PlayStation

NTSC U/C

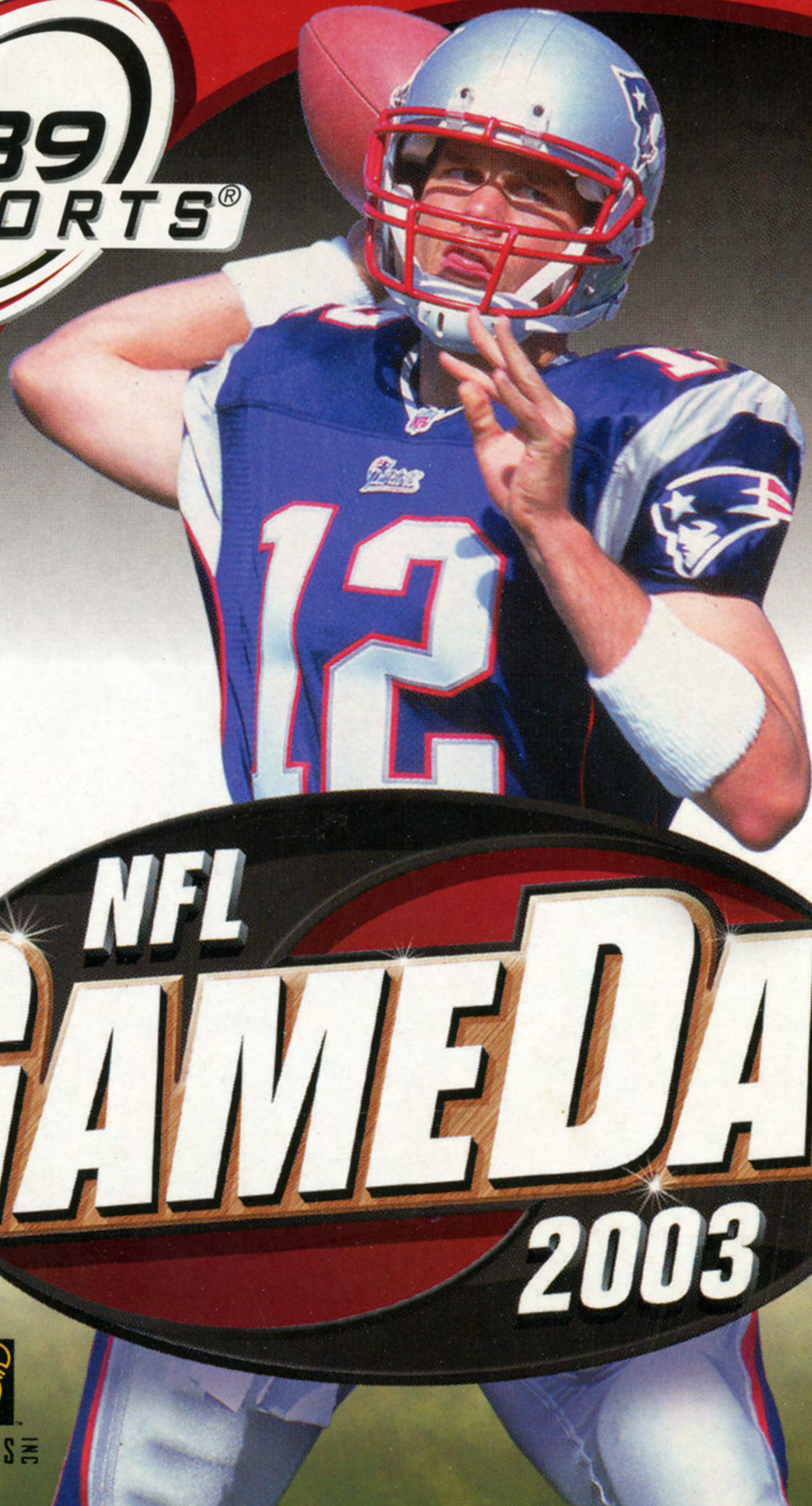
PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SCUS-94665
94665

989 SPORTS®



NFL GAMEDAY 2003™

NFL

PLAYERS INC

SONY COMPUTER ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following 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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

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

HANDLING YOUR PLAYSTATION DISC

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

NFL GameDay™ 2003 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by Sony Computer Entertainment America, Inc. are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

$0.95/ min. auto hints, $6.95-$16.95 for tips by mail (subject to availability) & $5.00-$20.00 for card recharge.

Within Canada: **1-900-451-5757**

$1.50/ min. auto hints.

Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America Inc. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY**

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM Pacific Standard Time, Sunday 7AM-6:30PM Pacific Standard Time.

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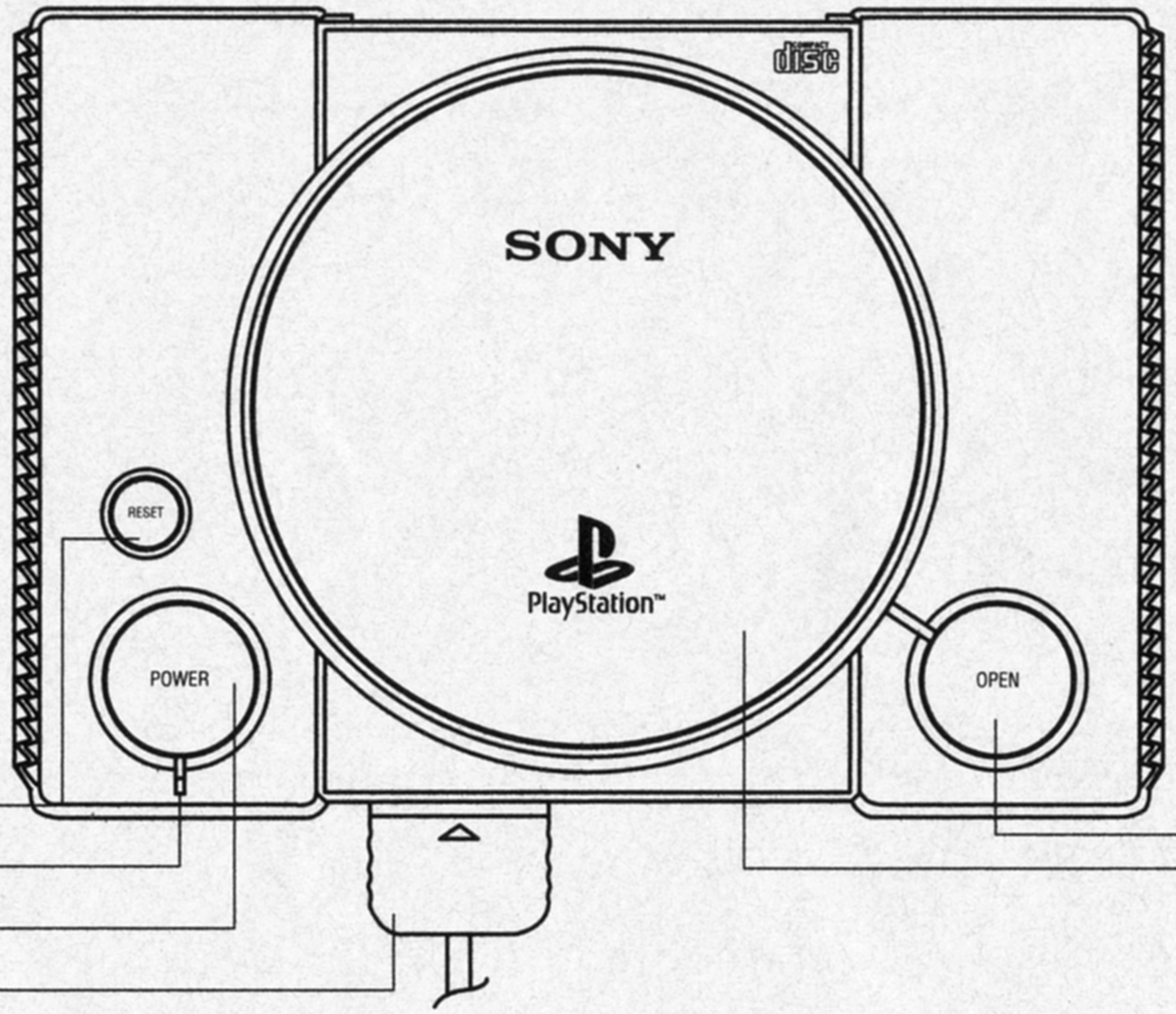
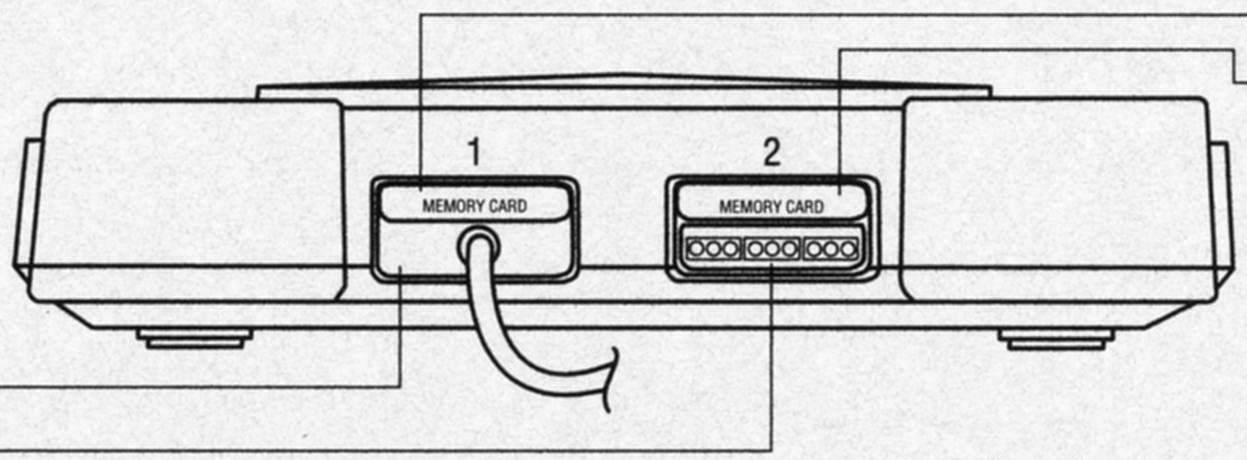
PLAYSTATION® SETUP

Console

Top View



Front View

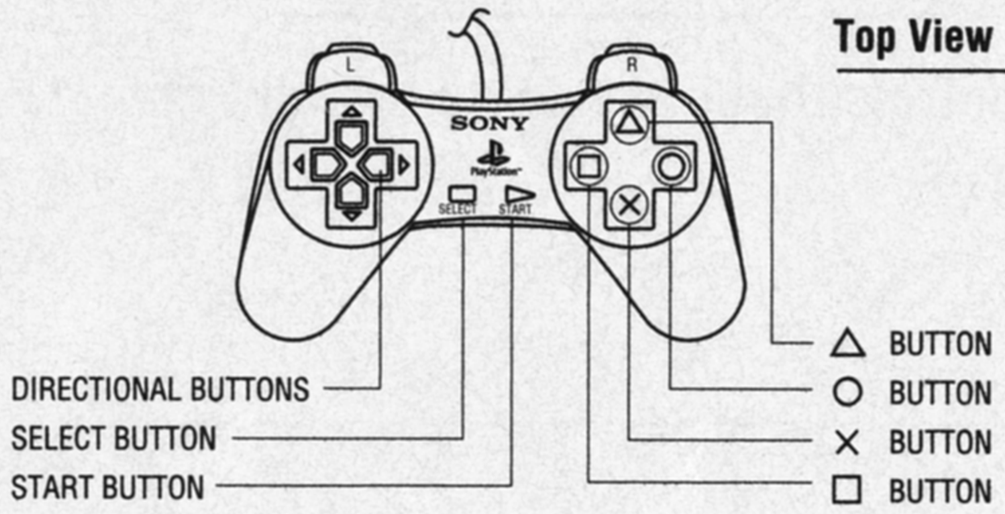


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NFL GameDay 2003 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

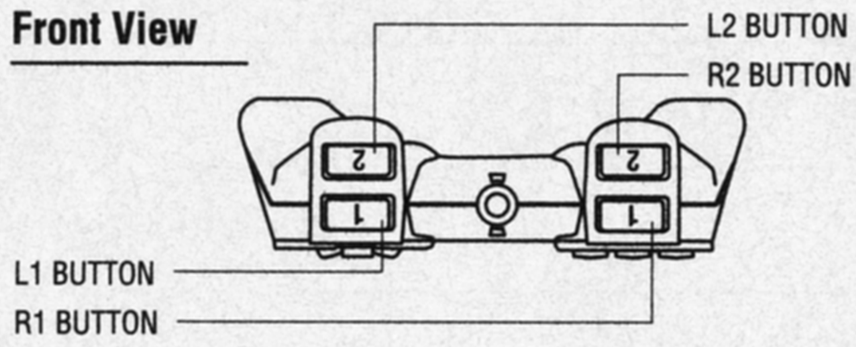
CONTROLLER DIAGRAMS

Digital Controller

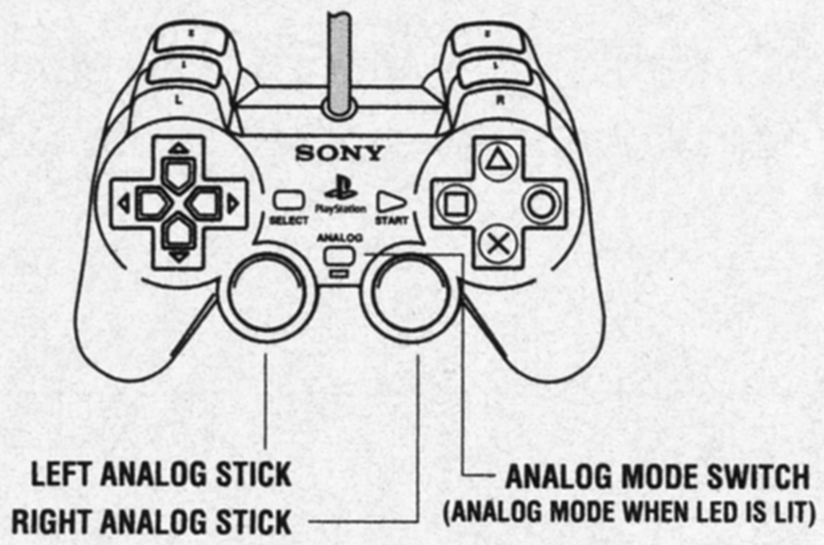
Top View



Front View



DUALSHOCK® analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

MULTITAP

When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD before you save or load a file. NFL GameDay 2003 saves user-defined options and all data for Seasons, Playoffs, Roster Changes and Created Players. Five blocks of memory must be available on your MEMORY CARD in order to save game data, fifteen blocks are needed for General Manager data, and one block is needed to save Game Options, User Records and Playbooks. If you don't use a MEMORY CARD, all NFL GameDay 2003 data will be lost when you turn OFF your PlayStation game console. See *MEMORY CARD* on page 13 for more information.

GAME CONTROLS

QUICK START CONTROLS

Quick Start Controls are a basic set of game controls that enable you to play a game without having to learn advanced control combinations.

OFFENSE

Snap the ball	⊗
Bring up receiver icons after snap	⊗
Throw to a receiver	⊗, □, △, or ○
Catch	△
Speed burst	⊗
Special moves (spin, juke, stiff arm or shoulder charge	○

KICKING

Activate kick meter	Press and hold ⊗ until the kick meter is full. Release ⊗ to kick the ball.
Direct the kick Left / Right / Up / Down	← / → / ↑ / ↓

DEFENSE

Tackle / Dive	▢
Switch to defender closest to the ball	◯
Jump / Deflection / Interception	△
Speed burst	✕
Swim move Left or Right	L1 or R1
Forearm shiver	R2

BASIC CONTROLS

OFFENSE BEFORE THE SNAP

Snap the ball	✕
Fake hut	△
Call audible	▢
Bring camera back to preread receivers	L1 or R1
Send man in motion	← / →
Total Control Passing (see page 8)	L2
Max Pass Protection (see page 9)	R2
Play as a Skill Receiver (see page 9)	◯
Pause	START

PASSING

Bring up receiver icons after snap	⊗
Throw to a receiver	⊗, □, △, or ○

RECEIVING

Jump / Catch / One-handed catch	△

RUNNING

Speed burst	⊗
Hurdle	△
Spin move / Special moves	○
Dive	□
Stiff arm Left or Right	L1 or R1
Juke	R2

DEFENSE BEFORE THE SNAP

Switch player	◎
Switch to previous player	L2 + ◎
Move player	← / → ↑ / ↓
Call audible	□
Shift defensive line	L2 + ← / →
Bump & Run	L2 + ↑ / ↓

DEFENSE AFTER THE SNAP

Speed burst	⊗
Switch man	○
Wrap / Dive tackle	□
Jump / Deflection / Interception	△

ADVANCED CONTROLS

ADVANCED OFFENSE

Dive over pile	L2 + □
Shoulder charge	L2 + ✕
High step	L2 + △
Double spin	L2 + ○
Pitch ball	L2 + R2

TOTAL CONTROL PASSING

Activate Total Control Passing	L2
Bring up receiver icons after snap	✕
Throw out of bounds	L1 or L2
Underthrow or overthrow receiver	↑ / ↓ + ✕, □, △, or ○
Lead receiver	← / → + ✕, □, △, or ○
Lob pass	Tap ✕, □, △, or ○
Bullet pass	Hold ✕, □, △, or ○
Pump fake	R2 + ✕, □, △, or ○
Spike ball	L2 + ○

MAX PASS PROTECTION

Max Pass Protection is a way to add another blocker to protect your quarterback on a passing play. Before the ball is snapped, press R2 to activate Max Pass Protection. This will keep the running back, that was designated for a pass route, in the backfield to block for the quarterback.

PLAY AS ANY SKILL RECEIVER

In a 1-player game, before the ball is snapped, press ◉ to scroll through the eligible receivers icons for the play. The receiver icon that you have selected will blink, indicating that you have control of that player. Once the ball is snapped, run any route with the controlled receiver. When you press the pass button, the ball will be thrown to your receiver.

ADVANCED DEFENSE

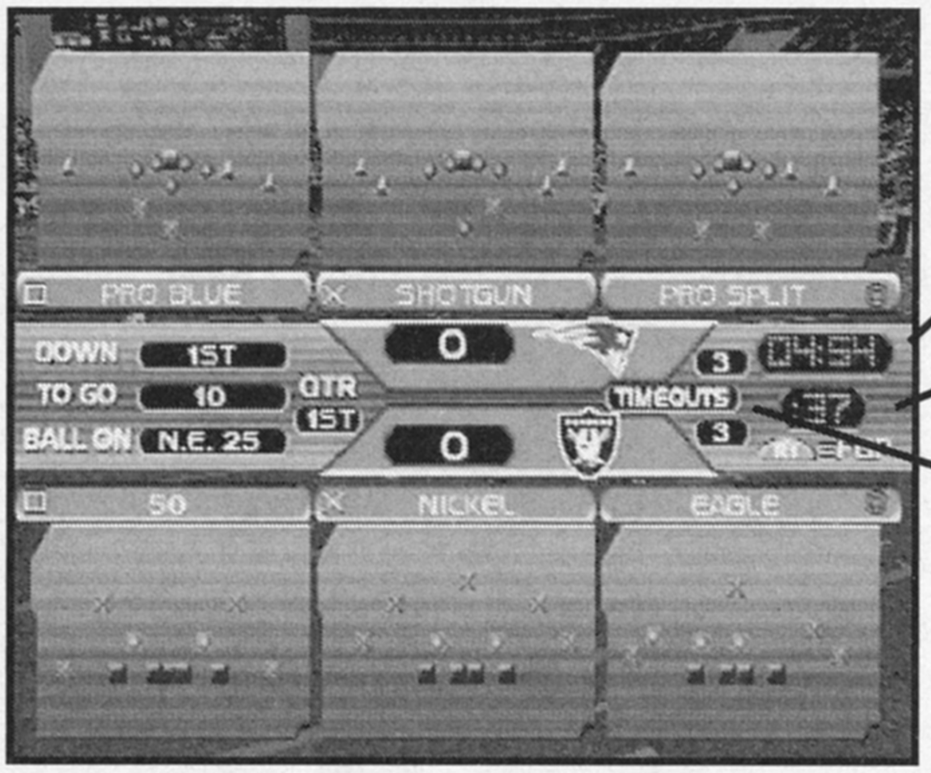
High tackle	L2 + □
Shoulder charge	L2 + ✕
Switch to deep man in coverage	L2 + ○
One-handed deflection or interception	L2 + △

QUICK TIMEOUT

Press SELECT to call a Quick Timeout on the field. Use Quick Timeouts before the snap to change defensive coverages or offensive plays instead of calling audibles. Quick Timeouts also come in handy in hurry-up situations when managing the clock is crucial to scoring points at the end of a half or the game.

CALLING A PLAY

Once a team has received the ball, the Play Selection screen will appear from which you will choose your offensive and defensive plays for each down. This screen will also show important information for calling a play such as the time left on the play clock and remaining in the quarter, timeouts remaining, field position, down status, and yards-to-go.



To select an offensive or defensive play:

- Press ⬅ / ➡ to cycle through the available formations.
- Press ◯, ✕ or ▢ to select a formation and bring up the play selections. To return to the formation selection, press ⬆ or △ from the play selection.
- Once the formation is set, select the play.
- Press ⬅ / ➡ to cycle through the available plays and press ◯, ✕ or ▢ to choose a play.

To flip the play and run a mirror image of that play, press R1. To return to the original play, press R1 again.

KICKING GAME

To kick a punt or field goal, you need to select the appropriate offensive formation and play.

- Press ⬅ / ➡ to choose the SP TEAMS formation.
- Press ⬅ / ➡ to choose a kicking play.

To kick the ball:

- Press and hold ⊗ to start the kick meter.
- Release ⊗ when the kick meter is full to kick the ball.

MAIN MENU SETUP OPTIONS

MODE

Before selecting a mode, set the level, style, and clock attributes of your game. To move to the Team Select screen for a mode, highlight the mode selection and press ⊗.

LEVEL

The four different player levels of Rookie, Veteran, All-Pro, and Hall of Fame allow you to choose the level of play best suited for your current skills.

STYLE

Set up the style of your game by choosing Simulation for ultra-realistic gameplay or Arcade for faster gameplay with exaggerated special moves.

CLOCK

Set the length of the game by choosing the number of minutes to play per quarter. There are four quarters played during regulation, plus an Overtime period if needed.

OPTIONS

Use Options to further customize the attributes of your game.

IN-GAME MUSIC / IN-GAME ANNOUNCER

Adjust the volume levels of the game music, play-by-play, and color commentary announcers.

PENALTIES / INJURIES

Adjust the frequency of called penalties and player injuries.

CONTROLLER

Use this option to set the configuration of the controller for offense and defense. Hold L2, after selecting a controller configuration, to view controller functions for Total Control mode.

- Press ⬅ / ➡ from the control option to view the different controller configurations.
- Press ⬇ to select the OFFENSE option, and then press ⬅ / ➡ to choose and view the configuration for offense and defense.
- Press ⬆ / ⬇ to the control option, and then press ⬅ / ➡ to select your controller setup.

VIBRATION

To activate the vibration function on your DUALSHOCK® analog controller, choose VIBRATE ON. With the vibration function ON, you'll be able to feel the effects of the game such as the collision of a big hit.

SCHEDULE

In Season mode, you can view the schedules of each NFL team.

- Press ⬅ / ➡ to view different team schedules.

CODE ENTRY

Bonus codes are activated and revealed to you after defeating the A.I. in Season games. These codes enable you to use unique game attributes such as playing with giant players.

- From ADD CODE, press ⊗ to activate the alphanumeric chart.
- To spell out a code, press ⬅ / ➡ / ⬆ / ⬇ to select a character or option and press ⊗ to enter it. To make a deletion, press ⬅ / ➡ / ⬆ / ⬇ to select DELETE and press ⊗.
- Press ⬅ / ➡ / ⬆ / ⬇ to select END, and then press ⊗ to save your code and exit the chart.

MEMORY CARD

The MEMORY CARD option allows you to manage the files on your MEMORY CARD. See *Saving Data* on page 3 for more MEMORY CARD information.

NOTE: Make sure the MEMORY CARD is in the correct slot. To change to a different slot, press ⬆ / ⬇ to the MEMORY CARD option, and then press ⬅ / ➡ to select a different slot.

TO SAVE A FILE

- Press ⬆ / ⬇ to SAVE.
- Press ⬅ / ➡ to select the type of game information to save and press ⊗.
- Enter a name for the file, and then press ⊗ to save the file.

TO LOAD A FILE

- Press ⬆ / ⬇ to LOAD.
- Press ⬅ / ➡ to select the type of game information to load, and then press ⊗.
- Press ⬆ / ⬇ to select a file, and then press ⊗ to load it.

TO DELETE A FILE

- Press ⬆ / ⬇ to DELETE FILES, and then press ⊗.
- Press ⬆ / ⬇ to select a file to delete, and then press ⊗.
- Press ⬅ / ➡ to select YES, and then press ⊗ to delete the file.

TO RENAME A FILE

- Press ⬆ / ⬇ to RENAME FILES, and then press ⊗.
- Press ⬆ / ⬇ to select a file, and then press ⊗.
- Press ⬅ / ➡ to choose a character to modify, and then press ⬆ / ⬇ to change the character.
- Press ⊗ to accept the file name.

PLAY AN EXHIBITION GAME

Use Exhibition games to just have some fun, playing with any team from the league. Exhibition results cannot be recorded in Season standings and cannot be saved to the MEMORY CARD.

TEAM MATCH UP

From this screen, you will choose the teams for your game. Choose from this year's NFL teams or great All-Star and Super Bowl teams from the past.

- Press ⬆ / ⬇ to select a Home or Away Team.
- Press L1, L2, R1, and R2 to toggle between team strengths, which may help you decide on a team by comparing the strengths of one team to another.
- Press ⬅ / ➡ to select a team. Press ◉ to bring up and toggle between great All-Star and Super Bowl teams.

FORECAST

Set the weather conditions of the game and the time that the game will be played. Games played in domed stadiums will not be affected by weather conditions. Set Random to ON to have the A.I. choose a weather condition for you.

MODIFIED ROSTER

If you have already altered team rosters in your pregame setup, keep Modified Roster set to ON to enable you to play your Exhibition game with all roster changes.

OPTIONS

Use Options to customize the attributes of your game.

CHANGE STADIUM

Use Change Stadium to change the geographical location of the game.

- From Switch Stadium, press ⬅ / ➡ to choose ON.
- Press ⬆ / ⬇ to the city name option.
- Press ⬅ / ➡ to choose a stadium site.
- Press ⊗ to accept your choice.

SELECT HOME JERSEY

Select the type of game jersey worn during the game.

USER RECORDS

With the User Records option set to ON, user records are tabulated from games in which the controllers used are set with a user record name. Once records have been recorded, you can use the View Records option to view those records compiled from previous games.

To set user record names:

- From User Names, press ⊗.
- Press ⬆ / ⬇ to choose a controller(s) to associate with a user name, and then press ⊗ to activate the alphanumeric chart.
- Press ⬅ / ➡ / ⬆ / ⬇ to select a character or option, and then press ⊗ to enter it. To delete a character or space, press ⬅ / ➡ / ⬆ / ⬇ to select DELETE and press ⊗.
- Press ⬅ / ➡ / ⬆ / ⬇ to select END, and then press ⊗ to save your name and exit the chart.

CUSTOM PLAYBOOK

Playbooks are created in Play Editor mode and can be loaded into your game if saved to a MEMORY CARD. Offensive and Defensive Playbooks can be created and loaded for both the Home and Away teams.

- Press ⬆ / ⬇ to select a Home or Visitor Playbook.
- Press ⊗ to load the selected Playbook.

FRONT OFFICE

Use the Front Office to do the work of the team's General Manager.

Team Roster

View the players and their profiles on each NFL roster. When viewing a player's abilities, the higher the number for an ability attribute, the greater the total ability of the player.

- Press L1, L2, R1, or R2 to choose a team.
- Press ⬆ / ⬇ to scroll through the players, and then press ⬅ / ➡ to change categories.
- Press ⊗ to bring up a Player Popup Card, which describes the player's NFL experience, his contract figures, and his physical makeup.
- Press ▣ to be able to change the player's name, and then press ⊗ to edit it.
- Press ⬆ / ⬇ to select a name option, and then press ⊗ to activate the alphanumeric chart and rename the player.

NOTE: Press ■ for a Roster Breakdown, showing the current and required number of players at each position.

> ***Salary***
> The salary of the player is important to keep in mind. If you want to make a trade or sign free agents, you must be able to fit them under the salary cap. Before making a trade, know the salaries of the players involved or your trade can be rejected.

Create Player

When you create a player, he will move from a team's Training Camp where he can be placed on the team roster or you can create him to be entered into the Free Agent Pool.

NOTE: To create a player for the Free Agent Pool, press ⬅ / ➡ from the TEAM option to select FREE AGENT.

- From a name option, press ⊗ to activate the alphanumeric chart.
- Press ⬅ / ➡ / ⬆ / ⬇ to select a character or option, and then press ⊗ to enter it. To delete a character or space, press ⬅ / ➡ / ⬆ / ⬇ to select DELETE and press ⊗.
- Press ⬅ / ➡ / ⬆ / ⬇ to select END, and then press ⊗ to save your name and exit the chart. Change a created player name by highlighting the name and pressing ⊗ to start the naming process over. You must enter a first and last name to continue to the next screen.

- After naming your player, press ⬆ / ⬇ to make other selections, and then press ⬅ / ➡ to make a change.
- Press ⬆ / ⬇ to select the CREATE PLAYER option, and then press ⊗ to continue to his team's training camp.

- Press ⬅ / ➡ to choose your player's position. Each position will have a salary cap number. Also notice the NFL Prospects section of the screen. There may be positions available to your player that will make him a blue or white chip player.
- Press ⊗ to continue.
- From the popup box, press ⬅ / ➡ to select YES, and then press ⊗ to create your player.

Super Player

Create a Super Player by choosing the best abilities of the most talented players in the league. Each player attribute will be associated with a salary figure. Your team's salary cap will determine who's abilities your player will be able to use.

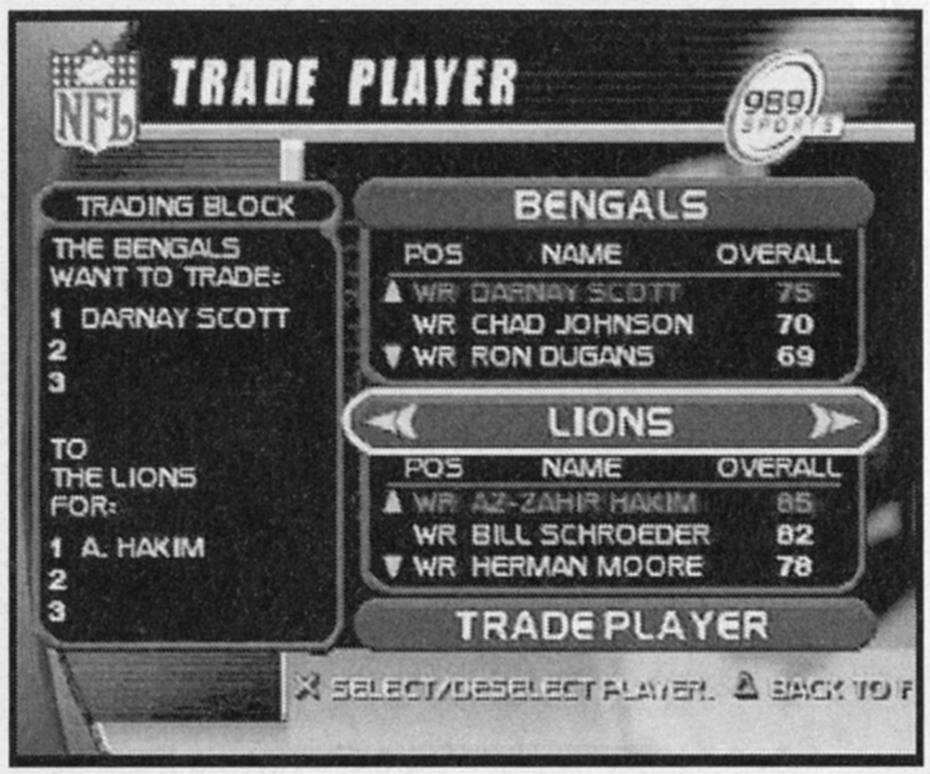
Delete Player

Delete any player from the list of previously created players.

Trade Player

Trade players from one team to the next. Although you can trade any player, your roster must have a minimum number of players at each position.

- Press ⬅ / ➡ to choose a team.
- Press ⬆ / ⬇ to select a player to trade, and then press ⊗ to add him to the trading block list. Make multiple player selections if you wish.
- Press ◎ to change the team selection, and then press ⬅ / ➡ to choose another team.
- Press ⬆ / ⬇ to select a player, and then press ⊗ to put him on the trading block.
- Press ◎ to move to the TRADE PLAYER option, and then press ⊗.



- From the popup box, press ⬅ / ➡ to select YES, and then press ⊗ to attempt the trade. If the trade has been rejected, make another offer.

Sign Free Agent

There is a limit to the number of Free Agents that you can sign to a team. To make room on the roster for additional Free Agents, use the Release Player option. Remember to keep track of a team's salary cap restrictions. Press ◉ to view a player's popup card, which describes the player's NFL experience, his contract figures, and physical attributes.

- Press L1, L2, R1, or R2 to choose a team.
- Press ⬆ / ⬇ to select a player, and then press ⬅ / ➡ to view his attributes.
- Press ⊗ to continue.
- From the popup box, press ⬅ / ➡ to select YES, and then press ⊗ to sign the player.

Release Player

In order to sign free agents, you must first release a player. Like Sign Free Agent above, press ◉ to bring up a Player Popup Card, which describes all of the player's important information.

- Press L1, L2, R1, or R2 to choose a team.
- Press ⬆ / ⬇ to select a player, and then press ⬅ / ➡ to view his attributes.
- Press ⊗ to continue.
- From the popup box, press ⬅ / ➡ to select YES, and then press ⊗ to release the player.

Reset Rosters

Use this option to reset changes made to all NFL team rosters.

PLAY A SEASON GAME

A Season consists of 16 games. At the end of a Season, your team could have a chance to compete in the Playoffs and possibly the Super Bowl. See *Main Menu Setup Options* on page 11 for more information on setting up a game.

SEASON TEAM

Choose a team for your Season. Under Options you can set up league realignment and turn the salary cap restriction ON/OFF. See *Salary Cap* below for more information.

- Press ⬅ / ➡ to select a team. Press L1, L2, R1, or R2 to toggle between team strength categories to help with your selection.
- Press ⬆ / ⬇ to OPTIONS, and then press ⊗ to set the Season options. See *User Records* on page 15 for more information on this repeated menu option.
- Press ⬆ / ⬇ to the team selection, and then press ⊗ to move to the Season Menu.

REALIGN LEAGUE

Set up divisions and conferences with non-divisional opponents. Play exciting matchups within your division by adding rivals from other divisions or leagues.

- Press ⬅ / ➡ to choose a division to realign, and then press ⊗.
- Press ⬆ / ⬇ to highlight a team(s), and then press ⬅ / ➡ to change it to a different team.
- Once you have realigned a division, press ⊗ to finalize and exit the division.
- Repeat this process over to realign any other division.
- When realignment is complete, press ⬆ / ⬇ to highlight ACCEPT, and then press ⊗ to confirm all of your changes. Choose Reset to go back to the original divisional setup.

SALARY CAP

You can turn the salary cap restriction ON/OFF. Set to OFF, you can sign or trade for as many high-salaried players as you like. When making changes to your roster (trading players, signing free agents, or releasing players), the team's salary cap figure will be shown on the setup screen. Any attempted player movement which results in this number being exceeded will be rejected.

SEASON MENU

This screen is used to set up each week's game. See *Main Menu Setup Options* on page 11 and *Front Office* on page 16 for descriptions of repeated game screen menu items.

PLAY GAME / SIMULATE WEEK

From this menu option, you can start the game or simulate the current week's game for the entire league.

- Press ⬅ / ➡ to choose an option.
- Press ⊗ to either start or simulate the game.

SEASON REPORT

Keep track of the team's schedule, its place in the standings, and the individual leaders in the league.

TEAM SCHEDULE

View the schedule of any team. Look for upcoming matchups and the previous wins and losses of each team.

TEAM STANDINGS

View the Divisional standings of both the American and National Football Conferences.

PRO BOWL VOTING

The Pro Bowl voting is based on the Season you are playing. You can view the leaders of the Pro Bowl voting from both conferences as the Season unfolds.

MVP AWARDS

Most Valuable Player voting is based on the Season you are playing. Check the votes at the end of each game.

PLAYOFF REPORT

View the brackets of team pairings for the Playoffs. Each round of the Playoffs will show the winner and final score of each game.

NOTE: Playoff games can be simulated.

INJURY REPORT

View the players injured on each team and the length of time they will be out of the lineup.

COACH'S REPORT

In General Manager mode, check the status of your coaching abilities.

STATISTICS

View the team statistics throughout the league.

TEAM LEADERS — OFFENSIVE AND DEFENSIVE

View the team leaders on offense and defense. Your Season team will be shown in green.

NFL LEADERS

View the individual stats of the offensive and defensive leaders from around the league.

- From this option, press ⬅ / ➡ to choose a category.
- Press ⊗ to view the NFL Leaders.

TEAM RANKINGS

View the team rankings of each NFL team in all major categories.

INDIVIDUAL

View the stats of each player from any team roster. See *Team Roster* on page 16 for more information on this screen.

STARTING LINEUP

Set the offensive starters for your team.

- Press ← / → to choose a position.
- Press ↑ / ↓ to PLAYER, and then press ← / → to choose a player for that position.
- Press ↑ / ↓ to SET POSITION, and then press ⊗ to set the player to the position.
- Press ↑ / ↓ to ACCEPT, and then press ⊗ to accept the changes.

PLAY IN A TOURNAMENT

Set up a Tournament as either an 8-team (two rounds plus a Tournament final) or 16-team (three rounds plus a Tournament final) competition. To play a Tournament, you need to choose a player number and player name for each participant.

- From 8 PLAYER, press ← / → to choose an 8 or 16-player Tournament format.
- Press ⊗ to move to the PLAYER NAME portion of the screen, and then press ↑ / ↓ to select an A.I. number.
- Press ⊗ to activate the alphanumeric chart.
- Press ← / → / ↑ / ↓ to select a character or option and press ⊗ to enter it.
- Press ← / → / ↑ / ↓ to select END, and then press ⊗ to save your name and exit the chart. Change a created name by highlighting the name and pressing ⊗ to start over.
- Press △ to move back to 8 PLAYER.
- Press ↑ / ↓ to CONTINUE.
- Press ⊗ to start the assignment process for the A.I. teams. The A.I. will randomly select teams for the A.I. players.
- Press ⊗ to continue.
- When the assignment process comes to an A.I. name for which you are choosing a team, press ← / → to select a team, and then press ⊗.
- When the selection process is complete, press ⊗ to continue.

BRACKETS

View the tree brackets of your Tournament. Tournament matchups can be simulated by highlighting a game bracket and pressing ◉.

- To play a Tournament game, select a game bracket and press ⊗ to bring up the Controller Select screen.

GENERAL MANAGER

General Manager mode gives you an opportunity to test your skills as a Coach and General Manager. Control a team by making every important decision. You will be replacing retired players, resigning players with expired contracts, deciding which rookies will make the team, drafting players, and handling the salary cap.

During the Season, your General Manager status will be evaluated. If your team does well, you will remain with the team. If the team doesn't meet preseason expectations, you might get fired. If you get fired, don't get too worried. Job opportunities from other teams may open up for you.

GM TEAM

Choose a team for which you will become the new GM.

- Press ← / → to choose a team. Press L1, L2, R1 or R2 to change team strength categories, which can help you with your selection process.
- Press ⊗ to bring up the alphanumeric chart and name your team.
- Press ← / → / ↑ / ↓ to select a character or option, and then press ⊗ to enter it.
- Press ← / → / ↑ / ↓ to select END, and then press ⊗ to save your name and exit the chart. Change a created name by highlighting the name and pressing ⊗ to start the naming process over.
- Press ← / → to choose whether or not to bypass Preseason events, which includes holding a Draft, and then press ⊗ to enter the General Manager screen.

DRAFT

Players are drafted at six positions (quarterbacks, running backs, receivers, linebackers, defensive linemen and defensive backs) for a total of six rounds. You can draft each position for every team, have the A.I. hold the draft, or you can manually draft for some teams and have the A.I. finish drafting for the rest. At the end of each round, you can either continue or exit the draft by selecting an option and pressing ⊗.

To manually draft from the Draft's main screen:

- Press ↑ / ↓ to select EDIT MANUAL LIST, and then press ⊗.
- Press ← / → to select a team, and then press ⊗ to add it to the manual draft list. Add as many teams as you wish. To delete a team from the manual draft list, press ← / → to the desired team, and then press ⊗.
- Press △ to close the list.
- Press ↑ / ↓ to select BEGIN DRAFT, and then press ⊗ to start the draft.
- Press ⊗ to continue.

You will be drafting one player from each position. When a team you have selected for manual drafting comes up in the draft order:

- Press ← / → to choose a player position.
- Press ↑ / ↓ to scroll through the players still available in the draft.
- Press ⊗ to draft a player.
- At the completion of each round, press ⊗ to continue the draft.
- At the end of the draft, press ← / → to select YES from the pop-up box to save the draft results, and then press ⊗. Select NO to cancel the draft results and go back to the Front Office.

PRACTICE

Use Practice games to fine-tune your team and prepare your players for an upcoming opponent. With practice, you'll find your team out on the practice field where you can set formations and plays for both sides of the ball, practicing plays until you get it right. Press START to bring up the Pause Menu and choose different practice options.

- Press ⬅ / ➡ to cycle through the available formations.
- Press ⊗, ▢, △, or ○ to select a formation and bring up the play selections. To return to the formation selection, press ⬆ / ⬇ or press △ from the play selection.
- Once the formation is set, press ⊗, ▢, △, or ○ to select the play. To flip the play and run a mirror image of that play, press R1. To return to the original play, press R1 again.
- Press ⬅ / ➡ to cycle through the available formations for defense, and then press ⊗, ▢, △, or ○ to make a choice.
- Once the formation is set, press ⊗, ▢, △, or ○ to select a defensive play.

PLAY EDITOR

Play Editor mode allows you to create custom offensive and defensive Playbooks for your team by selecting plays from your team's Playbook and changing the player assignments. Once you select a play to customize, you will be able to select each player in the formation and then choose different assignments for him to run. Setup as many plays as can fit within the Playbook.

- From the Choose Side Menu, press ⬆ / ⬇ to select OFFENSE or DEFENSE, and then press ⊗ to open a Playbook.
- Press ⬅ / ➡ to cycle through the available formations.
- Press ⊗, ▢, △, or ○ to select a formation, bringing you out on the practice field.
- Press ⬅ / ➡ to choose a player.
- Press ⊗ to view route options.

- Press ↑ / ↓ to change the player route.
- Press ⊗ to set the new route for that player.
- Repeat the previous steps for as many players as you wish.
- Press START to bring up the Editor Menu.

PAUSE MENU

Press START to pause the game and bring up the Pause Menu. Use the Pause Menu to change current game settings or to view game information.

INSTANT REPLAY
View the action from the latest play from multiple angles.

CALL TIMEOUT
Each team receives three timeouts per half. The number of timeouts remaining will be shown.

SUBSTITUTIONS
Substitute a player from the bench for any player on the field. Offensive players used for defensive positions will only accumulate offensive statistics.

- Press ← / → to the Defense/Offense option. If you are playing on offense when you use substitutions, this option will be shown as OFFENSE.
- Press ↑ / ↓ to Formation, and then press ← / → to choose a formation.
- Press ↑ / ↓ to Position, and then press ← / → to choose a position.
- Press ↑ / ↓ to the player name, and then press ← / → to change a player.
- Press △ to return to the game.

NOTE: Sub All Forms will place the highlighted player in all appropriate positions. Auto-sub allows the CPU to automatically substitute players.

VIEW GAME STATS
View the stats compiled by each team during the game.

CHOOSE AUDIBLES
Set three audible plays on offense and defense by pressing the icons on your controller that correspond to the icons of the play.

- Choose a play to change by pressing the corresponding icon.
- Press ← / → to select a formation for the new play and press the corresponding icon.
- Press ← / → to select a new play and press the corresponding icon.
- Press △ to accept audible changes and return to the game.

CAMERA OPTIONS
Choose from a variety of camera angles to view your game.

CUSTOMIZE GAME
Change the game's difficulty level and attributes.

QUIT GAME
Quit the game and return to the Main Menu.

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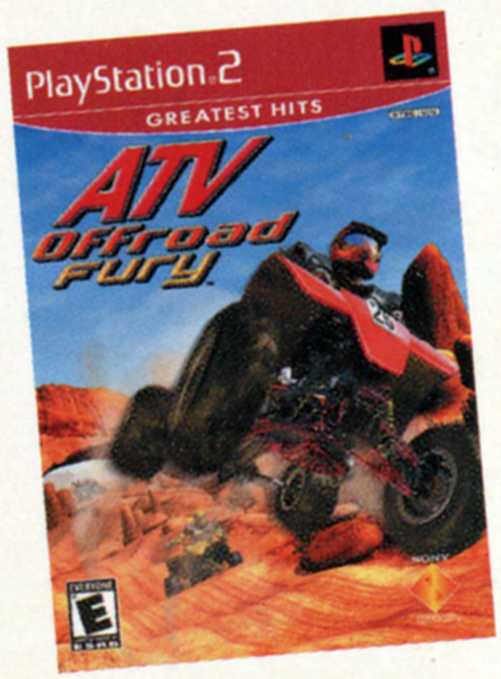

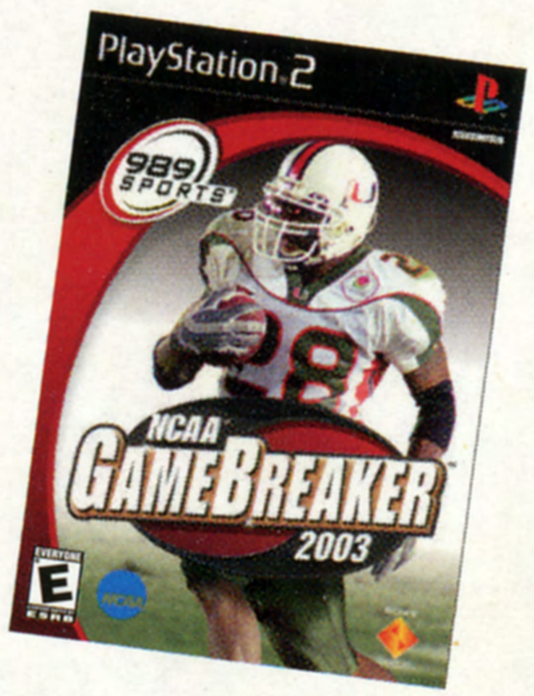

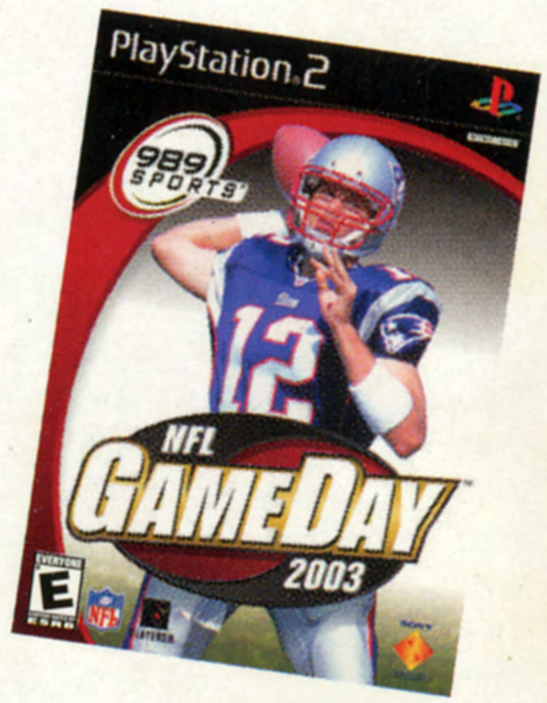

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