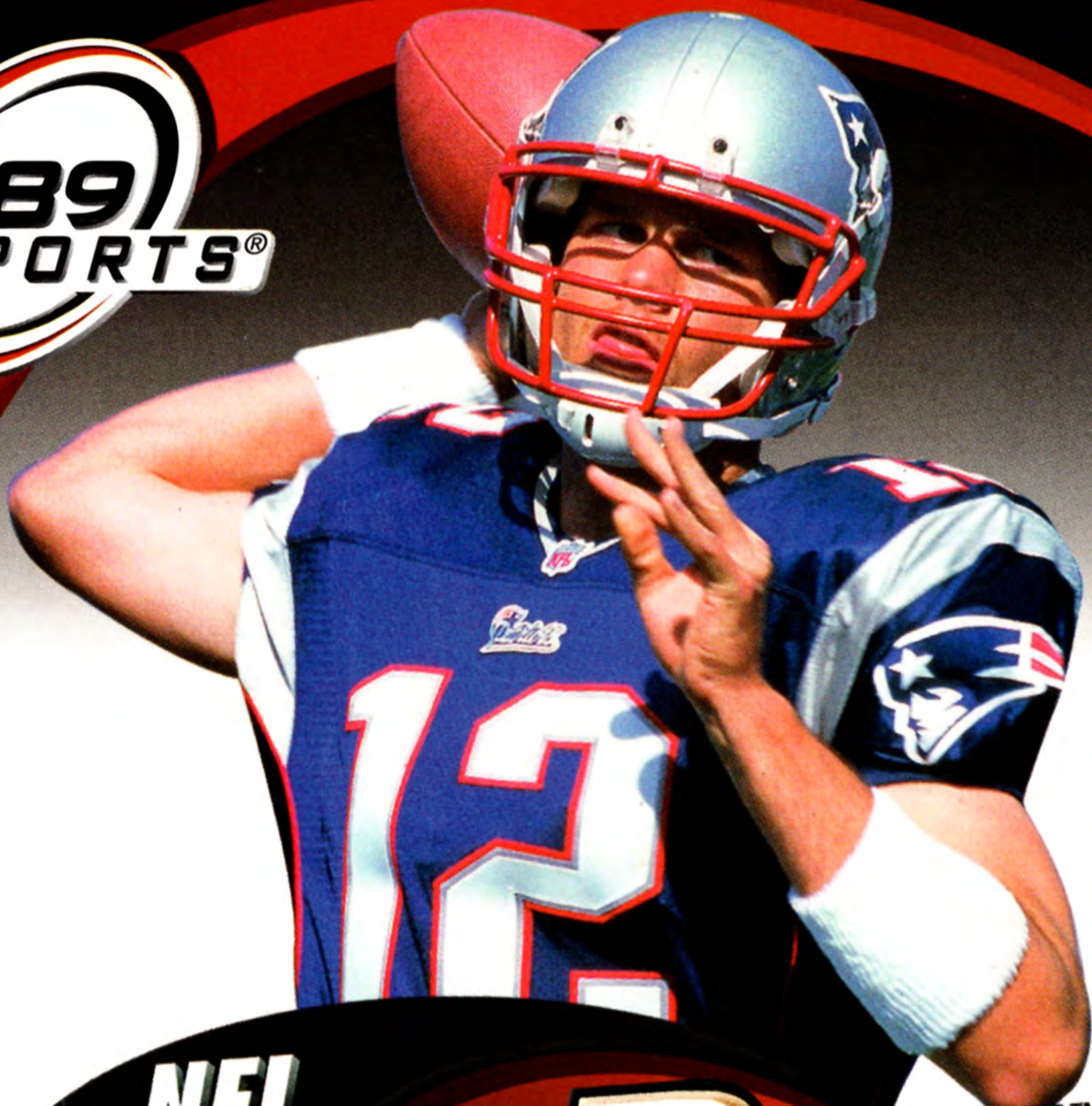


**PLAYBOOK**

**989  
SPORTS®**



**NFL**  
**GAMEDAY™**  
**2003**

EVERYONE  
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**E**  
CONTENT RATED BY  
ESRB



SONY





# NFL GAMEDAY 2003

**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 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.

---

## **NFL GAMEDAY™ 2003 TIPS AND HINTS**

**PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

**Within the US**                      **1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints

**Within Canada:**                      **1-900-451-5757**

\$1.50/min. auto hints

For US callers, the automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday 7AM-6:30 PM PST, 365 days a year (including holidays).

**PlayStation 2 Online [www.playstation.com](http://www.playstation.com) and [www.989sports.com](http://www.989sports.com)**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.



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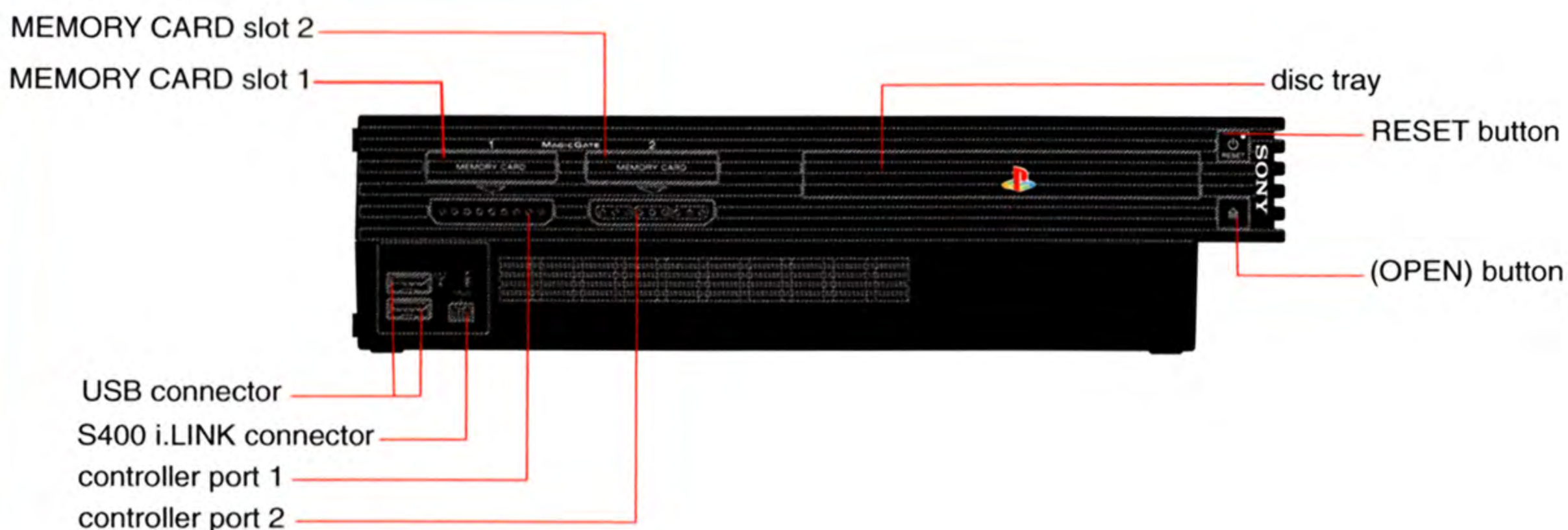
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# NFL GAMEDAY 2003

## GETTING STARTED

### PlayStation®2 Setup

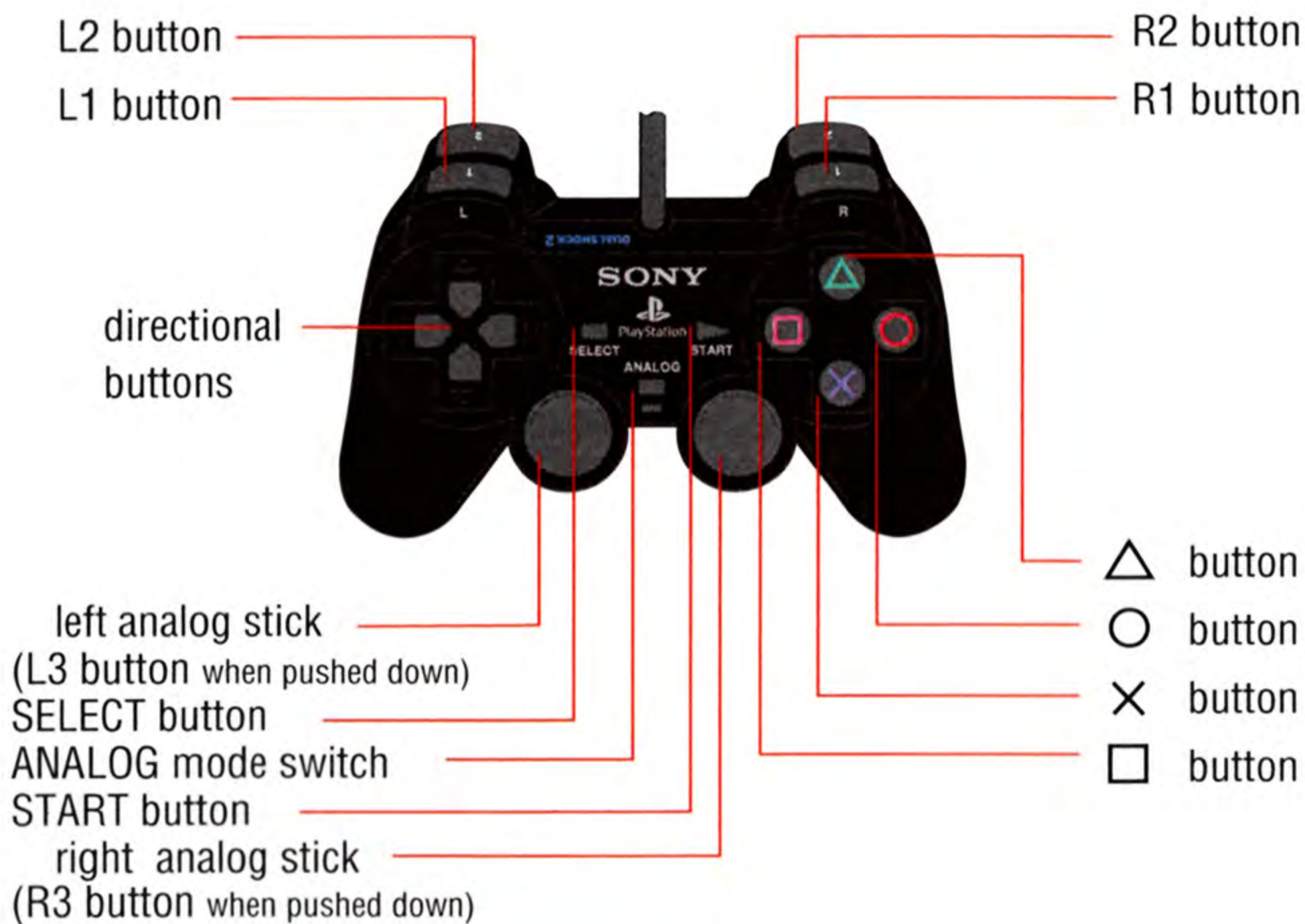


Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the NFL GameDay 2003 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



# STARTING UP

## DUALSHOCK®2 Analog Controller



### MULTITAP

*When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1-A or 2-A.*

## SAVING DATA

You must insert your MEMORY CARD (8MB)(for PlayStation 2) before you save or load a file. NFL GameDay 2003 saves user-defined options and all data for Seasons, Playoffs, Roster Changes and Created Players. 157KB-351KB of memory must be available on your MEMORY CARD (8MB)(for PlayStation 2) in order to save game data, 242KB-358KB are needed for General Manager data, and 108KB of memory is needed to save game options and user records. If you don't use a MEMORY CARD (8MB)(for PlayStation 2), all NFL GameDay 2003 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB)(for PlayStation 2)* on page 27 for more information.



















## QUICK START CONTROL


Quick start controls are a basic set of game controls that allow you to jump into gameplay without having to use or learn advanced controls.

### Offense

|                     |  |
|---------------------|--|
| Pause game          |   |
| Snap ball           |   |
| Throw to a receiver |  ,  ,  , or  |
| Catch               |   |
| Speed burst         |   |






### Kicking & Punting

|   |   |
|---|---|
| Activate kick meter   | Press and hold  until the kick meter is full. Release  to kick the ball.  |
| Dictate where the kicker makes contact with the ball using the cursor (see page 19) |  /  /  /  |

*NOTE: On punts, be sure to release  when the meter reading reaches the accuracy indicator (green area) of the kick meter. If the kick is released within the accuracy region, your kick will go farther and be more accurate.*















## Defense

|  |   |
|--|---|
| Pause game   |  |
| Tackle / Dive  |  |
| Switch to defender closest to the ball                   |  |
| Jump / Deflect / Intercept                               |  |
| Speed burst  |  |
| Swim move left or right                                  | <b>L1</b> or <b>R1</b>  |
| Forearm shiver (jam a receiver at the line of scrimmage) | <b>R2</b>   |

## ADVANCED CONTROLS

### Offense Before the Snap

|   |   |
|---|---|
| Snap the ball                               |    |
| Fake hut                                    |    |
| Audible                                     |    |
| Bring camera back to preread wide receivers | <b>L1</b>   |
| Send wide receivers in motion               |  /    |
| Activate Total Control Passing              | <b>R1</b>   |
| Activate Max Protect (running back blocks)  | <b>R2</b>   |
| Hurry to the line for the snap              |    |
| Choose a receiver for a hot route/motion    |  /    |
| Program selected receiver's hot route       | <b>L2</b> +  /  /  /  |
| No-huddle offense                           | L3 + R3 (press analog sticks down like buttons)   |



# NFL GAMEDAY 2003

## Quarterback Control





|  |                                      |
|--|--------------------------------------|
| Pass to a receiver                         | ⓧ, ◻, ▲, or ◎                        |
| Toggle quarterback scramble mode           | <b>L2</b> + <b>R2</b>                |
| Throw the ball out of bounds left or right | <b>L2</b> + Right analog stick ← / → |
| Spike the ball                             | <b>L2</b> + Right analog stick ↑     |
| Take a knee                                | <b>L2</b> + Right analog stick ↓     |
| Pump fake to a receiver                    | <b>L2</b> + ⓧ, ◻, ▲, or ◎            |

## Total Control Passing









|                                  |                       |
|----------------------------------|-----------------------|
| Lead receiver                    | ← / → + ⓧ, ◻, ▲, or ◎ |
| Overthrow or underthrow receiver | ↑ / ↓ + ⓧ, ◻, ▲, or ◎ |
| Lob pass                         | Tap ⓧ, ◻, ▲, or ◎     |
| Bullet pass                      | Hold ⓧ, ◻, ▲, or ◎    |








## Receiver Control

|                    |   |
|--------------------|---|
| Dive for the ball  |              |
| Jump for the catch |              |
| Speed burst        |              |
| One-handed catch   | <b>L2</b> +  |

## Ball Carrier After the Snap

|                         |   |
|-------------------------|---|
| Dive                    |              |
| Hurdle                  |              |
| Break tackle            |              |
| Speed burst             |              |
| Juke                    | <b>R2</b>   |
| Stiff arm left or right | <b>L1</b> or <b>R1</b>  |
| Dive over pile          | <b>L2</b> +  |
| High step               | <b>L2</b> +  |
| Advanced break tackle   | <b>L2</b> +  |
| Shoulder charge         | <b>L2</b> +  |






## Defense Before the Snap

|                                     |   |
|-------------------------------------|---|
| Audible                             |    |
| Defensive line shift left or right  | <b>L2</b> +  /  |
| Cycle through and choose a defender |    |
| Cycle through defenders in reverse  | <b>L2</b> +    |



# NFL GAMEDAY 2003

## Defense After the Snap


|   |   |
|---|---|
| Dive / Tackle                                   |                |
| Jump / Deflect / Intercept                      |              |
| Switches to defender closest to the ball        |              |
| Speed burst                                     |              |
| Forearm shiver                                  | <b>R2</b>   |
| Swim move left or right                         | <b>L1</b> or <b>R1</b>  |
| Points to a zone for switching defenders        | Right analog stick  |
| Switches to defender pointed to by analog stick | R3 (press analog stick down like a button)  |
| Super swim move left                            | <b>L2</b> + <b>L1</b>   |
| Super swim move right                           | <b>L2</b> + <b>R2</b>   |
| High tackle                                     | <b>L2</b> +  |
| One-handed deflection / Interception            | <b>L2</b> +  |
| Switches to defender deepest in coverage        | <b>L2</b> +  |
| Shoulder blast - try to cause a fumble          | <b>L2</b> +  |



## Kick and Punt Return Control

|  |          |
|--|----------|
| Dive                                       | □        |
| Fair catch (while kick is in air) / Hurdle | △        |
| Break tackle                               | ○        |
| Speed burst                                | ×        |
| Juke                                       | R2       |
| Stiff arm left or right                    | L1 or R1 |
| Dive over pile                             | L2 + □   |
| High step                                  | L2 + △   |
| Advanced break tackle                      | L2 + ○   |
| Shoulder charge                            | L2 + ×   |

## HOT TIPS

In a one-player game, you can press  to receive a hot tip. Hot tips are hints that provide basic game strategies during the course of gameplay.








## **GAMEDAY ONLINE**






NFL GameDay 2003 offers a new and exciting way to play the game. Online mode allows you to send out a GameDay challenge to other players over the internet. Go online and engage in some smash-mouth football and trash talk with other online gamers.





A MEMORY CARD (8MB)(for PlayStation 2) is required to play online. Before you can play NFL GameDay 2003 Online, a valid network configuration must be saved to your MEMORY CARD (8MB)(for PlayStation 2). The network configuration can be created or modified and saved to the MEMORY CARD (8MB)(for PlayStation 2) using the Network Adapter Startup Disc. Be sure to have a valid network configuration selected before attempting to continue.

Use of the online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at [www.scea.com/user\\_agreement](http://www.scea.com/user_agreement). The Online version of this game does not have a timeout function. To disconnect from the internet and avoid possible internet charges, turn off your PlayStation 2 system when you have completed gameplay or press  on the GameDay Online screen to disconnect and return to the Main Menu. When you leave Online mode, the game reboots to the front-end.

### **Using the On-Screen Keyboard for Data Entry and Chat**

In various areas of the GameDay Online interface, an on-screen keyboard will appear to allow you to type in data such as your Player Name, In-Game Messages, and Passwords. You can also Chat with other online players.

Whenever the on-screen keyboard appears, press  /  /  /  to highlight the keys on the keyboard, and then press  to input the highlighted keys.

*NOTE: Other data entry uses of the on-screen keyboard include pressing  to delete, pressing  to turn the Caps Lock ON/OFF, and using  or  to move the cursor.*



When you have finished entering data, press **□** to accept the data and deactivate the on-screen keyboard. You can press **△** to exit the keyboard without inputting any data.



*NOTE: If you have a USB keyboard, you can plug it in to the*

*USB ports located on the front of your PlayStation 2 console and use it instead of the on-screen keyboard to enter data or chat. Although GameDay is compatible with most USB keyboards, there may be some that are not compatible.*

## **GameDay Online Quick Start**

The following steps will provide the necessary instruction to quickly play NFL GameDay 2003 Online. For information and instruction on other GameDay Online menu items, review the sections that follow.

*NOTE: You can only use the Quick Start instructions if you already have a network configuration saved on a MEMORY CARD (8MB)(PlayStation 2). See Network Configuration on page 12 for more information on network configuration.*

- From the Mode selection on the Main Menu, press **←** / **→** to select ONLINE, and then press **⊗**. This will bring up the Net Config screen.
- From the Net Config screen, press **↑** / **↓** to select a network configuration, and then press **⊗**.
- Press **←** / **→** to select YES from the Usage Agreement popup box, and then press **⊗** to accept the terms of SCEA's user agreement and bring up the Login screen. You cannot play GameDay Online unless you agree to the terms of the user agreement.
- Enter your User Name and Password using the on-screen keyboard, and then press **□**. Press the ENTER key when using a USB keyboard.

*NOTE: If you do not have an existing account, press **□** from the Login screen to create a new user account. See Login on page 13 for more information.*

- From the GameDay Online screen, press **↑** / **↓** to select Game Lobbies, and then press **⊗**. In the Game Lobby, you will be able to choose a group from which to play your online game.
- Press **→** to move from the menu bar and into the Lobby.

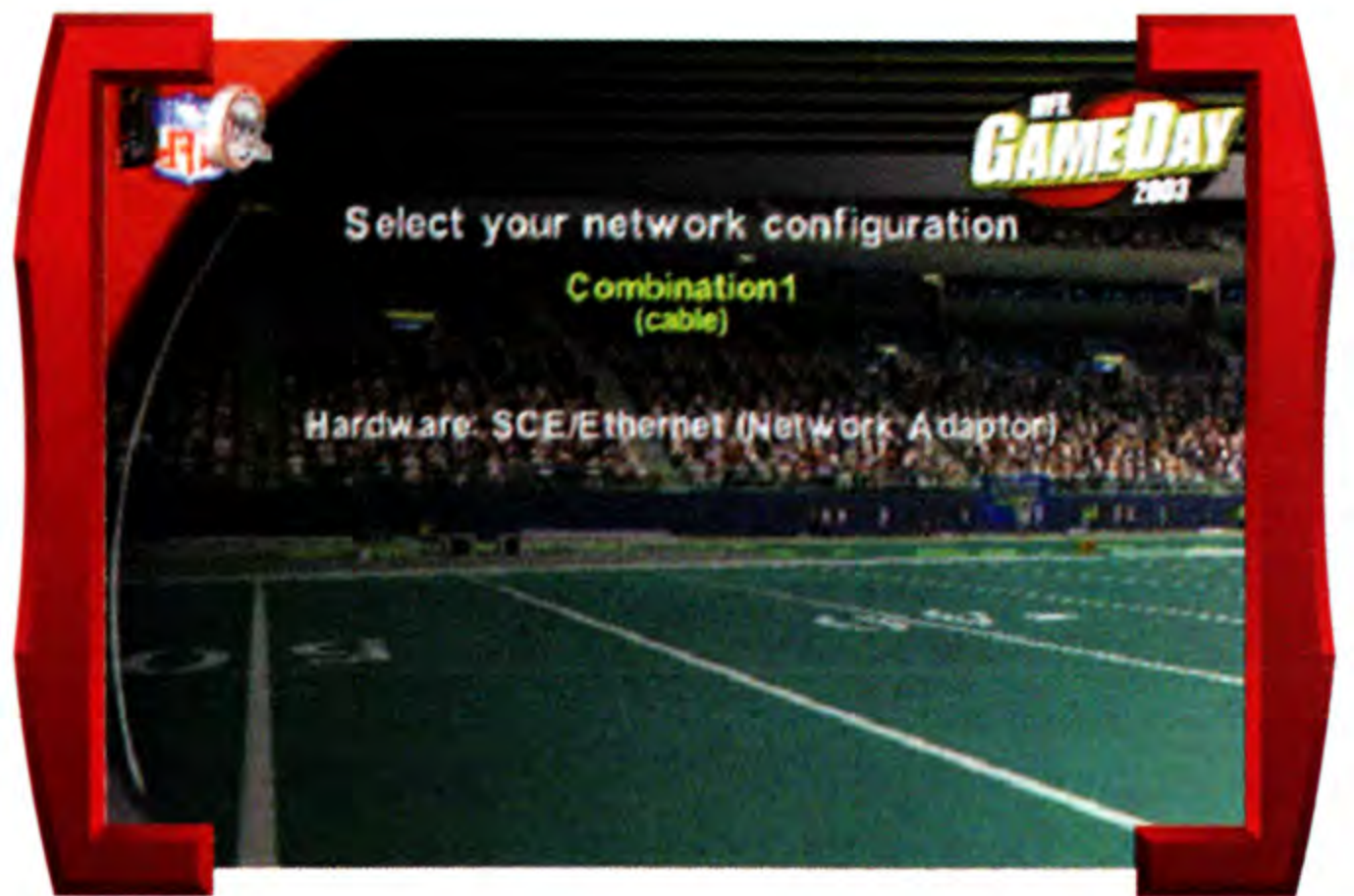


# NFL GAMEDAY 2003

- Press ↑ / ↓ to choose a Lobby, and then press ⊗ to enter it. A Lobby consists of available users ready to take you on. Each Lobby will show the number of users within it next to the Lobby name (e.g., (53) Pro).
- After entering the Lobby, press ● to move the cursor to the chat window.
- Press ⊗ to activate the on-screen keyboard or use a USB keyboard to chat.
- After chatting, press ▲ to deactivate the keyboard and move to the online player list.
- Press ↑ / ↓ to select a user, and then press ⊗ to send out a challenge.
- When your challenge is accepted, you will go directly to the GameDay Team Matchup screen.
- Press ← / → to choose your team, and then press ⊗ to start the game.

## Network Configuration

On the Network Configuration screen, the list of available Network Configurations saved to the MEMORY CARD (8MB)(for PlayStation 2) will be listed. By default, the last Network Configuration that was created or edited using the Network Startup Disc and saved to the MEMORY CARD (8MB)(for PlayStation 2) is selected.



**To choose a different network configuration to be used for your GameDay Online game:**

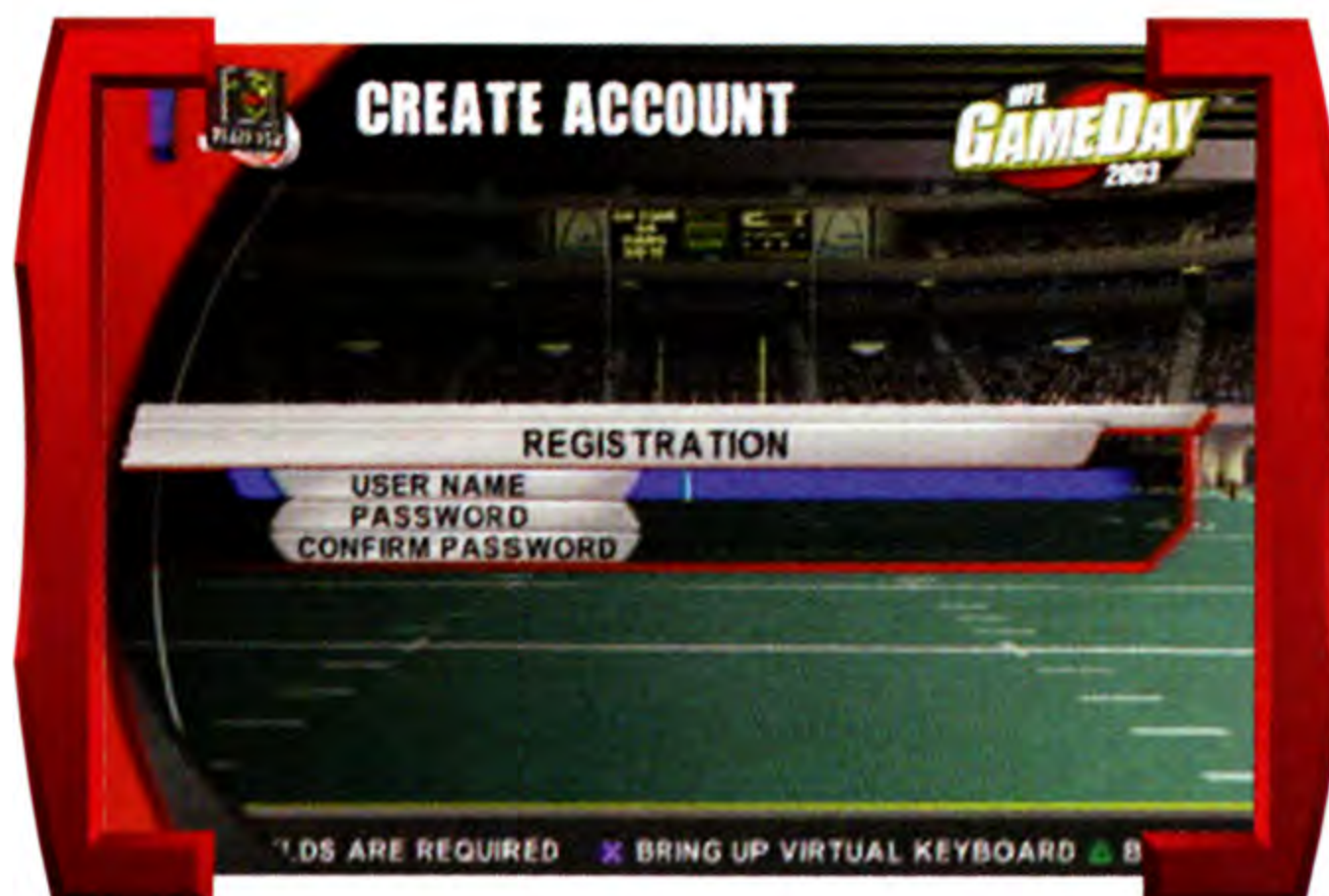
- Press ↑ / ↓ to select a new configuration from the list, and then press ⊗.



## Login

To set up a new user account for GameDay Online, you must do so from the Login screen.

- Press **□** to create a new account.
- Enter a User Name, and then press **□**.
- Enter a Password for your new account, and then press **□**.
- Confirm your Password by entering it again, and then press **□**.



Press the ENTER key when using a USB keyboard.

- Once logged in, the registration screen will come up where you will have an opportunity to add user information including your team's affiliation, city, state, etc. Press **↑** / **↓** to make a selection, and then press **⊗** to bring up the on-screen keyboard.
- Enter your information using the on-screen keyboard, and then press **□**. Press the ENTER key when using a USB keyboard.
- Press **↑** / **↓** to select SUBMIT, and then press **⊗**.
- You will now be at the GameDay Online screen where you can take the steps necessary to start your online game.

## GameDay Online

The GameDay Online screen enables you to make all the necessary arrangements and setups for your online game.

### **GAME LOBBIES**

Game Lobbies are groups of players available for competition. Currently, GameDay has 15 game Lobbies including Pro, Rookie, Veteran, Legend, NFC North, NFC West, NFC East, NFC South, AFC North, AFC West, AFC East, AFC South, West Coast, Central, and East Coast. Each Lobby will show the number of users within it next to the Lobby name (e.g., (53) Pro).

*NOTE: From your PlayStation 2 console, up to two users can play against two other users online. You can use a Multitap and play with up to four users from each PlayStation 2 location.*



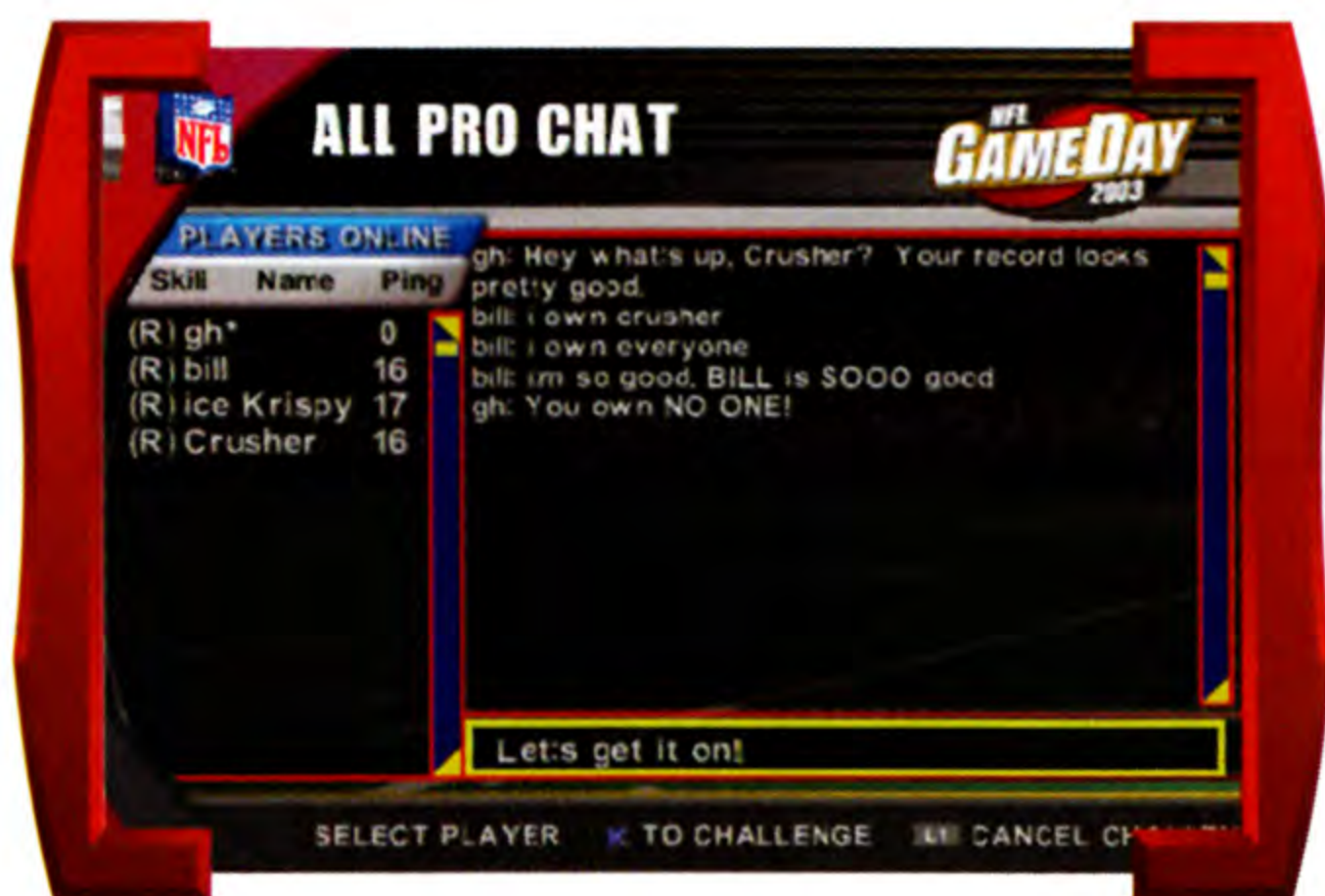
# NFL GAMEDAY 2003

## To select a Lobby:

- Press **→** to move from the menu bar into the Lobby.
- Press **↑** / **↓** to highlight a Lobby name, and then press **⊗**.

## CHAT

The Chat screen is where you will be sending and receiving GameDay Online challenges. The Chat screen enables you to type in chat messages to all players in the Game Lobby. Each user will be shown with his skill level and player name. Player names grayed out are those currently playing a game. You can also see each user's network connection speed (Ping).



## To enter a chat:

- Press **⊙** to move to the chat window, and then press **⊗** to activate the on-screen keyboard. Use the keyboard to chat.
- If you want to send a challenge out to the user that you are currently chatting with, press **⊙** to move to the list of users.
- Press **↑** / **↓** to highlight the user's name, and then press **⊗** to send a challenge. **You can press **R2** to cancel a challenge.**

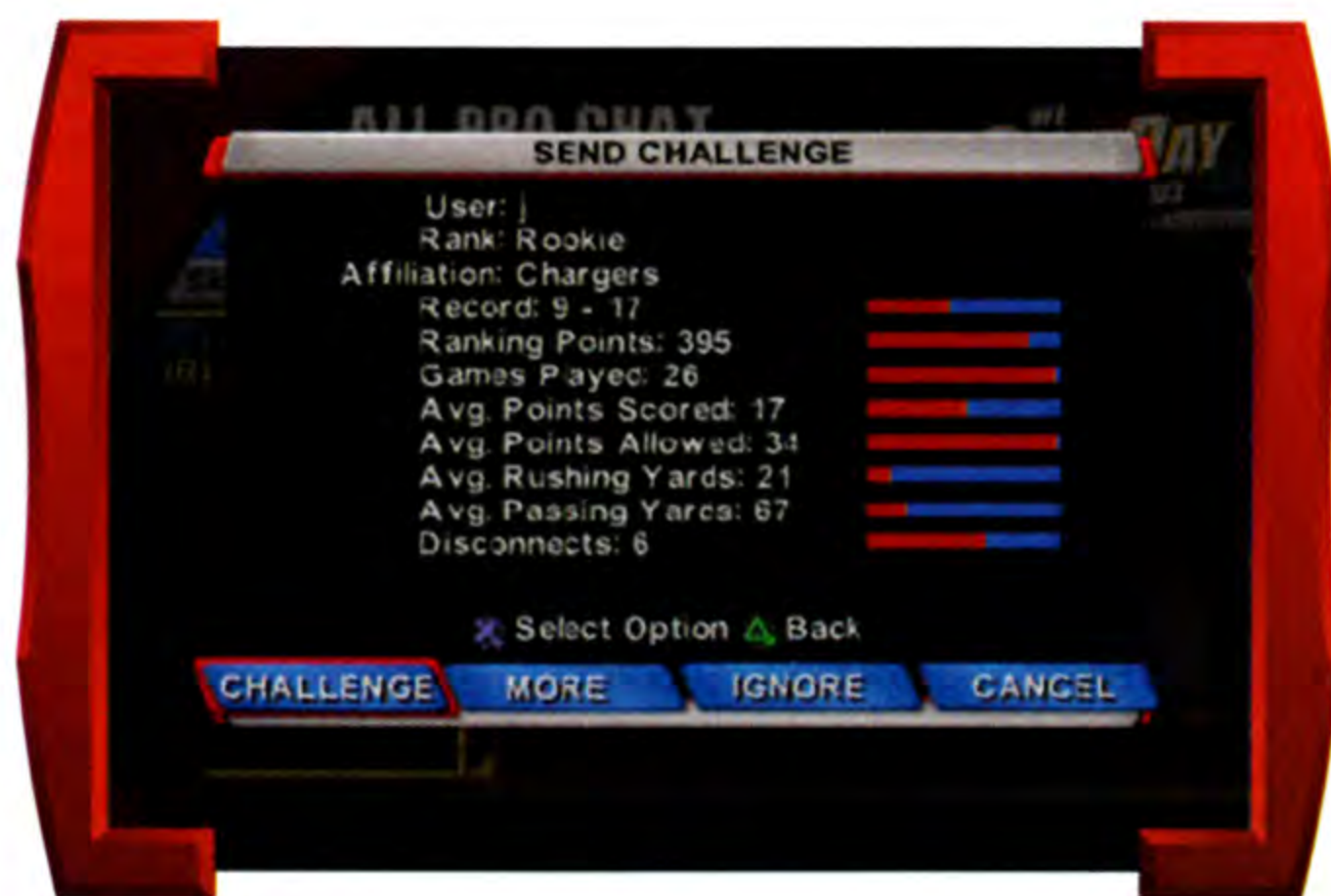
At any time from the Chat screen, you can go to your team page to view team information and make changes to game options.

- From the Chat screen, press **⊙** to view your team page.
- Press **⊙** to move to the Options screen.
- Press **↑** / **↓** to select a game option, and then press **←** / **→** to make a different selection.
- Press **⬆** to go back to the Team screen, and then press **⬆** again to go back to the Chat screen.



## CHALLENGE

The Challenge screen is where you will accept or reject a challenge received. Here, you will view the opponent's information including the name, rank, team, record, ranking points, games played, and disconnects.



When you receive a challenge, you will have three options. You can accept the challenge, decline it, or ignore it.

- Press ← / → to select an answer, and then press ⊗ to execute it.
- You will now be at the GameDay Online screen where you can take the steps necessary to start your online game.

## LEADERBOARDS

Leaderboards will show the rankings of all of the users involved in GameDay Online. There are three ranking categories including Overall Rankings, My Affiliation's Rankings, and All Affiliation's Rankings. Each player will be listed by his ranking point total and will show his won/loss record, his points scored, and his points allowed.

### Overall Rankings

Overall Rankings will show all players and their rankings.

### My Affiliation's Rankings

My Affiliation's Rankings will show all players with the same Team Affiliation and their rankings.

### All Affiliation's Rankings

All Affiliation's Rankings will show the combined stats of all the players by Team Affiliation.

- From each rankings screen, press ↑ / ↓ to view the entire list of rankings.
- Press ↓ to select NEXT PAGE, and then press ⊗ to move to the next screen. To return to the previous screen, press ↓, select PREVIOUS PAGE, and then press ⊗.

*NOTE: Press ◻ to view a stats key, giving the definitions for Leaderboard categories.*



# NFL GAMEDAY 2003

## **SPECIAL OFFERS**

Check here often for exciting updates from 989 Sports including events, sweepstakes, and happenings.

## **EDIT YOUR PROFILE**

From the Edit Profile screen, you can change the player profile information you entered when registering your player.

- Press → to move from the menu bar.
- Press ↑ / ↓ to highlight a profile item, and then press ⊗ to activate the on-screen keyboard.
- Enter the new data using the keyboard, and then press ◻. Press the ENTER key when using a USB keyboard.

## **Playing an Online Game**

### **PLAY CALLING SCREEN**

There are three distinct differences between the play calling screen for Online mode and the other GameDay modes as shown below.

You can see when your opponent has chosen his play



You can see your opponent's formation but not his play call

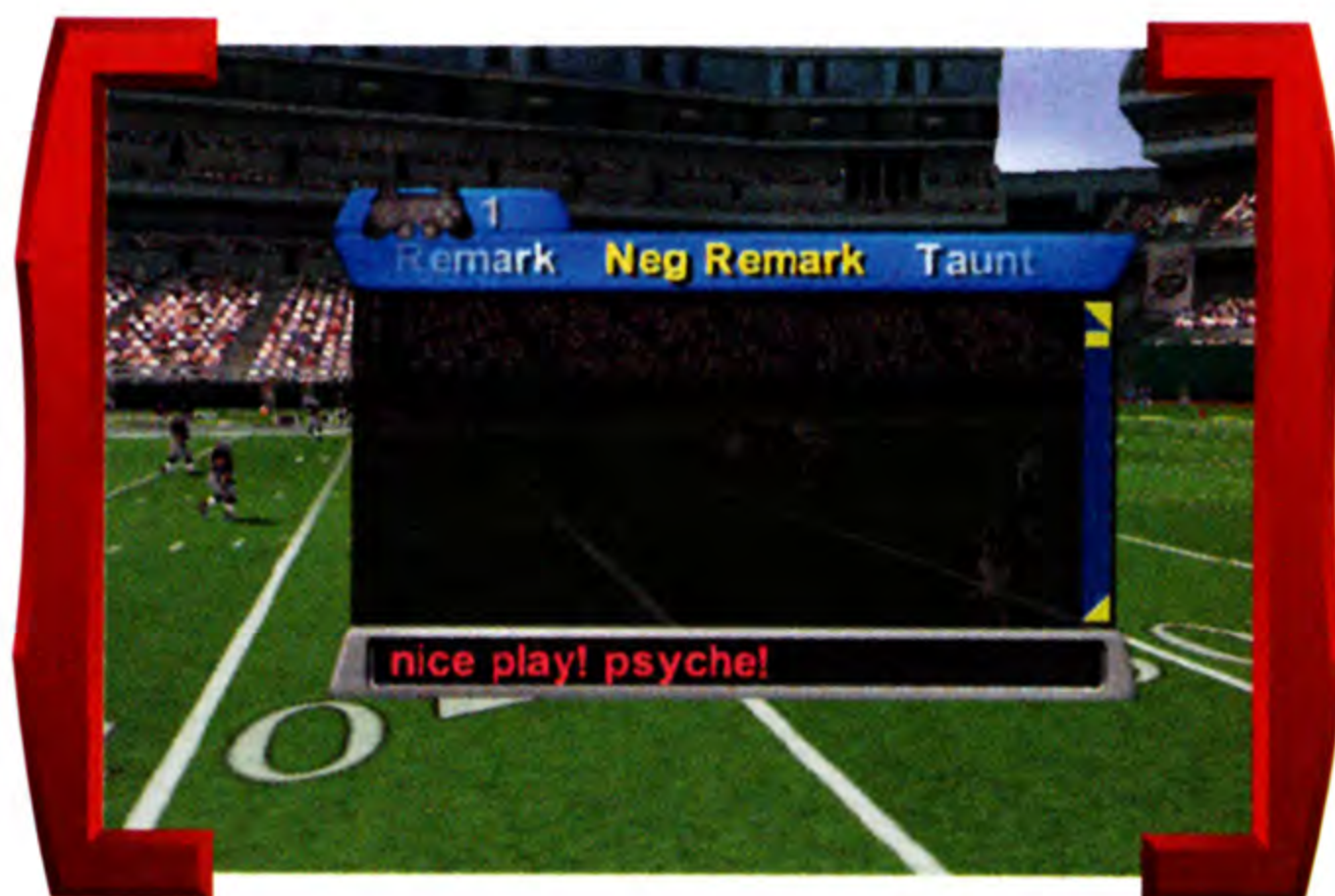
Ping meter shows your connection speed



## IN-GAME MESSAGING

You can send an in-game message to your opponent by typing one of your own or using one of GameDay's messages.

Choose to send a remark, a negative remark, or get your opponent's blood flowing with a taunt.



- Press **SELECT** to bring up the on-screen keyboard.
- Using the keys, type in your in-game message, and then press **ENTER** to enter it. Press **SELECT** to bring up GameDay's preconfigured messages.

### Sending In-Game Messages

- Press **← / →** to choose a category of preconfigured messages (e.g., taunt), and then press **⊗**.
- Press **↑ / ↓** to view the entire list of preconfigured messages.
- Select a message, and then press **⊗** to send.

### In-Game Messaging Controls

|                                      |                                 |
|--------------------------------------|---------------------------------|
| Chat on/off                          | <b>SELECT</b>                   |
| Chat off                             | <b>△</b>                        |
| Send message                         | <b>⊗</b>                        |
| Change position                      | <b>□</b>                        |
| Change position in reverse           | <b>L2 + □</b>                   |
| Change size of box / type            | <b>◎</b>                        |
| Change size of box / type in reverse | <b>L2 + ◎</b>                   |
| Change category                      | <b>← / →</b>                    |
| Change message within category       | <b>↑ / ↓</b>                    |
| Move cursor                          | <b>L1</b> or <b>R1</b>          |
| Scroll history                       | Right analog stick <b>↑ / ↓</b> |



## PLAYING THE GAME

### Calling A Play

Once a team has received the ball, the play selection screen will appear where you will make your offensive and defensive calls for each down. You can also check the time on the play clock and time remaining in the quarter, your timeouts remaining, your field position, your down status, and yards-to-go.

#### To select an offensive or defensive play:

- Press ← / → to cycle through the available formations.
- Press □, × or ● to select a formation and bring up the play selections. To return to the formation selection, press ↑ or ▲ from the play selection.
- Once the formation is set, select the play. To flip the play and run a mirror image of that play, press **R1**. To return to the original play, press **R1** again.
- Press ← / → to cycle through the available plays, and then press □, × or ● to choose a play.





*NOTE: You only have 40 seconds to call a play and snap the ball before getting called for a delay of game penalty.*

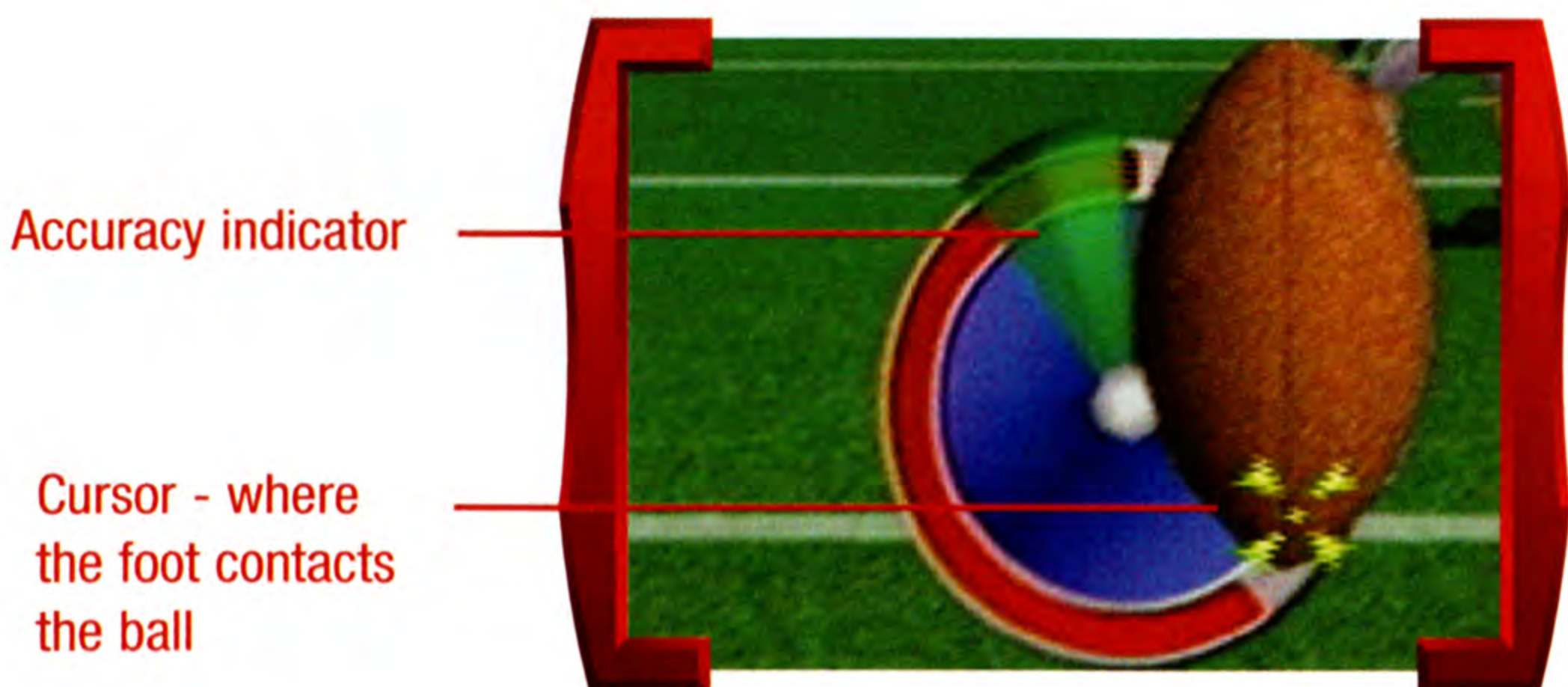
## Kicking Game

To kick a punt or field goal, you need to select the appropriate offensive formation and play.

- Press ← / → to choose the SP TEAMS formation, and then press its associated icon button.
- Press ← / → to choose a kicking play, and then press its associated icon button.

### To kick the ball:

- Press ← / → / ↑ / ↓ to direct the cursor over the area of the ball where the kicker's foot is to make contact.
- Press and hold ⊗ to start the kick meter until it is full.
- Release ⊗ to kick the ball.



## No-Huddle Offense

Use the no-huddle offense when your team needs to score quickly or as a way to catch the defense off guard. When time is a factor and your team is moving the ball, after the whistle blows to end a play, use the no-huddle offense to hurry to the line of scrimmage and run the same play again.

### To run the no-huddle offense:

- Press L3 + R3 (press analog sticks down like buttons) when play ends.



## Hot Routes

A Hot Route is an audible called by the QB at the line of scrimmage before the snap. It enables you to change any and all of your receiver's routes associated with the play that was called in the huddle.



### To create new Hot Routes:

- Press **L1** to move back the camera and view all of your receivers.
- Press **↓** to highlight a receiver for a route change. His icon will now be spinning above him.
- Press **L2** + **←** / **→** / **↑** / **↓** to choose a new route for that receiver. Pressing **↑** results in a fly pattern, **↓** results in a curl pattern, **←** or **→** results in an arrow route or a slant over the middle, depending on whether the receiver is lined up on the left or right side of the quarterback.
- Press **△** when done to return to the play.



## View Passing Icons

You can view the passing icons of your receivers before the play starts. When you choose a play from the play calling screen, notice that the hot receiver's route will appear in yellow. It's good to know this receiver's passing icon so you can get the ball in his hands as soon as possible.

- Before the snap, press **L1** to draw back the camera and view the passing icons associated with each receiver.

## PAUSE MENU

Press **START** to pause the game and bring up the Pause Menu. Use the Pause Menu to change current game settings or to view game and player statistics.

- Press **↑** / **↓** to highlight an option on the menu, and then press **⊗**.



## Game Stats

View the team and player stats compiled by each team during the game.

### From team stats:

- Press **↑** / **↓** to view the entire list of team stats.

### To view player stats:

- Press **L1** / **R1** to switch to player stats.
- Press **L2** / **R2** to change teams.
- Press **←** / **→** to choose a player stats category.
- Press **↑** / **↓** to view the entire list of player stats.

## Instant Replay

Instant Replay gives you a chance to analyze the last play. Use the controls shown on the screen to control the flow of the replay.

- Press **START** to return to the game.





## Call Timeout

Each team receives three timeouts per half. The number of timeouts remaining will be shown.

## Change Audibles

Change the type of audible plays that are set for your team's offense and defense.

- Press **L2** / **R2** to choose DEFENSE or OFFENSE. If you are playing on offense when you use audibles, offensive audibles will be shown.
- Press **□**, **×** or **○** to choose a formation.
- Press **←** / **→** to find a play, and then press **□**, **×** or **○** to make the play change.
- Press **△** to accept audible changes and return to the game.

## Substitutions

Substitute a player from the bench for any player on the field.

*NOTE: Offensive players switched to defensive positions will not be credited with defensive statistics.*

- From the menu item of SIDE, press **←** / **→** to choose a side of the ball (offense or defense) for your substitution. If you are playing on offense when you use substitutions, this option will be shown as OFFENSE.
- Press **↑** / **↓** to choose FORMATION, and then press **←** / **→** to choose a formation.
- Press **↑** / **↓** to a player position, and then press **←** / **→** to choose a different player for that position. Make multiple substitutions if you like.
- Press **△** to return to the game.



## To place a substituted player in all formations:

- Press **□** after a player(s) has been changed and he will be placed in all appropriate positions for all of the formations.

*NOTE: Use the Undo and Restore features to return to the original formation setups.*

## Choose Sides

At any time during the game, any user can switch sides and play for the other team.

## Gameplay Options

See *Gameplay Options* on page 24 for information on this menu item.

## Help

Use the help screen to view game controls.

- Press **← / →** to cycle through all game control categories.

## Quit Game

Quits the current game and returns you to the Main Menu.

*NOTE: If you are playing a mode other than Preseason, when you choose “Quit Game” from the Pause Menu, you can simulate the rest of the current game before quitting by selecting the menu item “Quit & Simulate”.*

# MAIN MENU

Before selecting a mode, use the rest of the Main Menu options to set the attributes of your game.

## Mode

Choose from five game modes including Preseason, Season, Tournament, General Manager, Play Editor, and Online. To move to the Team Select screen, select a mode and press **⊗**.

## Level

Choose a player difficulty level from Rookie, Veteran, All Pro, and Hall of Fame.





## **Style**

Set up the style of your game by choosing Simulation for ultra-realistic gameplay or Arcade for faster gameplay with exaggerated special moves.

## **Clock**

Set the length of the game by choosing the number of minutes to play per quarter (1-15). Regulation consists of four quarters. If there is a tie score when time expires in regulation, an overtime period will ensue.

## **Gameplay & Controller / MEMORY CARD**

Game options allow you to customize certain elements of the game and give you the opportunity to change the configuration of your controller.

- Press **L1** / **R1** to toggle between gameplay and controller options.

### ***GAMEPLAY OPTIONS***

#### **Level**

The Level of a player will determine the difficulty level of the gameplay. The Rookie and Veteran levels are the easiest to learn the game. All Pro and Hall of Fame levels are the truest test of skill.

#### **Min Quarter**

Choose the length in minutes of each quarter. There are four quarters in regulation.

#### **Penalties**

Adjust the frequency of penalties called during the game. A limited amount of penalty calls will occur with a setting of LOW, while a much higher number of penalty calls will be made with a setting of HIGH.

#### **Injuries**

With player Injuries ON, a team can lose its best player for not only the game, but for an extended period of time. Keep Injuries OFF to prevent players from getting injured during the game.



## **Camera Options**

There are four camera angles from which you can view the play on the field. The Classic view is the game's default view. The Quarterback view brings you right under the center, seeing the game from the eyes of the quarterback. The GameDay view is a mid-range view of the field. The Multiplayer view is best when playing a game with more than two users, allowing each user to see the whole field.

## **Game Speed**

Use Game Speed to set the pace of the game. The higher the setting, the faster everything about your game moves.

## **Clock Speed**

Clock Speed allows you to set the pace of the game clock. The higher the setting, the faster the clock will move, shortening the time it takes to play the game.

## **In-Game Music Volume**

Adjust the volume of the In-Game Music. The higher the setting, the louder the volume.

## **Announcer Volume**

Keep Announcer Volume ON to hear the play-by-play and color-commentary announcer of the game.

## **Crowd Volume**

Set the Crowd Volume level to hear the cheers and jeers of the crowd.

## **Sound FX Volume**

Adjust the Sound FX Volume level to hear unique sounds of the game.

## **CPU Running**

CPU Running allows you to set the CPU's offensive running ability. The higher the setting, the better the CPU's ability to run the ball against you.

## **CPU Run Defense**

CPU Run Defense allows you to set the CPU's ability to stop the run on defense. The higher the setting, the easier it will be for the CPU to stop your running attack.



# NFL GAMEDAY 2003

## CPU Passing

CPU Passing allows you to set the CPU's offensive passing ability. The higher the setting, the better the CPU's passing attack.

## CPU Pass Defense

CPU Pass Defense allows you to set the CPU's ability to stop the passing game. The higher the setting, the easier it will be for the CPU to stop your passing attack.

## CPU IQ

CPU IQ allows you to set the CPU's intelligence. The higher the setting, the smarter the CPU's team will play on the field.

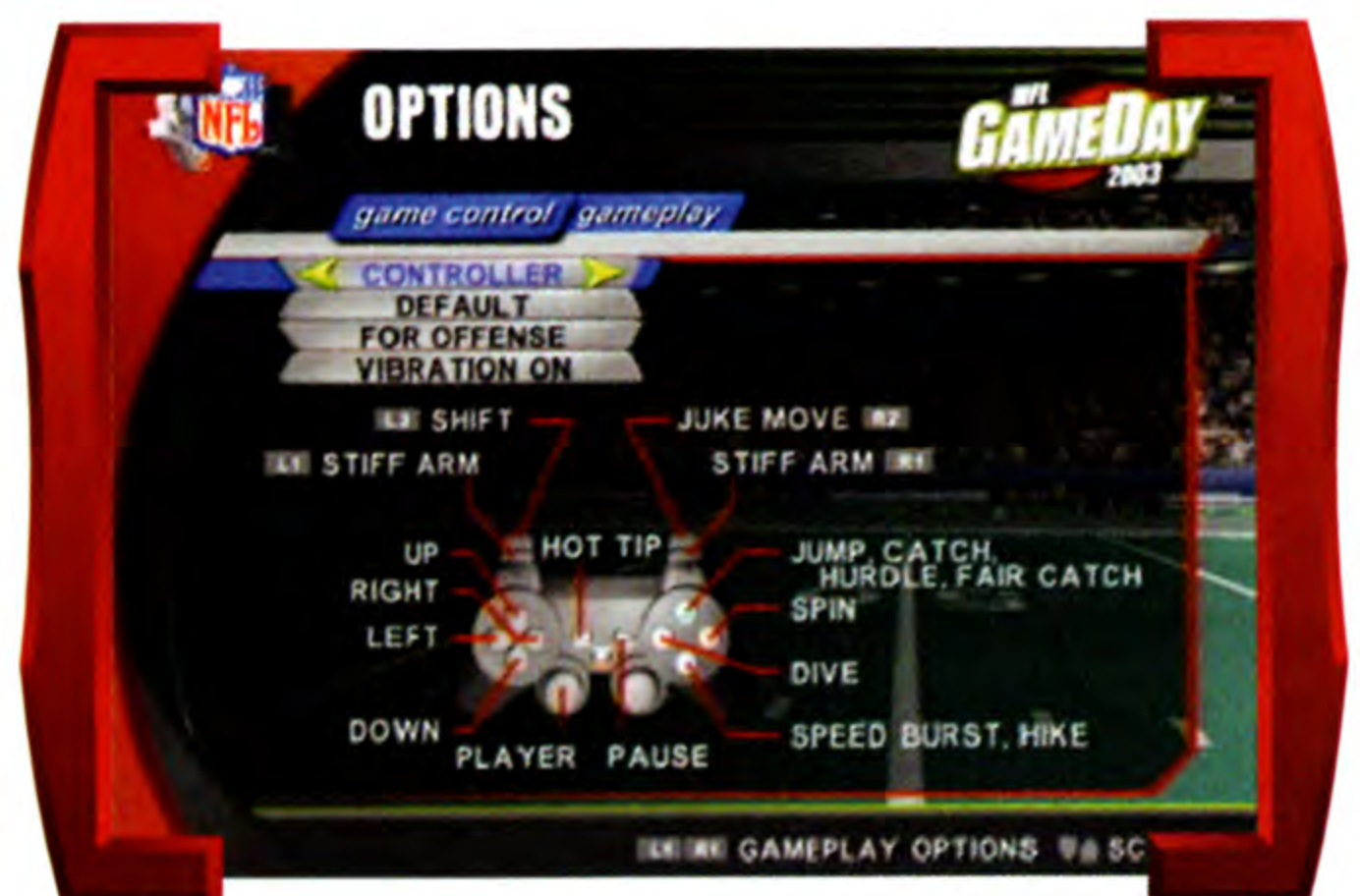
## Schedule

The Schedule option will switch the Season schedule from the current NFL schedule to a random schedule.

## **CONTROLLER OPTIONS**

Controller options allow you to set custom button configurations for your controller on offense and defense.

- Press ← / → to choose a button control setting for offense.
- Press ↑ / ↓ to select the FOR OFFENSE option, and then press ← / → to select FOR DEFENSE.





- Press **↑** / **↓** to select the control setting feature again, and then press **←** / **→** to choose a new setting for defense.
- Press **↑** / **↓** to choose VIBRATION ON, and then press **←** / **→** to choose a vibration setting. VIBRATION ON activates your DUALSHOCK®2 analog controller, causing it to vibrate when such things as hard tackles occur on the field.

*NOTE: To change the control settings for advanced controls, press and hold **L2** to show the advanced settings, and then follow the previous steps to make changes to the setup.*

## MEMORY CARD

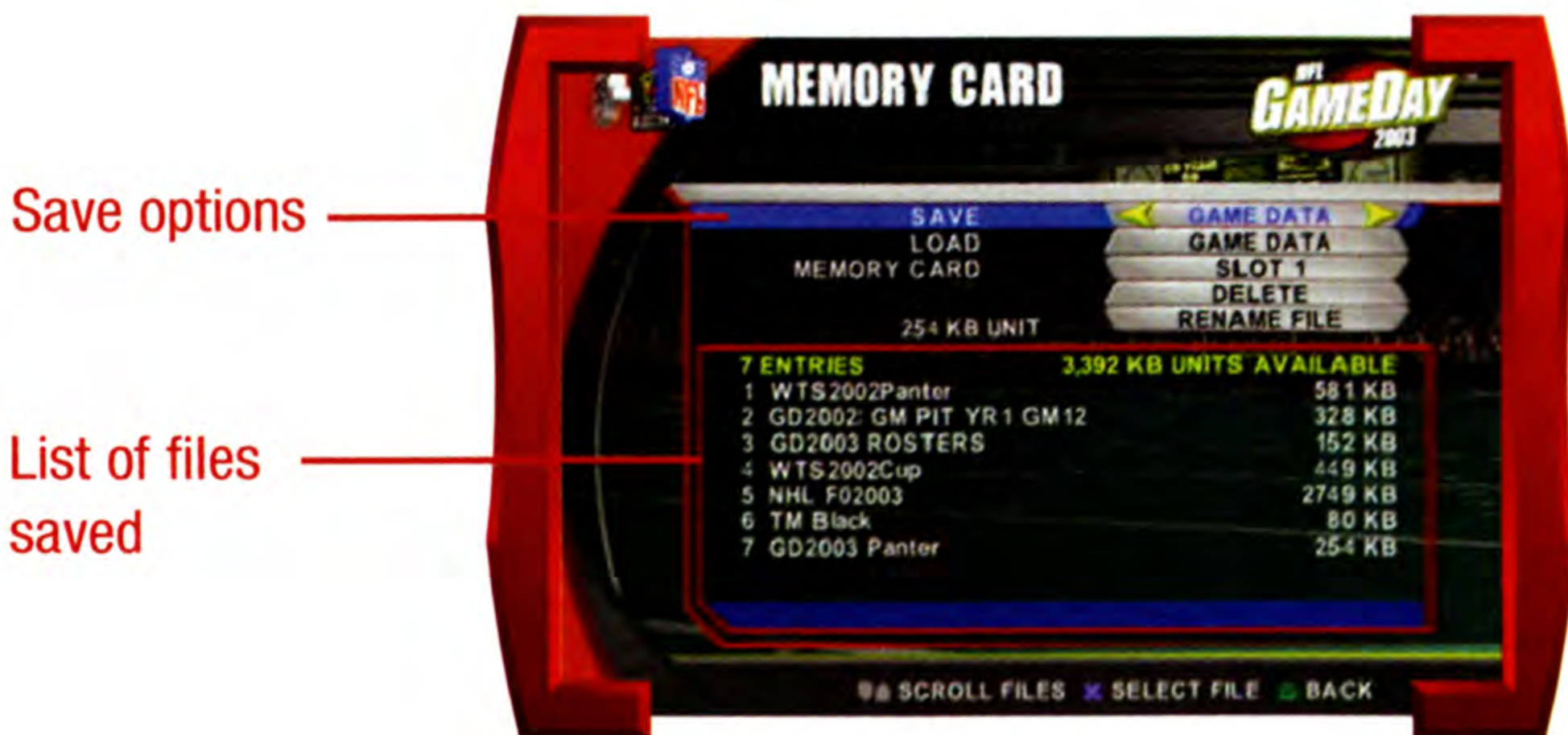
Use the MEMORY CARD (8MB)(for PlayStation 2) to save game data, in game options, controller configurations, user records, user profiles, load previously saved files, delete files, or rename existing files. Before altering files, select a MEMORY CARD (8MB)(for PlayStation 2) slot by pressing **↑** / **↓** to select the MEMORY CARD slot option, and then press **←** / **→** choose a slot.

**A unique feature of NFL GameDay 2003 is that you can load saved NCAA GameBreaker 2003 Seniors into GameDay's college draft.**

## SAVING A FILE

**To save a file:**

- Press **←** / **→** to select a save option, and then press **⊗**.
- From the on-screen keyboard, use the controller buttons to enter a name for the file.
- Press **□** to enter the name and save the file.







## **LOADING A FILE**

To load a file, it must have already been saved to the MEMORY CARD (8MB)(for PlayStation 2).

### **To load a file:**

- Press **↑** / **↓** to the load option.
- Press **←** / **→** to select a load option, and then press **⊗**.
- Press **↑** / **↓** to select a file to load, and then press **⊗**.
- Confirm your desire to load the file by pressing **Ⓚ** from the popup box.

## **DELETING A FILE**

### **To delete a file:**

- Press **↑** / **↓** to the delete option, and then press **⊗**.
- Press **↑** / **↓** to choose a file to delete, and then press **⊗**.
- Confirm your desire to delete the file by pressing **Ⓚ** from the popup box.

## **RENAMING A FILE**

You can rename any previously saved file.

### **To rename a file:**

- Press **↑** / **↓** to the rename option, and then press **⊗**.
- Press **↑** / **↓** to choose a file to rename, and then press **⊗** to activate the on-screen keyboard.
- Use the controller buttons to enter a name for the file.
- Press **Ⓚ** to enter the name and save the renamed file.



# PRESEASON

Play a Preseason game matching up any two teams. Have fun playing against a tough division rival or match wits with teams you might not see during a regular season.

*NOTE: Preseason results are not recorded in Season standings and cannot be saved to the MEMORY CARD (8MB)(for PlayStation 2).*

## Matchup

The matchup screen is where you make it all happen. Choose your teams and customize the game options.

- Press **L2** or **R2** to choose Away or Home.
- Press **←** / **→** to choose a team. Press **○** to cycle through and choose an all-time team from the past. Pressing **L1** or **R1** will toggle the team power bars, giving you a glimpse of a teams strengths and weaknesses.
- Press **□** to move to the Matchup Options.



## MATCHUP OPTIONS

**After making changes to the Matchup Options:**

- Press **△** to exit back to the Team Matchup screen.

*NOTE: To make random settings for the weather options, press **○**.*

## Stadium

Choose a stadium from any team. It doesn't matter if you are from the NFC, you can play in a stadium from an AFC team if you like.

*NOTE: Games played in domed stadiums will not be affected by weather conditions.*





### **Game Time**

Choose which time of the day your game will start. Settings include DAY and NIGHT.

### **Precipitation**

Set the amount of precipitation that will occur during the game. Settings include NONE, SHOWERS, RAIN, and TORRENTIAL. If the game is played with a temperature of 32 degrees or lower, precipitation will be in the form of FLURRIES, SNOW, or a BLIZZARD.

### **Temperature (F)**

Set the temperature in degrees (1-100) for the game.

### **Wind**

You can set the degree of wind to NONE, SLIGHT, MODERATE, or GUSTY.

### **Fog**

You can set the degree of fog to NONE, SLIGHT, MODERATE, or DENSE.

### **Preview Stadium**

Get a closeup look of the stadium you have chosen for your game. Go right inside the stadium and use the launcher to view the entire layout of the facility.

### **Home & Visitor Jerseys**

Choose the type of jerseys each team will wear during the game. Options include their DEFAULT styles, COLOR, WHITE, THROWBACK HOME, and THROWBACK AWAY.

### **Front Office**

Use the Front Office to do the work of the team's General Manager. Make key roster moves by trading players, signing or releasing free agents, drafting players, and creating players.



## After selecting Front Office, from the popup box:

- Press **↑** / **↓** to choose a Front Office team, and then press **⊗** to move to the Front Office Menu.

*NOTE: See below for more information on Front Office options.*

### User Records

User Records are tabulated during gameplay when each controller is set with a user record name.

*NOTE: See User Records on page 36 for instructions on how to set up user record names.*

## FRONT OFFICE

Use the Front Office to do the work of the team's General Manager. Make key roster moves by trading players, signing or releasing free agents, drafting players, and creating players.

*NOTE: The salary of the player is important to watch. If you want to make a trade or sign Free Agents, you must be able to fit them under the salary cap. Before making a trade, know the salaries of the players involved or your trade might get rejected.*

### Team Roster

View the roster breakdowns of each NFL team along with each player's profile. When viewing a player's abilities, the higher the number for ability attributes, the greater the total ability of the player.

- Press **L1** / **R1** to choose a team.
- Press **L2** / **R2** to cycle through each position, viewing players one position at a time.

*NOTE: To view a roster breakdown, which includes the current and required number of players at each position, press **SELECT**.*

- Press **↑** / **↓** to scroll through the players, and then press **←** / **→** to view categories. You can press **⊙** to toggle a sort/reverse sort of a selected category. You can also press **■** to bring up a Player Popup Card, which describes the player's NFL experience, his contract figures and his physical makeup. Press **■** from the player card to toggle between the player card and career stats. Press **△** to exit.
- If you would like to change a player's appearance on the field, press **⊗** to edit the player model.
- Press **↑** / **↓** to select a category, and then press **←** / **→** to change a value.
- Press **⊗** to save your changes and go back to the Team Roster Menu.



# NFL GAMEDAY 2003

## Create Player

Create a player to fill a hole on your roster or add depth to a position. You can also have some fun and create yourself using your own name and physical attributes. You can create up to 40 players.

### To Create a player from the Create Player Menu:

- Highlight the Create Player option and press **X** to move to the Create Player screen.
- Highlight the **FIRST NAME** or **LAST NAME** option, and then press **X** to activate the on-screen keyboard. You must enter a first and last name to continue.
- Press **↑** / **↓** / **←** / **→** to choose a character or option, and then press **X** to add it. **L1** and **R1** toggle through existing characters.
- When you have completed your name, press **□** to enter it and deactivate the keyboard.
- After naming your player, press **↑** / **↓** to make other selections, and then press **←** / **→** to make a change.

*NOTE: To create a player for the Free Agent Pool, from the TEAM option, press **←** / **→** to select FREE AGENT.*

- When finished making changes, press **↑** / **↓** to select **CONTINUE**, and then press **X** to move to the Player Appearance screen.
- Press **↑** / **↓** to choose player characteristics, and then press **←** / **→** to make changes.





- Press ⊗ to continue to the Player Attributes screen. From this screen, you have the chance to adjust your player's running, body strength, and passing abilities. There are 120 total points that you can use to distribute among the 12 categories. Each time an ability is increased, the total number of points decreases.
- Press ← / → to move through the categories.
- Press ↑ / ↓ to select an ability, and then press ← / → to change the ability level.

### To move to a different category after altering an ability level:

- Press ↑ / ↓ to move to the attribute category, and then press ← / → to move to a different category.
- Press ⊗ when done to view your player summary.
- If you are satisfied with your player, to continue, press ⊗.
- When prompted, press ← / → to select CREATE, and then press ◻ to create the player.

### Super Player

A Super Player can be created by using the abilities of the best NFL players. When creating Super Players, it is important to keep track of the salary associated with each player ability because of the league's salary cap restriction. Follow the directions under *Create Player* on page 32 until you get to the Player Attributes screen.

### From there:

- Press ← / → to move through the attribute categories.
- Press ↑ / ↓ to select a player attribute, and then press ← / → to choose a professional player.
- Press ⊗ when done to view your player summary.
- Press ⊗ to continue.
- Press ← / → to select CREATE, and then press ◻ to create your Super Player.

### Delete Player

Delete a player from the list of created players.

- Press ↑ / ↓ to select a player, and then press ⊗.
- Press ← / → to select DELETE, and then press ◻ to delete the player.

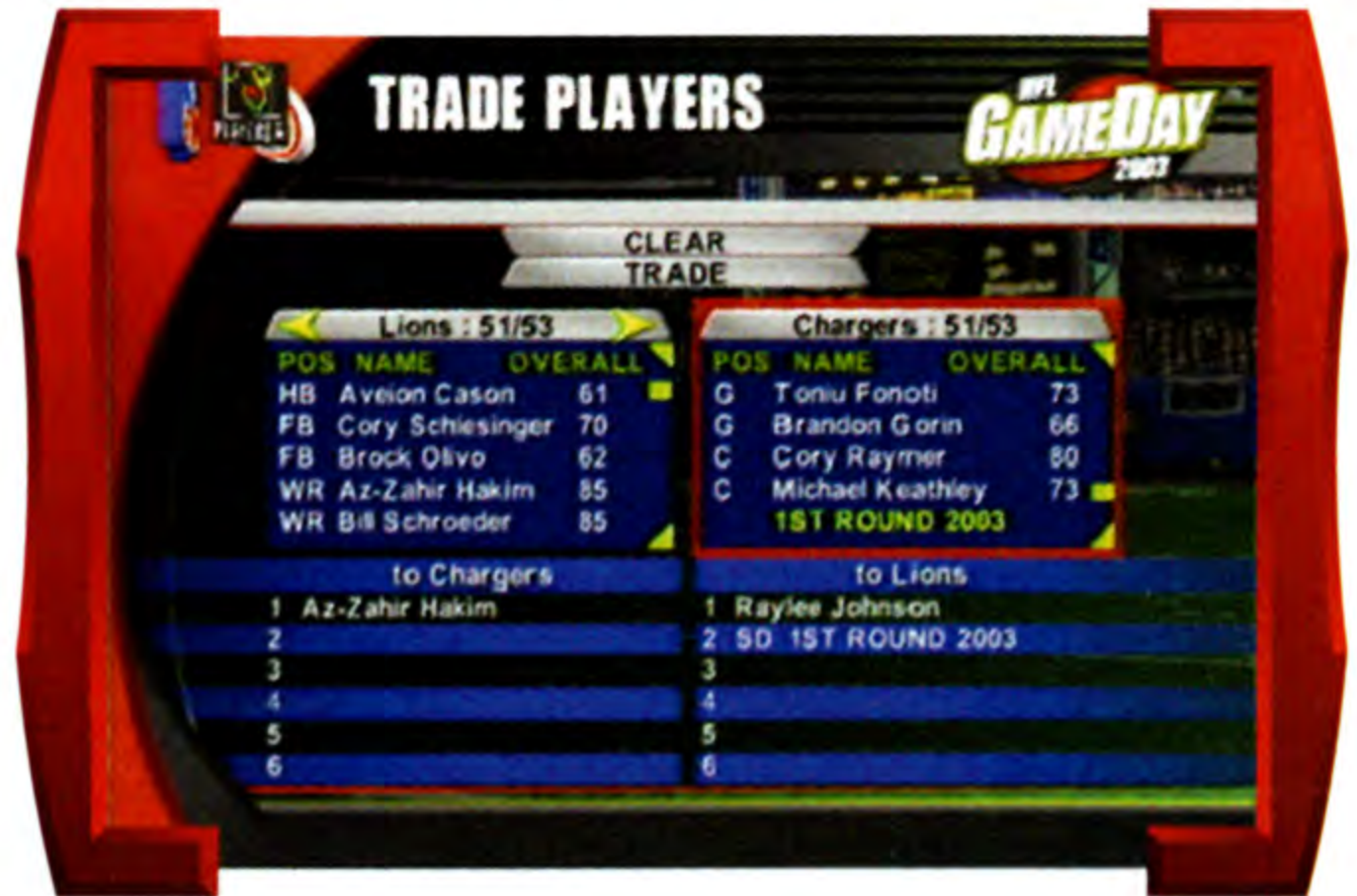
*NOTE: To move to the player list to view the entire list of created players, press ○.*



# NFL GAMEDAY 2003

## Trade Player

Make a trade to improve your team. To make a trade, the players selected must be evenly matched or the league will reject the trade. Your roster must also have a minimum number of players at each position.



- Press **← / →** to choose a team.
- Press **L2** or **R2** to change the position categories.
- Press **↑ / ↓** to select a player to trade, and then press **⊗** to add him to the trade window. Make multiple player selections if you wish.
- Press **⊙** to change team windows, and then press **← / →** to choose another team for the trade.
- Press **↑ / ↓** to select a player, and then press **⊗** to add him to the trade window.

*NOTE: When a player is highlighted in the team window, press **⊙** to bring up a player popup card to view his player attributes and career stats.*

- Press **⊙** to move off of the trade window, and then press **↑ / ↓** to the TRADE option.
- Press **⊗** to make the trade.
- When prompted, press **← / →** to select YES from the popup box, and then press **⊗** to complete the trade.



## Draft


Players are drafted at 15 positions for a total of 50 rounds. You can manually draft each position for every team, have the CPU hold an auto draft, or manually draft for some teams and have the CPU draft for the rest.

### To manually draft from the Draft's main screen:

- Press ← / → to select a team.
- Press ⊗ to add a team to the manual draft list. Add as many teams as you wish. To delete a team from the manual draft list, press ← / → to the desired team, and then press ⊗.
- Press ⊙ to select the DRAFT PLAYERS option, and then press ⊗.
- Press ⊗ from the Commence Draft popup to start the draft.

### You will be drafting one player from each position. When a team you have selected for manual drafting comes up in the draft order:

- Press ← / → to choose a player position.
- Press ↑ / ↓ to scroll through the players still available in the draft. You can press ◻ when a player is highlighted to view a popup card of his stats.
- Press ⊗ to draft a player.

*NOTE: You can press  at any time during the draft to have the CPU take control and finish the draft automatically.*

## Sign Free Agent

Sign a Free Agent to any team from the Free Agent Pool. Rosters max out at 64 players. To make room on the roster for additional Free Agents, use the Release Player option.

- Press **L1** / **R1** to choose a team.
- Press **L2** or **R2** to change Free Agent categories, listing the available players at each position.
- If there is room under the salary cap and you have openings on your roster, press ↑ / ↓ to highlight a player, and then press ⊗. Press ◻ to view a selected player's popup card, listing his attributes and career stats.
- When prompted, press ← / → to select ACCEPT from the popup box, and then press ◻ to sign the player.



# NFL GAMEDAY 2003

## Release Player

You can release a player from any team. When a player is released from a team roster, he is moved to the Free Agent Pool where any team can sign him.

- Press **L1** / **R1** to select a team.
- Press **↑** / **↓** to highlight a player, and then press **⊗**. Press **□** to view a selected player's popup card, listing his attributes and career stats.
- When prompted, press **←** / **→** to select RELEASE from the popup box, and then press **⊗** to release the player.

| POS | #  | NAME              | SLRY     | YRS | OVRL | AGE |
|-----|----|-------------------|----------|-----|------|-----|
| QB  | 6  | Shane Matthews    | \$750K   | 3   | 76   | 31  |
| QB  | 7  | Danny Wuerffel    | \$554K   | 1   | 70   | 28  |
| QB  | 18 | Sage Rosenfels    | \$529K   | 1   | 61   | 24  |
| HB  | 48 | Stephen Davis     | \$3,199M | 2   | 89   | 28  |
| HB  | 32 | Kenny Watson      | \$626K   | 1   | 77   | 24  |
| HB  | 46 | Ladell Betts      | \$800K   | 3   | 75   | 23  |
| FB  | 47 | Bryan Johnson     | \$888K   | 2   | 73   | 24  |
| FB  | 40 | Rock Cartwright   | \$536K   | 4   | 69   | 23  |
| WR  | 87 | Rod Gardner       | \$2,299M | 2   | 81   | 25  |
| WR  | 80 | Jacquez Green     | \$1,000M | 2   | 79   | 26  |
| WR  | 84 | Reidel Anthony    | \$921K   | 3   | 78   | 26  |
| WR  | 83 | Kevin Lockett     | \$799K   | 3   | 72   | 28  |
| WR  | 88 | Derrius Thompson  | \$532K   | 4   | 63   | 25  |
| WR  | 85 | Darnerien McCants | \$556K   | 2   | 62   | 25  |
| TE  | 89 | Zeron Fiomister   | \$632K   | 2   | 72   | 26  |

## Reset Rosters

Resetting rosters will delete all created players and roster modifications.

### To reset all rosters to their original form:

- Press **←** / **→** to select YES from the popup box, and then press **⊗**.

## USER RECORDS

With the User Records option set to ON, user records are tabulated from games in which the controllers used are set with a user record name.

- Press **L1** / **R1** to toggle between gameplay and controller options.

## Records

From the Records panel, you can choose to set User Records ON/OFF and view all user records. You can also save these records to the MEMORY CARD (8MB)(for PlayStation 2).



## To change the User Record setting:

- Press ← / → to toggle the User Record setting to ON/OFF.

## User Name

From the User Name panel, you can set the names for the controller ports.

## To set a User Name:

- Press ↑ / ↓ to choose a controller to set with a user name, and then press ⊗ to activate the on-screen keyboard.
- Use the controller buttons to enter a name for the file.
- Press ◻ to enter the name. Your User Record Name will be associated with the controller.



# SEASON

A Season is a complete 16-game format. Playing in a Season, you have total control of your team on the field and in the front office. Do your best to win enough games to make it into the Playoffs at the end of the year.

## Season Team

From this screen you can choose a team for your Season and change the Salary Cap option.

- Press ← / → to select a team. Press L1 / R1 to toggle the team's strength meters, showing the team's offensive, defensive, and special teams ratings.
- When you have decided on a team, press ⊗ to move to the Season Menu screen.

## Salary Cap Option

By pressing ◻, you will bring up the Salary Cap option, which enables you to turn the league's salary restriction for teams ON/OFF. Set to OFF, you can sign as many high-priced players as you like.

- Press ← / → to change the Salary Cap to ON/OFF.



# NFL GAMEDAY 2003

## **SEASON MENU**

The Season Menu is used to set up each week's game and view the weekly box scores of games played. The Season Schedule for your team is located to the left of this screen. You can view the entire year's weekly schedule by pressing **L1** / **R1**.

*NOTE: See Front Office on page 31 and MEMORY CARD (8MB)(for PlayStation 2) on page 27 for information on these menu items.*

### **Play Game**

- Press **X** to start the game.

### **Simulate Week**

Use this option to simulate every game played in the league for that week. The results of each week's matchups will be posted.

- Press **X** from this option to simulate games. To simulate multiple weeks, press **L1** / **R1** to move forward through the schedule, and then press **X** to simulate all games up to that week.

*NOTE: To simulate an entire Season, press **R2** + **□**. To simulate the rest of a Season in progress, press **L2** + **□**.*

### **Season Report**

Keep track of your team's place in the standings, the individual leaders in the league, and team reports.

#### **Team Schedule**

View the schedule of any team in the league and the box scores for games played.

#### **Team Standings**

View the Divisional standings of the AFC and NFC conferences.



## **Pro Bowl Voting**

The Pro Bowl voting is based on the current Season. Updated each week, the leaders of the voting will be shown from both conferences. Players from your team will be shown in green.

## **MVP Awards**

View the players voted most valuable for each week's games.

## **Team Report**

The Team Report will show all team injuries and the length of time each player will be out of the lineup. During postseason play, team status information will also be available.

## **Coach's Report**

In General Manager mode, check the status of your coaching career.

## **Hall of Fame**

In GM mode, view the updated record breakers of retired players.

# **STATISTICS**

View the stat leaders throughout the league.

## **Team Leaders - Offensive and Defensive**

View the team leaders in all offensive and defensive categories. Your Season team will be shown in green.

## **NFL Leaders**

View the league leaders and their stats.

- From NFL Leaders on the Statistics Menu, press ← / → to choose a category, and then press ⊗ to view the leaders.

## **Team Rankings**

View the team rankings of each NFL team in every major category.

## **Individual**

View the stats of any player from around the league.

## **Career**

In GM mode, view the description of a career in progress.

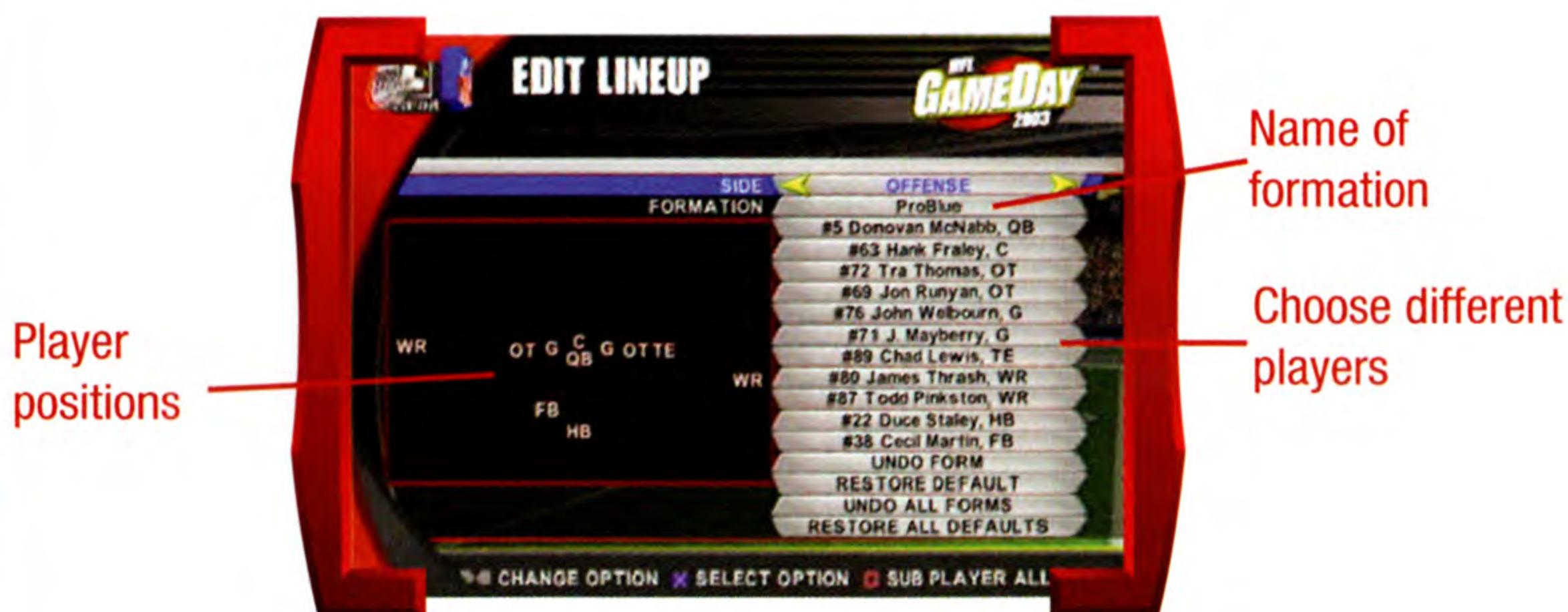


# NFL GAMEDAY 2003

## EDIT LINEUP

This is a unique opportunity to make changes to your offensive and defensive playbooks by substituting players and making position changes.

*NOTE: Offensive players switched to defensive positions will not be credited with defensive statistics.*



- From the menu item of SIDE, press  $\leftarrow$  /  $\rightarrow$  to choose a side of the ball (offense or defense) for your substitution. If you are playing on offense when you use substitutions, this option will be shown as OFFENSE.
- Press  $\uparrow$  /  $\downarrow$  to choose FORMATION, and then press  $\leftarrow$  /  $\rightarrow$  to choose a formation.
- Press  $\uparrow$  /  $\downarrow$  to a player position, and then press  $\leftarrow$  /  $\rightarrow$  to choose a different player for that position. Make multiple substitutions if you like.
- Press  $\triangle$  to return to the game.

### To place a substituted player in all formations:

- Press  $\square$  after a player(s) has been changed and he will be placed into all appropriate positions for all of the formations.

*NOTE: Use the Undo and Restore features to return to the original formation setups.*



## SETUP

The Setup Menu enables you to make changes to your game setup. See *Main Menu* on page 23 for information on these menu items.

## QUIT SEASON

Quits the current Season and brings you back to the Main Menu.

## TOURNAMENT

Set up a Tournament without having to play a complete regular Season. A Tournament can be set up as an 8-team (two rounds plus a Tournament final) or 16-team (three rounds plus a Tournament final) competition.

### To enter a player name for each user controlled or CPU controlled participant:

- Press **←** / **→** to choose an 8 or 16-player Tournament format.
- Press **↑** / **↓** to select a CPU number.
- Press **⊗** to activate the on-screen keyboard. If you have a USB keyboard, plug it into the USB port located on the front of your PlayStation 2 game console.
- Press **←** / **→** / **↑** / **↓** to highlight the keys on the keyboard, and then press **⊗** to input the highlighted keys.

*NOTE: Other data entry uses of the on-screen keyboard include pressing **⊙** to delete, pressing **L2** to turn the Caps Lock ON/OFF, and using **L1** or **R1** to move the cursor.*

- When you have finished entering data, press **Ⓚ** to accept the data and deactivate the on-screen keyboard. You can press **△** to exit the keyboard without inputting any data.
- Press **↑** / **↓** to select DONE, and then press **⊗** to start the team selection process for each controller.

## Tournament Team Selection

Select the teams for each controller. The CPU will randomly select teams for the CPU players.

- Once the CPU finishes selecting teams for CPU player names, you select teams for your own player names. Press **←** / **→** to select a team, and then press **⊗**. You can press **L1** / **R1** to toggle team strengths, helping you make your decision.



# NFL GAMEDAY 2003

- When prompted, decide whether you would like to draft players for your Tournament team. If you do, press ← / → to select YES from the popup box, and then press ⊗ to draft players. See *Draft* on page 35 for more information.

## **TOURNAMENT MENU**

From the Tournament Menu, move on to the competition by selecting the Tournament Brackets menu item. You can also set up User Records, check Team Rosters and league Statistics, and use your MEMORY CARD (8MB)(for PlayStation 2).

*NOTE: See Season Menu on page 38 for information on the remaining menu items.*

## **TOURNAMENT BRACKETS**

From the Tournament Bracket screens, you'll be able to view each round of the Tournament as it unfolds.

### **To play a Tournament game:**

- Press ← / → / ↑ / ↓ to select a game bracket, and then press ⊗ to bring up the Choose Sides screen. If a game within the Tournament has been played, to view its box score, press ⊗. Press ← / → to view each round's game box scores.

*NOTE: Tournament matchups can be simulated by highlighting a game bracket and pressing ◻.*

## **GENERAL MANAGER**

Test your skills as a Coach and General Manager. Control a team by making every important decision. You will be replacing retired players, resigning players with expired contracts, deciding on roster spots for rookies, drafting players, and handling the salary cap.



During the Season, your General Manager status will be evaluated. If your team does well, you will remain with the team. If the team doesn't meet preseason expectations, you might be let go. If you get fired, don't get too worried. Job opportunities from other teams may open up.

## GM Team

Run your favorite team or take on the challenge of choosing a team with a history of underachieving.

- Press ← / → to choose a team. You can press **L1** / **R1** to change team strength categories, helping you make your decision.

### To name your team:

- Press ⊗ to activate the on-screen keyboard. If you have a USB keyboard, plug it into the USB port located on the front of your PlayStation 2 console.
- Press ← / → / ↑ / ↓ to highlight the keys on the keyboard, and then press ⊗ to input the highlighted keys.

*NOTE: Other data entry uses of the on-screen keyboard include pressing ○ to delete, pressing **L2** to turn the Caps Lock ON/OFF, and using **L1** or **R1** to move the cursor.*

- When you have finished entering data, press □ to accept the data and deactivate the on-screen keyboard. You can press ▲ to exit the keyboard without inputting any data.

## General Mgr Year 1

Use this screen to setup each week's game and keep track of the league's statistical information and reports. You'll return to this screen after each game is played and when the Season is over before the Playoffs begin. Once the Season, Playoffs, and Pro Bowl have ended, as the GM, your job will be to do everything in your power to improve your team.

See *Season Menu* on page 38 for more information on this screen's menu items.

### **NEXT SEASON**

Your GM responsibilities really begin after completing the first Season. Once you select Next Season, it'll be time for you to earn your money and make changes to improve last year's roster.

- When prompted, press ← / → to select YES to continue to the next Season, and then press ⊗.





## **GENERAL MGR EVENTS**

### **Retired Players**

Your first job will be to review the list of retired players that you'll have to replace.

- Press ← / → to choose a team.
- Press ↑ / ↓ to view the entire list of retired players. You can highlight a player and press ◻ to view his player popup card showing his attributes and career stats.
- Press ● to change the menu and select CONTINUE, and then press ⊗ to continue.

### **Expired Contracts**

Next, you'll have to decide if you want to sign your own Free Agents from last year's team.

#### **To look over the list of players first:**

- When prompted, press ← / → to select NO, and then press ⊗ to not sign your Free Agents.
- Review the list of expired contracts and the amount of cap space your team has left. You can highlight a player and press ◻ to view his player popup card, showing his attributes and career stats.

#### **To sign one of your Free Agents:**

- Press ↑ / ↓ to select a player, and then press ⊗. A contract negotiation screen will appear with the salary request of the Free Agent. Review the amount and determine if your team has the cap room and the need for this player.
- Assuming you do, press ← / → to select ACCEPT, and then press ◻.
- After signing your own Free Agents, press ● to move to the CONTINUE option, and then press ⊗ to continue.



## NCAA® GameBreaker® 2003 Players

A popup box will appear, giving you the opportunity to import seniors saved from your NCAA GameBreaker 2003 game.

- Press ← / → to select YES/NO, and then press ⊗ to continue.
- If you have GameBreaker seniors saved on a MEMORY CARD (8MB)(for PlayStation 2), select a senior to import, and then press ⊗.

## Combine

Your next stop is the Combine where you'll have a chance to scout this year's group of players entering the NFL Draft.

- Press ← / → to select a player position, and then ↑ / ↓ to view the entire list of prospects.
- After reviewing the list, press ● to move to the CONTINUE option, and then press ⊗ to move to continue.

## Draft War Room

The Draft War Room is where you can review your team needs and plan to fill certain positions. If you need to add a player at a position to meet the number required, that position will appear in red. You'll also be able to see your team's weaknesses, giving you an opportunity to know which areas to aim at improving. Before the draft, you can make trades to begin the process of filling out your roster. See *Trade Player* on page 34 for more information.

- Press ● to move to the CONTINUE option, and then press ⊗ to start the draft. See *Draft* on page 35 for more information on holding a draft.

*NOTE: After each round of the draft, you will be brought back to the Draft War Room where you can make more trades and review your roster.*

## Draft Day Summary

The Draft Day Summary lists your player selections from the draft and the players you acquired in draft day trades. From this screen you'll need to decide whether you want to sign any or all of the players drafted. Any player(s) you try to sign will take you through the contract negotiation process where you'll need to make a decision on whether he's worth the money. See *Expired Contracts* on page 44 for more information on signing draft picks.

*NOTE: You can sign all of your players at once by selecting SIGN ALL from the menu, and then pressing ⊗.*

- When you have finished signing players, press ● to move to the CONTINUE option, and then press ⊗ to start the next Season.





## **PLAY EDITOR**

Play Editor mode allows you to create custom offensive and defensive playbooks for your team by selecting plays and changing the player assignments. Once you select a play to customize, you will be able to select each player in the formation and then choose different assignments for him to run. Setup as many plays as can fit within your playbook.

### **Edit Playbook**

#### **From Edit Playbook of the Play Editor Menu:**

- Press ← / → to choose a team, and then press ⊗.
- From the SIDE option, press ← / → to choose a side of the ball (offense or defense).
- Press ↑ / ↓ to PLAY, and then press ← / → to choose a custom play from the playbook.
- Press ↑ / ↓ to a player position, and then press ← / → to choose a different player assignment. Make multiple player assignment changes if you like.
- Press ▲ to return to the Play Editor Menu.

*NOTE: Use the Undo and Restore features to return to the original formation setups.*

### **Restore Default Playbook**

Selecting this option will restore your playbook back to its original setup.

### **Restore All Defaults**

Selecting this option will restore all team playbooks that had been modified back to their original setup.



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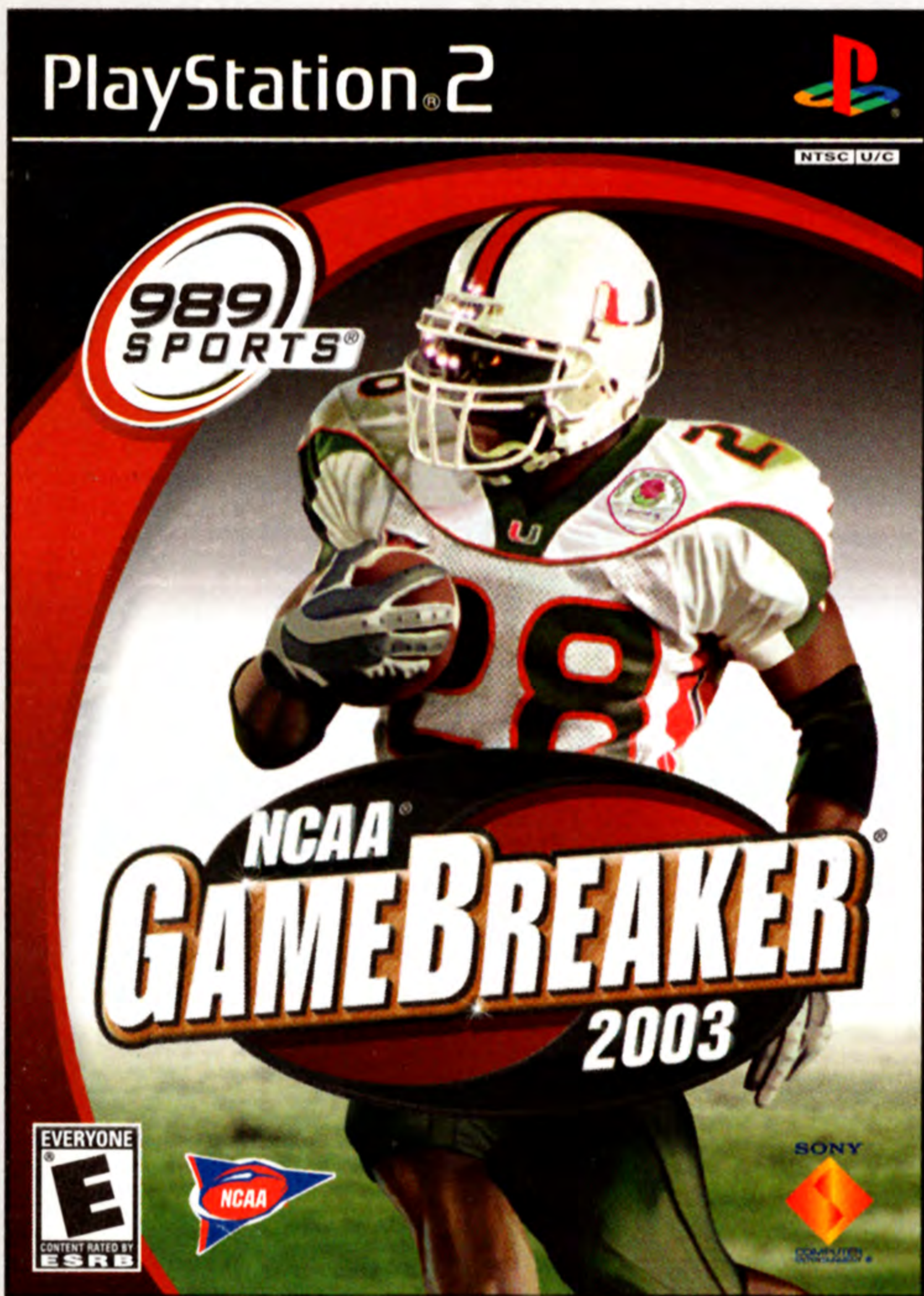
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