
1.) Madden Challenge

Level 1

Difficulty | Tokens |

Rookie		1	
Pro		2	
All-Pro		3	
All-Madden		6	

Complete a 30 yard pass or longer.
Complete a 20 yard running play.
Score 21 points or more with a quarter length of 5 minutes or less.
Hold your opponent to 7 points or less.
Throw 0 interceptions in a game.
Successfully kick a field goal of 45 yards or more.
Punt the ball 50 yards or more.
4 tackles or more by one player.
Defeat the Ravens in rain at Baltimore with a quarter length of 6 minutes or less.
Defeat the Giants in snow at East Rutherford with a quarter length of 6 minutes or less.
No dropped passes in a game with a quarter length of 5 minutes with at least 5 attempts.
Do not allow your quarterback to be sacked in a game.
QB passes for 2 TDs or more.
Sack the opposing QB.
Commit no fumbles in a game.
Intercept at least one pass.
Recover at least one fumble.
Gain 200 yards of total offense or more.
Complete 5 consecutive passes.
Have a minimum of 3 members of your team catch at least 1 pass.

Level 2

Difficulty | Tokens |

Rookie		2	
Pro		4	
All-Pro		6	
All-Madden		12	

Score 42 points or more with a quarter length of 6 minutes or less.
Gain 100 yards or more rushing with one player.
Gain 100 yards or more receiving with one player.
QB passes for 300 yards or more.
Average 10 yards or more rushing by one player with at least 5 attempts.
QB passes for 4 TDs or more.
Average 30 yards or more on 2 or more kick returns.
Average 30 yards or more on 2 or more punt returns.
Win by 28 or more with a quarter length of 6 minutes or less.
Complete 10 consecutive passes.
QB has 80 percent passing (minimum 5 attempts).
Have a running back who rushes for 3 TDs or more.
Hold opposing team to under 150 yards of total offense with a quarter length of 5 minutes or more.
Average 20 yards or more by one player with 3 or more receptions.

Commit no penalties in a game with a quarter length of 5 minutes or more.
Defeat the AFC team with one of the regular teams with a quarter length of 6 minutes or more.

2 sacks or more by one player.
Cause 3 or more turnovers by the defense.
6 tackles or more by one player.
2 TDs or more by one receiver.

Level 3

Difficulty | Tokens |

Rookie		3	
Pro		6	
All-Pro		9	
All-Madden		18	

Gain 150 yards or more rushing with one player.
Gain 150 yards or more receiving with one player.
Complete 15 consecutive passes.
3 sacks or more by one player.
2 interceptions or more by one player.
Recover 2 fumbles or more.
Punt the ball out of bounds within the 5 yard line.
4 or more knockdowns by one player.
Score 55 points or more with a quarter length of 5 minutes or more.
10 or more receptions by one player.
Average 10 interception return yards or more.
Complete a 40 yard running play.
Rush the ball 10 times or more with 2 different players.
Gain 100 yards rushing and 50 yards receiving with one player.
Complete a 60 yard pass or longer.
Hold the Vikings to 75 yards of passing with one of the regular 31 teams with a quarter length of 6 minutes or more.
Run for at least 150 yards against the NFC team with a quarter length of 6 minutes or less.
Gain 400 yards of total offense or more.
8 tackles or more by one player.

Level 4

Difficulty | Tokens |

Rookie		4	
Pro		8	
All-Pro		12	
All-Madden		24	

Gain 200 yards or more rushing with one player.
Gain 200 yards or more receiving with one player.
QB passes for 500 yards or more.
Successfully kick a field goal of 55 yards or more.
Return an interception for a touchdown.
6 successful 2 point conversions or more.
25 completions or more by one quarterback.
Punt the ball 65 yards or more.
Win by 56 points or more with a quarter length of 6 minutes or less.
Convert 20 or more first downs with a quarter length of 6 minutes or less.
Have a minimum of 7 members of your team catch at least 1 pass.
Cause 6 or more turnovers by the defense.

7 sacks or more by one player.
650 yards of total offense or more by one team.
Have one receiver with at least 150 YAC (yards after catch).
Rush the ball 40 times or more with a quarter length of 6 minutes or less.
Rush for 100 yards or more with 2 different running backs.
Successfully kick 5 field goals, each 45 yards or more.
Record a safety.

Level 5

Difficulty | Tokens |

Rookie | 5 |

Pro | 10 |

All-Pro | 15 |

All-Madden | 30 |

Return a kickoff for a touchdown.
Gain 100 yards rushing and 100 yards receiving with one player.
Average 20 or more rushing yards by one player with 3 or more attempts.
Two quarterbacks who pass for 200 yards or more.
Return a punt for a touchdown.
3 receivers with 100 yards or more receiving.
Gain 200 punt return yards or more with one player.
QB rushes for 3 TDs or more.
Score 84 points or more with a quarter length of 6 minutes or less.
Gain 200 kick return yards or more with one player.
Complete an 80 yard running play.
Convert 10 or more 4th down conversions.
Complete 20 consecutive passes.
Return two interceptions for TDs with one player.
Block a punt or a field goal.
QB has 100 percent passing (minimum 10 passes).
Return a fumble for a TD.
Hold opposing team to under 50 yards of total offense with a quarter length of 5 minutes or more.
Record 2 safeties.
Gain 250 yards or more rushing with one player.

2.) Madden Cards

In order to get Madden Cards, you have to buy them with tokens. It costs 40 tokens to buy one pack of 20 cards. You get the tokens in games by doing the Madden Challenge and by doing training mode. The maximum number of each card you can have is 7. That means you can have 7 gold, 7 silver, and 7 bronze cards of one player or cheat.

Key

Card Number- Card Name

Gold Card Stats: Power- 1-5
Value- How many tokens you get for selling it back
Rarity- Chances of getting the card
Life- How many times you can use the card, once or unlimited
What the card says/does.

Silver Card Stats: Power- 1-5
Value- How many tokens you get for selling it back
Rarity- Chances of getting the card
Life- How many times you can use the card, once or unlimited

What the card says/does.

Bronze Card Stats: Power- 1-5

Value- How many tokens you get for selling it back

Rarity- Chances of getting the card

Life- How many times you can use the card, once or unlimited

What the card says/does.

000- John Madden

Gold: Power- 5

Value- Priceless

Rarity- Impossible

Life- Unlimited

The name behind the game brings you his All Madden Millennium Team Roster filled with some of the best players to ever put on a helmet.

Silver: N/A

Bronze: N/A

001- James Allen

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

002- Marcus Robinson

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

003- Brian Urlacher

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

004- Corey Dillion

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

005- Takeo Spikes

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

006- Peter Warwick

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

007- Rob Johnson

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

008- Sam Cowart

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

009- Eric Moulds

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

010- Mike Anderson

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

011- Brian Griese

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

012- Ed McCaffrey

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

013- Trevor Pryce

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

014- Rod Smith

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

015- Courtney Brown

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

016- Tim Couch

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

017- Wali Rainer

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

018- Mike Alstott

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

019- Derrick Brooks

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

020- Warrick Dunn

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

021- John Lynch

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

022- Keyshawn Johnson

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

023- Warren Sapp

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

024- David Boston

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

025- Jake Plummer

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

026- Frank Sanders

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

027- Darren Bennett

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

028- Doug Flutie

Gold: Power- 4
Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

029- Rodney Harrison

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

030- Freddie Jones

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

031- Junior Seau

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

032- Derrick Alexander

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

033- Donnie Edwards

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

034- Tony Gonzalez

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

035- Eric Hicks

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

036- Marvin Harrison

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

037- Edgerrin James

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

038- Peyton Manning

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.004-

039- Mike Peterson

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

040- Mike Vanderjagt

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

041- Dexter Coakley

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

042- Raghil Ismail

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

043- Emmitt Smith

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

044- Jay Fiedler

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

045- Oronde Gadsden

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

046- Sam Madison

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

047- Brock Marion

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

048- Lamar Smith

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

049- Jason Taylor

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

050- Zach Thomas

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

051- Hugh Douglas

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

052- Chad Lewis

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

053- Donovan McNabb

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

054- Jeremiah Trotter

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

055- Troy Vincent

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

056- Corey Simon

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

057- Jamal Anderson

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

058- Ray Buchanan

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

059- Shawn Jefferson

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

060- Jesse Tuggle

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

061- Jeff Garcia

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

062- Terrell Owens

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

063- Bryant Young

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

064- Jesse Armstead

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

065- Tiki Barber

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

066- Kerry Collins

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

067- Ike Hilliard

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

068- Jason Sehorn

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

069- Michael Strahan

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

070- Amani Toomer

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

071- Tony Boselli

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

072- Kyle Brady

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

073- Mark Brunell

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

074- Kevin Hardy

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

075- Keenan McCardell

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

076- Jimmy Smith

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

077- Fred Taylor

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

078- Wayne Chrebet

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

079- Victor Green

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

080- Mo Lewis

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

081- Curtis Martin

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

082- Vinny Testaverde

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

083- Desmond Howard

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

084- Jonnie Morton

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

085- Robert Porcher

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

086- James Stewart

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

087- Leroy Butler

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

088- Brett Farve

Gold: Power- 4
Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

089- Ahman Green

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

090- Antonio Freeman

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

091- Darren Sharper

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

092- Eric Davis

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

093- Mike Minter

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

094- Mushin Muhammad

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

095- Wesley Walls

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

096- Drew Bledsoe

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

097- Terry Glenn

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

098- Ty Law

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

099- Willie Mcginest

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

100- Lawyer Miloy

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

101- Greg Biekert

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

102- Tim Brown

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

103- Rich Gannon

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

104- Charlie Garner

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

105- Andre Rison

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

106- Tyrone Wheatley

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

107- Charles Woodson

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

108- Isaac Bruce

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

109- Marshall Faulk

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

110- Torry Holt

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

111- Orlando Pace

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

112- Kurt Warner

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

113- Aeneas Williams

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

114- Elvis Grbac

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

115- Qadry Ismail

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

116- Jamal Lewis

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

117- Ray Lewis

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

118- Michael McCrary

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

119- Jonathan Ogden

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

120- Shannon Sharpe

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

121- Matt Stover

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

122- Rod Woodson

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

123- Champ Bailey

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

124- Stephen Davis

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

125- Bruce Smith

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

126- Jeff Blake

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

127- Laroi Glover

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

128- Joe Horn

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

129- Ricky Williams

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

130- Shaun Alexander

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

131- Cortez Kennedy

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

132- Levon Kirkland

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

133- Anthony Simmons

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

134- Shawn Springs

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

135- Ricky Watters

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

136- Jerome Bettis

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

137- Jason Gildon

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

138- Kordell Stewart

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

139- Dewayne Washington

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

140- Blaine Bishop

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use

This player's attributes are boosted for the next game by 3%.

141- Eddie George

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

142- Jevon Kearse

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

143- Steve McNair

Gold: Power- 4

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 3

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

144- Marcus Robertson

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

145- Samari Rolle

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

146- Frank Wycheck

Gold: Power- 4
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 3
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 2
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

147- Cris Carter

Gold: Power- 3
Value- 3
Rarity- 1 in 14
Life- One use
This player's attributes are boosted for the next game by 15%.

Silver: Power- 2
Value- 2
Rarity- 1 in 4
Life- One use
This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1
Value- 1
Rarity- 1 in 2
Life- One use
This player's attributes are boosted for the next game by 3%.

148- Daunte Culpepper

Gold: Power- 3
Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

149- Robert Griffith

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

150- Randy Moss

Gold: Power- 3

Value- 3

Rarity- 1 in 14

Life- One use

This player's attributes are boosted for the next game by 15%.

Silver: Power- 2

Value- 2

Rarity- 1 in 4

Life- One use

This player's attributes are boosted for the next game by 7%.

Bronze: Power- 1

Value- 1

Rarity- 1 in 2

Life- One use

This player's attributes are boosted for the next game by 3%.

151- 1st and 20

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

It takes twenty yards to get a first down instead of ten.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

It takes twenty yards to get a first down instead of ten.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

It takes twenty yards to get a first down instead of ten.

152- 1st and 5

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

It takes five yards to get a first down instead of ten.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

It takes five yards to get a first down instead of ten.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

It takes five yards to get a first down instead of ten.

153- Extra Credit

Gold: Power- 4

Value- 5

Rarity- 1 in 65

Life- One Use

A scoring system that awards a team one point for every interception a team gets and two points for every sack.

Silver: Power- 3

Value- 3

Rarity- 1 in 20

Life- One Use

A scoring system that awards a team one point for every interception a team gets and two points for every sack.

Bronze: Power- 2

Value- 2

Rarity- 1 in 10

Life- One Use

A scoring system that awards a team one point for every interception a team gets and two points for every sack.

154- David vs Goliath

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

The away team has very small players, and the home team has really \ big players.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

The away team has very small players, and the home team has really \ big players.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

The away team has very small players, and the home team has really \

big players.

155- Generous Marking

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

The ball is randomly spotted within a few yards of where the official marking should be.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

The ball is randomly spotted within a few yards of where the official marking should be.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

The ball is randomly spotted within a few yards of where the official marking should be.

156- Eye Ball

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

In certain situations, the view changes to an angle that puts the camera right behind the ball.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

In certain situations, the view changes to an angle that puts the camera right behind the ball.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

In certain situations, the view changes to an angle that puts the camera right behind the ball.

157- The Electric Side

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

The sidelines have a force field blocking them that will send unwary players flying through the air.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

The sidelines have a force field blocking them that will send unwary players flying through the air.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

The sidelines have a force field blocking them that will send unwary

players flying through the air.

158- Can't Tackle This

Gold: Power- 4
Value- 5
Rarity- 1 in 65
Life- One Use
Playing this card allows the ball carrier to break tackles with ease.

Silver: Power- 3
Value- 3
Rarity- 1 in 20
Life- One Use
Playing this card allows the ball carrier to break tackles with ease.

Bronze: Power- 2
Value- 2
Rarity- 1 in 10
Life- One Use
Playing this card allows the ball carrier to break tackles with ease.

159- Sticky Fingers

Gold: Power- 4
Value- 5
Rarity- 1 in 65
Life- One Use
A player will never drop any pass that is thrown to him when this card is used in game.

Silver: Power- 3
Value- 3
Rarity- 1 in 20
Life- One Use
A player will never drop any pass that is thrown to him when this card is used in game.

Bronze: Power- 2
Value- 2
Rarity- 1 in 10
Life- One Use
A player will never drop any pass that is thrown to him when this card is used in game.

160- Frog Legs

Gold: Power- 4
Value- 5
Rarity- 1 in 65
Life- One Use
All players have the ability to jump extraordinarily high.

Silver: Power- 3
Value- 3
Rarity- 1 in 20
Life- One Use
All players have the ability to jump extraordinarily high.

Bronze: Power- 2
Value- 2
Rarity- 1 in 10
Life- One Use
All players have the ability to jump extraordinarily high.

161- Da Boot

Gold: Power- 3
Value- 5
Rarity- 1 in 65

Life- One Use

All Kickers have the ability to kick much farther than normal. They will be able to make 75+ yard field goals.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

All Kickers have the ability to kick much farther than normal. They will be able to make 75+ yard field goals.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

All Kickers have the ability to kick much farther than normal. They will be able to make 75+ yard field goals.

162- Da Bomb

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

All quarterbacks have increased throwing power. Going deep will never be a problem with this card.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

All quarterbacks have increased throwing power. Going deep will never be a problem with this card.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

All quarterbacks have increased throwing power. Going deep will never be a problem with this card.

163- Couch Potato

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

Players grow tired at a faster rate than normal causing them to be substituted often.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

Players grow tired at a faster rate than normal causing them to be substituted often.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

Players grow tired at a faster rate than normal causing them to be substituted often.

164- Fumblitis

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

Fumbles occur more frequently when the ball carrier is tackled.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

Fumbles occur more frequently when the ball carrier is tackled.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

Fumbles occur more frequently when the ball carrier is tackled.

165- Ouch!

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

Players are more susceptible to getting injured during play.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

Players are more susceptible to getting injured during play.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

Players are more susceptible to getting injured during play.

166- Bingo

Gold: Power- 4

Value- 5

Rarity- 1 in 65

Life- One Use

The defense is able to intercept the ball easier then before when this card is played.

Silver: Power- 3

Value- 3

Rarity- 1 in 20

Life- One Use

The defense is able to intercept the ball easier then before when this card is played.

Bronze: Power- 2

Value- 2

Rarity- 1 in 10

Life- One Use

The defense is able to intercept the ball easier then before when this card is played.

167- Lightening

Gold: Power- 4

Value- 5

Rarity- 1 in 65

Life- One Use

All players have the ability to run at much faster speeds.

Silver: Power- 3

Value- 3

Rarity- 1 in 20

Life- One Use

All players have the ability to run at much faster speeds.

Bronze: Power- 2

Value- 2

Rarity- 1 in 10

Life- One Use

All players have the ability to run at much faster speeds.

168- Floating Heads

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

The only part of the players visible in the game is their helmet.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

The only part of the players visible in the game is their helmet.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

The only part of the players visible in the game is their helmet.

169- Tight Spiral

Gold: Power- 4

Value- 5

Rarity- 1 in 65

Life- One Use

The quarterback will never throw and interception no matter how good the defense is.

Silver: Power- 3

Value- 3

Rarity- 1 in 20

Life- One Use

The quarterback will never throw and interception no matter how good the defense is.

Bronze: Power- 2

Value- 2

Rarity- 1 in 10

Life- One Use

The quarterback will never throw and interception no matter how good the defense is.

170- Juggernaut

Gold: Power- 4

Value- 5

Rarity- 1 in 65

Life- One Use

The ball carrier is able to run through any wrap tackles used in attempt to pull him down.

Silver: Power- 3

Value- 3

Rarity- 1 in 20

Life- One Use

The ball carrier is able to run through any wrap tackles used in attempt to pull him down.

Bronze: Power- 2

Value- 2

Rarity- 1 in 10

Life- One Use

The ball carrier is able to run through any wrap tackles used in attempt to pull him down.

171- Mr. Mobility

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

The quarterback will never go down for a sack no matter how hard he is hit.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

The quarterback will never go down for a sack no matter how hard he is hit.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

The quarterback will never go down for a sack no matter how hard he is hit.

172- Big Money

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

A different scoring system is used that makes a field goal worth seven points and a touchdown worth ten.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

A different scoring system is used that makes a field goal worth seven points and a touchdown worth ten.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

A different scoring system is used that makes a field goal worth seven points and a touchdown worth ten.

173- Overdrive

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

Players have enhanced speed burst capabilities that shoots them forward at normally impossible speeds.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

Players have enhanced speed burst capabilities that shoots them forward at normally impossible speeds.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

Players have enhanced speed burst capabilities that shoots them forward at normally impossible speeds.

174- Man at Arms

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

Any time the ball carrier gives a straight arm it is much more effective.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

Any time the ball carrier gives a straight arm it is much more effective.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

Any time the ball carrier gives a straight arm it is much more effective.

175- Switch Sides

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

Players running out of bounds will teleport from one side of the field to the other.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

Players running out of bounds will teleport from one side of the field to the other.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

Players running out of bounds will teleport from one side of the field to the other.

176- Shady Deal

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

The computer opponent is willing to accept a truce on declining all penalties. Beware: This treaty could go awry.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

The computer opponent is willing to accept a truce on declining all penalties. Beware: This treaty could go awry.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

The computer opponent is willing to accept a truce on declining all penalties. Beware: This treaty could go awry.

177- Bigg Boyz

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

All players are switched to the largest player model available in the game.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

All players are switched to the largest player model available in the game.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

All players are switched to the largest player model available in the game.

178- Real Men

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

All players play without their helmets. This also eliminates the chance for a face masking penalty.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

All players play without their helmets. This also eliminates the chance for a face masking penalty.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

All players play without their helmets. This also eliminates the chance for a face masking penalty.

179- Slippery When Wet

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

The playing field has an icy coating that greatly reduces traction no matter the weather or field type.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

The playing field has an icy coating that greatly reduces traction no matter the weather or field type.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

The playing field has an icy coating that greatly reduces traction no matter the weather or field type.

180- 13 O'clock

Gold: Power- 3

Value- 5

Rarity- 1 in 65

Life- One Use

All game and play clocks have been "hidden". The game time is still tracked as normal though.

Silver: Power- 2

Value- 3

Rarity- 1 in 20

Life- One Use

All game and play clocks have been "hidden". The game time is still tracked as normal though.

Bronze: Power- 1

Value- 2

Rarity- 1 in 10

Life- One Use

All game and play clocks have been "hidden". The game time is still tracked as normal though.

181- Bears

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

182- Bengals

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

183- Bills

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

184- Broncos

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

185- Browns

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

186- Buccaneers

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

187- Cardinals

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

188- Chargers

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

189- Chiefs

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

190- Colts

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

191- Cowboys

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

192- Dolphins

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

193- Eagles

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

194- Falcons

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

195- 49ers

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

196- Giants

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

197- Jaguars

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

198- Jets

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

199- Lions

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

200- Packers

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

201- Panthers

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

202- Patriots

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

203- Raiders

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

204- Rams

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

205- Ravens

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

206- Redskins

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

207- Saints

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

208- Seahawks

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

209- Steelers

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

210- Titans

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

211- Vikings

Gold: Power- 1

Value- 4

Rarity- 1 in 42

Life- One Use

When this card is played, the crowd will be pumped up and excited for the entire game.

Silver: N/A

Bronze: N/A

212- Carl Banks

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

213- Bill Bates

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

212- Carl Banks

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

214- Jerome Brown

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

215- Jim Burt

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

216- Keith Byars

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

217- Dwight Clark

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

218- Gary Clark

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

219- Roger Craig

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

220- Richard Dent

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

221- John Elway

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

222- Boomer Esiason

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

223- Jumpy Geathers

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

224- Kevin Greene

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

225- Dan Hampton

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

226- Rodney Hampton

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

227- Tim Harris

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

228- Tim Harvey

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

229- Craig Heyward

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

230- Jay Hilgenberg

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

231- Merrill Hoge

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently

loaded mode.

Silver: N/A

Bronze: N/A

232- Keith Jackson

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

233- Rickey Jackson

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

234- Joe Jacoby

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

235- Pepper Johnson

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

236- Brent Jones

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

237- Seth Joyner

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently

loaded mode.

Silver: N/A

Bronze: N/A

238- Jim Kelly

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

239- Jim Lachey

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

240- Steve Largent

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

241- Dexter Manley

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

242- Charles Mann

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

243- Dan Marino

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently

loaded mode.

Silver: N/A

Bronze: N/A

244- Wilber Marshall

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

245- Clay Matthews

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

246- Jim McMahon

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

247- Karl Mecklenberg

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

248- Matt Millen

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

249- Art Monk

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently

loaded mode.

Silver: N/A

Bronze: N/A

250- Joe Morris

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

251- William Perry

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

252- Tom Rathman

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

253- Barry Sanders

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

254- Phil Simms

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

255- Mike Singletary

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently

loaded mode.

Silver: N/A

Bronze: N/A

256- Jackie Slater

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

257- Pat Swilling

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

258- Steve Tasker

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

259- John Taylor

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

260- Herschel Walker

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently loaded mode.

Silver: N/A

Bronze: N/A

261- Reggie White

Gold: Power- 4

Value- 4

Rarity- 1 in 42

Life- One Use

This player will be added to the free agent list for the currently

loaded mode.

Silver: N/A

Bronze: N/A

262- EA Sports

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: Redwood City, California

Home of: EA Sports

Setting: Classic, hometown football field.

Silver: N/A

Bronze: N/A

263- Dodge City

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: Pigskin Junction, Texas

Home of: Marshals

Setting: On the main street of an abandoned town from the days of the old west.

Silver: N/A

Bronze: N/A

264- Christmas

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: North Pole, Arctic Ocean

Home of: Toymakers

Setting: Right outside Santa's workshop.

Silver: N/A

Bronze: N/A

265- Tiburon

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: Mailand, Florida

Home of: Tiburon

Setting: Gothic, shark shaped field.

Silver: N/A

Bronze: N/A

266- Tiburon Bros

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: Big Tent Island, Happy State

Home of: Clowns

Setting: Inside the bigtop tent in the middle of a 3-ring circus.

Silver: N/A

Bronze: N/A

267- Maddenstein

Gold: Power- 1
Value- 7
Rarity- 1 in 143
Life- Unlimited
Location: Shadow Gate, Moldavia
Home of: Monsters
Setting: On the cobblestone courtyard of a medieval castle.

Silver: N/A

Bronze: N/A

268- Cosmodome

Gold: Power- 1
Value- 7
Rarity- 1 in 143
Life- Unlimited
Location: Deep Space, Orion's Belt
Home of: Comets
Setting: A space station looking out over the stars.

Silver: N/A

Bronze: N/A

269- Gridiron

Gold: Power- 1
Value- 7
Rarity- 1 in 143
Life- Unlimited
Location: Industriopolis, G 39
Home of: Industrials
Setting: A semi-covered factory converted into a stadium.

Silver: N/A

Bronze: N/A

270- Salvagefield

Gold: Power- 1
Value- 7
Rarity- 1 in 143
Life- Unlimited
Location: Motor City, Wasteland
Home of: Junkyard Dogs
Setting: A clearing inside an old metal scrap yard.

Silver: N/A

Bronze: N/A

271- Tiberum

Gold: Power- 1
Value- 7
Rarity- 1 in 143
Life- Unlimited
Location: Rome, Italy
Home of: Praetorians
Setting: Hidden among ruins of a lost Incan city.

Silver: N/A

Bronze: N/A

272- 4th & Incas

Gold: Power- 1
Value- 7
Rarity- 1 in 143
Life- Unlimited

Location: Lost City, Euphoria
Home of: Vipers
Setting: Hidden among ruins of a lost Incan city.

Silver: N/A

Bronze: N/A

273- Alpha Blitz

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: Hoboken, New Jersey

Home of: Sugar Buzz

Setting: The bottom of a tasty new cereal bowl.

Silver: N/A

Bronze: N/A

274- Nile Hi

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: Giza, Egypt

Home of: Mummies

Setting: In the middle of the Sahara Desert, outside Egyptian ruins.

Silver: N/A

Bronze: N/A

275- Super Bowl XXXVIII

Gold: Power- 1

Value- 7

Rarity- 1 in 143

Life- Unlimited

Location: San Diego, California

Home of: Chargers

Setting: Home of the Super Bowl in 2003.

Silver: N/A

Bronze: N/A

276- 84 All Madden Team

Gold: Power- 5

Value- 4

Rarity- 1 in 42

Life- Unlimited

The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.

Silver: N/A

Bronze: N/A

277- 85 All Madden Team

Gold: Power- 5

Value- 4

Rarity- 1 in 42

Life- Unlimited

The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.

Silver: N/A

Bronze: N/A

278- 86 All Madden Team

Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

279- 87 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

280- 88 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

281- 89 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

282- 90 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

283- 91 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

284- 92 All Madden Team

Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

285- 93 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

286- 94 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

287- 95 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

288- 96 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

289- 97 All Madden Team
Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

290- 98 All Madden Team

Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

291- 99 All Madden Team

Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The All Madden Team consists of John's personal favorites for the year. These are going to be some of the toughest guys on the field.
Silver: N/A
Bronze: N/A

292- Team Ecko

Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
Team Ecko is filled with the popular clothing apparel's "MVP's".
Silver: N/A
Bronze: N/A

293- Budcat

Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The cats behind the curtain. The guys who bring you John Madden Football.
Silver: N/A
Bronze: N/A

294- EA Sports

Gold: Power- 5
Value- 4
Rarity- 1 in 42
Life- Unlimited
The team behind the teams. The guys (and girls) who bring you John Madden Football.
Silver: N/A
Bronze: N/A

295- Monsters

Gold: Power- 3
Value- 4
Rarity- 1 in 42
Life- Unlimited
Stadium: Maddenstein
A group of misshapen creatures from one's nightmares gang together to form one of the ugliest teams to play football.
Silver: N/A
Bronze: N/A

296- Sugar Buzz

Gold: Power- 3
Value- 4
Rarity- 1 in 42
Life- Unlimited
Stadium: Alpha Blitz
These masked superheroes come to the field sporting blue and white spandex after eating a few too many bowls of cereal.

Silver: N/A

Bronze: N/A

297- Toymakers

Gold: Power- 3
Value- 4
Rarity- 1 in 42
Life- Unlimited
Stadium: Christmas
Santa's Little Helpers have assembled a squad of animated wooden nutcrackers for your football enjoyment.

Silver: N/A

Bronze: N/A

298- Clowns

Gold: Power- 3
Value- 4
Rarity- 1 in 42
Life- Unlimited
Stadium: Tiburon Bros
Done up in their favorite circus uniform, these entertainers take it from under the big top to out on the field.

Silver: N/A

Bronze: N/A

299- Praetorians

Gold: Power- 3
Value- 4
Rarity- 1 in 42
Life- Unlimited
Stadium: Tiberium
These ancient roman centurions are geared in freshly polished and shining armor, complete with sandals.

Silver: N/A

Bronze: N/A

300- Mummies

Gold: Power- 3
Value- 4
Rarity- 1 in 42
Life- Unlimited
Stadium: Nile Hi
Loose from their deeply enclosed tombs, these bandaged wrapped bodies are here to wreak havoc on the field.

Silver: N/A

Bronze: N/A

301- Industrials

Gold: Power- 3
Value- 4
Rarity- 1 in 42
Life- Unlimited
Stadium: Gridiron

Built in a future age, these half man, half machine football players are decked out in cybernetically enhanced equipment.

Silver: N/A

Bronze: N/A

302- Vipers

Gold: Power- 3

Value- 4

Rarity- 1 in 42

Life- Unlimited

Stadium: 4th and Incas

The Vipers sport a creative snake headdress and a uniform that matches their jungle habitat.

Silver: N/A

Bronze: N/A

303- Junkyard Dogs

Gold: Power- 3

Value- 4

Rarity- 1 in 42

Life- Unlimited

Stadium: Salvage Field

Touting leather jackets and makeshift equipment, this team is filled with blue-haired, hard-hitting players.

Silver: N/A

Bronze: N/A

304- Marshals

Gold: Power- 3

Value- 4

Rarity- 1 in 42

Life- Unlimited

Stadium: Dodge City

This team is compiled of peace keeping officials from the wild west who are garbed for head to toe in cowboy attire.

Silver: N/A

Bronze: N/A

305- Comets

Gold: Power- 3

Value- 4

Rarity- 1 in 42

Life- Unlimited

Stadium: Cosmodome

This fantasy team comes fully equipped and ready to play with bright orange space suits and helmets.

Silver: N/A

Bronze: N/A

3.) Tips

Get a memory card if you don't already have one. In order to do the Madden Challenge and get and save Madden Cards you have to be using a user profile. If you don't save your user profile on a memory card then every time you shut off your Nintendo it gets deleted and you lose everything.

Ways to get tokens:

- 1.) Complete Madden Challenges.
- 2.) Go through plays in Training Mode.
- 3.) Sell back Madden Cards that you already have.

Historical Player Cards only work in game modes that have free agents to sign. All of these players will sign long contracts for little money.

If you play are using a Madden Card in a game then you will not get tokens for doing the Madden Challenge. You will still be able to break the NFL records and as you normally could.

If you want to use a Madden Card but don't want to lose it you don't have to. Activate it and then play a game. When the game is over don't save your user profile. You can load your profile again and you'll still have the card.

By selling back cards that you have multiples of, you can buy more cards and get new ones.

4.) FAQ

Before e-mailing me with questions, please read this section as your question may already be answered here. Send questions to me at J1ASO23@aol.com and put Madden 2002 in the subject area.

How do I use a user profile in a game?

At the controller select screen hit A and an options screen will pop up. Then go down to load profile if you don't already have it loaded. After that go to user profiles and hit over until you find the name of the profile you want. Hit start and it should be activated. If you're not sure that it is look at the top left hand corner of the screen. It will say Madden Challenge: Enabled if a profile is activated.

How do I use Madden Cards in a game?

After you have activated a user profile, (see above) hit A again (at the controller select screen) and go down to where it says Madden Cards: Activate. Your Cards should all come up then and you can go through, hit A on whichever card you want, then hit A again on the Activate Card option. You can only activate one of either the gold, silver, or bronze of one card at one time. Cards with an unlimited life are always active and so you don't ever need to turn them on.

How do I know if a Madden Card is activated or not?

If any type (gold, silver, or bronze) of a card is activated then a blue border will appear around it in your book of cards. This does not happen to cards with an unlimited life, as they are automatically always active.

What if I accidentally activated a Madden Card that I didn't want to use?

You can deactivate it the same way that you activated it. You can only do this before a game though.

How do I save a user profile?

If you don't want to create a new profile every time that you play the game then you might want to go out and buy a memory card and save it to there. In order to do this you just need to create a user profile and then scroll down to where it says save profile. You can also hit B at the user profile screen and then chose to save your profile to either a memory card or the current profile. If you are just changing an old profile you should overwrite it on your controller pak when you save it so that you don't end up with two of them saved that are

identical.

5.) CONTACTING ME

Before e-mailing me, read this FAQ thoroughly. Also, please read the following.

E-mails that are OK to send:

- Questions about the game or this FAQ.
- Corrections to this FAQ.
- Thanks or praise.
- Information that I should add to this FAQ.
- Advice for the improvement of this FAQ.
- Notifying me that this FAQ is on a site other than those listed in the legal information section.

E-mails that are not OK and shouldn't be sent:

- Hate or flames mail.
- Advertisements for your business.
- Web page advertisements.

If you are e-mailing me, put the name of the game, in this case Madden 2002, in the subject area so that I know what you are talking about. I will try to respond and help the best that I can and as soon as I can. Please only send e-mails related to the information in this FAQ. If your e-mail is too hard to understand then I will simply delete it and will not respond.

6.) CREDITS

The following sources have helped me in writing my FAQ and or have contributed to it.

- 1.) Madden 2002 Instruction Booklet
- 2.) Madden 2002 Game

If you or someone you know has contributed to this FAQ and I forgot to put your name in the credits I apologize. Please e-mail me and let me know so that I can add your name to the list.

7.) Legal Stuff

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- 1.) <http://www.gamefaq.com>
- 2.) <https://www.neoseeker.com>

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Other guides and FAQs by ASP:

Madden 99 Guide/FAQ for Nintendo 64

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