

BASIC GAMEPLAY CONTROLS

The menu in *Madden NFL™ 2003* is divided into two sections. The upper menu manages gameplay options and the Revolver menu in the lower-right corner lets you set system settings, user profiles and other options. If you need help, click on the  button in the center of revolver menu to get help for your current screen. Use the mouse to navigate through both menu sections.

MENU CONTROLS

ACTION	MOUSE
Highlight menu item	Move cursor over option
Cycle through options	Click on arrows
Select highlighted item	Left-click/ 
Cancel/Return to previous screen	Left-click on back arrow/ 
Help Menu	Left-click on Help icon
Start Exhibition Game (from Main menu)	

NOTE: You can move forward and backward along the critical path at any time by pressing  or .

GENERAL GAMEPLAY

ACTION	GRAVIS™ GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Pause game	START	 or 	 or 
Call timeout	SELECT		
Instant replay	L1 + R1	 + 	 + 
Zoom In/Out (during gameplay)	N/A	Mouse wheel	N/A

PLAY SELECTION

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Cycle sets and formations	D-Pad	 ,  ,  , and 	Arrow Keys    
Select sets and formations	Button 2	Left Mouse button	
Cycle plays	D-Pad ↑	 or 	Arrow Keys  
Select play	Button 1, Button 2, or Button 3	 , Left Mouse, or 	 ,  , or 
Flip play	R2		
Cancel formation	Button 4	Right Mouse button	

KICKING

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Start kick meter/ kick the ball	Button 2	Left Mouse button	[D]

OFFENSE

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Snap the ball	Button 2	Left Mouse button	[D]
Bring up passing icons (if Quick Passing is OFF)	Button 2	Left Mouse button	[D]
Pass the ball to a receiver	Button 1, Button 2, Button 3, L1, or R1	Move crosshairs towards eligible receiver and press the Left Mouse button	[S], [D], [F], [W], or [R]
Move player	D-Pad	[E], [D], [S], or [F]	Arrow keys [↑] [↓] [←] [→]

DEFENSE

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Switch player	Button 2	Left Mouse button	[D] or [F]
Move player	D-Pad	[E], [D], [S], or [F]	Arrow Keys [↑] [↓] [←] [→]
Dive	Button 1	[A]	[S]

NOTE: For more detailed information about all gameplay controls,
➤ *Complete Control Summary* p. 4.

NOTE: When using the mouse & keyboard controls at the Playcalling screen, "L" refers to the left mouse button.



For more info about *Madden NFL 2003* and other titles, check out EA SPORTS™ on the web at www.easports.com.

NOTE: See enclosed Install Guide for technical support information.

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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.

NOTE: EA reserves the right to retire the EA SPORTS Online Service for this product after 90 days notice, or 30 days after the last day of the 2002–2003 NFL football season.



CUSTOM TEAM LOGOS

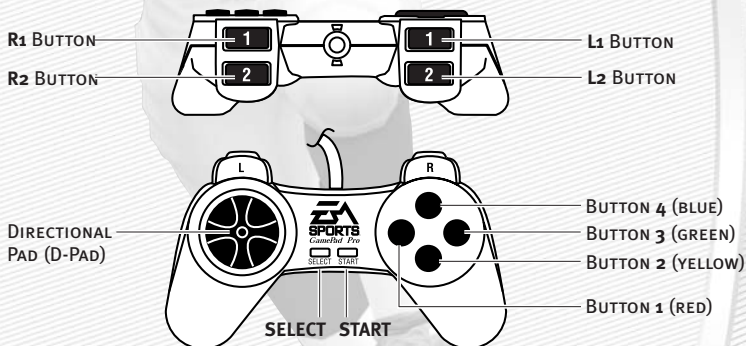
Create logo images with a standard paint program and import them into *Madden NFL 2003*. The Custom Team Logos feature allows you to create a customized team, helmet, midfield, and endzone logo for your created team. For more information on Custom Team Logos, please refer to the PDF file located on the *Madden NFL 2003* game CD.

COMMAND REFERENCE

Navigate the *Madden NFL 2003* menus using the mouse. This section includes the basic controls for *Madden NFL 2003* menu navigation and gameplay.

NOTE: In this manual, the default controls are for Gravis Gamepad Pro controls. For a different control device (e.g. keyboard or keyboard-and-mouse combination), refer to the conversion table on p. 4 for the control equivalents.

GRAVIS GAMEPAD PRO



CONVERSION TABLE

GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
D-Pad	[E], [D], [S], and [F]	Arrow Keys [↑][↓][←][→]
Button 1 (Red)	[A]	[S]
Button 2 (Yellow)	Left Mouse button	[D]
Button 3 (Green)	[G]	[F]
Button 4 (Blue)	Right Mouse button	[E]
L1	[W]	[W]
R1	[R]	[R]
L2	[Q]	[A]
R2	[T]	[G]
SELECT	[ENTER]	[T]
START	[SPACEBAR] / [ESC]	[SPACEBAR] / [ESC]

COMPLETE CONTROL SUMMARY

OFFENSE (BEFORE THE SNAP)

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Call an audible ► <i>Audibles (Offense and Defense)</i> on p. 14.	Button 1, then Button 1, Button 2, Button 3, L1, or R1	[A], then [A], Left Mouse button, [G], [W] or [R]	[S] then [S], [D], [F], [W], or [R]
Cancel audible selection	Button 4	Right Mouse button	[E]
Run original play	Button 1, then L2	[A] then [Q]	[S] then [A]
Flip play	Button 1, then R2	[A] then [T]	[S] then [G]
Coach's cam	L2	[Q]	[A]
Coach's cam with play diagram	R2	[T]	[G]
Fake the snap	Button 3	[G]	[F]
Call timeout	SELECT	[ENTER]	[T]
Snap the ball	Button 2	Left Mouse button	[D]
Zoom camera in/out	N/A	Mouse wheel	N/A

RUNNING

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Move player	D-Pad	[E], [D], [S], and [F]	Arrow keys [↑] [↓] [←] [→]
Sprint	Button 2	Left Mouse button	[D]
Dive (except for QB)	Button 1	[A]	[S]
Slide/Dive (QB)	Button 1	[A]	[S]
Jump/Hurdle	Button 4	Right Mouse button	[E]
Spin	Button 3	[G]	[F]
Stiff arm	L2/R2	[Q]/[T]	[A]/[G]
Juke left/right	L1/R1	[W]/[R]	[W]/[R]

PASSING

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Bring up passing icons (if Quick Passing is OFF)	Button 2	Left Mouse button	[D]
Pass to the receiver with corresponding control symbol	Button 1, Button 2, Button 3, L1, or R1	Look at player and press the Left Mouse button	[S], [D], [F], [W], or [R]
Throw ball away (when passing icons are up)	L2 + Button 4	N/A	[A] + [E]
Toggle passing icons OFF/ON	Button 4	Right Mouse button	[E]
Route-based passing	L2 + receiver symbol	N/A	[A] + receiver symbol
Pump fake	R2	[T]	[G]

RECEIVING

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Control intended receiver	Button 2	Left Mouse button	[D]
Dive for pass	Button 1	[A]	[S]
Jump for pass	Button 4	Right Mouse button	[E]

BLOCKING

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Switch to closest blocker/receiver	Button 2	Left Mouse button	[D]
Cut block	Button 1	[A]	[S]
Sprint/ Engage block	Button 3	[G]	[F]

AFTER THE PLAY

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Bypass cut-scene	Button 2	Left Mouse button	[D]
Spike ball	Button 3	[G]	[F]
Fake spike ball	Button 1	[A]	[S]
Instant Replay	L1 + R1	[W] + [R]	[W] + [R]
No Huddle (hurry-up offense)	Button 4	Right Mouse button	[E]
Call timeout	SELECT	[ENTER]	[T]

DEFENSE (BEFORE THE SNAP)

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Cycle defenders	Button 2 / Button 3	Left Mouse button/[G]	[D] or [F]
Reposition player	D-Pad	[E], [D], [S], or [F]	Arrow keys [↑][↓][←][→]
Defensive line shift	L1 then D-Pad	[W] then [E], [D], [S], and [F]	[W] then Arrow keys [↑][↓][←][→]
Reset defensive line shift	L1 then L2	[W] then [Q]	[W] then [A]
Linebacker shift	R1	[R] then [E], [D], [S], or [F]	[R] then Arrow keys [↑][↓][←][→]
Reset Linebacker shift	R1 then L2	[R] then [Q]	[R] then [A]
Call an audible ► Audibles (Offense and Defense) on p. 14	Button 1, then Button 1, Button 2, Button 3, L1, or R1	[A] then [A], Left Mouse button, [G], [W], or [R]	[S] then [S], [D], [F], [W], or [R]
Cancel audible selection	Button 4	Right Mouse button	[G]

DEFENSE (continued)

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Coverage Audibles	Button 4 then D-Pad	Right Mouse then E , S , D or F	E then Arrow keys ↑ ↓ ← →
Reset coverage	Button 4 then L2	Right Mouse then Q	E then A
Cancel Coverage Audible	Button 4	Right Mouse button	E
Run Original play	Button 1 then L2	A then Q	S then A
Flip play	Button 1 then R2	A then T	S then G
Coach's cam	L2	Q	A
Coach's cam with play diagram	R2	T	G
Call timeout	SELECT	ENTER	T

DEFENSE (AFTER THE SNAP)

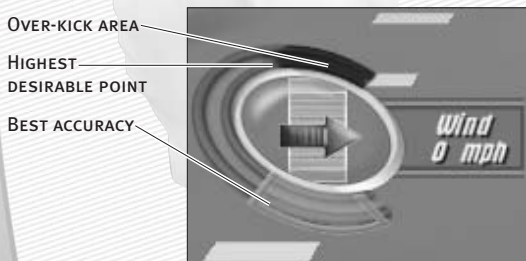
ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Control player nearest to the ball	Button 2	Left Mouse button	D
Move player	D-Pad	E , D , S , or F	Arrow keys ↑ ↓ ← →
Strafe Move	R1 + D-Pad	R + E , D , S , or F	R + Arrow Keys ↑ ↓ ← →
Dive	Button 1	A	S
Sprint	Button 3	G	F
Jump	Button 4	Right Mouse button	E
Strip ball	L2/R2	Q/T	A/G
Spin move	L2/R2	Q/T	A/G
Swim move	L1/R1	W/R	W/R

KICKING GAME

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Direction/ Elevation of kick	D-Pad	[E], [D], [S], or [F]	Arrow Keys [↑][↓][←][→]
Start Kick Meter	Button 2	Left Mouse button	[D]
Stop Kick Meter upswing (sets power)	Button 2	Left Mouse button	[D]
Stop Kick Meter downswing	Button 2	Left Mouse button	[D]
Delay the kick	Hold Button 2	Hold Left Mouse button	Hold [D]
Call an audible	Button 1 then L1 or R1 for an onside kick (Button 1, then L2 reverts to regular kick)	[A] then [W] or [R] for an onside kick ([A] then [Q] reverts to regular kick)	[S] then [W] or [R] for an onside kick ([S] then [A] reverts to regular kick)
Cancel audible selection	Button 4	Right Mouse button	[E]
Reset play	Button 1 then L2	[A] then [Q]	[S] then [A]
Call timeout	SELECT	[ENTER]	[T]

KICKING THE BALL

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



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

➡ To aim your kick or change the trajectory with the directional arrow, press the D-Pad.

KICKOFF/PUNT RECEIVING

ACTION	GRAVIS GAMEPAD PRO	KEYBOARD AND MOUSE	KEYBOARD
Control return man	D-Pad	[E], [D], [S], or [F]	Arrow keys [↑] [↓] [←] [→]
Switch players	Button 2	Left Mouse button	[D]
Fair catch/Kneel (you must have control of the return man)	Button 4	Right Mouse button	[E]

MAIN MENU

SELECT GAME MODES TO CHOOSE
FROM THE FOLLOWING OPTIONS:

PLAY AN EXHIBITION
GAME (► P. 10)

BUILD A FRANCHISE
AND PLAY IN A FULL
NFL SEASON
(► P. 17)

PRACTICE A PLAY
FROM A PLAYBOOK
(► P. 27)

WORK ON A GAME
SITUATION
(► P. 27)

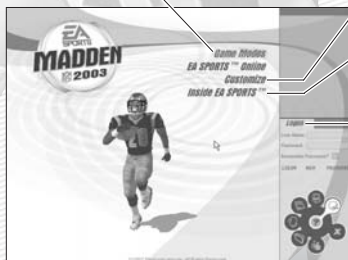
GET YOUR OFFENSE AND
DEFENSE READY FOR THE
2-MINUTE DRILL (► P. 28)

LEAD YOUR TEAM THROUGH
PRE-SEASON MINI-CAMP
(► P. 29)

CUSTOMIZE ROSTERS
OR CREATE TEAMS
AND PLAYERS
(► P. 36)

VIEW MADDEN NFL
2003 CREDITS AND
MORE

JOIN OR CONNECT
TO PLAY MADDEN
NFL 2003 ONLINE
(► P. 41)



SET YOUR GAME
(► P. 31) AND
SYSTEM (► P. 33)
SETTINGS

CREATE AND MANAGE
YOUR USER PROFILE
(► P. 29)

QUIT MADDEN NFL
2003

GET HELP

EDIT YOUR BUDDY
LIST (► P. 35)

VIEW STATS FOR MADDEN
NFL 2003 (► P. 34)

GET LATEST NEWS AND
INFORMATION ABOUT
MADDEN NFL 2003

LOAD OR SAVE
GAME FILES
(► P. 35)



INSIDE EA SPORTS

Get in the game and inside EA SPORTS. Click **INSIDE EA SPORTS™** from the Main menu and see who won the 2002 Madden Bowl™ and view Madden NFL 2003 game credits.

SETTING UP THE GAME

Before you start playing, you may want to create a new User Profile, review statistics and records, and check out the latest online matchups through EA SPORTS Online Service.

➞ For more information on creating a User Profile, ➤ *User Profile* on p. 29.

NOTE: EA reserves the right to retire the EA SPORTS Online Service for this product after 90 days notice, or 30 days after the last day of the 2002–2003 NFL football season.

ABOUT THIS MANUAL—GETTING HELP

This manual covers *why* and *what* in greater detail than *how*. However, you can get additional help for specific screens.

➞ To get help in any screen or menu, click the  icon in the center of the Revolver menu in the lower-right corner.

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

STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams.

➞ To continue to team selection, click **PLAY NOW** or press **[SPACEBAR]**. To play an Exhibition game over a network, click **MATCHUP**. For information on online Exhibition games, ➤ *Remote Connect* on p. 12.

TEAM SELECT SCREEN

Select the teams for your game.

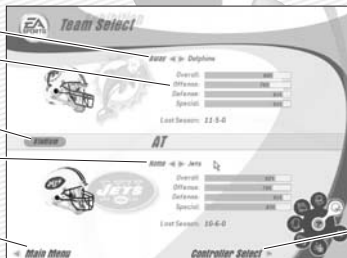
AWAY TEAM

SCOUTING REPORT

STADIUM SELECT

HOME TEAM

RETURN TO THE
MAIN MENU



GO TO THE
CONTROLLER
SELECT SCREEN

- To select a different team, use the arrow buttons next to Away or Home.
- To play in a different stadium, click STADIUM. For more information, ➤ *Stadium Select* below.
- To choose controllers after you have selected your teams, click CONTROLLER SELECT.

STADIUM SELECT

In the Stadium Select screen, you can select the location for your game, weather conditions, and time of day. All 32 NFL stadiums are included, plus NFL Europe venues.

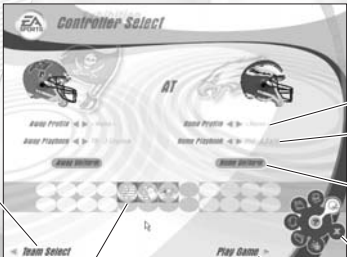
- STADIUM** Use the arrow buttons to select a different stadium.
- TIME OF DAY** Select the time for kickoff: **DAY**, **AFTERNOON**, **DUSK** or **NIGHT**.
- WEATHER** Choose **RANDOM** or **CUSTOM** weather.

- ⦿ **CUSTOM** weather effects can be adjusted by adjusting the sliders for Temp, Fog, Precip, and Wind. Weather settings do not apply to indoor stadiums.

➤ To finish your stadium selection, click **DONE**.

CONTROLLER SELECT SCREEN

Select a team to control in the game.



The screenshot shows the 'Controller Select' screen from Madden 2003. It features two player profiles at the top, each with a helmet icon and a name. Below them are two rows of team logos. At the bottom, there are two buttons: 'Team Select' and 'Play Game'. Callouts point to various elements:

- RETURN TO THE TEAM SELECT SCREEN**: Points to the 'Team Select' button at the bottom left.
- CONTROLLER TYPES**: Points to the row of controller icons in the center.
- ACTIVE USER PROFILE**: Points to the top right player profile.
- SELECT A TEAM PLAYBOOK**: Points to the row of team logos on the right.
- SELECT A DIFFERENT UNIFORM**: Points to the row of team logos on the left.
- QUIT MADDEN NFL 2003**: Points to the top left player profile.
- PLAY THE GAME**: Points to the 'Play Game' button at the bottom right.

PLAYBOOKS

During a game, you can call plays from any playbook that you select in the Controller Select screen.

- ⇒ To choose a different playbook from real NFL coaches and generic offenses, use the arrow buttons.

UNIFORMS

You can select a different uniform for your team, including throwback uniforms or alternate jerseys from the past.

- ⦿ Expansion teams may not have throwback uniforms. Make sure that the selected uniforms do not match too closely.
- ⇒ To choose your team's uniform, click HOME UNIFORM or AWAY UNIFORM. In the pop-up, use the arrow buttons to select a different uniform. To finish selection, click DONE.

SELECT CONTROLLERS

At the bottom of the Controller Select, you can see all of the available controller types connected to your computer.

- ⇒ To assign a controller to a team, click and drag the icon for that controller under the appropriate team.
- ⇒ To finish controller configuration and play a game, click Play Game to head out onto the field for the coin toss.

REMOTE CONNECT

Madden NFL 2003 can be played either over a Local Area Network (LAN) or over the Internet.

- ⇒ To play over a LAN or through a direct Peer-to-Peer Internet connection, select Exhibition and choose Matchup.
- ⇒ At the Remote Connection screen, press the left or right arrows to cycle through the different selections. You can join or host either a LAN game or Peer-to-Peer Internet game.
- ⇒ In order to join an Internet game, you will need to know your opponent's IP Address. To find out what your IP Address is, click on the RESOLVE IP button on the Matchup screen.

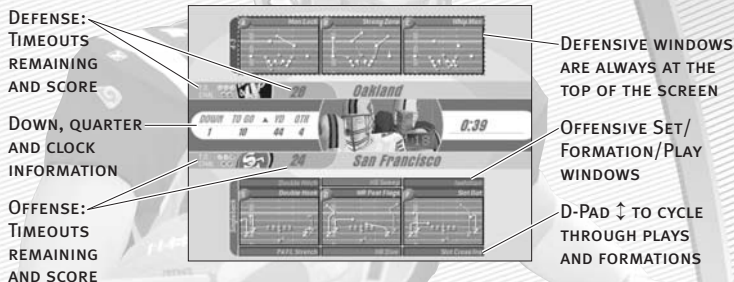
PLAYING THE GAME



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

PLAYCALLING SCREEN

From the Playcalling screen, select the plays for your controlled team.



To select a play:

1. Press the D-Pad ↑ to review formations.
2. Press the D-Pad ↔ to scroll through the sets of the formation. To select the highlighted formation and set, press Button 2.
3. A list of three plays appears. Press the D-Pad ↓ to scroll through the available plays.
 - ↳ To flip plays (change the formation to the opposite side of the field), press R2.
4. To select the desired play, press Button 1, Button 2, or Button 3.
 - ↳ To go back to the previous window, press Button 4.

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

GAME SCREEN

If your controlled player is off-screen, an arrow the same color as your control star points in his direction at the edge of the screen.

➞ To bring the player on-screen, press and hold the D-Pad in the opposite direction of the arrow.



GAMEPLAY TIPS

AUDIBLES (OFFENSE AND DEFENSE)

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

To call an Audible:

- ➞ Before the ball is snapped, press Button 1 and then press Button 1, Button 2, Button 3, L1, L2, R1 or R2. The players adjust the set and/or formation as the audible play is called on the field.
- ➞ Press Button 4 to cancel before selecting an audible. To customize your offensive and defensive audibles, ➤ *Audibles* on p. 30.

HOT ROUTES

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

NOTE: Hot Routes are not available with the mouse & keyboard control scheme.

To call a Hot Route:

1. Press Button 4 and then press the button symbol of the receiver whose route you want to change.
2. Press the D-Pad ↑ to send him on a fly pattern, press the D-Pad ↓ for a curl pattern, or press the D-Pad ↔ to run an in/out pattern, or press L2/R2 for slant in or out, or post route, depending on which side of the ball the receiver is lined up at.

NOTE: You can also assign hot routes to tight ends and running back whose initial assignment is a receiving route. Pressing R2/L2 will always set a tight end or running back to block.

BLOCKING HOT ROUTES

Change your blocking assignments for your halfbacks, fullbacks, and tight ends. Call these changes 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 Button **4** and then press the button symbol of the running back or tight end whose passing/blocking route you want to change.
2. Press **L2** to change to a blocking assignment to the left. Press **R2** to change it to the right.

RECEIVER/BACK MOTION

Move a player in motion before play begins. After the ball is snapped, the player runs the original pass route from his new location on the field.

To call a man in motion:

1. At the line of scrimmage, press the D-Pad $\updownarrow$ to highlight an eligible player.
2. Press the D-Pad $\leftrightarrow$ to send that player in motion and then snap the ball to begin the play.

BULLET/TOUCH PASS

➤ To throw a bullet pass, press and hold down the button that corresponds to the targeted receiver.

➤ To drop the ball in over coverage, tap the receiver's button to throw a touch pass.

ROUTE-BASED PASS

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

NOTE: Route-based passing is not available with the mouse & keyboard control scheme.

➤ To throw a route-based pass, hold **L2** and press the button of the receiver you want to target. The quarterback leads the receiver through his route while he's running.

QB SCRAMBLE

If your quarterback is under heavy pressure behind the line of scrimmage, press Button **4** to scramble for yardage. During the run, you can press Button **4** again to bring up the passing symbols. After 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 Button **4** immediately after the whistle blows at the end of a play. The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play. You can call audibles at the line of scrimmage. For more information on audibles, ➤ *Audibles (Offense and Defense)* on p. 14.
- ➞ If you want your quarterback to call the “spike ball” play, hold Button **3** at the end of a play to run a stop clock play. To call a “fake spike” trick play, hold Button **1**.

COVERAGE AUDIBLES

Coverage audibles allow you to change the strategy of the defensive backs at the line of scrimmage. Press Button **4** then press the D-Button **↓** to put the defensive backs into bump and run. Press Button **4** then press the D-Button **↑** to put the defensive backs in loose coverage. Press Button **4** then press the D-Button **→** to shift the safeties and linebackers into better position to cover their assigned man. To reset coverage, Press Button **4** and then **L2**.

DEFENSIVE LINE SHIFT

Position your defensive lineman in tight between the gaps or outside the tackles. Press **L1** + D-Pad **↑** to spread the defensive ends outside the tackles, or press **L1** + D-Pad **↓** to move the line in tight between the tackles. Press **L1** + D-Pad **←** to shift the line left, or press **L1** + D-Pad **→** to shift all linemen to the right. Press **L1** and then **L2** to reset the defensive line.

LINEBACKER SHIFT

Shift your linebackers around the field before the offense starts the play. Press **R1** + D-Pad **↑** to spread the linebackers out, or press **R1** + D-Pad **↓** to move them in tight, protecting the middle of the field. Press **R1** + D-Pad **←** to shift the linebackers to the left, or press **R1** + D-Pad **→** to shift all linebackers to the right. Press **R1** and then **L2** to reset the linebackers.

PAUSE MENU

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

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



FOR MORE INFORMATION ON COACHING STRATEGIES, ➤ *ROSTER* ON P. 37

FOR MORE INFORMATION ON SETTINGS, ➤ P. 31.

OTHER GAME MODES

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

FRANCHISE

Run the table for 30 seasons in Franchise mode. Use these options to set up your franchise.

FRANCHISE SETUP MENU

Choose the basic settings to start building your franchise.

FRANCHISE NAME	Enter the name of your new franchise.
COACHING CHANGES	When ON , coaches can lose their job after the regular season.
TRADE DEADLINE	When ON , the NFL trade deadline is enforced. No trading will be allowed after Week 6.
SALARY CAP	When ON , the NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks.
CAP PENALTIES	When ON , you will be penalized for the remaining year's left of a released player's contract.
FANTASY DRAFT	When ON , you can run a Fantasy Draft and bring players from any NFL roster to your team. You can draft an entire team from scratch, player by player. For more information, ► <i>Fantasy Draft</i> on p. 20.

↪ To create your franchise, click **DONE**. To cancel and return to the Main menu, click **CANCEL**.

TEAM SELECT SCREEN

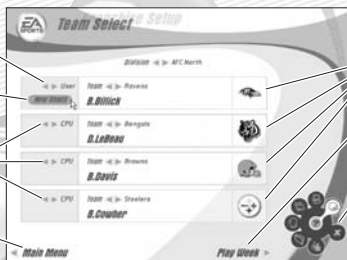
After you finish setting up the options for your Franchise, you can assign teams to a division and choose a model for your coach on the Team Select screen.

ACTIVE USER
PROFILE

HUMAN-
CONTROLLED
TEAM

CPU CONTROLLED
TEAMS

RETURN TO THE
MAIN MENU



FRANCHISE TEAMS

GO TO THE PLAY
WEEK SCREEN

QUIT MADDEN
NFL 2003

➞ To change a team in the division, click the arrow buttons next to the team to replace, or click on the team name and choose a team from the dropdown menu.

NOTE: When moving divisions, this creates a duplicate of that team, which you will have to resolve before you can proceed. For example, if you click on the right toggle button on the Ravens, you will replace them with the Redskins. However, the Redskins will still exist in the NFC East. Because the game will not let you proceed with duplicate teams, you will have to cycle to the NFC East and toggle on the left arrow to replace the Redskins with the Ravens.

➞ To take control of your favorite team, click on the arrow buttons to the left of the team name to change from CPU to USER.

➞ To select a different model for your sideline coach, click NEW COACH. For more information, ➤ *Coach Setup* below.

➞ To begin using your configured franchise in a season of Madden action, click PLAY WEEK.

NOTE: If you had selected the Fantasy Draft option from the Franchise Setup menu, you go to the Fantasy Draft first before heading to the Play Week menu. For more information about Fantasy Draft, ➤ *Fantasy Draft* on p. 20.

COACH SETUP

On the New Coach screen, you configure the name and appearance of your coach on the sidelines.

➞ To configure your coach's appearance, use the arrow buttons to select a different model for the coach. Enter a name in the appropriate box. To return to the Team Select Screen, click DONE.

PLAY WEEK

On the Play Week screen, you can review the matchups for the current week of your franchise's season. You can choose to play your game, simulate it or review matchups in the coming weeks. You can also manage team personnel, injuries, and other game-day factors.

GO TO THE TEAM MANAGEMENT SCREEN, ► **TEAM MANAGEMENT** ON P. 21.

PRACTICE WITH YOUR SQUAD, ► **PRACTICE** ON P. 27.

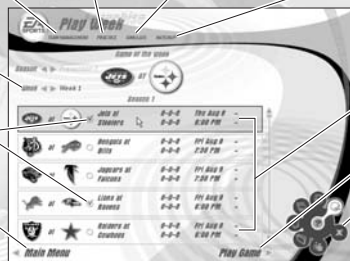
TO SIMULATE THE HIGHLIGHTED GAME, CURRENT WEEK OR THE ENTIRE SEASON, CLICK **SIMULATE**

TO REVIEW STATISTICAL RANKINGS BETWEEN THE TEAMS IN THE SELECTED GAME, CLICK **MATCHUP**

VIEW SCHEDULE FOR A DIFFERENT WEEK

USER-CONTROLLED GAME

RETURN TO THE MAIN MENU



SCHEDULE FOR THE WEEK

PLAY GAME

QUIT

➤ To play this week's game for a user-controlled team, highlight the game in the list of games, and then make sure there is a checkmark inside the ring to the right of the team logos. Then, click **PLAY GAME**. The games before the selected game are simulated, and you then select controllers. For more information, ► **Controller Select Screen** on p. 11.

SIMULATING GAMES

If you don't have time to play every game, you can simulate games during the season. Simulating games is a great way to quickly finish games between CPU-controlled teams.

TEAM MANAGEMENT

Opens the Team Management screen. For more information on Team Management, ► **Team Management** on p. 21.

PRACTICE

Takes your team to the practice field. For more information on Practice mode, ► **Practice** on p. 27.

SIMULATE

Simulate an individual game, an entire week, or the remainder of the pre-season or season schedule.

MATCHUP

Opens the match-up screen to display how two teams compare.

BOX SCORES

After you have played or simulated a game, you can go back and check the game's stats.

In the Simulate popup, you can simulate one or more games.

➡ To simulate the selected game, click **SIMULATE GAME**.

➡ To simulate all of the unchecked games that have not been played yet this week, click **SIMULATE WEEK**.

➡ To simulate the entire pre-season, click **SIMULATE PRESEASON**. To simulate the remainder of the regular season, click **SIMULATE SEASON**.

➡ To return to the Play Week screen, click **CANCEL**.

FANTASY DRAFT

If you are playing a Franchise with this option **ON**, you can draft players to your team roster by selecting individuals available from a pool from every NFL roster. When you are finished drafting your team, click **PLAY WEEK** to advance to the next stage of your season.

PLAYER
INFORMATION

PLAYER STATS

PLAYER LIST



At the bottom of the screen, you can view the list of players in the Fantasy Draft pool.

🎯 This information can be extremely helpful if you are looking for a player with great tackling ability, awareness, stamina, etc. For a list of the rating abbreviations, ➤ *Rating Abbreviations* on p. 21.

➡ To draft a player, select the player in the list and then click **DRAFT PLAYER**.

➡ To view statistics about a player, select a player in the list and click **PLAYER**.

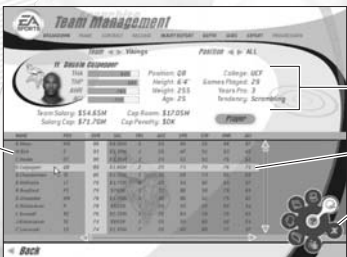
➡ To have the computer select the remainder of your draft picks for you, click **Play Week**.

RATING ABBREVIATIONS

ACC	Acceleration	AGE	Players Age
AGI	Agility	AWR	Awareness
BTK	Ability to Break Tackles	CAR	Ball Carrying Ability
CTH	Catching Ability	ENG	Energy
IMP	Importance to Team	INJ	Injury Resistance
JMP	Jumping Ability	KAC	Kicking Accuracy
KR	Kick and Punt Return Ability	KPW	Kicking Power
OVR	Overall	PBK	Pass Blocking
POS	Position	PRO	Years PRO
RBK	Run Blocking	SAL	Salary
SPD	Speed	STA	Stamina
STR	Strength	TAK	Tackling Ability
TGH	Toughness	THA	Throwing Accuracy
THP	Throwing Power	YRL	Years Left on Contract
Height	Height	Weight	Weight

TEAM MANAGEMENT

From the Team Management screen, you can manage all aspects of your team's roster, including trading, releasing, and signing players, as well as controlling your depth charts and substitution patterns.



PLAYER LIST

PLAYER INFORMATION

PLAYER STATS

QUIT

- To review the roster for another team, use the arrow buttons next to the current team's name. To review a roster by position, use the arrow buttons next to Position.
- To review ability ratings and statistics for a player, select the player in the list. Then click **PLAYER**.
- To review a breakdown of players by position for each team in the league, click **BREAKDOWN**.
- To return to the previous screen, click **BACK**.

TRADE

During the first six weeks of the season and all of the off-season, you can propose trades to other teams in your league. When a trade is proposed, it is evaluated for fairness and then accepted or rejected.

NOTE: If Trading Deadline is ON, then you cannot trade players after the sixth week of the current season.

To offer a trade:

1. Double-click on the player that you want to add to the trade.
2. Then, use the arrow buttons to select the team with which you want to trade.
3. From that team's roster, select the player(s) that you want to trade for your player(s) by double-clicking the name(s).
4. When you have finished configuring your trade, click SUBMIT. Your trade is sent to and evaluated by the other team.

NOTE: The higher the TRADE INTEREST bar, located next to the team you are trading with, the more interested they are in the trade.

CONTRACT

Under the Contract tab, you can review free agents, including ones from your team, and attempt to sign them to help your team.

To propose a contract:

1. Under the Team Management tab, use the Team arrow buttons to select FREE AGENTS. The available free agents are displayed.
2. Highlight the player to whom you'd like to offer a contract.
3. Then, click CONTRACT.
4. Under the Contract tab, use the arrow buttons to select the salary and the number of years of the contract.
5. To propose the configured offer to the player, click SUBMIT. To cancel the proposal, click CANCEL.

NOTE: If Salary Cap is ON, then the contract for any signed player cannot push your total salary over the designated cap.

RELEASE

Release a player from your roster and add him to the free agent list. If cap penalties are ON, releasing a player incurs a monetary penalty for the remaining years of that player's contract or until another team signs him.

INJURY REPORT

Under the Injury Report tab, you can review the current status of injured players and their timetable for recovery.

- ↳ To review the injury report for a different team, use the arrow buttons next to Team. To review injuries by position, use the arrow buttons next to Position.
- ↳ To add a player to the injured reserve, double click on his name. As long as the player remains on injured reserve, you will receive salary cap relief for the amount of his salary.
- ↳ To return to the previous screen, click DONE.

DEPTH

On the Depth Chart screen, you can view the depth chart for any team. During a game, you can use the depth chart to bench players and promote new first-string players.

- ⊙ Players listed first on the depth chart for their position are the starters.

To change the order of the depth chart:

1. On the Depth Chart screen, use the arrow buttons to select the Team and Position of the players to re-order.
2. From the bottom list on the screen, click the player to move into a new position on the depth chart.
3. From the top of the screen, click on the player you want to substitute and then click on the ASSIGN button to switch the players.

- ↳ To reset the depth chart to its default settings, click REORDER.

SUBS

On the Formation Subs screen, you can substitute individual players for specific formations on offense, defense and special teams.

To change a player in a specific formation:

1. On the Formations Subs screen, use the arrow buttons to select the Team and Category of offense, defense or special teams.
2. Use the arrow buttons on the left side of the screen to select the specific set and formation to modify.
3. Select the position to substitute from the diagram. From the Available Players list, select a player to be substituted in the starting spot.
4. Click SUBSTITUTE. The player is substituted.

EXPORT

Export the current team to another roster and use that during a regular exhibition game.

PROGRESSION

In Franchise mode, you can watch the rise and fall of your players over multiple seasons. During the early years of a player's career, his abilities should improve with playing time and then decline as he gets older.

- ⦿ Playing time, age and injuries are the most significant factors in a player's development.
- ⦿ Player progression can be checked in the off-season by selecting TEAM MANAGEMENT and then PROGRESSION.

THE END OF THE REGULAR SEASON

At the conclusion of the regular season, the real season begins. In the playoffs, the level of competition elevates, and the last team standing is the Super Bowl champion.

- ⦿ After the Super Bowl has been played, the top players in the AFC and NFC meet in Hawaii for the Pro Bowl.

OFF-SEASON SCREEN

After the season is over, whether you're Super Bowl champs or not, you will guide your team through the off-season as you prepare for the next campaign. During the off-season, you can restock your team through the draft and sign free agents to improve key positions. You control the moves for your team, while the computer handles the other teams.

RETIRED PLAYERS

At the end of every season, some NFL players have had enough. In the Retired Players screen, you can review the warriors who have called it a career.

NOTE: To see the players inducted into the Hall of Fame, go to NEWS & INFO on the Revolver menu and choose LEAGUE NEWS. Then select HALL OF FAME on the TYPE toggle and OFF-SEASON on the WEEK toggle.

ROOKIE SCOUTING

New to *Madden NFL 2003*, rookie scouting lets you scout the players you think will make the biggest impact on your team's future.

By investing more time in scouting a player, you can get a better idea of the player's capabilities. If you scout a player through a single round, you receive one scouting note. If you scout a player through two rounds, you receive three notes, and if you scout a player through all three rounds, you receive five scouting notes. These notes are added to the player's scouting report. Use scouting reports to make more informed decisions at the draft.

To scout the rookies:

1. Use the arrows to cycle among user-controlled teams and among the different player positions.
 To review the needs of your team, click TEAM MANAGEMENT. For more information, ► *Team Management* on p. 21.
2. To select a rookie to scout, click on the box to the right of his name. You can select up to 15 rookies to scout. To deselect a rookie, click on his box again.
3. Once you have selected all the rookies you want to scout, click on SCOUTING COMBINE.
4. To see the results of your scouting, use the arrows to change the POSITION modifier until it says SCOUTED. In the list, you should now see all the rookies that you scouted in the previous round.
 To see a rookie's stats, highlight a player and then click on ROOKIE REPORT at the top of the screen.
5. Repeat this process for the subsequent rounds (Individual Workouts and Draft Preview).

RE-SIGN PLAYERS

Re-sign current players on your team roster.

To negotiate a player's contract:

1. Highlight a player from the player list, and click SIGN PLAYER. The Contract Negotiation menu appears.
2. Offer a salary and length of contract, and click SUBMIT. The player either accepts or declines the offer.
 For more information on signing free agents, ► *Contract* on p. 22.

FREE AGENT SIGNING

The Free Agent signing period lasts 30 days during which you can sign available players. All signed players must fit under the salary cap.

To bid on a player:

1. Highlight a player from the player list, and click SIGN PLAYER. The Contract Negotiation screen appears.
2. Offer a salary and length of contract, and click SUBMIT. The free agent may accept the offer or decline it and solicit offers from other teams. If the player declines your offer, you must come up with a more suitable contract before he decides to sign with another team.
3. When you have submitted an offer to a free agent, click ADVANCE DAY to advance to the next day.

NFL DRAFT

Build your fortune by finding diamonds in the collegiate draft. For more information on drafting, ► *Fantasy Draft* on p. 20.

SIGN DRAFT PICKS

After the NFL Draft, you must sign your draft picks to your roster.

- ➞ To try to sign a player, highlight the name of the player, and then click SIGN PLAYER to begin the negotiation. For more information, ► *Free-Agent Signing* above.

REORDER DEPTH CHARTS

You can put your new rookies into the mix by adjusting their placement on the depth chart. You can assign all positions manually, or you can have the CPU automatically sort the depth charts.

- ⦿ With new talent on the squad, you may want to look at each position in each formation. For more information, ► *Depth* on p. 23.

START NEW NFL SEASON

After you have signed and drafted new players and assigned them on your depth charts, you're ready to begin a new NFL season.

- ⦿ Changes in personnel can have a big effect on your season. Before you begin a new one, you should familiarize yourself with how the new players blend with the old ones. Use Practice mode (► p. 27) to get the kinks out.

PRACTICE

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

PRACTICE SETUP SCREEN

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

MODE BAR

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

➤ Click on **CONTROLLER SELECT** to reach the Controller select screen. After you select a team to control click **PRACTICE** to reach the practice field.

PRACTICE FIELD

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

➤ If you are on offense, to re-spot the ball, press **L1**. Then press the D-Pad to select the new spot on the field, and press Button **2** when finished.

➤ To choose a different play, press the **START** button and select **CHOOSE NEW PLAY** from the Pause menu.

SITUATION

To master tough game situations, you must put your team into those situations in practice. In Situation mode, you can put your team in any situation that it may encounter during the game. With practice, you may come out on top when it counts.

➤ To practice situations, select **SITUATION** from the Game Modes menu. The Situation Setup screen appears.

SITUATION SETUP

GAME SITUATION

POSSESSION

Who's got the ball: **HOME** or **AWAY**?

DOWN

The down (**1-4**) where the situation begins.

YARDS TO GO

The yards needed for a first down.

SCRIMMAGE

Line of scrimmage where the ball is placed.

QUARTER

The quarter in which the situation begins (1–4 and OT).

QTR LENGTH

The length of a quarter.

TIME LEFT

The time left on the game clock for the quarter.

TEAM SITUATION

AWAY/HOME

The Home and Away Team. Possession is set under the Game Situation tab.

AWAY SCORE

The score of the Away team (0–99).

HOME SCORE

The score of the Home team (0–99).

HOME T.O.

The number of time outs left for the Home team (0–3).

AWAY T.O.

The number of time outs left for the Away team (0–3).

➞ To save the current situation, click **SAVE**. To load a previously saved situation, click **LOAD**.

➞ To return to the Main menu, click **MAIN MENU**.

➞ To select your controller and head to the field, click **CONTROLLER SELECT**.

2-MINUTE DRILL

The pressure is on and the clock is winding down. Run the 2-Minute Drill and rack up as many points—and tokens if you're playing online—as you can before the final gun sounds.

2-MINUTE DRILL SETUP

DEFENSIVE TEAM

The team against which you're driving.

PLAYERS

The number of users (1–4) on the offensive side of the ball.

DIFFICULTY

Set the difficulty level: **ROOKIE**, **PRO**, **ALL PRO**, or **MADDEN**.

MINI-CAMP

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

- 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.

To play Mini-Camp:

- Click on the left and right arrows to change the skill level. Click on the city itself to take the displayed challenge. Then, click CONTROLLER SELECT to advance.

REVOLVER MENU

From the Revolver menu in the lower-right corner of the Main menu screen, you can configure all of your gaming and system settings, manage files, and create and edit User Profiles.

USER PROFILE

Your User Profile contains all of your preferred settings for the current game, your team, and your league. When you first start *Madden NFL 2003*, you should create a new User Profile.

- To create or edit a User Profile, click the Helmet icon in the lower-right corner. Then select NEW/EDIT.

NEW/EDIT

In the New/Edit screen, you can review the User Profiles that have been created, edit them, remove them, or create a new one.

- To create a new User Profile, click CREATE, and then type in your profile name.
- To edit an existing User Profile, select the User Profile from the list. Then click EDIT.
- To delete a User Profile, select the User Profile from the list. Then click REMOVE.
- To close the New/Edit screen, click DONE.

STATS

In the Stats screen, you can review all of the statistics that you've gained while using the current User Profile.

- ⊙ User stats can be sorted by User Profile and by category.

➞ To close the Stats window, click DONE.

SETTINGS

In the Settings screen, you can change the settings for a specific User Profile. For a description of settings, ➤ *Settings* on p. 31.

AUDIBLES

In the Audibles screen, you can configure the audibles that you can call before the snap on offense or defense.

The top row of 5 plays lists the currently assigned audibles. When you want to call an audible, press Button 1 and then select the desired audible (Buttons 1-3, L1 or R1).

- ➞ To assign audibles for offensive sets, click OFFENSE at the top of the screen. To assign for defense, click DEFENSE.
- ➞ To assign a different audible, use the arrow buttons at the bottom of the screen to change the formation, set and play. Click the desired play to select it. Then, click the audible play in the top row to replace. To complete the replacement, click ASSIGN.
- ➞ To flip a selected play to go in the opposite direction, click FLIP PLAY.
- ➞ To modify audibles for a different User Profile, use the arrow buttons next to User Profiles.
- ➞ To finish selecting audibles and return to the previous screen, click DONE.

CONTROLLER CONFIG

In the Controller Configuration screen, you can configure any of the controllers attached to your computer or create custom versions of those controllers.

- ➞ To change a button or key control, double-click it in the list. Then, select the new button or key to apply. The configuration is changed.
- ➞ To change the controls for a different controller to your computer, use the arrow buttons next to Controller.
- ➞ To modify the configured controllers for a different User Profile, use the arrow buttons next to User Profiles.
- ➞ To configure the controls for a different aspect of the game, use the arrow buttons next to Category.
- ➞ To complete the configuration, click DONE.

SETTINGS

Customize the settings that relate to *Madden NFL 2003* and your computer system. Various gameplay settings and system settings can be modified here.

NOTE: Changes made to user settings, controller configurations, and in-game settings apply to the active User Profile and are not global. System settings and game settings are global and affect all User Profiles.

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

GAME SETTINGS

GAMEPLAY SETTINGS

GAME MODE

Choose among **CLASSIC**, **PLAYER** or **COACH**. The classic mode lets you select plays and execute them. The player mode has the CPU select plays while you run them, and the coach mode has you select plays while the CPU plays the game.

INJURIES

When **ON**, players can get injured during gameplay.

PRE-EXISTING INJURIES

When **ON**, players begin the first season with the same injuries as their real-world counterparts.

GAME FATIGUE

When **ON**, players tire during the game.

ACCELERATED CLOCK

When **ON**, the clock runs faster between plays, but stops for all normal rules such as incomplete passes and out of bounds.

REMEMBER FORMATION

When **ON**, the formation from the previous play is the default formation for the next play. You can change it on the Playcalling Screen (► p. 13.).

RANDOM WEATHER

When **ON**, the CPU randomly selects weather conditions for open-air stadiums.

VISUAL SETTINGS

CAMERA

Choose the default camera for use during gameplay. The default camera can also be changed from the Pause menu. For more information, ► *Pause Menu* on p. 16.

FIELD LINES

Sets the line displayed on the field: **NONE**, **DOWN**, **LOS**, or **BOTH**. When set to **DOWN**, a yellow line indicates the first down. When set to **LOS**, a blue line shows the line of scrimmage. When set to **BOTH**, the first down and Line of Scrimmage lines appear.

AUTO INSTANT REPLAY

When **ON**, the computer automatically replays great plays on the field.

PENALTY SETTINGS

PENALTIES

When **ON**, the referee calls penalties and marks yardage.

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 the right or the left.

AI SETTINGS

PLAYER/POSSESSION

Adjust the AI settings for **HUMAN**- or CPU-controlled players and for **OFFENSE**, **DEFENSE**, or **SPECIAL TEAMS**.

PASS/CATCH/RUN ASSIST

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

OTHER AI SETTINGS

Adjust various offensive or defensive AI settings for the user or CPU controlled teams by adjusting the sliders.

IN-GAME SETTINGS

PLAYER LOCK

When set **ON**, the defensive player selected before the snap becomes the default player under your control at the start of the next play.

AUTO SUBS

When **ON**, players are automatically substituted during the game based on their fatigue level.

QUICK PASSING

When set to **ON**, the passing icons come up automatically. When set to **OFF**, you must press Button 2 to bring up the icons.

REMEMBER FORMATION

When **ON**, the formation from the previous play is the default formation for the next play. You can change it in the Playcalling Screen (► on p. 13.).

AUTO SUB OUT

Use the slider bar to set the level of energy at which a player is automatically substituted out of the game.

AUTO SUB IN

Use the slider bar to set the level of energy at which a player is automatically substituted back into the game.

PASS LEAD SENSITIVITY

Use the slider bar to set the sensitivity of completing a pass based on leading the receiver correctly.

SYSTEM SETTINGS

AUDIO SETTINGS

Adjust volume levels and change other audio settings.

SOUND MODE

Choose whether you want the sound to be **MONO** or **STEREO**.

COMMENTARY

When **ON**, John Madden and Al Michaels provide the commentary during the game.

VOLUME SLIDERS

Use the sliders to adjust the volume of audio features.

MUSIC SELECT

Choose the order you want to hear the songs: **SEQUENTIAL**, **RANDOM**, or **OFF**.

MP3 PATH

Type in the name of your MP3 directory. Or, if you can't remember, use **[ALT] + [TAB]** to minimize the game and cut and paste your mp3 directory into this box.

VIDEO SETTINGS

Adjust all visual settings in this game.

NOTE: If you are finding that gameplay is too slow or choppy for your computer, you should try lowering the video settings to improve gameplay.

FAST MENUS

When Set to **ON**, the front-end menus will transition more quickly.

HELMET MAPPING

Turn the environmental reflections of player helmets **ON/OFF**.

PLAYER ACCESSORIES

Turn the display of individual player accessories such as gloves, visors, sleeves, mouthpieces, knee braces, ankle tape and elbow pads **ON/OFF**.

TEXTURE COMPRESSION

When **ON**, textures are compressed to improve playback yet do not look as nice in the game.

TEXTURE DEPTH

Adjust the number of colors that are used in the in-game textures: **0**, **16-BIT**, or **32-BIT**. The higher the bit number, the more colorful the textures.

TEXTURE RESOLUTION

Adjust the resolution at which textures are displayed: **LOW**, **MED**, or **HIGH**.

VERTICAL SYNC

Fix the vertical sync of your graphics card to match the vertical refresh rate of your monitor: **ON/OFF**.

WEATHER EFFECTS

Adjust the level of graphical detail for weather affects such as snow and rain: **0**, **1**, **2**, **3**, **4**.

VIDEO RESOLUTION

Adjust the in-game screen resolution.

NOTE: If you are experiencing slow playback in the game, try lowering the video resolution.

REFRESH FREQUENCY

Set the refresh frequency of your monitor. The default is **60** frames per second.

NOTE: Refresh Frequency applies only to *Madden NFL 2003*, as your monitor returns to its default setting when you exit the game.

DETAIL SETTINGS

If you're experiencing playback problems, you should consider lowering the settings in details such as the field, sidelines, and the referee, as the most important things to see are between the sidelines.

GENERAL DETAIL

Set the overall level of detail in the game: **OFF**, **LOW**, **MED**, **HIGH**.

GENERAL SHADOWS

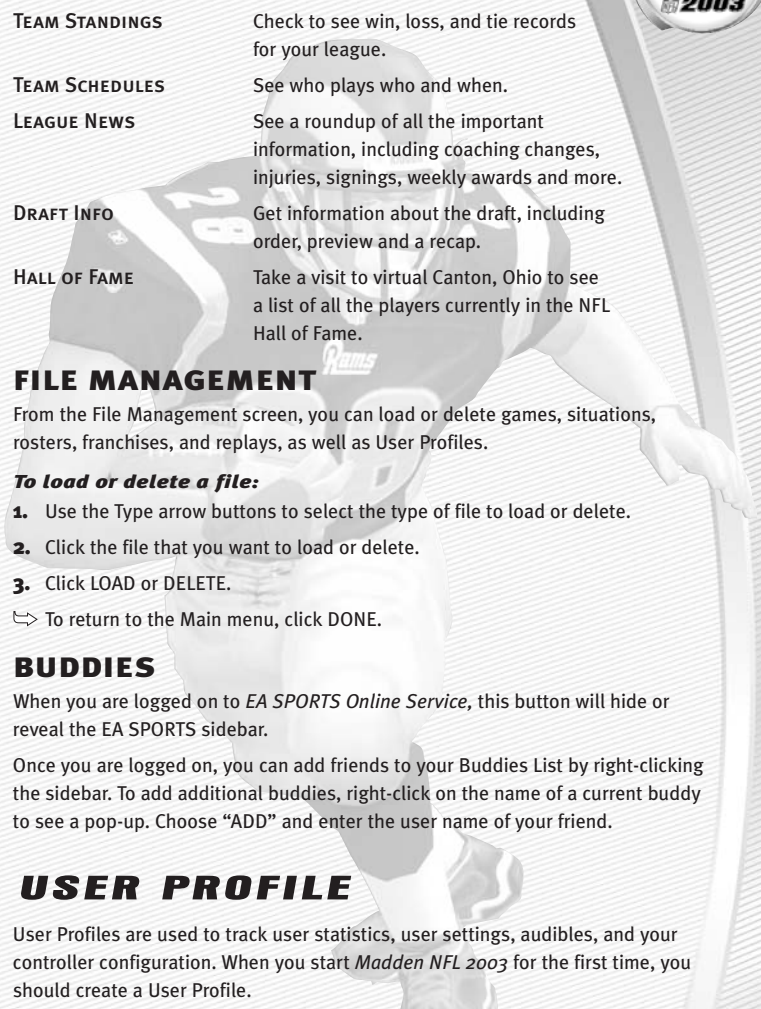
Set the type of shadows used for objects not identified in other settings in this screen: **OFF**, **FLAT**, **HIGH**.

STATS

Check on the all-time statistics and information for leagues, teams, and individuals for the active User Profile.

NEWS & INFO

During a Franchise game, you will be able to see a host of news and information about your league.



SUPER BOWL HISTORY	Take a look at the stats for all the NFL championship games.
TEAM STANDINGS	Check to see win, loss, and tie records for your league.
TEAM SCHEDULES	See who plays who and when.
LEAGUE NEWS	See a roundup of all the important information, including coaching changes, injuries, signings, weekly awards and more.
DRAFT INFO	Get information about the draft, including order, preview and a recap.
HALL OF FAME	Take a visit to virtual Canton, Ohio to see a list of all the players currently in the NFL Hall of Fame.

FILE MANAGEMENT

From the File Management screen, you can load or delete games, situations, rosters, franchises, and replays, as well as User Profiles.

To load or delete a file:

1. Use the Type arrow buttons to select the type of file to load or delete.
2. Click the file that you want to load or delete.
3. Click LOAD or DELETE.

➞ To return to the Main menu, click DONE.

BUDDIES

When you are logged on to *EA SPORTS Online Service*, this button will hide or reveal the EA SPORTS sidebar.

Once you are logged on, you can add friends to your Buddies List by right-clicking the sidebar. To add additional buddies, right-click on the name of a current buddy to see a pop-up. Choose "ADD" and enter the user name of your friend.

USER PROFILE

User Profiles are used to track user statistics, user settings, audibles, and your controller configuration. When you start *Madden NFL 2003* for the first time, you should create a User Profile.

NOTE: The active User Profile determines the in-game settings used for *Madden NFL 2003*. You can set and save rosters, custom playbooks, audibles and gameplay settings through a User Profile. Any changes to these settings are saved only in the active User Profile.

CREATING A NEW USER PROFILE

CREATE A
CUSTOM NAME
FOR YOUR USER
PROFILE



To create an active User Profile:

1. From the Main menu screen, click the Helmet icon in the Revolver menu in the lower-right corner.
2. The User Profile options appear. Click NEW/EDIT.
3. In the New/Edit Profile screen, click CREATE.
4. In the pop-up, enter the name of your User Profile in the space provided (maximum name length is 16 characters). Use the arrow buttons, to select an NFL coach's playbook to use. To create the profile, click DONE.

⇒ To cancel creating the profile, click CANCEL.

CUSTOMIZE

Madden NFL 2003 lets you create teams and players, customize your rosters, and reshape them to build championship football teams. Through Team Management functions, you can trade, sign, or release players to and from your created rosters. You can also re-arrange your depth chart.

⇒ To customize a roster or create a team or player, click CUSTOMIZE in the Main menu. Then click the appropriate selection.

- ⦿ For more information on creating teams, ➤ *Create-Edit Team* on p. 37.
- ⦿ For more information on creating players, ➤ *Create-Edit Player* on p. 43.

ROSTER

In the Roster Management screen, you can create teams, as well as edit and manage existing ones.

NOTE: You cannot edit official NFL rosters, but you can use an NFL roster as the basis for a created team. You can then edit that created team.

- To view or edit a different team, use the scroll bars to find the team in the list.
- To sort the list by a different category, double-click the category title. The list is then sorted in descending order of the category.
- To create a team, click CREATE TEAM. For more information, ➤ *Create-Edit Team* below.
- To edit a created team, click EDIT TEAM. For more information, ➤ *Create-Edit Team* below.
- To edit, delete, and create individual players for a team, click PLAYER MANAGEMENT. For more information, ➤ *Player Management* on p. 42.

CREATE-EDIT TEAM

In the Create-Edit Team screen, you can create new teams or edit teams that you have already created. The screen is composed of several stages.

- To create a team, fill in the required information in each stage.
- To view the team information on the other stages, use the arrow buttons next to Screen Stage.
- To finish editing or creating your team, click DONE. To return to the Roster Management screen, click CANCEL.

TEAM INFO

In the Team Info stage, enter all of the basic information about the team. Enter the team nickname (e.g. Raiders), city and abbreviation in the spaces provided. Be sure to select a logo for your team.

- To base your team's roster off of a different team from the real NFL, use the arrow buttons next to Team Roster. You can then modify this roster to your satisfaction.
- ⦿ Your selection for climate influences the possible weather conditions at home games.

NOTE: In order for your team to be added to the league, you must save your team before exiting out of the Roster Management screen.

STADIUM

In the Stadium stage, you select and customize the stadium where your team plays its home games. Enter the name of the stadium in the box, and adjust the stadium capacity in the appropriate boxes with the capacity slide bar.

- ▶ To change the type of stadium and field surface, use the appropriate arrow buttons.

UNIFORMS

In the Uniforms stages, you can customize the Home, Away and Alternate team uniforms. Use the arrow buttons to select the types of stripes, jerseys, and helmets.

- ▶ To change colors for a particular setting, click the color square. In the RGB pop-up, move the circle over the desired color. Or, if you know the color's RGB values, you can enter them in the spaces provided. To accept the selected color, click ACCEPT. To cancel and exit, click CANCEL. The selected color is displayed in the color square.

CREATING CUSTOM TEAM LOGOS

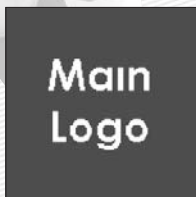
The Custom Team Logos feature allows you to create your own team logos with a standard paint program then put them into the game. This is done by first creating the logos in a paint program then placing them into the appropriate Madden directory. Once the logos are placed in their directories you then use the Custom Team Logos screen in Madden in assign them to your created team.

Madden allows you to create and import your logo images for five different logos. These are the Main Logo, Sliver Logo, Helmet Logo, Midfield Logo, and Endzone Logo. Each logo has its own unique size and directory that it must be placed in for Madden to be able to use it. All logo images must be created using 256 colors (8-bit) and be bitmap (.BMP) format.

LOGO SPECS

MAIN LOGO

Image Size: 144x144



All Main Logos should be placed in the Madden\Customart\Mainlogo folder.

SLIVER LOGO

Image Size: 64x32



All Sliver Logos should be placed in the Madden\Customart\Sliver folder.

HELMET LOGO

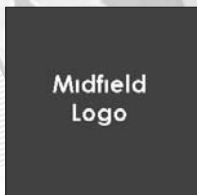
Image Size: 256x128



All Helmet Logos should be placed in the Madden\Customart\Helmet folder.

MIDFIELD LOGO

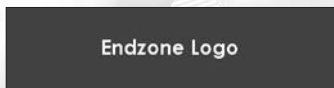
Image Size: 256x256



All Midfield Logos should be placed in the Madden\Customart\Midfield folder.

ENDZONE LOGO

Image Size: 512x128



All Endzone Logos should be placed in the Madden\Customart\Endzone folder.

TRANSPARENT COLOR

Madden also has a color that is set to be transparent. This transparent color should be used if you want a section of one of your logo images to display whatever is behind the logo. The transparent color will not be displayed in Madden. It can be used to if you do not want a logo to appear on the field. For example, if you wanted to create a team that has no midfield logo, you would need to create a midfield logo image that was colored with the transparent color.

NOTE: The Helmet logo does not have a transparent color. It is the only logo that does not have a transparent color.

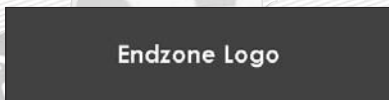
The transparent color has RGB values of:

R – 255; G – 0; B – 255

Here is an example of a Endzone logo that does not have the transparent color in it. The logo will appear just as it is in-game with no changes.

ENDZONE IMAGE LOGO:

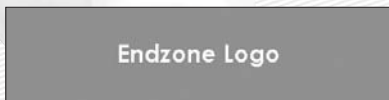
In-game Result:



But if you use a logo with the transparent color like the one below then only the words “Endzone Logo” will appear in-game because of the transparent color around the words. The words are in white so they are displayed in the game. Cool, huh?

ENDZONE IMAGE LOGO:

In-game Result:



FEATURE OVERVIEW (QUICK REFERENCE)

Templates have been provided of each logo in every custom art folder. Use these templates to create your images. They are in the correct format and are colored with the transparent color.



MAIN LOGO

Size: 128x128 (pixels)

Location: Madden\customart\mainlogo

SLIVER LOGO

Size: 64x32 (pixels)

Location: Madden\customart\sliver

HELMET LOGO:

Size: 512x256 (pixels)

Location: Madden\customart\helmet

MIDFIELD LOGO:

Size: 256x256 (pixels)

Location: Madden\customart\midfield

ENDZONE LOGO:

Size: 1024x256 (pixels)

Location: Madden\customart\endzone

TRANSPARENCY COLOR:

Red: 255

Green: 0

Blue: 255

ALL images must be **256 colors (8 bit)** and be in bitmap (.BMP) format

We strongly recommend that you take advantage of the templates that are provided, especially on the helmet logo.

The helmet is very time consuming to reproduce, so it is better to just use the ones already made for you. Just pick a color and style that you prefer, and add the logo of your choice.

EXPORT TEAM

You can export the selected roster to a created roster through Export Team. You must have two roster files for this feature to become available.

FILE

When you have finished editing or creating a team, go to the File screen to save it.

➤ To save the edited or created roster, click SAVE.

➤ To save a different copy of the roster, select it in the list. Then, change the name of the roster in the text box. Then, click SAVE. The new roster appears under a different name.

➤ To delete a roster, select it in the list. Then, click DELETE. The roster is deleted.

PLAYER MANAGEMENT

In the Player Management screen, you can create and edit individual players. You can also arrange a team's depth chart to make sure that the right player gets into the game in any situation.

You can see the player's name, photo, position, height, weight, college, injury status, and a few of the player's statistics. In addition to real NFL stats, *Madden NFL 2003* tracks player abilities in a wide range of categories.

🕒 For a list of the rating abbreviations, ➤ *Rating Abbreviations* on p. 21.

➡ To view players from a different roster, use the arrow buttons next to Team. To view players from a different position, use the arrow buttons next to Position. Set to ALL to view the entire team.

➡ To return to the Roster Management screen, click BACK.

BREAKDOWN

On the Breakdown screen, you can review the breakdown by position for each team in the league. Each position requires a fixed number of players, and the selected team's allocation of players to that position is displayed to the right.

➡ To view the Breakdown for another roster, use the arrow buttons next to Team.

➡ To return to the Player Management screen, click DONE.

TRADE

You can trade players from any roster that you created to any team in the NFL. When you submit a trade to another team, the computer evaluates and either accepts or rejects the trade.

➡ To add a player to a trade use the arrow buttons to select the team that currently has the player. Its roster appears at the bottom of the screen. To add the player to the trade, select him from the roster list.

➡ In Franchise mode, a bar will appear next to the trade. A half-filled or empty bar means the team is not interested in the current offer, a full bar means they are likely to accept the offer.

➡ To remove a player designated for the trade, click the player in the team box. Then, click REMOVE. The player is removed from the trade.

➡ To submit the trade as it's configured, click SUBMIT.

➡ To review a player's statistics, click PLAYER.

➡ To cancel and return to the Player Management screen, click DONE.

SIGN

When a player goes down to injury or you spot a weakness in your team, you can sign a player from the list of free agents.

- To sign a player, use the arrow buttons next to Team to select FREE AGENTS. The list of free agents is displayed. Select a player in the list to make him an offer. Then click on SIGN.

RELEASE

When salary cap is **ON**, releasing a player can free up space to sign other players to fill needs.

- To release a player, select his name from the player list. Then, click RELEASE. Confirm that you do want to release him. The player is released, and the change is reflected in your salary cap.

DEPTH

You can change and reorder your starters. For more information on depth charts, ➤ *Depth* on p. 23.

CREATE-EDIT PLAYER

In the Create-Edit Player screens, you can adjust all of the settings that affect a player's appearance and performance in *Madden NFL 2003*. Be sure to complete the information in each stage. You can select the stage at the top of the screen.

- To create the player that you have configured, click DONE. To cancel creating the player, click CANCEL.

INFORMATION

In the Information stage, you enter the basic information about the created player.

- Ⓞ In Franchise mode, a player's Age and Years Pro affect his development over the course of several seasons.

APPEARANCE

In the Appearance stage, you can select the vital components of the player's appearance, including his height, weight and coloration.

BUILD

In the Build stage, you can use the sliders to adjust the size of the various parts of the player's body and equipment.

EQUIPMENT

Choose the accessories that your created player adds to his uniform to get his unique look.

RATINGS

In the Ratings stage, you configure the individual ratings for the player in a variety of categories. As you change a player's rating, you may affect the balance of the player and his overall salary.

ONLINE

Take your game online to see if you've got the skills to match up with thousands of other pigskin players. New this year, *Madden NFL 2003* can be played through EA SPORTS Online Service, your destination for the best sports games on the PC. Create your own online hero, join or start your own clubs, compete in games, quick tournaments and mini-camps for tokens and experience points.

NOTE: EA reserves the right to retire the EA SPORTS Online Service for this product after 90 days notice, or 30 days after the last day of the 2002–2003 NFL football season.

LOGGING ON

Before you can play at EA SPORTS Online Service (EASO), you must register your product and create a new EASO account, or use a pre-existing AOL/AIM account.

➡ To register with EASO, click NEW on the Logon tab on the right side of the Main menu. *Madden NFL 2003* is minimized, and your internet browser is launched and directed to EASO, where you can register.

REGISTRATION

You can register through three different ways:

1. Use a pre-existing EA account if you already have one.
2. Create a new EA account.
3. Use a pre-existing AOL,[™] AOL Instant Messenger,[™] Compuserve 2000,[™] or Netscape AOL Instant Messenger account.

➡ Select your option and then click NEXT. Follow the on-screen instructions to complete your registration.

ONLINE GAME MODES

When you successfully logon to EASO, you see your Online Hero Card in the upper-right corner. Your Online Hero Card displays your Hero's picture and all of his current accessories. At the online store, you can buy accessories with tokens earned by playing games and entering tournaments.

➡ To use your tokens to buy new equipment, click EDIT beneath your Hero, and then click SHOP. After you purchase an item, you will need to put it on in the equipment screen.

QUICK GAMES

Compare your high scores to other players' scores in Mini-Camp and 2-Minute drills. You compete online against the CPU for a score. If your score is high enough it will be posted to the high score list.

- To compete, click QUICK GAMES. To select the room you'd like to compete in, double-click its name, or highlight it and click ENTER ROOM.
- To see the current high scores, click the Daily, Weekly, or All-Time Scores tab.
- To play a Mini-Camp game, click PLAY MINI-CAMP. Choose the difficulty level and the drill you want to play.
- To play a 2-Minute Drill game, click PLAY 2-MINUTE DRILL. Then choose the difficulty level and the teams you want to use.
- ⦿ Success on a higher difficulty level earns a higher score.

QUICK TOURNAMENTS

In Quick Tournaments, you host or join tournaments to play against other players or clubs. Each game is played against the CPU, and scores are compared after games have been completed.

- To compete, click QUICK TOURNAMENTS. To select a room to compete in, double-click its name, or highlight it and click ENTER ROOM.

The host of the tournament decides the type of tournament, the number of rounds, whether clubs will be involved, and the password, if needed.

- To play a Quick Tournament, select an open tournament and click JOIN.
- To create your own tournament, click CREATE.

RANKED MATCHUPS

Play head-to-head football against other players from around the world. All games are scored and ranked, so if you want to be the best, you have to bring it on every down.

- To compete, click RANKED MATCHUPS. To select the room you'd like to compete in, double-click its name, or highlight it and click ENTER ROOM.
- To see the current games, click the Game List tab. Click the Rankings or Streaks tabs to see how other players are doing.
- To play a ranked game, click an open game of interest. Then, click JOIN.
- To create a ranked game, click CREATE. Enter the name of your game, and then select your team. When done, click HOST.
- ⦿ In ranked games, it's possible for two players to choose the same team.
- ⦿ It is not possible to challenge a play in online ranked matchups.
- ⦿ To view statistics for the ranked games click STATS. This will show you statistical rankings in over 32 categories.

CLUBS

There are two kinds of Online Clubs in *Madden NFL 2003*; Public and Private. Public clubs are open for anyone to join, but you must petition a Private Club to join it.

- ⇒ To see a list of all the clubs, use the sorting arrows to cycle through Public, Private, Ranked and Active clubs.
- ⇒ To see a club's details, highlight the club and then click CLUB DETAILS.
- ⇒ To join a club, highlight the club's name and click JOIN. A pop-up indicates the number of tokens required to join the club.
- ⇒ To create your own Private or Public Club, click CREATE and follow the on-screen instructions. You must have the minimum number of tokens and members required to create a private club.
- ⇒ A Private Club has the ability to screen and decline applicants, but a Public Club does not. To create a Private Club, the GM will have to purchase a logo and lease it by using tokens earned by playing more games.
- ⇒ Each club gets its own private message board that is setup when the club is created.

NOTICE



NOTE: Need Technical Support? Please see the enclosed Install Guide for technical support and warranty information.

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