ALL-MADDEN

EA SPORTS™

MADDEN
NFL 2005

PLAYERS INC

EVERYONE
E
CONTENT RATED BY
ESRB

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

❖ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.

❖ Do not bend it, crush it, or submerge it in liquids.

❖ Do not leave it in direct sunlight or near a radiator or other source of heat.

❖ Be sure to take an occasional rest break during extended play.

❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.
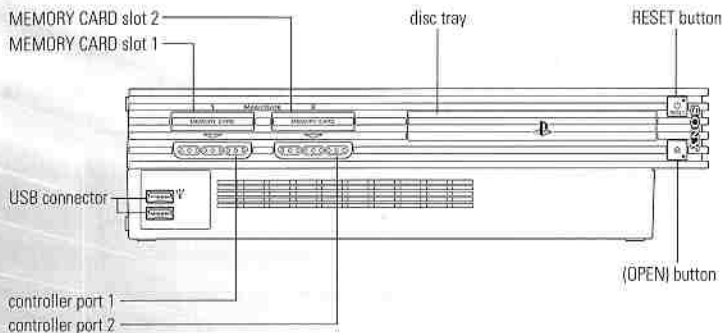
CONTENTS

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

STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
USB connector
(OPEN) button
controller port 1
controller port 2

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Madden NFL 2005* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

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

multitap connector (for PlayStation®2)
RFI filter
MEMORY CARD slot A
controller port A
controller port B
MEMORY CARD slot B
MEMORY CARD slot D
controller port D
controller port C
MEMORY CARD slot C
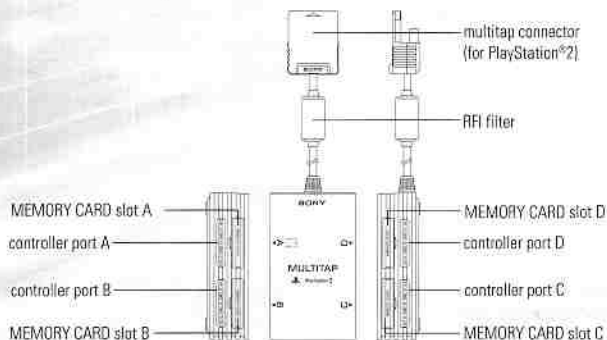
NOTE: Up to eight players can play *Madden NFL 2005* using the multitap.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons (D-buttons)
left analog stick (**L3** button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (**R3** button when pushed down)
△ button
○ button
✕ button
□ button
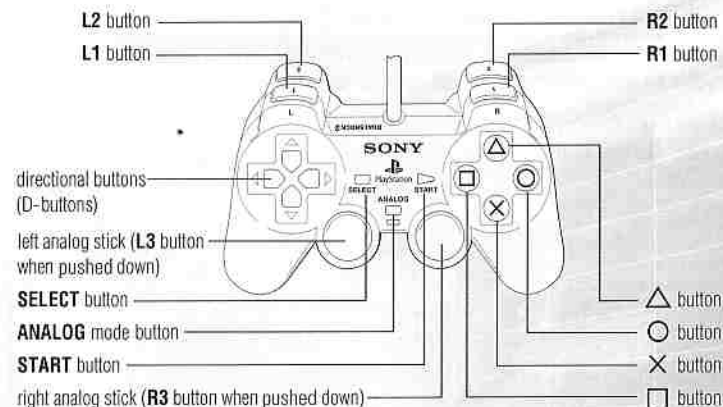
MENU CONTROLS	
Highlight menu items	D-button ⇕
Cycle choices/Move sliders	D-button ⇔
Select/Go to next screen	✕ button
Return to previous screen	▲ button

COMPLETE CONTROLS

Madden NFL 2005 has a new set of defensive controls to level the playing field. With the addition of the Hit Stick (see p. 6), Defensive Playmaker Controls, and pre-snap match-up adjustments you have more control than ever before.

DEFENSIVE CONTROLS

BEFORE THE SNAP	
Cycle through defenders	⊗ button or ⊙ button
Reposition player	left analog stick
Defensive line shifts	**L1** button then: ❖ D-button ⇑ to spread the defensive ends outside the tackles ❖ D-button ⇓ to move the line in tight between the tackles ❖ D-button ⇐ to shift the line left ❖ D-button ⇒ to shift line right
Reset defensive line shift	**L1** button then **L2** button
Linebacker shifts	**R1** button then: ❖ D-button ⇑ to spread the linebackers out ❖ D-button ⇓ to move linebackers in tight ❖ D-button ⇐ to shift the linebackers left ❖ D-button ⇒ to shift the linebackers right
Reset linebacker shift	**R1** button then **L2** button
Call an **audible**	▣ button then ▣ button, ⊗ button, ⊙ button, **L1** button, or **R1** button
Cancel an audible call (before selecting an audible)	△ button
Coverage audibles	△ button then: ❖ D-button ⇓ to put the DBs into bump and run ❖ D-button ⇑ to put the DBs 3–5 extra yards off the ball in loose coverage ❖ D-button ⇒ to shift the safeties and linebackers into better position to cover their assigned man
Reset coverage	△ button then **L2** button
Reset original play (after calling an audible)	▣ button then the **L2** button
Flip play at the line	▣ button then **R2** button
Pump up crowd (LB only)	**L3** button

DEFENSIVE CONTROLS CONT.

BEFORE THE SNAP CONT.	
Coach's cam (with defensive assignments)	**R2** button
Coach's cam (without defensive assignments) — Not available online	**L2** button
Call timeout	**SELECT** button

NEW DEFENSIVE ADJUSTMENTS

Make pre-snap assignment adjustments to any unit of your defense.

Defensive line adjustment	**L1** button then: ❖ right analog stick ⇓ to make line crash in ❖ right analog stick ⇑ to make line rush to the outside ❖ right analog stick ⇐ to make line crash left ❖ right analog stick ⇒ to make line crash right
Linebacker adjustments	**R1** button then: ❖ right analog stick ⇓ to blitz all linebackers ❖ right analog stick ⇑ to call off all linebacker blitzes (any LB that had a blitz assignment now goes into QB spy) ❖ right analog stick ⇐ to blitz the right outside linebacker ❖ right analog stick ⇒ to blitz the left outside linebacker
Secondary adjustments	△ button then: ❖ right analog stick ⇒ to shift the safeties' zone coverage to the right ❖ right analog stick ⇐ to shift the safeties' zone coverage to the left
Change individual matchups	△ button then ⊗ button, ▣ button, ⊙ button, **L1** button, or **R1** button (depending on which offensive player you want to matchup against), then: ❖ D-button ⇓ to bump the receiver ❖ D-button ⇑ to play off the receiver ❖ D-button ⇒ to double team the receiver (only if there is a safety in zone coverage already)

NEW DEFENSIVE PLAYMAKER

Make assignment changes to any defensive player before the ball is snapped.

Linebacker hook zone/ Defensive back deep zone/ Defensive line hook zone	Highlight player then press right analog stick ⇧
Blitz	Highlight player then press right analog stick ⇩
Quarterback contain	Highlight player then press right analog stick ⇩ twice
Quarterback spy coverage	Highlight player then press right analog stick ⇐
Flat zone	Highlight player then press right analog stick ⇒

AFTER THE SNAP

Control player nearest to the ball	✖ button
Move player	D-button or left analog stick
The Hit Stick (see below)	right analog stick
Dive	⬤ button
Sprint/Shove blocker	⬤ button
Jump/Intercept/Hands up while rushing QB	▲ button
Strip ball (when not engaged)	R2 button
Rip move/Swim move/Spin (when engaged)	L1 button/R1 button
Strafe	R1 button
Swat ball	L1 button

ALL-NEW THE HIT STICK

With the Hit Stick, all it takes is a quick flick of the right analog stick in any direction to change the momentum of a game. When you really need to make that huge hit or force a turnover, get the ball carrier in your sights, and lower the boom on him. Be careful, if you don't have the correct angle or your timing isn't perfect, you'll get burned.

OFFENSIVE CONTROLS

BEFORE THE SNAP

Call an audible (see p. 22)	⬤ button then ⬤ button, ✖ button, ⬤ button, L1 button, or R1 button
Cancel an audible call (before selecting an audible)	▲ button
Switch the direction of a running play	right analog stick ⇔
Run original play (after selecting an audible)	⬤ button then the L2 button
Hot Route primary receiver	right analog stick ⇔ or ⇕
Hot Route to a different receiver	▲ button then the button corresponding to the receiver, then: ❖ D-button ⇧ for a fly pattern ❖ D-button ⇩ for a curl pattern ❖ D-button ⇔ for an in/out pattern ❖ L2 button or R2 button for a left/right slant pattern You may also press the left analog stick to change the receiver's route.
Send a player in motion	left analog stick ⇕ to highlight eligible player then left analog stick ⇔ to send that player in motion
Flip play (at the line of scrimmage)	⬤ button then R2 button
Quiet crowd	L3 button
Formation shift	R1 then D-button
Coach's cam (with play diagram)	R2 button
Coach's cam (without play diagram)—Not available online	L2 button
Fake snap	⬤ button
Call timeout	SELECT button
Snap the ball	✖ button

RUSHING

Move player/Run	D-button or left analog stick
Sprint	✖ button
Dive	⬤ button
Slide/Dive (QB)	⬤ button (tap)/⬤ button (hold)
Cover up/Protect ball	▲ button
Spin	⬤ button
Juke left/right	L1 button/R1 button
Stiff arm left/right	L2 button/R2 button

PASSING/RECEIVING

Bring up passing icons (when Passing mode is set to normal)	✖ button
Pass to the receiver with corresponding icon	✖ button, ⬤ button, ⬤ button, L1 button, or R1 button (tap button for lob pass; hold button for a bullet pass)
Direct the nearest receiver	right analog stick in any direction
Throw ball away (while passing icons are up)	▲ button
Scramble/Toggle passing icons OFF/ON	L2 button
Pump fake when passing icons are up	R2 button
Control intended receiver	✖ button (while ball is airborne)
Dive for pass	⬤ button
Sprint	⬤ button
Catch	▲ button

BLOCKING

Switch to closest blocker/receiver	✖ button
Cut block	⬤ button
Sprint/Power block	⬤ button
Jump	▲ button
Change block assignment before the snap	▲ button, then press the button corresponding to the running back or tight end whose passing/blocking route you want to change Press the L2 button to change to a blocking assignment to the left. Press the R2 button to change it to the right.
Guide the nearest blocker (on a run play)	right analog stick

AFTER THE PLAY

Bypass cutscene	✖ button
Spike ball to stop the clock	⬤ button (hold)
Instant replay	L1 button + R1 button (before Playcalling screen appears)
Fake spike ball trick play	⬤ button (hold)
No huddle/Hurry-up offense	▲ button (hold) to repeat previous play
Call timeout	SELECT button

SPECIAL TEAMS

KICKING GAME

Direction/Elevation of kick	left analog stick
Start Kick Meter/ Stop Kick Meter upswing/ downswing	❌ button
Delay the kick (kickoff only)	❌ button (hold)
Call an audible (see p. 22)	⬤ button and then ❌ button, ⬤ button, ⬤ button, **L1** button, or **R1** button
Cancel an audible	▲ button
Reset play	⬤ button then **L2** button
Call timeout	**SELECT** button

Over-kicking adds power to kicks. 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.

KICKING GAME

Switch players	❌ button
Move return man	left analog stick
Fair catch (while controlling return man)	▲ button
Touchback	Remain deep in the endzone

SETTING UP THE GAME

The first time you start *Madden NFL 2005* with a memory card (8MB) (for PlayStation®2), the My Favorite Team screen appears. You can also enable Autosave, which automatically saves game files when they change.

USER PROFILES

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.

To create a new User Profile: From the Main menu, press the ⬤ button. Press the D-button ⇨ until Profile Name displays CREATE NEW PROFILE and press the ❌ button. Enter a name for your User Profile and select DONE.

PLAY NOW

Play an exhibition game between any two teams.

SELECT TEAMS SCREEN

Team ratings and record

Away team

Press the **L1** button or the **R1** button to cycle through Historic teams

Press the ⬤ button to load a created team to the Team Select screen (see p. 20)

Home team

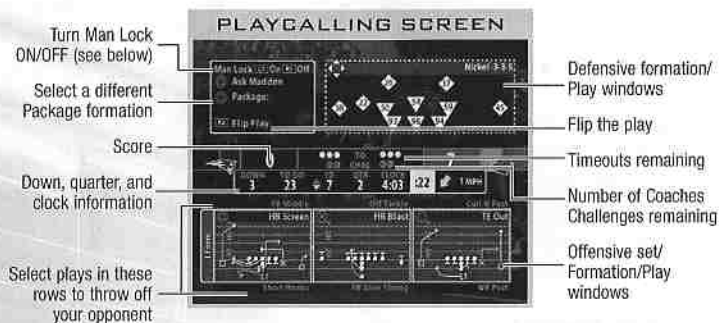Press the **SELECT** button to select stadium and game conditions

Access the Help menu

❖ Press the **L2** button to select any team at random or press the **R2** button to randomly select a current NFL team.

SELECT SIDES SCREEN

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

When EAsy Play is ON, the game is simplified for easier learning

Press the ⬤ button to select uniforms and playbooks, and to risk Madden Cards

It's game time. Take a few minutes to get acquainted with each screen. The more you know, the better your chances of winning.

PLAYCALLING SCREEN

Turn Man Lock ON/OFF (see below)

Select a different Package formation

Score

Down, quarter, and clock information

Select plays in these rows to throw off your opponent

Defensive formation/ Play windows

Flip the play

Timeouts remaining

Number of Coaches Challenges remaining

Offensive set/ Formation/Play windows

❖ **To select a play,** choose a formation and set, and then pick a play by pressing its corresponding button.

❖ To ask John Madden for coaching assistance on your next play, press the ⊙ button before choosing a formation and a suggested play is highlighted in the play selection window.

❖ When playing an offline multiplayer game, call a play from the header below the selection window by pressing the **L2** button + the ⊙ button, ✖ button, or ⊙ button. To call a play from the header above, press the **L1** button + the ⊙ button, ✖ button, or ⊙ button.

NOTE: Man Lock OFF gives the disguise of being in zone coverage by allowing the defense to NOT follow receivers in motion. The coverage switches based on where the receiver lines up. Man Lock ON shows normal man coverage and has the defensive back follow the receiver in motion.

❖ From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest. A yellow symbol means players are slightly winded, and players are fresh when their symbol is white.

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 ten seconds to choose a play after the offense is ready to break the huddle.

GAME SCREEN

Time remaining in quarter

Down and yards to go

Controlled player

Play clock

Player identifier

From taking on the country's best players online to establishing all aspects of a franchise, you'll have plenty of options to keep you busy on and off the field.

PLAY ONLINE*

Go head-to-head against the best or play a quick mini game of Rushing Attack to see who's got the strongest ground game.

*REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30-DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2004–2005 NFL SEASON.

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NOTE: A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted in to MEMORY CARD slot 1 are required to play Madden NFL 2005 online. Madden NFL 2005 is compatible with network configuration files from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94 KB of free space on the memory card (8MB) (for PlayStation®2)

You must use MEMORY CARD slot 1 when loading Your Network Configuration file or saving and loading an EA Account.

NEW ONLINE FEATURES

Rushing Attack	Fast-paced head-to-head quick game that pits your rushing and defensive skills against an online opponent to see who can score the most points.
Quick Tournaments	Want to play a tournament right now? Join a four- or eight-player tournament that starts as soon as the bracket is full. You must stay logged in until you win it all or are eliminated— leaving early forfeits your spot.
Play Now Settings	You can now adjust your settings to find the opponent you want by setting DNF %, broadband users only, and the rank of player you want to play.

PLAYING ONLINE

It's easy to join EA SPORTS Online—the fastest growing community of online gamers playing the best sports games in the world.

TO PLAY ONLINE:

1. From the Main menu, select GAME MODES, and then PLAY ONLINE.
2. Select Your Network Configuration file or create a new one by following the on-screen instructions.
3. Create a new EA account or use an existing one. If you already have an EA Account saved on a memory card it appears automatically.
4. Choose your EA SPORTS Persona Name.

❖ You can have up to four EA SPORTS Persona Names. Change or create new Persona Names from the Persona Name screen. You must visit ea.com to delete Persona Names.

NOTE: If you have an existing screen name on AOL, AOL Instant Messenger (AIM), Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit http://www.easports.com/games/madden2005/home.jsp to register, then return to *Madden NFL 2005* and select USE EXISTING EA ACCOUNT.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (voice over IP).

WELCOME TO *MADDEN NFL 2005* ONLINE

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

You must have the most current online rosters to play *Madden NFL 2005* online. After downloading the online rosters, you can save them to a memory card for the next time you connect online.

NOTE: You can only have one online Roster file saved to a memory card.

NOTE: The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

QUITTING A GAME

You have three options for quitting a game without it negatively affecting your DNF stats.

Friendly Quits	You can offer one friendly quit per half. No win/loss is applied if accepted.
Concede Defeat	You can concede defeat after the end of the second quarter if you are losing by 22 points or more. This allows you to quit without getting a DNF stat. Win/Loss stats are still applied.
Offer Mercy	You can offer mercy to your opponent after the end of the second quarter if you are winning the game by 22 points or more. Win/Loss still applies here.

EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players and is activated as soon as you connect to your opponent. The microphone icon represents its status.

❖ A microphone icon with a green checkmark means a headset is detected on the other user's machine (whether ON or OFF).

❖ A red microphone icon means your headset is turned OFF.

❖ You can mute voice chat by pressing the **R3** button while in game.

NOTE: EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

NOTE: During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

❖ Your opponent may not have a USB headset connected to their console.

❖ Your opponent may be connecting to the Internet through a dial-up modem connection.

❖ You and your opponent may have a low quality connection to each other.

EA™ MESSENGER

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.

TO SEARCH/ADD A FRIEND:

Press the ⊚ button to open the EA Messenger and then press the ⊚ button again to search for friend. To add a friend, highlight his name and press the ❸ button. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press the ❸ button in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time.

SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press the ❸ button and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends and press the D-button ⇨ to flag them. Then press the ❸ button on any flagged friend and send a Group Message to all selected friends.

BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

FRANCHISE

Take full command of an organization for up to 30 complete seasons.

FRANCHISE MAIN MENU

Use your franchise PDA to keep track of everything going on around the league and with your team.

Training Camp   Put your key players through drills to boost their attributes. After training camp is completed, the preseason begins.

Rosters   View team rosters and make all player movements.

Practice   See *Practice* on p. 19.

My Team   **Team Info:** Review team news, salary cap status, Team Prestige, and injuries for every team.

   Export Team: Save your team to a memory card and make it available for Play Now and Tournament modes.

   Create-A-Player: Create a new player and add him to a team or to the free agent list, or edit an existing player (see p. 20).

   Modify Uniform: Give a new look to any uniform in the league.

Stats/Info   Access all the team and individual stats for the season and career, as well as the weekly and yearly awards, who made the Pro Bowl, and even who's on the side of the Horse Trailer this week.

Owner's Box   The Owner's Box option is only available at the end of the preseason.

   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.

My Madden   See *My Madden* on p. 21.

   Coaching Strategy: Set your coaching strategies for your team during simulated games, assign various off-season assistance options to the User or CPU, and select your audibles, Hot Routes, and packages. See *Coaching Strategy* on p. 22 for more info.

PLAY WEEK MENU

View the weekly schedule and gameplan, team schedules, and the standings.

WEEKLY SCHEDULE MENU

- Scroll through the weeks
- Selected game
- Press the ⊙ button to select/unselect game
- Review matchups
- Week matchups
- Press the ✕ button to proceed

PLAYING/SIMULATING A GAME

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

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.

❖ During the preseason, the Position Battles screen details the battles between players fighting for the same position.

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 every week (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.

PRO BOWL

Every season ends with the AFC-NFC Pro Bowl. After pro football's annual All-Star game, you are prompted to advance to the Owner mode 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 2005* to *Madden NFL 2005* via your memory card.

OWNER MODE

Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy, while making sure you aren't losing money.

OFF-SEASON SCHEDULE

Use the NFL draft and the free agent market to improve your team during the off-season. There are nine steps to the off-season that must be completed in order before beginning a new season.

❖ You are now allowed to sign restricted free agents. Teams can match offers on their restricted free agents, place the franchise tag on them, or lose them to the bidding team. One player per team can be given the franchise tag, and he must be paid within the top five salaries at his position.

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.

TOURNAMENT

Compete in a single- or double-elimination tournament, or set up a round robin tournament complete with its own set of playoffs. You choose the teams, their seedings, and more.

MINI GAMES

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.

NEW RUSHING ATTACK

Develop your ground game with this new mini game. Find the hole, follow your blocker, and pick up some yardage. The more yards you gain, the more points you'll rack up. Score a touchdown or break a tackle and you'll get bonus points, but fumble or lose yards and you help your opponent. You can also play Rushing Attack online against other players (see p. 13 for more information).

TWO MINUTE DRILL

Run the Two Minute Drill and score as many points—and tokens—as you can before the final gun sounds. If you score before time expires, you keep possession of the ball and start a new drive.

PRACTICE

PRACTICE

Brush up on your playing skills or master a team's playbook. Once you're on the practice field, you can run every play in your playbook.

SITUATION

Throw yourself into any game situation you want by setting up the exact details and playing it out.

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. John Madden runs the play first and then you take control for a chance to earn tokens.

FEATURES

Let your creativity shine through by making fans, players, teams, and playbooks from scratch. You can also modify rosters by making trades, signing free agents, or releasing players.

NEW CREATE-A-FAN

Create a superfan exactly the way you want him, then add him to your team's already avid fan base and watch him go nuts. Choose the way he looks from his hairstyle, to his clothing, to the color of his face and body paint. Maybe even outfit him with a foam finger or a hard hat. The way your fan looks is completely up to you.

CREATE-A-PLAYER

Create a player and add him to any NFL roster. You choose everything from his body type to his helmet to his attributes. As you increase his attributes, his salary and signing bonus also increase.

CREATE-A-TEAM

Create a custom team by selecting the team name, colors, city, and more. You even get to design your stadium and uniforms.

CREATE-A-PLAYBOOK

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

ROSTERS

Keep rosters up to date by trading players, signing free agents, releasing players, and more. You can make changes to any player or any team's roster.

HISTORIC TEAMS

Edit the rosters of the greatest teams in football history.

MY MADDEN

This is where you keep track of all your accomplishments, stats, and rewards. You'll also use this area to choose your gameplay and system settings.

EA SPORTS™ BIO

EA SPORTS Bio is a file shared between certain EA SPORTS games via your memory card that tracks key accomplishments and time spent playing EA SPORTS titles.

EA SPORTS™ GAMER LEVELS

You start out as a Level One gamer and there are three ways to get promoted to the next level: the number of EA SPORTS titles played, the amount of time playing the games, and the total number of games played. After reaching a new level, you may unlock rewards for this or all EA SPORTS titles in your Bio.

NOTE: Madden NFL 2005 only supports the EA SPORTS Bio in MEMORY CARD slot 1.

MADDEN CARDS

Earn tokens for each Madden task completed, and then use those tokens to buy Madden Cards. Activate one of five types of cards 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 play or sell a Madden Card**, from the Card Book screen, select a card to sell. Flip the card over then choose either PLAY CARD (in-game only), SELL 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**, from the Select Sides screen, select a User Profile (for each player) and then access the Options menu. Select RISK CARDS. Select up to three cards to risk.

❖ **To trade a Madden Card**, select the card you want to trade, flip the card, then select ADD. The card has now been added to the trade (you can include up to three cards in a trade). After the second player selects his cards to trade, press the **START** button to complete the current trade.

NOTE: Madden Cards can only be risked in multiplayer games where two different User Profiles are being used on opposite teams. Both players must have a profile already loaded, and each profile must contain Madden Cards.

NEW MADDEN CARD CODES

Be on the lookout for Madden Card codes. They will be released over time to allow instant unlocking of Madden Cards.

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.

COACHING STRATEGY

Your role as a master strategist starts here. Set your audibles, create custom Hot Routes, and devise formation packages that will keep the opposition guessing. The more creative you are, the more successful you'll be on the virtual gridiron.

OFFENSIVE/DEFENSIVE AUDIBLES

Set your audibles for each User Profile. Each team has five offensive and five defensive audibles.

FORMATION AUDIBLES

View the formation audibles for each playbook's formations.

GAMEPLAY SETTINGS

Most of the gameplay settings are self explanatory. Those that aren't are explained below.

Coach Mode	Test your coaching abilities: call the plays, audibles, and pre-snap adjustments, and then watch the CPU execute your call.
Pre-Existing Injuries	Certain players begin the first season with the same injuries as their real-world counterparts.
Madden Challenge	Earn tokens for completing tasks during your game (1 Player games only).

CUSTOM GAME

Player Lock	When on defense, the player that you select before the snap becomes the default player that you control at the start of the next play.
Passing Mode	Select QUICK to simplify passing—you won't have to manually bring up the passing symbols.
Auto Avoid	QB avoids the rush until the first user interaction, so you can pay attention to the passing routes and not the rush.
Auto Strafe	Automatically strafes defender to help adjust the angle to ball carrier.
Offensive Catch Assist	The CPU catches the ball for a user-controlled player.
Defensive Pass Assist	The CPU swats/catches the ball for a user-controlled player.

SYSTEM SETTINGS

Select which songs featured in the *Madden NFL 2005* jukebox play while you navigate the pre-game menus, choose your audio perspective, adjust the volume for all sounds of the game, and set the visual settings including Camera Angle, Player Displays, Screen Format, and Field Line display. You can also turn automatic replays ON/OFF.

SAVING AND LOADING

Save or load files from your memory card.

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

TO LOAD, SAVE, OR DELETE A FILE:

1. From the Load/Save screen, select LOAD or SAVE then if you are saving, choose the file you want to save.
2. Select the MEMORY CARD slot that contains the memory card you wish to use.
❖ Press the **L1** button or **R1** button to browse the file types.
3. Select the file you wish to LOAD or SAVE, or select NEW… to create a new file.
❖ Type the name of the file, and then select DONE to complete the save.
❖ To DELETE a file, cycle to it using the **L1** button or **R1** button and press the ◉ button.

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

NOTE: If a Roster, User Profile, or Settings file is present on a memory card, it is auto-loaded during the initial boot-up from any available MEMORY CARD slot. Rosters and settings will be set to the first ones found while User Profiles will load the first three found.

NOTE: Files created by *Madden NFL 2005 Special Collector's Edition* are not compatible with the normal version of *Madden NFL 2005* and vice-versa.