

MANUAL

989 SPORTS®

NFL GAMEDAY™ 2004

NFL GAMEDAY™ 2004



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PlayStation 2

P	103	8	26
Gate	Section	Row	Seat

Tuesday, August 26, 2003



NFL GAMEDAY 2004
FIELD LEVEL



989 SPORTS



PLAYERS INC

NEW ENGLAND - The per...
back look on grip, from under to doing...
back look on grip, from under to doing...
back look on grip, from under to doing...

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.

NFL GameDay™ 2004 Tips & Hints**■ Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday - Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

■ Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

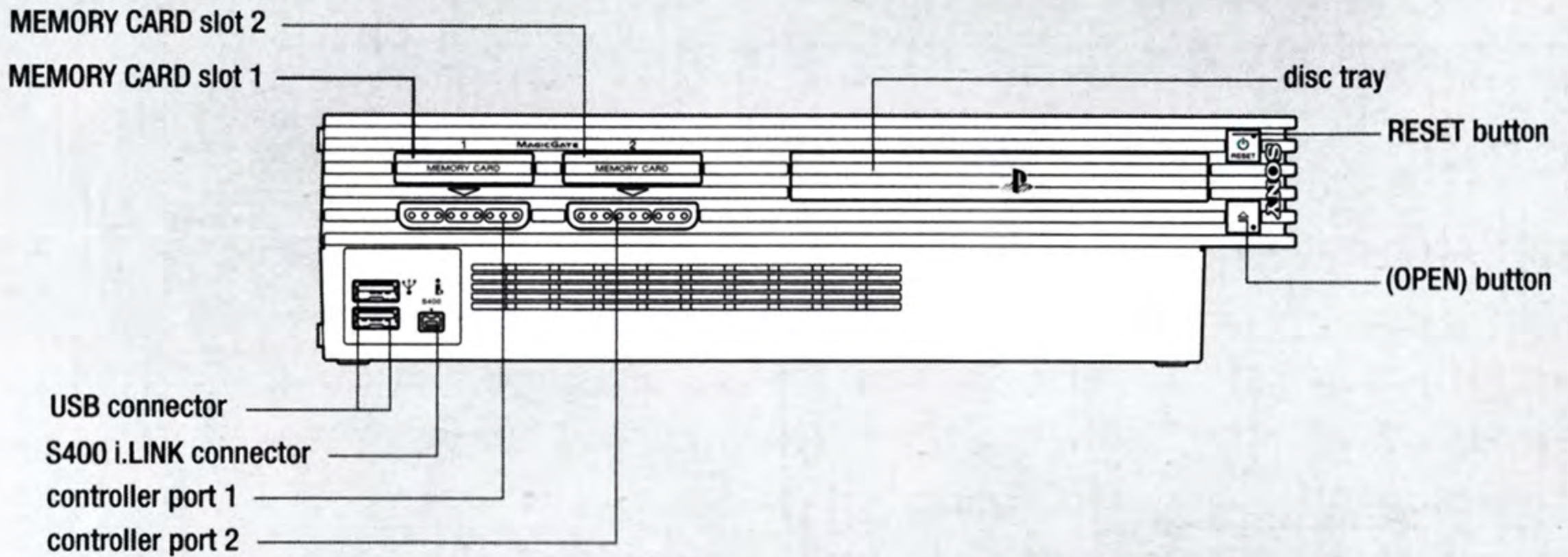
Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

TABLE OF CONTENTS

Getting Started	4
Saving Data	4
MEMORY CARD	4
Game Controls	6
Game Tips	6
GameDay Online	14
Live Rosters	18
Preseason	19
Seasons	19
General Manager	19
Tournaments	20
Practice	20
Franchise Management	20
Reports and Stats	21
Front Office	22
Editing Lineup	22
Custom Playbook	23
Choose Audibles	23
Trading Players	24
The Draft War Room	24
Signing Free Agents	25
Releasing Players	25
Creating Players	26
Pause Menu	27

GETTING STARTED



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™ 2004 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.

■ Saving Data

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you save or load a file. NFL GameDay 2004 saves user-defined options and all data for seasons, tournaments, and roster data files. 264KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save game data, 242KB-358KB of memory is needed for General Manager data, and 115KB of memory is needed to save game play options, audio/video options, controller configurations, user records, online settings, etc.

If you do not use a MEMORY CARD (8MB) (for PlayStation 2), all NFL GameDay 2004 data will be lost when you turn OFF your PlayStation 2 console.

■ MEMORY CARD (8MB)(for PlayStation 2)

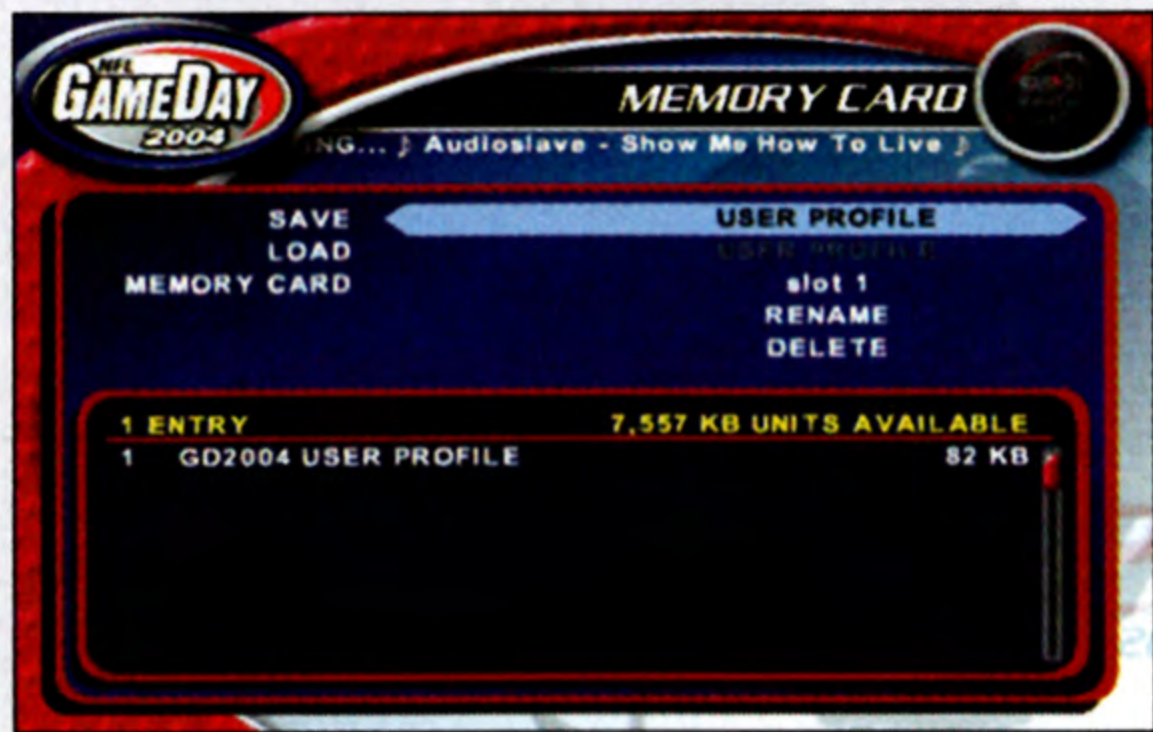
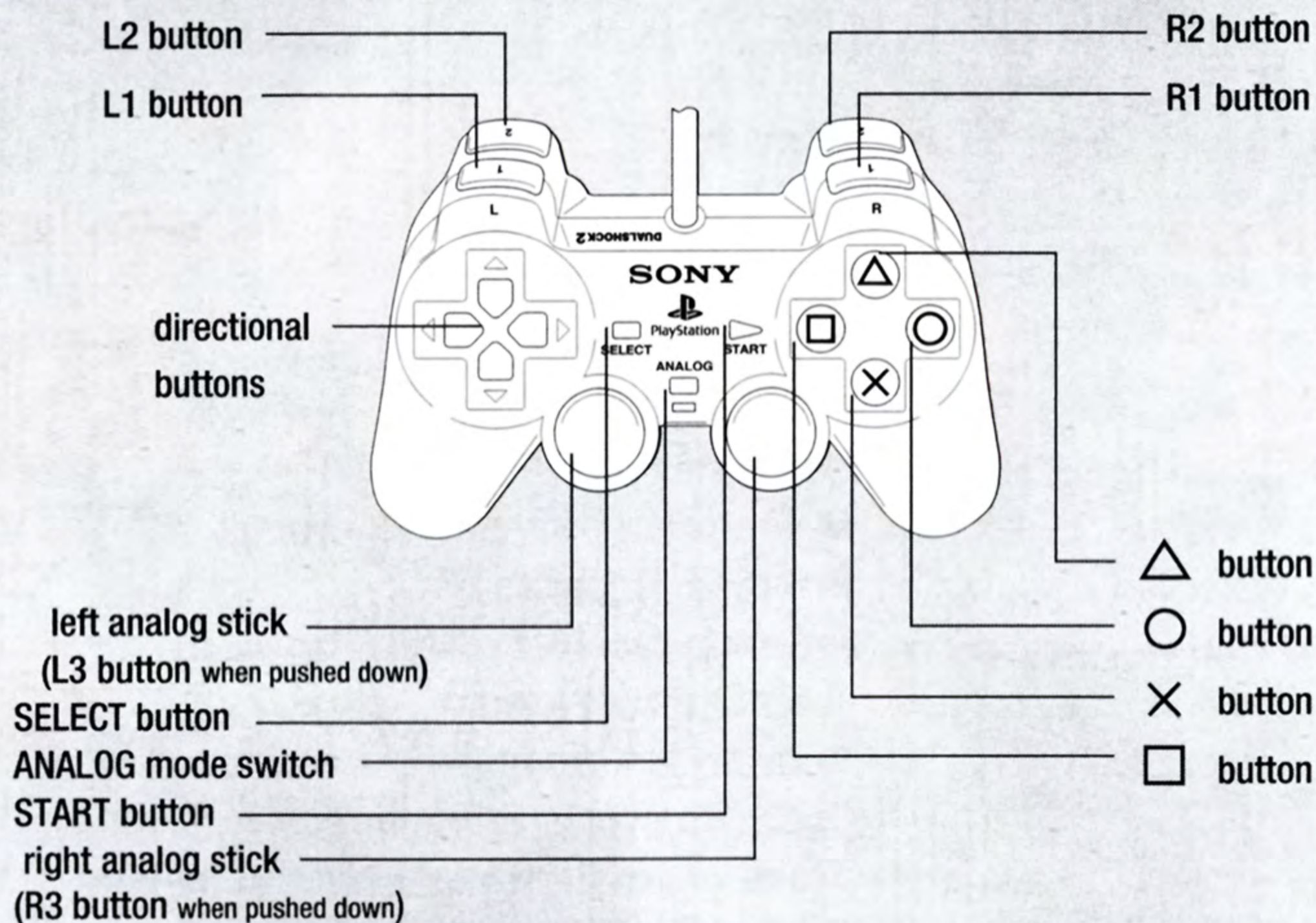
The MEMORY CARD (8MB) (for PlayStation 2) is used to save and load files. Any file saved to the MEMORY CARD (8MB) (for PlayStation 2), can be renamed or deleted at any time after the initial save.

“Using the Load option, you can load saved NCAA® GameBreaker® 2004 seniors into GameDay’s college draft.”

Before starting an NFL GameDay 2004 game, you have the option to load a saved file from a MEMORY CARD (8MB) (for PlayStation 2). Any previously saved file such as seasons, rosters, and online settings can be loaded.

GETTING STARTED

■ DUALSHOCK®2 ANALOG CONTROLLER



■ Saving a File

- Press **↑** / **↓** to select the MEMORY CARD (8MB) (for PlayStation 2) option, then press **←** / **→** to select slot 1 or slot 2.
- Select Game Data or User Profile from the save menu, then press **×**.
- Enter a file name using the virtual keyboard, then press **□** to save the file.

■ Loading a File

- Select Game Data or User Profile from the load menu, then press **×**.
- Press **↑** / **↓** to select a file to load, then press **×**.
- Press **←** / **→** to select YES, then press **×** to confirm the load. Press **△** to cancel.

■ Deleting a File

- Press **↑** / **↓** to select the delete option, then press **×**.
- Press **↑** / **↓** to select a file to delete, then press **○**.
- Press **←** / **→** to select YES, then press **×** to confirm the delete. Press **△** to cancel.

GAME CONTROLS

Left Analog Stick

Use the Left Analog Stick to control any aspect of the game where you would use ← / → / ↑ / ↓.

Pre-Snap & Post Play Offense

- ⊗Hike ball
-Call audible
- L2 + □Reset audible to original play
-Fake hut
- △Hot routes (see page 11)
- L1Max protect / Super max protect
- L2Pre-read receivers
- L2 + △Pre-read receiver routes
- R1Total Control Passing
- ↑Activate Motion mode (Right Analog Stick
Up/Down cycles through receivers, then
press ← / → to send receiver in motion)
- △ (Hold)No-huddle offense (post play only)

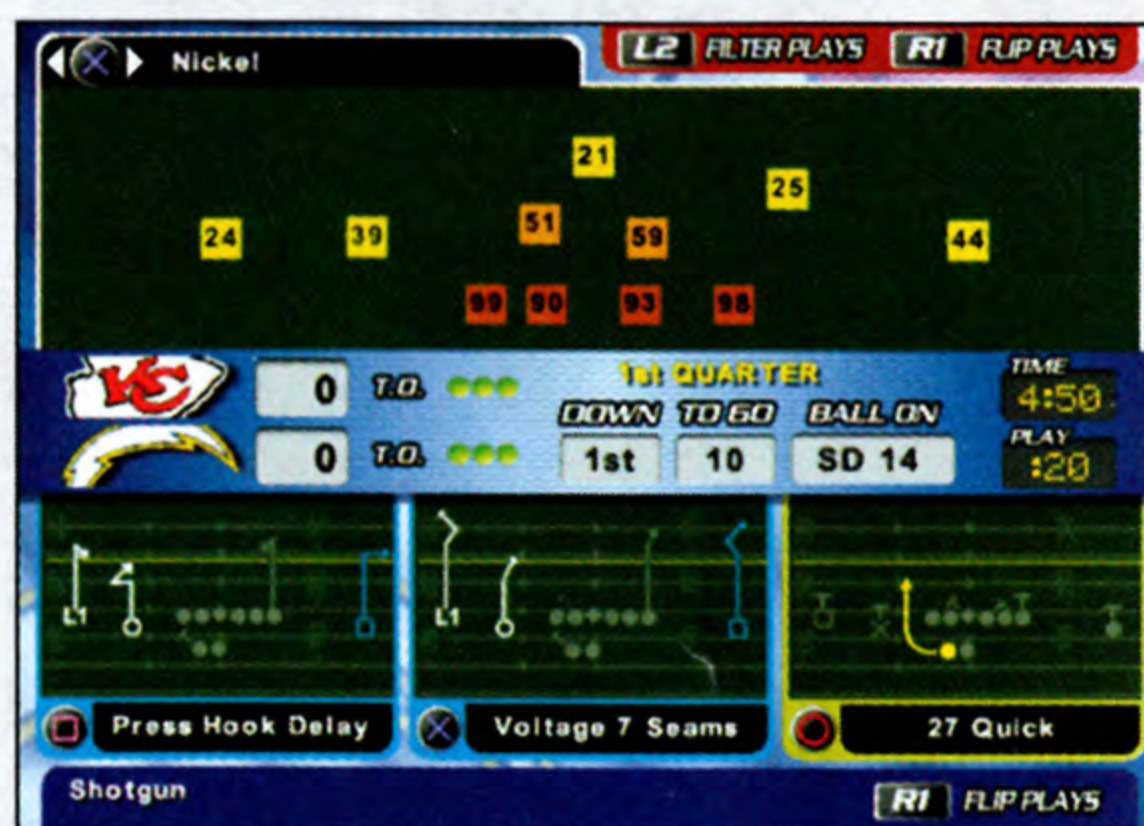
Game Time Tips Provide Upper Hand

Knowing the game tips gives you the game time advantage

■ Calling Plays

Before learning how to make plays, you need to first know how to call a play and read the information on the Play Calling screen. The Play Calling screen (on the right) shows all the details pertinent to play calling. It's important that you know what down it is, where the first down marker is located, and how much time is on the play clock.

To call a play, press ← / → to cycle through the available formations. You can also vary your formation look by pressing ↑ / ↓. To bring up the play selections for a for-



mation, press ⊗. If you change your mind and want to choose a different formation, press ↑ or △ from the play selections

GAME CONTROLS

⊙No-huddle and then spike ball (post play)
L3 + R3Quick timeout
R3Switch players
R2Activate Voice Chat / Voice Recognition Commands

Offense

Right Analog StickCamera pivot around ball carrier
← / → / ↑ / ↓Ball carrier movement
⊗Speed burst
▣Dive / Dive catch
⊙Spin or switch receiver (while ball is in the air)
△Jump / Hurdle / Catch
L1Juke left
L2Stiff arm
R1Juke right
L3Shoulder charge
R3Stutter step

shown on the screen. Once the formation is set, select the play by pressing ← / → to cycle through the available plays, then press ▣, ⊗, or ⊙ to choose a play.

If you want to make play calling easier, press L2 to filter your plays. Instead of trying to determine the right formation and play, press L2 to choose from a set of play categories that will incorporate all formations. These categories include Situational, Short Pass, Long Pass, Rush, and Short Yardage plays. If your opponent, for instance, uses the West Coast Offense, you should select Short Passing Defense. This will provide you with all of the defense's short passing coverages in the playbook. You can also add a wrinkle to any play selection by pressing R1 to run a selected play as a mirror image.

While calling plays, be sure to keep track

of the game clock because you only have 40 seconds between downs. You must call a play and your quarterback must snap the ball before time runs out or you'll be penalized for a delay of game.

■ Control your kicks

The kicking game can make or break a game's outcome. With a good kicking team, you can control field position with punts and score game-changing points with fields goals. Master the kicking and return controls to have a much better chance at making big plays on kicks.

To kick the ball, press ← / → / ↑ / ↓ to dictate where you want your kicker's foot to make contact with the ball. Where you

GAME CONTROLS

Quarterback Control/Total Control Passing™

- ← / → / ↑ / ↓QB movement
- + L2Spike ball
- △Pump fake
- △ + L2Throw ball away
- + L2Kneel / Slide
- R3Toggle to scramble mode
- ⊗ / □ / ○ / L1 / R1Pass to a receiver (Press hard for bullet pass, medium for normal throw, and tap for lob pass)
- ⊗ / □ / ○ / L1 / R1 + ← / → Lead receiver
- ⊗ / □ / ○ / L1 / R1 + ↑ / ↓ Overthrow / Underthrow receiver

Pre-Snap Defense

- ⊗Cycle through defensive players (backward)
-Call audible
- + L2Reset audible to original play
-Cycle through defensive players (forward)
- △ + ← / ↓ / → / ↑Change Coverage (Cover 1, 2, 3, 4)
- L2Pre-read defensive matchups



place the cursor will determine the direction and height of your kick. Use the Left Analog Stick to have more stationary control over the kicking cursor.

Press ⊗ to start the kick power meter. On the way down, try and stop the gauge within the

green region of the meter for maximum power.

■ On-Field Catching Icons

On pass plays, icons will appear on field. The Green icon is where receivers/defenders may press △ to jump catch the ball. The Pink icon is where receivers/defenders may dive to catch the ball. Red Icon in the middle is where you catch the ball on the run.

■ The Two-Minute Drill

Every team needs to master the two-minute drill as a way to move the ball down-field quickly. Mostly used to score quick

GAME CONTROLS

△ + L2	Pre-read defensive coverages
↑	Pump up crowd
L1 + ← / → / ↑ / ↓	Defensive linemen shift controls (see page 12)
L1 + L2	Reset linemen shift
R1 + ← / → / ↑ / ↓	Linebacker shift controls (see page 12)
R1 + R2	Reset linebacker shift
L1 + ⊗	Linebacker jump start (snap predict)
L3 + R3	Quick timeout

Defense

← / → / ↑ / ↓	Move defender
⊗	Speed burst
□	Tackle
◎	Switch to nearest defender
△	Jump / to intercept / Deflect / Shed Block
L2	Strip ball
⊗ + ⊗ + ⊗ + ⊗	Fight through block
R3	Switch to deepest defender

points when time is running out at the end of a half, it's very effective when an offense has been stifled and needs to get something going. The two-minute drill is a way to break out of a slump and get the ball moving downfield again.

"If you need a quick score and time is running out, use the no-huddle offense in the two-minute drill to move down the field."

What makes the two-minute drill tick is using the no-huddle offense. The no-huddle offense hurries your players back to the line of scrimmage, and gets your team set up to

run the same play, with minimal time off the clock. The no-huddle can force the defense into chaotic situations by catching them unprepared. They'll be forced to either run the same defensive play or call an audible at the line of scrimmage. To activate the no-huddle, press and hold △ after the whistle is blown.

■ Passing Icons

Passing icons are controller button symbols that correspond to each of your receivers. They enable you to make quick decisions on the field by creating a more visible target for your quarterback. When the ball

GAME CONTROLS

Kicking Game

- ← / → / ↑ / ↓ Determine where kicker's foot makes contact with ball (before kick)
- ⊗ Start kick power meter (press ⊗ again to kick for maximum power)
- Call audible
- L2 + □ Resets audible to original play
- △ Fair catch (while ball is in air)

Voice Recognition (VR) will only work in One Player gameplay modes. It will work only for the user with a controller plugged into Controller Port 1. It is always activated and does not need to be turned on. To use it, press and hold **R2**, while saying the exact command. When you press and hold **R2**, a yellow VR icon will appear at the top right of the screen. It will remain there until you release it. When the computer accepts a command, the VR icon will flash green as it fades away. If the computer does not understand the command, the VR icon will flash red as it fades away.

Headset Voice Recognition Commands

- R2 Activate Voice Recognition Commands

Pre-Snap Offensive Commands

- "Total Control" Activate Total Control Passing

is snapped and your quarterback drops back to throw, button symbols will appear above each of your receivers. You'll be able to locate your receivers quicker and see who's open or breaking away from the defensive coverage. This allows you to progress through your quarterback reads at a quicker pace.

"If your first read is covered, check your second, third, and fourth for an open receiver."

Before the play starts, view the passing icons by holding **L2** to draw back the camera. You'll notice that each receiver will be shown with a passing icon. While viewing the



icons, press **△** to see the receiver routes or blocking assignments.

When selecting a pass play from the Play Calling screen, the receiver route shown in blue is your quarterback's first read on the

GAME CONTROLS

- “Max Block”Initiate Max Pass Protection from running back
- “Super Max”Activate Max Pass Protection from two backs
- “Set Hut”Quarterback cadence
- “Hike”Snap ball
- “Call Audible”Activate audibles (follow with “green triangle”, “red circle”, “blue x” or “purple square”)
- “Pre-read Routes”Pre-read receiver routes
- “Motion”Activate Receiver Motion
- “Change Player”Cycle eligible players for motion
- “Send In Motion”Send player in motion (this needs to be said after “Change Player”)

Pre-Snap Defensive Commands

- “Call Audible”Activate audibles (follow with “green triangle”, “red circle”, “blue x” or “purple square”)
- “D-Line Spread”Defensive linemen spread shift
- “D-Line Pinch”Defensive linemen pinch shift
- “D-Line Left Shift”Defensive linemen shift left
- “D-Line Right Shift”Defensive linemen shift right
- “Reset Shift”Reset defensive line shift
- “Linebacker Spread”Linebacker spread shift
- “Linebacker Pinch”Linebacker pinch shift

play. On the field, be sure you know this receiver’s passing icon. Since the play was designed specifically for him, make a quick read of the defense and try to get him the ball. If he’s covered, don’t force the throw. Instead, check your second, third, and fourth reads to find an open receiver.


■ Player Hot Routes

Hot Routes are receiver audibles called at the line of scrimmage before the snap. Hot Routes enable you to change any of your receiver’s routes from the play called in the huddle. Creating new routes on the fly can

Create Hot Routes

- ↑Up-9 route
- ↑ + →Corner-7 route
-Out-3 route
- ↓ + →Quick out-1 route
- ↓Hook-4 route
- ↓ + ←Hitch-0 route
- ←In-6 route
- ↑ + ←Post-8 route

create mismatches for your receivers and cause the defense to break down in coverage.

To create Hot Routes, press  to move the camera back and view all of your

GAME CONTROLS

Headset Voice Recognition Commands (cont.)

Pre-Snap Defensive Commands (cont.)

- “Linebacker Left Shift”Linebacker shift left
- “Linebacker Right Shift”Linebacker shift right
- “Reset Linebackers”Reset linebacker shift
- “Change Cover 1”Change defensive assignments (other coverages include “Change Cover 2”, “Change Cover 3”, and “Change Cover 4”)

Post-Play Cut Scene

- “No Huddle”Run the last play again
- “Skip Cut Scene”Skip a cut scene or presentation piece

Play Call Screen

- “Call Field Goal”Choose field goal play
- “Call Punt Ball”Choose punt play
- “Call Left Onside Kick”Choose onside kick to the left

receivers. Press the Right Analog Stick **↑** / **↓** to highlight a receiver. His icon will be highlighted below him. Press **□** to activate the receiver for a route change and enter new route. Press **□** to confirm Hot Route.

■ Defensive Adjustments

Getting your defense ready and figuring out your opponent's game plan will help your defensive coverages. One way to get your defense ready for each play is to view the offensive formation before the snap by pressing **L2**. You'll be able to see how your defensive matchups line up against the offensive set.

By pressing **L2** + **△**, you can see the defensive assignments. Make sure your defensive backs and linebackers are set up to cover the skill players. If you see that you have the wrong defensive play called, call an audible to change it.



If you just want to shift your defense to fill the gaps, and create mismatches prior to the snap of the ball, press **L1** to activate defensive line shift controls and **R1** for linebacker shift controls. Press **←** / **→** / **↑** / **↓** to choose a shift direction, placing these units into more effective positions.

GAME CONTROLS

- “Call Right Onside Kick” . . .Choose onside kick to the right
- “Call Best play”Choose best play for the situation
- “Call Short Pass”Choose short pass play
- “Call Long Pass”Choose long pass play
- “Call Running Play”Choose rushing / running play
- “Call Goal Line Run”Choose goal line run play
- “Call Goal Line Pass”Choose goal line pass play

General In Game

- “Quit Game”Quit the game
- “Pause Game”Pause the game
- “Ref Timeout”Call timeout

Front End

- “Online”Log on to network/Bring up online box



■ User Records

If you've always wanted to feel what it's like to set the big record out on the gridiron, now is your chance. User Records allow you to set records with players and teams that you control during the game. You can set User Records playing with any player from any team.

For example, if you're playing with the Chargers and LaDainian Tomlinson sets a game rushing record, you'll be credited with that record by setting a personal user name for it. Each player, team, and season record that you set can be viewed by going to the User Records Menu.

To activate the User Records tracking feature, go to the User Records Menu and press **■** to check the status of the Record Tracking

“Get credit for records set by players and teams that you control on the field.”

Option. Press **← / →** to turn Record Tracking ON, then press **▲**. Once records have been set, they will automatically be loaded if the memory card is inserted.

Online Games Stir Excitement

“Send out or answer a challenge to play in an online game or tourney.”



Bring it On...line!

Gamers pumped for online competitions between friend and foe

■ GameDay Online

Want to take your football experience to the next level? NFL GameDay 2004 Online has made it possible! Online, you have a number of exciting game options to choose from, including game challenges and hosting private tournaments with just your friends. You can even send out emails to coordinate the start time for a game. Up to eight users can play online. You can use a Multitap (for PlayStation 2) and play with up to six users from each PlayStation 2 location. Press **SELECT** from the Main Menu to go online.

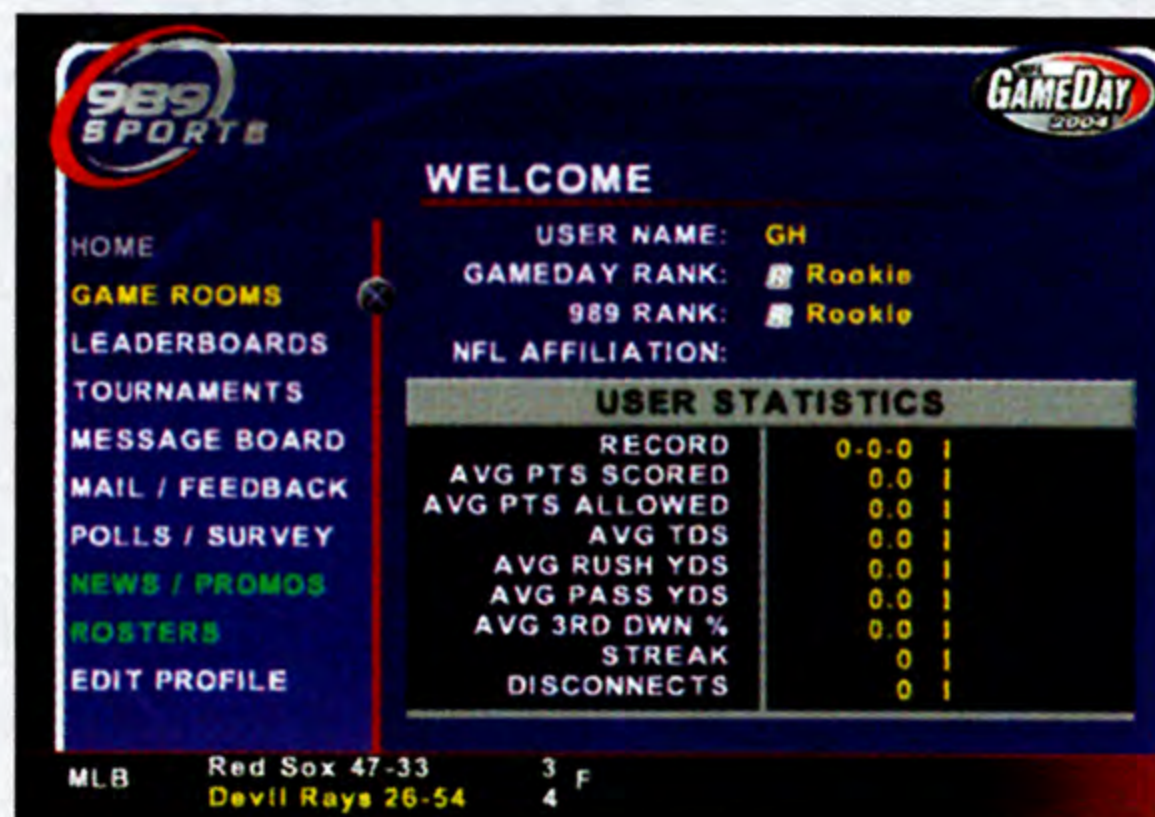
*“To take your football experience online, press **SELECT** from any of the front end screens.”*

■ Creating an Account

To play NFL GameDay 2004 Online, you'll need to create an account by selecting a unique screen name and password. Each time you use the online function, you need to login using your screen name and password. This account will be accessible only to you and can be used for any of the future 989 Sports

games, including NCAA® GameBreaker® 2004, NBA ShootOut 2004 and NCAA® Final Four® 2004.

Use the Online Welcome Lobby as your navigational tool through the entire online process. It will be your portal to creating games, posting messages, joining tournaments, checking out leaderboards, and much more. This screen also shows your user profile, listing your online information such as User Name, Rank, Affiliation (a team such as the Chargers that you want to be affiliated with), and User Statistics (e.g., record).



Included in the user profile is the 989 Rank. It keeps track of your combined rankings for all 989 Sports online titles. Rankings (from GameDay, GameBreaker, ShootOut,

and Final Four) will be combined to show you where you rank among all 989 Sports online gamers.

■ Game Rooms

The Game Rooms are where game challenges take place. You can hunt down and find the perfect matchup for your skill level and create games to attract a worthy opponent. In the Game Room, you can set up your Buddy List, which enables you to set up a Buddy Leaderboard. You can also view the players within your selected Game Room, add players to an ignore list (block out all chat messages and games from particular gamers), and see which of your buddies are online.



■ Selecting a Game Room

Whether creating a game or accepting a challenge, the Game Room option allows you to select from a group of games that fit your skill level. There are a number of 989 Sports Game Rooms including Rookie, Pro, Veteran, and Legend. When you enter the Game Room, you'll always enter it in the Rookie Game Room. All games listed or those that you've created upon entering the Game Room, will be within the Rookie Game Room.

You can select a new Game Room from anywhere in the Game Rooms list by pressing **□**. Press **↑** / **↓** to highlight a Game Room, then press **⊗** to join it. You can also create a new Game Room by pressing **□**. By creating a new Game Room, you have a place where

you and your friends can meet to play games. Game Rooms are not private, so all other gamers will be able to enter them and join any game.

Dial-up and Broadband Game Rooms are places for gamers using dial-up or broadband connections to play online. A gamer using a broadband connection may not want to play those using dial-up due to connection speed differences. From the Game Room List, press **L1** or **R1** to view all of the Game Room List pages.

■ Chatting and Choosing

The Chat Area is where all available games are listed. While looking for a game, you can read through all the real-time chatting going on between potential opponents. Join in on the trash-talking and search for information on possible opponents. Anyone online within the same Game Room as you will be able to view your chat messages. To post a chat, from the chat screen, press **⊗** to bring up the virtual keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

Below the Chat Area is a list of games to play, updates of games already in progress, and results of games played. To select a game to play, press **↑** / **↓** to move to the game

Don't forget to chat

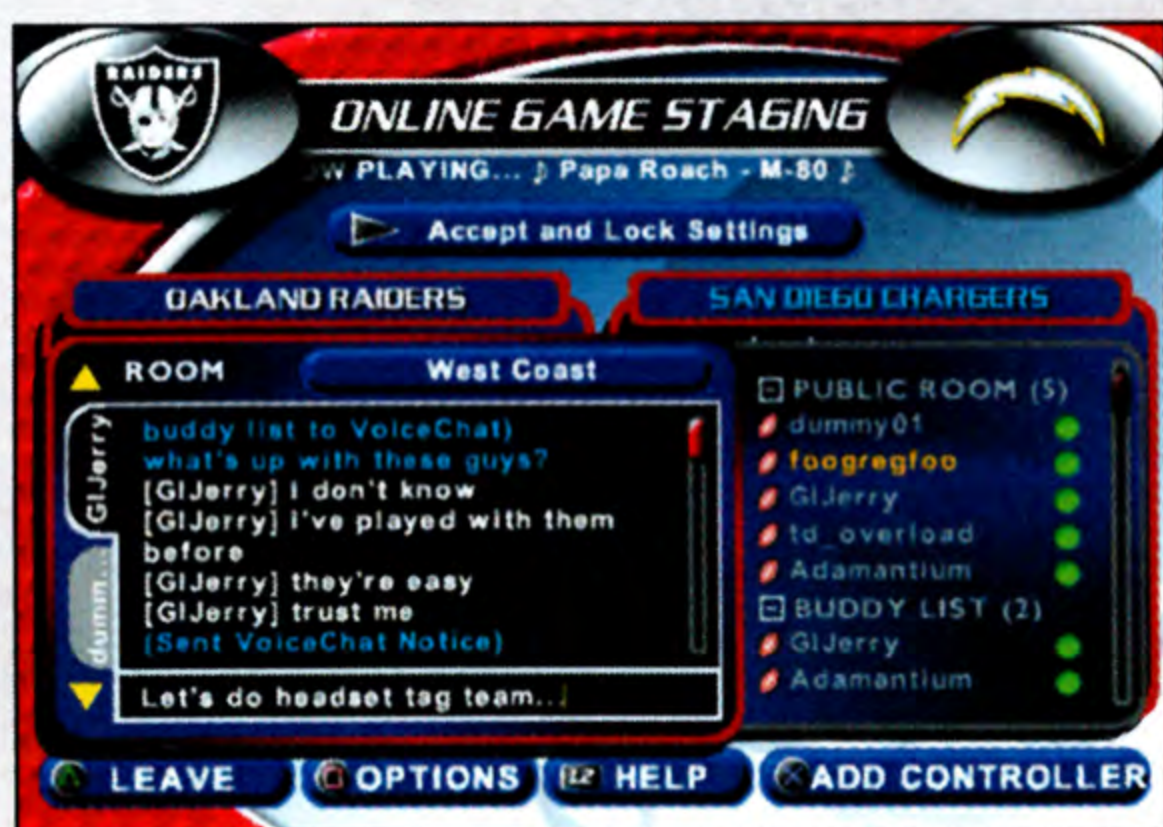
At any time during a game, press **SELECT** to bring up the chat window. You can chat with your opponent or communicate in-game strategies with your online teammates, while playing.

list. Continue to press **↑** / **↓** to highlight a game, then press **⊗** to bring up the games details, including the game's creator information.

After viewing the game's information, research potential opponents before joining a game by sending out chat messages to find out more about them. If you want to continue and play the game, press **X**. You'll be brought to the team selection screen where you can select your team for the game.

■ Creating Games

Create as many games as you'd like to try and appeal to other online gamers. As long as you're online, your game(s) will be displayed for all gamers to view and join. If you want to



create a game that only you and a friend can play, before you create a game, go to the Mailbox (see page 18) and send a private message to a friend with your game details. He can meet you online to join the game.

To create a game from the Game Room, press **X**, then use the virtual keyboard to enter your game name. From the Online

*“From the Mailbox,
send out private emails
to your friends to schedule
game times.”*

Game Staging screen, select your team by pressing **←** / **→**. To change your game options such as hosting and game play options, press **□**. While creating the game, all other online gamers will be able to view its

availability and attempt to join your game.

To see where all the action is, check out the different Game Rooms before creating your game. Choosing a Game Room with a lot of activity is a good place to start as it can minimize your wait for an opponent. When someone accepts your challenge, view his user profile and decide whether or not you want to play him.

■ Quitting Games

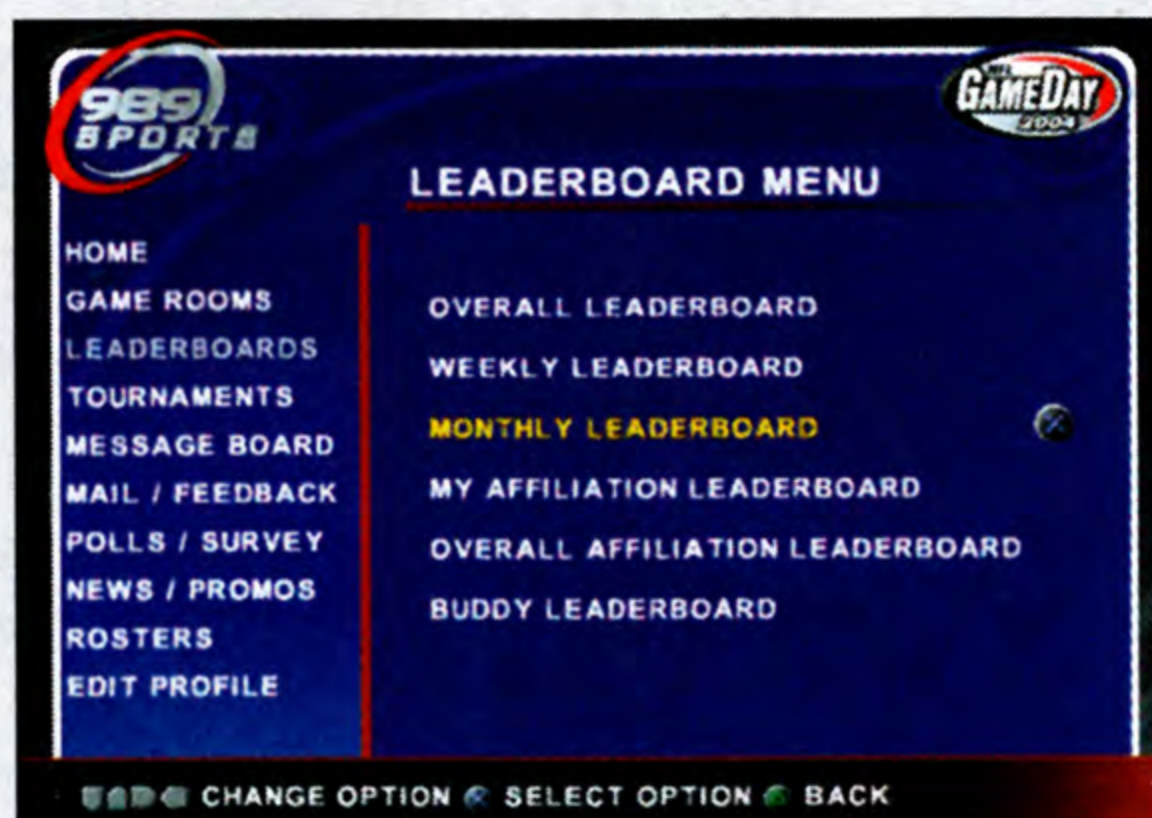
After accepting challenges or joining games, you must finish the entire contest or be penalized with a reduction of points previously earned from other games. Losing points will prevent you from entering higher level Game Rooms and participating in games of higher skill levels.

■ Settings

Use the Game Room Settings to customize your online experience. This is where you can log off, edit your user profile, change your password, set receive invites on or off, and edit hosting and connect options.

■ Leaderboards

Check out the real-time Leaderboards to see where you stand compared to all other online gamers. You can check the Overall, Weekly, Monthly, Affiliation, and Buddy Leaderboards. Each user ranking will be listed by ranking point total and provide details of team statistics. Affiliation Leaderboards will show all user stats with the same team affilia-



tions - listing the combined stats of all users in the Overall Affiliation Leaderboard.

Buddy Leaderboard

The Buddy Leaderboard is a place where you and your friends can privately track each other's rankings. To use the Buddy Leaderboard, first go to the Game Room to add new buddies to your list. Once added, their ranking, along with yours, will be shown on the Buddy Leaderboard. From the Game Room, you can also view which buddies are online. See Game Rooms on page 15 for more information on buddy lists.

■ Tournaments

For some gamers, tournament play is where it's at. Create an online tournament or join others that have already been created. You can create private Tournaments, using password protection, to control who can join. When you create an online tournament, you can set it up to include 4-64 teams, set the date that it starts, and give online gamers a sign-up period in which to join. Once your tournament is created, users can go to the VIEW OR JOIN A TOURNAMENT option and select a tournament to participate in. Each tournament shows its status, registration details, and its start dates.

CREATE TOURNAMENT

TOURNAMENT NAME:

(OPT.) PASSWORD:

CONFIRM PASSWORD:

DESCRIPTION:

SIGNUP START: Jul 2 2003 1 50 AM

SIGNUP END: Jul 2 2003 1 50 AM

TOUR. START: Jul 2 2003 1 50 AM

PLAYERS (MIN / MAX): 4 64

RANK (MIN / MAX): Rookie Hall of Fame

QUARTER LENGTH: 1

PAIRING: Rank

SUBMIT

© SELECT OPTION [F] CHANGE SELECTION © BRING UP VIRTUAL KEYB

To sign up for a tournament, select a tournament menu (e.g., VIEW OR JOIN A TOURNAMENT) and press **X**. A list of all available Tournaments for that category will be listed. Press **↑** / **↓** to highlight a tournament, then press **X** to view its information. If you'd like to join this tournament, press **←** / **→** to select the SIGN UP option, then press **X**. Once you enter your team information, you're ready to go. If the tournament is private, you need to enter the tournament creator's password to join.

■ Privatizing Your Tournaments

To privatize your tournament, making them by invitation only, you must enter a password as the key into the tournament. From the setup screen, after naming your tournament, enter a unique password into the password field. When your tournament is listed, the Password Protected item will show the word "TRUE", meaning your tournament is private.

"Use online chatting and email to try and gain entry into a private tournament."

The only way to join a private tournament is to know the password. After creating a tournament, invite gamers to join by giving them the password and other important details using the Mail option on the Welcome screen. See Mail/Feedback on page 18 for more information.

■ Message Boards

Message Boards are set up to provide a place for gamers to discuss football and other interests as well. NFL GameDay 2004 has created multiple message board topics for you to join in. Enter the General Message board to create and discuss new topics and see what's on the minds of other gamers.

■ Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer, as long as you have their user name(s). Sending email is a perfect way to contact your friends about starting game times and to just talk football. You can also use email to join private tournaments by contacting the tournament's creator and getting the tournament's password.

■ Polls / Survey

Fill out the latest polls and surveys to give opinions on a number of game issues. Polls and surveys will be constantly updated, so

check back often to fill them out and view the latest results.

■ News / Promos

Check here for exciting news, reports, and updates from 989 Sports including updated game information, events, sweepstakes, and happenings.

■ Edit Profile

The Edit Profile option allows you to change any existing account. If you didn't finish your user profile when you created your account, use the Edit Profile option to do so.

Download Live Rosters Online

Updating your rosters guarantees real-time player stats and abilities

Use Live Rosters to obtain real-time, updated player and roster information for the league. Having updated rosters is beneficial because it provides weekly, real life player information. Each time you log on to play online, be sure to select the Rosters option and save Live Rosters to your MEMORY CARD (8MB) (for PlayStation 2).

What if your team loses it's starting running back? Your backup will have to step in and produce for your team. He may be an

unknown, but if he does well and exceeds all expectations, he could become a household name overnight.

Rookies are an example of why you should download Live Rosters. For example, LaDainian Tomlinson had a standout season last year. Due to his play, his abilities increased from week to week. By updating rosters, you'll be able to get the true player information that you need to gain the advantage on the field.

Live Roster Gems

"You never know if a rookie will explode and begin to show greatness."



Game Modes Make It Real

Every aspect of football is covered with GameDay's mode options

NFL GameDay 2004 offers a number of different game modes. You can compete in a single preseason game, play an entire season, create a tournament, control the front office as general manager, take your team out on the practice field, or create a franchise that you can load as an expansion team in any game mode. Each provides excitement, challenge, drama, and fun!

"Before you play a game, online or off, load Live Rosters from your MEMORY CARD to update player information and abilities."

■ The Preseason

Preseason games are one-game formats matching up any two teams from the league, including All-Time and created teams. Play against teams not normally on your schedule or setup a classic matchup of two powerhouse teams. A great feature of Preseason mode is setting game options not available in other modes. These options include choosing a different stadium, selecting a game time, choosing weather conditions, and more.



During preseason games and setup, use the General Manager function to alter the

roster of any team. If you want to make trades or sign free agents, it's all within your power. Make all the key roster moves that improve your team before or during the game, including creating players.

Simulating Games

If you'd like to skip a game, you can do so by simulating any or all of the season's weeks. Once a week is simulated, the final scores will be posted. You can simulate weeks at a time or entire seasons. To simulate the current week, highlight the Simulate Week option and press **X**.

Press **L1** or **R1** to move forward through the weekly schedule, then press **○** to simulate. Press **X** to simulate all games up to that week. To simulate an entire regular season (without playoffs), press **L2** + **R3**. To simulate the rest of a regular season and playoffs, press **L2** + **□**.

■ Seasons

Some gamers enjoy the challenge and rigors of playing out an entire season. In Season mode, you play a full 16 game season that includes competing in the playoffs – if your team is good enough. A complete set of reports and statistics are compiled as the season unfolds that provides you with weekly player statistics.

■ General Manager

Test your skills as a coach and general manager using the General Manager mode. Control a team by making every important

decision including replacing retired players, re-signing players with expired contracts, deciding on roster spots for rookies, drafting players, and handling the salary cap.

As a GM, your job is to build a championship team. During the season, your general manager status will be evaluated and, if your team does well, you will remain as the GM. If the team doesn't meet preseason expectations, you might be let go and looking for a new job. If you do get fired, other opportunities may open up, so keep checking the Coach Report to track your progress.

After each season, your job as a GM really takes off. You'll need to try and improve your team through trades, drafting, and signing free agents. Each move could determine your team's outcome and your fate as a coach and GM.

Creating user names is a good way for you and your friends to see who controls each team when viewing the tournament brackets.

■ Practice

Practice Mode takes you out to a unique practice environment, where you can evaluate your team. In Practice, you can move the ball around the field, switch from offense to defense, practice any type of play (except custom plays), view different camera angles, and more! Use the Hot Tips tutorial to learn new plays, strategies, and moves. Learn your team's strengths and weaknesses, while sharpening your skills.

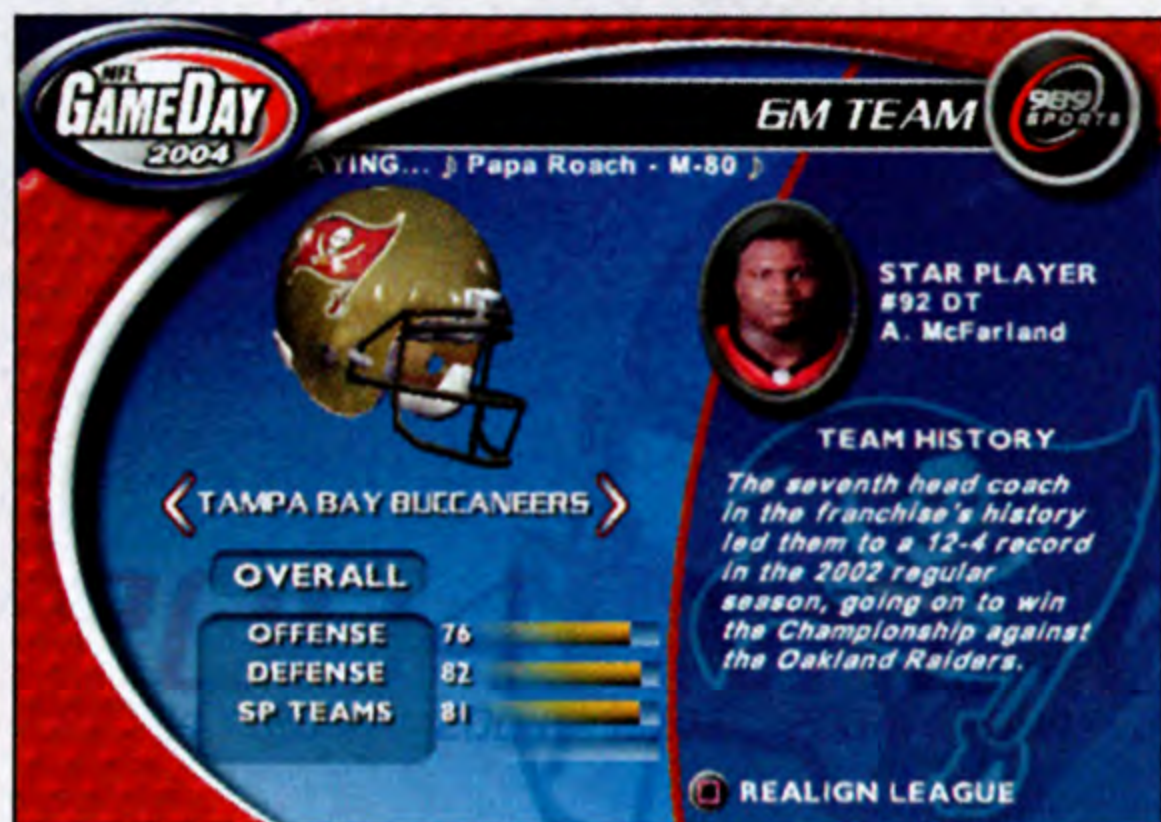
■ Franchise Management

With NFL GameDay 2004, you can create a franchise from scratch and manage it in

“Create new plays in your playbook and see if they work on the practice field.”

any game mode. Each created team can be saved to a MEMORY CARD (8MB) (for PlayStation 2) and loaded for competition. When choosing teams, from the team selection screens, press **START** to load your created team. If you have created and saved more than one team, you can select which team to load from the MEMORY CARD (8MB) (for PlayStation 2). If you've already loaded a team, press **○** to select your team.

With a created Franchise, you have total control to edit your team's playbook (with the Play Editor) and alter your team's roster. When you edit or create your team, you have the option to generate players for your roster.



■ Tournaments

For those of you who want to skip the season and jump into the playoffs, NFL GameDay 2004 has the right solution. Using Tournament mode you can create an eight or sixteen team tournament. Each bracket will include teams that you've chosen. In every round you can play each game or have the CPU simulate the outcome.

All teams in the tournament are associated with a user name. You can create your own user names or use the default CPU names.



Reports And Stats

Season Mode provides detailed weekly player and team information

■ Season Reports

Season Reports are available during the course of the year and are updated each week. The following are Season Report menu items.

- **PRO BOWL PROSPECTS:** Voting for the Pro Bowl is based on the current season. You'll be able to see the voting for each conference. Players from your team will be highlighted in blue.
- **MVP AWARDS:** View the players voted most valuable for each week's games.
- **TEAM REPORT:** The Team Report will show all player injuries and the length of time each player will be sidelined. During post-season play, team status information will also be available.
- **COACH REPORT:** In General Manager mode, you can check the status of your coaching career to see if you're making strides in building your future.
- **HALL OF FAME:** In General Manager mode, you can view the updated record-breakers of retired players.

"View the list of retired, record-breaking players. Keep an eye on those records that your players could reach some day."

■ Statistics Reveal True Talent

If you like to keep track of player stats and make roster moves based on detailed information, you'll have all you need to make any type of decision. The following are Statistic menu items.

- **TEAM LEADERS:** View the team leaders in all offensive and defensive categories. Your team will be highlighted in blue.
- **NFL LEADERS:** View the statistical leaders from the entire league.
- **TEAM RANKINGS:** View the team rankings of each NFL team in every major category.
- **INDIVIDUAL:** View the individual stats of every player in the league.
- **CAREER:** In General Manager mode, you can view career record holders.

DETROIT LIONS		
CATEGORY	NFL RANK	TOTAL
TOTAL OFFENSE	26	3764
Offense Rushing	31	1155
Offense Rushing Avg.	31	72.2
Offense Passing	20	2609
Offense Passing Avg.	20	163.1
TOTAL DEFENSE	31	5182
Defense Rushing	30	2103
Defense Rushing Avg.	30	131.4
Defense Passing	29	3079
Defense Passing Avg.	29	192.4
GIVEAWAYS	3	58
TAKEAWAYS	9	50
1ST Downs	26	186

It's Your Decision

"You've waited for this opportunity, now as the GM, make it count."



Running Your Team As The GM

Take control of team strategy and player changes

■ The Front Office

The Front Office is where you can make big things happen! Acting as GM, you have control over all roster changes for your team. It doesn't take a genius to figure out that a

NFL Salary Cap Restriction

Due to the NFL salary cap restriction, each team has a maximum amount it can spend on player salaries. When signing, releasing, and trading players the salary cap will either increase or decrease. This restriction is a part of all season formats, including General Manager.

team's success is a direct result of the front office's activity. The problem with making the

decisions is that you take a lot of heat if things don't go right on the field. If you can handle it, dive in and build your team.

The salaries of the players are 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 roster changes, know the salaries of the players involved or your trade might get rejected.

■ Editing Your Lineup

As coach, you decide who plays each position. Whether rookies sit or veterans start, you get to make the call. You can even use one of your star defensive players as an offensive weapon. You also have the power to change your offensive and defensive playbooks by substituting players and making position changes. This allows you to add new wrinkles to your plays and forces your opponent to make last second adjustments during the game.

To change the lineups of your offense and defense:

- From the Side option, press **← / →** to choose a side of the ball (offense or defense).
- Press **↑ / ↓** to choose the Formation option, then press **← / →** to choose a formation.
- Press **↑ / ↓** to select the Player option, then press **⊗**.
- From the popup screen, press **↑ / ↓** to select a player position, then press **← / →** to choose a different player for that position. You can make multiple substitutions if you like.
- Press **△** to return to the game.

■ Custom Playbook

Your team's playbook sets the stage for your game plan. The players still make the plays, but good play calling can keep your opponent off-balance. By just running the same plays over and over, the opponent will figure out your game plan. If he knows your plays, he'll have a distinct advantage over your offensive and defensive strategies.

Changing Your Playbooks

The Custom Play Editor allows you to create custom offensive and defensive playbooks for your team. Each play within a team's playbook can be changed by altering a player's assignment. On each play, you can change the pass route of a receiver, the blocking assignment of a tight-end, the running direction of a half-back, and much more. On defense, you can change blitz assignments, add stunts for linemen, and drop linebackers into coverage.

To keep your opponent guessing, use the Custom Playbook option to make changes to your plays. From the Custom Play Editor, after

choosing a play, select each player in the formation and choose different assignments for them to execute. You can setup as many plays as can fit within your playbook. Remember to be creative and try to create something that will throw each opponent off-guard.



■ Choose Audibles

While at the line of scrimmage, take a look at the opponent's formation. Is it what you thought you'd see? Should you make a quick play change at the line? If you see that the play you called won't work, audible to a different play before the snap. You have the option to call up to three different audibles at the line.

To change your audibles, either from the Choose Audibles menu item or from the Pause Menu during a game:

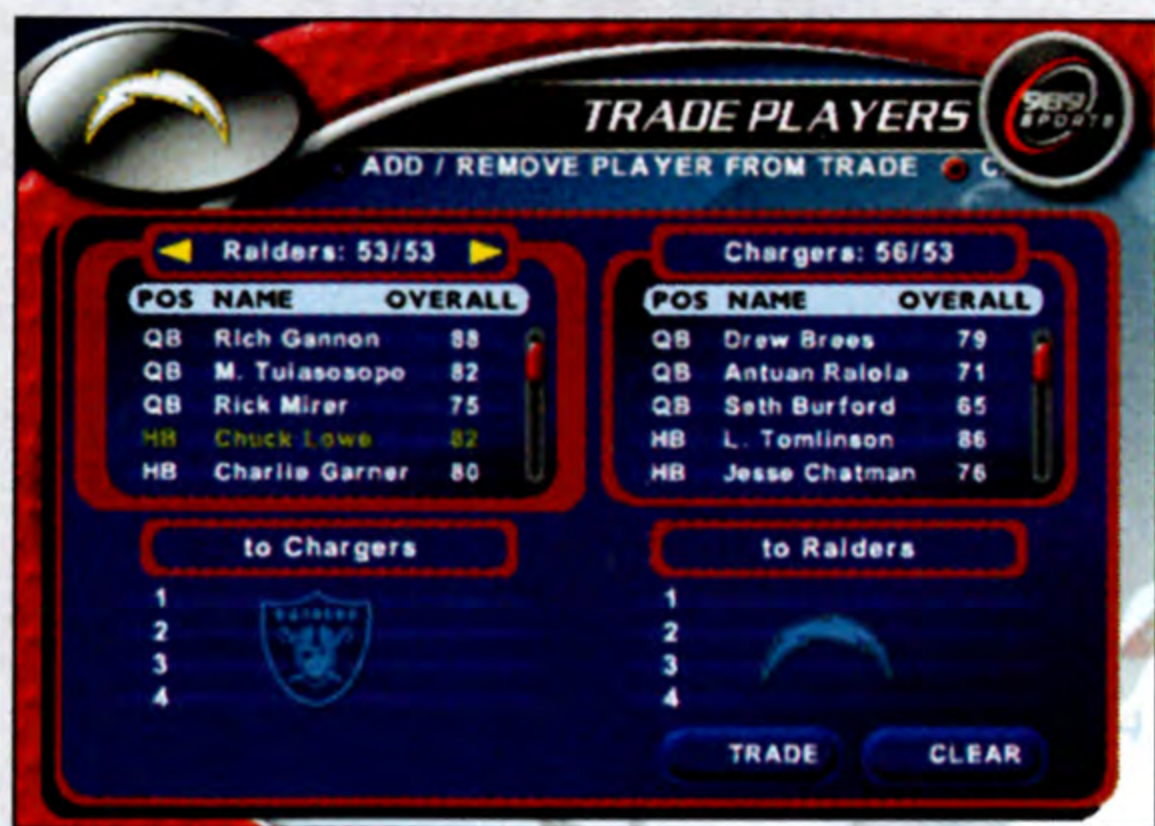
- Press **L1** to choose a side of the ball (defense or offense). If you're playing on offense during a game when you use the audible option, offensive audibles will be shown.
- Press **□**, **⊗**, or **⊙** to choose an audible.
- Press **← / →** to view formations, then press **□**, **⊗**, or **⊙** to make the formation change.
- Press **← / →** to view plays, then press **□**, **⊗**, or **⊙** to make the play change.
- Press **△** to accept audible changes and return to the game.

■ Trading Players

Trading players can be a risky business. Pulling the trigger on player transactions sometimes takes someone with ice flowing through their veins. As a general manager, you'll find more often than not that you're hated rather than loved. The team's successes and failures rest on your abilities to stock your team with talent.

"The value of a trade is the result you get on the field. Sometimes it's a risk that must be taken."

When a player doesn't work out, the fingers start to point and most go in your direction. That's part of the job, to take the heat when the team falls short and to get the praise when it excels. Now you know why you get paid the big bucks to make these decisions!



In NFL GameDay 2004, you can make trades with as many players as you'd like. You can attempt to trade one-for-one or one man for multiple players. However, the league can step in and reject a trade offer if it's lopsided. If the league rejects a trade, try again with different players. To make a trade:

- Press ← / → to choose a team to trade with.
- Press **L1** or **R1** to change the position categories.
- Press ↑ / ↓ to select a player to trade, then press ⊗ to add him to the trade

window. Make multiple player selections if you wish.

- Press ⊙ to change team windows, then press **L1** or **R1** to change the position categories.
- Press ↑ / ↓ to select a player, then press ⊗ to add him to the trade window.
NOTE: Highlight a player in the team window and press ⊙ to bring up a player popup card to view his attributes and career stats.
- Press ⊙ to move to the Trade option.
- Press ⊗ to make the trade.
- When prompted, press ← / → to select YES from the popup box to proceed with the trade, then press ⊗ to complete the trade.

■ The Draft War Room

Draft day is a much anticipated event for NFL teams. With all the hype, scouting combines, draft specialists, and possible draft-day trades, everyone's on the edge of their seats. For teams coming off disappointing seasons, draft day is a new beginning - a time to restock their rosters.

With NFL GameDay 2004, you don't have to place your hopes on one player. Know the strengths and weaknesses of your team and make decisions based on the talent. You'll be drafting for all positions for 7 rounds.

During the draft, you decide what positions to pick from. If you're weak at rushing the passer, you should choose a pass rush specialist in the first round. If your strength is quarterback, select a quarterback in the fourth or

"In NFL GameDay 2004, you can make trades with as many players as you'd like."

fifth rounds to groom for the future. You'll get the hang of it once the draft starts.

When a team you are drafting for 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.

■ Signing Free Agents

Signing key free agents can help get your club over the hump and become an instant contender. Free agents can be signed by any team and are found in the Free Agent Pool. The Free Agent Pool is made up of players released by other teams and those that have been created.

To add a created player to the Free Agent Pool, while creating a player, press **←** / **→** from the team selection option to select FREE AGENT. Rosters max out at 53 players, so you may need to release players before signing free agents. To make room on the roster use the Release Player option.

To sign a free agent:

- Press **L1** / **R1** to choose a team.
- Press **L2** or **R2** to change free agent categories, listing the available players at each position.

POS	NAME	SLRY	YRS	OVRL	AGE
QB	Ray Lucas	\$1.766M	3	73	30
QB	Kim Billick	\$300K	1	66	22
QB	Mark Jones Jr.	\$300K	1	66	20
QB	Carl Kerney	\$300K	3	61	20
QB	Freddie Green	\$300K	2	59	20
HB	Bob Christian	\$1.760M	3	81	33
HB	Mike Cloud	\$603K	4	74	27
HB	Tony Carter	\$655K	2	69	32
HB	Lionel Andersen	\$300K	2	68	23
HB	Than Bulluck	\$300K	1	67	21
HB	Willie Riemersma	\$300K	1	65	22
HB	Deuce Volek	\$300K	3	62	22
HB	Carl McCord	\$300K	1	60	20

- If there is room under the salary cap and you have openings on your roster, press **↑** / **↓** to highlight a player, 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, then press **□** to sign the player.

Reset Rosters

If you've made changes to the league's rosters and would like to start over with a clean slate, use the Reset Rosters option. By resetting rosters, you will delete all players that have been created, reverse all player trades, and undo all player signings and releases.

■ Releasing Players

You can release a player from any team and place him into the Free Agent Pool. Players in the pool can be signed by any team. In General Manager mode, you can only release players from your own team.

“Clear salary cap space or dump unproductive players by releasing them into the pool.”

- Press **L1** / **R1** to select a team.
- Press **↑** / **↓** to highlight a player, 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, then press **⊗** to release the player.

Superstar Players

"The footwork and speed of super players can be yours."



Creating Players Just Got Better

Crank it up by creating players that can help your team

■ Create Player

The Create Player option allows you 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. Up to 40 players can be created. From each attribute screen, press **X** when finished to continue.

- Highlight the First or Last Name option, then press **X** to activate the virtual keyboard. You must enter a first and last name to continue. Press **□** when your name is complete to enter it and deactivate the keyboard.
- From the remaining options on the screen, press **↑** / **↓** to choose an option, then press **←** / **→** to make a change.
- Press **↑** / **↓** to select Continue, then press **X** to move to the Player Appearance screen.
- Press **↑** / **↓** to choose player characteristics, then press **←** / **→** to make changes. Press **X** to continue to the Player Attributes screen. From this screen, adjust your player's running, body strength, and passing abilities. There are 120 total points

"Get in the game and create yourself as a player by using your own physical makeup and ability."

that you can distribute among 12 categories. Each time an ability is increased, the total number of points decreases.

- Press **←** / **→** to move through the player attributes available.
- Press **↑** / **↓** to select an ability, then press **←** / **→** to change the ability level.
- Press **X** to continue.
- View your player's summary, then if satisfied, press **X**.
- When prompted, press **←** / **→** to select CREATE, then press **□** to create the player.

■ Creating Super Players

By creating super players, you have the opportunity to bring a unique aspect to the game – creating players that can take complete control of what's happening on the field. With the Super Player option, you can create the ultimate weapon that strikes fear into opposing teams and forces them to take dras-

tic measures. Imagine the type of player you could add to your team by combining the arm accuracy, arm strength, running ability, and quickness of several superstar athletes into one player.

■ Creating a Team


Create a Team is a new feature that gives you absolute control of a franchise! Choose your own team name, location, and design a team logo. Select uniform colors and styles, including jersey and helmet types. Decide your team's type of stadium, end zone look, grass type, and midfield logo design.

Super Players


The only difference between creating players and super players is at the Player Attributes screen. Instead of increasing and decreasing abilities in regard to point totals, you will be choosing from the NFL's superstar players. For instance, if the selected attribute is running, you will be able to choose the running ability from the top runners in the league.

Make Adjustments During The Game

The Pause Menu gives you a second shot at making game changes

Press  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.

■ 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  to save a replay. You can view these again from the frontend, in the FRANCHISE MANAGEMENT menu in the REPLAY VIEWER section. Save your favorite plays and view them over and over.

■ Call Timeout



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










■ Substitutions

Substitutions enable you to bring in "fresh legs" off the bench to replace tired or ineffective players. You can substitute a player from

the bench for any player on the field. Note that offensive players switched to defensive positions will not be credited with defensive statistics.

"Use the Undo and Restore features to return to the original formation setups."

From the Side option, 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 the Formation option, then press  /  to choose a formation.
- Press  /  to a player position, then press  /  to choose a different player for that position.
- Press  to return to the game.

■ Choose Sides

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

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"Archetype (Remix)"

Performed by Fear Factory

Written by Christian Olde Wolbers, Raymond Herrera & Burton C. Bell. Published by BMG Songs, Inc. / Hatefile Music administered by BMG Songs, Inc. [ASCAP]

"Do It Again"

Performed by Daniel Lenz

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"Don't Be Afraid"

Performed by Stereomud

Written by Dan Richardson, Corey Lowery, Joey Zampella, Erik Rogers, John Fattoruso and Don Gilmore.

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"Doomsday (Instrumental)"

Performed by Overseer

Written by Robert Howes pka Dr. Chug

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"Fleeting Glimpse"

Performed by From Zero

Produced, recorded and mixed by Warren Riker

Written by From Zero

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"Intoxication"

Performed by Disturbed

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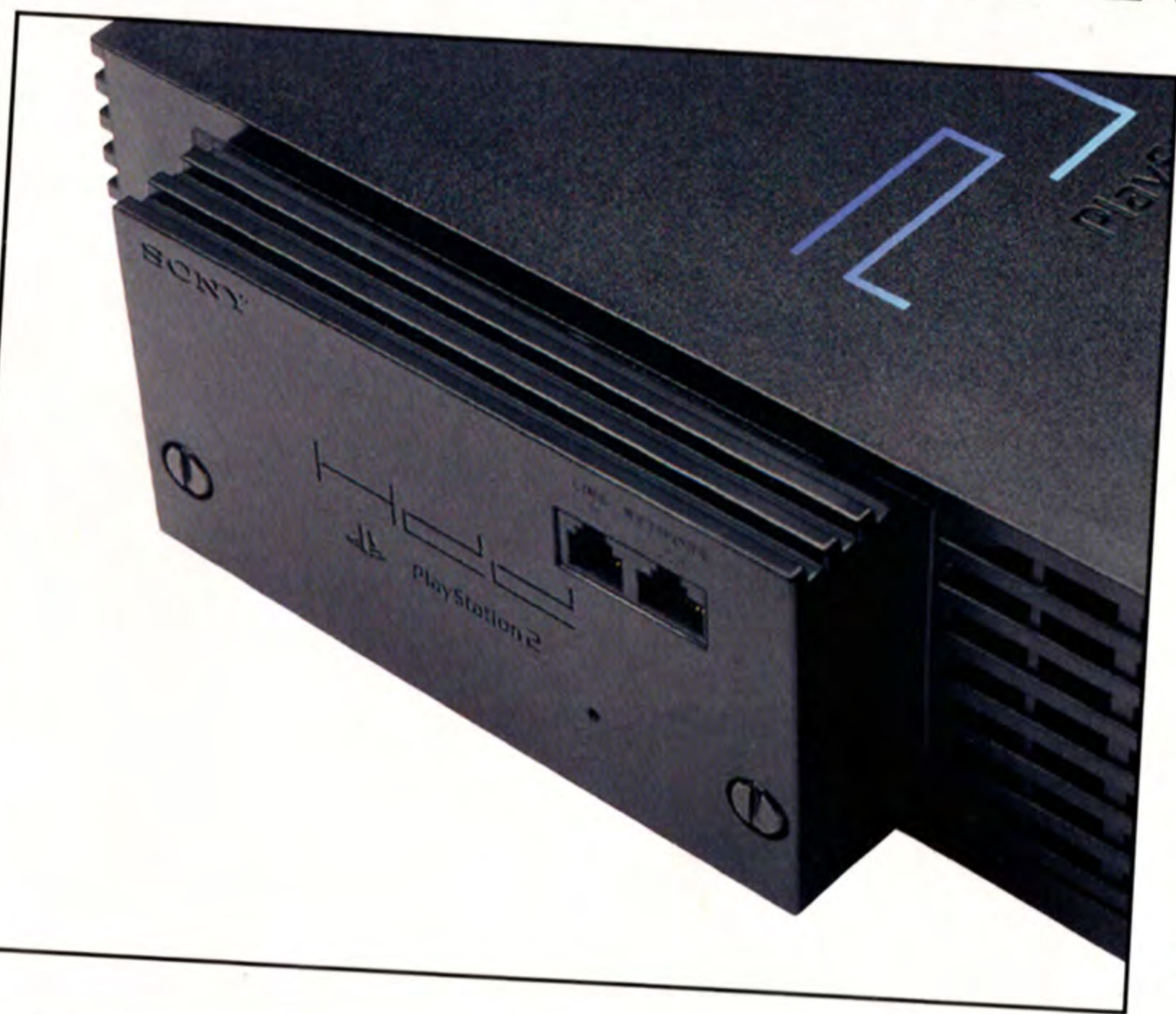
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