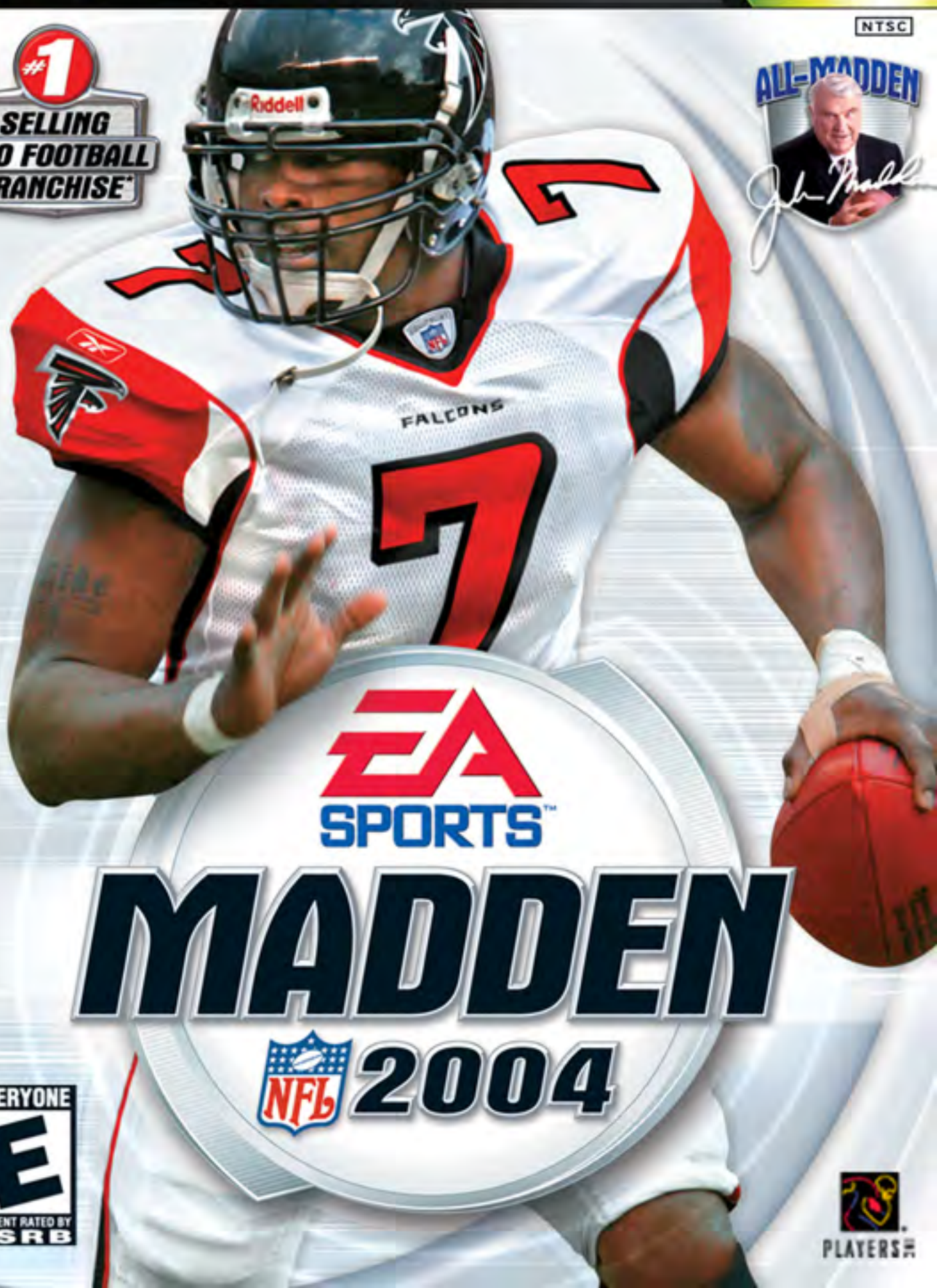
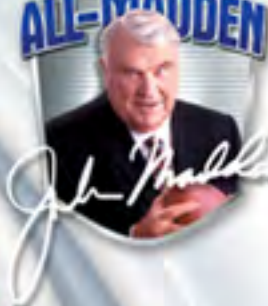


XBOX

NTSC

#1  
SELLING  
PRO FOOTBALL  
FRANCHISE™

ALL-MADDEN



EA  
SPORTS™

MADDEN

NFL 2004

EVERYONE  
E  
CONTENT RATED BY  
ESRB



PLAYERS

## ABOUT PHOTOSENSITIVE SEIZURES

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

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

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

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

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

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

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

## AVOID DAMAGE TO YOUR TELEVISION

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

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

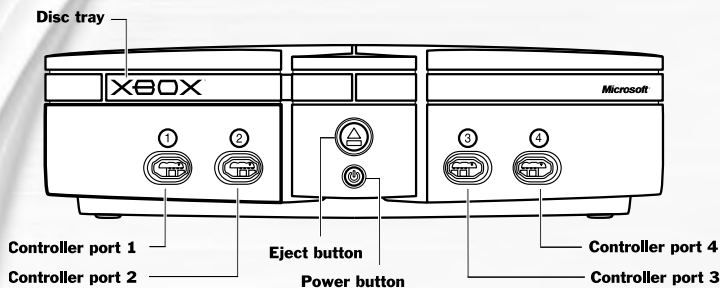
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# TABLE OF CONTENTS



<b>USING THE XBOX VIDEO GAME SYSTEM .....</b>	<b>2</b>
<b>USING THE XBOX CONTROLLER.....</b>	<b>3</b>
<b>BASIC CONTROLS.....</b>	<b>4</b>
<b>COMPLETE CONTROLS .....</b>	<b>5</b>
<b>SETTING UP THE GAME.....</b>	<b>9</b>
MAIN MENU.....	9
PLAY NOW .....	10
<b>PLAYING THE GAME .....</b>	<b>12</b>
<b>FRANCHISE.....</b>	<b>16</b>
OWNER MODE.....	20
<b>OTHER GAME MODES.....</b>	<b>25</b>
TOURNAMENT.....	25
MINI-CAMP.....	25
TWO MINUTE DRILL.....	25
FOOTBALL 101 .....	26
PRACTICE.....	26
SITUATION .....	26
<b>FEATURES.....</b>	<b>27</b>
<b>MY MADDEN.....</b>	<b>32</b>
EA SPORTS™ BIO .....	32
MADDEN CARDS.....	34
STAT BOOK .....	35
GAMEPLAY SETTINGS .....	36
SYSTEM SETTINGS.....	37
<b>SAVING AND LOADING.....</b>	<b>38</b>
<b>PROFILE MANAGER.....</b>	<b>38</b>

# USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Madden NFL 2004* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Madden NFL 2004*.

## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

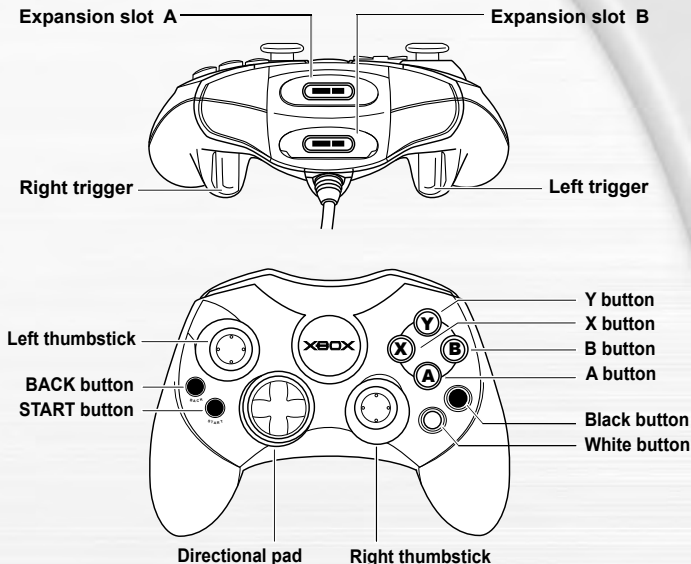
### TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

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

# USING THE XBOX CONTROLLER















## XBOX CONTROLLER CONFIGURATIONS



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Madden NFL 2004*.

## MENU CONTROLS

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


**For more info** about this and other titles, visit EA SPORTS on the web at [www.easports.com](http://www.easports.com).

# BASIC CONTROLS


Make your playoff run with the use of these basic controls.

## GENERAL GAMEPLAY

---

Pause game 


---

Call timeout 


---

## PLAY SELECTION

---

Cycle formations  ↑ or  ↓






---

Cycle sets (when available)  ← or  →

---

Select sets and formations 


---

Select play  ↑ or  ↓ then , , or 

---

## KICKING

---

Start kick meter/Kick the ball 

---


## OFFENSE

---






Snap the ball 

---

### Passing:

Bring up passing icons (when Passing mode is set to NORMAL) 

---

Throw the ball , , , , or 




---

Move player  ↑ or  ↓


---

## DEFENSE


---

Switch player   

---

Move player  ↑ or  ↓

---

Dive 

---

**NOTE:** For information on **ALL** game controls, > *Complete Controls* on p. 5.

# 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 **R** ←

**Hot Route** primary receiver on a passing play **R** ↓ or ←

## PLAYMAKER - OFFENSE (AFTER THE SNAP)

**Guide** the nearest blocker (on a run play) **R** ↓ or ←

**Direct** the nearest receiver (on a pass play) **R**

## PLAYMAKER - DEFENSE (BEFORE THE SNAP)

**Cheat** the secondary to one side **R** ←

## PLAYMAKER - DEFENSE (AFTER THE SNAP)

**Cheat** against the run **R** ↓ (immediately after the snap)

**Cheat** against the long pass **R** ↑ (immediately after the snap)

## OFFENSE (BEFORE THE SNAP)

Call an **audible** (> p. 13) **X** then **X**, **A**, **B**, **L**, or **R**

**Cancel an audible** **Y** (before selecting an audible)

**Run original play** **X** then ○

**Flip play** (at the line of scrimmage) **X** then ●

**Quiet crowd** Click **L**

**Coach's cam** (View receiver routes) ● + ⊕

**Fake snap** **B**

**Call timeout** ◀

**Snap the ball** **A**

## RUNNING

Move player/Run	⊕ or ⊖
Sprint	A
Dive (RB/WR)	X
Slide/Dive (QB)	X (tap) / X (hold down)
Jump/Hurdle	Y
Spin	B
Juke left/right	R + ⊕ ↔ or R + ⊖ ↔
Stiff arm left/right	L

## PASSING

Bring up passing icons (when Passing mode is set to NORMAL)	A
Pass to the receiver with corresponding control icon	A, B, X, L, or R
Throw ball away (while passing icons are up)	○
Toggle passing icons OFF/ON	Y
Pump fake	●

## RECEIVING

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

## BLOCKING

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

## AFTER THE PLAY

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





## DEFENSE (BEFORE THE SNAP)

Cycle through defenders	A or B
Reposition player	⊕ or ⊖
Defensive line shift	L then ⊕ ↓ or ←
Reset defensive line shift	L then ○
Linebacker shift	R then ⊕ ↓ or ←
Reset linebacker shift	R then ○
Call an audible	X then X, A, B, L, or R
Call coverage audible	Y then ⊕ ↓ or ←
Cancel an audible	Y (before selecting an audible)
Reset coverage	Y then ○
Reset original play (after calling an audible)	X then ○
Flip play	X then ●
Pump up crowd (LB only)	Click ⊖
Coach's cam	●
Call timeout	⏪

## DEFENSE (AFTER THE SNAP)

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

## KICKING GAME

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

## 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 ⊕ or moving the ⊖.
- ❖ 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	A
Move return man	⊕ or ⊖
Fair catch (while controlling the return man)	Y

**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* (without an active User Profile), the My Favorite Team overlay appears. Your selected team is used as the default team for Play Now, Franchise, and Practice mode games. Your favorite team is also featured in all menu artwork and is your default team for Rosters and Create-a-Player.

- ➔ At the My Favorite Team menu, press the **+** **←** until your team is highlighted and then press **A**. If you don't want to set a favorite team, press **B**.

## MAIN MENU

Check out game demos and more with EA SPORTS™ Extras



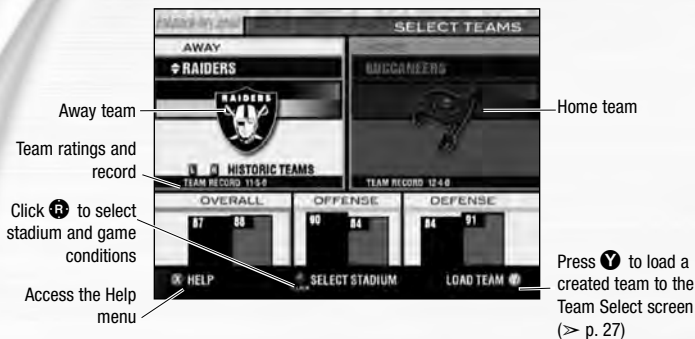
Madden 101—Al and Melissa tell you what's new in Madden NFL 2004

**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

➤ Pull **L** or **R** to cycle through Historic teams, press **C** to select any team at random, or press **Y** to randomly select a current NFL team.

### STADIUM SELECT (WEATHER AND TIME OF DAY)

Click **R** to choose your stadium. You can select the weather conditions and kickoff time:

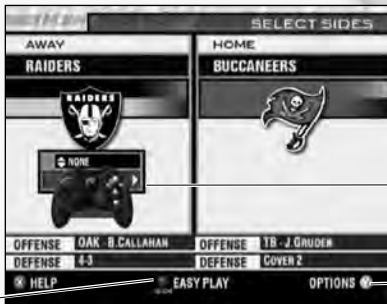
**1:00 PM**, **2:30 PM**, **4:15 PM**, **8:30 PM**, or to the internal clock on your console. To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.

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

## CONTROLLER SELECT SCREEN



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



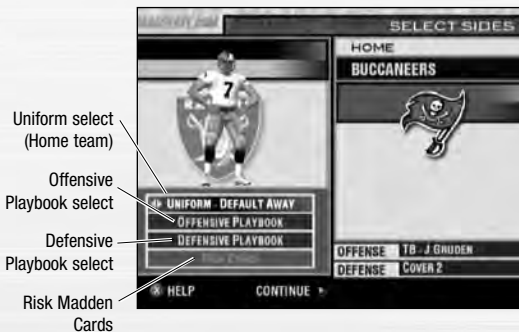
To choose a team, press the **+** and position the controller icon under your desired team.

Press **Y** to select more options.

Press **▶** 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.



# PLAYING THE GAME

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

## 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 **⊕** **↓** to cycle through windows)



### TO SELECT A PLAY:


1. Press the **⊕** **↓** to select a formation and set, then press **A**.
  - ❖ From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest. A yellow symbol means players are slightly winded. Players are fresh when their symbol is white.
2. To select the desired play, press **A**, **B**, or **X**. To go back to the previous window, press **Y**.
  - ➔ To flip formations and plays to the opposite side of the field, press **○**.
  - ➔ To call a play from the header below the selection window, pull **R** + **A**, **B**, or **X**. To call a play from the header above, pull **L** + **A**, **B**, or **X**.
  - ➔ To ask John Madden for coaching assistance on your next play, press **X** before choosing a formation and a suggested play is highlighted in the play selection window.
  - ➔ To select a special Package Formation, press **B** 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  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 **X**, then press **A**, **B**, or **X**, or pull **L** or **R**. The players adjust their set and/or formation as the new play is called out on the field.
- ➔ To cancel, press **Y** (before selecting an audible). To customize your offensive and defensive audibles, > *OFF/DEF Audibles* on p. 37.

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

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

## RECEIVER/BACK MOTION

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



### TO CALL MAN IN MOTION:

1. While at the line of scrimmage, press the  or move the  to highlight an eligible player.
2. Press the  or move the  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  while he's still behind the line of scrimmage and scramble for yardage. During the run, you can press  again to bring up the passing icons. 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  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  at the end of a play to run a stop clock play. To call a "fake spike" trick play, hold .

## COVERAGE AUDIBLES

Coverage audibles allow you to change the strategy of the defensive backs at the line of scrimmage. Press  then press the  to put the defensive backs into bump and run coverage. Press  then press the  to put the defensive backs 3-5 extra yards off the ball in loose coverage. Press  then press the  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. Pull **L** to activate the Defensive Line audible then press the **+** **↑** to spread the defensive ends outside the tackles, or press the **+** **↓** to move the line in tight between the tackles. Press the **+** **←** to shift the line left, or press the **+** **→** to shift all linemen to the right.

## LINEBACKER SHIFT

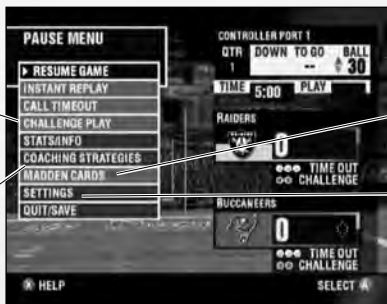
Shift your linebackers around the field before the offense gets the play off. Pull **R** to activate the Linebacker audible then press the **+** **↑** to spread the linebackers out, or press the **+** **↓** to move them in tight, protecting the middle of the field. Press the **+** **←** to shift the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

## PAUSE MENU

➡ During the game, press **⏸** 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 such as substitutions or editing depth charts, > *Rosters* on p. 29.



For more information on Madden Cards, > p. 34.

For more information on Settings, > p. 36.

# FRANCHISE

Take full command of an organization for 30 complete seasons.

## FRANCHISE SETUP SCREEN

When your options are selected, press **A** to select a team and a coach from the bottom half of the screen.

Press **Y** 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. 17.

### OWNER MODE

Take complete control of the financial aspects involved in owning a football franchise. For more information, > *Owner mode* on p. 20.

## SELECTING A TEAM

You can run any NFL team of your choice.

### TO SELECT A TEAM:

- From the Franchise Setup menu, press **A** (after options are set), then press the **←→** to select a team. Press **A** and the Select Coach overlay appears.

**NOTE:** The Select Coach overlay only appears when Owner mode is OFF.



#### TO LOAD A CREATED TEAM:

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

**NOTE:** Importing a created team disables Owner mode.

2. Press the **←** to select the NFL team your created team will replace.
3. Press **▶** to add your team and return to the Franchise Setup screen.
4. Press the **←** 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 **A** 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 **A**. The Select Coach menu appears. Highlight COACH and press **A** 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 **←**.
3. Highlight OK and then press **A** when complete.
4. Once your coach is created, highlight START FRANCHISE and press **A**. 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 **▶** 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 **A**. You can browse through the positions lists by pressing **○** or **●**. Move through the available players by pressing the **↑**.
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 **▶**.

## 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 **▶** 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. 29.

### OWNER'S BOX

The Owner's Box option is not available until the end of the first 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. 34.

**EXPORT TEAM:** Save your current Franchise team to a Memory Unit or hard disk and make it available for Exhibition and Tournament modes.

**CREATE-A-PLAYER:** Create a new player and add him to a team or the free agent list, or edit an existing player, > *Create-a-Player* on p. 27.

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

**GAMEPLAY:** Adjust your game settings. For more information, > *Gameplay Settings* on p. 36.

**SYSTEM:** Adjust your audio and visual settings for the season. For more information, > *System Settings* on p. 37.

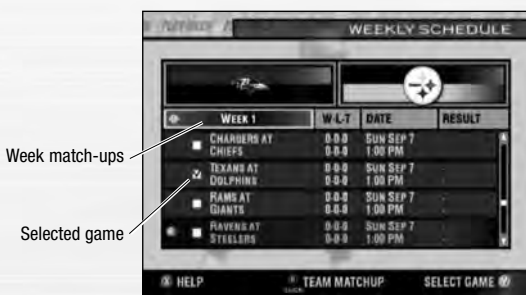
**SAVE:** Save or delete your Franchise and other files to/from your MU or hard disk. For more information, > *Saving and Loading* on p. 38.

## OPTIONS

## 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 **Y** and a red checkmark appears next to your selected game.
  2. With a selected game highlighted, press **A** to advance to the Controller Select screen. Press **A** again to start the game.
- ➔ If you highlight a user-controlled game and press **A**, all non-user games are simulated automatically.

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

## PRESEASON

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

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

## DURING THE SEASON

During 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 MU or hard disk.

### 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 MU or hard disk. 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** For more information, > *Set Prices* on p. 20.

**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 **A**. Adjust the salary and contract length and press **A** 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. 24.

### 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. 17).

### 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. Pull **L** or **R** to toggle between user-controlled teams and press **●** or **○** to cycle among the different positions. Press **Y** to sort a column.
2. To view a Scouting Report, highlight a player and click the **R**. To return to the Rookie Scouting screen, press **B**.
3. Pick up to 15 players to scout per round. Highlight a player and press **A** to flag them. To unflag a player, press **A** again.
4. Once you have flagged the players you wish to scout, press **▶** to proceed to the Scouting Combine.
5. At the Scouting Combine, check up on your scouted rookies. Press **●** or **○** to cycle among the player positions until you come to TARGETS. A list of players that you scouted appears.
6. Click the **R** 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

<b>TOURNAMENT TYPE</b>	Choose a <b>SINGLE ELIMINATION</b> , <b>DOUBLE ELIMINATION</b> , <b>ROUND ROBIN</b> , or <b>DOUBLE ROUND ROBIN</b> tournament.
<b>NUMBER OF TEAMS</b>	The number of teams you can choose is dependent on the type of tourney you have selected.
<b>PLAYOFF TEAMS</b>	The number of playoff teams is only for round robin tournaments.
<b>FANTASY DRAFT</b>	When <b>ON</b> , conduct a Fantasy Draft before playing in a tournament (> <i>Fantasy Draft</i> on p. 17). The default is <b>OFF</b> .

### TO START A TOURNAMENT:

1. From the Tournament Setup (Team Selection) menu, press the **⊕** **↔** to cycle through available teams and press **▶** 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 **A**. Press the **⊕** **↔** 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.
- ➔ Pull **L** or **R** to change the skill level or press the **⊕** **↔** 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

<b>PLAYERS</b>	Up to four players can run the Two Minute Drill.
<b>CPU DEFENSE</b>	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. 34.

## 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 **○** to head to the field.

**NOTE:** Press **Y** 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). For more information, > *Practice* below.

## PRACTICE

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

### PRACTICE SETUP SCREEN

From the Practice Setup screen, select the offensive and defensive teams that you want to practice with. 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 **○** or **A** to reach the Controller Select screen. After you select a team, press **○** or **A** to reach the practice field.

### PRACTICE FIELD

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

➤ To re-spot the ball, press **○**. Then press the **⊕** to select the new spot on the field, and press **A** when finished.

➤ To choose a different play, press **○** or **○** 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 **⊕** ← to change the highlighted setting.
2. Press the **⊕** ↓ to choose a new setting to change.
3. Press **○** 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 **▶** 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. Pull **L** or **R** to cycle through Body, Rear, Arms, Legs, and Equipment and press the **⊕** 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 **⊕ ↔** 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 **▶**, highlight YES and press **A** 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 **A** or press the **⊕ ↔** to change/choose the options. Press **▶** to continue.
2. From the Stadium Information screen, design your Stadium Type. Pull **L** or **R** to toggle stadium parts. Press **▶** to continue.
3. From the Uniform Editor screen, press the **⊕** to browse through the options and the color panel to create your Home and Away uniforms. Pull **L** or **R** to toggle to the helmet, jersey, and pants editing screens. Press **▶** when your uniform is complete.

**NOTE:** Before you exit out of the Create-a-Team menu, be sure to save the team to your MU or hard drive. 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 **A**. The Create-a-Playbook screen appears.
2. From the Create-a-Playbook screen, highlight **CREATE NEW PLAYBOOK** (or highlight an existing playbook to edit) and press **A**. The New Playbook overlay appears.
3. Select a practice team and a base playbook type, highlight **CONTINUE**, and press **A**. 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 **A**.
  2. Highlight a play you wish to add to the playbook and press **A** (press **A** again to remove it). You have 81 total plays and 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 **A**.
  - ❖ Pull **L** or **R** 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 **A**.
2. Press the **+** to move the cursor around the grid and highlight the player you wish to move. Press **A** to continue.
3. Press the **+** again to move the highlighted player around the grid, and press **A** 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 **A**. Press **▶** 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 **A**. Choose CREATE PLAY and select RUN or PASS (for new created plays) or highlight a previously created play and press **A** again.
  2. Press the **+** to move the cursor around the grid, highlight the player you wish to move, and press **A**. The Routes screen appears.
  3. From the Routes screen, highlight an existing route or assign a blocking assignment for your player and press **A**. Highlight a distance, rushing route, or type of block for the player and press **A**. The new route is set.
- ❖ To customize a route, press the **+** to diagram the route or assign blocking assignments on the field. Press **A** to alter the route in another direction or to complete a player's route. Press **▶** when complete.

## PREVIEW PLAYBOOK

### TO PREVIEW A PLAYBOOK / SWAP PLAYS:

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



## SAVE PLAYBOOK

### TO SAVE A PLAY OR FORMATION:

- ➔ If you made any changes or additions to the current playbook, press **B** from the Create-a-Playbook menu. Press the **+** to highlight YES and press **A**. To complete the save, > *Saving and Loading* on p. 38.

## ROSTERS

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

### VIEW ROSTER

View all NFL team rosters by team and position.

- ➔ Pull **L** or **R** to change teams. Press **O** or **●** 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 **A**.
2. Highlight the desired section to be edited and press **A** (Information, Appearance, Build, Equipment, or Attributes). For more information, > *Create-a-Player* on p. 27.

### 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 **A**. Your cursor moves to the team roster.
  2. Highlight a player from the team roster and press **A**. The new player is inserted into the depth chart.
- ➔ Press the **Y** 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 (pull **L** or **R** to cycle through the various situations ) and then a formation and set (pressing the **⬆** **⬇**).
2. Select a position by pressing the **⬆** **↔** to scroll through the players in a set and then press **A** when the desired player is highlighted.
3. From the Available Players list, highlight the player to be substituted and press **A**. 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 **A**. His last name appears in the trade window.
2. Pull **L** or **R** to cycle through the teams. Press the **⬆** **⬇** to highlight the player (from another team) that you wish to trade for and press **A**.
3. Press **▶** and the trade is either accepted or declined. If the trade is accepted highlight YES and press **A** to proceed.

**NOTE:** In Franchise mode a 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 **A** to bring up the New Proposal screen.
2. Press **⬅** or **➡** to cycle through your team and add players to the block. Press **▶** 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, pull **L** or **R** to change teams and view salary cap information for that team.
  2. If the selected team has enough room under the cap, highlight the player you wish to sign and press **A**.
- ❖ In Franchise mode, the player must be offered a salary that he may accept or reject.

## RELEASE PLAYER

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

### TO RELEASE A PLAYER:

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

## 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. Pull **L** or **R** 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 SPORTS™ 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 hard disk, 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 you are prompted to create an EA SPORTS Bio. You are also prompted to save when you complete accomplishments or reach a new gamer level (> below).

## EA SPORTS GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level 1 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

Press **Y** to delete your entire EA SPORTS Bio

## PRODUCT SUMMARY SCREEN

Toggle Major and Recent Accomplishments

Recent accomplishments



Total time spent playing the selected title

Number of games played for this title

## 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:** Your EA SPORTS Bio file is saved directly to your hard drive and cannot be deleted directly. It can only be removed when all your save games are deleted.

## 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 **Y**. 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 **A**.
2. Scroll through the pack to see if you earned any new cards.

#### TO PLAY OR SELL A MADDEN CARD:

1. From the Card Book screen select a card to sell by highlighting it and pressing **A**. The View/Play Card screen appears.
2. Press **Y** to flip the card over.
3. Choose either PLAY CARD (in-game only) or SELL CARD and press **A**. 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 **Y** to bring up the Options menu. Highlight RISK CARDS and press **A** to continue.

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

2. Pull **L** or **R** to cycle through the different types of Madden Cards.
3. Press the **⬆** to highlight an individual card.
4. Press **A** 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 **⬅** 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

Pull **L** or **R** to cycle through the five Challenge Levels.

### TOKEN SCALE TABLE

The number of tokens earned on each skill level for completing a task.

### CHALLENGE TASK TABLE

List of tasks for the selected level.

## RATING SYSTEM

There are four categories in which Madden Cards are rated: **Power** indicates how “strong” a card is. **Value** determines the number of tokens you 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 **A**. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pulling **L** or **R** and then scroll through available cards by pressing the **←** or **→**. Press **A** to select the highlighted card.
3. Press **Y** to flip the card.
4. Select Add, then press the **A**. 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 **▶** 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

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

When set to **QUICK**, you do not need to press **A** again to bring up the passing symbols.

### REMEMBER FORMATIONS


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

## 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 .

## 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 .

## 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 **⊕** **←**.

## 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 **⊕** **↓** to highlight either OFF AUDIBLES or DEF AUDIBLES and press **A**. The Playbooks menu appears.
  2. Press the **⊕** **↓** to choose the playbook you want to adjust the audibles for.
  3. Highlight one of the audible slots from the play windows and press **A**. The cursor moves to the formation window.
  4. Select a formation and set by pressing the **⊕** and then pressing **A**. Highlight the desired play and press **A** to accept it.
- ↻ To flip any audible, press **○** 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, or play to the songs you've saved to the Xbox hard drive.

### AUDIO

#### VOLUME SLIDERS

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

### VISUAL

#### FIELD LINES

Set the Camera Angle, Player Displays, Field Line display and turn Auto Instant Replays **ON/OFF**.

# SAVING AND LOADING

Save or load files from your hard disk or MU.

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

**NOTE:** An MU will hold up to 200 blocks of memory.

## LOADING, SAVING, AND DELETING FILES

### TO LOAD, SAVE, OR DELETE A FILE:

1. From the My Madden menu, select Load/Save.
2. Choose to load or save.
3. Choose to load from the hard drive, or a desired MU.
  - ❖ Pull **L** or **R** to browse the file types.
  - ❖ Press **A** to select the media type.
  - ❖ Create a new file, or highlight an existing file and press **A** to overwrite it.
  - ❖ Press **Y** to delete a highlighted file.
  - ❖ Press **○** or **●** to toggle autosaving ON or OFF.

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

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

## PROFILE MANAGER

Keep track of your career stats with a User Profile. If an active User Profile is associated with a team during a game, the 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 **Y**. The Choose Active Profile screen appears. Highlight CREATE NEW and press **A**.
2. Use the keyboard pop-up to create a name for your User Profile. Highlight DONE and press **A** to accept the new profile name.

#### TO LOAD, SAVE, OR DELETE A USER PROFILE FROM YOUR MU:

- ☉ Profiles can be loaded from the MU in the same way you load other files. For more information, > *Saving and Loading* above.





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