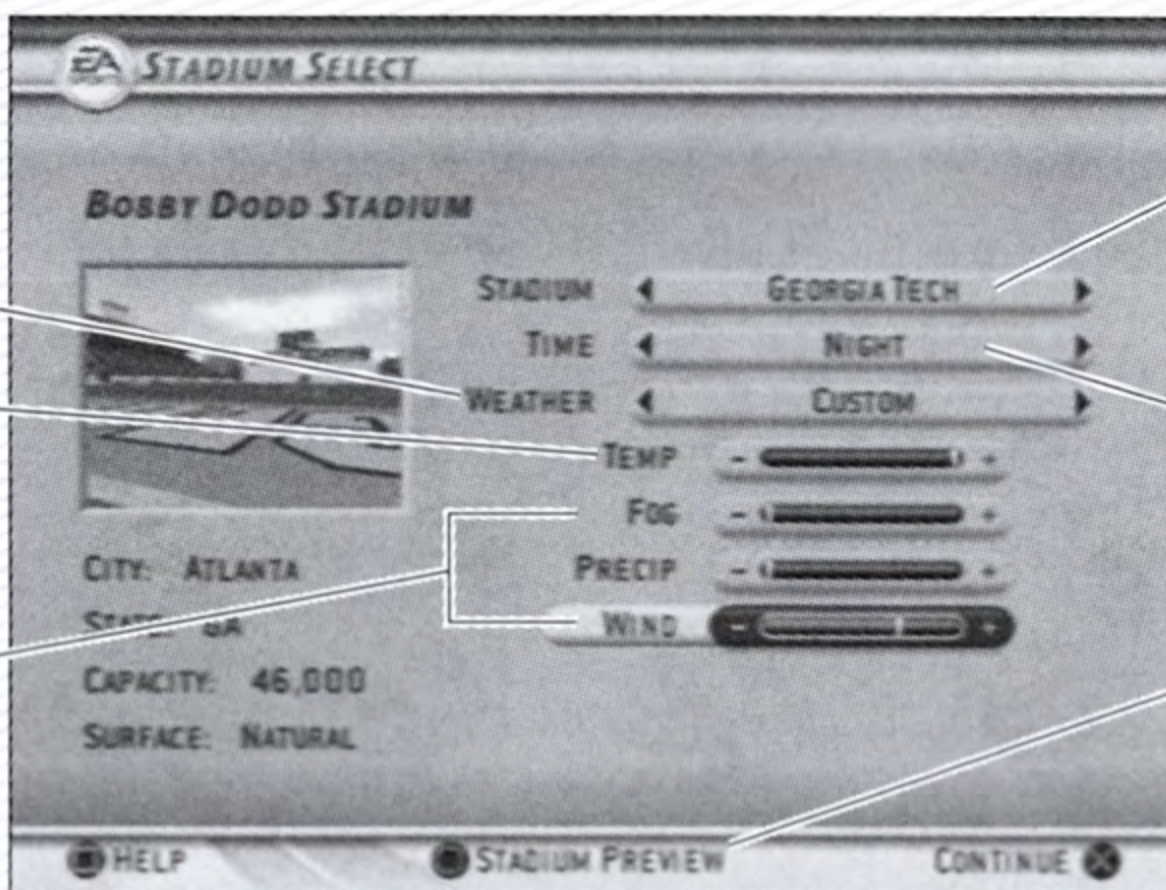
➡ Press the ● button to create, select, or load a user profile.

STADIUM SELECT

ADJUST THE WEATHER CONDITIONS

SET THE TEMPERATURE BETWEEN HOTTER AND COLDER

VARY THE AMOUNT OF FOG, RAIN, AND WIND



PRESS THE D-BUTTON TO CHOOSE A STADIUM

SET THE GAME TIME

PRESS THE ● BUTTON TO SEE A PREVIEW OF THE STADIUM

STADIUM PREVIEW CONTROLS

Move the camera forward/backward/right/left D-Button or left analog stick

Rotate the camera up/down/sideways on its axis right analog stick

Zoom in/out ■ button/● button

Hide controls SELECT button

Return to the Stadium Select screen START button or ▲ button



PLAY NOW



Get your kicker warmed up fast because this mode takes you straight onto the field. Or win the coin toss and it's show time for your kick returners.

To start a Play Now game:

1. From the Main menu highlight PLAY NOW and press the **X** button. The Team Select screen appears.
 - ↳ Press the D-Button \leftrightarrow until you see your desired team.
 - ↳ Press the D-Button \updownarrow to change between Home and Away teams.
 - ↳ To randomly select a team, press the **L2/R2** button.
 - ↳ To cycle through teams alphabetically, press the **L1/R1** button.
 - ↳ To choose a stadium, press the **●** button (▶ *Stadium Select Screen* on p. 12).
3. When you're finished selecting teams and a stadium, press the **X** button to go to the Controller Select screen.
 - ↳ To choose a user profile, press the D-Button \updownarrow until your profile is displayed in the Controller Select menu. To create or load a profile, highlight the appropriate selection (▶ *User Profiles* on p. 16).
 - ↳ To change your user options, press the **●** button. Under User Options, you can change your uniform or playbook.
5. Press the **X** button to go to the kickoff (▶ *Kicking Off* on p. 14).



ON THE FIELD

You need a well-rounded team if you want to go all the way to the Tostitos® Fiesta Bowl. Read this section to learn about some of the finer points of college football.

KICKING OFF

It all starts with a toss of the coin. Step up to the ref and hope that you're as lucky as you're feeling.

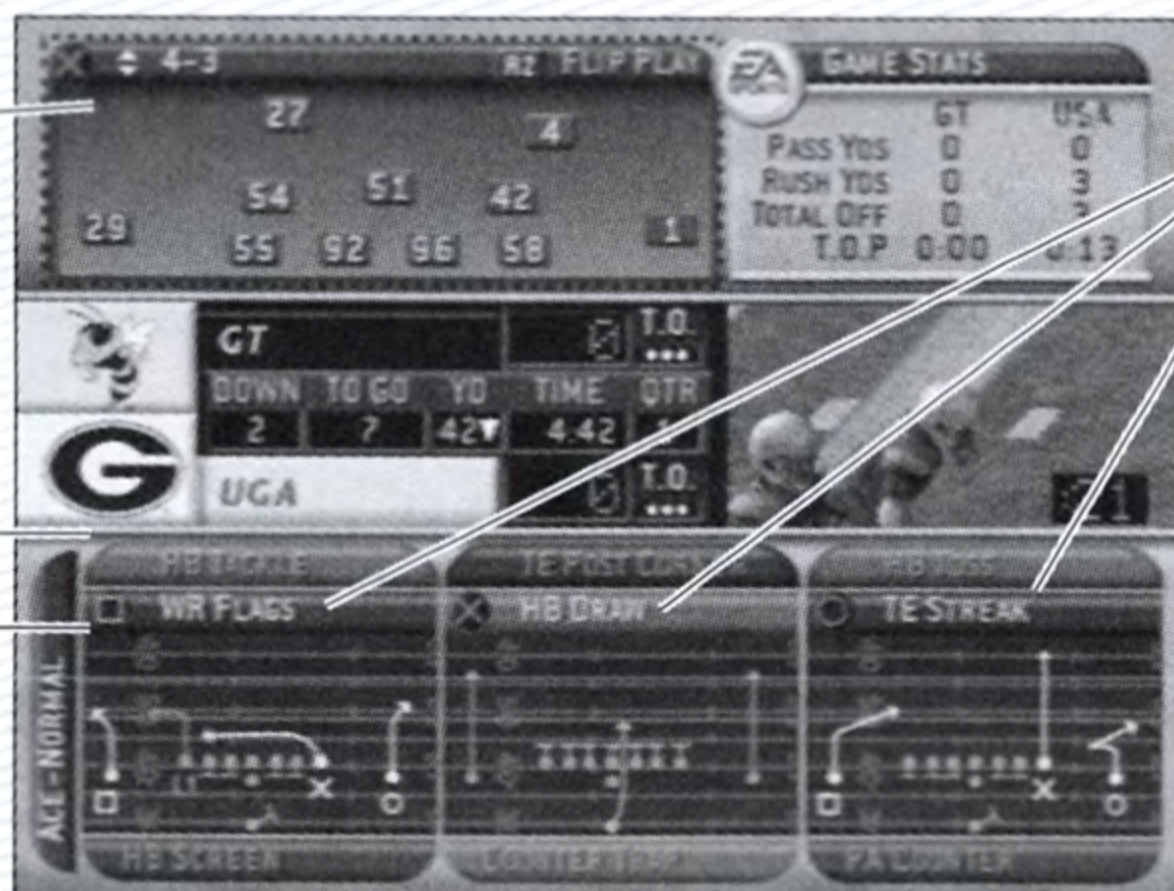
- The visiting team captain makes the call. If you're the visiting team, press the D-Button \updownarrow to choose either heads or tails and then press the \times button.
- The team who wins the toss has a choice of Kicking, Receiving, or Defending a particular end zone. The other team selects from the remaining choices.

PLAYCALLING SCREEN

It's 3rd and 15 and it's all up to you. Call that deep play and keep marching down the field.

PRESS THE D-BUTTON \updownarrow TO SELECT A FORMATION AND THEN PRESS THE \times BUTTON

PRESS THE D-BUTTON \updownarrow TO CYCLE THROUGH THE PLAYS



PRESS THE CORRESPONDING BUTTON TO THE PLAY THAT YOU WANT TO CALL (■ BUTTON, \times BUTTON, OR ● BUTTON)

● Running plays are green and passing plays are blue.

➤ To flip a play, press the **R2** button.



GAME SCREEN

You can get a good idea of your team's situation by reading the information on the game screen.



PAUSE MENU

Take a breather, look at the Instant Replay, adjust your In-Game Strategy, view game Stats/Records (▶ p. 32), take the Campus Challenge (▶ p. 31), adjust your Settings (▶ p. 33), quit to the Main menu, and more.

↶ Press the **START** button to access the Pause menu.

IN-GAME STRATEGY

Set your Depth Chart (▶ p. 22), Formation Subs, and Audibles (▶ *My Playbook* on p. 32) or view Injury Reports.

To set your formation subs:

1. From the In-Game Strategy menu, select FORMATION SUBS. The Formation Subs screen appears.
2. Press the D-Button \updownarrow to choose the formation for which you want to substitute a player.
3. Press the D-Button \leftrightarrow to select the player you want to sub out. Then press the **X** button to move the cursor to the bottom half of the screen.
4. Press the D-Button \updownarrow to select the player you want to sub in and then press the **X** button.



USER PROFILES

Set up a User Profile to track your Campus Challenge progress, save your audibles, store your stats, and show off your trophies and pennant collection.

To create a User Profile:

1. From the Controller Select menu, choose CREATE NEW PROFILE and press the **X** button. A pop-up window appears.

↳ Alternatively, press the **●** button from the Main menu (or any mode menu) to bring up the Select Profile pop-up and create a profile.

2. Press the D-Button or the left analog stick to highlight a letter. When the letter is highlighted, press the **X** button to type that letter.

3. Continue selecting characters until you're finished, then highlight OK and press the **X** button.

↳ To switch to capital letters, press the **R1** button.

To load a User Profile:

1. From the Controller Select menu, choose LOAD PROFILE and press the **X** button. The Load Profile screen appears.

↳ Alternatively, press the **●** button from the Main menu (or any mode menu) to bring up the Select Profile pop-up and load a profile.

2. Press the D-Button to highlight the profile you want to load and press the **X** button.

↳ To change the MEMORY CARD slot, press the **L2** button or **R2** button.

OTHER GAME MODES

Lead your team to a bowl bid in Season Mode or build a perennial national powerhouse in Dynasty Mode. Defeat your school's rival in a Rivalry Game, play for pride in a Mascot Game, or hit the field to perfect a new play in Practice mode.

SEASON MODE

You've got to have a long-term strategy to come out on top after a whole season.

To begin a new Season mode game:

1. From the Main menu, choose GAME MODES. The Game Modes menu appears.

2. Highlight SEASON MODE and press the **X** button. The Season pop-up appears.

3. Choose NEW. The Season Setup menu appears.

4. Press the D-Button **↑** to highlight a team you want to use, then press the **●** button to select that team. When you've finished selecting your team(s), press the **X** button to advance to the Season menu.

5. To start your first week, highlight PLAY WEEK and press the **X** button. The Play Week pop-up window appears. Select either the Weekly Schedule view or the Team Schedule view.
6. Press the **●** button to check the game(s) you want to play and press the **X** button. When unchecked, a pop-up window appears.
7. To play the game, highlight PLAY GAME and press the **X** button. Continue as you would in a Play Now game (► *Play Now* on p. 13).

NOTE: Only Division 1-A teams are included by default. To include Division 1-AA or Created Teams, press the **SELECT** button from the Season Setup screen.

SEASON MENU

Manage your season including adjusting options, viewing stats, and more.

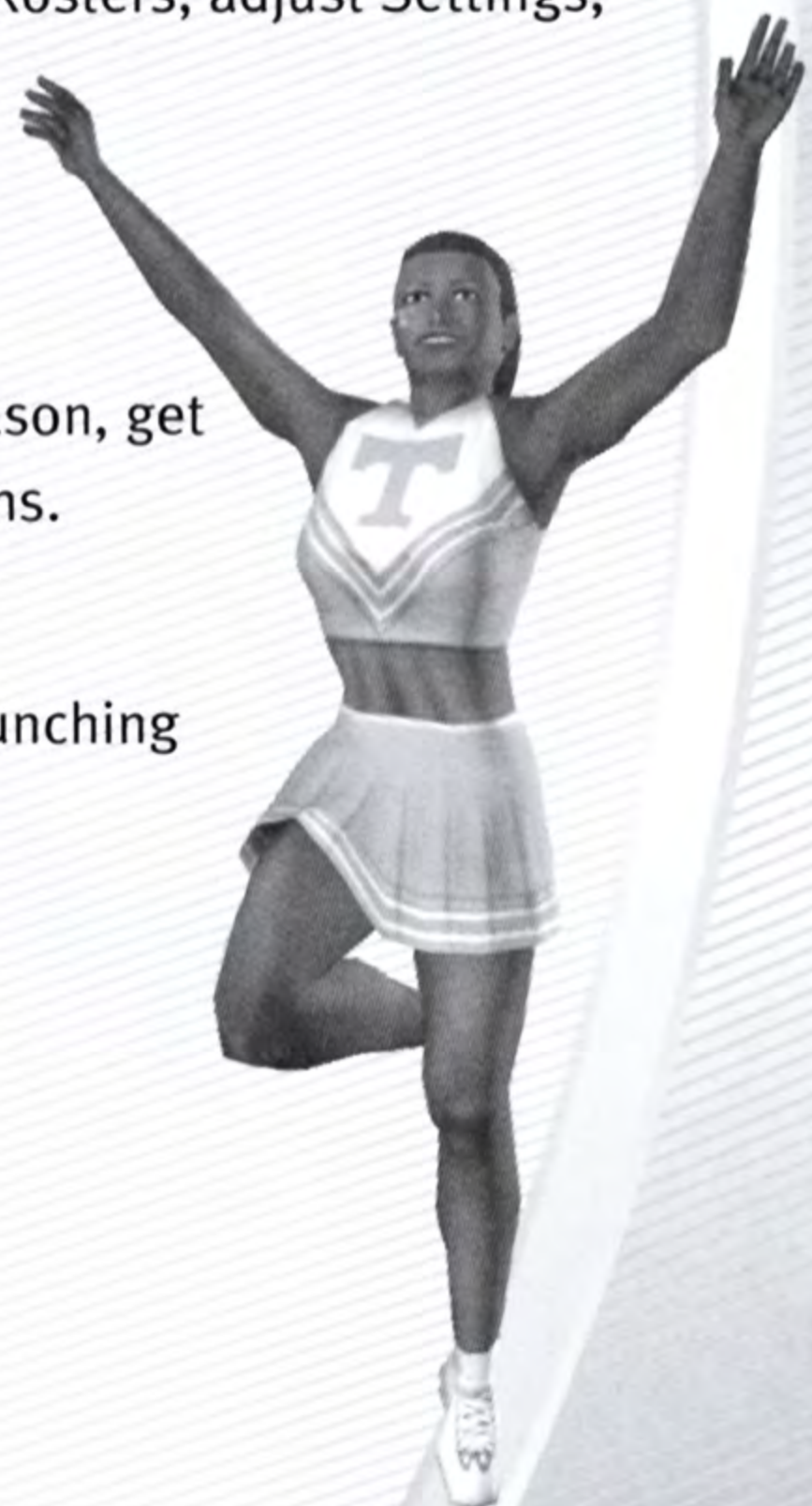
PRESEASON OPTIONS	Redshirt Players or create Custom Schedules. These options are only available before you begin your season.
PLAY WEEK	Play through the current week's games. You can also simulate games.
TEAM STATS/RANKINGS	View the Top 25 Polls, Team Standings, Team Stats, Stat Rankings, Bowl Rankings, or who's playing in the Bowl Games.
PLAYER STATS/AWARDS	Check out the Weekly Awards, Season Awards, All-Americans, and Season Stats.
OPTIONS	Create-A-Player, manage Rosters, adjust Settings, or Load/Save game files.
MY NCAA	► <i>My NCAA</i> on p. 31.

PRE-SEASON

Before you take the field for your first game of the season, get your team in order by adjusting your Preseason Options.

REDSHIRTING A PLAYER

Give your developing players a year to grow before launching them into the NCAA.



To redshirt a player:

1. From the Preseason Options pop-up, choose REDSHIRT PLAYERS. The Redshirt Players screen appears.
 2. Press the D-Button \updownarrow to highlight the player you want to redshirt and then press the \times button.
- ⊙ A redshirted player's number and stats turn red to indicate that he's been redshirted.
 - ⊙ You cannot redshirt a player more than once. Players who have been redshirted in a previous year are grayed out.

CREATE A CUSTOM SCHEDULE

Set your own schedules for your selected teams.

To create a Custom Schedule:

1. From the Preseason Options pop-up, choose CUSTOM SCHEDULES. The Custom Schedules screen appears.
- ⊙ You can only change your non-conference and non-rivalry games.
 - ⊙ You can create a schedule of 12 to 13 games depending on your team's initial schedule.
2. Press the D-Button \updownarrow to highlight a game that you want to change and then press the \times button. The Select Opponent pop-up appears.
 3. Press the D-Button \updownarrow to highlight the team you want to play for that week and press the \times button. Continue doing this until you have all of your games set against your desired opponents.
- ↩ If your schedule is full, select a week in which you have a game scheduled and change it to OPEN. You can then go and choose an opponent to play for the open week that you wanted to change.



POST SEASON

Now it's on to the Conference Championships, and the Bowl Games, culminating with the Tostitos Fiesta® Bowl.

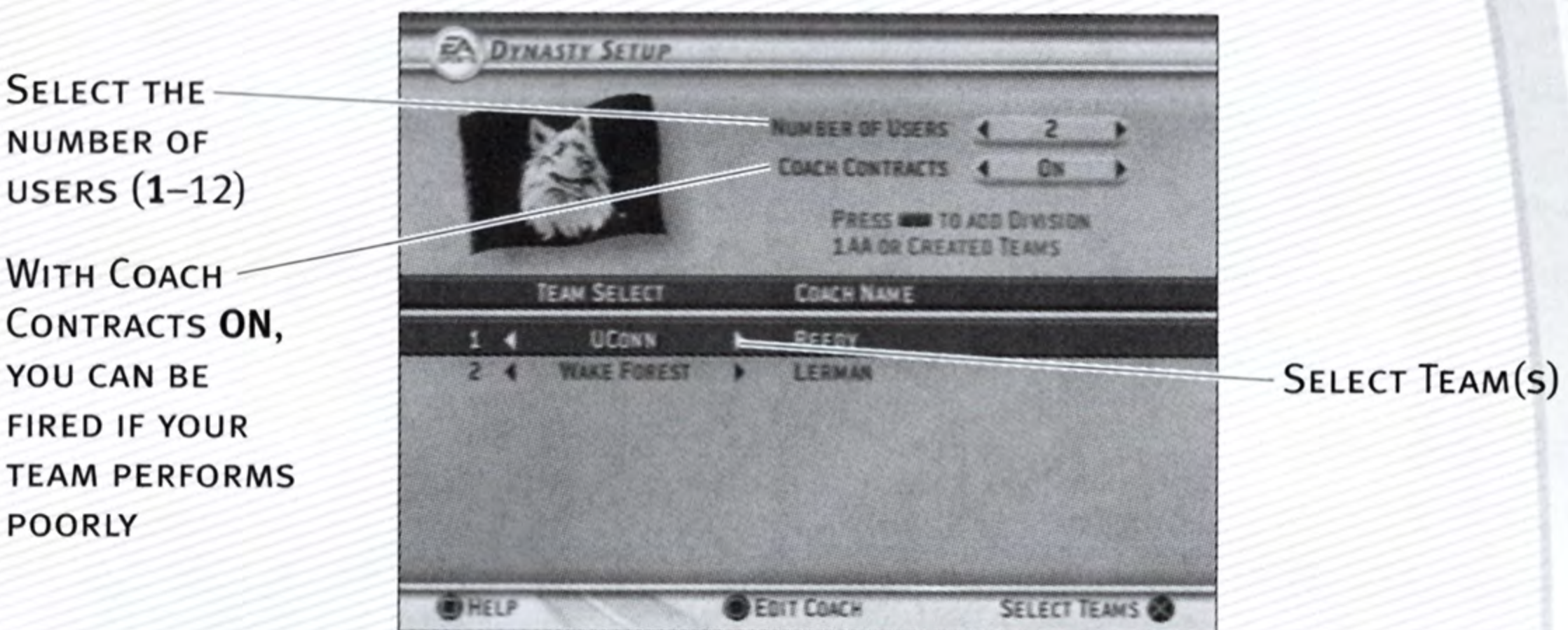
➔ To convert your Season to a Dynasty, select **YES** and press the **X** button when the prompt appears.

DYNASTY MODE™

Year after year you'll be pulling in the top recruits, bringing home the hardware, and polishing off your conference rivals as you head for the National Championship—if you've got the coaching skills it takes to build a dynasty in the NCAA, that is.

To begin a Dynasty Mode™ game:

1. From the Main menu, choose DYNASTY MODE™. A pop-up appears. Choose NEW to start a new Dynasty Mode game. The Dynasty Setup menu appears.



SELECT THE NUMBER OF USERS (1–12)

WITH COACH CONTRACTS ON, YOU CAN BE FIRED IF YOUR TEAM PERFORMS POORLY

SELECT TEAM(S)

2. Press the **X** button after selecting the Number of Users and Coach Contracts to move to the team selection portion of this screen.
3. When you've finished setting up your Dynasty, press the **X** button or the **START** button to continue to the Dynasty menu.
4. Continue as you would in a Season game (➤ *Season Mode* on p. 16).

COACH OPTIONS

Tinker with your coach options.

COACH STRATEGY

Change your Playbook, toggle Recruiting Assistance **ON/OFF**, and select a Coaching Strategy.

- ⦿ With Recruiting Assistance **ON**, the CPU will recruit players for you in the Off-season.

COACH POSITIONS

See the current positions of all user coaches.

COACH REPORT CARD

View your stats including winning seasons, longest winning streak, bowl record, conference titles, national titles, and see how large your fan base is.

↪ To take a look at your Contract Info, press the ● button when viewing Coach Report Card.

OFF-SEASON SCHEDULE

After all the bowl games are won and lost, you are asked if you want to continue to the off-season. Select YES to continue. The Off-Season menu appears. Select Off-Season Schedule to proceed through the off-season.

PLAYERS LEAVING

See which players you're losing.

↪ To export your draft class to *Madden NFL™ 2003*, press the ● button.

RECRUITING

You have recruiting points (based on your previous year's performance and your prestige) which you can assign to prospects. The farther away a recruit is from your school and the lower his interest level, the more points you will need to sign him.



To recruit a player:

- 1.** From the Off-Season Schedule, choose Recruiting.
The Recruiting Central screen appears.
 - 2.** Pick a state from which you want to recruit by pressing the D-Button \leftrightarrow or \updownarrow , then press the **X** button. The Select A Report pop-up appears.
 - 3.** To browse the recruits from your selected state, press the **X** button when the first selection is highlighted.
- \hookrightarrow To choose a recruit from another group (Current Targets, National Top 100, All Prospects, Interested Prospects, or Returning Players), highlight that selection and press the **X** button.
- 4.** To visit or call a prospect, highlight his name and press the **X** button. A pop-up window appears with four recruiting choices.
 - 5.** To choose an action, highlight it and press the **X** button.
- You may choose up to all four actions for any one recruit, but watch how you spend your recruiting points or you'll have one or two star players and a lot of walk-ons filling your roster.
 - You must retain a minimum number of players in each position to field a competitive team.
 - To simulate a week or the remainder of the recruiting season, press the **START** button from the Recruiting Central screen. A prompt asks you if you want to **ADVANCE TO NEXT WEEK** or **SIMULATE ALL WEEKS**.



TRAINING RESULTS SCREEN

After recruiting is finalized, the Off-Season Schedule screen re-appears. Select Training Results to see how your team is shaping up.

VIEW BY SCHOOL

VIEW BY POSITION

PLAYER NAME OR POSITION AND NUMBER

The screenshot shows the 'EA TRAINING RESULTS' screen. At the top, it displays 'QB #12' with a Penn State helmet icon, '# 12 SR QB', and '6' 0" 185 Lbs'. Below this, there are buttons for 'L1 PENN', 'R1', 'L2 ALL POSITIONS', and 'R2'. A star icon is labeled 'MINIMAL'. A table lists player statistics:

PLAYER	POS	OVR	SPD	STR	AWR
		LY 65	50	42	62
		+/- 2	0	1	2
QB #12	QB	67	50	43	64
QB #15	QB	52	42	45	54
HB #22	HB	63	70	42	60
HB #35	HB	62	65	43	62
FB #13	FB	46	42	41	49

At the bottom, there are buttons for 'HELP', 'PLAYER INFORMATION', and 'SORT COLUMN'.

HOW MUCH YOUR PLAYER IMPROVED

RATINGS PER CHARACTERISTIC: OVERALL, SPEED, STRENGTH, AWARENESS

CUT PLAYERS

Now is your chance to get rid of the dead weight. Cut the players that are dragging you down.

To cut a player:

1. From the Cut Players screen, press the D-Button to highlight the player you want to cut and then press the **X** button.
2. A pop-up asks you to confirm that you want to cut this player. Choose YES and press the **X** button.

SET DEPTH CHART

Adjust your depth chart to take advantage of all of your athletes' skills.

To order your depth chart:

1. At the Depth Chart screen, press the D-Button \updownarrow to locate a player you want to reorder and then press the **X** button. The cursor moves to the bottom field.
2. Choose the player you want to move into the empty slot and press the **X** button again.

START NEW SEASON

Begin another season, and take another shot at the National Championship.



RIVALRY GAME

There's nothing that pleases the fans more than a big win over your archrival. Get out there and give 'em a reason to cheer.

To begin a Rivalry mode game:

1. From the Game Modes menu, choose RIVALRY GAME.
2. The Rivalry Mode screen appears. Press the D-Button \updownarrow to highlight a desired team. The team's rival appears in brackets next to the team.
 - ↪ If the team has multiple rivals, press the D-Button \leftrightarrow until the desired rival team is shown.
 - ↪ To toggle Home and Away status, press the \bullet button.
3. Press the \times button to select the game when you have finished adjusting all settings. The Controller Select screen appears. Continue as you would in a Play Now game (▶ p. 13).

MASCOT GAME

It's all about school pride when you've got a team full of school mascots going for the TD. Can your Bulldogs best the Yellow Jackets?

To begin a Mascot mode game:

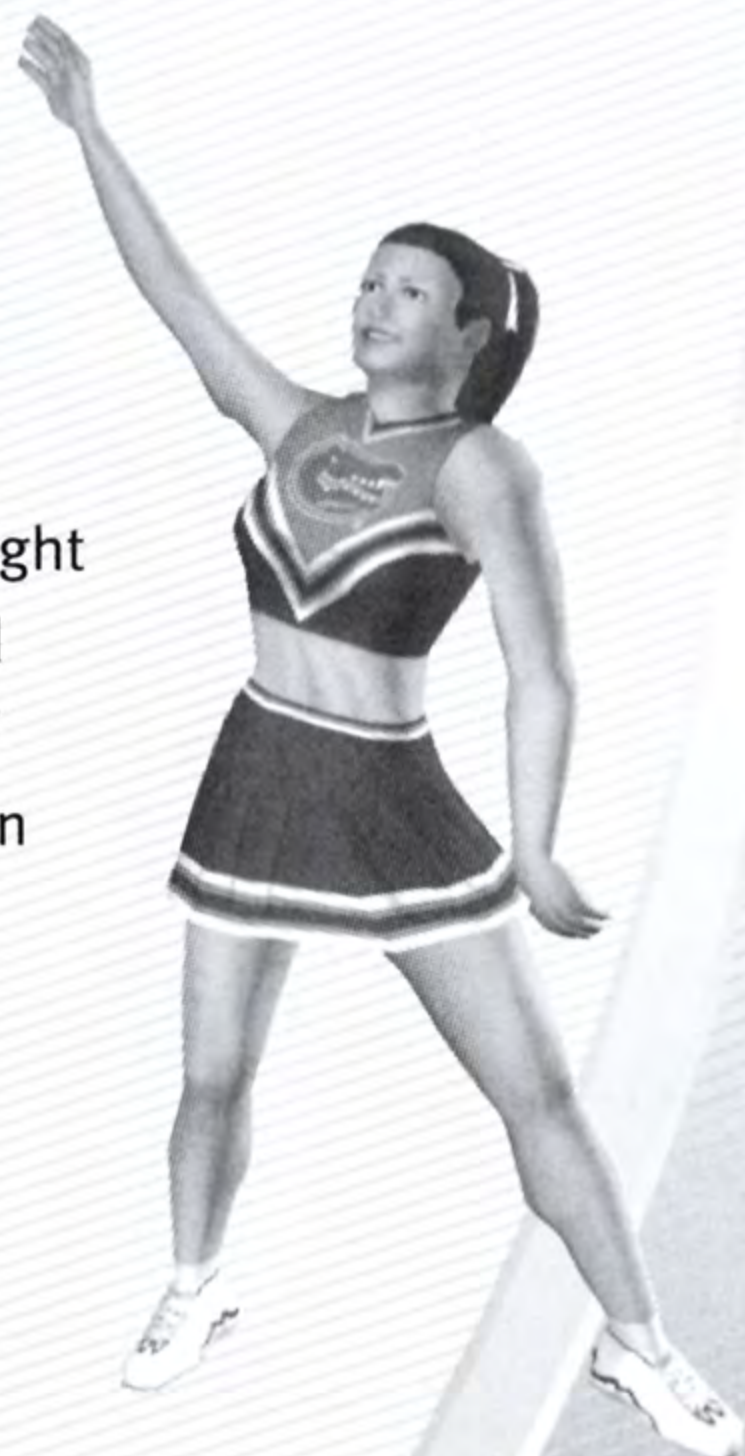
1. From the Game Modes menu, choose MASCOT GAME. The Mascot Team Select screen appears.
2. Continue as you would in a Play Now game (▶ p. 13).

PRACTICE

Drill those plays into your team until they're picture perfect.

To begin a Practice:

1. From the Game Modes menu, choose PRACTICE. The Practice Setup screen appears.
2. Select teams like you would in a Play Now game (▶ p. 13).
3. At the same menu, press the D-Button \updownarrow to highlight MODE. Choose either **NORMAL** (both offense and defense on the field), **KICKOFF**, or **OFFENSE ONLY** (no defense on the field). Then press the \times button to advance to the Controller Select screen.



4. Continue as you would in a Play Now game (▶ p. 13). The only exception is that you get to pick plays for both offense and defense in Kickoff and Normal practice modes.

↳ To select a random play, press the ■ button for a random play in your playbook or press the ● button for a random play in the current formation.

OPTIONS

With the many options in *NCAA Football 2003*, you can get even deeper into the game.

CREATE-A-SCHOOL

In your created school, you won't even have to go to class.

↳ To create a school, from the Options menu, choose CREATE-A-SCHOOL. The School Information screen appears.

SCHOOL INFORMATION SCREEN

To choose your schools colors:

1. Highlight Primary and press the ✕ button. The color palette appears.
2. Press the D-Button ↔ or ↕ to highlight a color. To use that color as it is, press the ✕ button.

↳ To edit a color, press the ● button. Press the D-Button to change the values on the desired slider. When the color you want is displayed, press the ✕ button.



To set your other school information:

1. Press the D-Button to highlight a category and then press the **X** button to view that category's options.
2. After you've selected all of your school information, press the **START** button to continue to the Stadium Information screen.

STADIUM INFORMATION SCREEN

To choose a Stadium Name:

1. Highlight STADIUM NAME and then press the **X** button. The type window pops up.
2. Enter the name in the same way that you would enter a User Profile name (► *User Profiles* on p. 16).

↪ To set your other stadium information, highlight the option you want to change and press the D-Button **↔** to cycle through your choices.

↪ When you're finished selecting your stadium information, press the **START** button to advance to the Uniform Information screen.

UNIFORM INFORMATION

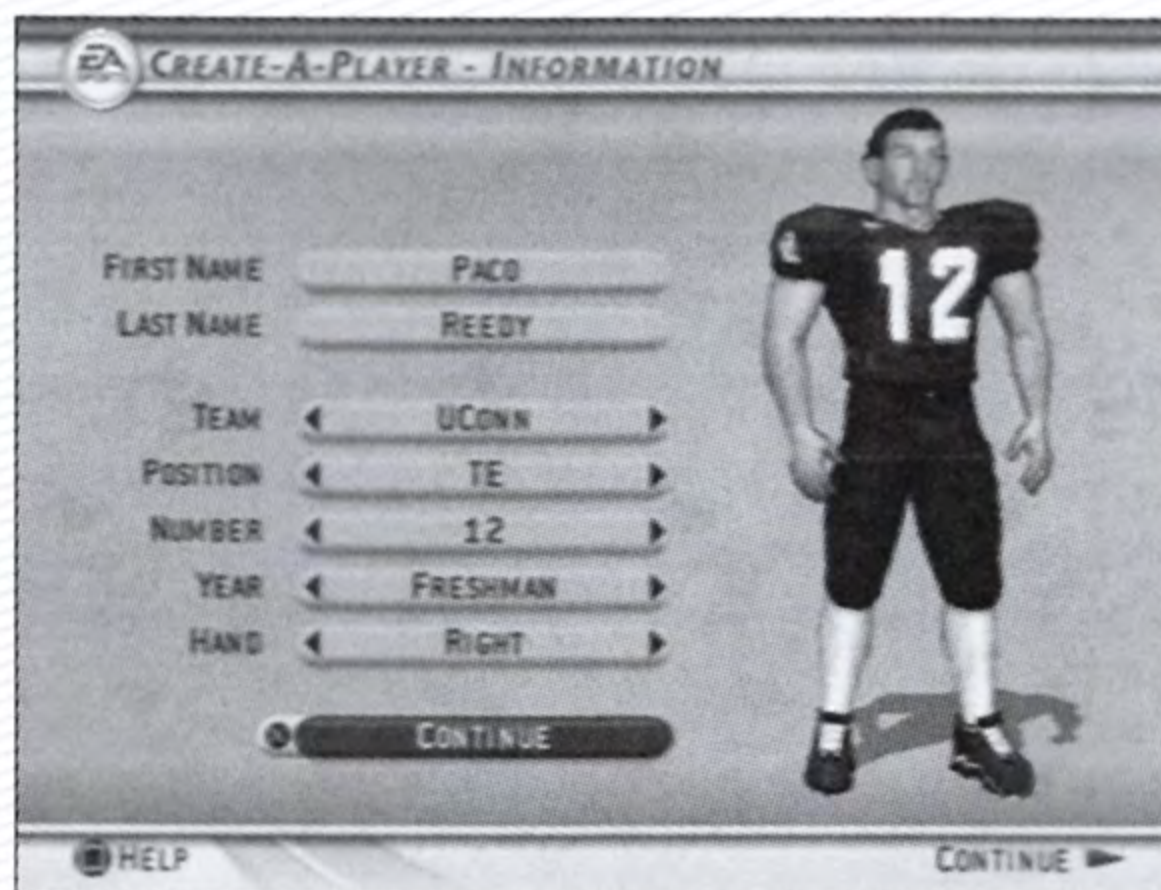
Select the information for your Home and Away uniforms in the same way that you set up your School and Stadium Information.

↪ To switch between Home and Away uniforms, press the **L1** button or the **R1** button.

↪ Press the **START** button to create your school.

CREATE-A-PLAYER

Create the ultimate NCAA squad. Build your player from the ground up and then place him on one of your created teams.



To create a player:

- ↳ Work through the Information, Appearance, Equipment, and Ratings screens as you would enter information in Create-A-School (▶ p. 24).
- ⊙ Your created player can be used in all game modes except Mascot Game.
- ⊙ Your created players are saved in Rosters.

ROSTERS

Manage your rosters to give players a break, work around an injured player, or to emphasize a much-improved player.

To edit a roster:

1. From the Options menu, choose ROSTERS. The Rosters pop-up appears.
2. Choose VIEW/EDIT ROSTERS. The View/Edit Rosters screen appears.
3. Press the **L1** button or the **R1** button to find the team whose roster you want to edit.
 - ↳ Press the **L2** button or the **R2** button to cycle through positions.
 - ↳ To sort the information on the screen by a category, highlight the desired column and press the ● button.
4. Press the D-Button ↑ to highlight the player you want to edit. A pop-up appears.
5. Select the attribute(s) that you want to edit (PLAYER INFO, EQUIPMENT, APPEARANCE, or RATINGS) and press the ✕ button.
6. Continue as you would in Create-A-Player (▶ p. 25).

To reorder a depth chart:

1. From the Options menu, choose ROSTERS. The Rosters pop-up appears.
2. Choose DEPTH CHART and press the ✕ button. The Depth Chart screen appears.
3. Press the **L1** button or the **R1** button to find the team whose depth chart you want to reorder.
 - ↳ To view players by position, press the **L2** button or the **R2** button.
4. At the Depth Chart screen, press the D-Button ↑ to locate a player you want to reorder and then press the ✕ button. The cursor moves to the bottom field.
5. Choose the player you want to move into the empty slot and press the ✕ button again.

To delete a player:

1. From the Options menu, choose ROSTERS. The Rosters pop-up appears.
2. Choose DELETE PLAYER and press the **X** button. The Delete Player screen appears.
3. Press the D-Button \updownarrow to highlight the player you want to delete and then press the **X** button.

Only created players can be deleted.

SETTINGS

Adjust Gameplay, EASY Play, Visual, Penalty, System, A.I., Sound, and In Game settings.

NOTE: Self-explanatory settings have been omitted. Only those requiring explanation are listed.

GAMEPLAY

Set Quarter Length, Skill Level, Injuries, and more.

GAME FATIGUE

With Game Fatigue set to **ON**, your players tire and must be substituted.

CAMPUS CHALLENGE

Set Campus Challenge to **ON** to earn credits.

EASY PLAY

Turn Penalties and Play Clock **ON/OFF** or adjust one of the assists below.

You can only adjust individual assists if EASY Play is **ON**.

EASY PLAY

With EASY Play **ON**, you can set up various assists to make playing the game easier. The default is **OFF**.

PLAY NOTIFICATION

With Play Notification set to **1 PLAYER**, only your own plays are displayed on the screen after you select them. With **2 PLAYER**, both offense and defense appear. Neither are displayed when set to **OFF**.

PASS, CATCH, RUN, AND KICK ASSIST

Toggle these assists **ON/OFF**.



VISUAL SETTINGS

Determine the information shown for Player Displays (**NAME**, **POSITION**, **NUMBER**, or **NONE**), turn Auto Instant Replay **ON/OFF**, and more.

SCREEN FORMAT

Adjust your screen format to suit your screen type. Choose **STANDARD** (4:3 TV), **LETTERBOXED** (4:3 TV), or **WIDESCREEN** (16:9 TV).

FIELD LINES

Determine which lines are shown on the field: **FIRST DOWN**, **LOS** (Line of Scrimmage), **BOTH**, or **NONE**.

CAMERA

Set your camera angle to **NCAA**, **CLASSIC**, **ZOOM**, or **SIDELINE**.

PENALTY SETTINGS

↪ Toggle Penalties and Offsides **ON/OFF**.

↪ Adjust the likelihood of the other penalties being called by moving their sliders to a higher or lower value.

SYSTEM SETTINGS

Use this menu to return *NCAA Football 2003* to its original settings, including, Rosters [only], Records [only], Settings [only], or All settings. You can also set the Default Exhibition Teams and your Favorite Team.

A.I. SETTINGS

Adjust the A.I. of the PlayStation®2 console-controlled teams.



To adjust the A.I. Settings:

- 1.** From the Settings menu choose A.I. SETTINGS and press the **X** button. The A.I. Settings screen appears.
- 2.** Press the **L1** button or the **R1** button to choose **OFFENSE**, **DEFENSE**, or **SPECIAL TEAMS**.
- 3.** Press the **L2** button or the **R2** button to choose **CPU** or **HUMAN** controlled teams.
- 4.** Adjust the sliders to the amount you want for each setting.
- 5.** When you're finished, press the **▲** button to return to the Settings menu.

SOUND SETTINGS

Choose **STEREO** or **MONO** sound, adjust your Play-by-Play setting, or turn the volume up or down on a variety of other sound settings.

PLAY-BY-PLAY

Choose **NORMAL** (in Exhibition games: PA and TV; in Season/Dynasty games: PA Only for non-televised games, PA and TV for televised games), **PA ONLY**, or **NONE**.

↪ For the remaining settings, use the sliders to set volume levels.

IN GAME SETTINGS

In-Game settings can be set from the Settings menu or from the My NCAA menu.

► *My NCAA* on p. 31 for information on adjusting In Game Settings.

PASSING MODE

When set to **NORMAL**, you must press the **X** button after the snap to call up passing icons. Default is **QUICK**.



LOAD/SAVE

You can save files so that you're always ready to play *NCAA Football 2003* your way.

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

LOAD

You can save Season and Dynasty games. Then when you're ready to get back in the game, load the file from your memory card.

To load a file:

1. From the Options menu, choose LOAD/SAVE. The Load/Save pop-up appears.
2. Highlight LOAD at the top of the screen and press the **X** button.
The Load screen appears.
3. Press the D-Button \updownarrow to highlight the files you want to load and then press the **X** button.

↳ To cycle the types of files displayed, press the **L1** button or the **R1** button.

↳ To switch MEMORY CARD slots, press the **L2** button or the **R2** button.

SAVE

To save a file:

1. From the Load/Save menu, highlight SAVE at the top of the screen and press the **X** button. The Save screen appears.
2. Highlight the file that you want to save and press the **X** button.

DELETE

To delete a file:

1. From the Load/Save menu, highlight DELETE at the top of the screen and press the **X** button. The Delete screen appears.
 2. Highlight the file you want to delete and press the **X** button. A pop-up window prompts you to confirm that you want to delete the file. Choose YES and press the **X** button.
- ↳ To rename a file, highlight the file and press the **●** button.



MY NCAA®



Find out which trophies you still need to win and admire those that you snagged in the Trophy Room. See how you're doing in the Campus Challenge, view your stats, edit your playbook, and more.

CHECK OUT THE HARDWARE YOU'VE EARNED, INCLUDING DYNASTY AND RIVALRY TROPHIES

SEE HOW YOU'RE HOLDING UP IN THE CAMPUS CHALLENGE



VIEW THE PENNANTS YOU'VE COLLECTED OR REDEEM CREDITS TO PURCHASE A NEW PENNANT

VIEW YOUR STATS

TROPHY ROOM

Check out the hardware you've earned.

DYNASTY TROPHIES

View **ALL** trophies earned in Season or Dynasty Mode, or look at your CHAMPIONSHIPS, BOWL GAMES, or AWARDS trophies separately.

RIVALRY TROPHIES

There are over 20 Rivalry Trophies. See which of those are gracing your shelves.

PENNANT COLLECTION

View the pennants you've collected or redeem credits to purchase a new pennant.

↳ Press the **R1** button or the **L1** button to cycle your view between **ALL**, MASCOT TEAMS, HISTORIC TEAMS, STADIUMS, GAME CHEATS, and TEAM BOOSTS.

↳ To redeem credits for a pennant, press the **●** button. You will be randomly awarded a new pennant.

CAMPUS CHALLENGE

Take the Campus Challenge and see if you measure up. Complete specified tasks to earn credits that can be redeemed for pennants. Pennants can be used to "unlock" different rewards (Team Boosts, Game Cheats, Stadiums, Historic Teams, and Mascot Teams).

EARNING CREDITS

You earn credits automatically when you complete any of the challenges. There are many tasks you can earn credits for including:

- ⊙ Make a 40-yard field goal
- ⊙ Throw two TD passes with one player
- ⊙ Break a 20-yard run

STATS/RECORDS

Take a look at your stats and see how you stack up.

USER VS. USER STATS	View the stats of one user up against those of another or against individual users, the CPU, or All Other Users.
INDIVIDUAL RECORDS	See who holds the records in both Game and Season categories.
TEAM RECORDS	See which records your team holds and which records it doesn't.
PERSONAL BESTS	View the accomplishments of each user profile.

MY PLAYBOOK

Choose a playbook and save new audibles. Your playbook is stored under your user profile.

To edit your audibles:

1. From the My NCAA® menu, choose MY PLAYBOOK. The My Playbook screen appears.
2. Press the ● button to choose the team whose audibles you want to set. Then press the ✕ button.
↳ To toggle between defensive and offensive audibles, press the L1 button or R1 button.
3. You can set audibles for the ■ button, the ✕ button, the ● button, the L1 button, and the R1 button. Highlight the button for which you want to select an audible and press the ✕ button.
4. Press the D-Button ↓ through the available formations and press the ✕ button to choose the displayed formation. The play windows appear.
5. Press the D-Button ↓ and ↔ until the play you want is highlighted by the dashed box, then press the ✕ button.
6. When you have selected all of your audibles (five for defense and five for offense), press the ▲ button. Choose YES to save your audibles and return to the My NCAA menu.



MY SETTINGS

Adjust your In Game and Controller Settings.

IN GAME SETTINGS

- PLAYER LOCK** When **ON**, you choose a player and control him throughout the game, until you change controlled players.
- AUTO SUBS** When **ON**, players are automatically subbed in and out.
- AUTO SUB OUT (%)** With Auto Subs ON, set the percent at which a player is subbed out. The default is **65%**.
- AUTO SUB IN (%)** With Auto Subs ON, set the percent at which a player is subbed in. The default is **80%**.
- PASSING MODE** In **QUICK** mode, the passing icons appear immediately. In **NORMAL** mode, you must press the **X** button after the snap to bring them up.
- MAN SHIFT** When set to **AUTO**, your defense automatically shifts to adjust to the offensive formation. When set to **MANUAL**, you must press the **▲** button, then press the **X** button to shift/un-shift players.

CONTROLLER SETTINGS

- ↪ Choose **DEFAULT**, **CLASSIC**, **MADDEN**, or **ALTERNATE** configurations.
- ↪ Toggle vibration **ON/OFF**.



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