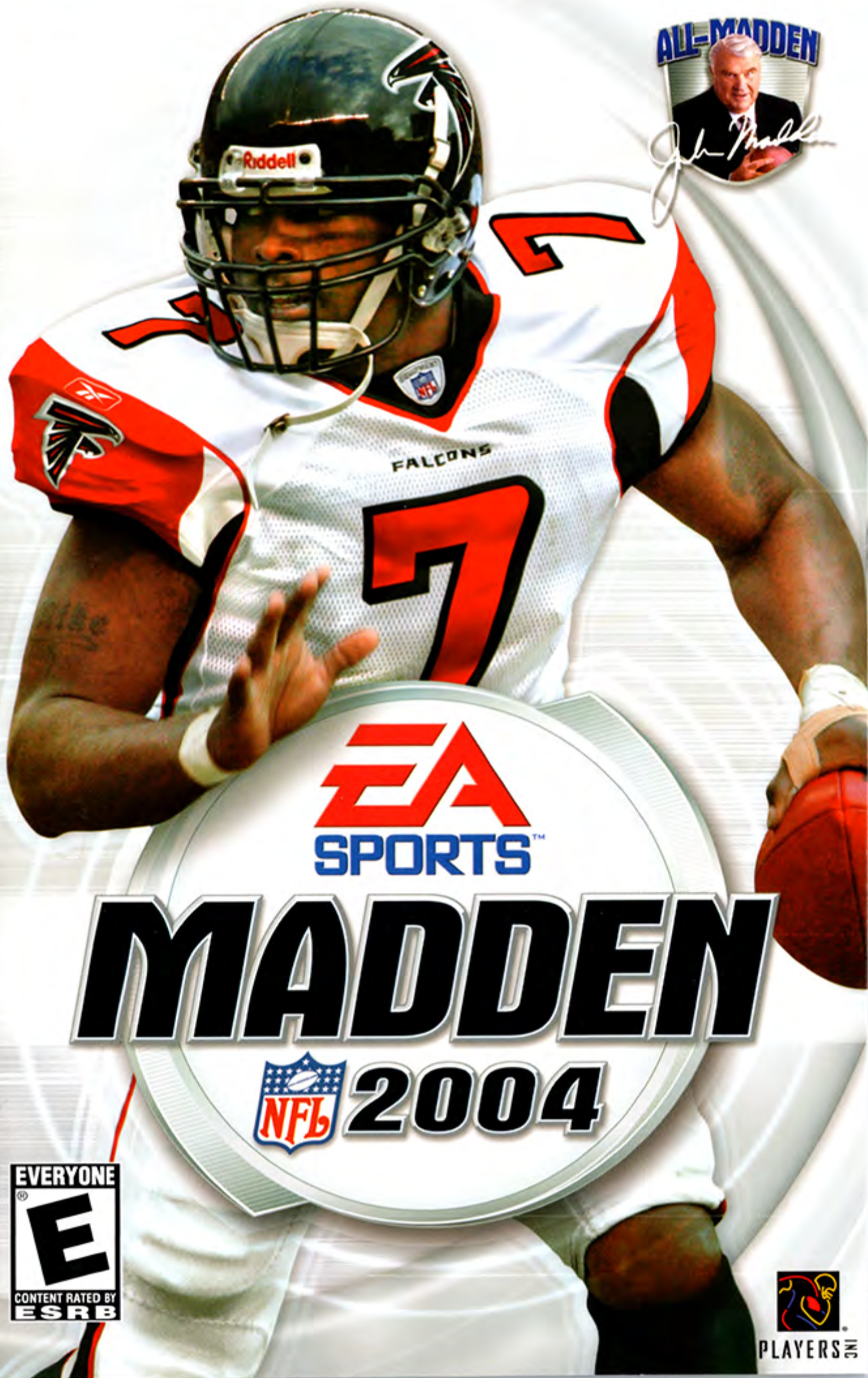
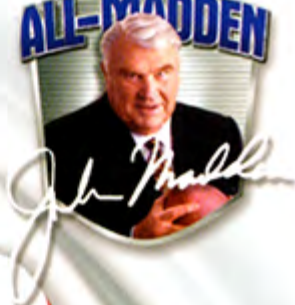


ALL-MADDEN



EA
SPORTS™

MADDEN



2004

EVERYONE

E

CONTENT RATED BY
ESRB



PLAYERS INC.

WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ❖ This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- ❖ Do not bend it, crush it, or submerge it in liquids.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional rest break during extended play.
- ❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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

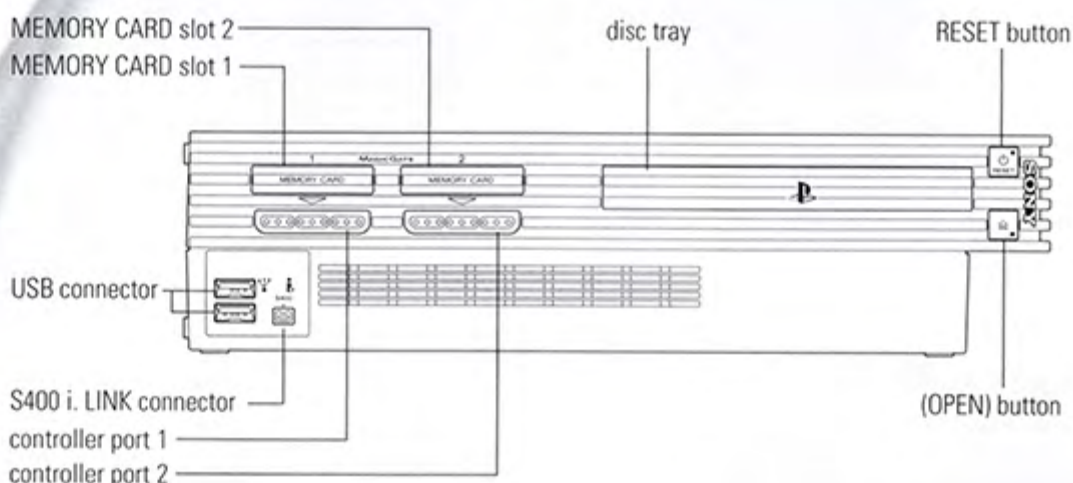


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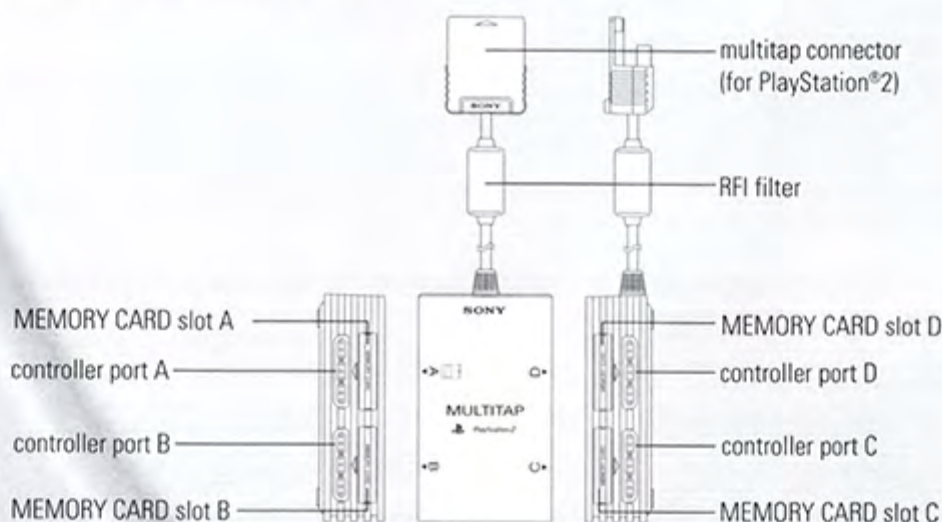
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Madden NFL 2004* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.

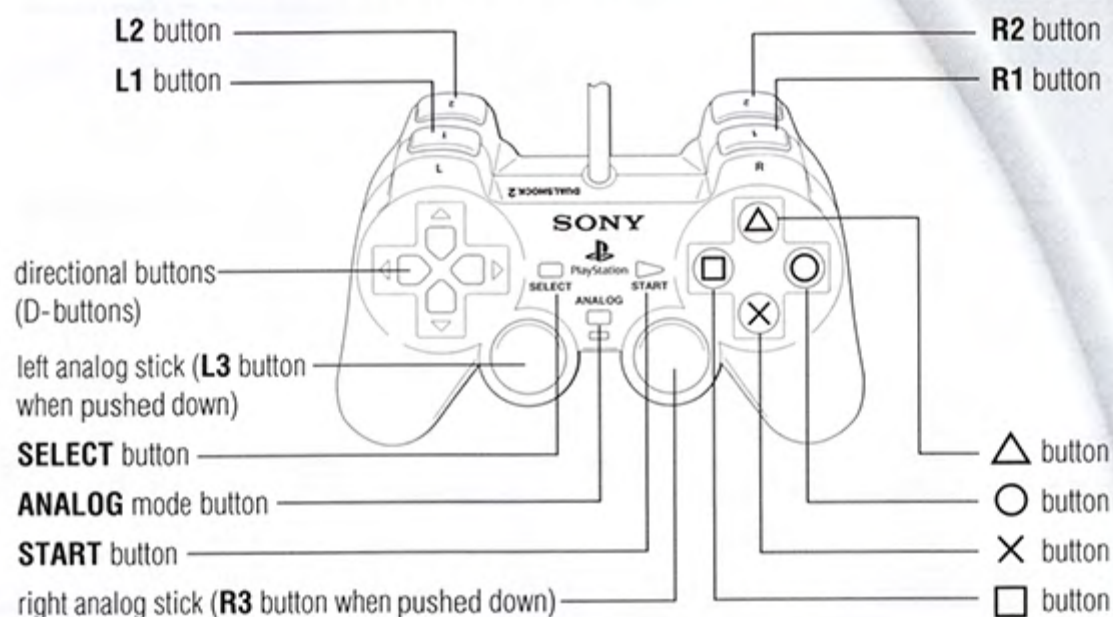


NOTE: Up to eight players can play *Madden NFL 2004* using the multitap.

COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-button ↕
Change highlighted item	D-button ↔
Select/Go to next screen	ⓧ button
Cancel/Return to previous screen	⓪ button

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

BASIC CONTROLS

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

GENERAL GAMEPLAY

Pause game	START button
Call timeout	SELECT button

PLAY SELECTION

Cycle sets and formations	D-button or left analog stick
Select sets and formations	ⓧ button
Select play	Ⓜ button, ⓧ button, or Ⓢ button

KICKING

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

OFFENSE

Snap the ball	ⓧ button
Passing:	
Bring up passing icons (when Passing mode is set to NORMAL)	ⓧ button
Throw the ball	ⓧ button, Ⓜ button, Ⓢ button, L1 button, or R1 button
Move player	D-button or left analog stick

DEFENSE

Switch player	ⓧ button
Move player	D-button or left analog stick
Dive	Ⓜ button

COMPLETE CONTROLS



New to *Madden NFL 2004* is Playmaker Control, an additional control scheme that brings new depth and ability to the Madden experience. Now you have more control on the field than ever before.

PLAYMAKER - OFFENSE (BEFORE THE SNAP)

Switch the direction of a running play	right analog stick ⇄
Hot Route primary receiver on a passing play	right analog stick ⇄ or ↕

PLAYMAKER - OFFENSE (AFTER THE SNAP)

Guide the nearest blocker (on a run play)	right analog stick towards defender
Direct the nearest receiver (on a pass play)	right analog stick in any direction

PLAYMAKER - DEFENSE (BEFORE THE SNAP)

Cheat the secondary to one side	right analog stick ⇄
--	----------------------

PLAYMAKER - DEFENSE (AFTER THE SNAP)

Cheat against the run	right analog stick ↓ (immediately after the snap)
Cheat against the long pass	right analog stick ↑ (immediately after the snap)

OFFENSE (BEFORE THE SNAP)

Call an audible (> p. 13)	⏏ button then ⏏ button, ⓧ button, ⏏ button, L1 button, L2 button, or R1 button
Cancel an audible (before selecting an audible)	⏏ button
Run original play (after selecting an audible)	⏏ button then L2 button
Flip play (at the line of scrimmage)	⏏ button then R2 button
Quiet crowd	L3 button
Coach's cam (with play diagram)	R2 button
Coach's cam (without play diagram)	L2 button
Fake snap	⏏ button
Call timeout	SELECT button
Snap the ball	ⓧ button

RUNNING

Move player/Run	D-button or left analog stick
Sprint	ⓧ button
Dive	Ⓜ button
Slide/Dive (QB)	Ⓜ button (tap)/ Ⓜ button (hold)
Jump/Hurdle	△ button
Spin	⦿ button
Juke left/right	L1 button/R1 button
Stiff arm left/right	L2 button/R2 button or right analog stick ⇄

PASSING

Bring up passing icons (when Passing mode is set to NORMAL)	ⓧ button
Pass to the receiver with corresponding icon	ⓧ button, Ⓜ button, ⦿ button, L1 button, or R1 button
Throw ball away (while passing icons are up)	△ button
Toggle passing icons OFF/ON	L2 button
Pump fake	R2 button

RECEIVING

Control intended receiver	ⓧ button (while ball is airborne)
Dive for pass	Ⓜ button
Sprint	⦿ button
Jump for pass	△ button

BLOCKING

Switch to closest blocker/receiver	ⓧ button
Dive	Ⓜ button
Sprint/Engage block	⦿ button

AFTER THE PLAY

Bypass cutscene	ⓧ button
Spike ball	⦿ button (Hold)
Instant replay	L1 button + R1 button (before playcalling screen appears)
Fake spike ball	Ⓜ button (Hold)
No huddle	△ button (Hold)
Timeout	SELECT button
Hurry to line (after play call)	ⓧ button (hold)

DEFENSE (BEFORE THE SNAP)

Cycle through defenders	ⓧ button or Ⓞ button
Reposition player	D-button or left analog stick
Defensive line shift	L1 button then D-button ↑, ↓, ←, or →
Reset defensive line shift	L1 button then L2 button
Linebacker shift	R1 button then D-button ↑, ↓, ←, or →
Reset linebacker shift	R1 button then L2 button
Call an audible	Ⓜ button then Ⓜ button, ⓧ button, Ⓞ button, L1 button, L2 button, or R1 button
Cancel an audible (before selecting an audible)	△ button
Call a coverage audible	△ button then D-button ↑, ↓, ←, or →
Reset coverage	△ button then L2 button
Reset original play (after calling an audible)	△ button then L2 button
Flip play	Ⓜ button then R2 button
Pump up crowd (LB only)	L3 button
Coach's cam (with defensive assignments)	R2 button
Coach's cam (without defensive assignments)	L2 button
Call timeout	SELECT button

DEFENSE (AFTER THE SNAP)

Control player nearest to the ball	ⓧ button
Move player	D-button or left analog stick
Dive	Ⓜ button
Sprint	Ⓞ button
Jump	△ button
Strip ball (not engaged)	L2 button/R2 button
Spin move left/right (engaged)	L2 button/R2 button
Swim move left/right (engaged)	L1 button/R1 button
Strafe	R1 button

KICKING GAME

Direction/Elevation of kick	D-button or left analog stick
Start Kick Meter	⊗ button
Stop Kick Meter upswing (power)	⊗ button
Stop Kick Meter downswing (accuracy)	⊗ button
Delay the kick (Kickoff only)	⊗ button (hold)
Call an audible (> p. 13)	⊞ button and then ⊗ button, ⊞ button, ⊙ button, L1 button, L2 button, or R1 button
Cancel an audible	△ button
Reset play	⊞ button then L2 button
Flip play	⊞ button then R2 button
Call timeout	SELECT button

KICKING THE BALL

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



- ➡ Aim your kick or change the trajectory with the directional arrow by pressing the D-button or left analog stick.
- ❖ 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.

KICKOFF/PUNT RETURNING

Switch players	⊗ button
Move return man	D-button or left analog stick
Fair catch (while controlling the return man)	△ button

NOTE: If you allow your return man to remain deep in the endzone after he catches a punt or kickoff, he kneels down for a touchback.

SETTING UP THE GAME

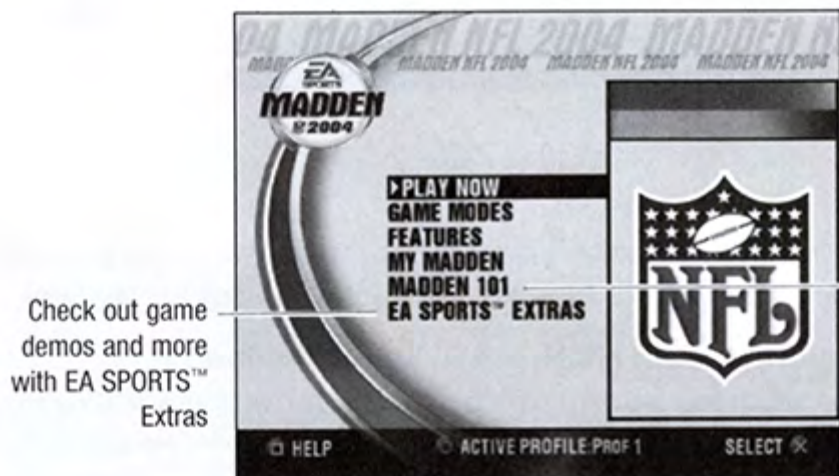


The first time you start *Madden NFL 2004* with a memory card (8 MB) (for PlayStation®2), the My Favorite Team overlay appears. Your selected team is used as the default team for Play Now, Franchise, and Practice modes.

Your favorite team is also featured in all menu artwork and is your default team for Rosters and Create-a-Player. You can also enable Auto Save, which will automatically save game files when they are changed.

- At the My Favorite Team menu, press the D-button  until your team is highlighted and then press the  button. If you don't want to set a favorite team, press the  button.

MAIN MENU



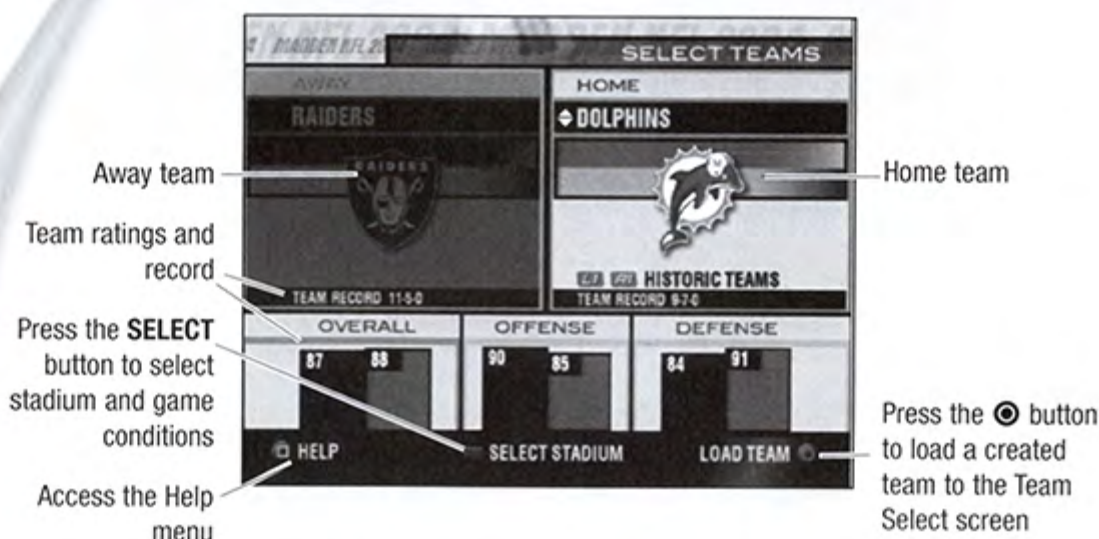
Madden 101—Al and Melissa tell you what's new in *Madden NFL 2004*

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

PLAY NOW

Play an exhibition game between any two teams.

TEAM SELECT SCREEN



AWAY AND HOME TEAMS

➤ Press the **L1** button or the **R1** button to cycle through Classic teams, press the **L2** button to select any team at random, or press the **R2** button to randomly select a current NFL team.

STADIUM SELECT (WEATHER AND TIME OF DAY)

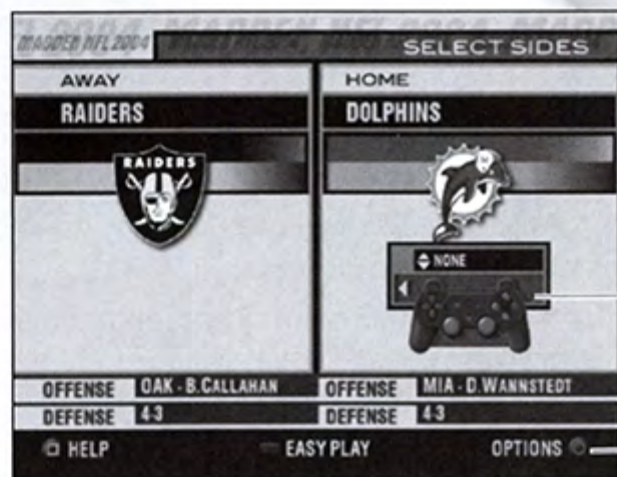
Press the **SELECT** button to pick your stadium. You can also select the weather conditions and kickoff time: **1:00 PM**, **2:30 PM**, **4:15 PM**, **8:30 PM**, or to the internal clock on your console. To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.

➤ Press the **START** button from the Select Teams screen to continue to the Controller Select screen.

CONTROLLER SELECT SCREEN



Press the **SELECT** button at the Controller Select screen to play with EASY Play ON. When enabled, the game is simplified throughout for easier learning.



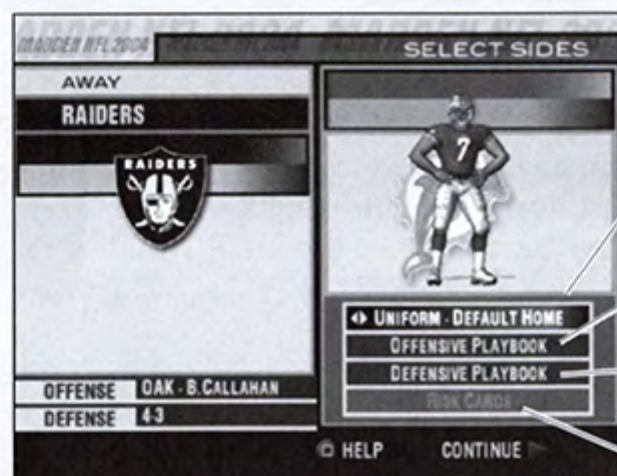
To choose a team, press the D-button  and position the controller icon under your desired team.

Press the  button to select more options.

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

OPTIONS MENU

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



Uniform select (Home team)

Offensive Playbook select

Defensive Playbook select

Risk Madden Cards

PLAYING THE GAME

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

PLAYCALLING SCREEN

From the Playcalling screen, select the plays for your controlled team or ask John Madden for his suggestion. You can even change your personnel at the Playcalling screen by subbing in special Package Formations to create match-ups in your favor.

List the plays in the next window (press the D-button
↻ to cycle through windows)



TO SELECT A PLAY:

1. Press the D-button or left analog stick to select a formation and set, then press the **X** button.
 - ❖ From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest. A yellow symbol means players are slightly winded, and players are fresh when their symbol is white.
2. To select the desired play, press the **□** button, **X** button, or **○** button. To go back to the previous window, press the **△** button.
 - ➡ To flip formations and plays to the opposite side of the field, press the **R2** button.
 - ➡ When playing an offline multiplayer game, call a play from the header below the selection window by pressing the **L2** button + the **□** button, **X** button, or **○** button. To call a play from the header above, press the **L1** button + the **□** button, **X** button, or **○** button.
 - ➡ To ask John Madden for coaching assistance on your next play, press the **□** button before choosing a formation and a suggested play is highlighted in the play selection window.
 - ➡ To select a special Package Formation, press the **○** button from the Formation 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 10 seconds to choose a play after the offense is ready to break the huddle.

SPECIAL TEAMS PLAYS

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

GAME SCREEN

When your player runs off-screen, an arrow points toward him from the edge of the screen. Hold the D-button in the opposite direction of the arrow to bring the player on-screen.



AUDIBLES (OFFENSE AND DEFENSE)

Before the ball is snapped, call an audible at the line of scrimmage and run a new play.

TO CALL AN AUDIBLE:

- While under center, press the **□** button, then press the **■** button, the **✕** button, the **⊙** button, the **L1** button, or the **R1** button. The players adjust their set and/or formation as the new play is called out on the field.
- To cancel, press the **△** button (before selecting an audible). To customize your offensive and defensive audibles, > *OFF/DEF Audibles* on p. 41.

HOT ROUTES

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

TO CALL A HOT ROUTE:

1. Before the play begins, press the **△** button then press the corresponding button of the receiver whose route you want to change.
2. After selecting the receiver, press the D-button **↑** to send him on a fly pattern, press the D-button **↓** for a curl pattern, press the D-button **↔** to run an in/out pattern, or press the **L2** button or press the **R2** button for a left/right slant pattern. (You may also press the left analog stick to change the receiver's route).

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 **△** button, then press the button symbol of the running back or tight end whose passing/blocking route you want to change.
2. Press the **L2** button to change to a blocking assignment to the left. Press the **R2** 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. At the line of scrimmage, press the D-button or press the left analog stick  or  to highlight an eligible player.
2. Press the D-button or press the left analog stick  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).

QB SCRAMBLE

If your quarterback is under heavy pressure, press the **L2** button while he's still behind the line of scrimmage and scramble for yardage. During the run, you can press the **L2** 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  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  button at the end of a play to run a stop clock play. To call a "fake spike" trick play, hold the  button.

COVERAGE AUDIBLES

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

DEFENSIVE LINE SHIFT

Position your defensive linemen in tight between the gaps or outside the tackles. Press the **L1** button then press the D-button $\uparrow$ to spread the defensive ends outside the tackles, or **L1** button then press the D-button $\downarrow$ to move the line in tight between the tackles. Press the **L1** button then press the D-button $\leftarrow$ to shift the line left, or press the **L1** button then press the D-button $\rightarrow$ to shift all linemen to the right.

LINEBACKER SHIFT

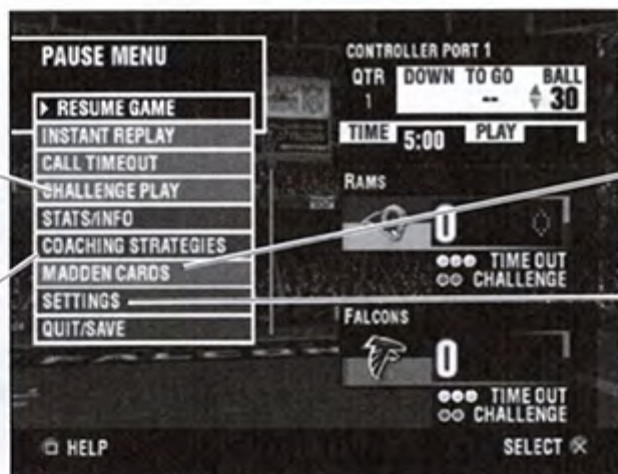
Shift your linebackers around the field before the offense gets the play off. Press the **R1** button then press the D-button $\uparrow$ to spread the linebackers out, or press the **R1** button then press the D-button $\downarrow$ to move them in tight, protecting the middle of the field. Press the **R1** button then press the D-button $\leftarrow$ to shift the linebackers to the left, or press the **R1** button then press the D-button $\rightarrow$ to shift the linebackers to the right.

PAUSE MENU

➡ During the game, press the **START** button to access 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. 38.

For more information on Settings, ➤ p. 39.

PLAY ONLINE

Go up against the best Madden players in the country.

IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT <http://www.easports.com/ps2legal/>.

EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90 DAYS NOTICE, OR 30 DAYS AFTER THE LAST DAY OF THE 2003-2004 NFL SEASON.

NOTE: In order to play online, you will need the following items: a network adaptor (Ethernet/Modem) (for PlayStation®2) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card with at least 256 KB free space. Prior to playing online, you will need to set up Your Network Configuration file. *Madden NFL 2004* includes a Network Configuration GUI for setting up these files.

NOTE: When saving and loading Your Network Configuration file, you can use MEMORY CARD slot 1 or MEMORY CARD slot 2. But when saving an EA Account, you must use MEMORY CARD slot 1.

SELECT NETWORK CONFIGURATION

Before you can begin playing online, you must select a Your Network Configuration file (found on your memory card) or create a new one through the Network Configuration GUI.

NOTE: After using the included Network Configuration GUI, the RESET button functions differently in *Madden NFL 2004*. To put the console into standby mode press and hold the RESET button until the LED indicates a red color.

NETWORK CONFIGURATION FILE

Press the D-button  to scroll through the available Internet service provider settings and select one for the upcoming Online game. The default displayed on the screen is the last Internet service provider setting used when playing online.

CREATE/EDIT CONFIGURATION

The Network Configuration GUI allows you to create and edit Your Network Configuration files. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

CONNECT

After selecting Your Network Configuration file, connect to your Internet Service Provider. If the connection is successful, the *Madden NFL 2004* Server Login screen appears.

ACCOUNT SETUP

Before you can begin playing online, you must create a new account or use an existing one.

- If you have already created a profile, press the D-button to highlight USE another EA account and then press the  button. If you have not created a profile, highlight CREATE new EA Account and press the  button to begin the process. If you want to log off and return to the previous screen, press the  button.
- Saving your EA Account to a memory card allows you to bypass the login process the next time you log on.



USING AN EXISTING EA ACCOUNT

1. From the Game Modes menu, select **PLAY ONLINE**.
2. Select Your Network Configuration file.
3. Your EA Account appears by default or you can select a different account by choosing **Use another EA Account**.
 - Your EA Account only defaults once you've saved it.
4. Select an EA SPORTS Online User Name and press the **X** button.
 - ❖ You can have up to four EA SPORTS Online User Names. Change, delete, or create new User Names from the Online User Name screen or from the Edit Your Account information screen.

NOTE: If you have an existing screen name on any of the following services: **AOL**, **AOL Instant Messenger (AIM)**, **Compuserve 2000**, or **Netscape AOL Instant Messenger**, you can use it as your EA Account Name. Visit <http://www.ea.com/ps2-madden-2004-reg> to register, then return to *Madden NFL 2004* PlayStation 2 online play and select "USE ANOTHER EA ACCOUNT." Enter your Account Name and password to log on.

WELCOME TO MADDEN NFL 2004 ONLINE

PLAY NOW

Quickly search for an online opponent with similar skills and play a ranked game with Fair Play settings enabled.

ONLINE LOBBY

Enter a room based on skill level or region, or create your own password-protected room.

ONLINE TOURNAMENT

Create your own tournaments or participate in EA-sponsored tourneys for 4, 8, 16, or 32 players.

ONLINE FEATURES

Check out the latest EA News, peep the Stats Book, download the latest rosters, or read the Membership Agreement.

OPTIONS

Adjust your Gameplay, System, or Online settings. The gameplay options are determined by the player hosting the game for unranked games. Save your online settings or load your user profile for online play.

ONLINE LOBBY

From the Online Lobby, you can Enter a Room or Create a Room of your own. Rooms are where players gather to chat and challenge each other to a game.

EA MESSENGER

Instant Message, challenge, and find your buddies online. See how your buddies are doing while playing online, or send messages to other users playing EA SPORTS™ games. You can have up to 40 buddies in your EA Messenger.

ENTER/CREATE A ROOM

Press the D-button to cycle through the rooms. Press the **SELECT** button to create your own room. The Beginner Room is for players who have played a few games and don't want to face the veterans yet. The Elite Room is where the big time Madden players will be.

EA SPORTS™ TALK

Talk smack to your opponents during online gameplay with all-new EA SPORTS Talk.

➡ **To activate EA SPORTS Talk:** Connect your USB-supported headset to the PlayStation®2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated. To mute voice chat, press the **R3** button (while in game).

NOTE: EA SPORTS Talk does not support modem connections.

NOTE: EA SPORTS Talk supports the Logitech USB headset.

FAIR PLAY SETTINGS

Play on an even field with EA SPORTS Fair Play Settings. Cheating has been nearly eliminated and only those who complete full games are rewarded.

❖ Fair Play settings default to **ON** in Play Now and Ranked games. Settings can be changed from the Challenge User screen.

MATCH-UP ROOM

From the Match-Up Room, you can greet and meet other players or challenge someone to a game.

NOTE: *Madden NFL 2004* supports a USB keyboard for typing messages to the whole room or to an individual player. Whenever you bring up the on-screen keyboard in the Chat Lobby, or when chatting with an individual player, you can use a USB keyboard to type in messages.

PLAYER OPTIONS

Press the D-button to highlight the name of another player or press the **X** button to bring up the player options. From here you can challenge another player to a game, send/read a private message, add/remove a player to/from EA Messenger, block/unblock a player, or report abuse if you are in a chat room. Press the D-button **↑** to highlight the option you want, and then press the **X** button to accept.

PLAYER CONNECTIONS

On the left portion of the screen, you see a list of players along with five bars. Each bar represents a player's connection speed to the Internet. The more lit bars there are, the better the connection. One red bar represents a weak connection; five green bars represent a strong connection.

NOTE: Each empty bar represents 0 – 100 milliseconds. If only one bar is lit, that means that player has a ping time of over 400 milliseconds. If all five bars are lit, the ping time is less than 100 milliseconds.

PLAYER OVERVIEW

In the upper portion of the screen are general player stats. This includes the player's User Name along with the info listed below.

RECORD	How many wins-losses-ties a player has.
RANK	Where the player falls on the climb to be #1.
DISCONNECTION %	How often a player loses connection or quits.
RUN/PASS AVG.:	Rushing and passing yards averaged per game.
AVG. OPP. RANK	The quality of the player's competition.

USER INFORMATION

Highlight a player and press the **SELECT** button to bring up the player's User Information and see how their stats compare to yours.

LAST 10 GAMES	The results from a player's last 10 games.
RECORD	Wins-losses-ties.
RANK	A player's overall rank.
AVG. OPP. RANK	The average rank of a player's previous opponents at the time when they were played.
TOURN. ENTERED	Number of tournaments this player has entered.
TOURN. WON	Number of tournaments this player has won.
AVG PTS FOR	The average number of points the player scores per game.
AVG PTS AGAINST	The average number of points the player gives up per game.
AVG YARDS FOR	The average number of total yards per game that a player has generated.
AVG RUSH YDS FOR	The average number of rushing yards a player has gained in previous games.
AVG PASS YDS FOR	The average number of passing yards a player has gained in previous games.
AVG YARDS AGT	The average number of total yards a player has given up in previous games.
AVG RUSH YDS AGT	The average number of rushing yards a player has given up in previous games.
AVG PASS YDS AGT	The average number of passing yards a player has given up in previous games.

ONLINE TOURNAMENTS

Get together with some friends and create your own Online Tournaments, or join in EA-sponsored tournaments for some unique action. **Important: both you and your opponent have to be in the tournament room in order to play your tournament game.** If one player is not in the room by the end of the round, then that player forfeits the game. If both players fail to show up at the end of the round, then both forfeit.

➡ To create a tournament, choose Online Tournaments, and then select Create.

NAME	Select a name for your tourney.
RANKED GAMES	Decide whether you want the tourney games to count towards players' overall stats.
DIFFICULTY	Choose the difficulty level for each game.
QUARTER LENGTH	Pick from 1 to 15 minute quarters.
FAIR PLAY SETTINGS	Keep them on to keep things clean, or let your players go wild.
NUMBER OF TEAMS	4, 8, 16, or 32.
UNIQUE TEAMS	Decide whether two players can use the same NFL team.
ROUND LENGTH	All games must be played in either 1, 2, or 3 days per round.
YOUR TEAM	As the host, you get to pick the first team.
TOURNAMENT TYPE	Open to all, or password protect for just your friends.
PASSWORD	Lets you keep private tourneys private. The Tournament Type must be set to PRIVATE in order to set a password.

➡ To search for a tournament, choose Online Tournaments, and then select Join.

➡ Difficulty, Quarter Length, and Fair Play settings cannot be adjusted when playing Ranked tournament games.

NOTE: In Tournament Type you can choose to just search for EA-sponsored tournaments only.

FRANCHISE

Take full command of an organization for 30 complete seasons.



FRANCHISE SETUP SCREEN



Franchise Mode Options: When your options are selected, press the **X** button to select a team and a coach from the bottom half of the screen.

Created Teams: Press the **Y** 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

When ON, coaches may resign after a season when their coaching points reach 0 in the Coach Options. This option does not apply to Owner Mode.

SALARY CAP

The NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks. You cannot turn the Salary Cap off in Owner mode.

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. 22.

OWNER MODE

Take complete control of the financial aspects involved in owning a football franchise. For more information, > *Owner Mode* on p. 26.

SELECTING A TEAM

You can run any NFL team of your choice.

TO SELECT A TEAM:

- From the Franchise Setup menu, press the **X** button (after options are set), then press the D-button $\leftrightarrow$ to select a team. Press the **X** button again and the Select Coach overlay appears.

TO LOAD A CREATED TEAM:

- From the Franchise Setup screen, press the **Y** button to bring up the Load Team screen.

NOTE: Importing a created team disables Owner Mode.

- Press the D-button $\leftrightarrow$ to select the NFL team your created team will replace.
- Press the **START** button to add your team and return to the Franchise Setup screen.
- Press the D-button $\leftrightarrow$ 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.

NOTE: Owner mode must be OFF for these options to work.

TO SELECT A COACH:

- From the Select Coach overlay, select START FRANCHISE and press the **X** button if you wish to start the season with the current coach, or scroll through the list of coaches if you wish to change.

TO CREATE A COACH:

1. Highlight NEW COACH from the Select Coach overlay and press the **X** button. The Select Coach menu appears. Highlight COACH and press the **X** 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 D-button **↔**.
3. Highlight OK and then press the **X** button when complete.
4. Once your coach is created, highlight START FRANCHISE and press the **X** button. The Preseason Year 1 menu appears.

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 49-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 the **START** button 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 the name of the player you wish to select and press the **X** button. You can browse through the positions lists by pressing the **L2** button or the **R2** button. Move through the available players by pressing the D-button **↑↓**.
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 the **START** button.

FRANCHISE MAIN MENU



TRAINING CAMP

Before preseason put your key players through various drills for a chance to boost their attributes. Select a drill and a player whose attributes you'd like to boost. Press the **START** button from the Training Camp menu to skip out on camp activities.

ROSTERS

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

OWNER'S BOX

The Owner's Box option is not available until the end of each preseason.

NOTE: Owner's Box is not available if Owner Mode is OFF.

SET PRICES: Manage the prices of tickets, concessions, team merchandise, and more.

INFORMATION: Gauge your team's fan support, check out game attendance records, and view other details that assist you in producing maximum earnings for your franchise.

ADVISORS: Consult your advisors for the most pertinent issues regarding your decisions as owner.

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. (Only available if Owner mode is OFF.)

RATINGS: View player-controlled coach season stats.

STAT BOOK

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

LEAGUE NEWS

Check out the weekly and yearly awards, who made the Pro Bowl, and even who's on the side of the Horse Trailer this week.

FEATURES

MADDEN CARDS: Trade Madden Cards between active profiles and view your Madden Challenge progress. For more information, > *Madden Cards* on p. 38.

EXPORT TEAM: Save your current Franchise team to a memory card and make it available for Play Now and Tournament modes.

OPTIONS

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. 32.

MODIFY UNIFORM: If you have created your own uniform, you can modify it or create new uniforms for existing teams.

GAMEPLAY: Adjust your game settings. For more information, > *Gameplay Settings* on p. 39.

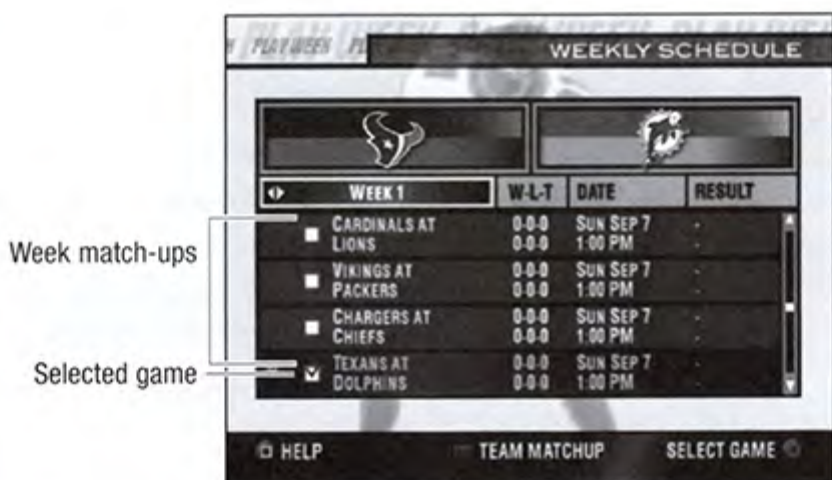
SYSTEM: Adjust your audio and visual settings for the season. For more information, > *System Settings* on p. 41.

SAVE: Save or delete your Franchise to/from your memory card. For more information, > *Saving and Loading* on p. 42.

PLAY WEEK MENU

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

WEEKLY SCHEDULE MENU



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 button and a red checkmark appears next to your selected game.
 2. With a selected game highlighted, press the button to advance to the Controller Select screen. Press the button again to start the game.
- ➡ If you highlight a user-controlled game and press the 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 Franchise 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.

IMPORT DRAFT CLASS

Before a new season begins, you can import an entire draft class from *NCAA® Football 2004* to *Madden NFL 2004* via your memory card.

TO IMPORT A CLASS:

1. After the Pro Bowl has been played, Select Import Draft Class from the end of season overlay.
2. Load the desired Draft Class file from your memory card. The players are imported to *Madden NFL 2004* and the off-season begins.

OWNER MODE

Take complete control of the financial aspects involved in owning a football franchise. Your goal in Owner Mode is to win the Super Bowl and keep your fans happy, all while turning a profit. Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Sign the best coaches to give your team an extra edge on the field. Advertise and market your team, increasing fan support and motivating your team to achieve more victories.

NOTE: Owner mode is an advanced mode available when running a Franchise. You may choose to enable it from the Franchise setup menu.

OWNER'S BOX

After training camp and the preseason, begin tweaking prices, gathering information, and marketing your team to maximize profits and performance during the regular season. You can make adjustments on a weekly basis. Gauge your overall fan support, view total cash assets, and check out attendance and win/loss records. The more fan support you have, the more attendance you rack up; more attendance means more cash in your pocket.

SET PRICES

Adjust ticket, concession, merchandise, and parking prices as well as the spending used for advertising and marketing. All price-setting menus display your prices versus the league averages. Remember, you want to attract fans and turn a profit. Set your prices too low and you may not have much on the bottom line, too high and you may drive away your hardcore fans.

TICKET PRICES

Set the prices for each section of your stadium.

CONCESSIONS

Set prices for a variety of concessions. Specific locales have unique concessions found only in their respective areas.

MERCHANDISE

Adjust the pricing for programs, hats, jerseys, and other merchandise.

PARKING

A wide variety of parking areas can be priced here according to your preference.

ADVERTISING

Spend that extra cash to market your team to a wider audience. Television, radio, print, and billboard advertisements are all available. Hold a Fan Appreciation Day to boost fan support quickly.

INFORMATION

Discover more in-depth information about your organization.

FAN SUPPORT

This is the heartbeat of your team. You want to keep this as high as possible to ensure fans are coming through the gates.

ATTENDANCE

Track attendance as the season progresses.

EXPECTATIONS

This chart tracks how the fans expect the team to perform. Fall below expectations and you can expect to see your fan support go down. Exceed expectations, and your fan support goes up.



INCOME	See if your business skills have generated more or less income per game.
EXPENSES	View your total expenditures and a pie chart breaking it all down for you.
FRANCHISE/TEAM	Compare your team's ratings versus the league averages.
STADIUM INFO	Check out the maintenance costs of your stadium.
CITY INFO	Get the details about your home city including population, growth rate, weather statistics, and more.
OWNER RATINGS	Check out your revenue, expenses, profits, and attendance ratings for each year (available after the first season).
ADVISORS	Your board of advisors points out the most pertinent issues for you to address.

OWNER MODE OFF-SEASON

At the end of each season, a balance sheet appears summarizing your total assets from the previous season. Based on your performance and net income, manage your coaching staff, adjust pricing schemes, and maintain your stadium before the new season begins.

STAFFING	Use your charm and savvy to assemble the best coaching staff in the league.
SIGN COACH	Sign new coaches to fill various positions. Offers are not finalized until the off-season begins.
COACHING STAFF	Get the details on each coach you've hired and release those not performing up to par.
TRAINING STAFF	Sign a training staff to help players recover from injuries quickly and avoid them in the future.
COACH PROGRESSION	See how your coaches' performances have changed over the seasons.
CHANGE OWNERS	Switch between User and CPU mode for any team in the league.
SET PRICES	Manage the prices of tickets, concessions, team merchandise, and more.
STADIUM	Rename, maintain, or rebuild your stadium, or choose to relocate to a new area.

RENAME: You can rename your stadium using the name of a sponsor who is willing to give you bonuses for outstanding performance. Depending on the sponsor, you receive a variable amount of bonus cash for accomplishing the terms agreed upon (e.g. making a playoff appearance). If you don't want a sponsor you may simply rename the stadium whatever you wish.

RENOVATE: Only available for user-created stadiums, this option allows you to change your stadium to suit your whims...that's if you can afford it, of course.

REBUILD: Choose to ditch your current stadium and build a new one in its place. Design a new stadium layout that maximizes capacity and brings in more profits.

RELOCATE: Move your home stadium to a new city and attract new fans to revive your fan support.

UPGRADE: Improve your stadium rating and treat your fans like royalty by purchasing flashy upgrades like a state-of-the-art arcade, a super screen, massage seats, and more.

OFF-SEASON SCHEDULE

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

RETIRED PLAYERS

View the retired players from every roster.

RE-SIGN PLAYERS

Negotiate contracts with players from your own team.

- ➡ To begin contract negotiations, highlight a player and press the **✕** button. Adjust the salary and contract length and press the **✕** button to submit the offer sheet. You are notified if the player has either accepted or declined the offer.

ROOKIE SCOUTING

For more information, ➤ *Rookie Scouting* on p. 29.

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. 22).

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.

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.

RE-ORDER DEPTH CHARTS

Modify the roster before the new season.

START NEW SEASON

Begin a new year of football.

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

ROOKIE SCOUTING

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

Scout a rookie through one round of the combine and receive a player note.

Scout him through two rounds, and receive three notes. Scout a player through all three rounds and receive five notes.

TO SCOUT A ROOKIE:

1. Press the **L1** button or **R1** button to toggle between user-controlled teams and press the **L2** button or **R2** button to cycle among the different positions. Press the  button to sort a column.
2. To view a Scouting Report, highlight a player and press the **SELECT** button. To return to the Rookie Scouting screen, press the  button.
3. Pick up to 15 players to scout per round. Highlight a player and press the  button to flag them. To unflag a player, press the  button again.
4. Once you have flagged the players you wish to scout, press the **START** button to proceed to the Scouting Combine.
5. At the Scouting Combine, check up on your scouted rookies. Press the **L2** button or **R2** button to cycle among the player positions until you come to **TARGETS**. A list of players that you scouted appears.
6. Press the **SELECT** 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.

OTHER GAME MODES

Take it to the house with these other game modes featured in *Madden NFL 2004*.

TOURNAMENT

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

TOURNAMENT SETUP BOX

TOURNAMENT TYPE	Choose a single ELIMINATION , DOUBLE ELIMINATION , ROUND ROBIN , or DOUBLE ROUND ROBIN tournament.
NUMBER OF 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. 22). The default is OFF .

TO START A TOURNAMENT:

1. From the Tournament Setup (Team Selection) menu, press the D-button ⇄ to cycle through available teams and press the **START** button when all the desired teams have been chosen.
2. To play a game, highlight **TOURNAMENT TREE** (**TEAM SCHEDULE** when playing a Round Robin tournament) and press the ⊗ button. Press the D-button ⇄ to select the desired match-up. The Options overlay appears. From here, you can choose to simulate, forfeit, or play the game.

MINI-CAMP

Tour NFL cities in the Madden Cruiser and fine-tune your playing skills in Mini-Camp mode. Unlock game situations by setting high scores while earning trophies and Madden Cards along the way.

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.
- ➡ Press the **L1** button or the **R1** button to change the skill level or press the D-button and visit more NFL cities.

TWO MINUTE DRILL

Run the Two Minute Drill and score as many points—and tokens—as you can before the final gun sounds. You begin on your own 20-yard line with 2:00 left on the clock. If you score before time expires, you keep possession of the ball and start a new drive.

TWO MINUTE DRILL MENU

PLAYERS	Up to four players can run the Two Minute Drill.
CPU DEFENSE	Choose the defense to play against. All players go up 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, > *Madden Cards* on p. 38.



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 the **START** button to head to the field.

NOTE: Press the **⊙** button to view high scores. High scores are saved to your settings file.

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).

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. 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 the **⊗** button to reach the Controller Select screen. After you select a team, press the **⊗** button again 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 **L1** button. Then press the **D**-button to select the new spot on the field, and press the **⊗** button when finished.

➡ To choose a different play, press the **SELECT** button or press the **START** button and select **Choose New Play** from the Pause menu.

SITUATION

Throw yourself into any game situation.

TO SELECT YOUR SITUATION SETTINGS:

1. To set the game situation, press the **D**-button ⇄ to change the highlighted setting.
2. Press the **D**-button ⇅ to choose a new setting to change.
3. Press the **START** button to advance to the Controller Select screen. Continue as you would in Play Now (> p. 10).

FEATURES

CREATE-A-PLAYER

Create a player and add him to an NFL roster.

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, Throwing Hand, and Throwing Style for your new player. Press the **START** button to advance.
2. From the Appearance screen, select your player's Height, Weight, Skin Color, Hair Color, Hairstyle, Face, Face Shape, and Tattoos.
3. From the Build screen, you can adjust the Muscle and Fat percentage of several areas of the player's body. Press the **L1** button and **R1** button to cycle through Body, Rear, Arms, Legs, and Equipment and press the D-button 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 D-button $\leftrightarrow$ for each attribute. Keep in mind that the higher the attributes a player has, the higher his salary is.
6. When your created player is finished, press the **START** button, highlight YES and press the $\otimes$ button to add him to the current roster list.

CREATE-A-TEAM

Create a custom team and add them to the NFL.

TO CREATE A NEW TEAM:

1. From the Information menu, set your team options, including team Colors, City, and more. Press the $\otimes$ button or press the D-button $\leftrightarrow$ to change/choose the options. Press the **START** button to continue.
2. From the Stadium Information screen, design your Stadium Type. Press the **L1** button or **R1** button to cycle through the stadium sections. Press the **START** button to continue.
3. From the Uniform Editor screen, press the D-button to browse through the options and the color panel to create your Home and Away uniforms. Press the **L1** button or **R1** button to toggle to the helmet, jersey, and pants editing screens. Press the **START** button when your uniform is complete.

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 Franchise, Play Now, Tournament, and Practice game modes.

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-a-Playbook menu, highlight OFFENSE or DEFENSE and press the $\otimes$ 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 $\otimes$ button. The New Playbook overlay appears.
3. Select a practice team and a base playbook type, highlight CONTINUE, and press the $\otimes$ button. The Create-a-Playbook menu appears.

ADD PLAYS

TO ADD PLAYS TO YOUR PLAYBOOK:

1. From the Add Plays screen, highlight a coach's playbook (or basic formation) and press the **X** button.
2. Highlight a play you wish to add to the playbook and press the **X** button (press the **X** button again to remove it). You have 81 total plays and 11 sets available. An X appears next to selected plays.
- ❖ To add all the plays from a formation to a playbook, highlight the formation name and press the **X** button.
- ❖ Press the **L1** button or **R1** button to view Run, Pass, and All plays/types.

CREATE FORMATION

TO CREATE A FORMATION:

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

CREATE PLAY

TO CREATE A PLAY:

1. From the Create Play screen, highlight a formation you wish to edit and press the **X** button. Choose CREATE PLAY and select RUN or PASS (for new created plays) or highlight a previously created play and press the **X** button again.
2. Press the D-button to move the cursor around the grid, highlight the player you wish to move, and press the **X** button. The Routes screen appears.
3. From the Routes screen, highlight an existing route or assign a blocking assignment for your player and press the **X** button. Highlight a distance, rushing route, or type of block for the player and press the **X** button. The new route is set.
- ❖ To customize a route, press the D-button to diagram the route or assign blocking assignments on the field. Press the **X** button to alter the route in another direction or to complete a player's route. Press the **START** button when complete.



PREVIEW PLAYBOOK

Save Playbook

TO PREVIEW A PLAYBOOK/SWAP PLAYS:

- Press the D-button  to highlight a set you wish to edit and press the  button. Select the first play that you wish to move and press the  button, then select a second play and press the  button again. The two plays trade places in the formation window.

TO SAVE A PLAY OR FORMATION:

- If you made any changes or additions to the current playbook, press the  button from the Create-a-Playbook menu. Press the D-button to highlight YES and press the  button. To complete the save,
➤ *Saving and Loading on p. 42.*

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 **L1** button or **R1** button to change teams. Press the **L2** button or **R2** to change positions.

EDIT PLAYER (FROM WITHIN VIEW ROSTER)

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  button.
2. Highlight the desired section to be edited and press the  button (Information, Appearance, Build, Equipment, or Attributes). For more information, ➤ *Create-a-Player on p. 32.*

INJURY REPORT (FRANCHISE ONLY)

View all the players who are banged up in the NFL and put your own players on the injured reserve.

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  button. Your cursor moves to the team roster.
 2. Highlight a player from the team roster and press the  button. The new player is inserted into the depth chart.
- Press the  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.

SUBSTITUTIONS

Sub in players from the bench into the lineup.

TO MAKE A PLAYER SUBSTITUTION:

1. From the Substitution screen (only available in Franchise mode and in the Coaching Strategies on the Pause menu during a game), select a situation (press the **L2** button or press the **R2** button to cycle through the various situations) and then a formation and set (pressing the D-button $\hat{=}$).
2. Select a position by pressing the D-button $\hat{=}$ to scroll through the players in a set and then press the $\otimes$ button when the desired player is highlighted.
3. From the Available Players list, highlight the player to be substituted and press the $\otimes$ button. The new player is added.

TRADE PLAYER

Trade players from team to team.

TO TRADE A PLAYER:

1. From the Trade Player screen, select an available player slot, then highlight a player from any team roster and press the $\otimes$ button. His last name appears in the trade window.
2. Press the **L1** button or press the **R1** button to cycle through the teams. Press the D-button $\hat{=}$ to highlight the player (from another team) that you wish to trade for and press the $\otimes$ button.
3. Press the **START** button and the trade is either accepted or declined. If the trade is accepted highlight YES and press the $\otimes$ button to proceed.

NOTE: In Franchise mode a balance meter tilts toward the team the trade favors.

TRADE BLOCK (FRANCHISE ONLY)

See what the other NFL teams are looking for, or put some of your players on the block to see what kind of trade you can make with other GMs.

TO PUT PLAYERS ON THE TRADE BLOCK:

1. On a user-controlled team, press the $\otimes$ button to bring up the New Proposal screen.
2. Press the **L2** button or press the **R2** button to cycle through your team and add players to the block. Press the **START** button to advance.
3. Select what position you are looking for and what quality of player you want as a minimum. Finally, select View Offers to see what you came up with.

FREE AGENTS

Sign a free agent to a team.

TO SIGN A FREE AGENT:

1. From the Free Agents screen, press the **L1** button or press the **R1** 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 $\otimes$ 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 **L1** button or press the **R1** button to view a team's roster. Scroll through the players list by pressing the D-button $\updownarrow$.
2. Highlight the player you wish to release and press the $\otimes$ button.
3. When prompted, select YES and press the $\otimes$ button to confirm the player's release.

RE-SIGN PLAYER

Take a look at the contract situation of your players and try to avoid losing them to free agency. Re-sign them here, but make sure you can afford it.

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 **L1** button or press the **R1** button to cycle teams.

HISTORIC TEAMS

Edit the rosters of the greatest teams in football history.

MY MADDEN

Most of the settings featured in *Madden NFL 2004* are self-explanatory. The others are listed below.

EA SPORTSTM BIO

EA SPORTS Bio is a new feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between all EA SPORTS games via your memory card, is a résumé that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS BIO from the My Madden menu (with a memory card in Memory Card slot 1), you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level ($\gg$ below).

EA SPORTS GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

EA SPORTS TITLES PLAYED

Every EA SPORTS title that you add to your EA SPORTS résumé gets you more credit toward the next level gamer. Play more products and earn a higher-level rating—it's as easy as that.

GAME TIME

Finally you get rewarded for all your loyalty and devotion to EA SPORTS. The more time you put in, the faster you rise to the next level.

NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.

REWARDS

When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

- ❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.



PRODUCT LISTING SCREEN

Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments



Number of *all* EA SPORTS titles played

Total combined hours logged for each EA SPORTS title included in your Bio

PRODUCT SUMMARY SCREEN

Toggle Major and Recent Accomplishments

List of recent accomplishments



Total time spent playing the selected title

Number of games played for this title

Press the [X] button to delete your entire EA SPORTS Bio

ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments that you can achieve. These accomplishments vary by title.

- ❖ When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

MAJOR ACCOMPLISHMENTS

This list shows your five highest-ranking accomplishments.

RECENT ACCOMPLISHMENTS

This list shows your most recent accomplishments, sorted by date.

NOTE: MADDEN NFL 2004 only supports the EA SPORTS Bio in MEMORY CARD slot 1.

MADDEN CARDS

Earn tokens for each Madden Challenge task completed, and 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 **○** button. If you have the appropriate amount of tokens available, you receive a message asking if you would like to buy a new pack. Select yes and press the **✕** 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 **✕** button. The View/Play Card screen appears.
 2. Press the **○** button to flip the card over.
 3. Choose either Play CARD (in-game only) or SELL CARD and press the **✕** button. The Card Book screen reappears.
- ❖ You can sell back a Madden Card to recoup tokens or activate it and 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 **○** button to bring up the Options menu. Highlight RISK CARDS and press the **✕** button to continue.

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

2. Press the **L1** button or press the **R1** button to cycle through the different types of Madden Cards.
 3. Press the D-button **↕** to highlight an individual card.
 4. Press the **✕** 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 the **START** button 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 **L1** button or press the **R1** 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 **X** button. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing the **L1** button or pressing the **R1** button and then scroll through available cards by pressing the D-button $\leftrightarrow$ (or pressing the **L2** button or pressing the **R2** button). Press the **X** button to select the highlighted card.
3. Press the **○** button to flip the card.
4. Select **Add**, then press the **X** 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 the **START** button to complete the current trade.

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

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.

GAMEPLAY SETTINGS

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).

RANDOM WEATHER

Leave it up to Mother Nature.

ACCELERATED CLOCK

When turned **ON**, this mode allows you to play games much quicker by accelerating the clock between plays.

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 **X** 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.

PENALTIES

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 D-button $\leftrightarrow$.

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 Human or CPU controlled teams by moving the slider towards + or – by pressing the D-button $\leftrightarrow$.

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 **ON**, the play(s) chosen are displayed as you are lining up.

PLAY CALL MODE

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

PASS/CATCH/RUN/KICK ASSIST

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

PAUSE MENU

When set to **EAsy**, the Pause menu is simplified.

CONTROLLER CONFIG. CONFIG.

Scroll through the available controller configurations to choose the one that best suits your playing style by pressing the D-button ⇐⇒.



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 D-button ⇐⇒ to highlight either OFF AUDIBLES or DEF AUDIBLES and press the ⓧ button. The Playbooks menu appears.
 2. Press the D-button ⇐⇒ 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 ⓧ button. The cursor moves to the formation window.
 4. Select a formation and set by pressing the D-button and then pressing the ⓧ button. Highlight the desired play and press the ⓧ button to accept it.
- ➡ To flip any audible, press the R2 button while it's highlighted.

SYSTEM SETTINGS

JUKE BOX

SOUNDTRACK

Select which songs featured in the *Madden NFL 2004* jukebox play while you navigate the pre-game menus.

AUDIO

VOLUME SLIDERS

Adjust the volume for all sounds of the game. Change the setting by moving the slider towards + or – by pressing the D-button ⇐⇒.

VISUAL

FIELD LINES

Set the Camera Angle, Player Displays, Screen Format (WIDESCREEN or NORMAL), Field Line display and turn Auto Instant Replays ON/OFF.

SAVING AND LOADING

Save or load files from your memory card.

NOTE: Never insert or remove a memory card when loading or saving files.

TO LOAD, SAVE, OR DELETE A FILE:

1. From the Main menu, select My Madden, then Load/Save.
2. Highlight LOAD or SAVE and press the **X** button.
3. Select the MEMORY CARD slot that contains the memory card you wish to use.
 - ❖ Press the L1 button or R1 button to browse the file types.
 - ❖ Press the L2 button or R2 button to switch Autosave ON or OFF.
4. Highlight the file you wish to LOAD, SAVE and press the **X** button.
 - ➡ When saving, enter the name of the file using the keyboard pop-up, highlight DONE and press the **X** button to complete the save.
 - ➡ To DELETE a file, cycle to it using the L1 button or R1 button and press the **○** button.

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 set to the first ones found while User Profiles will load the first three 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

TO CREATE A NEW USER PROFILE:

1. From the Main menu, press the **○** button. The Choose Active Profile screen appears. Highlight CREATE PROFILE and press the **X** button.
2. Use the keyboard pop-up to create a name for your User Profile. Highlight DONE and press the **X** button to accept the new Profile name.
 - ➡ Profiles can be loaded from a memory card in the same way you load other files.

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