

MADDEN NFL 2003

XBOX MANUAL



40 pages + envelope



209 Redwood Shores Parkway
Redwood City, CA 94065

Part #1451605

<http://www.replacementdocs.com>



ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox™ video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

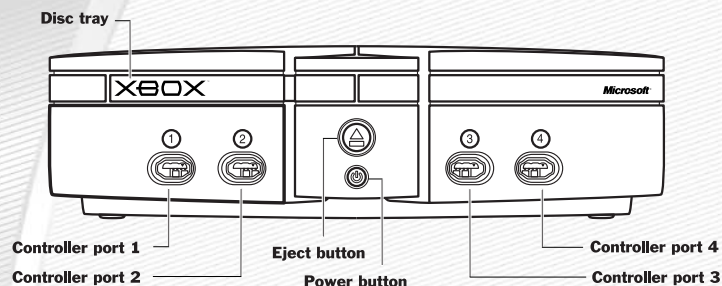
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Madden NFL™ 2003* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Madden NFL 2003*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Ⓢ Insert only Xbox-compatible discs into the disc drive.
- Ⓢ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Ⓢ Do not leave a disc in the Xbox console for extended periods when not in use.
- Ⓢ Do not move the Xbox console while the power is on and a disc is inserted.
- Ⓢ Do not apply labels, stickers, or other foreign objects to discs.

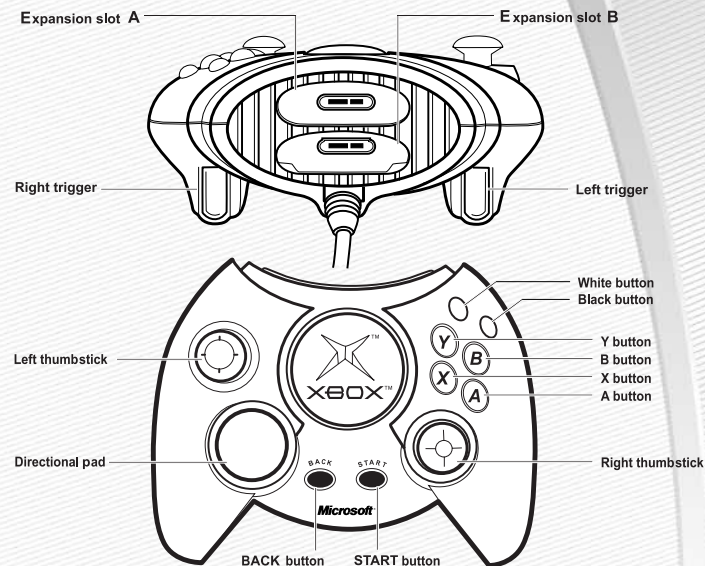


For more information on *Madden NFL 2003* and other EA SPORTS™ titles, visit EA SPORTS on the Web at www.easports.com.

USING THE XBOX CONTROLLER



XBOX CONTROLLER CONFIGURATIONS



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Madden NFL 2003*.

MENU CONTROLS

Highlight menu item	/ or /
Change highlighted item	/ or /
Select/Go to next screen	or
Cancel/Return to previous screen	or
Help menu	(hold down)
Change music track	+ or

















BASIC CONTROLS

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

GENERAL GAMEPLAY

Pause game	
Call timeout	

PLAY SELECTION

Cycle formations	 /  or  / 
Cycle sets (when available)	 +  or  + 
Select sets and formations	
Select play	 /  or  /  and then  ,  , or 







KICKING

Start kick meter/Kick the ball	
--------------------------------	---

OFFENSE

Snap the ball	
---------------	---

Passing:

Bring up passing icons	 (when Passing Mode is set to NORMAL)
Throw the ball	 ,  ,  ,  , or 

Move player	 or 
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DEFENSE

Switch player	
---------------	---

Move player	 or 
-------------	--





















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














COMPLETE CONTROL SUMMARY













OFFENSE (BEFORE THE SNAP)

Call an audible (➤ p. 12)	 and then  ,  ,  ,  , or 
Cancel an audible	 (before selecting an audible)
Run original play	 then 
Flip play (at the line of scrimmage)	 then 
Quiet the crowd	
Coach's cam (View receiver routes)	 +  /  or  / 
Fake snap	
Call timeout	
Snap the ball	

RUNNING

Move player/Run	 or 
Sprint	
Dive (RB/WR)	
Slide/Dive (QB)	 (tap) /  (hold down)
Jump/Hurdle	 or 
Spin	 or 
Juke left/right	 or 
Stiff arm left/right	

PASSING

Bring up passing icons	 (when Passing Mode is set to NORMAL)
Pass to the receiver with corresponding control symbol	 ,  ,  ,  , or 
Throw ball away	 (while passing icons are up)
Toggle passing icons OFF/ON	
Route-based passing	 + appropriate receiver button
Pump fake	

RECEIVING

Control intended receiver	A
Dive for pass	X
Sprint	B
Jump for pass	Y


















BLOCKING

Switch to closest blocker/receiver	A
Cut block	X
Sprint/Engage block	B






AFTER THE PLAY

Bypass cut scene	A
Hurry players to the line	Hold down A
Spike ball	B
Fake spike ball	X
No huddle	Y
Instant replay	L + R


DEFENSE (BEFORE THE SNAP)

Cycle through defenders	A or B
Reposition player	 or 
Defensive line shift	L then  ,  ,  or 
Reset defensive line shift	L then 
Linebacker shift	R then  ,  ,  or 
Reset linebacker shift	R then 
Call an audible	X then X , A , B , L , or R
Call Coverage audible	Y then  ,  ,  or 
Cancel an audible	Y (before selecting an audible)
Reset coverage	Y then 






DEFENSE CONT.

Reset original play (after calling an audible)	X then 
Flip play	X then 
Pump up crowd	
Coach's cam	
Call timeout	BACK 

DEFENSE (AFTER THE SNAP)

Control player nearest to the ball	A
Move player	 or 
Dive	X
Sprint	B
Jump	Y
Strip ball	
Spin move left/right (engaged)	L
Swim move left/right (engaged)	R

KICKING GAME

Direction/Elevation of kick	 or 
Start Kick Meter	A
Stop Kick Meter upswing (power)	A
Stop Kick Meter downswing (accuracy)	A
Delay the kick	Hold down A
Call an audible	X then X , A , B , L , or R
Cancel an audible	Y (before selecting an audible)
Reset play	X then 
Flip play	X then 
Call timeout	BACK 



KICKING THE BALL

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



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

➔ Aim your kick or change the trajectory with the directional arrow by pressing or moving .

KICKOFF/PUNT RETURNING

Switch players	
Move return man	or
Fair catch (you must have control of the return man)	

NOTE: If you don't move your return man after he catches a kickoff or punt in the endzone, he kneels down for a touchback.

SETTING UP THE GAME

Before the Main menu appears, Madden NFL 2003 gives you the option to play with Auto Save ON/OFF. When ON, game files are automatically generated and saved only to the hard disk. Any files that were previously loaded will be overwritten with a new version of the file when any change is made to that file. To save your files to a memory unit (MU), ➤ *Saving and Loading* on p. 33.

MAIN MENU



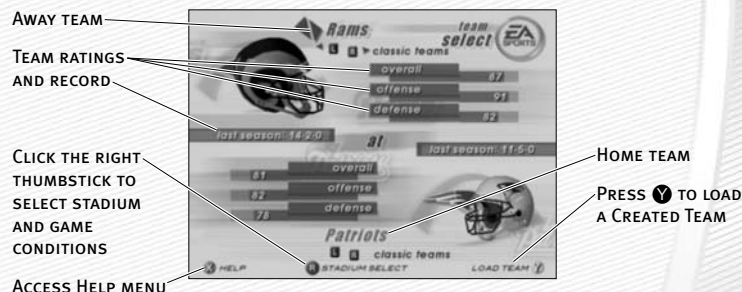
NOTE: Default options are listed in **bold** in this game manual.

PLAY NOW—STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams.

TEAM SELECT SCREEN

Select the teams for your game.



AWAY AND HOME TEAMS

➤ Pull **L** or **R** to cycle through Classic (historical) teams, press **○** to select any team at random, or press **●** to randomly select a “current” NFL team.

STADIUM SELECT (WEATHER AND TIME OF DAY)

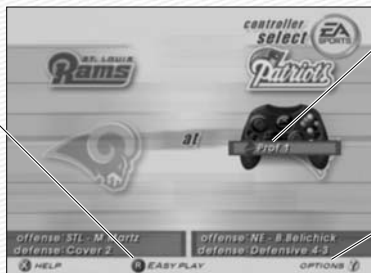
Play your game at any stadium. You can also select the weather conditions and kickoff time: 1:00 PM, 2:30 PM, 4:15 PM, or 8:30 PM. To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.

➤ Press **START** from the team select screen to continue to the Controller Select screen (► below).

CONTROLLER SELECT SCREEN

Select a team to control in the game.

CLICK **○** AT THE CONTROLLER SELECT SCREEN TO PLAY WITH EASY PLAY ON. WHEN ENABLED, THE GAME IS SIMPLIFIED THROUGHOUT FOR EASIER LEARNING.



TO CHOOSE A TEAM, PRESS **←** OR **→** TO POSITION THE CONTROLLER ICON UNDER YOUR DESIRED TEAM

PRESS **Y** TO SELECT MORE OPTIONS

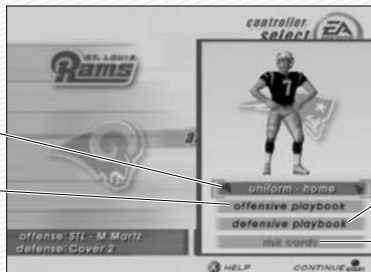
➤ Press **START** from the Controller Select screen to begin the game.

OPTIONS MENU

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

UNIFORM SELECT (HOME TEAM)

OFFENSIVE PLAYBOOK SELECT



DEFENSIVE PLAYBOOK SELECT
RISK MADDEN CARDS

PLAYING THE GAME

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

COIN TOSS

➤ Before the coin toss playing conditions are displayed. To bypass these screens, press **A**.

PLAY CALL SCREEN

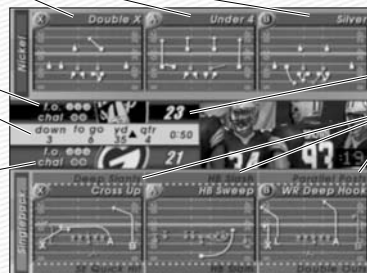
From the Playcalling screen, select the plays for your controlled team or ask John Madden for his suggestion.

DEFENSIVE FORMATION/PLAY WINDOWS

TIMEOUTS REMAINING

DOWN, QUARTER, AND CLOCK INFORMATION

NUMBER OF COACHES CHALLENGES REMAINING



SCORE

OFFENSIVE SET/FORMATION/PLAY WINDOWS

➤ To list the plays in the next window press **○** or **●** to cycle through windows.

To select a play:

1. Use **○** to select a formation and set, then press **A**.
 ○ From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest, yellow means players are slightly winded, and players are fresh when their symbol is white.
2. To select the desired play, press **A**, **B**, or **X**. To go back to the previous window, press **Y**.
 ➤ To flip formations and plays to the opposite side of the field, press **○**.
 ➤ To call a play from the header below the selection window, pull **R** + **A**, **B**, or **X**. To call a play from the header above, pull **L** + **A**, **B**, or **X**.
 ➤ To ask John Madden for coaching assistance on your next play, press **X** on the formation screen and a suggested play is highlighted in the play selection window.



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

SPECIAL TEAMS PLAYS

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

GAME SCREEN

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



GAMEPLAY TIPS

AUDIBLES (OFFENSE AND DEFENSE)

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

To call an Audible:

- Before the ball is snapped press , then press , , or , or pull or . The players adjust their set and/or formation as the new play is called out on the field.
- Press to cancel (before selecting an audible). To customize your offensive and defensive audibles, ➤ *OFF/DEF Audibles* on p. 32.

HOT ROUTES

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

To call a Hot Route:

- Press , then press the button symbol of the receiver whose route you want to change.
- After the receiver's original route is cancelled, press to send him on a fly pattern, press for a curl pattern, or press or to run an in or out pattern. To send receivers on an out slant press , or press for a post pattern.

BLOCKING HOT ROUTES

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

To call a Blocking Hot Route:

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

RECEIVER/BACK MOTION

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

To call man in motion:

- While at the line of scrimmage, press or or move or to highlight an eligible player.
- Press or or move or to send that player in motion and then snap the ball to begin the play.

BULLET/TOUCH PASS

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

ROUTE-BASED PASS

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

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

QB SCRAMBLE

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

HURRY-UP OFFENSE

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

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

COVERAGE AUDIBLES

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

DEFENSIVE LINE SHIFT

Position your defensive lineman in tight between the gaps or outside the tackles. Pull **L** + **↑** to spread the defensive ends outside the tackles, or pull **L** + **↓** to move the line in tight between the tackles. Pull **L** + **←** to shift the line left, or pull **L** + **→** to shift all linemen to the right.

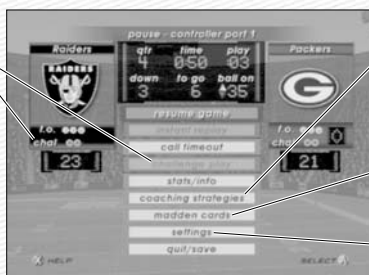
LINEBACKER SHIFT

Shift your linebackers around the field before the offense gets the play off. Pull **R** + **↑** to spread the linebackers out, or pull **R** + **↓** to move them in tight, protecting the middle of the field. Pull **R** + **←** to shift the linebackers to the left, or pull **R** + **→** to shift all linebackers to the right.

PAUSE MENU

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

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



FOR INFORMATION ON COACHING STRATEGIES, ➤ ROSTERS ON P. 28

FOR INFORMATION ON MADDEN CARDS, ➤ P. 26

FOR INFORMATION ON SETTINGS, ➤ P. 30

OTHER GAME MODES

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

MINI-CAMP

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

To play Mini-Camp:

- Each NFL city hosts its own Mini-Camp. Compete in the drill for that particular venue and follow the on-screen instructions for help. Earn at least a bronze trophy to unlock the game situation at the same city as well as the next difficulty setting for that drill. Use the skills that you learned at Mini-Camp to complete each stage.

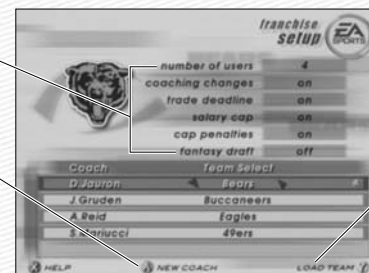
➤ Pull **L** or **R** to change the skill level and visit more NFL cities.

FRANCHISE

Run the table for 30 seasons in Franchise mode.

SEASON/FRANCHISE SETUP SCREEN

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



CREATED TEAMS: PRESS **Y** TO LOAD A CREATED TEAM TO TEAM SELECT MENU

NUMBER OF USERS

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

COACHING CHANGES

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

TRADE DEADLINE

No trading is allowed after Week 6.

SALARY CAP

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

CAP PENALTIES

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




FANTASY DRAFT

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

SELECTING A TEAM

You can run any current NFL team or load a created team.


To select a team:

➤ From the Team Select/Coach Select menu, press  or  to select a team. Then press  to reach the Franchise menu.



SELECTING A COACH

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

To select a coach:

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







To create a coach:

1. Highlight NEW COACH from the Coach pop-up box and press . The New Coach menu appears. Highlight COACH and press  again to edit your coach's name.





FANTASY DRAFT

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

To run a Fantasy Draft:

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

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

2. Create a name from the edit box, select DONE when complete, and then select a body type for your coach by pressing  or .
3. Highlight OK and then press  when complete.
4. Once your coach is created, highlight START FRANCHISE and press . The Preseason Year 1 menu appears.

FRANCHISE MENU

PLAY WEEK

This screen lists the season schedule.

ROSTERS

View team rosters and make all player movements. For more information, ► *Rosters* on p. 28.

COACH OPTIONS

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

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

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

Ratings: View player-controlled coach career stats.

STATS BOOK

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

LEAGUE NEWS

League news and injury reports are available from this menu.

FEATURES

Madden Cards: Trade Madden Cards between active profiles and view season and game performance records. For more information, ► *Madden Cards* on p. 26.

Export Team: Export your Franchise team to a memory unit or hard disk and make it available for Exhibition and Tournament modes.

Create-a-Player: Create a new player and add him to a team or the free agent list, or edit an existing player, ► *Create-a-Player* on p. 26.

SETTINGS

Gameplay: Adjust your game settings for the season. For more information, ► *Settings* on p. 30.

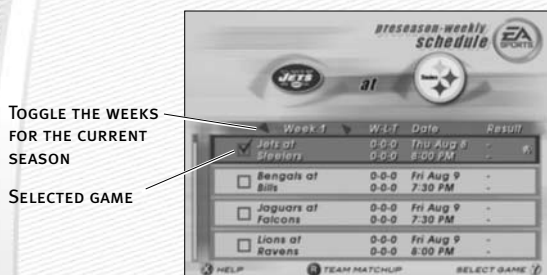
System: Adjust your audio and visual settings for the season. For more information, ► *Settings* on p. 30.

Save: Save or delete your season to/from your memory unit or hard disk. For more information, ► *Saving and Loading* on p. 33.

PLAY WEEK MENU

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

WEEKLY SCHEDULE MENU



PLAYING A GAME

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

To play a game in Franchise mode:

1. Scroll through the games on the weekly schedule and then highlight a game that you wish to play. Press **Y** and a red checkmark appears next to the selected game.
2. With a selected game highlighted press **A** to advance to the Controller Select Screen.
 - With a non user-controlled game highlighted, press **A** and then highlight your final option: PLAY GAME, SIMULATE GAME, SIMULATE WEEK, or SIMULATE SEASON. Press **A** again on your final choice.
 - If you highlight a user-controlled game and press **A**, all non-user games are simulated automatically.

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

PRESEASON

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

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

DURING THE SEASON

During the Season, you can play any game, on any week, at any point during the year. However, you can only make player trades (before the sixth week of the season) and sign free agents for user controlled teams.

AFTER THE SEASON

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

THE OFF-SEASON

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

OFF-SEASON SCHEDULE

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

RETIRED PLAYERS

View the retired players from every roster.

ROOKIE SCOUTING

For more information, ► *Rookie Scouting* on p. 20.

RE-SIGN PLAYERS

Negotiate contracts with players from your own team.

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

FREE AGENT SIGNING

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

NFL DRAFT

Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time. The NFL Draft is run similar to a Fantasy Draft (► p. 16).



SIGN DRAFT PICKS

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

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

START NEW SEASON Begin a new year of football.

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

ROOKIE SCOUTING

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

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



To scout a rookie:

1. Pull **L** or **R** to cycle among the user-controlled teams. Press **Y** or **X** to cycle through different player positions.
2. To view a Scouting Report, highlight a player and click **Y**. To return to the Rookie Scouting screen, press **B**.
3. Pick up to 15 players to scout per round. Press **A** on their name to flag them. To unflag a player, press **A** again.
4. Once you have flagged the 15 players, press **START** to proceed to the Scouting Combine.
5. At the Scouting Combine, check up on your scouted rookies. Press **Y** or **X** to cycle among player positions until you come to "targeted." A list of players that you scouted appears.

6. Click **Y** to bring up the Rookie Scouting Report. You should now see that player's combine numbers, along with a scouting note. Press **Y** or **X** to cycle among all of your scouted rookies. Press **B** to return to the previous screen.
7. Repeat this process for all of your scouted players. You can scout a player through two more rounds (scouting workout and then scouting list), or you can choose 15 new players to scout. However, you will only receive five scouting notes if you scout a player through all three rounds.

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

TOURNAMENT

Compete in a single- or double-elimination tournament with playoff-like pressure.

TOURNAMENT SETUP BOX

- TOURNAMENT TYPE** Choose a **SINGLE ELIMINATION**, **DOUBLE ELIMINATION**, **ROUND ROBIN**, or **DOUBLE ROUND ROBIN** tournament.
- NUMBER OF PLAYERS** The number of teams you can choose is dependent on the type of tourney you have selected.
- PLAYOFF TEAMS** The number of playoff teams is only for round robin tournaments.
- FANTASY DRAFT** When **ON**, conduct a Fantasy Draft before playing in a tournament (► *Fantasy Draft* on p. 16). The default is set at **OFF**.

To start a Tournament:

1. From the Team Selection, press **Y** or **X** to cycle through available teams and press **START** when all the desired teams have been chosen.
2. To play a game, select Tournament Tree at the Tournament Main menu and press **A** on the desired match-up. The Options pop-up screen appears. From here, you can choose to simulate, forfeit, or play the game.

NOTE: Selecting **TEAM SCHEDULE** at the Tournament Main menu starts **Round Robin** and **Double Round Robin** tournaments.

TWO MINUTE DRILL

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

TWO MINUTE DRILL MENU

PLAYERS	Play with up to four players in the Two-Minute Drill.
CPU DEFENSE	Choose the defense to play against. All players play against the same squad.
PLAY FOR TOKENS	When ON , players can earn points during the Two Minute Drill and use them to obtain Madden Cards. (For more information, ► <i>Madden Cards</i> on p. 26).
SKILL LEVEL	Choose your playing difficulty level: ROOKIE , PRO , ALL-PRO , and ALL-MADDEN . The higher the level, the more points you can earn.

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

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

FOOTBALL 101

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

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

PRACTICE

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

PRACTICE SETUP SCREEN

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

MODE BAR

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

⇒ Press **START** or **A** to reach the Controller Select screen. After you select a team, press **START** or **A** to reach the practice field.

PRACTICE FIELD

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

⇒ To re-spot the ball, press **START** and select **RE-SPOT BALL** from the Pause menu.

⇒ To choose a different play, press **BACK** or **START** and select **CHOOSE NEW PLAY** from the Pause menu.

SITUATION

Throw yourself in any game situation.

To select your Situation settings:

⇒ To set the game situation, press **←** or **→** to change the highlighted setting.

⇒ Press **↑** or **↓** to choose a new setting to change.

⇒ Press **START** to advance to the Controller Select screen. Continue as you would in an Exhibition Game (► *Play Now - Starting an Exhibition Game* on p. 9).

FEATURES

CREATE-A-PLAYBOOK

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



To create a play:

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




To modify a playbook:

1. From the Modify Playbook screen, highlight a coach's playbook (or basic formation) and press **A**. The Custom Playbook screen appears.
2. Highlight a play you wish to add to the playbook and press **A** (press **A** again to remove it). You have 81 total plays and 14 sets available. A red check mark appears next to selected plays.
- ⊙ To add all the plays from a formation to a playbook, highlight the formation name and press **A**.
- ⊙ Pull **L** or **R** to view Run, Pass, and All play formations.

To preview a playbook/swap plays:




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

To create a formation:

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



To create a play:

1. From the Create Play screen, highlight a formation you wish to edit and press **A**. Select Run or Pass (for new created plays) or highlight the current play and press **A** again.

2. Press  to scroll through the players and highlight the player you wish to move, and press **A**. The Routes screen appears.
3. From the Routes screen, highlight an existing route or assign a blocking assignment for your player and press **A**. Highlight a distance, rushing route or type of block for the player and press **A**. The new route is set.
- ⊙ To customize a route, press  to diagram the route or assign blocking assignments on the field. Press **A** to alter the route in another direction, or to complete a player's route. Press  to test the play.

SAVE PLAYBOOK







To save a play or formation:

- ⇒ Pull **L** or **R** to cycle to playbook files. Press  or  to cycle between the hard disk and a memory unit. Press **A** to save your playbook, or highlight an existing file and press **A** to overwrite that file.

CREATE-A-TEAM

Create a custom team and add them to the NFL.

To create a new team:

1. From the Team Information menu, set your team options. Press **A** or  or  to change/choose each option. Press  to continue.
2. From the Stadium Editor screen, select a name for your stadium, pick a stadium type, field surface, and more. Press  to continue.
3. From the Uniform Editor screen, press  to browse through the options and the color panel to create your Home and Away uniforms. Pull **L** or **R** to toggle to the helmet, jersey, and pants editing screens. Press  when your uniform is complete.

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

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



CREATE-A-PLAYER

Create a player for a position in need.

To create a new player:

1. From the Create-a-Player Information screen, create a First and Last Name, pick an Age, College, Team, Position, Jersey No., Years Pro, and Hand for your new player.
2. From the Appearance screen, select your player's height, weight, skin color, hair color, hairstyle, face, and face shape.
3. From the Build screen, you can adjust the muscle and fat percentage of several areas of the player's body. Pull **L** or **R** to cycle through Body, Rear, Arms, Legs, and Equipment and press to adjust features in each section.
4. From the Equipment screen, pick your player's equipment. Pull **L** or **R** to adjust the equipment used for games on Turf, Grass, or Both.
5. From the Attributes screen, set up your player attributes by pressing or for each attribute. Keep in mind that the higher attributes a player has, the higher the salary.
6. Press and choose to keep the created player.

MADDEN CARDS

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

CARD BOOK

View the cards you have collected or buy new packs.

To buy a pack of Madden Cards:

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

To play or sell a Madden Card:

1. From the Card Book screen select a card to sell by highlighting it and pressing **A**. The View/Play Card screen appears.
↳ Press to flip a card over to see its attributes.
2. Choose either PLAY CARD or SELL CARD and press **A**. The Card Book screen reappears.
⊙ You can sell back a Madden Card to recoup tokens or Activate it to reap its benefits.

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

To risk a Madden Card:

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

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

2. Browse through your cards by pressing or (or pull **L** or **R**), then press **A** to select a card. Press **B** to remove a card.
3. When done, press to return to the controller select screen.

STATUS

TOKENS EARNED	Status of points earned at each level.
BALANCE	Current number of Madden tokens for that user.
LEVEL SELECT	Pull L or R to cycle through the five Challenge Levels.
TOKEN SCALE TABLE	The number of tokens earned on each skill level for completing a task.
CHALLENGE TASK TABLE	List of tasks for the selected level.

RATING SYSTEM

There are four categories in which Madden Cards are rated: Power indicates how "strong" a card is. Value determines the number of tokens you need to buy a card. Rarity tells you the odds of getting a particular card and Life equals the life expectancy of a card (unlimited or once).

TRADE

To trade a Madden Card:

1. From the Madden Cards main screen, choose TRADE, then press **A**. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pulling **L** or **R** and then scroll through available cards by pressing or or or . Press **A** to select the highlighted card.
↳ Press to flip a card over to see its attributes.



3. Select ADD, then press **A**. The card has now been added to the trade (you can include up to three cards in a trade).
4. The second player repeats steps 1–3.
5. When all cards have been added to the trade proposal, press **Y** to bring up the current trade and select SUBMIT TRADE. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press **A**.

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

SAVE

To save your Madden Cards:

1. From the Madden Card save screen, highlight your profile and press **A**.
2. Enter the name of the file using the keyboard pop-up, highlight DONE, and press **A** to complete the save.

ROSTERS

Make key roster moves to strengthen your lineup. Trade players, sign free agents, release players, and create a player for that special need.

VIEW ROSTER

View all NFL team rosters by team and position.

⇨ Pull **L** or **R** to change teams or press **○** or **●** to focus on a particular position.

DEPTH CHART

Re-order the depth chart of all NFL teams.

To change the order of the depth chart:

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

⇨ Press **Y** and the depth chart reorders automatically.

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

To set a substitution:

1. From the Substitution screen (only available in Franchise mode and in the Pause menu during a game), select a situation (pressing **○** or **●** to scroll through the selections) and then a formation and set (pressing **↑** or **↓**).

2. Select a position by pressing **←** or **→** to scroll through the players in a set and then press **A** on the desired player.
3. From the Available Players list, highlight a player to be substituted in the starting spot and press **A**. The new depth chart is set.

TRADE PLAYER

Trade players from team to team.

To trade a player:

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

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

FREE AGENTS

Sign a free agent to a team.

To sign a free agent:

1. From the Free Agents screen, pull **L** or **R** to change teams and view salary cap information for that team.
 2. If the selected team has enough room under the cap, highlight the player you wish to sign and press **A**.
- ⦿ In Franchise mode, the player must be offered a salary that he may accept or reject.

RELEASE PLAYER

Release a player from any team. Once that player is released, he moves to the Free Agent list.

To release a player:

1. From the Release Player screen, pull **L** or **R** to view a team's roster. Scroll through the players list by pressing **↑** or **↓**.
2. Highlight the player you wish to release and press **A**.
3. When prompted, select YES and press **A** to confirm the player's release.

EDIT PLAYER

Change the attributes, equipment, appearance, and personal information of any player. This option is not available in all game modes.

To edit a player:

1. From the View Roster screen, find the player you wish to edit and press **A**.
2. Highlight the desired section to be edited and press **A** (Information, Appearance, Build, Equipment, or Attributes). For more information, ➤ *Create-a-Player* on p. 26.

BREAKDOWN

View all NFL team rosters by team and position. If a team requires a player for a particular position, it appears in blue. Pull **L** or **R** to cycle teams.

STAT BOOK

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

SETTINGS

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

GAMEPLAY

GAME

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

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

CUSTOM GAME

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

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

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

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

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

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

PENALTY OFFSIDES

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

PENALTY SLIDERS Adjust the sensitivity for the penalties. Change the setting by moving the slider towards + or – by pressing **←** or **→**.

AI

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

OTHER AI SETTINGS Adjust various offensive or defensive AI settings for the user or CPU controlled teams by moving the slider towards + or – pressing **←** or **→**.

EASY PLAY

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

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

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

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

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

PLAY CALL MODE

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

PASS/CATCH/RUN/ KICK ASSIST

When ON, Pass, Catch, Run, and Kick AI settings are adjusted to make gameplay easier.

PAUSE MENU

When set to EASY, the Pause menu is simplified for EASY play.

CONTROLLER CONFIG.

Scroll through the available controller configurations to choose the one that best suits your playing style by pressing **+** or **-**.

VIBRATION

When Vibration is turned **ON**, you will feel every hit.

OFF/DEF AUDIBLES

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

To set an Audible:

1. Press **↑** or **↓** to select a playbook and press **A**. Your cursor moves to the play windows.
2. Highlight one of the audible slots from the play windows and press **A**. The cursor moves to the formation window.
3. Select a formation and set by pressing **→** and then pressing **A**. Highlight the desired play and press **A** to accept it.

↳ To flip any audible, press **↵** while it's highlighted.

SYSTEM

AUDIO

VOLUME SLIDERS

Adjust the volume for all sounds of the game. Change the setting by moving the slider towards + or - by pressing **+** or **-**.

VISUAL

FIELD LINES

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

SAVING AND LOADING

Save or load files from your hard disk or MU.

NOTE: Never insert or remove an MU when loading or saving files.

NOTE: An MU will hold up to 500 blocks of memory.

LOADING, SAVING, AND DELETING FILES

To load, save, or delete a file:

1. From the MU screen, highlight LOAD, SAVE, or DELETE and press **A**.
↳ Pull **L** or **R** to browse the file types.
↳ Press **○** or **●** to switch between expansion slots or the hard disk.
↳ Press **A** to load, save, or delete a file from a MU or hard disk.
2. Highlight the file you wish to LOAD, SAVE, or DELETE and press **A**.

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

NOTE: If a Roster, User Profile, or Settings file is present on the hard disk or a MU, it is auto-loaded during the initial boot up. The game loads the first roster and setting files it finds on the hard disk or a MU, and the first four User Profile files it finds.

PROFILE MANAGER

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

NEW/EDIT PROFILE

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

To create a new User Profile:

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

To Load, Save, or Delete a User Profile from a MU or hard disk:

↳ From the Load, Save, or Delete screen, highlight the Profile you wish to load, save or delete and press **A**. The Profile is now loaded, saved, or deleted.



LIMITED 90-DAY WARRANTY

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PHONE: (650) 628-1900

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If you live outside of the United States, you can contact one of our other offices.

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P.O. Box 432

Southport Qld 4215, Australia

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Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 OYL, UK

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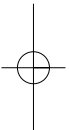
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