
PlayStation
NTSC U/C
PlayStation
ALL-MADDEN
EA SPORTS
MADDEN
NFL 2003
EVERYONE
CONTENT RATED BY ESRB
SLUS-01482
PLAYERS INC

MADDEN NFL 2003

PSX PLATFORM

209 Redwood Shores Parkway
Redwood City, CA 94065
Part #1451805

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 Unofficial Product:

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

Handling Your Playstation Disc:

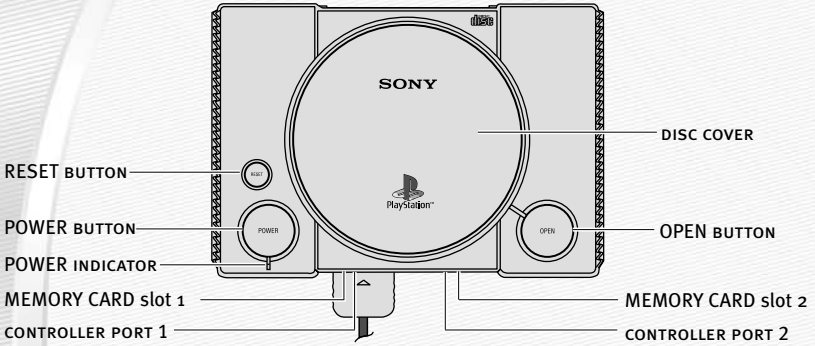
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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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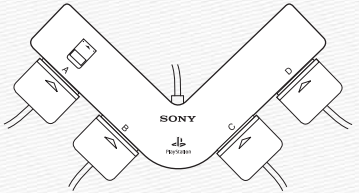
STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is **OFF** before inserting or removing a compact disc.
2. Insert the *Madden NFL™ 2003* disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation game console.

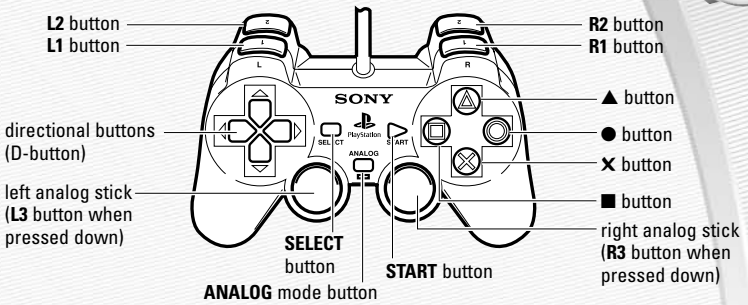
NOTE: When using the Multitap, at least one controller must be connected to port 1-A or 2-A.

4. After the introductory screen, press the **START** button to advance to the Main menu.
➤ *Main Menu* on p. 7.



COMMAND REFERENCE

DUALSHOCK® ANALOG CONTROLLER



MENU CONTROLS

Highlight menu item	D-button ↕
Change highlighted item	D-button ↔
Select/**Go** to next screen	✕ button
Cancel/**Return** to previous screen	▲ button
Help menu	■ button

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

BASIC CONTROLS

Learn these basic controls to master the gridiron.

PLAY SELECTION

Cycle sets and formations	D-button
Select set and formation	✕ button
Select play	D-button ↕ and then ■ button, ✕ button, or ● button

KICKING

Start kick meter/Kick the ball	✕ button

OFFENSE

Snap the ball	✕ button
PASSING:	
Bring up passing icons (Normal Passing Mode)	✕ button
Throw the ball	✕ button, ■ button, ● button, **L1** button, or **R1** button
Running the ball	D-button

DEFENSE

Switch players	✕ button
Power tackle/Speed burst	● button

NOTE: **For detailed information about all gameplay controls, ➤ *Complete Controls* below.**

COMPLETE CONTROLS

Master all the controls to take over any game.

GENERAL GAMEPLAY

Pause game	**START** button
Call timeout	**SELECT** button
Instant replay (after play)	**L2** button

PLAYCALLING

Cycle sets and formations	D-button
Select set and formation	✕ button
Select play	D-button ↕ and then ■ button, ✕ button, or ● button
Flip play	**R1** button
Cancel formation/set	▲ button

OFFENSE (BEFORE THE SNAP)

View receivers to the left/right	**L1** button/**R1** button
Fake the snap	● button
Call an audible (➤ For more information, p. 10)	■ button then ■ button, ✕ button, ● button, **L1** button, **L2** button, or **R1** button
Cancel audible selection	▲ button
Cancel an audible at the line of scrimmage	■ button then ▲ button
Move receiver in motion (play-specific)	D-button ↔
Madden Meter	**L1** button/**R1** button + **R2** button
Flip play at line of scrimmage	■ button then **R2** button
Snap the ball	✕ button

HOT ROUTES

Use a Hot Route at the line of scrimmage when you see a weakness in the defense. Hot Routes quickly change a receiver's route before the snap.

1. ***To call a Hot Route,*** press the ▲ button then press the corresponding button for the receiver whose route you want to change.
2. After the receiver is selected, press the D-button ↑ to send him on a fly pattern, press the D-button ↓ for a curl pattern, or press the D-button ↔ to run an in/out pattern.

RUNNING

Speed burst/Head down	✕ button
Dive/QB slide (past the line of scrimmage)	■ button
Jump/Hurdle	▲ button
Spin	● button
Stiff arm	**R2** button
Juke left/right	**L1** button/**R1** button
Lateral the ball	**L2** button

MADDEN METER

Activate your Madden Meter and watch it rise as you make big plays. When your player's Madden Meter is completely full, he gets a boost for the next three plays.

PASSING

Bring up passing icons (Normal Passing Mode)	**X** button (after the snap)
Pass to the receiver with corresponding button symbol	**X** button, ■ button, ● button, **L1** button, or **R1** button
Throw ball away (with passing icons visible)	**L2** button + ▲ button
Pump fake with passing icons visible (available once)	**R2** button + button symbol of eligible receiver

NOTE: **If using Directional Passing Mode, aim your quarterback towards the desired receiver and press the X button to complete the pass.**

NOTE: **If using Analog Passing Mode, press the R3 button to bring up the passing reticule, press the right analog stick to move the reticule to the desired target, and press the R3 button again to complete the pass.**

RECEIVING

Take control of receiver	**X** button (while ball is airborne)
Dive for pass	■ button
Jump for pass	▲ button

READ-N-REACT DEFENSE™

This allows you to change the strategy of the cornerbacks and linebackers at the line of scrimmage. Pass Prevent (▲ button + D-button ↑) puts the cornerbacks into bump-and-run coverage protecting against the long pass, while Stop Run (▲ button + D-button ↓) puts the cornerbacks and linebackers 2–3 yards off the ball in tighter man-to-man coverage.

DEFENSE (BEFORE THE SNAP)

Cycle defenders	**X** button or ● button
Reposition player	D-button
Defensive line shift	**L1** button
Secondary shift for bump and run and loose coverage	**R1** button
Call an audible (➤ p. 10)	■ button then ■ button, **X** button, ● button, **L1** button, **L2** button, or **R1** buttons
Madden Meter	**R2** button

DEFENSE (AFTER THE SNAP)

Switch player	**X** button
Dive	■ button
Power tackle/Speed burst	● button
Jump	▲ button
Power/Swim move (defensive line)	**R1** button
Swat ball	**L1** button
Spin move	**R2** button
Strip ball	**L2** button

KICKING GAME

Kickoff/Field goals	**X** button then **X** button, ● button, or ▲ button
Punts	**X** button then **X** button
Call an audible (➤ p. 10)	■ button then **X** button, ■ button, or ● button

To Kick:

1. Press the **X** button to stop the directional meter. The power meter is activated (or the ball is snapped on field goals and punts).
2. Press the **X** button again to stop the power meter for a normal kick.

⊙ You can also press the ▲ button for a high kick or press the ● button for a low kick.

KICKOFF/PUNT RETURNING

Control return man	D-button
Switch players	**X** button
Fair catch/Kneel (must have control of return man)	▲ button

SETTING UP THE GAME

From the Main menu choose the game mode you want to play, or access a variety of options for pre-game adjustments.

MAIN MENU

GAME MODE: Play an Exhibition game, create a Season, operate a Franchise, set up a Custom League, run a Tournament, practice in Coaches Corner, create a Situation, run the Two Minute Drill, or jump back to the past and play in Madden Classic mode (➤ *Game Modes* on p. 11).

CUSTOM OPTIONS: Manage User Profiles, create a team, modify rosters, and edit plays (➤ *Custom Options* on p. 16).

MADDEN CARDS: Check out your challenge status, view and trade cards (➤ *Madden Cards* on p. 17).

NFL RECORD BOOK: View individual, team, coaching, and Super Bowl records (➤ *NFL™ Record Book* on p. 19).

SETTINGS: Adjust controller settings, customize AI, set sound options, and more (➤ *Settings* on p. 19).

MEMORY CARD: Save, Load and Delete files (➤ *Memory Card (Saving and Loading)* on p. 19).

EA SPORTS™: View game extras including game credits.

STARTING AN EXHIBITION GAME

Exhibition games don't count in the standings, but there's no better way to get a grip on your game than against live competition.

To Start an Exhibition Game:

1. From the Main menu, select Exhibition and press the **X** button. The Team Select screen appears.
2. Select the Home and Away teams and press the **START** button or press the **X** button to proceed to the Controller Select screen.

⊙ Press the ● button to access the Stadium Select screen where you can select a different stadium, change the time of day, or modify weather conditions.

⊙ Press the **R2** button (Home) or the **L2** button (Away) to randomly select any available team.

3. To select a team to control, press the D-button ↔ and position the controller icon next to your desired team. Press the **START** button to begin the game (or press the **X** button to access the User Options for that team).

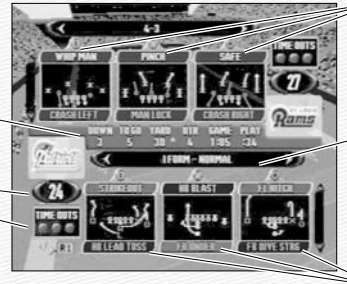
⊙ In the User Options screen, you can choose a playbook, activate a User Profile (➤ p. 16), select an alternate uniform, select the number of Mulligans per game, activate and risk Madden Cards (➤ p. 17) and adjust your controller configuration.

NOTE: Up to eight players can play *Madden NFL 2003* using two Multitaps. A different colored icon appears for each connected controller.

NOTE: You must have a user profile activated to enable Madden Challenge.

ON THE FIELD

PLAYCALLING



To Select a Play:

1. Press the D-button ↕ to select a formation (press the D-button ↔ to scroll through the sets of the formation when available). Once you have the desired formation and set, press the **X** button.
2. A list of three plays appears. Press the D-button ↕ to scroll through the available plays and then press the ■ button, the **X** button, or the ● button to select the desired play.

⇨ To call a play from the header below the selection window, press the **L2** button + the ■ button, the **X** button, or the ● button. Use this strategy to fake out a competitor who is trying to sneak a peek at your selected play.

⇨ To go back to the previous window, press the ▲ button. To flip plays (change the formation to the opposite side of the field), press the **R1** button.

⊙ After each play, the offense has 40 seconds (25 seconds after penalties and change of possession) 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.

TIPS ON OFFENSE

⇨ To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To lob a pass, tap the button.

⇨ To run a hurry-up offense, press and hold the **X** button immediately at the end of the play (after the whistle blows). The offense hurries to the line, and repeats the previous play. If you want your QB to spike the ball, press and hold the ● button at the end of a play to run a stop clock play.

- If your QB is under heavy pressure, press the ▲ button while he's still behind the line of scrimmage to lower the passing icons and scramble for yardage. During your run, you can press the ▲ button again to bring up the passing symbols. However, once your QB passes the line of scrimmage, he's not allowed to throw the ball downfield.
- To throw a route-based pass, press and hold the **L2** button plus the button of the receiver you want to throw to and the QB will lead the receiver while he's running his route.

GAME SCREEN

- If your controlled player is off-screen, an arrow the same color as your control star points toward him from the edge of the screen. Press the D-button in the opposite direction of the arrow to bring the player back into view.

PAUSE MENU

- During the game, press the **START** button to take a breather and reach the Pause menu.

NOTE: **The Pause menu options are self-explanatory except for those explained below.**

MULLIGANS: Use one of your "do-over" Mulligans during a game. When put to use, the previous play is erased and the play starts over again. However, you lose one of your three time outs.

SUBSTITUTIONS: Make lineup and player substitutions or re-arrange the depth chart.

DEPTH CHART: Re-arrange the depth chart for all positions.

- Press the **L2** button or the **R2** button to toggle player positions.
- Press the D-button ↕ to highlight the player you want to reorder or remove and then press the **X** button. The cursor moves to the bottom field.
- Press the D-button ↕ to highlight the player you want to sub in and then press the **X** button.

OFFENSIVE/DEFENSIVE FORMATION: Select individual players assigned to each formation.

- To cycle through the various formations/sets, press the **L1** button or the **R1** button.
- To cycle through player positions, press the **L2** button or the **R2** button.
- Once the position that you want to change is selected, press the **X** button. The cursor moves to the bottom field.
- To sub in the highlighted player from the "Sub In" list, press the **X** button.

AUDIBLES: Select your audibles on both sides of the ball.

- Select OFFENSE or DEFENSE.
- Press the D-button to highlight a play window and press the **X** button. The cursor moves down to the Playcalling screen.
- From the Playcalling screen, select a new play, press the **X** button and the new audible is set to the respective button.

USER CAMERA: Create a new camera angle for preplay, rushing, and passing situations.

QUIT: Return to Main menu.

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

GAME MODES

Commit yourself to a season or franchise, or customize a league. See *Other Game Modes* on p. 14 for more options.

SEASON

Make a run for the Super Bowl by playing a 16-game NFL season.

SEASON SETUP MENU

CREATED TEAMS: Play in a league that includes created teams (➤ p. 16).

ROSTERS: Play with default team rosters, modified rosters, or run a Fantasy Draft (➤ p. 17).

MOD. DIVISIONS: When ON, re-align the eight NFL divisions and play a Custom Season.

TEAM SELECT SCREEN

Place a check mark in the box of the team(s) that you would like to control during the season by pressing the **X** button. When finished, press the **START** button to advance to the Season menu.

PLAY WEEK MENU

PLAY WEEK: From the Play Week menu, you can play or simulate (CPU plays the game) games on the schedule. To play a game, highlight the match-up and press the **X** button. A checkmark appears. Press the **START** button to reach the Controller Screen. All games with out a checkmark will be simulated.

NOTE: **To spawn a game to your memory card, highlight the game and press the ● button. When you spawn a game from within a Season, Custom League, or Franchise, that game can then be played separately and the results merged back in to the original Season, Custom League or Franchise. ➤ *Spawning a Game* on p. 19 for more information.**

FANTASY DRAFT

If you are playing a Season with this option selected, you can draft players to your team roster by selecting individuals available from a pool of every NFL roster. When you are finished drafting your team, begin your season through the Play Week menu.

➪ ***To draft a player,*** highlight the name of a player from the player pool and press the **X** button to add him to your roster (to toggle player positions, press the **L1** button or the **R1** button). The CPU runs the draft for non-controlled teams.

➪ Press the **START** button any time during the draft and the CPU simulates the remainder of the player selections for the team currently on the clock.

AFTER THE SEASON

After the regular season ends, the playoffs begin. If your selected team(s) fails to make the post-season, you can play or simulate any of the remaining games.

FRANCHISE

Run the table season-after-season by building football's next dynasty.

NOTE: Franchise mode is similar to Season mode. Refer to the Season section to learn more about the Setup menu, Play Week menu and Fantasy Draft.

To Add a New Coach:

1. Before you play a game, you must select a coach to run the team. From the Coach setup menu, press the D-button ↕ to highlight a coach and press the D-button ↔ until HUMAN appears. You can also select NEW to create a new coach. Press the **START** button to accept.
2. Select a team to run and press the **START** button. The Play Week menu appears.

⊙ **EDIT COACH:** The Edit Coach feature allows you to change the strategy of a coach and select the offensive and defensive playbooks. You can also get them involved with the off-season tasks.

POST-SEASON MANAGEMENT

After the end of a season, improve your team through the draft and by signing key free agents.

POST-SEASON OPTIONS MENU

➪ ***To begin post-season transactions,*** press the **START** button after the Pro Bowl has been played. The Season Progress Screen appears. Throughout the post-season, press the ▲ button to return to the Franchise menu or press the **START** button to proceed to the next off-season stage. Self-explanatory options have been omitted.

SEASON PROGRESS: Compare a player's attributes from season to season.

RE-SIGN PLAYERS: Negotiate contracts with players from your own team.

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

TRADING BLOCK: Put players from your team on the market to see what other teams will offer you.

CREATE-A-PLAYER: Create a custom player and add him to the free agent list.

FREE AGENT SIGNING: Before the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap (For more information about bidding on a player, ➤ *To Bid on a Player* below).

To Bid on a Player:

1. Highlight a player to sign and press the **X** button.
2. Select a salary and length of contract, then submit an offer. The player accepts or rejects the offer.

⊙ The team name appears by the player's name in the player list when he accepts your offer.

⊙ You can start the bidding or outbid another team by offering more than the current offer. After a player signs with a team, the bidding is over.

NFL DRAFT: Begin the seven-round rookie draft. Each team selects one player per round. If you simulate the draft at any time, your team loses its remaining picks.

You may be able to select more than one player per round if you have traded players for draft picks.

➪ To select a player, press the **X** button. To simulate the draft at any time, press the **START** button.

SIGN DRAFT PICKS: After the draft, you must sign your draft picks to your roster.

PRESEASON SCHEDULE: Choose your teams to play a three game schedule.

PRESEASON DEPTH: Allows for modification of the roster before the preseason.

PRESEASON PROGRESSION: Compare a player's attributes after the preseason is completed.

CUSTOM LEAGUE

Set up your own custom league of four to eight teams and watch them battle for the championship. In terms of setup, Custom League is similar to a Season.

To Start a Custom League:

1. Press the **X** button to proceed to the League Setup screen after you have finished entering your choices at the Custom League Setup Box.
2. Press the D-button ↔ to choose a team for a highlighted player.
3. Press the D-button ↕ to change the highlighted player.
4. Press the **X** button to enter the highlighted player's name.
5. Press the **START** button to advance to the Custom League Main menu when you're finished entering all player information.

OTHER GAME MODES

Compete in a Tournament, run your team through a tough Practice, set up and conquer a challenging Situation, or take on up to nine friends in a Two Minute Drill showdown.

TOURNAMENT

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

Tournament Setup Box

The Setup box in Tournament mode has these additional options.

Tournament Type: Choose a **SINGLE** or DOUBLE ELIMINATION tournament.

Num. of Players: Play a **4**, 8 or 16-team tournament.

Mercy Rule: Invoke a mercy rule by setting a point margin differential anywhere from **NONE** to 99 points.

Created Teams: Play the tournament with created teams ON or **OFF**.

Rosters: **DEFAULT**/MODIFIED/FANTASY DRAFT.

Randomize Seeds: When ON, the top seeds don't necessarily play the lower seeds. The pairings and brackets are randomized.

To Start a Tournament:

1. After setting the Tournament options, press the **X** button to continue to the Team Select screen. Highlight a player and press the **X** button to enter a name, then press the D-button ↔ to select a team. Press the **START** button to continue to the Tournament Main menu.
2. To play a game, select Tournament Tree at the Tournament Main menu and press the **START** button on the desired match-up. The Controller Select screen appears.
3. To simulate, spawn, or forfeit a game, press the **X** button.

COACHES CORNER

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

Training Mode

With the help of John Madden and his telestrator, get in-depth knowledge of each play and learn how each formation can help you during a game. Madden runs the play first with an in-depth preview, and then it's your turn to take control. You can earn tokens with big plays so pay attention to what Coach Madden has to say.

Training Mode consists of a total of 18 plays and 6 formations. The more yards you gain, the more points you will earn. You run each play a maximum of five times.

NOTE: **You must select a User Profile to access Training Mode.**

Practice

Brush up on your playing skills or master a team's playbook on the practice field. Here you can run a single play over and over against or without a defense.

PRACTICE SETUP MENU

Team: Select a team to control.

Playbook: Choose a playbook from any of the 32 current NFL teams.

Profile: Practice with or without a player profile.

Control: Control **OFFENSE**, DEFENSE, KICK or KICK RETURN teams.

Play Info: Display the play selection for both the offense and defense or toggle off for a full view of the field.

Defense: When controlling the offense, you have the option of running your plays with or without a defense on the field. Default is **ON**.

- ⇨ To call a new play, press the **R2** button.
- ⇨ To re-spot the ball press the **L2** button and then position it by pressing the D-button.
- ⇨ To run a play, press the **X** button.

SITUATION

Create your own challenging situations or work your way through 15 of the greatest games of all time. Each consecutive win unlocks the next Great Game.

To Select your Situation Settings:

1. Press the D-button ↔ to change highlighted setting.
2. Press the D-button ↕ to choose new setting to change.
3. Press the **START** button to advance to the Controller Select screen when finished choosing situation settings. Continue through the User Options screen to start a game as you would in an Exhibition Game (➤ *Starting an Exhibition Game* on p. 8).

TWO MINUTE DRILL

It's down to the wire and you have two minutes to prove you have what it takes to win in crunch time. Earn big points for big plays as you move the ball down the field.

Two Minute Challenge

Up to 10 players can participate. After a score, you get the ball back, as long as there is still time on the clock.

To Start a Two Minute Challenge:

1. Press the **L1** button or **R1** button to change the number of players.

2. Press the **R2** button to cycle through defensive teams alphabetically. To go back in the alphabet, press the **L2** button.
3. Highlight a player and press the **X** button to enter a name, then press the D-button ↔ to select a team.
4. Press the **START** button to get to the field.

Head To Head Challenge
In a Head-To-Head Challenge, take on a buddy to see who can make the most of the last two minutes.

MADDEN CLASSIC
Return to glory by playing the 16-bit gamestyle that brought Madden NFL its fame.

Madden Classic Controls

OFFENSE—BEFORE THE SNAP	
Audible/Anti Blitz	■ button
Fake snap/Run play audible	X button
Snap the ball/Pass play	● button

DEFENSE—BEFORE THE SNAP	
Audible/Anti run defense	■ button
Switch players	X button
Blitz	● button

OFFENSE—AFTER THE SNAP	
Dive	■ button
Spin	X button
Speed burst/Jump	● button

DEFENSE—AFTER THE SNAP	
Tackle	■ button
Switch player	X button
Jump/Strip ball	● button

⊙ To kickoff, press the ● button to start the kickmeter, then press the D-button ↔ to aim the kick, then press the ● button to kick.

CUSTOM OPTIONS
Use Custom Options to setup a User Profile, Create a team, modify rosters and access the Play Editor.

USER PROFILES
Keep your created plays and favorite teams ready for any game with a User Profile.

User Profile Menu
The User Profile function allows you to edit playbooks and substitutions. From the User profile menu you can select one of three User Profile teams, set your audibles, select your player substitutions, compare your User Profiles against other user records, and save profiles.

CREATE-A-TEAM
From the Create-A-Team menu, you can select a new team nickname, logo, and uniform, choose a city to represent, create a stadium type, and more.

ROSTERS
Rosters allow you to set up your depth chart at every position, trade players from team to team, sign free agents, release players, create, edit and delete custom players.

PLAY EDITOR
Create up to six offensive and six defensive plays for your playbook.

To Create a Play for your User Profile Team:
Select CREATE PLAY to access the Play Editor menu, and then...

1. Select CREATE NEW PLAY.
2. Select offense run, offense pass, or defense from the pop-up box, and then select a formation and set. The team lines up in formation with a star under the first player.
3. Select the type of assignment from the available choices, and then select the play assignment. A diagram appears for each available assignment.
4. To accept the highlighted player's assignment, press the **X** button and the star will move to the next player.
5. Repeat until each player has an assignment and press the **START** button. The Play Editor menu appears.

⇨ To Practice the new play, select RUN CURRENT PLAY.
⇨ Select SAVE CURRENT PLAY to save your created play to your user profile.

MADDEN CARDS
Earn tokens for each Madden Challenge task completed and use tokens to buy Madden Cards. Activate one of six types of cards (Current Players, Historic Players, Teams, Stadiums, Cheats and Cheerleaders) to give your game a boost. Or initiate a trade to pick up that coveted card.

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 when you sell a card, Rarity, tells you the odds of getting a particular card, and Life equals the life expectancy of a card (unlimited or once).

CHALLENGE STATUS
Tasks Completed: Percent of tasks completed at a particular level.

Tokens Current Total: Total number of Madden tokens for that user.

Level Select: View one of 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 selected level. The token scale has a highlighted box around the particular level a task has been completed at.

⊙ You can cycle through one of four User Profiles by pressing the **L1** button or the **R1** button.

CARD BOOK

View the cards you have collected or buy new packs.

To Trade a Madden Card:

1. From the Madden Cards Main screen, choose TRADE CARDS. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing the **L1** button or the **R1** button.
3. To scroll through available cards, press the D-button ↔, then press the **X** button to select the highlighted card. Press the **X** button while viewing the card to add it to the trade (You can include up to three cards in a trade.)
4. The second player repeats this process for his/her User Profile.
5. When all cards have been added to the trade proposal, press the **START** button to initiate the trade. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press the **X** button.

You can sell back a Madden card to recoup tokens.

⇨ Activate a card to reap its benefits. (Flip a card by pressing the ● button, after it has been selected, to see its attributes.)

To Play or Sell a Madden Card:

1. From the Card Book screen select a card to sell by highlighting it and pressing the **X** button. The View/Activate Card screen appears.
2. Choose either ACTIVATE CARD or SELL CARD BACK and press the **X** button. The Card Book screen reappears. A little blue box appears around current player and cheat cards after they're activated.

⇨ To deactivate a card before the start of a game, select it again in the Card Book and press the **X** button. The View/Activate Card screen then gives you the option to deactivate it.

Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).

To Risk a Madden Card:

1. From the Controller Select screen, press the **X** button to access User Options.
2. Select a User Profile if one is not already in use.
3. Highlight the Madden Cards: Risk Option and press the **X** button. The Risk Cards screen appears.
4. Select a card as you would in a trade and then press the **START** button to initiate the wager.
5. At the pop-up window, confirm that you wish to risk these cards to return to the Controller Select screen.

⊙ The player who wins the game, wins the cards! (If a game is aborted, all bets are off.)

NFL™ RECORD BOOK

View a list of NFL individual, team, and coaching records.

SETTINGS

Gameplay: Change game settings including quarter length, skill level (ROOKIE level is for beginners, **PRO** is for low intermediate players, ALL-PRO for high-intermediate and ALL MADDEN is for experts), salary cap, momentum, and more.
Customize AI: Choose **normal**, aggressive, or conservative strategies for Offense. Select from **normal**, blitz, or zone for Defense. Set the balance of running vs. passing.
Penalty Settings: Set the frequency of penalties called with the penalty sliders.
Sound Options: Adjust volume levels for music, sound effects, commentary, and crowd. Also select Dolby™ Surround, stereo, or mono output.
Menu Music Select: Select tracks from the various artists of *Madden NFL 2003*.
Controller CFG.: Choose one of five controller configuration setups.

⊙ A blue asterix will appear in Global Setting next to any setting that has been changed on any other setting page.

MEMORY CARD (SAVING AND LOADING)

Save or load a Franchise, Season, Tournament, Custom League, Settings, or a Spawned game.

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

To Save/Load a File:

1. From the Main menu, select MEMORY CARD to get to the Load/Save Game screen.
2. Highlight SAVE NEW or OVERWRITE (to save a file) or LOAD (to load a file) and press the **X** button.

NOTE: You need to select a file and press the X button a second time when using OVERWRITE.

SPAWNING A GAME

Take one game from a multiplayer Custom League, Franchise, Season, or Tournament, and save it to a memory card to play separately on a different PlayStation game console and without the other player(s). The results can then be merged back into the original format.

- ⇨ To spawn a game in Season or Franchise, press the ● button at the Play Week screen.
- ⇨ To spawn a game in a Tournament or Custom League, press the **X** button to bring up the Options pop-up menu and then choose SPAWN from the list of options.

To Load a Spawned Game:

1. Select MEMORY CARD from the Main menu and toggle to SPAWNED GAME.
2. Press the **X** button and the Controller Select screen appears.
3. Begin the game like you would in Exhibition mode.
4. After the game is complete, save the Spawned game again.

⇨ After completing the spawned game, confirm that you would like to save the results. You can merge the spawned game by reloading the original season, selecting MEMORY CARD, and then loading the appropriate Results file.

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