



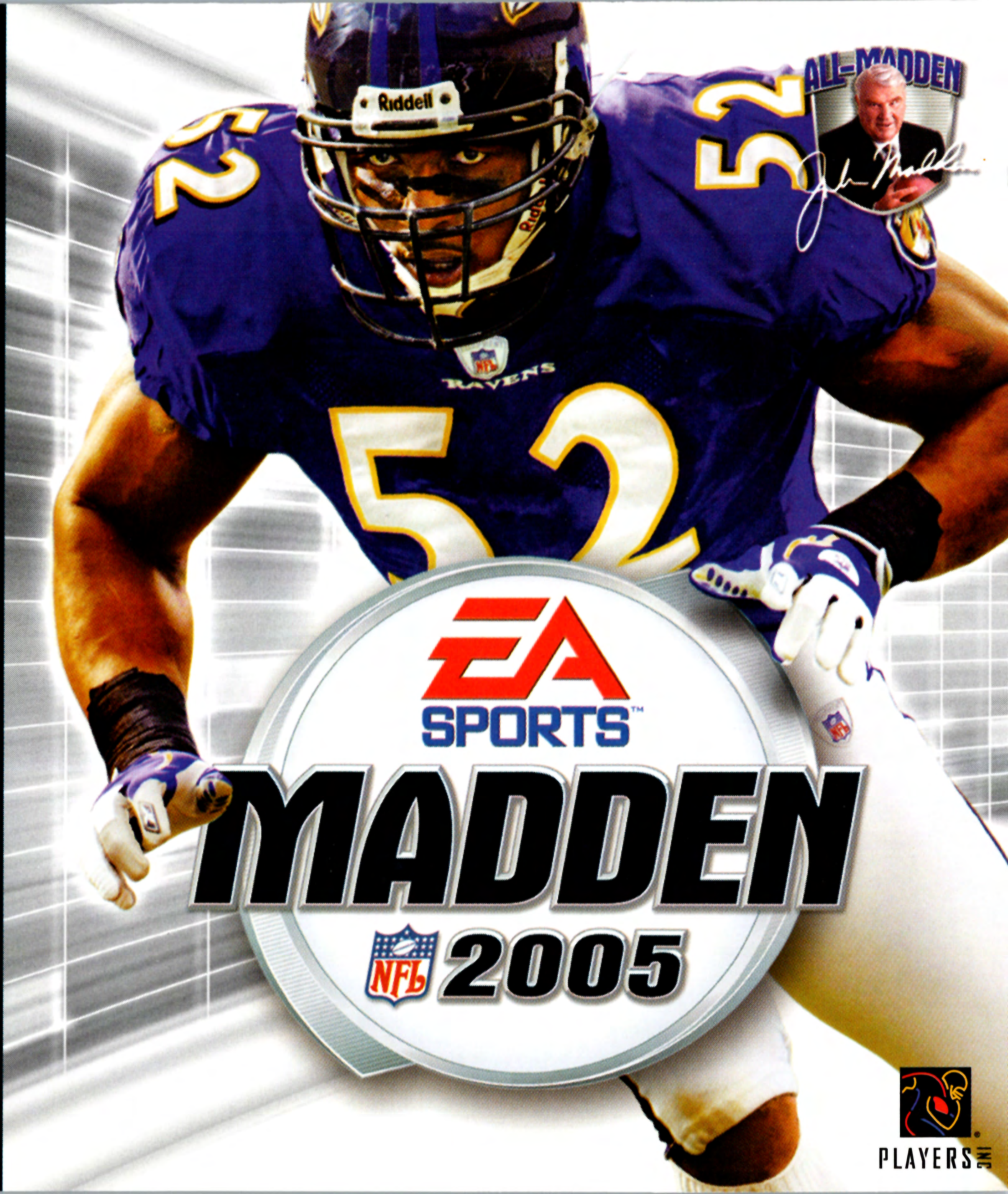
PlayStation

NTSC U/C

PlayStation



SLUS-01584



ALL-MADDEN



EA SPORTS™

MADDEN

NFL 2005



PLAYERS INC

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNOFFICIAL PRODUCT:

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

HANDLING YOUR PLAYSTATION DISC:

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

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

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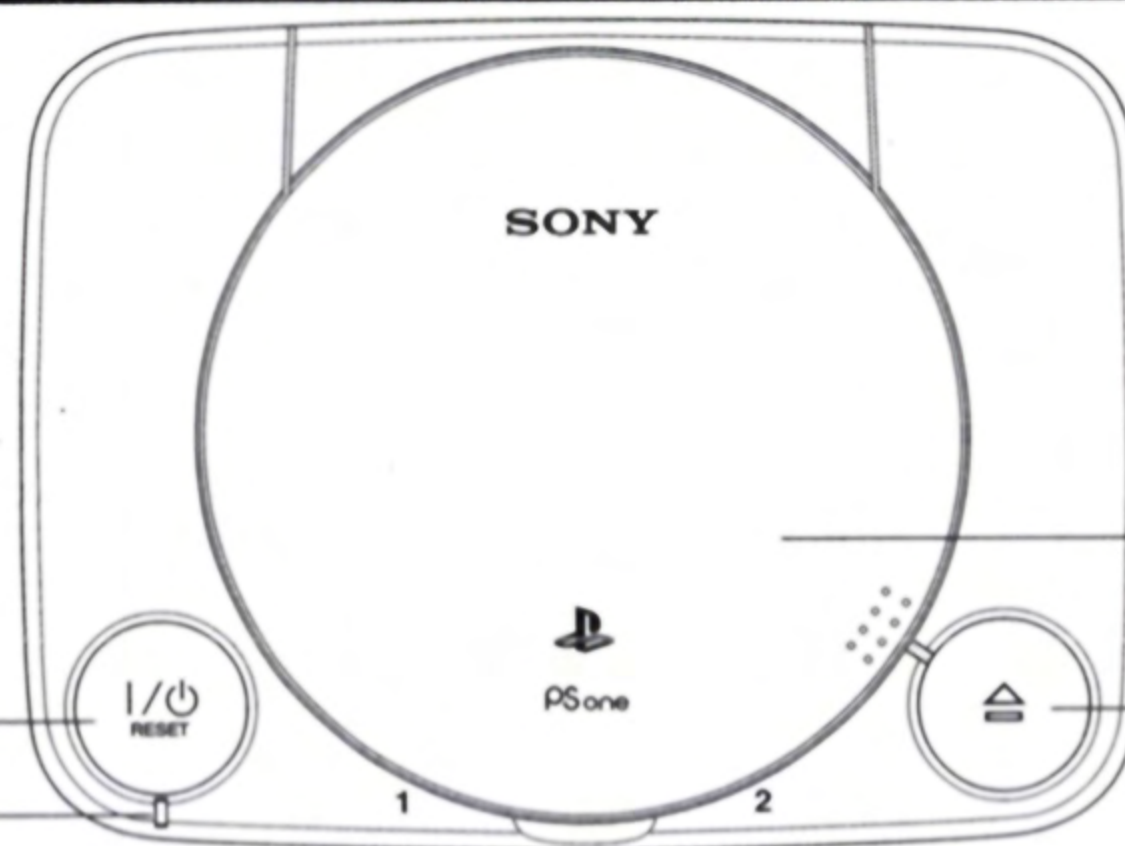
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For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

STARTING THE GAME

Top View

POWER BUTTON/RESET BUTTON
POWER INDICATOR

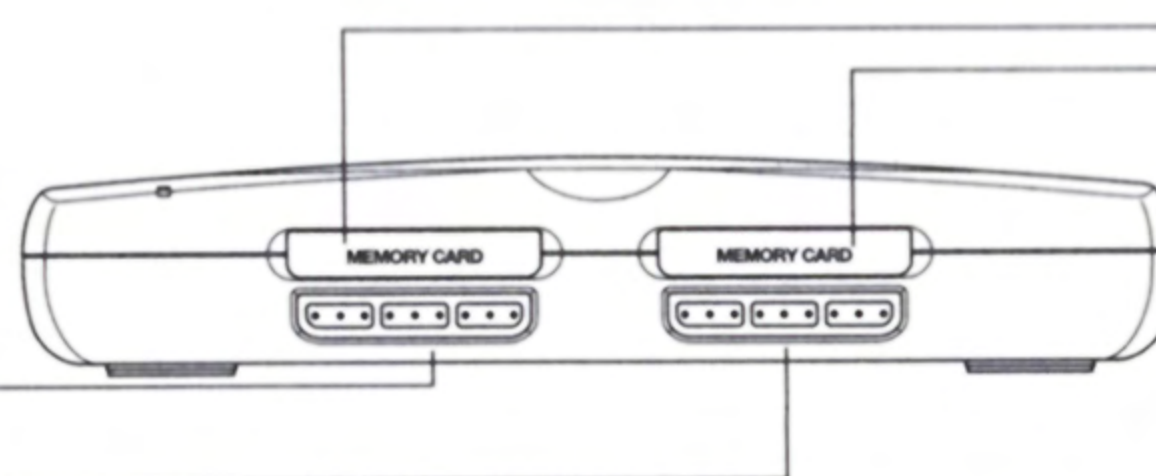


DISC COVER

OPEN BUTTON

Front View

CONTROLLER PORT 1
CONTROLLER PORT 2

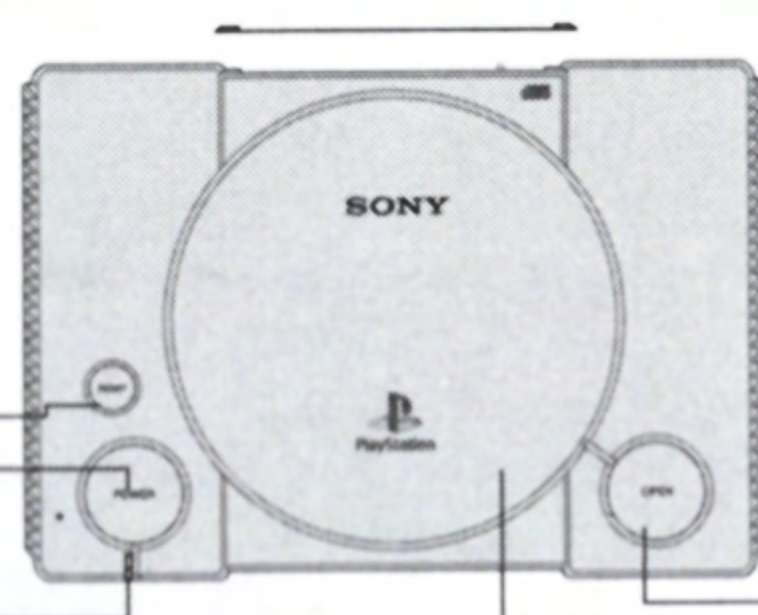


MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

Note: You may have a console that looks like this.

Top View

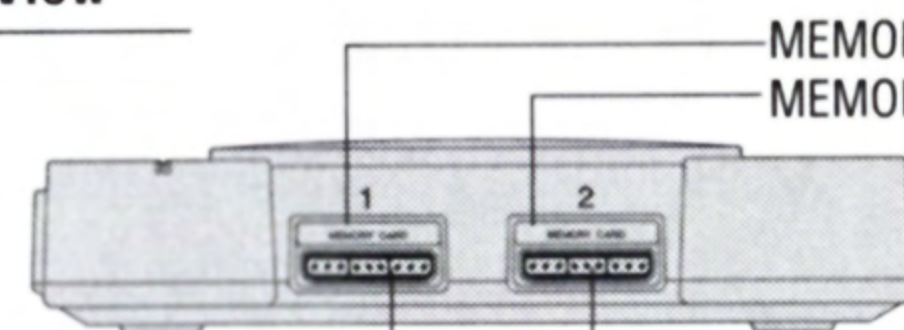
RESET BUTTON
POWER BUTTON
POWER INDICATOR



OPEN BUTTON
DISC COVER

Front View

CONTROLLER PORT 1
CONTROLLER PORT 2

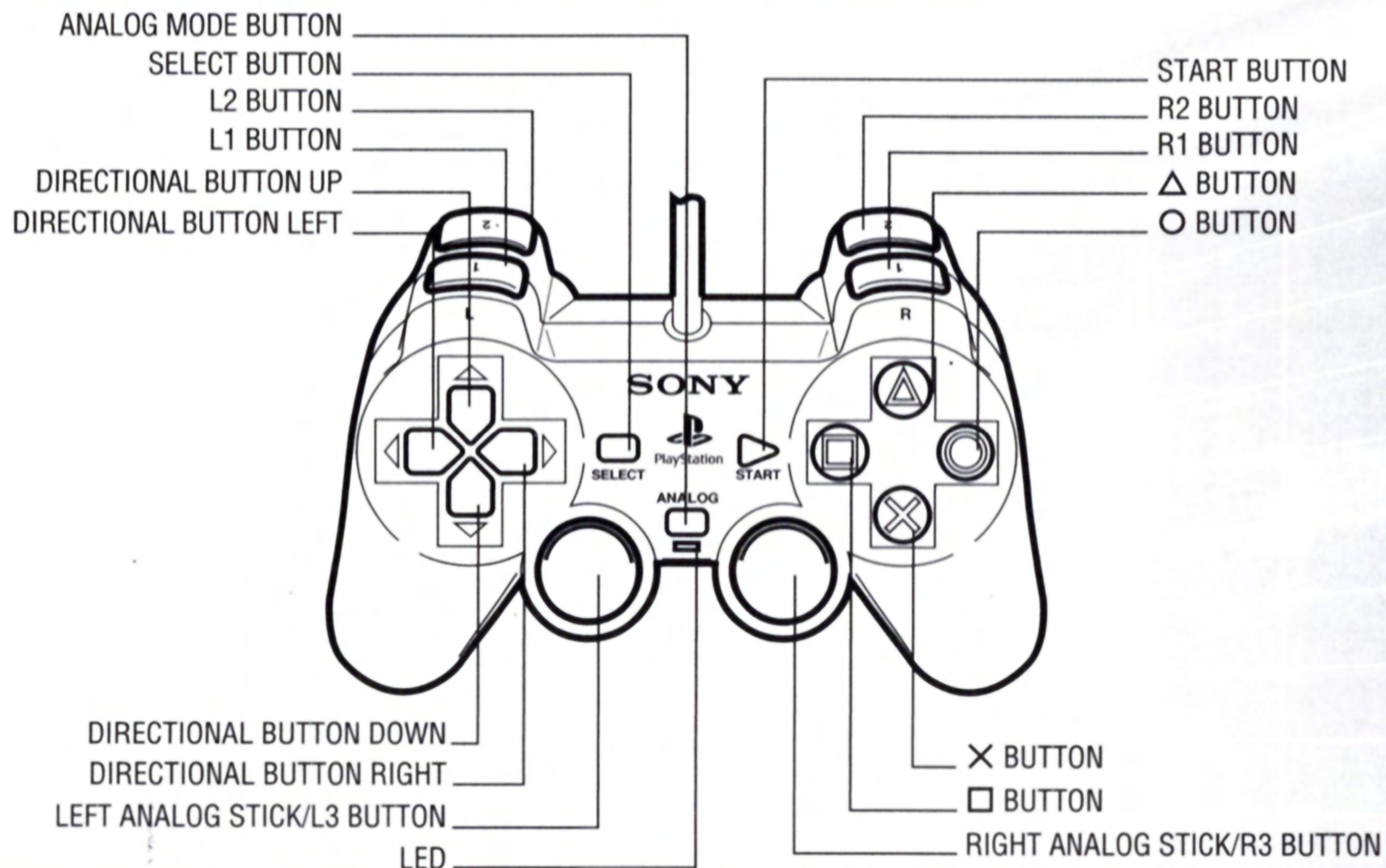


MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is **OFF** before inserting or removing a compact disc.
 2. Insert the *Madden NFL 2005* disc and close the disc cover.
 3. Insert game controllers and turn on the PlayStation game console.
- NOTE:** When using the Multitap, at least one controller must be connected to controller port 1.
4. After the introductory screen, press **START** to advance to the Main menu.

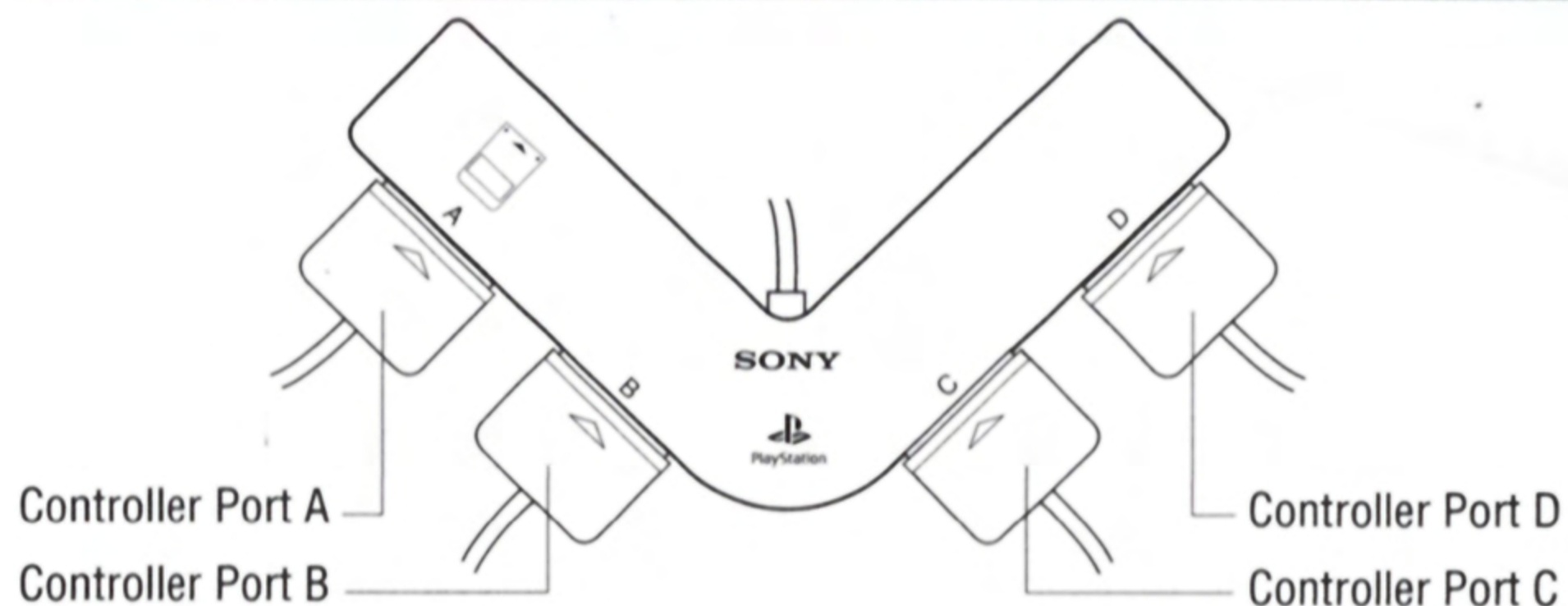
COMMAND REFERENCE

DUALSHOCK® ANALOG CONTROLLER



MENU CONTROLS

Highlight menu item	D-button ⇕
Change highlighted item	D-button ⇔
Select/Go to next screen	⊗ button
Cancel/Return to previous screen	△ button
Help menu	◻ button



COMPLETE CONTROLS

Master these controls and you'll soon be playing like a pro.

GENERAL GAMEPLAY

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

PLAY SELECTION

Cycle sets and formations	D-button
Select set and formation	X button
Select play	D-button ↕ then □ button, X button, or ○ button
Flip play	R1 button
Cancel formation/set	△ button










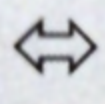

KICKING GAME

Kickoff/Field goals	X button then X button, ○ button, or △ button
Punts	X button then X button
Call an audible (see p. 11)	□ button then X button, □ button, or ○ button

TO KICK:

1. Press the X button to stop the directional meter. The power meter is activated (or the ball is snapped on field goals and punts).
 2. Press the X button again to stop the power meter for a normal kick.
- ❖ You can also press the △ button for a high kick or press the ○ button for a low kick.

OFFENSIVE CONTROLS





View receivers to the left/right	L1 button/ R1 button
Call an audible (see p. 11)	 button then  button,  button,  button, L1 button, L2 button, or R1 button
Cancel audible selection	 button
Cancel an audible at the line of scrimmage	 button then  button
Snap the ball	 button
Fake the snap	 button
Move receiver in motion (play-specific)	D-button 
Madden Meter	L1 button/ R1 button + R2 button
Flip play at line of scrimmage	 button then R2 button

MADDEN METER

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

HOT ROUTES

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

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

RUSHING

Speed burst	⊗ button
Run the ball	D-button
Dive/QB slide (past the line of scrimmage)	⊠ button
Jump/Hurdle	△ button
Spin	⊙ button
Stiff arm	R2 button
Juke left/right	L1 button/R1 button
Lateral the ball	L2 button

PASSING/RECEIVING

Bring up passing icons (Normal Passing mode)	⊗ button (after the snap)
Pass to the receiver with corresponding button symbol	⊗ button, ⊠ button, ⊙ button, L1 button, or R1 button (hold for a bullet pass; tap for a lob pass)
Throw a route-based pass	Hold the L2 button plus the button of the receiver you want to throw to (the QB leads the receiver while he's running his route)
Throw ball away (with passing icons visible)	L2 button + △ button
Pump fake with passing icons visible (available once)	R2 button + button symbol of eligible receiver
Hide passing window to scramble	△ button (press the △ button again to bring up the passing window if you are not past the line of scrimmage)
Take control of receiver	⊗ button (while ball is airborne)

PASSING/RECEIVING CONTINUED

Dive for pass	□ button
Jump for pass	△ button
Hurry up offense	Hold the × button immediately after the whistle blows. The offense hurries to the line, and repeats the previous play.
Spike ball	Hold the ● button immediately after the whistle blows

NOTE: If using Directional Passing mode, aim your quarterback towards the desired receiver and press the × button to throw the pass.





NOTE: If using Analog Passing mode, press the R3 button to bring up the passing indicator, press the right analog stick to move the indicator to the desired target, and then press the R3 button to throw the pass.

DEFENSE (BEFORE THE SNAP)



Cycle defenders	× button or ● button
Reposition player	D-button
Defensive line shift	L1 button
Secondary shift for bump and run and loose coverage	R1 button
Call an audible (see p. 11)	□ button then □ button, × button, ● button, L1 button, L2 button, or R1 button
Madden Meter	R2 button

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

DEFENSE (AFTER THE SNAP)

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

KICKOFF/PUNT RETURNING

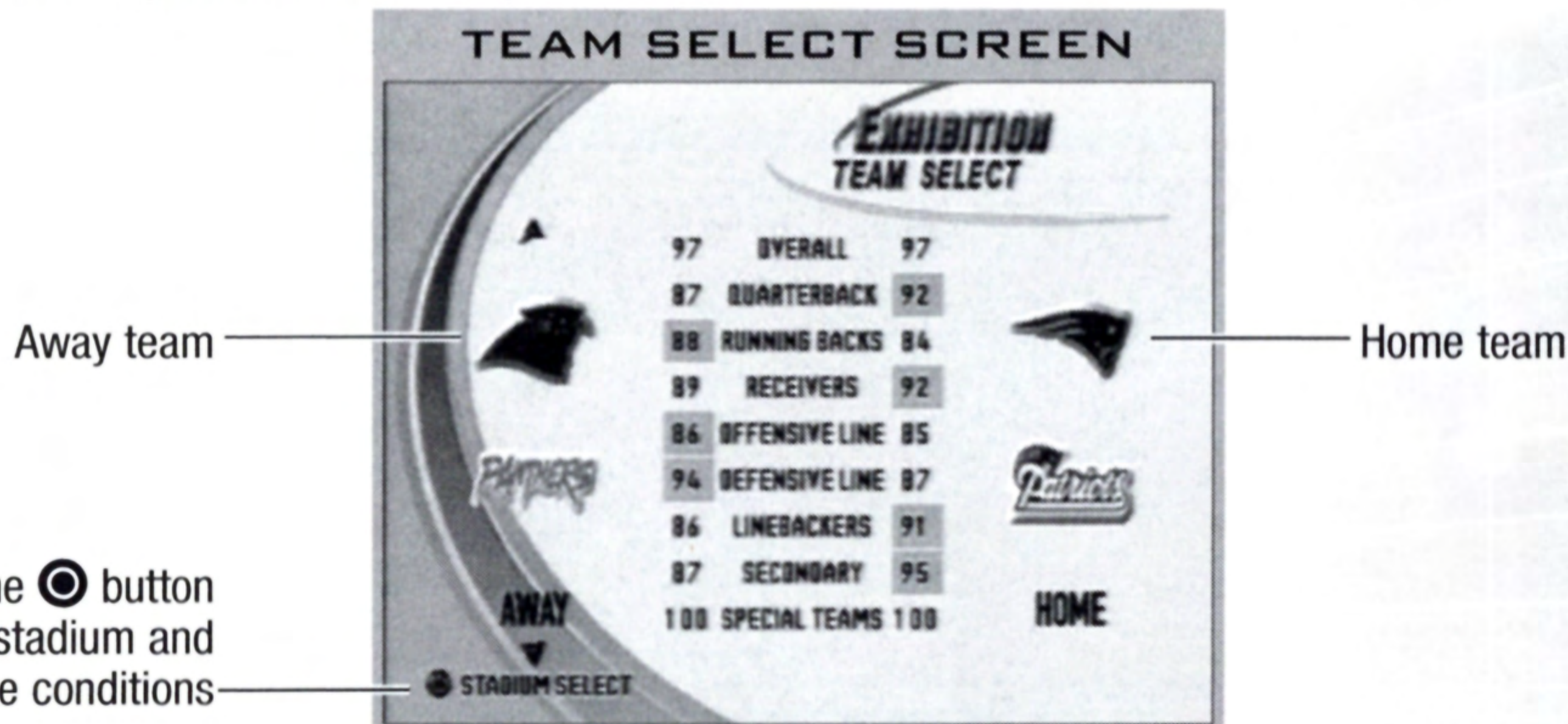
Control return man	D-button
Switch players	 button
Fair catch/Kneel (must have control of return man)	 button

SETTING UP THE GAME

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

EXHIBITION

Play an exhibition game between any two teams.



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

- ❖ Press the **R1** button (Home) or the **L1** button (Away) to randomly select a current NFL team. Press the **R2** button (Home) or the **L2** button (Away) to randomly select any historical team.



Access User Options to choose playbook, User Profile, number of mulligans, and more

To choose a team, press the D-button \leftrightarrow and position the controller icon next to your desired team

NOTE: Up to eight players can play *Madden NFL 2005* using two multitaps. A different colored icon appears for each connected controller.

NOTE: You must have a User Profile activated to enable Madden Challenge.

PLAYING THE GAME

It's game time. Learn the intricacies of calling plays, and tweak your play style to perform better on the field.

PLAYCALLING

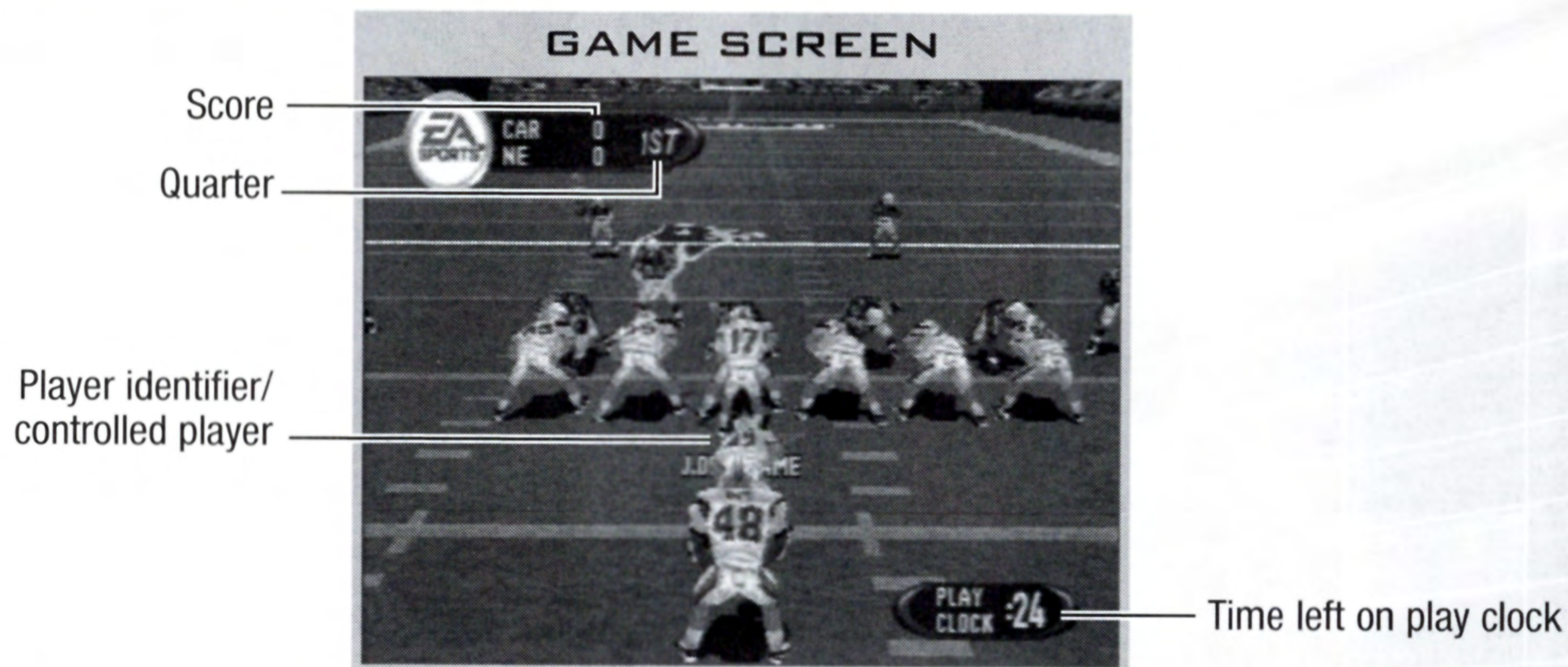
You'll need to understand every element of the Playcalling screen to be successful.



TO SELECT A PLAY:

1. Press the D-button \updownarrow to select a formation (press the D-button \leftrightarrow to scroll through the formation sets when available). Once you have the desired formation and set, press the \times button.
 2. A list of three plays appears. Press the D-button \updownarrow to scroll through the available plays and then press the \square button, the \times button, or the \odot button to select the desired play.
- ❖ To call a play from the header below the selection window, press the **L2** button + the \square button, the \times button, or the \odot button. Use this strategy to fake out a competitor who is trying to sneak a peek at your selected play.
 - ❖ To go back to the previous window, press the \triangle button. To flip plays (change the formation to the opposite side of the field), press the **R1** button.
 - ❖ After each play, the offense has 40 seconds (25 seconds after penalties and change of possession) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

GAME SCREEN







❖ During the game, press the **START** button to take a break and access the Pause menu.

Mulligans: Use one of your “do-over” mulligans during a game to erase the previous play and repeat it. However, you will lose one of your three time outs.

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

Depth Chart: Re-arrange the depth chart for all positions.


❖ Press the **L2** button or the **R2** button to toggle player positions.

❖ Press the D-button  to highlight the player you want to reorder or remove and then press the  button. Press the D-button  to highlight the player you want to sub in and then press the  button.

TO SET AUDIBLES

Select your audibles on both sides of the ball.

1. Select OFFENSE or DEFENSE. Press the D-button to highlight a play window and press the  button.

2. From the Playcalling screen, select a new play, press the  button and the new audible is set to the respective button.

GAME MODES

Play out a full season, run your own franchise, or customize a league. See *Other Game Modes* on p. 13 for more options.

SEASON

Battle for a Super Bowl ring in a single 16-game NFL season. In Season mode you can create teams or modify rosters.

TEAM SELECT SCREEN

Choose which team you would like to control during the season. You can play in a league that includes real NFL teams as well as created teams.

PLAY WEEK MENU

Play or simulate (CPU plays the game) games on the schedule from the Play Week menu.

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

FANTASY DRAFT

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

AFTER THE SEASON

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

FRANCHISE

Take full control of your franchise for up to 30 consecutive seasons.

COACH SETUP

Before you play a game, you must select a coach to run the team. You can create a new coach, select an existing coach, or edit a coach. Editing allows you to change the strategy of a coach and select the offensive and defensive playbooks.

POST-SEASON MANAGEMENT

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

Season Progress: Compare a player's attributes from season to season.

Re-Sign Players: Negotiate contracts with players from your own team. Players may accept or decline your offers.

Trading Block: Put players on the market to see what other teams offer you.

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

Free Agent Signing: Before the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap. When bidding on a player, you can start the bidding by offering more than the current offer.

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

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

Sign Draft Picks: After the draft, you must sign your draft picks to your roster.

Preseason Schedule: Choose your teams to play a three-game schedule.

Preseason Depth: Allows for modification of the roster before the preseason.

Preseason Progression: Compare a player's attributes after the preseason is completed.

OTHER GAME MODES

Compete in a Tournament, hone your skills in Practice, create and defeat a challenging Situation, or take on up to nine friends in a Two Minute Drill showdown.

CUSTOM LEAGUE

Design a custom league of four to eight teams and participate in a battle for the championship. The Custom League setup is similar to Season mode; you can choose round robin or double round robin, the number of teams in the playoffs, and whether you want created teams and fantasy draft players in the league.

TOURNAMENT

Compete in a single- or double-elimination tournament with playoff-like pressure. You choose the teams, their seedings, and more.

COACHES CORNER

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

TRAINING MODE

With the help of John Madden, get in-depth knowledge of each play and learn how each formation can help you during a game. Madden runs the play first and then you take control for the chance to earn tokens.

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

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

TEAM PRACTICE

Load up a team's playbook and master its plays, or run a single play over and over against or without a defense.

SITUATION

Customize your own challenging situations or work your way through some of the greatest games of all time.

GREAT GAMES

Participate in 14 of the greatest football games ever. Each consecutive win unlocks the next Great Game.

TWO MINUTE DRILL

Time is short. Test your mettle in the final two minutes of a game. Pulling off huge plays earns you massive points.

TWO MINUTE CHALLENGE

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

HEAD-TO-HEAD CHALLENGE

Compete against a friend to see who has more guts in those final two minutes.

MADDEN CLASSIC

For the nostalgic, play the original 16-bit classic that launched *Madden NFL Football* into fame.

MADDEN CLASSIC CONTROLS

OFFENSE—BEFORE THE SNAP	
Audible/Anti blitz	□ button
Fake snap/Run play audible	× button
Snap the ball/Pass play	○ button

OFFENSE—AFTER THE SNAP	
Dive	□ button
Spin	× button
Speed burst/Jump	○ button

DEFENSE—BEFORE THE SNAP	
Audible/Anti-run defense	□ button
Switch players	× button
Blitz	○ button

DEFENSE—AFTER THE SNAP	
Tackle	□ button
Switch player	× button
Jump/Strip ball	○ button

KICKING	
Start Kick Meter/Kick	○ button
Aim Kick Meter	D-button ↔

CUSTOM OPTIONS

Setup a User Profile, create a team, modify rosters, and access the Play Editor.

USER PROFILES

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

USER PROFILE MENU

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

CREATE-A-TEAM

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

ROSTERS

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

PLAY EDITOR

The Play Editor allows you to create up to six offensive and six defensive plays for your playbook.

MADDEN CARDS

Earn tokens for each Madden Challenge task completed and then use those tokens to buy Madden Cards. Activate one of six types of cards to give your game a boost, or initiate a trade to pick up that coveted card.

RATING SYSTEM

There are four categories in which Madden Cards are rated: **(1) Power**, indicates how “strong” a card is; **(2) Value** determines the number of tokens you receive when you sell a card; **(3) Rarity**, tells you the odds of getting a particular card; and **(4) Life** equals the life expectancy of a card (unlimited or once).

CHALLENGE STATUS

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

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

Level Select: View one of five Challenge Levels.

Token Scale Table: Check the number of tokens earned on each skill level for completing a task.

Challenge Task Table: List of tasks for selected level. The token scale has a highlighted box around the particular level a task has been completed.

❖ Cycle through one of four User Profiles by pressing the **L1** button or the **R1** button.

CARD BOOK

View the cards you have collected or buy new packs.

To Trade a Madden Card, from the Madden Cards screen, highlight the card you want to trade, then add it to the trade. When you’ve added your chosen cards to the traded proposal, press the **START** button to initiate the trade. A pop-up screen appears and confirms the trade. You can either accept or decline the trade.

To Play or Sell a Madden Card, from the Card Book screen, highlight the card you want to sell and choose either **ACTIVATE CARD** or **SELL CARD BACK**. The Card Book screen reappears, and a blue box surrounds the current player and cards after they’ve been activated.

To Risk a Madden Card, from the controller select screen, highlight the card you want to risk then start the wager. A pop-up screen appears and confirms the wager. You can either accept or decline to risk your card(s).

SETTINGS

Gameplay: Change game settings including quarter length, skill level (ROOKIE level is for beginners, PRO is for low-intermediate players, ALL-PRO for high-intermediate, and ALL MADDEN is for experts), salary cap, momentum, and more.

Customize AI: Choose **NORMAL**, AGGRESSIVE, or CONSERVATIVE strategies for Offense. Select from **NORMAL**, BLITZ, or ZONE for Defense. Set the balance of running vs. passing.

Penalty Settings: Set the frequency of penalties called with the penalty sliders.

Sound Options: Adjust volume levels for music, sound effects, commentary, and crowd. Also select **DOLBY™ SURROUND**, STEREO, or MONO output.

Menu Music Select: Select tracks from the various artists of *Madden NFL 2005*.

Controller CFG.: Choose one of five controller configuration setups.

❖ A blue asterisk appears in Global settings next to any setting that has been changed on any other settings page.

MEMORY CARD (SAVING AND LOADING)

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

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

TO SAVE/LOAD A FILE:

1. From the Main menu, select MEMORY CARD to get to the Load/Save Game screen.
2. Highlight SAVE NEW, OVERWRITE, or LOAD and press the **X** button.
3. When loading a file, highlight a file and press the **X** button.

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

SPAWNING A GAME

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

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

TO LOAD A SPAWNED GAME:

1. From the Memory Card menu, load the file listed as a SPAWNED GAME.
 2. Press the **X** button and the Controller Select screen appears.
 3. Begin the game like you would in Exhibition mode.
 4. After the game is complete, save the Spawned game again.
- ❖ After completing the spawned game, confirm that you would like to save the results. You can merge the spawned game by reloading the original season, selecting MEMORY CARD, and then loading the appropriate Results file.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322.

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

If you live outside of the United States, you can contact one of our other offices.

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Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.)

CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

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