

MADDEN NFL 2003
NINTENDO GAMECUBE MANUAL



48 pages



209 Redwood Shores Parkway
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Part #1451705

EmuMovies

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

▲ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

▲ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

▲ CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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1-4 Player
Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



Game Boy
Advance compatible

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.



Memory
Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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GETTING STARTED

1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Madden NFL™ 2003* Nintendo GameCube™ Game Disc into the optical disc drive. Close the Disc Cover.
4. Press the POWER Button to turn ON the Nintendo GameCube™ and proceed to the *Madden NFL 2003* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Madden NFL 2003* title screen, press **START** to advance to the Main menu (► p. 11).



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

MADDEN CONNECTED

Connect your Nintendo Game Boy® Advance to the Nintendo GameCube™ with a Nintendo GameCube™ - Game Boy® Advance cable and experience *Madden NFL Football* like never before. While playing *Madden NFL 2003* on the Nintendo GameCube™ game information is simultaneously updated and displayed on the Game Boy® Advance, bringing you even closer to the action.

NOTE: A *Madden NFL™ 2003* Game Boy® Advance Game Pak is not required.

How to get started:

1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button, and turn OFF the power switch on your Game Boy® Advance.
2. Connect the Nintendo GameCube™ and Nintendo Game Boy® Advance with a Nintendo GameCube™ - Game Boy® Advance cable and then turn both game systems ON.
3. As soon as your Nintendo GameCube™ has determined there is a Game Boy® Advance connected, you are prompted to enable the Madden Connected feature. Select YES.

NOTE: If you choose not to enable the Madden Connected feature, you must restart your Nintendo GameCube™ before the feature can be enabled.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	➕Control Pad or Control Stick Up/Down
Change highlighted item	➕Control Pad or Control Stick Left/Right
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button
Help menu	Y Button
Change music track	Y Button + L Button/R Button

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

BASIC CONTROLS

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

GENERAL GAMEPLAY

Pause game	START
Call timeout	Z Button + A Button

PLAY SELECTION

Cycle sets and formations	+Control Pad or Control Stick
Select sets and formations	A Button
Select play	+Control Pad or Control Stick Up/Down and then A Button, B Button, or X Button

KICKING

Start kick meter/Kick the ball	A Button
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OFFENSE

Snap the ball	A Button
Bring up passing icons	A Button (in NORMAL Passing Mode)
Pass to receiver with matching symbol	A Button, B Button, X Button, L Button, or R Button
Move player	+Control Pad or Control Stick

DEFENSE

Switch player	A Button
Move player	+Control Pad or Control Stick
Dive	B Button

NOTE: For information on ALL game controls, ► *Complete Controls* on p. 7.

COMPLETE CONTROLS



OFFENSE (BEFORE THE SNAP)

Call an audible (► p. 15)	B Button and then A Button, Y Button, X Button, L Button, or R Button
Cancel an audible	B Button (before selecting an audible)
Run original play	B Button and then Z Button + L Button
Flip play (at the line of scrimmage)	B Button and then Z Button + R Button
Quiet the crowd	Z Button + B Button
Coach's Cam (show play diagram)	C Stick Up
Coach's Cam (no play diagram)	C Stick Down
Fake snap	X Button
Call timeout	Z Button + A Button
Snap the ball	A Button

RUNNING

Move player/Run	+Control Pad or Control Stick
Sprint	A Button
Dive	B Button
Slide (QB only)	B Button
Jump/Hurdle	Y Button
Spin	X Button
Juke Left/Right	L Button/R Button
Stiff arm/Switch hands	Z Button

PASSING

Bring up passing icons	A Button (in NORMAL Passing mode)
Pass to the receiver with matching symbol	A Button, B Button, X Button, L Button, or R Button
Throw ball away	Z Button + Y Button (while passing icons are up)
Toggle passing icons OFF/ON	Y Button
Route-based passing	Z Button + A Button, B Button, X Button, R Button, or L Button
Pump fake	C Stick (when passing icons are up)

RECEIVING

Control intended receiver	A Button (while ball is airborne)
Dive for pass	B Button
Sprint	X Button
Jump for pass	Y Button

BLOCKING

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

AFTER THE PLAY

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

DEFENSE (BEFORE THE SNAP)

Cycle through defenders	A Button or X Button
Reposition player	⬆Control Pad or Control Stick
Defensive line shift	L Button then ⬆Control Pad Up, Down, Left, or Right
Reset defensive line shift	L Button then Z Button + L Button
Linebacker shift	R Button then ⬆Control Pad Up, Down, Left, or Right
Reset linebacker shift	R Button then Z Button + R Button
Call an audible	B Button and then A Button, Y Button, X Button, L Button, or R Button
Cancel an audible	B Button (before selecting an audible)
Coverage audibles	Y Button then ⬆Control Pad Up, Down, Left, or Right
Reset coverage	Y Button then Z Button + L Button

Cancel coverage audible	Y Button (before selecting a coverage audible)
Reset original play (after calling an audible)	B Button and then Z Button + L Button
Flip play	B Button and then Z Button + R Button
Pump up crowd	Z Button + B Button
Coach's Cam (show play diagram)	C Stick Up
Coach's Cam (no play diagram)	C Stick Down
Call timeout	Z Button + A Button

DEFENSE (AFTER THE SNAP)

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

KICKING GAME

Direction/Elevation of kick	⬆Control Pad or Control Stick
Start Kick Meter	A Button
Stop Kick Meter (power)	A Button
Stop Kick Meter (accuracy)	A Button
Delay the kick (kickoffs only)	Hold down the A Button (after choosing the accuracy)
Call an audible	B Button and then A Button, B Button, X Button, L Button, or R Button
Cancel an audible	Y Button (before selecting an audible)
Reset play	B Button and then Z Button + L Button
Call timeout	Z Button + A Button



KICKING THE BALL

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



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

↵ Aim your kick or change the trajectory with the directional arrow by pressing the **+**Control Pad or Control Stick.

KICKOFF/PUNT RETURNING

Switch players	A Button or X Button
Move return man	+ Control Pad or Control Stick
Fair catch (you must have control of the return man)	Y Button

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

SETTING UP THE GAME



Before the Main menu appears, *Madden NFL 2003* gives you the option to play with Auto Save ON/OFF. When ON, game files are automatically generated and saved to the first available Nintendo GameCube™ Memory Card found. Any files that were previously loaded will be overwritten with a new version of the file when any change is made to that file. To manually save your files, or to change their locations, ► *Saving and Loading* on p. 39.

MAIN MENU



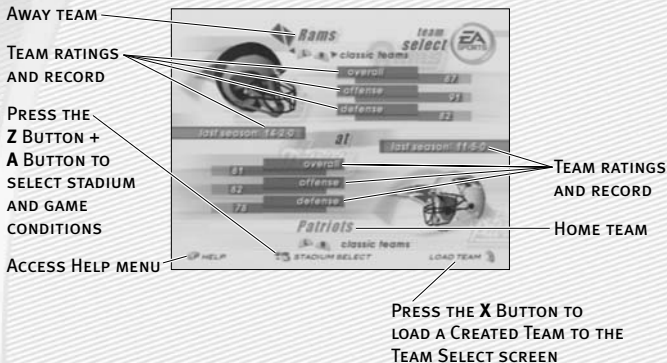
NOTE: Default options are listed in bold in this manual.

PLAY NOW—STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams.

TEAM SELECT SCREEN

Select the teams for your game.

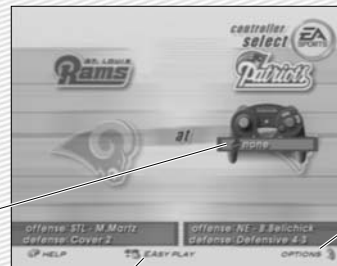


CONTROLLER SELECT SCREEN

Select a team to control in the game.



TO CHOOSE A TEAM, PRESS THE **+** CONTROL PAD LEFT/RIGHT AND POSITION THE CONTROLLER ICON UNDER YOUR DESIRED TEAM



PRESS THE **X** BUTTON TO SELECT MORE OPTIONS

PRESS THE **Z** BUTTON + **A** BUTTON AT THE CONTROLLER SELECT SCREEN TO PLAY WITH EASY PLAY ON. WHEN ENABLED, THE GAME IS SIMPLIFIED THROUGHOUT FOR EASIER LEARNING.

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

AWAY AND HOME TEAMS

➤ Press the **L** Button or the **R** Button to cycle through Classic (historical) teams, press the **Z** Button + **L** Button to select any team at random, or press the **Z** Button + **R** Button to randomly select a current NFL team.

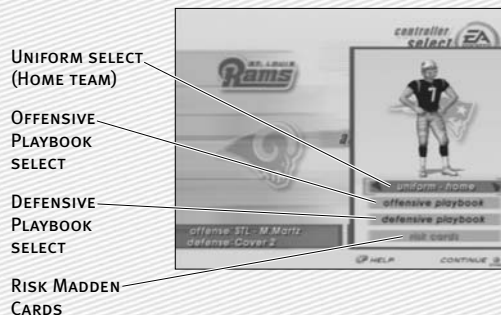
STADIUM SELECT (WEATHER AND TIME OF DAY)

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

➤ Press **START** to continue to the Controller Select screen (▶ p. 13).

OPTIONS MENU

From the Options menu, you can select your uniform, risk Madden Cards, and select your defensive and offensive playbooks.



PLAYING THE GAME

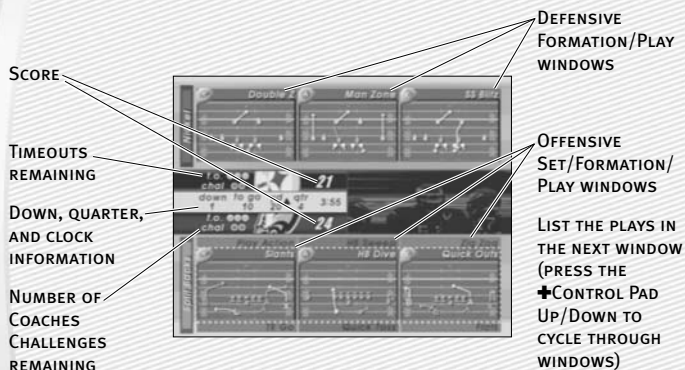
After all the pre-game adjustments, the captains meet midfield for the coin toss.

COIN TOSS

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

PLAYCALLING SCREEN

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



To select a play:

1. Use the **+**Control Pad or Control Stick to select a formation and set, then press the **A** Button.
 2. From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest, yellow means players are slightly winded, and players are fresh when their symbol is white.
 2. To select the desired play, press the **A** Button, **Y** Button, or **X** Button. To go back to the previous window, press the **B** Button.
- ↳ To flip formations and plays to the opposite side of the field, press the **Z** Button + **R** Button.
- ↳ To call a play from the header below the selection window, press the **L** Button + the **A** Button, **Y** Button, or **X** Button. To call a play from the header above, press the **R** Button + the **A** Button, **Y** Button, or **X** Button.



↳ To ask John Madden for coaching assistance on your next play, press the **Y** Button before choosing a formation and a suggested play is highlighted in the play selection window.

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

SPECIAL TEAMS PLAYS

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

GAME SCREEN

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



GAMEPLAY TIPS

AUDIBLES (OFFENSE AND DEFENSE)

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

To call an Audible:

- ↳ Before the ball is snapped press the **B** Button, then press the **A** Button, **Y** Button, **L** Button, **X** Button, or **R** Button. The players adjust their set and/or formation as the new play is called out on the field.
- ↳ Press the **Y** Button to cancel (before selecting an audible). To customize your offensive and defensive audibles, ► *Off/Def Audibles* on p. 38.



HOT ROUTES

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

To call a Hot Route:

- ↳ Press the **Y** Button, then press the corresponding button of the receiver whose route you want to change.
- ↳ After selecting the receiver, press the **+**Control Pad Up to send him on a fly pattern, press the **+**Control Pad Down for a curl pattern, or press the **+**Control Pad Left/Right to run an in/out pattern.

BLOCKING HOT ROUTES

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

To call a Blocking Hot Route:

1. Press the **Y** Button, then press the corresponding button of the running back or tight end whose passing/blocking route you want to change.
2. Press the **Z** Button + **L** Button to change to a blocking assignment to the left. Press the **Z** Button + **R** Button to change it to the right.

RECEIVER/BACK MOTION

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

To call man in motion:

1. While at the line of scrimmage, press the **+**Control Pad or push the Control Stick Up/Down to highlight an eligible player.
2. Press the **+**Control Pad or push the Control Stick Left/Right to send that player in motion and then snap the ball to begin the play.

BULLET/TOUCH PASS

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

ROUTE-BASED PASS

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

- ↳ To throw a route-based pass, press and hold the **Z** Button and press the button of the receiver you want to throw to and the quarterback throws the ball based on the receiver's route.

QB SCRAMBLE

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

HURRY-UP OFFENSE

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

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

COVERAGE AUDIBLES

Coverage audibles allow you to change the strategy of the defensive backs at the line of scrimmage. Press the **Y** Button then the **+**Control Pad Down to put the defensive backs into Bump and Run coverage. Press the **Y** Button then the **+**Control Pad Up to put the defensive backs 3-5 extra yards off the ball in loose coverage. Press the **Y** Button then the **+**Control Pad Right to shift the safeties and linebackers into better position to cover their assigned man.

DEFENSIVE LINE SHIFT

Position your defensive lineman in tight between the gaps or outside the tackles. Press the **L** Button to activate the Defensive Line audible then press the **+**Control Pad Up to spread the defensive ends outside the tackles, press the **+**Control Pad Down to move the line in tight between the tackles. Press **+**Control Pad Left to shift the line left, or press the **+**Control Pad Right to shift all lineman to the right.

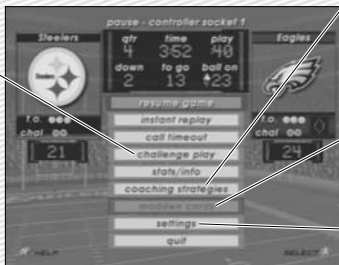
LINEBACKER SHIFT

Shift your linebackers around the field before the offense gets the play off. Press the **R** Button to activate the Linebacker audible then press the **+Control Pad Up** to spread the linebackers out, press the **+Control Pad Down** to move them in tight, protecting the middle of the field. Press the **+Control Pad Left** to shift the linebackers to the left, or press the **+Control Pad Right** to shift all linebackers to the right.

PAUSE MENU

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

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



FOR MORE INFORMATION ON COACHING STRATEGIES, **► ROSTERS ON p. 34**

FOR MORE INFORMATION ON MADDEN CARDS, **► p. 31**

FOR MORE INFORMATION ON SETTINGS, **► p. 36**

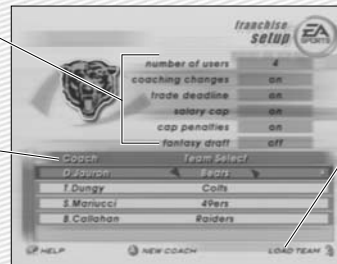
Press the **L** Button or the **R** Button to change the skill level and visit more NFL cities.

FRANCHISE

Run the table for 30 seasons in Franchise mode.

FRANCHISE SETUP SCREEN

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



CREATED TEAMS: PRESS THE **X** BUTTON TO LOAD A CREATED TEAM TO FRANCHISE TEAM SELECT MENU

NUMBER OF USERS

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

COACHING CHANGES

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

TRADE DEADLINE

No trading is allowed after Week 6.

SALARY CAP

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

CAP PENALTIES

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

FANTASY DRAFT

Teams create a custom roster by drafting players from the entire pool of every active NFL player. For more information, **► Fantasy Draft** on p. 21.

OTHER GAME MODES

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

MINI-CAMP

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

To play Mini-Camp:

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

SELECTING A TEAM

You can run any NFL team of your choice.

To select a team:

⇒ From the Coach/Team Select menu, press the **+**Control Pad Left/Right to select a team and press **START** to reach the Franchise menu.

To load a created team:

1. From the Franchise Setup screen, press the **X** Button to bring up the Load Team Screen.
2. Press the **+**Control Pad Left/Right to select the NFL team your created team will replace.
3. Created teams will only replace the NFL team that has the same roster.
4. Press the **A** Button to add your team and return to the Franchise Setup screen.
5. Press the **+**Control Pad Left/Right to select your created team.

SELECTING A COACH

All 32 NFL coaches and their original playbooks are available for you.

You can also create a coach of your own.

To select a coach:

⇒ From the Coach/Team Select menu, press the **A** Button. Select **START FRANCHISE** if you wish to start the season with the current coach, or scroll through the list of coaches if you wish to change. Press the **A** Button and your first NFL season begins.

To create a coach:

1. Highlight **NEW COACH** from the Coach/Team Select menu, press the **A** Button. The Select Coach menu appears. Highlight **NEW COACH** and press the **A** Button again to edit your coach's name.
2. Create a name from the edit box, select **DONE** when complete, and then select a body type for your coach by pressing the **+**Control Pad Left/Right.
3. Highlight **OK** and then press the **A** Button when complete.
4. Once your coach is created, highlight **START FRANCHISE** and press the **A** Button. The Preseason Year 1 menu appears.

FRANCHISE MAIN MENU

PLAY WEEK

This screen allows you to view the season schedule and the current league standings.

ROSTERS

View team rosters and make all player movements. For more information, ► *Rosters* on p. 34.

COACH OPTIONS

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

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

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

Ratings: View player-controlled coach career stats.



FANTASY DRAFT

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

To run a Fantasy Draft:

1. After you set up your Franchise (with Fantasy Draft option **ON**), press **START** to begin the draft. The first team listed is on the clock (The **CPU** drafts players for **CPU**-controlled teams).
2. To draft a player, highlight a name of the player you wish to select and press the **A** Button. You can browse through the positions lists by pressing the **Z** Button + **L** Button or **Z** Button + **R** Button. Move through the available players by pressing the **+**Control Pad Up/Down.
3. After you select a player, he is added to the team roster and the draft continues.

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

STAT BOOK

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

LEAGUE NEWS

League news and injury reports are available from this menu.

FEATURES

Madden Cards: Trade Madden Cards between active profiles and view season and game performance records. For more information, ► *Madden Cards* on p. 31.

Export Team: Save your current Franchise team to a Memory Card and make it available for Exhibition and Tournament modes.

Create-a-Player: Create a new player and add him to a team or the free agent list, or edit an existing player, ► *Create-a-Player* on p. 31.

SETTINGS

Gameplay: Adjust your game settings. For more information, ► *Gameplay* on p. 36.

System: Adjust your audio and visual settings for the season. For more information, ► *System* on p. 39.

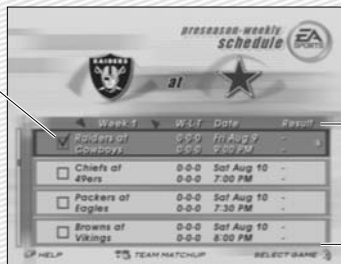
Save: Save or delete your Franchise to/from your Memory Card. For more information, ► *Saving and Loading* on p. 39.

PLAY WEEK MENU

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

WEEKLY SCHEDULE MENU

SELECTED GAME



WEEK
MATCH-UPS

PLAYING/SIMULATING A GAME

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

To play or simulate a game in Franchise mode:

1. Scroll through the games on the weekly schedule and then highlight a game that you wish to play. Press the **X** Button and a red checkmark appears next to your selected game.
2. With a selected game highlighted, press the **A** Button to advance to the Controller Select screen. Press the **A** Button again to start the game.

↳ If you highlight a user-controlled game and press the **A** Button, all non-user games are simulated automatically.

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

PRESEASON

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

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

DURING THE SEASON

During a Franchise, you run user-controlled teams, on any week, at any point during the year (you can control any team in Season mode). You can also make player trades (before the sixth week of the season), sign free agents, and change game settings.

AFTER THE SEASON

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

THE OFF-SEASON

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



OFF-SEASON SCHEDULE

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

RETIRED PLAYERS

View the retired players from every roster.

ROOKIE SCOUTING

For more information, ► *Rookie Scouting* below.

RE-SIGN PLAYERS

Negotiate contracts with players from your own team.

↳ To begin contract negotiations, highlight a player and press the **A** Button. Adjust the salary and contract length and press the **A** Button to submit the offer sheet. You will then be notified if the player has either accepted or declined the offer.

FREE AGENT SIGNING

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

NFL DRAFT

Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time. The NFL Draft is run similar to a Fantasy Draft (► p. 21).

SIGN DRAFT PICKS

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

RE-ORDER DEPTH CHARTS

Modify the roster before the new season.

START NEW SEASON

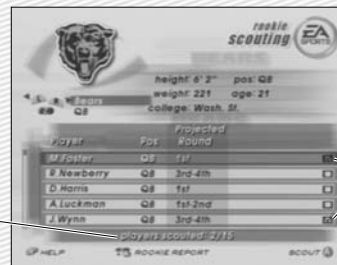
Begin a new year of football.

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

ROOKIE SCOUTING

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

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



TOTAL PLAYERS
SCOUTED

SCOUTED PLAYER

To scout a rookie:

1. Press the **Z** Button to toggle between user-controlled teams and player positions. Press the **L** Button and **R** Button to cycle among the different teams or positions. Press the **X** Button to sort a column.
2. To view a Scouting Report, highlight a player and press the **Z** Button + **A** Button. To return to the Rookie Scouting screen, press the **B** Button.
3. Pick up to 15 players to scout per round. Highlight a player and press the **A** Button to flag them. To unflag a player, press the **A** Button again.
4. Once you have flagged the players you wish to scout, press **START** to proceed to the Scouting Combine.
5. At the Scouting Combine, check up on your scouted rookies. Press the **L** Button and **R** Button to cycle among the player positions until you come to **TARGETS**. A list of players that you scouted appears.
6. Press the **Z** Button + **A** Button to bring up the Rookie Scouting Report. You should now see that player's combine numbers, along with a scouting note.
7. Repeat this process for all of your scouted players. You can scout a player through two more rounds (scouting workout and then scouting list), or you can choose 15 new players to scout. However, you only receive five scouting notes if you scout a player through all three rounds.

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

TOURNAMENT

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

TOURNAMENT SETUP BOX

TOURNAMENT TYPE	Choose a SINGLE, DOUBLE ELIMINATION , ROUND ROBIN, or DOUBLE ROUND ROBIN tournament.
NUMBER OF TEAMS	The number of teams you can choose is dependent on the type of tourney you have selected.
PLAYOFF TEAMS	The number of playoff teams is only for round robin tournaments.
FANTASY DRAFT	When ON, conduct a Fantasy Draft before playing in a tournament (► <i>Fantasy Draft</i> on p. 21). The default is set at OFF.

To start a Tournament:

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

TWO MINUTE DRILL

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

TWO MINUTE DRILL MENU

PLAYERS	Play with up to four players in the Two-Minute Drill.
CPU DEFENSE	Choose the defense to play against. All players play against the same squad.
PLAY FOR TOKENS	When ON , players can earn points during the Two-Minute Drill and use them to obtain Madden Cards. (For more information, ► <i>Madden Cards</i> on p. 31).
SKILL LEVEL	Choose your playing difficulty level: ROOKIE , PRO, ALL-PRO, and ALL-MADDEN. The higher the level, the more points you can earn.

⇒ After all of the options are set, press **START** to head to the field.

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

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

FOOTBALL 101

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

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

PRACTICE

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

PRACTICE SETUP SCREEN

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

MODE BAR

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

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

PRACTICE FIELD

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

⇒ To re-spot the ball, press the **L** Button. Then press the **+**Control Pad to select the new spot on the field, and press the **A** Button when finished.

⇒ To choose a different play, press the **Z** Button + **A** Button or press **START** and select Choose New Play from the Pause menu.



SITUATION

Throw yourself in any game situation.

To select your Situation settings:

1. To set the game situation, press the **+**Control Pad Left/Right to change the highlighted setting.
2. Press the **+**Control Pad Up/Down to choose a new setting to change.
3. Press **START** to advance to the Controller Select screen. Continue as you would in an Exhibition Game (► *Play Now—Starting an Exhibition Game* on p. 12).

FEATURES

CREATE-A-PLAYBOOK

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

To create a playbook:

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

MODIFY PLAYBOOK

To modify a playbook:

1. From the Modify Playbook screen, highlight a coach's playbook (or basic formation) and press the **A** Button.
2. Highlight a play you wish to add to the playbook and press the **A** Button (press the **A** Button again to remove it). You have 81 total plays and 11 sets available. A red check mark appears next to selected plays.
 - ⊙ To add all the plays from a formation to a playbook, highlight the formation name and press the **A** Button.
 - ⊙ Press the **R** Button or **L** Button to view Run, Pass, and All plays/formations.

To preview a playbook/ swap plays:

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

To create a formation:

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

To create a play:

1. From the Create Play screen, highlight a formation you wish to edit and press the **A** Button. Select Run or Pass (for new created plays) or highlight the current play and press the **A** Button again.
2. Press the **+**Control Pad to move the cursor around the grid, highlight the player you wish to move, and press the **A** Button. The Routes screen appears.

CREATE FORMATION

CREATE PLAY





3. From the Routes screen, highlight an existing route or assign a blocking assignment for your player and press the **A** Button. Highlight a distance, rushing route or type of block for the player and press the **A** Button. The new route is set.
- ⦿ To customize a route, press the **+**Control Pad to diagram the route or assign blocking assignments on the field. Press the **A** Button to alter the route in another direction, or to complete a player's route. Press **START** when complete.

SAVE PLAYBOOK

To save a play or formation:

- ↪ Press the **L** Button and **R** Button to cycle through a playbook. Press the **Z** Button to switch between Memory Card Slots. Press the **A** Button to save your play or formation, or highlight an existing file and press the **A** Button to overwrite that file.

CREATE-A-TEAM

Create a custom team and add them to the NFL.

To create a new team:

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

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

NOTE: Before you exit out of the Create-a-Team menu, be sure to save the team to your Memory Card. After a team is saved, it can be loaded to the Franchise, Play Now, Tournament, and Practice game modes.

CREATE-A-PLAYER

Create a player for a position in need.

To create a new player:

1. From the Create-a-Player Information screen, create a First and Last Name, pick an Age, College, Team, Position, Jersey No, Years Pro and Hand for your new player.
2. From the Appearance screen, select your player's Height, Weight, Skin Color, Hair Color, Hairstyle, Face, and Face Shape.
3. From the Build screen, you can adjust the Muscle and Fat percentage of several areas of the player's body. Press the **L** Button and **R** Button to cycle through Body, Rear, Arms, Legs, and Equipment and press the **+**Control Pad to adjust features in each section.
4. From the Equipment screen, pick your player's equipment and adjust the equipment used for games on Turf, Grass, or Both (Same).
5. From the Attributes screen, set up your player attributes by pressing the **+**Control Pad Left/Right for each attribute. Keep in mind that the higher attributes a player has, the higher his salary will be.
6. When your created player is finished, press **START** and select YES to add him to the current roster list.

MADDEN CARDS

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

CARD BOOK

View the cards you have collected or buy new packs.

To buy a pack of Madden Cards:

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

To play or sell a Madden Card:

1. From the Card Book screen select a card to sell by highlighting it and pressing the **A** Button. The View/Play Card screen appears.
2. Press the **X** Button to flip the card over.



3. Choose either PLAY CARD (in-game only) or SELL CARD and press the A Button. The Card Book screen reappears.
 - ⦿ You can sell back a Madden Card to recoup tokens. Activate a card to reap its benefits.

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

To risk a Madden Card:

- ⦿ Madden Cards can only be risked in multiplayer games where two different User Profiles are being used on opposite teams.
- ↳ Each User Profile must have Madden Cards.
1. From the Controller Select screen, select a User Profile (for each player) and press the X Button to bring up the Options menu. Highlight RISK CARDS and press the A Button to continue.

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

2. Press the L Button and R Button to cycle through the different types of Madden Cards.
 3. Press the +Control Pad Up/Down to highlight each individual card.
 4. Press the A Button to select a card to risk. The card is added to the Risk Cards list.
- ↳ A maximum of three Madden Cards can be risked per game.
5. When you are finished selecting cards, press START twice to return to the Controller Select screen.

STATUS

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

RATING SYSTEM

There are four categories in which Madden Cards are rated: Power indicates how “strong” a card is. Value determines the number of tokens you receive for selling the card. Rarity tells you the odds of getting that particular card and Life equals the life expectancy of a card.

TRADE

To trade a Madden Card:

1. From the Madden Cards main screen, choose TRADE, then press the A Button. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing the L Button or R Button and then scroll through available cards by pressing +Control Pad Left/Right or the Z Button + L Button/Z Button + R Button. Press the A Button to select the highlighted card.
3. Press the X Button to flip the card.
4. Select Add, then press the A Button. The card has now been added to the trade (you can include up to three cards in a trade).
5. The second player repeats steps 1–3.
6. When all cards have been added to the trade proposal, press START to complete the current trade.

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

SAVE

To save a User Profile:

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

ROSTERS

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

VIEW ROSTER

View all NFL team rosters by team and position.

↳ Press the **L** Button or **R** Button to change teams or position. Press the **Z** Button to toggle the highlight between Team and Position.

DEPTH CHART

Re-order the depth chart of all NFL teams.

To change the order of the depth chart:

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

↳ Press the **X** Button to reorder the depth chart automatically.

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

To set a substitution:

1. From the Substitution screen (only available in Franchise mode and in the Pause menu during a game), select a situation (press the **Z** Button to highlight the situation then press the **L** Button and **R** Button to cycle through the choices) and then a formation and set (pressing the **+**Control Pad Up/Down).
2. Select a position by pressing the **+**Control Pad Left/Right to scroll through the players in a set and then press the **A** Button when the desired player is highlighted.
3. From the Available Players list, highlight a player to be substituted in the starting spot and press the **A** Button. The new depth chart is set.

TRADE PLAYER

Trade players from team to team.

To trade a player:

1. From the Trade Player screen, highlight a player from any team roster and press the **A** Button. His last name appears in the trade window.
2. Press the **L** Button or **R** Button to cycle through the teams. Press the **+**Control Pad Up/Down to highlight the player (from another team) that you wish to trade for and press the **A** Button.
3. Press **START** and the trade is either accepted or declined. If the trade is accepted highlight YES and press the **A** Button to proceed.

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

FREE AGENTS

Sign a free agent to a team.

To sign a free agent:

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

RELEASE PLAYER

Release a player from any team. Once that player is released, he moves to the Free Agent list and his salary is deducted from the team salary for that team.

To release a player:

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





EDIT PLAYER

Change the Attributes, Equipment, Appearance, Build, and Personal Information of any player.

To edit a player:

1. From the Edit Player screen, find the player you wish to edit and press the **A** Button.
2. Highlight the desired section to be edited and press the **A** Button (Information, Appearance, Build, Equipment, or Attributes). For more information, ► *Create-a-Player* on p. 31.

BREAKDOWN

View all NFL team rosters by team and position. If a team requires a player for a particular position, the position is highlighted by a blue box. Press the **L** Button or **R** Button to cycle teams.

STAT BOOK

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

SETTINGS

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

GAMEPLAY

GAME

- PRE-EXISTING INJURIES** Certain players begin the first season with the same injuries as their real-world counterparts.
- MADDEN CHALLENGE** When **ON**, you can take the Madden Challenge and earn tokens for completing tasks during your game (1 Player games only).

CUSTOM GAME

- PLAYER LOCK** When on defense, the player that you select before the snap becomes the default player that you control at the start of the next play.

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

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

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

- PASSING MODE** Select **QUICK** to simplify passing— you no longer need to press the **A** Button again to bring up the passing symbols.

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

PENALTY

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

- PENALTY SLIDERS** Adjust the sensitivity for the penalties. Change the setting by moving the slider towards + or – by pressing the **+**Control Pad Left/Right.

AI

- PASS/CATCH/RUN ASSIST** Turns Pass, Catch, or Run Assistance **ON/OFF**. When **ON**, AI settings are adjusted to make gameplay easier.

- OTHER AI SETTINGS** Adjust various offensive or defensive AI settings for the user or CPU controlled teams by moving the slider towards + or – pressing the **+**Control Pad Left/Right.

EASY PLAY

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

NOTE: If **EASY Play** is set to **OFF**, the following settings do not affect game play.



PENALTIES	When OFF, no penalties are called.
PLAY CLOCK	When OFF, the play clock is not a factor.
PLAY NOTIFICATION	When set to ON, the play(s) chosen are displayed as you are lining up.
PLAY CALL MODE	Select NORMAL for the traditional play calling system or EASY to choose plays based on a key player.
PASS/CATCH/RUN/ KICK ASSIST	When ON, Pass, Catch, Run, and Kick AI settings are adjusted to make gameplay easier.
PAUSE MENU	When ON, the Pause menu is simplified for EASY play.

CONTROLLER CONFIG.

CONFIG. 1	Scroll through the available controller configurations to choose the one that best suits your playing style by pressing the + Control Pad Left/Right.
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OFF/DEF AUDIBLES

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

To set an Audible:

1. Press the **+**Control Pad Up/Down to highlight either OFF AUDIBLES or DEF AUDIBLES and press the **A** Button. The Playbooks menu appears.
2. Press the **+**Control Pad Up/Down to choose the playbook you want to adjust the audibles for.
3. Highlight one of the audible slots from the play windows and press the **A** Button. The cursor moves to the formation window.
4. Select a formation and set by pressing the **+**Control Pad and then pressing the **A** Button. Highlight the desired play and press the **A** Button to accept it.

↳ To flip any audible, press the **Z** Button + **R** Button while it's highlighted.

SYSTEM

AUDIO

VOLUME SLIDERS

Adjust the volume for all sounds of the game. Change the setting by moving the slider towards + or – by pressing the **+**Control Pad Left/Right.

VISUAL

FIELD LINES

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

SAVING AND LOADING

Save or load files from your Memory Card.

NOTE: Never insert or remove a Memory Card when loading or saving files.

NOTE: The Nintendo GameCube™ Memory Card 59 contains a maximum capacity of 59 blocks. Since a Franchise mode requires 59 free blocks to save, additional or larger capacity Memory Cards will be needed to save other files.

To load, save, or delete a file:

1. From the Main menu, select Settings then Load/Save to get to the Memory Card screen.
 2. Highlight LOAD, SAVE, or DELETE and press the **A** Button.
- ↳ Press the **R** Button or **L** Button to browse the file types.
- ↳ Press the **Z** Button then press the **R** Button or **L** Button to toggle between Memory Card Slot A and Memory Card Slot B.
- ↳ From the Delete screen, you can press the **X** Button to rename a file on your Memory Card.

3. Highlight the file you wish to Load, Save, or Delete and press the **A** Button.

When saving, enter the name of the file using the keyboard pop-up, highlight **DONE** and press the **A** Button to complete the save.

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

NOTE: If a Roster, User Profile, or Settings file is present on a Memory Card, it will be auto loaded during the initial boot up from any available Memory Card slot. Rosters and Settings will be loaded from the first files found while User Profiles will load the first four found.

PROFILE MANAGER

Keep track of your career stats with a User Profile. If an active User Profile is associated with a team during a game, the statistics are tracked during the game and updated to the User Profile at the end of the game.

NEW/EDIT PROFILE

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

To create a new User Profile:

1. From the Main menu, press the **X** Button. The Choose Active Profile screen appears. Highlight **CREATE PROFILE** and press the **A** Button.
2. Use the keyboard pop-up to create a name for your User Profile. Highlight **DONE** and press the **A** Button to accept the new Profile name.

To Load, Save, or Delete a User Profile from your Memory Card:

- From the Load, Save, or Delete screen, highlight the Profile you wish to load, save or delete and press the **A** Button. The Profile is now loaded or saved to a Memory Card, or deleted from in the game.

LIMITED 90-DAY WARRANTY



ELECTRONIC ARTS LIMITED WARRANTY

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EA WARRANTY CONTACT INFO

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FTP SITE: <ftp.ea.com>

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