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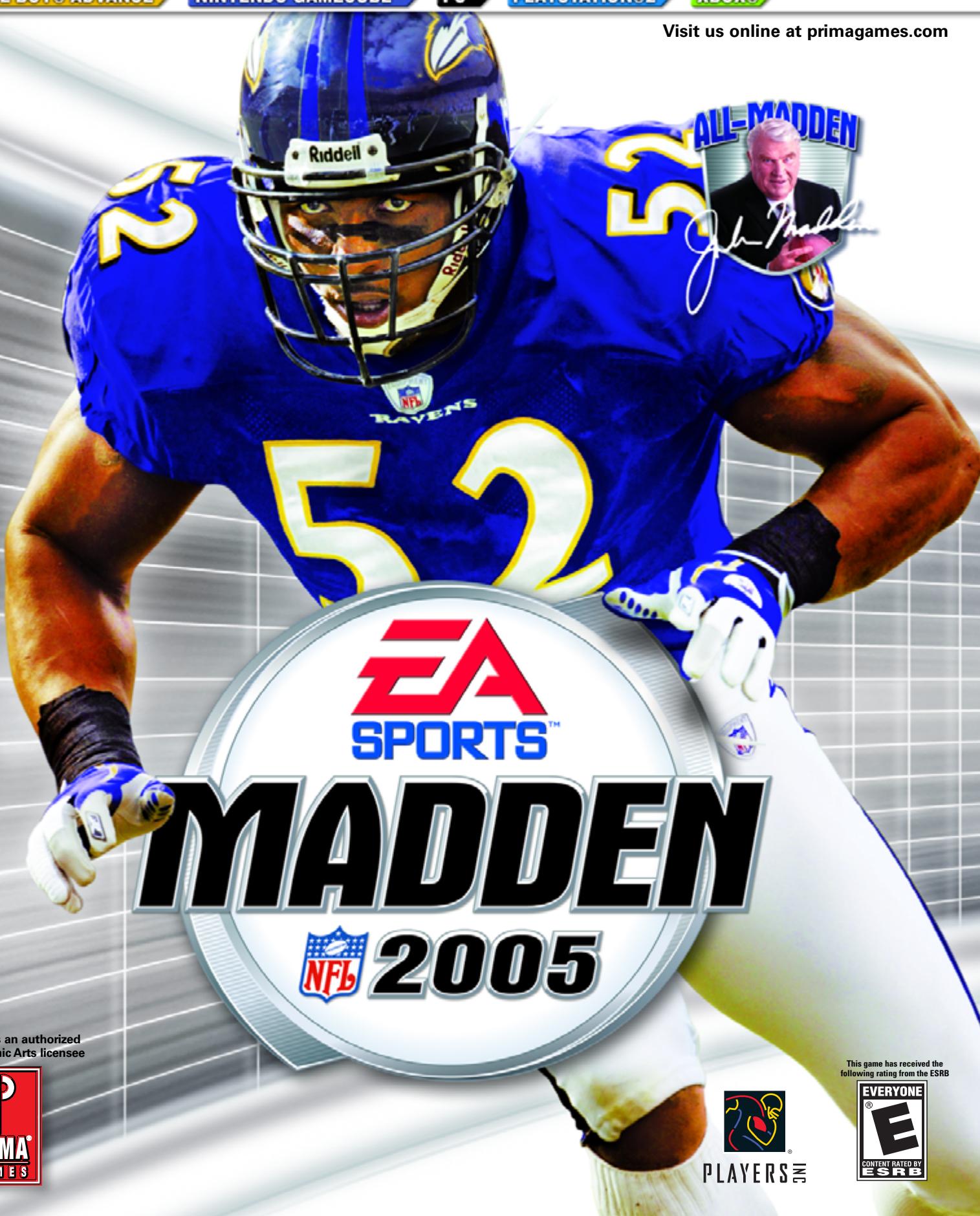
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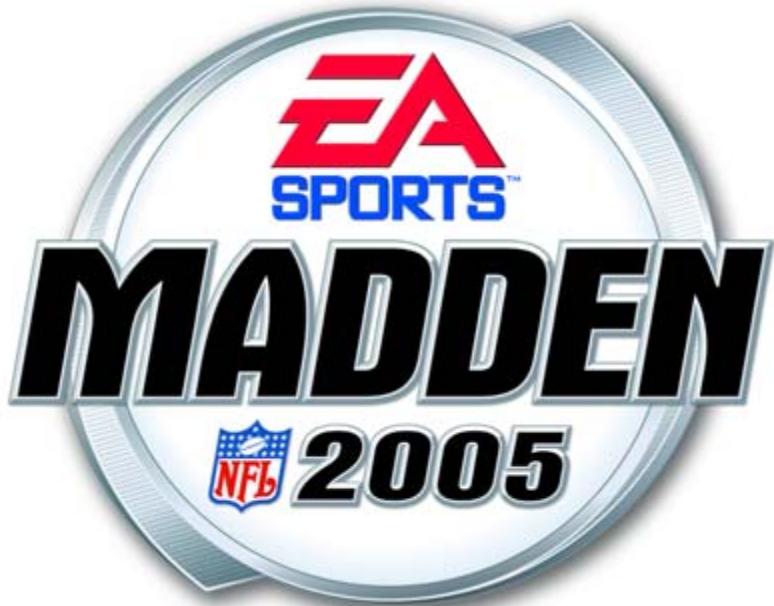


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PLAYERS[®]





PRIMA Official Game Guide

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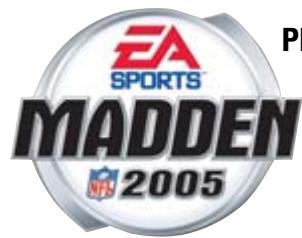
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GAME MODES & FEATURES

Introduction

Welcome to *Madden NFL 2005*. This is the greatest time of year: not only is there real football to watch, but there's fantasy football and, of course, *Madden NFL 2005*. Packed with new features, we're sure the game contains enough football goodness to occupy your free time for the next six months or so. This year's Madden is all about the defense, from the new Hit Stick to expanded defensive hot routes, special assignments, and playmaker options...it's all in the game.

NEW!

Hit Stick

With a flick of the wrist, you can cause a potentially game-breaking turnover. The Hit Stick follows the precedent of other EA Sports games, which have begun the analog revolution. By mapping advanced tactics to the analog stick, EA has given sports gamers a new level of control.



Prima Games is back with THE Official Strategy Guide to *Madden NFL 2005*. Our Madden guides, like the games, evolve every year to give you a richer, more complete look at the strategy that will make you a winner.

GETTING STARTED

Here we'll go over the nuts and bolts of *Madden 2005*.



Special Note:

This chapter works in conjunction with the game manual. We focus on new features and other options that may require additional explanation.

Play Now

Here's the quickest way to get into a game. When you have some buddies over or just want a quick scrimmage against the computer, select the Play Now option and get to it. Choose your teams and your stadium of choice and get set for gridiron action.

Note: The results and stats of Play Now games are saved on your career accomplishments file, allowing you to earn points toward your Madden Card collection. See the Madden Cards chapter for a complete breakdown of challenges and rewards.



Madden NFL 2005 Online

Playing Madden against the AI is a tough task, but going head-to-head against live competition is what it's all about. For the PS2, you'll need a Network Adapter, an ISP, and at least 256KB of free space on your memory card. For the Xbox, you'll need an Xbox Live account. For more on online play, refer to the online section of this guide.



For PlayStation 2 & Xbox Only

Tournament

For a quick shot of competition, fire up a tournament. Customize the elimination settings and fill the tournament spots with up to 16 teams.

Minigames

Mini-Camp is a great way to bolster your skills while earning points for completing various drills. Earning a **GOLD** on the higher levels will unlock special Madden Cards.



Two-Minute Drill

Simulate the frenzy of the final moments of a game with the two-minute drill. You'll sharpen your skills on offense and you'll be more prepared for in-game pressure. Practice the hurry-up offense, calling quick hot routes, and score some extra points. Remember, highest score wins! Once you press Start you'll have 2:00 on the clock and the ball at your own 20-yard line. The game clock does not start counting until the first snap. Get out of bounds on plays on which you're not going to score. This will stop the clock and save time. Also be sure to check out head-to-head play, as one user takes up the offense and the other heads up the defense.



Two-Minute-Drill Tips

- Avoid sacks at all cost. Throw the ball away if need be.
- Keep your runs to the outside, where you can dash for the sidelines. If you get tackled inside, you'll lose precious time
- Learn to master the deep routes. Deep outs, posts, and fly patterns are good for quick strikes.

Football 101

Back for another season, Football 101 is a great introduction for new Madden players. Madden will illustrate how and why plays work, then ask you to execute the play he explained. After you run the play, Madden critiques your efforts and offers you the chance to run it again.

Special Note:

If you select a user profile on the setup screen, you can earn points toward Madden Cards. Points are awarded for Play Completion, Yards Gained, and Special Moves.



Practice

It's hard to dominate in Madden without spending some serious time on the practice field. Take your team and playbook, and hit the field. Run plays against a defense of your choosing, or no defense at all. Work on dissecting the passing game so that you know which routes work versus man coverage and which work against the various types of zone coverage.

Types:

- Normal Offense versus Defense
- Offense Only Only your offense will show up on the field
- Kickoff Practice special-teams plays



NEW!

Create a Fan

For the hardcore football fan, nothing beats going to the stadium and cheering on your favorite team. In *Madden NFL 2005*, you can create a fan that will appear during cutscene celebrations whenever you make a big play. Make the fan as goofy or as realistic as you want. The table to the right shows the settings you can adjust.

Create a Player

The first step in creating a player is to fill in the Information and Appearance screens to shape your player into an NFL star. Go for the Randy Moss of the future, a bruising running back, or the next Joe Montana.

On the Build screen, you can fine-tune your player's body to make him look how you want. Broad shoulders, the level of muscle detail, and other incremental changes happen here.

Continued on following page.



NEW!

Defensive Hot Routes

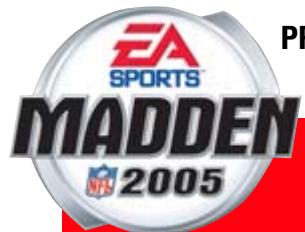
Call defense on the fly with expansive defensive hot routes. Call for a Double-team on the opposition's star receiver, drop into zones, flare out into the flats, or bring the heat from anywhere on the field. It's all in your hands moments before the snap thanks to an intuitive hot-route system. Refer to our Defensive Strategies section for more on using the defensive hot routes!



Adjustable Settings

- Team
- Skin
- Body Shape**
- Torso
- Pants
- Face
- Face Paint
- Hair Style
- Hair Color
- Hat
- Face Prop
- Hand Prop



**NEW!****Franchise Options****Restricted Free Agents**

Allow your young guys to test restricted free agency.

Preseason Position Battles

Let two players who are similar in talent battle it out for the starting job.

Player Personalities

Players react to everything that happens to them, and if things get really bad for them, they demand a trade. If you're not throwing the ball to your star receiver, you'll hear about it.

Franchise Tags

Tag players who refuse to re-sign with your team.

**Realistic Off-Season Free Agency**

Players no longer care only about money. They now look at your team roster, your team's prestige, and a variety of other factors.

Weekly Gameplan

Your coordinators provide you with a gameplan each week that contains keys to stop your upcoming opponents.

NFL Icons

Your team's stars become NFL icons who influence free agents and affect morale.

Create A Player
Continued

The Equipment screen lets you customize your player's appearance with different facemasks, eye paint and other physical items. In this day and age, players are known by their bling bling, so put something unique on your guy so he stands out.

The Attributes section is where you set your player's skill level. Max out all attributes and your player will be among the NFL elite. Go for a more realistic mix or try and create some of the rookies of tomorrow. It's all for the taking.

**Create a Team**

Just like in last year's game, you can create a brand-new team for play in *Madden NFL 2005*. Choose the logo, nickname, city, state, abbreviation, team roster, and climate.

On the Design Stadium screen, you can build your stadium from the ground up. Add features like tunnels, extra seats, and open or closed configurations. When the stadium is finished, advance to the Uniform Editor and design your team's duds. You can come up with some mad color schemes, so shock the league with your designing abilities.

**Create a Playbook**

This feature is for all the would-be head coaches of the world. Scheme and devise a playbook limited only by your creativity. Or start with your favorite existing book and edit it to your liking.

The first step is to create a formation. You have complete control over the placement of each player. Using the grid pictured above, place each player in his starting point for the formation. When you're happy with the formation, you'll be prompted to rename it.

When you're finished with the play, test it against randomly selected offensive or defensive formations. If you spot bugs or weak spots in the play, go back to the drawing board and tweak it.



Cowboys of the '90s, and many other of the greatest teams for each NFL franchise are included for your editing. Running tournaments with the all-time best teams is a great way to relive classic matchups.

EA Sports Bio

This is where you track all of your EA Sports gameplay. Your achievements and hours spent on all EA games are tracked, and you're awarded a level. Move up in levels for special EA rewards.

NEW!**WR Option Routes**

Receivers now run routes with optional paths built in. If the defense sags down, they'll break deep. If the defense is in a zone, the receiver will find a nook and sit in the empty space. Combat the new defensive hot routes with these killer offensive moves.

**Historic Teams**

Madden NFL 2005 has included more historic teams than ever before. Are you a die-hard Vikings fan? Go back and edit the Fearsome Foursome teams of the '70s. The '85 Bears, the



Madden Cards

Madden Cards return in *Madden NFL 2005*, and it's up to you to complete the dizzying number of tasks to unlock the cards. Earn tokens by completing various Madden Challenge tasks during the game, working through the Mini-Camp and successfully completing all of the Football 101 plays.

Madden Card Functions

- Play cards to activate their cheat value.
- Sell cards back to the game for tokens.
- Trade cards with other users
- Buy cards with tokens
- Risk a Madden Card in a game against another user.



NEW!

Storyline Central

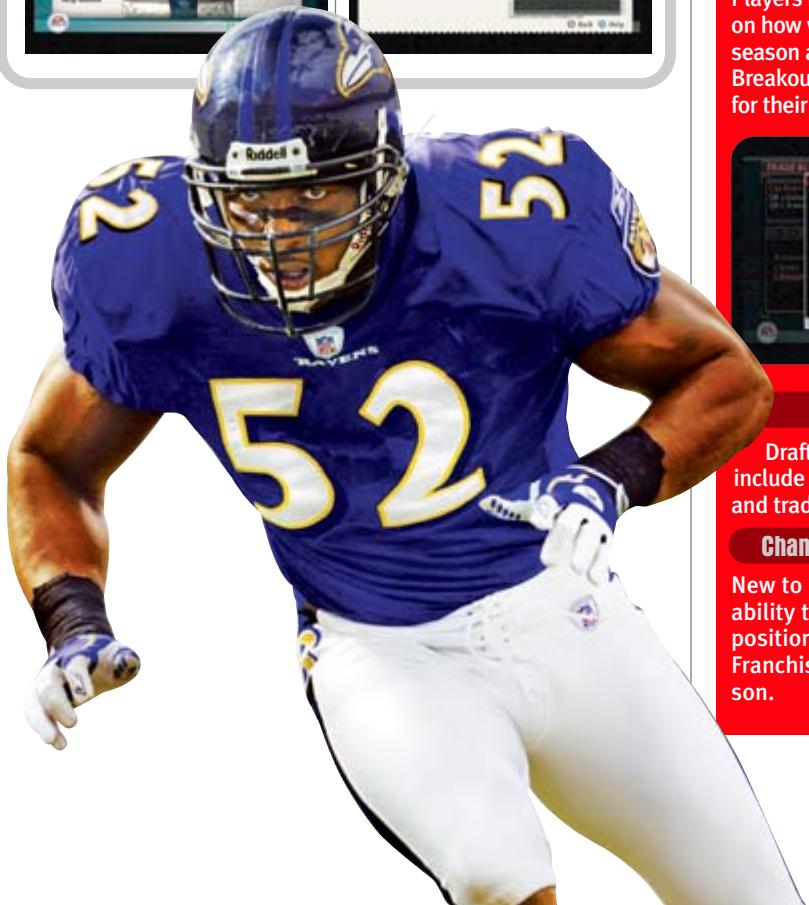
Storyline Central is a new addition to Franchise mode that focuses on every story that is at the forefront in the NFL. The stories around your team now impact its performance. If the rookie RB is pushing the veteran for playing time but not getting it, his morale will drop and it will affect his play. You hear about the stories three ways:

The newspaper. Every team in Franchise mode has a newspaper from its city that discusses only the stories that pertain to the team. Madden also uses the *USA Today*, which covers the most important stories from the entire NFL.



EA Sports Radio. Sports talk radio is a part of Franchise mode, and host Tony Bruno breaks down the week's biggest stories. Each week's show includes call-ins, coach and player interviews, and trivia questions. And from time to time, Tony will rant about important issues in the NFL.

E-mail. Every week on your PDA, you'll receive e-mails about everything going on with your team. You will receive mail from players, coaches, general managers, the PR department, and other sources. If a player is upset about his playing time, you're definitely going to hear about it!



Practice in Franchise

You can now practice with your Franchise-mode team.

Improved Team Management

Teams now manage their rosters intelligently. They cut dead weight and sign regular-season free agents.

Name Team Captains

You can now name your team captains every year in Franchise mode.

Rivalries

Rivalries are a new addition to Franchise mode this year.

Team Prestige

Prestige is another new addition. Turn a perennial loser around to make them a true powerhouse.

In Season Player Progression

Players now progress based on how well they do during the season at four week intervals. Breakout players are rewarded for their performance.



Improved Draft

Draft improvements include a ticker, an announcer, and trading during the draft.

Change Player Positions

New to *Madden 2005* is the ability to change the positions of players in Franchise mode every season.



OFFENSIVE STRATEGY

Introduction

Here's the low-down on how to get your O on. Madden NFL 2005 is a complex game that requires the use and mastery of several techniques to become a better player. We'll get you started with the run game, take you through the passing mechanics, and offer a few bonus tips along the way.

RUNNING INSIDE

The Running Game

With the defense off the chain this year in Madden 2005, the running game is going to be harder than ever. You will need a firm grasp of the controls as well as the nuances of each type of run to be successful. Jukes, spins, sprints and shoulder charges are all a part of taking your running game to the next level.

Running Note

Cover Up!

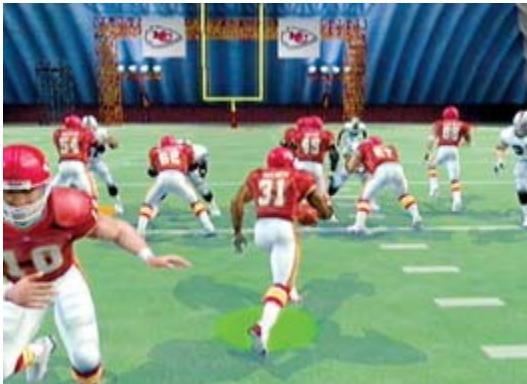
Gone is the hurdle move of Maddens past. In its place is the "head down and cover up" move. Use it as you navigate heavy traffic to ensure that you don't fumble.

Running Inside

With improved defensive speed and pursuit logic, getting your outside running game going will be tough. You will need to be able to run the ball successfully inside if you are going to get anything going outside the tackles. Be sure to look at the ratings of your offensive linemen. Compare these to the defensive line that you are facing so that you can plan your attack. Look for matchup advantages and really pound the rock to those spots.

I-Form Big HB Lead

The I-Form Big HB Lead is not a play that is going to pick up a lot of yards, but it is designed to get the tough yards inside. For the play to be run successfully, it requires a strong offensive line and a rock-solid fullback who will have to lead the halfback through the hole. In the screen to the right, the halfback looks for the open hole between the center and right guard. The fullback looks for the nearest defender and lays the hammer down. The end result? The halfback finds daylight and picks up five yards.

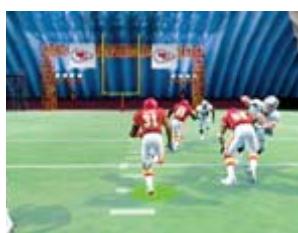


Strong Normal Tactics

Strong Normal Off-Tackle

One of the more efficient run plays in Madden 2005 is the off tackle. This play is designed to have the halfback run behind the right tackle and the tight end, but it also can go outside if the line collapses inside. The key is to see how run-blocking develops. If the hole is open between the right tackle and the tight end, hit the speed-burst button or lower your shoulder and hit the hole hard. If the center/right tackle gap is not there, use

the juke button to bounce outside. Here the offensive line has opened a huge hole for the halfback to run through. Notice that the TE is holding his block on the left outside linebacker, while the fullback is looking downfield to block the strong safety. In the second screenshot, the halfback busts through the hole and into the secondary to make the defense pay for its error.



Strong Normal Split Belly

The Strong Normal Split Belly is designed for the halfback to run through the center and the right guard. The fullback blocks to the weak side, so he won't be able to lead the halfback. In the

screen to the right, the halfback lowers his head and shrugs off the defensive tackle. He then keeps his legs churning while delivering a vicious blow to the strong safety.



The Goal Line FB Dive

This play is one of the best short runs play in the game. It's all about the horses up front to power the fullback into the end zone. The fullback takes the handoff from the quarterback and looks first to run between the

center and the left guard. Be sure to lower the fullback's shoulder as he approaches the line of scrimmage. Once the dust settles, the fullback will be in the end zone celebrating.



Be Selective with the Speed Burst Button

Most top players will tell you the secret to running the ball is to layoff using the speed burst button until the running back gets near the line of scrimmage. By beating down on the speed burst, it takes away from your ability to control the running back. You are better off waiting until you see the hole, then burst through it. In screen one, the halfback takes the handoff and looks for the hole. At this point, only the D-pad be used to control the running back. In screen shot two, the running back is near the line of scrimmage, where there is a big hole. Now it is time hammer down on the speed burst button. Try it and you

will see your rushing stats go up.



Using the Spin Move When Running Inside

The spin move is effective, but don't abuse it. Often players will use the spin button and rather than hitting the hole, they end up running into one of their offensive linemen. One quick tap on the Spin button is all you need to set the running back free if he gets jammed up. The hole is closing up and the running back has nowhere to go. A quick tap on the Spin button allows him to spin out of trouble

and into daylight. The running back picks up eight yards on a play that looked like it was about to fail.



Using the Juke Move When Running Inside

Do not waste your time using the Juke button more than once when running between the tackles. Too often new players overuse the juke move and end up getting negative yards. It is often more effective to run straight through the hole, so it's important to be selective and use the juke only when it's crucial to your forward progress. In the screenshots here we show the running

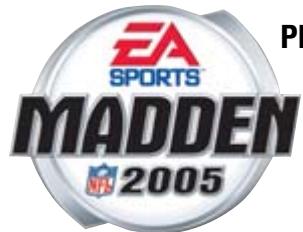
back about to be tackled in the backfield, but a simple tap on the Juke button allows him to avoid being brought down. Once the running back gets to the line of scrimmage, it is time to press down on the Speed Burst button.



Cover Up the Ball

EA Sports has removed the hurdle control is this year's game. Now the runners will auto-hurdle. The big advantage of this is that you won't get tripped up in the line by fallen defenders. It also opened up an additional button for you to use. The Cover Ball button causes the back to put both arms around the ball and drop his shoul-

der. If you are about to take the big hit, you must cover up the ball to prevent the fumble. The Cover Ball button also helps you plow through congested areas of the line. Dropping the shoulder will help you to break tackles and bounce around until you can break into the open.



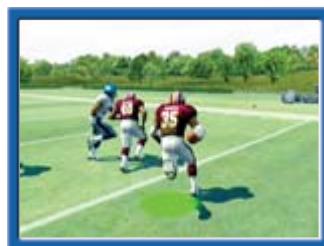
RUNNING OUTSIDE

Unless you have a runner with high speed and acceleration ratings, you can pretty much forget about the outside running game. You will need speed to the corner in order to out run the pursuit and gain positive yardage outside of the tackles.

I-Form Normal HB Toss

One of the more popular run plays in the NFL, the I-Form Normal HB Toss can be effective, but it requires the ball-carrier to have enough speed to turn the corner. The play also needs the fullback and the receiver to hold their blocks to spring the halfback. In the first screenshot, the fullback is out in front of the halfback, leading him to corner. Notice that the flanker has the left cornerback locked up. In shot two, the fullback is about to explode into the strong safety. With both the strong safety and left cornerback out of the way, the

halfback can turn the corner and take off down the sidelines before being brought down. If the receiver fails to hold his block or the fullback misses his assignment, your runner will be stopped before he can get started.



Running Note

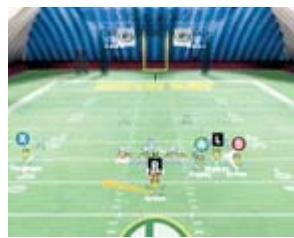
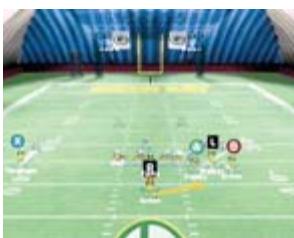
Motion Sickness!

Drive your opponents crazy with motion, formation shifts, and other distracting activities. In the end, they won't know if you're motioning an extra blocker, flipping the play, calling a run hot-route, or motioning a guy to get loose on a pass play. Just cycle through your available motion players before the snap to see the possibilities. Also, refer to the game manual for controls on formation shifts.

Singleback Trips HB Pitch

The Singleback Trips HB Pitch can be effective, but just like any other outside run, it requires a running back that can get to the corner. This play demonstrates the use of the run playmaker to switch up the play. In screenshot one, the defense is in man lock coverage. The defensive backs line up straight across from the receivers on the trips side. There is a lot of green to the outside for the runner to find once he gets there. The problem is the defense has shifted the linebackers to the strong side (same side as the trips side). This means they will have an extra step to bring down the halfback once the ball is snapped. If you look to the weak side, only the right cornerback is

there, near the line of scrimmage. With the split end out there to block, running the halfback to the weak side just makes more sense. In screenshot two, the halfback's running assignment has been changed by using the playmaker pre-snap run option. Now he will have fewer defenders to deal with and should be able to pick up a good amount of yardage. In screenshot three, the quarterback pitches the rock to the halfback. The left tackle is about to pancake the right end, giving the halfback plenty of room to maneuver and find the best running lane. What could have turned into a loss of yards now turns into a five yard gain for the offense.



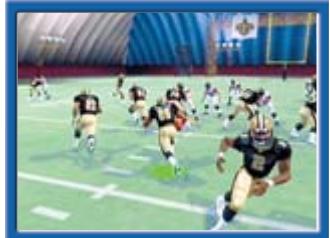
Weak Twins WR HB Counter

Top players in Madden 2004 ran counters as their money plays when running the football. The counter has the back taking the handoff in one direction, then cutting back to the opposite side in hopes of catching the defense in overpursuit. Often this leaves more blockers out in front than the defense can take on. One of the best counter run plays in this year's game is

Weak Twins WR HB Counter. The quarterback will hand off to the halfback, who is showing an off-tackle run to the strong side. The defense will

often overreact to his movement. With the defense thinking off-tackle, they will rush toward the ball-carrier. The halfback will change direction and cut back toward the weak side of the offensive line. There he will have the fullback and pulling left guard to escort him down the field. In the screenshot to the right, the halfback cuts back behind his two leading men. The defense has been improved this year with regard to the counter, so it is not quite as reliable as before. Watch out for linebackers shooting the gap left by the pulling

guard. One tactic is to motion a receiver and snap the ball when he is near the gap to pick up the linebacker.



Counters and Misdirection Plays

Shotgun HB Delay

Surprising the defense in third-down passing situations with a running play such as the Shotgun 4WR HB Delay can be a productive way of moving the chains. This play feels and looks to the defense like a pass all the way. The offensive line shows pass protection for a second once the quarterback has the ball in his hands. With the defense thinking pass, they all but abandon run pursuit. With the pass-rushers coming up the field, the quarterback hands the ball off to the halfback. The center needs to block the linebacker to keep him from having a chance of making a play. If the halfback can avoid the linebacker, he should get into the secondary for a fair chunk of yardage. Here the halfback takes the delayed handoff from the quarterback. See how the offensive line shows pass-block to sell the idea that the offense is indeed passing the ball. With the ball now securely in the halfback's hands, the offensive line lays

down the run blocks. The center puts his body on the linebacker. This creates a gap between him and the left guard for the halfback to run through. The halfback finds the hole and blasts through into secondary, picking up a first down. The draw play should be used sparingly. If the interior line messes up the blocking, you'll pick up only a yard or two.



Singleback 4WR HB Draw

Just like the HB Delay, the HB Draw is a good addition to your bag of tricks in third-down passing situations. The Singleback 4 WR is the perfect call to drop a bombshell when the defense is expecting the quarterback to air it out. The offensive line sells protection to the

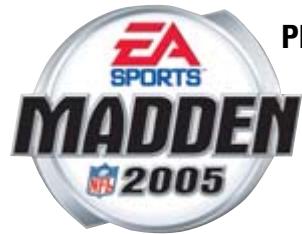
defense initially after the snap. With the defense thinking pass, they forget the run and attack the quarterback. Once the defense bites on the pass, the quarterback hands off to the halfback. Just like the Delay, the LB over the middle must be neutralized for the play to work.

Singleback Big WR Reverse

We have never been big fans of reverse plays unless the receiver has the option to throw. For the most part, reverses just do not work. The way they are supposed to work is that the halfback takes the handoff from the quarterback and runs toward the outside as if he is running a sweep. The defense should follow him, thinking his intention is to run outside. With the defense pursuing him, he hands off to the flanker coming from the opposite direction. With the defense all on the other side, the flanker should have plenty of room to run on the other side. The problem is that this doesn't always happen. One reverse play that seems to have some success, however, is the Singleback Big WR Reverse. The key is to see if the defense is playing man-lock or zone coverage. If the defense is in man lock, the play has a greater chance of success. In the first screenshot, the split end has been sent in motion to the same side as the flanker. This gives the offense a Singleback Big Twin WR look. Also, the right cornerback is lined up across from the split end. This shows

man coverage. On the other side of the field, there is tons of real estate for the flanker to work with once he receives the handoff from the halfback. In screenshot two, the halfback delivers the mail to the flanker. In screenshot three the quarterback is leading the flanker around the corner. Look how much room there is for the flanker to run. If the defense comes out in a zone, consider audibling to a new play. Don't call a reverse play on a key-down as the odds of success are pretty slim.





PASS ROUTES

With the defense tightened up in Madden 2005, you will need a variety of skills to execute a successful passing attack. Just like a real NFL quarterback, you'll have to read the defense, go through your progressions and place the ball in the proper place for your receivers to make the play. It is important that you go into practice mode and work with each of these routes. Reading the coverage is important, but being able to throw the ball on time is the key to making it all work. Rehearse these routes in practice mode so that you know how long they take to develop. Multimove routes like the Post Corner take time to for your receiver to come open. If the defense is bringing the heat, you'll have to throw to a receiver with a shorter pattern. Take a look at the different pass routes you will see in the game, and learn how to use them to perfection.

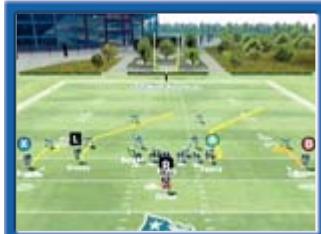
Short Pass Routes

In the short passing game, good reads and quick passes can let you march down the field steadily while controlling the clock. Yards after catch (YAC) are a key to the short passing game. If the

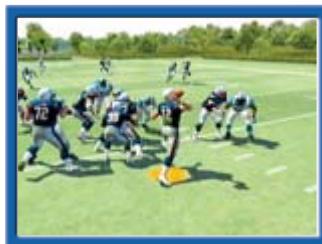
defense makes a mistake, you can turn a five-yard route into a 75-yard scoring play.

Hitch

One of the best short routes to run in Madden 2005 against man coverage is the quick hitch. If you need a first down with five yards or less to go, do not hesitate to call a play or use a hot route where at least one receiver runs a hitch. Drop back a few yards in the pocket, then fire the rock toward the receiver. If the man covering the receiver is playing to the outside, use the D-pad or analog stick to lead the pass to inside. In the example shown here, the defense is playing to the outside of the receiver. By pressing left so that the pass goes inside, only the receiver can make the catch. If the man covering the receiver were playing inside, you'd press right so that defender would not have a chance of picking off the pass. If your receiver has good hands, the hitch route is a sure thing for a first down. Defenders react much quicker this year, so it is important that you direct the ball to the right place.



Zig Out



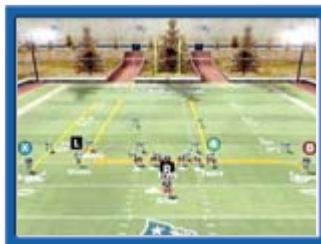
The Zig Out is another solid choice to run against man coverage. The receiver breaks hard inside, then run-cuts back toward the sideline. Run the Zig Out using the TE against man coverage. The tight end is often matched up with a linebacker or strong safety, so the outside move can often break open. The offense is lined up in the I-Form Normal TE Z Out, with a linebacker covering the tight end. Once the tight end makes his cut out towards the sideline, lead him with the pass.

Quick out

Another route to run with the tight end if the defense is in man coverage is the quick out. Use any type of twin set such as I-Form Twin WR. Call a pass play and use the hot-route audible to change the tight end's pattern to a quick out. This works especially well when the tight end is bigger than the safety covering him.



Drag Routes



The drag route is one of the most efficient pass routes in the game. It's a low-risk route that allows receivers to make catches over the middle then take off and run. Of course, there is a downside to running this route over the middle. Against man coverage it can take a moment for the receiver to gain separation on the defender. Also, linebackers or linemen dropping into zones over the middle can slow the play down. Try sending two or three receivers on deep routes while one receiver is running a drag route over the middle.

WR Screen

The WR Screen pass is perfect against loose man coverage or soft zones such as the Cover 4 defense. The key to setting up the screen is to first draw the pass-rushers up toward the quarterback. You should throw the pass just as the quarterback is about to be hit. If you time the play correctly, the pulling guard should get out in front of the receiver and escort him down the field. I

Delay Routes

Last year EA Sports added delay routes, which have the back or tight end pass-blocking then releasing if they are not needed in pass protection. The route is represented with a light-blue arrow coming from the back running the delay route. Use this route as a safety valve if your receivers are covered downfield. More often than not, the back will leak out of the backfield without a defender covering him. This is a great short route that is low-risk and can move the chains. Be careful with counting on this route as your primary read. It takes time for the delay to develop, so you will often have to move around in the pocket to get the ball off.



Medium Pass Routes

Once you have put the defense to sleep with the short passing game, you can crank things up a bit and bite off bigger chunks of

yardage. Medium pass routes take longer to get open, so be ready to move in the pocket if need be to buy time for the throw.

Slants

Slants are a great way to move the ball in Madden 2005, and they're a good choice against defenses that are aggressive. Slants have great potential for major yards after catch. The 49ers of the mid '80s made a living off slant routes and YAC. In this example the split end will be our initial read. A blitz is on from the left side of the offensive line, so the offense will hit the split end on a slant. A short drop by the quarterback in the pocket and a perfectly timed pass to the split end could result in a huge play. Here the defensive back is vacating his zone, leaving the cornerback to cover the split end in one-on-one coverage. Bullet the pass to him at the medium part of the route; don't wait until he runs the full route, or you may miss the window of opportunity. The split end makes the catch for a 10-yard pickup, moving the chains yet again.

Medium Curl Route

The medium curl route works well against man coverage or soft zone coverage. In the first screen, the quarterback is rolling out toward the flanker. One advantage of rolling out toward the intended receiver is that it makes for a short throw, reducing the chance of the ball being picked. Another key to running medium curl routes is to bullet the ball once the receiver makes his cut back towards the quarterback. Do not lob the pass, or you'll risk having it picked off. In the screenshot, the quarterback is throwing the pass outside (guide the pass with your controller) so that the defensive back cannot make a play on it.



Middle Route

The middle route was one of more popular ones to run in Madden 2004. For those who used the Run-N-Gun playbook, you know that this route was almost impossible to defend. EA Sports has added another new option that allows you to hot-route a receiver who was supposed to block in the original play design. This may not seem like much, but it can be a very effective method for adjusting a play to your liking. Here the offensive comes out in the Singleback Normal. The flanker is running a middle route, but may not be open against this defense. To make sure he is open, hot-route the tight end on a streak down the middle of the field. Before the tight end was hot-routed, he was set to pass-block. Last year you could not have done this. In

screen two, the quarterback is staring down the flanker as he comes across the middle of field. The quarterback makes a hard throw over the middle for a 14-yard pickup.



Deep Routes

Short and medium routes may be the constants that define your passing game, but the deep ball is what gets the fans out of their seats. Defensive backs in this year's game do a better job at contesting the ball, especially in double coverage. However, if you can manipulate the defense into single-covering your deep route, you will find success with the long pass. Many players will run man coverage with two safeties playing zone to help with the deep ball. You can take an inside receiver in the slot and hot-route him on a post route. This will occupy the deep safety and give your outside receiver room to operate.

Streaks

Having a strong-armed QB and a fast receiver is important when attacking deep down the field. The streak route has been a player favorite since Madden Football came on the scene. Look for one-on-one coverage downfield, unless you have a tall receiver who can snag the pass out of the air from two more defenders (like Randy Moss). In our example, Rams quarterback Marc Bulger is lofting a pass to speedster Torry Holt. With Holt's blazing speed, he easily out-

runs his man for an over-the-shoulder catch in the end zone. Be sure to tap lightly on the pass button to put some air under the ball.



Post Corner Routes

The Post Corner route is among the most effective deep pass routes in the game, especially against Cover 2. The key is to wait for the receiver to make his break to the outside. Once he cuts, fire the pass to him by leading the ball outside away from the safety.

Deep Post

The deep post is a great play to beat any type of Cover 2 defense. It is our favorite deep pass route. The biggest drawback of running this route or any other deep route is that the quarterback needs time in the pocket to wait for the receiver to come open. If your team's offensive line is not up to the task, consider running short to medium pass routes the majority of the time.

Hitch N Go

The Hitch N Go route calls for the receiver to run straight up the field for about seven yards then cut back toward the quarterback as if he is running a hitch. Once he sells the hitch, he runs a streak toward the end zone. This route is effective if the cornerback tries to jump the hitch route. By the time the cornerback realizes his mistake, the receiver has created some separation and should have a few steps on the CB trying to recover from his blunder.





ADVANCED PASSING TECHNIQUES

Learning the basic pass routes and what coverage to throw them against is just the beginning of the passing game. At some point, your opponent will begin to introduce new wrinkles, and you will need to be able to adjust with some advanced techniques.

Play Action

Utilizing the play action effectively requires running the ball enough to get the defense to bite on the fake. You must have a strong running game in order to make the most of the play-action pass and to keep the defense both honest and off-balance. Using the play action does two things to the defense: first, it slows down the pass rush. Often the defender will pinch in toward the running back, which will give you time to drop back and look for a receiver. Second, it forces the linebackers and defensive backs to make a decision; do they cover their assigned receiver or come up in run support? Play action should only be used on first and second down. Don't run it on passing downs like

third and long. Also, as you near the goal line, defenses tend to run more blitzes than in the middle of the field. This can spell doom for your play-action passing game.

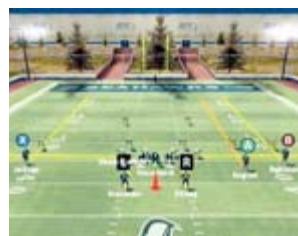
In the screenshots below, the linebacker bites on the fake handoff to the halfback. With the linebacker out of position, the quarterback throws a strike to the flanker coming on the middle on a drag route. You can also use play-action passes with deep routes. If the safety bites on the fake, he will often be out of position to help the cornerback.



Hot Route

Backs on Out Routes

One of the more effective ways to use hot routes is to send the backs on out routes. More often than not, one will be open once they make their break toward the side. In screen shot one, the formation is Splits Backs 3WR. Both backs have been hot-routed on outs. The other three receivers have been hot routed on streaks. This is done to clear out the underneath coverage. The halfback ends up matched with a linebacker. In most cases this matchup favors the offense. Once the halfback makes his break toward the sideline, he gets big-time separation on the linebacker. The halfback is wide open near the sideline; it's an easy throw for the quarterback.



Backs to Pass-Block

Leaving backs in to pass-block is essential if the offense is going to beat the blitz. If the defense is sending more pass-rushers than the offensive line can block, it is imperative that there be enough blockers to keep the quarterback off the turf. The offense comes out in the Strong Normal formation. Initially the fullback was running a flat route, but since the blitz is on, the offense hot-routes the fullback into pass protection. This gives the offense seven pass-blockers to keep the quarterback from getting hit and should provide him plenty of protection in the pocket. With the quarterback well protected, you can step up in the pocket. The FB should be in position to block the defender blitzing up the

middle. Had the offense not hot-routed the fullback to block, there is a good chance the defender would have sacked the quarterback before he could have gotten the pass off. The quarterback makes the read and throws an accurate pass to the split end.

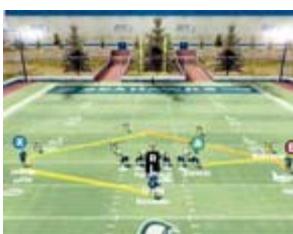


Using Motion against Man and Zone

In Madden 2004, the coverage against motion was less than desirable. "Motion glitching," as it was called, is much less effective this year than last. EA Sports has made a change to the way motioned receivers run routes. If you snap the ball with the receiver still inside of the tackles, he will block instead of run his route. That does not mean using motion is ineffective, however. This section presents two ways to use motion against man and zone coverage.



The offense comes out in Strong Normal and the defense is in man coverage. The flanker runs a drag route over the middle. To get the flanker off cleanly, you can send him in motion to the same side as the split end. Just as he gets past the left tackle, snap the ball. The flanker is not jammed and is open for a low-risk pass reception in the flat.



This time the offense lines up in the I-Form Normal and the defense is in Cover 2 zone. The flanker runs a quick slant over the middle. To give the defense something else to chew on, the flanker is sent in motion. Just as the flanker gets past the left tackle, snap the ball. The flanker will be open near the sideline. The reason he gets so wide open is because the right cornerback jams the split end at the line of scrimmage, leaving no defender in the area to cover the flanker.

Passing Note

It's Getting Hot in Here!

Hot routes are a nice luxury, but the plays in Madden NFL 2005 are supposed to give you options versus a wide

variety of defenses. Try limiting yourself to one, maybe two, hot routes per play. Once you start using more than that, it's easy to get too many guys in the same area, which is not a good thing.

Passing Note

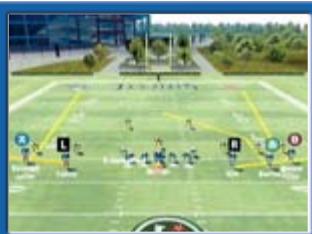
Break It into Thirds

Nobody can watch the whole field the whole time. As a quarterback, a good exercise

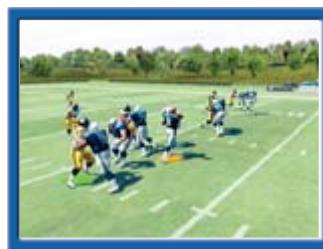
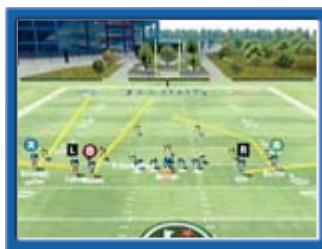
is to try looking at a third of the field at a time. You have the left, middle, and the right; try to focus on what receivers are doing in a particular portion of the field. This will help you make quick decisions.

Quick Pass

Learning to throw quickly will help you avoid the sack and can really frustrate your opponent. In this play the offense comes out in the Singleback Five Wide formation. The inside slot receiver on the right side is running a flat route. To clear out the flat area, send the flanker to the opposite side. Once the ball is snapped, the quarterback takes a one-step drop and throws a bullet pass to the slot

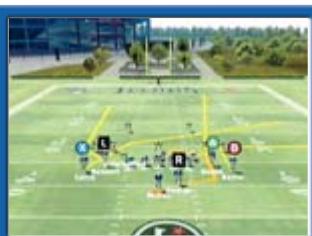


receiver in the flat. This play is usually good for five yards. If the receiver can't run his man, the play could turn a simple five-yard pass into six points.



Step Up, Step Back

If you are feeling the rush from the outside when in the shotgun formation, use the "step up, step back" technique to buy some extra time in the pocket. Once the ball is snapped, step up in the pocket, hold there for about a second, then step back. The defenders will pinch in toward the offensive line, giving the quarterback time to survey the field and find the open receiver. In this example, the offense has called a play from the Shotgun Tight formation. In screen two the quarterback steps up in the pocket. Once the defensive line has been drawn in, the quarterback can drop back in the pocket. Now it is just a matter of making the correct read and throwing the pass. The halfback running a circle route over the middle is open for a quick gain.

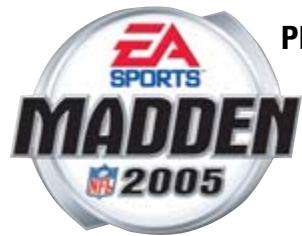


Passing Note

Shorten It Up

Some passes lend themselves well to being thrown at differ-

ent points in the route. A lot of the longer routes have opportunities to be thrown earlier. The half-circle corners work well for this, as do some of the double-move routes.



DEFENSIVE STRATEGY

Introduction

Playing killer D is paramount to building a winning team in Madden. This year's game flexes its defensive muscles like never before, allowing you to implement more gameplans to stop even the most sophisticated offenses. Here we'll break down some basic, intermediate, and advanced techniques to get your defense going.

HIT STICK

Using the Hit Stick

EA Sports has added a new feature to this year's Madden edition called the Hit Stick. Using the controller, you can increase the odds in your favor of creating a turnover.

Defending the Deep Pass

In last year's game, the deep pass was the weapon of choice for many of the country's top players. Players with high jump ratings could literally sky over the opposition, turning many games into offensive shoot outs. With the Hit Stick, Madden 2005 has brought a new tactic to the table for defending the deep ball.



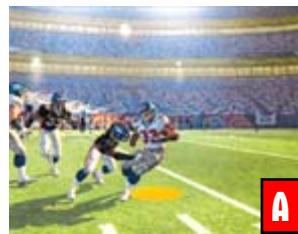
One of the best ways to break up the deep ball is to take control of a safety and drop him deep into coverage. If you practice enough, you can get into position to deliver a crushing blow. Get back quickly, then use the strafe button to square up. Wait for the ball to get close and flick the controller.

The safety delivers a powerful blow. Do this a couple of times, and your opponent will think twice about going deep in the future.

Creating Turnovers

The Hit Stick can be used to break up the pass, but it also has the power to shut down the running game. The Hit Stick brings a new level of enjoyment to the defensive side of the ball as you control the ability to lay the wood on the ball carrier.

A Here the ball carrier is running a toss to the outside. You will see a lot more penetration by the defense this year, especially on running plays. This will give you many chances at using the Hit Stick to make a highlight reel play.

**A**

B We get our MLB into position and use the Hit Stick to put the big hit on the running back.

**B**

C If you are facing a scrambling QB, you can make him pay with the Hit Stick. Whenever you get a chance to take down a player behind the line, use the Hit Stick to increase your chances of forcing a fumble. A fumble here can lead to a quick TD.

**C**

Risk/Reward of Using the Hit Stick

Using the Hit Stick properly can lead to turnovers, but it also has its risks. By selling out to a Hit Stick tackle, there is the possibility that you will miss the tackle and give up the big play. Player matchups do play a part in the equation. In this example, we are bringing up a much smaller safety to put a hit on this bruising back.



We use the Hit Stick to go for the spectacular hit.

Our much smaller safety bounces right off the back and is left in the dust.



While the Hit Stick can provide a game changing turnover, it does have its risks. We recommend using the Hit Stick only when you have plenty of other defenders in the area to cover for your mistakes. If you miss a Hit Stick tackle in the open field, you can give up a really big play.



DEFENSIVE ASSIGNMENTS

One of the biggest requests by Madden players over the years was to have the ability to match up their top cornerback on the opposing team's top receiver. This year EA Sports has come through with this feature. Not only can you match up your top cornerback on the opposing team's top receiver, but you can also assign any defensive player (except defensive linemen) on any receiver, halfback, fullback, and tight end. Being able to do this adds more strategy to the game than any previous ver-

sion of Madden. In early editions of Madden, players on offense would put their top receiver in at tight end. They knew that if the defense came out in man coverage that the receiver would be matched up with either a weaker defensive back or a slower linebacker. Either way, the offense had a great advantage over the defense. This would lead to quick scores and frustration for the defense. That has all changed in 2005.

Setting Up Defensive Assignments

First go under coaching strategy and choose under Defensive Assignments. Once there, select the receiver you want to have a specific defender cover. Here we have selected Randy Moss

Next, select the defensive player you want to cover the offensive player you have selected. Here we choose left cornerback Champ Bailey to match up with Moss all over the field.

After the teams break the huddle, the defender you chose will cover the offensive player you assigned him to.

In the third screen shot, Bailey is covering Moss in the slot. The way previous Madden games work, Bailey would still lined up on the outside covering the flanker, while the nickelback,

would be covering the slot. In Madden 2004, the package system allowed you to move the left cornerback into the slot, but there was no telling where receivers would line up at the play call screen. Having the ability to assign a defensive player to any offensive player eliminates this problem and will make for more of chess match between players.



How to Integrate it into your game plan

The obvious way to use the Defensive Match Up Feature would be to have your top cornerback covering your opponent's top receiver. But there are other scenarios where you may want to use coverage assignments. Here are a few ideas you may want to add to your defense coverage schemes when assigning defensive coverage assignments.

- Put your top defensive back on a weaker receiver. That way you limit your opponent's ability to throw to that side of the field. Now you roll your coverage's to the other side of field and concentrate on defending that side of the field. The Cowboys of the mid 90's did this with Deion Sanders. They basically assigned Sanders to take away one side of the field, knowing that most offensive coordinators would not test him. This allowed them to play zone and flood the other half field with 5-6 defenders; making it almost impossible for the opposing quarterback to find an open receiver.
- If your opponents halfback in his main weapon, you may consider assigning your top linebacker or defensive back to him.
- If you are playing against teams with an elite tight end you may want to assign a safety or linebacker to him at all times.

Pros and Cons of Using Defensive Assignments Feature

Pros

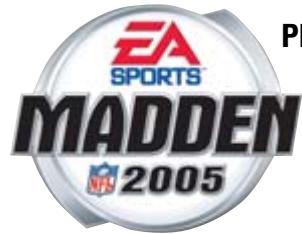
- ① Being able to match up specific defender on a specific receiver.
- ② Takes away the ability for the offense to get unrealistic match ups. No more having the linebacker cover the receiver when the offense audibles down and has its top receiver lined up at the tight end position.
3. Allows for more creativity and flexibility for the defense when calling man coverage.



Cons

- ① It reveals if the defense is playing man or zone coverage. In the screen, notice the strong safety and weak outside linebacker switch positions. This reveals the strong safety is playing man coverage on the tight end in the slot.
- ② Can lead to defenders playing out of position. Notice strong safety John Lynch is playing the weak outside linebacker position in the 4-3 defense. He is assigned to cover tight end Jermaine Wiggins who is the slot. This forces the weak outside linebacker to play strong safety.
- ③ If man lock coverage is turned off. The defender assigned to a receiver will not follow the receiver if he is sent in motion. In the screen shot, Moss has been sent in motion, but because Man Lock has been turned off, Bailey does not follow Moss. He now covers the tight end, while the right outside linebacker covers Moss.





INDIVIDUAL DEFENSIVE PLAYMAKER

Madden 2005 provides even greater control in playing defense by allowing you to Playmaker individual defenders to new assignments. This new feature allows you to stop money plays before they even happen. In this section all five Individual Defensive Playmaker Hot Routes are broken down.

Flats



If your opponent is abusing the flats, hot route a defender to the flat to take away his bread and butter.



While the defender is selected, press right.

When to use

- When the offense is abusing the flats with running backs or the tight ends. Playmaking a defensive end to play the flats can be effective, but also takes away from the pass rush.
- Use it to stop the outside run. Often defenders will get out quicker since their assignment is to play the flats.

When not to use

- If another defender is already defending the flats. There is no point in having two defenders in the same area.
- If the offense has been pounding the ball inside.

Quarterback Contain



By having contain on the quarterback, it makes him think twice about taking off. The defender will not rush the quarterback initially, unless the quarterback steps out of the pocket.



While the defender is selected, press down twice.

When to use

- Use it to contain the quarterback in the pocket.
- Use it to counter players who use the step up, step back method.

When not to use

- If the offense is running the ball with a halfback or fullback.

ZONE

Try dropping a linebacker in zone coverage. Often he will be in position to make a play on the ball.

While the defender is selected, press up.



When to use

- If a receiver is sent in motion and the defense is in man lock. Quickly press up on the defender, so he plays zone.
- Use it on to drop a lineman back into zone coverage. There may be times when a linebacker is blitzing and areas of the field are wide open. To cover the vacated area, drop a lineman in his place. This is really effective when dropping defensive tackles over the middle while you take control of the middle linebacker and blitz him outside. You get a faster defense rushing the quarterback without sacrificing too much zone coverage underneath.
- There may be times in a game situation where you may want to drop cornerback in deep zone coverage when playing cover 2 zone. For instance say you come out in the 4-3 Cover 2 zone with the left and right cornerbacks playing the flats. If the offense is lined up on the far left side of the hash mark, drop the right cornerback in deep zone coverage. The reason is most human players will not throw to the short side of the field because there is not much room to work. Rather than having the right cornerback play the flats, have him drop back in deep zone. Use the safety coverage audible shift to shade the free safety and strong safety to the left side. The coverage now changes from cover 2 zone to cover 3 zone.
- Use it to take away circle routes run by running backs out of the backfield. Use it to counter slants by dropping linebackers.

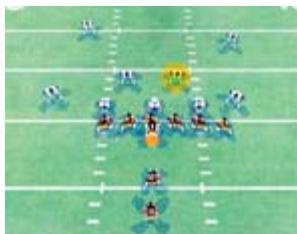
When not to use

- In short yard situations. There is no sense in dropping a linebacker or defensive back away from the line of scrimmage. You want them to react to the ball as soon as it is snapped.

Hit Stick

Remember: Big hits have the most impact when the "hitee" is a lot smaller than the "hitter." Creating a turnover with the Hit Stick on the opposing quarterback with your linebacker is especially satisfying.

Quarterback Spy



Ray Lewis was originally in zone coverage, but now he spies the quarterback.



While the defender is selected, press left.

BLITZ



Here the linebacker is sent on a blitz and is about to sack the quarterback.



While the defender is selected, press down.

When to use

- Use it to spy athletic quarterbacks from taking off and running.
- Use it to defend drag and crossing routes over the middle. Often even though a defender may be spying a quarterback, he will also be in position to defend against pass routes over the middle.
- Make sure to scout your opponent's quarterbacks speed rating. Do not put a linebacker with a 72 speed rating on an 80 speed quarterback. You are defeating the purpose of spying the quarterback.

When not to use

- Do not spy a quarterback who does not have the wheels to take off, unless you plan on using it to stop drags and crossing route.
- Do not use it on a player who is covering a receiver in man coverage unless it's the fullback or someone is also covering that receiver. Any other receiver may be too risky to take a chance on leaving alone.

When to use

- When the offense is showing a run up the gut or to the outside when you don't have a defense called to stop the run.
- Use it to overload one side of the defensive line. Sending more pass rushers than what the offense can handle will often result in hurried throws or sacks.
- Use the blitz with linebackers or defensive backs with speed. Do not waste blitzing defenders who cannot get to the quarterback fast enough.
- The defensive line can also be hot routed to blitz. By using the Defensive Playmaker Blitz Hot Route, it changes the way the defensive linemen rushes. There may be times that you do not like the defensive linemen's pass rush angle. This allows for you to change his pass rush angle. This also works with linebackers and defensive backs.

When not to use

- Do not use it when a defender is supposed to be covering a receiver unless there is another defender who can cover the receiver.
- Do not use it when a defender is playing zone, unless another defender can replace his vacated area without sacrificing his coverage responsibility.

Slowing the Hurry-Up

During some of the more critical points of the game (end of the half, final minutes of the game) the offense will often go into its hurry up mode. Here's a few pointers to help you put the breaks on their fast-break fun.

* In the hurry-up mode the offense is trying to keep you on your heels. Turn the tables by calling odd sets and dropping into pass coverage. The offense is almost always passing when it's in this mode, so keep that in mind.

* Turn 'em inside. Yea, that's right, don't let the offensive players get near the sidelines where they can stop the clock and save precious time. The clock is their enemy, and your ally. Play smart and the clock will run out on 'em.

* Prevent defense prevents you from winning. It's fine for a play or two, but don't sit exclusively in this huge zone. It gives up 15 yard chunks easily, and focuses on taking away the BIG play or 30+ yards. It's fine for the last second Hail Marys and other desperate situations, but that's about it.



DEFENSIVE AUDIBLE SHIFTS

In Madden 2005, you can modify the alignment of the defense using various button combinations. Knowing the ins and outs of those button combinations can mean the difference between stopping your opponent's offense dead in its tracks or getting run over. Here is a breakdown of all the defensive shifts that you have at your disposal.

Linebackers Shifts



Press down on the LB Audible button then press Up to spread the linebackers out.



Press down on the LB Audible button then press Down to pinch the linebackers.



Press down on the LB Audible button then press Left to shift the linebackers to the left side.



Press down on the LB Audible button then press Right to shift the linebackers to the right side.

Defensive Line Shifts



Press down on the Line Audible button then press Up to spread the defensive line.



Press down on the Line Audible button then press Down to pinch the defensive line.



Press down on the Line Audible button then press Left to shift the defensive line to the left side.



Press down on the Line Audible button then press Right to shift the defensive line to the right side.

Coverage Audible Shifts



To put the defensive backs in loose coverage, press the Coverage Audible button then press Up.



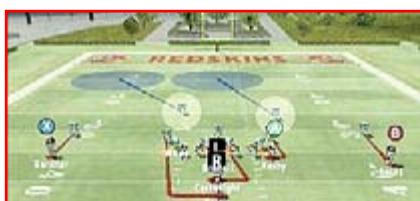
To put the defensive backs in Bump-N-Run coverage, press the Coverage Audible button then press Down.



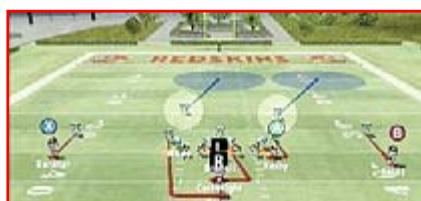
To put the safeties in the box, press the Coverage Audible button then press Left.



Use the Man Shift Coverage Audible by pressing the Coverage Audible button then press Right.



To shade the defensive backs to the left, press the Coverage Audible then press Left.



To shade the defensive backs to the right, press the Coverage Audible then press Right.

LB AUDIBLE SHIFTS

Defensive Line and Linebacker shift audibles using Playmaker Stick

The ability to global shift the defensive line and linebackers on the fly has been a feature top players around the country have been asking for. In Madden 2005, that feature has been added. Now the defensive line can crash out, in, left, or right. The linebackers have even more shifts to work with. All the linebackers that line up during the play can be sent on the blitz, be dropped into a zone, or a combination of both. Here is a list of each shift that can be used in Madden 2005 for the defensive line and linebackers.



To have the defensive line crash out, press the Line Audible button, then press Up.



To have the defensive line crash in, press the Line Audible button, then press Down.



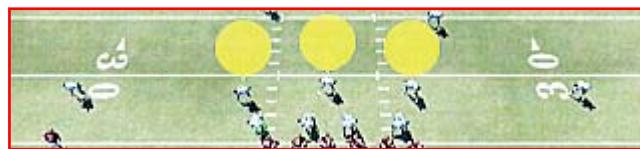
To have the defensive line crash left, press the Line Audible button, then press Left.



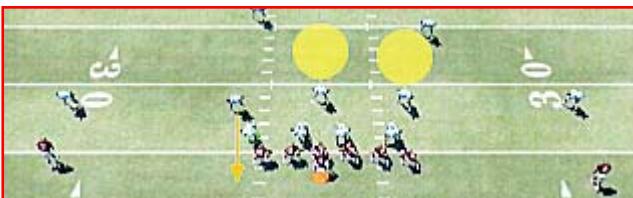
To have the defensive line crash right, press the Line Audible button, then press Right.



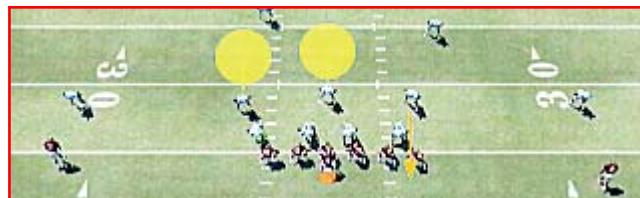
To send all the linebackers on a blitz, press the LB Audible button and then press Down.



To assign all the linebackers to drop into zone coverage, press the LB Audible button and then press Up.



To have the ROLB blitz with the MLB and LOLB dropping back in zone coverage underneath, press the LB Audible then press up. Now press the LB Audible again, then press Left. The ROLB will blitz, while the MLB and LOLB play zone coverage underneath.



To have the LOLB blitz with the MLB and ROLB dropping back in zone coverage underneath, press the LB Audible then press up. Now press the LB Audible again, then press Right. The LOLB will blitz, while the MLB and ROLB play zone coverage underneath.

Down and Distance Tips

- First and 10 is the most important defensive call you'll make.

Matchup according to the offensive set...go 4-3 or 4-6 versus sets with a couple tight ends, nickel, dime or normal versus 3+ WR sets, and Dime or Quarters for 4-wide or more. Keep the offense to three yards or less and you've done your job.



To send both the ROLB and LOLB on a blitz, press the LB Audible button then press left. Next press the LB Audible button again then press Right. Both the ROLB and LOLB will blitz. This method is faster than individually selecting the players and assigning them to blitz.

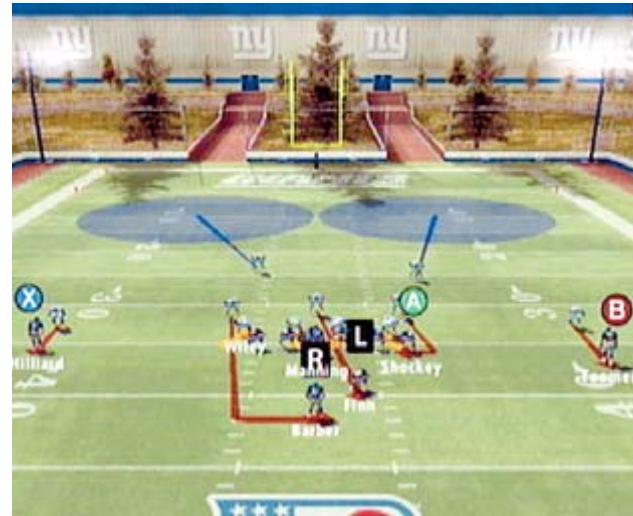
MAN ZONE DISGUISES

Being able to disguise defensive coverages is one of the most important aspects of shutting your opponent's offense down. Madden 2005 gives you the ability to be as creative as you want. In this section, we cover some ways that should help bring your opponent's offense to a stand still.

Disguising Bump-N-Run Coverage

Using this coverage technique is great to use to keep your opponent from knowing if you are playing straight coverage or if you are in Bump-N-Run. When both teams break the huddle, call Bump-N-Run coverage, then hurry and reset the defense. Your defensive backs will be lined up at normal depth, but will jam the receivers at the line of scrimmage one the ball is snapped. In screen shot one, the defense is in normal coverage. In screen shot two, the defense is now in Bump-N-Run. In screen shot three, the defense has been reset. Notice

the cornerbacks are playing at normal depth. Once the ball is snapped, the cornerbacks will jam their man at the line of scrimmage. By using this defensive technique, the defense can really throw off the timing between the quarterback and receiver.



Disguising Zone Coverage

This technique works well against opponents who like to throw to the flats quickly. In normal Cover 2 zone coverage, the cornerbacks will jam their man at the line of scrimmage then release them. The problem with this is that if another receiver is running a flat route underneath the jam, the cornerback will not release his man quickly enough to get out and cover the other receiver in the flat. In Madden 2004, experienced players knew this and would eat up defenses playing cover 2 zone. To counter it, you just needed to call the coverage audible and drop your defensive back into loose coverage then reset them. The cornerbacks will not jam the receiver across from them. If another receiver was running a flat route, the cornerback would be in position to make a play. This year that same technique is back and still is effective. Here the offense is in the

Singleback Empty 4WR Curls Flats. This play last year was money against man or zone, unless you knew how to counter it. Here is how to defend against it. First, call loose coverage then quickly reset defense. This will reset the cornerbacks to normal depth. Once the ball is snapped, the cornerbacks will slightly jam their man. Normally the slot receiver on the right would be open in the flat, but because the defense has enhanced the Cover 2 zone defense, the cornerback is in perfect position to make the interception and take ball the other way for six points.

Note: This year the defensive coverage is tighter in covering the flats even if you choose not to use this technique.

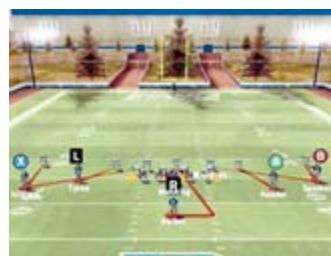
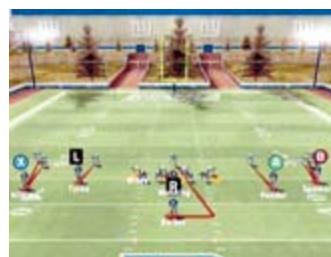


Using the Man Shift Coverage Audible

When should you use the Man Shift Coverage Audible? You are better off not using it against an experienced opponent, because it gives away the pass coverages. The defense comes out in the Dime Double Wide. This has both the free safety and strong safety doubling up on the outside. If the coverage audible is used, the safeties split out showing they are in man coverage on the outside receivers. Any player with experience knows what the coverage is and will exploit it by hitting one of the other receivers instead. Against the CPU AI this is not as much of a problem.

We are not saying to never use it because it does have its value in the right situation. For instance say you come out in 4-3 Normal 2 Man Under. Your opponent sends the halfback in motion and he lines up in the

slot to the left side. The right outside linebacker who is covering is too far inside. If you use the Man Shift audible, the right outside linebacker will move across from the halfback and be in better position to cover him. Once you do this it does reveal the coverages but at least you have a defender in position to cover the halfback. The bottom line here is to use judgment in knowing when and when not to use the coverage audible. This comes from experience and knowing your opponents level of play.



Crowd The Box

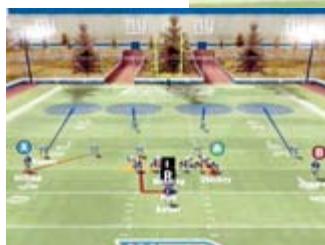
Another nice way to conceal your pass coverage is to crowd the box by calling the coverage audible, then press left. This brings the safeties down near line of scrimmage putting up to nine men in the box. This shows the offense your intentions are to stop the run. You can show this aggressive front, but really have the defense play a bend but don't break defense. In screen one, the defense comes out in the 4-3 Normal 4 Deep Quarters. To make the offense think the defense is playing run,

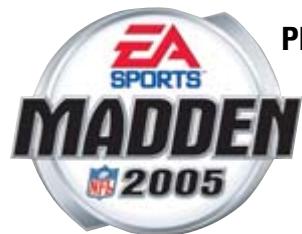


Moving Cornerbacks To Show Blitz

Another great way to confuse the offense is to manually move a cornerback in to show blitz. This often gives the quarterback happy feet because he thinks blitz off the corner and will often get rid of the ball quicker than he has to. Here the defense comes out in the Nickel Normal Cover 4. The nickelback is covering the split end in man coverage. The right cornerback is dropping back in zone coverage deep. By taking control of the right cornerback, he can be moved inside of the nickel back and now shows blitz. Once the ball is

snapped, he will drop back in coverage. There is a good chance your opponent will throw to the split end thinking he is open for a quick pass, but actually he is covered by the nickelback. Here the nickelback has the split end covered to the outside, while the right cornerback has the split end covered to the inside.





DEFENSIVE AUDIBLE SHIFTS

In Madden 2005, there are several ways you can adjust the line up of the defense. Knowing the in and outs of those button combinations can mean the difference between stopping your opponent's offense dead in its tracks or getting run over. Here is a breakdown of all the defensive shifts at your disposal.

Defensive Line Shifts

There are four shifts for the defensive line. Each one of them has its strengths and weaknesses.

Defensive Line Pinch

Press Down on the Line Audible button and then press Down to pinch the defensive line.

Strengths

- Stops the inside run

Weaknesses

- Defensive ends are limited in their pass rush.
- Does not contain athletic quarterbacks



Defensive Line Spread

Press Down on the Line Audible button, and then press Up to spread the defensive line.

Strengths

- Allows the defensive ends to get a better pass rush angle at the quarterback.
- Does a good job at stopping the outside run.
- Does a good job at containing the athletic quarterbacks in the pocket

Weaknesses

- Weak against the inside run.
- Requires fast defensive ends to maximize pressure from the outside.

Defensive Line Shift Left

Press Down on the Line Audible button and then press Left to spread the defensive line.

Strengths

- Creates pressure from the weak side by overloading the offensive line.
- Good against stopping weak side run plays.
- Decent against the inside run.

Weaknesses

- Pressure from the strong side is considerably weaker.
- Weak against strong side runs.

Defensive Line Shift Right

Press down on the Line Audible button, and then press Right to shift the defensive line to the right side.

Strengths

- Creates pressure from the strong side by overloading the offensive line.
- Good against stopping strong side run plays.
- Decent against the inside run.

Weaknesses

- Pressure from the opposite side is not as effective.
- Weak against weak side run plays.

Defensive Coverage Audible Shifts

There are four ways to shift your defensive backs into different positions to defend against both the run and pass.

Man Shift Coverage Audible

To put the defenders in better coverage use the Man Shift Coverage Audible. To do this press the Coverage Audible button and then press Right.

Strengths

- Puts defensive backs in better positions to cover receivers in man coverage. This also applies to linebackers.

Weaknesses

- Tips off the type of pass coverage.

Tight Coverage

To put the defensive backs in tight coverage press the Coverage Audible button and then press Down on the controller.

Strengths

- Known as Bump-N-Run Coverage, it causes the defensive backs to jam receivers at the line of scrimmage.

- Messes up timing routes such as slants.

Weaknesses

- Defensive backs can easily be beaten deep.
- Not as good at run support. Receivers tend to lock on defensive backs in tight coverage.

Crowd the Box

To put the safeties in the box press the Coverage Audible button and then press Left.

Strengths

- Great for inside run support. Puts both safeties in the box.
- Opportunities for safeties to put pressure on the quarterback by shooting through gaps.

Weaknesses

- Weak against the outside run. Often safeties will get caught in traffic when pursuing running backs to the outside.
- Safeties are suspect against the deep pass especially slower ones who can get back in time.

Loose Coverage

To put the defensive backs in loose coverage, press the Coverage Audible button and then press Up.

Strengths

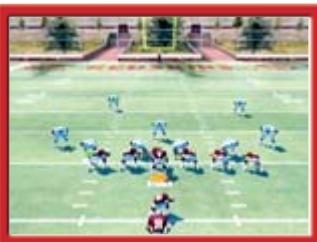
- Allows cornerbacks and safeties get a better jump on faster receivers deep.
- Cornerbacks that play loose coverage are less likely to be blocked on outside runs since receivers must go down field further to block them

Weaknesses

- Quick outs, slants, hitches, and WR Screens work well against this type of coverage.

Defensive Linebacker Shifts

Just like the defensive line, linebackers have four different ways to be shifted.



Linebackers Shift Right

Press Down on the Linebacker Audible button and then press Right to shift the linebackers to the right side.

Strengths

- Gives the left outside linebacker a better pass rush angle at the quarterback.
- Good at stopping the strong side toss play.
- Does a decent job against the inside run
- Does a good job at containing the athletic quarterback from the strong side.

Weaknesses

- Weak against the weak outside run.
- Right outside linebacker pass rush angle might be sacrificed somewhat.
- Weak at containing the athletic quarterback to the weak side.



Linebackers spread

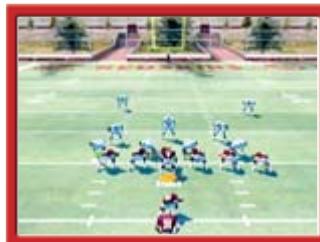
Press Down on the LB Audible button and then press Up to spread the linebackers out.

Strengths

- Puts the outside linebackers in better pass rush angles to get pressure on the quarterback.
- Allows outside linebackers to take better angles at stopping the outside run.
- If offense comes out in multiple receiver sets such as 3WR, spreading the linebackers out puts them closer to covering the slot receiver.
- Better at containing the athletic quarterback in the pocket.

Weaknesses

- Outside linebackers are not as effective in stopping the inside run.



Linebackers Pinch

Press Down on the LB Audible button and then press Down to pinch the linebackers in.

Strengths

- Puts the linebackers in better position to stop the inside run.
- Linebackers do not defend against outside run as well.
- Linebackers are not in position to defend multiple receiver sets.
- Not as well equipped to contain the athletic quarterback

Weaknesses

- If the offense comes out in the Singleback Normal, it puts the right outside linebacker closer to the slot.
- Does a decent job against the inside run
- Does a good job at containing the athletic quarterback from the weak side.



Linebackers Shift Left

Press Down on the Linebacker Audible button and then press Left to shift the linebackers to the left side.

Strengths

- Gives the right outside linebacker a better pass rush angle at the quarterback.
- Good against stopping the weak side toss play.
- If the offense comes out in the Singleback Normal, it puts the right outside linebacker closer to the slot.
- Does a decent job against the inside run
- Does a good job at containing the athletic quarterback from the weak side.

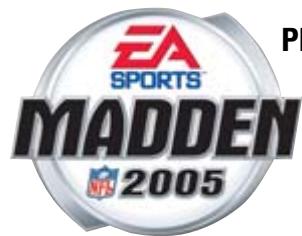
Weaknesses

- Weak against the strong side run.
- Left outside linebacker pass rush angle might be sacrificed somewhat.
- Weak at containing the athletic quarterback to the strong side.

Down and Distance Tips

- If you yield five yards on first down, it might be time to gamble on second down. A sack or tackle in the backfield will shift the advantage back in your favor.

- Third or Fourth and Short - Welp, now's the time to sell the farm. Bring a big set (4-6 or goalline) and bring the linebackers through gaps to cut down the running back.



BLITZ

Different types of blitzing schemes have developed over time from the early days of football into today's game. NFL Defensive Coordinators give the quarterbacks all kinds of looks, such as zone blitzes, safety blitzes, and even the use of blitzing corners from the outside.

The Five Objectives of a blitzing defense:

Sacking the quarterback is the defense's goal, but it does not mean failure if the quarterback is not sacked. Putting fast heat on the quarterback means quick decisions. The quarterback is more prone to throw errant passes that can lead interceptions. Even if the quarterback makes the correct read and is able to avoid the sack, his throw will often be short of the first down marker.

- ① Sack the quarterback
- ② Pressure the quarterback to throw incomplete passes
- ③ Force turnovers – either by throwing a interception or by getting a hit from the blindside and forcing a fumble
- ④ Make the quarterback throw shorter in long yardage situations.
- ⑤ Dictate the tempo of the game

Downfalls of using the blitz

- Unless the defense is zone blitzing, it requires man to man coverage. Often the cornerbacks on the outside are left on an island by themselves with no help deep.
- Increases the chances of a big play for the offense if the offensive line and backs pick up the blitz to give the quarterback time to scan the field.
- Athletic quarterbacks who can get out of the pocket can

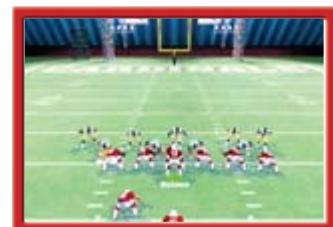
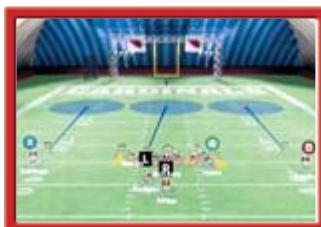
break containment and scramble for huge chunks of yardage.

In Madden 2005, the additions of the individual defensive Playmaker stick and the stock blitz defenses, the offense will be hard pressed to counter the pressure. Here are five enhanced defenses you can use to turn up the heat in this year's game.

4-3 Normal Engage Eight

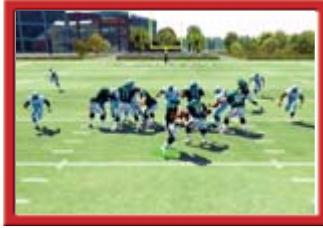
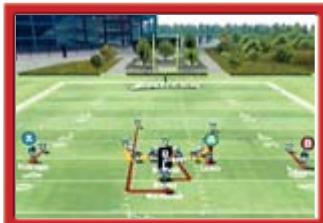
The 4-3 Normal Engage 8 is sure to be a favorite blitz. With an eight man pass rush, it is sure to make the quarterback feel uneasy in the pocket. With so many defenders rushing the quarterback, there is not much in the way of pass coverage. The right cornerback, free safety and left cornerback play three deep coverage. Any quick throw over the middle or in the flats will result in positive yardage for the offense. The 4-3 Normal Engage 8 should only be used in long passing situations. One way to set up the 4-3 Normal Engage 8 is to crowd the box by calling the coverage

audible, then press Left. This brings both safeties down near the line of scrimmage. Once the ball is snapped, the strong safety will blitz the gap between the right guard and center. Before the quarterback can even drop back a few yards, the strong safety will have him laying flat on the turf.



4-3 Normal Edge Sting

The 4-3 Normal Edge Sting is pure man coverage. The cornerbacks are left on the proverbial island. The safeties play Cover 0 coverage (meaning they do not help deep). The outside linebackers blitz from the outside. The weak side defensive tackle and right end stunt, while both the strong side defensive tackle and left end slant in towards the offensive line. The default set up of the 4-3 Normal Edge Sting bring some decent heat, but here is a way to enhance it that should force some errant throws by the quarterback. First spread the linebackers out by calling the linebacker audible, then pushing Up. Next, call the linebacker audible again, but this time press Down. All three linebackers will now blitz. The heat will come from the outside linebackers with a chance that the middle linebacker might get through up the middle. As you look at the screens notice the fullback is looking to block the middle linebacker. Had the middle linebacker not blitzed, the fullback would pick up one of the outside linebackers. In the final shot, the quarterback is sandwiched between both the right and left outside linebackers.



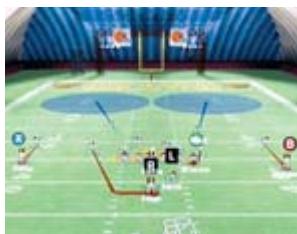
Tips for Effective Blitzing

- Have your fastest defensive personnel out on the field when blitzing.
- Be sure to set up blitz packages first in the practice mode and then in regular game mode. Blitz set ups may work better in practice mode than in regular mode. Practice your technique on the practice field and learn the offensive line's tendencies.
- If you do not have a buddy sitting next to you, use both controllers. One on offense and the other on defense. If you try to set up blitz packages against the CPU, often the CPU will snap the ball before you get your defense set up.
- Repetition is important when setting up defenses. The more times you set up blitz packages the more familiar you will get to setting them and the quicker you will become.
- Use instant replay to see how the offensive line pass blocking assignments work. This also goes when playing the CPU. Often the CPU will set up a blitz and get pressure on you. Be sure to replay and save the blitz for further review.
- Be sure to write down or take snap shots when setting up blitz packages so that you do not forget how you just set them up.

Quarters Normal Under Smoke

This defense has been around for a few years. In 2003, this was one of the more notorious nano blitz packages in the game. In 2004, it lost some of its luster, but in 2005 it looks to be back with a vengeance. In screen shot one, the safeties have been brought near the line of scrimmage. Next, call bump-n-run coverage by again calling the coverage audible, then pressing down on the controller. The defense should be set up now just like screen one. Shift the defensive line to the strong side. Once the ball is snapped, the left end and the left inside defensive back should get pressure on the quarterback from the outside. This is particularly effective against the Shotgun 5 Wide Formation since the quarterback lines up five yards behind the center. This year the defense has the ability to put linebackers in at defensive ends positions in the dime and quarters formations through the defensive package system. Both linebackers have been packaged in to man both sides of the defensive line.

A trend that is happening more and more by NFL teams is to run frequent 3-4 defensive packages. One 3-4 defense that is effective against the run and pass is the 3-4 Normal Mid Cross. The inside linebackers stunt, while the two outside linebackers play man coverage. The corners are locked in man coverage by default and both safeties play the deep halves of the field. The current set up will not bring much heat on the quarterback, but it is a good set up to stop the inside run. The way to bring heat is to shift the linebackers towards the strong side. Then take control of the right inside linebacker and move him across from the right guard. Playmaker him on a blitz so that his blitz angle is straight



Nickel Normal Linebacker Blitz

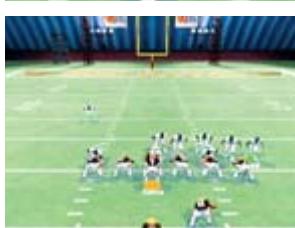
The Nickel Normal Linebacker blitz has the right outside linebacker blitzing by default while the left outside linebacker plays man coverage. The nickelback and outside cornerbacks are locked in man coverage. The safeties play the deep halves of the field. One way to enhance the Nickel Normal Linebacker blitz is to flip the play so that the left outside linebacker brings the heat. This works well against spread offensive sets such as Singleback 4WR. Once the ball is snapped, the left tackle will either block the left end or left outside linebacker. No matter who he decides to block, the other will get through. While in the lab, the left end seemed to get to quarterback more often than the left

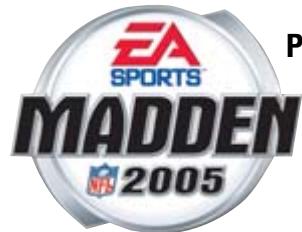


outside linebacker. Here the right tackle blocks the left outside linebacker, leaving the left end a clean shot at the quarterback. The result is instant sack.

3-4 Normal Mid Cross

at the right guard. Take control of the left inside linebacker and move him so that he lines up behind the left end. Once the left inside linebacker is moved, call the Man Shift coverage audible to put both outside linebackers in better positions to cover their man in coverage. Take control of the strong safety and bring him down near the line of scrimmage. He should be lined up just outside of the tight end. Once the ball is snapped, rush the strong safety so that the fullback has to account for him. With the fullback out of the way, the left inside linebacker should come between the right guard and center. Here we show Madden 2005 cover man Ray Lewis sacking the quarterback for a loss.





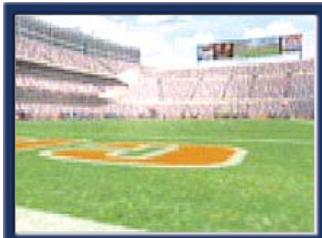
CHICAGO BEARS

Home Field: Chicago Stadium | Location: Chicago, Illinois | Type: Open | Capacity: 66,000 | Surface: Grass

Coaching Profile

Lovie Smith

• First Year

Playing As:
Chicago Bears

- 1 Time of possession is key for the Bears' untested offense: Long but balanced drives (a healthy run/pass mix) will give the defense a rest and give the opposing offense less time to retaliate.
- 2 If you smell a blitz coming, audible into a play in which Marty Booker runs a quick slant.
- 3 Use linebacker Brian Urlacher to shadow scramble-prone quarterbacks.

Playing Against:
Chicago Bears

- 1 Pick on the corners early and often—but throw away from free safety Mike Brown whenever possible.
- 2 Stretch the defense with sweeps and screens to the flats to test the defensive ends.
- 3 Put pressure on Rex Grossman by blitzing, especially on third and long.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	283	346	6-2	1-7	3-1	4-8	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Tommie Harris	Oklahoma	Defensive Tackle (DT)	6'2"	289
Draft	2	Terry Johnson	Washington	Defensive Tackle (DT)	6'2"	283
Draft	3	Bernard Berrian	Fresno State	Wide Receiver (WR)	6'1"	183
FA	-	Thomas Jones	Buccaneers	Running Back (RB)	5'10"	220
FA	-	John Tait	Bears	Offensive Tackle (OT)	6'6"	323

Scouting Report

Offense

Strengths

- With new head coach Lovie Smith at the helm, the Bears completely revamped its backfield and front five to jump-start the team's anemic offense. The addition of tackle John Tait and guard Ruben Brown will help strengthen the ground game, and wide receiver Marty Booker will get more chances to make big plays as Smith loosens up the play-calling.

Weaknesses

- Quarterback Rex Grossman showed flashes of brilliance in 2003, but his ability to command the field and become a passing threat has not yet been proven. The Bears running game remains a major question mark, despite the addition of Thomas Jones in the backfield. If teams can shut down the Bears' running game, it will be difficult for Smith to implement his attack style of offense and open up the field.

Defense

Strengths

- It's the Bears' defense that wins games, and this season will be no exception. Linebacker Brian Urlacher remains the team's brightest star despite having a relatively subdued 2003-04 campaign. Free safety Mike Brown remains the biggest threat in the secondary, thanks to his uncanny ability to pick off passes in clutch situations. The Bears also used its top two draft picks to enlist defensive tackles Tommie Harris and Terry Johnson, both of whom should help shore up the defensive line.

Weaknesses

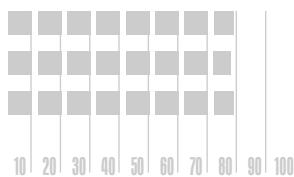
- To help reduce the pressure on Urlacher and the linebacker corps, the Bears sorely need a stronger pass rush—especially from defensive ends Alex Brown and Michael Haynes. However, the biggest area of concern still remains at cornerback: When the Bears were forced to blitz during the 2003-04 season, opposing quarterbacks took advantage of the one-on-one matchups downfield all too often for big plays.

Team Statistics

Team Ratings

Overall Rating

70



Offense

70

Defense

76

Team Rankings

Scoring

24th

Passing Offense

30th

Rushing Offense

18th

Passing Defense

24th

Rushing Defense

16th

Turnovers

27th

Star Players



Brian Urlacher • Middle Linebacker (ML)

Showcase Plays for Urlacher

#54



Flat Four



3 Deep Blitz

• Urlacher is a tackle machine, but this play emphasizes his speed and ability to read the quarterback. Urlacher will float back into pass coverage over the middle, and you can use the strafe button to lock down would-be receivers.



Key Attributes

Awareness	89
Speed	87
Strength	80
Tackle	95

The hallowed tradition of outstanding Bears linebackers continues with Urlacher, who combines size and solid tackling skills with amazing lateral speed. He has the quickness to play pass coverage but is most effective at stuffing the run, thanks to his ability to break through the line and pursue ball carriers with unbridled tenacity.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 5
I-Form Twins
TE Out

Analysis: Desmond Clark is a solid pass-catching tight end. With this high-percentage play, you should be able to pick up the five yards.



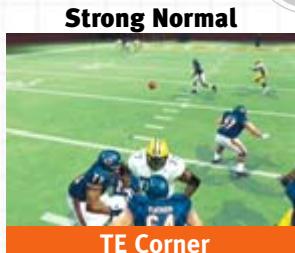
Marty Booker • Wide Receiver (WR)

Showcase Plays for Booker

#86



WR Fade



TE Corner

• Booker's ability to shed the cornerback is key on this play. It should be used primarily to beat bump-and-run schemes, as the route breaks off to the outside before heading upfield. Wait for separation and then light it up.

• Booker will dart along the line of scrimmage just after the ball is snapped. If it's man coverage, wait for him to get a step or two before you fire. For zones, wait until he clears to the left side and hit him between the linebackers.



Key Attributes

Acceleration	89
Awareness	89
Catching	89
Speed	88

Booker has been the Bears' leading receiver for the past three seasons, making him the de facto go-to receiver. He has underrated speed and excels in the clutch. However, it's his toughness and willingness to put his body on the line (he played half the season with two broken ribs) that make him the prototypical Bear.

Team Trivia

5 Chicago Bears Facts

Answers are on the following page.

- 1 Which team was the only one to defeat the Bears during the 1985-86 season?
- 2 Who is the Bears' all-time sack leader?
- 3 Before Soldier Field, where did the Chicago Bears play home games?
- 4 The Bears have the most players in the Football Hall of Fame with 26. Who was the most recent player inducted?
- 5 How many straight NFC Central division titles did the Bears win in the 1980s?

Fantasy Outlook

- **Star:** Marty Booker
- **Draft:** 3rd round
- **2004 Outlook:** Booker had his lowest touchdown total in three seasons last year, but we're counting on a comeback with new QB Rex Grossman at the helm.

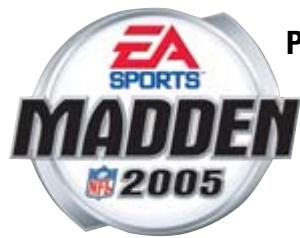
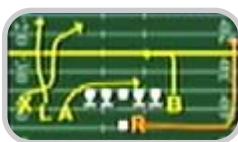
- **Star:** Rex Grossman
- **Draft:** 4th round
- **2004 Outlook:** Second-year quarterbacks tend to "get it" and can have early success as the league tries to adjust to them. Grossman has all the makings of a star.

Audible Packages

Offense

Defense

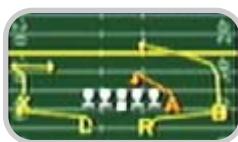
Passing Setup	Plays	Blitz Package	Plays
Shotgun Normal	In N Out, WR Drag, WR Option, TE Out N Up	4-6 Bear	3 Deep Blitz, 46 Mid Blitz, Inside Blitz, Safety Fire
Shotgun Empty 4 WR	Slot Corners, Slot Screen, WR Clear Ins, TE Angle Post	4-3 Normal	Briggs Blitz, Man QB Spy, Edge Strong
Running Setup	Plays	Coverage Scheme	Plays
I Form - Twin TE	HB Counter, HB Off Tackle, HB Lead Dive	Nickel Normal	Strong Zone, Over Strong, 3 Man Under
Strong Normal	FB Trap, HB Sweep, Counter Lead	Dime Normal	Cover 2 QB Spy, 4 Deep Man Spy, Cover 2 Pinch

**Key Offensive Plays****A** **Shotgun Trips TE****• HB Wheel**

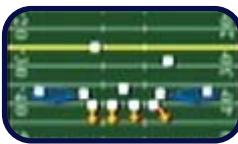
Position: HB
Substitution: Anthony Thomas
When: Big sets
Advantage: Thomas, formerly the Bears's main back, is a load to bring down. Use him to soften up the defense for the speed runs by Jones.

B **Shotgun Normal****• Hitch Corner**

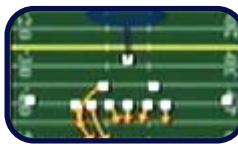
Position: Merritt, in the slot position, breaks straight up the field before heading sharply to the corner. Throw the ball right on Merritt's break for your best chance, but be careful of the deep zone. You can always check down to the comeback on the left side.

C **Split Backs Normal****• TE Slant Sit**

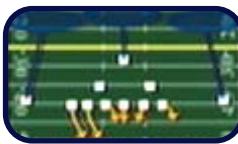
Position: Desmond Clark proved his worth as a pass-catcher last year. Here he runs a "sit" route right to the center of the field. Wait until his body turns back to the line before you gun it in there. An early throw could spell INT.

**Key Defensive Plays****A** **4-3 Normal****• Man Flats**

Position: DT
Substitution: Tommie Harris
When: Global
Advantage: It's rare that a rookie rates higher than the starter, but Harris is a rare athlete. Sub him in over Bryan Robinson for better interior toughness.

B **4-6 Bear****• Linebacker Weak Blitz**

Position: Briggs, Urlacher and Odom overload the weak side of the offensive formation and fire on the blitz. Briggs actually lines up in the down position on the line, giving him more leverage to start his rush. Bring the safeties up close for a smash-mouth style.

C **Nickel Normal****• 2 Man Under**

Position: A bread-and-butter pass-cover-age play, everyone lines up in man coverage except for safeties Brown and Green. Bring one of them to the line manually to provide run support or to help clog up receiver routes.

Team Trivia
Answers

- 1 Miami Dolphins
- 2 Richard Dent (with 124.5)
- 3 Wrigley Field
- 4 Dan Hampton (in 2002)
- 5 Five



CINCINNATI BENGALS

Home Field: Paul Brown Stadium | Cincinnati, Ohio | Type: Open | Capacity: 65,535 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
8	8	0	346	384	5-3	3-5	6-6	2-2	3-3

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Chris Perry	Michigan	Running Back (RB)	6'0"	224
Draft	2	Keiwan Ratliff	Florida	Cornerback (CB)	5'10"	187
Draft	2	Madieu Williams	Maryland	Free Safety (FS)	6'0"	190
FA	-	Nate Webster	Buccaneers	Linebacker (LB)	6'0"	230
FA	-	Deltha O'Neal	Broncos	Cornerback (CB)	5'10"	196

Scouting Report

Offense

Strengths

- Wide receiver Chad Johnson has deep-threat ability, which prevents opposing teams from stacking the defensive line more often than they normally would. The highlight in the backfield is Rudi Johnson, an up-and-coming running back capable of grinding out yards and punishing tacklers. The Bengals used their top draft pick to snag running back Chris Perry, who will fill the shoes of departing running back Corey Dillon.

Weaknesses

- Despite the generally steady performance of Jon Kitna last season, the Bengals are putting their chips on new gun Carson Palmer, who will surely need time to develop. To do that, the Bengals will need to rely on its front five, which is competent but sorely lacks depth (most notably at center). Perry has skill but may lack the explosiveness that Dillon provided—and the running game may suffer as a result.

Defense

Strengths

- There aren't too many diamonds on defense, but it's probably the linebackers that shine the brightest. Middle linebacker Kevin Hardy brings leadership and an aggressive style to the table; fellow linebacker Brian Simmons is also well-regarded. The arrival of cornerback Deltha O'Neal from Denver will help add credibility to the secondary (and his solid skills as a punt and kickoff returner are an added bonus).

Weaknesses

- Ranked 28th in the NFL overall last season, the Bengals have plenty of holes to fill. Despite picking up seven defensive players in the draft, the defense remains rather thin across the defensive line and inexperienced in the secondary. As a result, opposing teams should employ a smash-mouth running game to wear down the Bengals front seven.

Coaching Profile

Marvin Lewis

• Second Year



Playing As:

Cincinnati Bengals

1 If you see a defense that puts Chad Johnson in tight single coverage, audible into a pass play and take advantage of the matchup.

2 Make sure to call plays for both running backs Chris Perry and Rudi Johnson. Their different running styles may help mix things up and keep defenses guessing.

3 If opposing teams get into a habit of blitzing, call a halfback screen to keep them honest.

Playing Against:

Cincinnati Bengals

1 Stack the line if you suspect a pass play, and force quarterback Carson Palmer to dump the ball before he can connect with his primary receiver.

2 Establish an interior running game (with an emphasis on attacking the left side of the defense) to wear down the Bengals' front line.

3 Use play action to freeze the safeties and exploit any favorable matchups in the secondary.

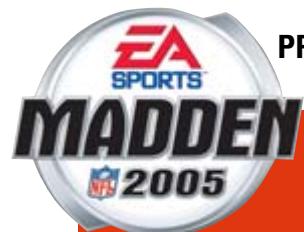
Team Statistics

Team Ratings

Overall Rating	83	
Offense	86	
Defense	74	

Team Rankings

Scoring	13th
Passing Offense	12th
Rushing Offense	13th
Passing Defense	7th
Rushing Defense	24th
Turnovers	11th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

Pinned inside own 10-yd. line
I-Form 3 WR
HB Blast

Analysis: You don't want to make a mistake here. Running behind the Bengal line, this play is designed to get some breathing room.

Team Trivia

5 Cincinnati Bengals Facts

Answers are on the following page.

- 1 Chad Johnson has a cousin who plays for the Tennessee Titans. Who is he?
- 2 Who was the Bengals' second-round draft pick in 1980?
- 3 How many Super Bowls have the Bengals been in—and who was their only opponent?
- 4 In 2000, Corey Dillon set the team's single-game rushing record of 278 yards. What team did he do it against?
- 5 Which career Bengal player was the first to be enshrined in the Pro Football Hall of Fame?

Fantasy Outlook

- **Star:** Chad Johnson
- **Draft:** 2nd round
- **2004 Outlook:** Johnson came on as an absolute monster last year, scoring 10 touchdowns and hauling in seven passes of 40 yards or more. Get this guy.

- **Star:** Rudi Johnson
- **Draft:** 2nd round
- **2004 Outlook:** Rudi Johnson took Corey Dillon's job last year and performed well enough to keep it.

PRIMA OFFICIAL GAME GUIDE

Star Players

Chad Johnson • Wide Receiver (WR)

Showcase Plays for Johnson

#85



I Form Twin WR



Slant Posts

Shotgun Trips



HB Release Mid



Key Attributes

Acceleration	94
Awareness	86
Catching	93
Speed	92

The Pro Bowl wide receiver led the AFC with 1,355 receiving yards last season, and more importantly, averaged 15.1 yards per catch—the highest among NFL receivers logging at least 69 catches in 2003-04. Most of his success is due to his blistering speed, but his size and efficient route-running ability also are key factors.

Rudi Johnson • Running Back (RB)

Showcase Plays for Johnson

#32



Singleback Normal



HB Spirit

Strong / Normal



HB Counter



Key Attributes

Acceleration	92
Agility	85
Break Tackle	91
Speed	87

Rudi Johnson hopes to build on his breakout 2003-04 season, when an injury to Corey Dillon paved the way for his emergence. Johnson is a low-key player in terms of personality, but his hard-nosed running style and leadership skills make him a favorite among teammates.

Audible Packages

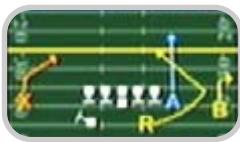
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun 2 RB 3 WR	FL Go, Streaks, Double Slant, WR Quick Drag	4-3 Over	Engage Eight, QB Contain, Sam Shoot Fire 2
Singleback Trips WR	WR Post Corner, PA Streak, SE Hook In	Nickel Normal	Silver Shoot Pin, ROLB Blitz, Over Storm Brave
Running Setup	Plays	Coverage Scheme	Plays
Strong I - Twin WR	HB Lead Blast, HB Power, Counter Weak	Nickel Normal	3 Man Under
Singleback Big	HB Dive, HB Delay, HB Toss Strong	Dime Normal	Cover 2 Pinch

Key Offensive Plays

A Split Backs Normal



- **Mid Split**

A straightforward read, this play offers Peter Warrick on a deep comeback down the left side. In man coverage, look to him. For a deep shot, check Chad Johnson on the long post pattern.

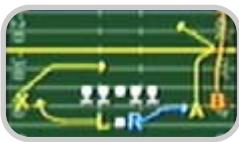
B Singleback 4 WR



- **Cornerbacks**

Three of the receivers run comeback patterns, and we like Washington's the best. From the left side, he dashes to occupy space in the middle of the field. If he draws the attention of a safety, Houshmandzadeh should be open downfield.

C Shotgun 2 RB 3 WR



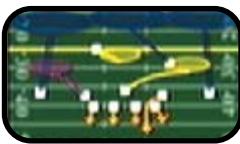
- **FL Go**

A pure speed route for Chad Johnson on the right side, this play is meant for big yardage. Try packaging it with "strong" WRs, and you'll have Warrick and Johnson on the same side of the field.



Key Defensive Plays

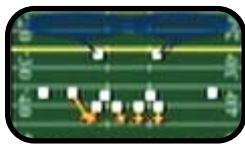
A 4-3 Normal



- **Hog Buck 3**

A great play for bringing just a touch of pressure without selling out completely. The safeties will cover the middle of the field while each corner drops deep. This play can be susceptible to quick out patterns.

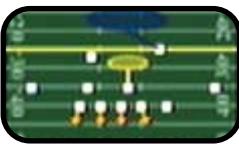
B Nickel Normal



- **Simmons Blitz**

Brian Simmons is a dual-purpose defensive back. He covers like a corner but hits like a safety. On this play he comes up to the line with a blitz assignment. Playmaker him to the flats to really mess with the QB's head.

C 4-3 Over



- **Cover 1**

Again the safeties will pinch to the middle of the field. The key here is the right linebacker dropping into a hook zone. Bring him on the blitz. Also, try the hot-route playmaker feature to double-team the most-dangerous wide receiver.



Roster Tips

Key Player Substitutions

- **Position:** HB
- **Substitution:** Chris Perry
- **When:** Shotgun 2 RB 3 WR
- **Advantage:** Perry can be put in the backfield alongside starter Rudi Johnson to give you double the firepower out of this set.

- **Position:** WR
- **Substitution:** Kelly Washington
- **When:** Global
- **Advantage:** Sub Washington in as your #2 receiver. He's bigger than Warrick, and Warrick should have more success out of the slot.

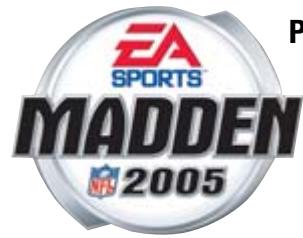
- **Position:** RG
- **Substitution:** Victor Leyva
- **When:** Global
- **Advantage:** Rated better than Bobbie Williams, Leyva is an easy choice to start on the O-line.

- **Position:** KR
- **Substitution:** Deltha O'Neal
- **When:** Global
- **Advantage:** O'Neal's 95 speed makes him a valuable big-play artist. Set him back on kick returns.

Team Trivia

Answers

- 1 Defensive back Samari Rolle
- 2 Cris Collinsworth
- 3 Two—both times losing to the San Francisco 49ers
- 4 Denver Broncos
- 5 Anthony Munoz



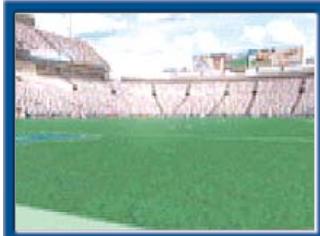
BUFFALO BILLS

Home Field: Ralph Wilson Stadium | Location: Orchard Park, New York | Type: Open | Capacity: 73,967 | Surface: Grass

Coaching Profile

Mike Mularkey

• First Year

Playing As:
Buffalo Bills

- 1 Make sure the passing attack employs wide receivers Eric Moulds and Lee Evans at the ends, and Josh Reed in the slot, to spread out defenses.
- 2 Concentrate on calling pass plays that don't take time to develop so quarterback Drew Bledsoe can release the ball quickly.
- 3 Blitz often—the secondary has the ability to keep tight coverage on receivers.

Playing Against:
Buffalo Bills

- 1 Avoid the interior of the Bills' defensive line and focus your running attack with sweeps and passes to the flats.
- 2 Combat defensive blitzing with screen passes or audible into a quick slant to any receiver not covered by Nate Clements.
- 3 On defense, use interior blitzes to force Bledsoe out of the pocket and into a hasty pass.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	243	279	4-4	2-6	4-8	2-2	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Lee Evans	Wisconsin	Wide Receiver (WR)	5'10"	197
Draft	1	J.P. Losman	Tulane	Quarterback (QB)	6'2"	217
Draft	3	Tim Anderson	Ohio State	Defensive Tackle (DT)	6'3"	304
FA	-	Troy Vincent	Eagles	Cornerback (CB)	6'1"	200
FA	-	Chris Villarrial	Bears	Offensive Guard (OG)	6'3"	310

Scouting Report

Offense

Strengths

- Despite the Bills' uninspiring 2003-04 passing totals, the team has talent when it comes to the air attack. Wide receiver Eric Moulds has outstanding speed and is difficult to jam at the line. The arrival of the team's top draft pick, wide receiver Lee Evans, should prevent defenses from doubling up on Moulds. The addition of physical offensive guard Chris Villarrial should help running back Travis Henry's ground game.

Weaknesses

- New head coach Mike Mularkey has his work cut out for him on offense. The Bills' lack of commitment to the running game last season enabled defenses to put additional pressure on quarterback Drew Bledsoe, who wound up getting sacked an astonishing 49 times. To reduce that stat, Bledsoe is campaigning for simpler pass routes so he can get rid of the ball more quickly.

Defense

Strengths

- Buffalo's blitz-oriented defense took great strides last season thanks to several preseason acquisitions, including defensive tackle Sam Adams. As a result, the Bills excelled at stopping the run, thanks to a hard-to-budge front line featuring Adams and fellow tackle Pat Williams. The highlights in the secondary include Nate Clements—a small, speedy and aggressive cornerback—and hard-hitting safety Lawyer Milloy.

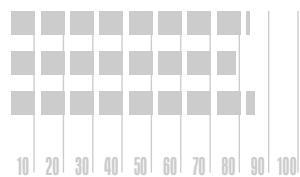
Weaknesses

- Despite the Bills' high defensive rankings, the defense overall had difficulty causing turnovers. The defense needs to make a greater effort at stripping the ball from carriers or gamble more on jumping pass routes—but it's coaching, not personnel changes, that will best address this issue. Outside of a pass-rushing defensive end, the Bills defense seems prepared for the season ahead.

Team Statistics

Team Ratings

Overall Rating	82
Offense	78
Defense	93



Team Rankings

Scoring	30th
Passing Offense	28th
Rushing Offense	21st
Passing Defense	1st
Rushing Defense	8th
Turnovers	31st

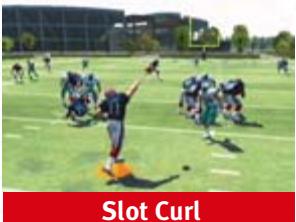
Star Players



Eric Moulds • Wide Receiver (WR)

Showcase Plays for Moulds

Shotgun Trips



Slot Curl

• This is a very cool play that begins with three receivers on the left side. You'll be looking at Moulds on the right, as he takes advantage of the attention the left side demands. Moulds will gradually cut inside toward the middle of the field. Look for him.

Weak I Normal



WR Drag

• Make your decision on this play after watching the middle linebacker. If he follows Henry to the flat, Moulds should be fine for a quick strike over the middle. If the linebackers "sit" in zone, you'll have to wait until Moulds gets to the far side of the field before zipping it.

#80



Key Attributes

Acceleration	95
Awareness	90
Catching	90
Speed	93

Entering his ninth season at Buffalo, Moulds is the Bills' top target and an outstanding possession receiver. He began last season strong with 457 receiving yards and a touchdown before an injury in week five forced him to the sidelines. Moulds will need Bledsoe to regain his old form if he is to become a scoring threat this season.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and 10

I-Form

HB Counter

Analysis: Travis Henry is an excellent counter back. With shifty moves you can try and pound the defense for a quick four yards on first down.



Travis Henry • Halfback (HB)

#20

Showcase Plays for Henry

I Form Normal



HB Toss

• Henry is an explosive runner, and the toss gets him the ball quickly. You should find some daylight to the right side, but stay behind the fullback until the opening develops. Try using motion to drag defenders out of the play before the snap.

Strong I Normal



Counter Lead

• After running some more-traditional counters that switch direction and head outside, this play is a new wrinkle. The FB blocks straight ahead and Henry follows. The line pulls the same as a full counter, but Henry should stay inside.



Key Attributes

Acceleration	94
Agility	87
Break Tackle	95
Speed	90

Henry is slated to start the season under Mularkey's run-focused offense. A two-season 1,000-yard-plus rusher, he's one of the gutsiest players to ever play in Buffalo: He soldiered through the last two games of the season with a hairline fracture in his leg.

Team Trivia

5 Buffalo Bills Facts

Answers are on the following page.

- 1 Which Super Bowl ended with Scott Norwood's missed field goal?
- 2 The Bills hold the record for the greatest comeback in NFL history. What team did they defeat?
- 3 Who holds the Bills' record for most career receptions?
- 4 Who is the Bills' all-time passing leader?
- 5 Who holds the Bills' single-season rushing record?

Audible Packages

Offense

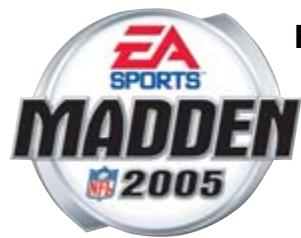
Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun 5 WR	Deep Post, Slot Drag, Slot Out, Button Hooks	4-3 Normal	Zip Shoot Gut, Double Z, Edge Sting, DBL TE Bracket
Weak I Twin WR	WR Cross, TE Option, Play Action	Dime Normal	SS Gut Blitz, 1 Man CB Snake, Strike 2 Deep
Running Setup	Plays	Coverage Scheme	Plays
Weak I Nomal	HB Off Tackle, HB Wham, FB Power, Power Toss	Nickel Strong	2 Man Under, 1 Robber, Cloud Zone
Singleback Big	HB Smash, HB Draw, HB Blunt Dive	Dime Flat	Cover 1 LB Spy, Cover 2, Cover 3

Fantasy Outlook

- Star: Travis Henry
- Draft: 1st round
- 2004 Outlook: Henry was an absolute stud last year, even after he broke his leg. With two healthy wheels, we expect big things.

- Star: Eric Moulds
- Draft: 2nd round
- 2004 Outlook: He's seemingly been around forever, but Moulds is only 30 years old and as consistent as they come.



Key Offensive Plays

A I Form Normal



• HB Slash

It involves a bit of trickery, but the Bills used this play a lot last year. Wideout Josh Reed will cut behind the line at the snap, holding the ends and possibly a linebacker. That pause is all you need to hit the hole hard.

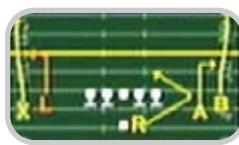
B Singleback Normal



• Henry Slash

This is a no-nonsense running play that gets Henry the ball with the intention of going outside the tackles. Watch for the TE's seal block on the linebacker and head to the outside. This play can net big yardage if you commit to it.

C Shotgun 4 WR



• Slot Outs

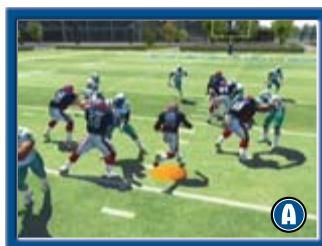
Here we've got five receivers, with particular attention being paid to the slot men. If the defense is in man, you should throw to the wide side of the field on the WR's break. Look for McGahee or Henry out of the backfield as your safety valve.

- Position: WR
- Substitution: Lee Evans
- When: All three-WR sets
- Advantage: Aside from Moulds, the Bills lack speed at the WR position. Evans has a 94 speed rating and is buried at the bottom of the depth chart. Change that.

- Position: TE
- Substitution: Tim Euhus
- When: Two-TE sets
- Advantage: Another talented youngster for the Bills, Euhus has a much brighter future than second-string TE Ryan Neufeld. Get Euhus in the game.

- Position: LB
- Substitution: Dominique Stevenson
- When: All 3-4 sets
- Advantage: Angelo Crowell starts based on his 52 awareness rating. Stevenson has much better speed, and if you control him he should overcome his lack of awareness.

- Position: 3rd Down Back
- Substitution: Willis McGahee
- When: Global
- Advantage: Henry tends to tire at times, so put McGahee in for some fresh legs. You don't lose much with McGahee in the game.



Key Defensive Plays

A 4-3 Normal



• Under Ram Buck

Flip this play before calling it. Now instead of Jeff Posey coming on the blitz, you'll have All-Pro Takeo Spikes. The rest of the defense is in man except for Lawyer Milloy, who will help take away the deep ball.

B Nickel Normal



• DE Contain

With the Bills' weak defensive line, it's nice to be sure you have outside containment. The ends loop at the onset of the play, while Takeo Spikes roams in spy mode. Not a game-changing defense here, but one that can serve you well.

C Nickel Strong



• Under Smoke

With Lawyer Milloy and Troy Vincent in the secondary, you can afford to take some chances. This play brings seven pass rushers. Play on the line and try to bust inside. If the other team runs, Milloy will smack 'em down.

Team Trivia

Answers

- 1 Super Bowl XXV
- 2 Houston Oilers on Jan. 3, 1993
- 3 Andre Reed
- 4 Jim Kelly
- 5 O.J. Simpson (2,003 yards in 1973)



DENVER BRONCOS

Home Field: Invesco Field at Mile High | Location: Denver, Colorado | Type: Open | Capacity: 76,125 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	381	301	6+2	4-4	9-3	1-3	5-1

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	D.J. Williams	Miami (Fla.)	Out. Linebacker (OLB)	6'0"	247
Draft	2	Tatum Bell	Ok. State	Running Back (RB)	5'11"	212
Draft	2	Darius Watts	Marshall	Wide Receiver (WR)	6'1"	188
Agent	-	Champ Bailey	Redskins	Cornerback (CB)	6'0"	192
Agent	-	John Lynch	Buccaneers	Safety (S)	6'2"	220

Scouting Report

Offense

Strengths

- This season, head coach Mike Shanahan's offense will rely even more on quarterback Jake Plummer to execute consistently. Plummer certainly has the talent: His ability to create passing opportunities seemingly out of thin air makes him the most dangerous element of the Broncos offense. He has two solid receivers in Rod Smith and Ashley Lelie. Together they prevent defenses from stacking the line.

Weaknesses

- The departure of Clinton Portis means that the Broncos will employ a revolving-door policy in the backfield (including speedy second-round draft pick Tatum Bell and free agent Garrison Hearst)—but if the Broncos can't find a dependable carrier, it'll put more pressure on Plummer. The team also has not yet found an adequate third wide receiver who can complement the starters on third-and-long situations, nor a replacement for legendary tight end Shannon Sharpe, who (along with receiver Ed McCaffrey) has retired.

Defense

Strengths

- Three key stars anchor the Broncos stout defense. Up front, left defensive end Trevor Pryce is the team's best pass-rusher, while middle linebacker Al Wilson—a fiery leader capable of big hits—is among the league's best. The Broncos made a major upgrade at cornerback with the arrival of Champ Bailey, who has the dash and flash to hang with the league's top wideouts.

Weaknesses

- With the departure of defensive end Bertrand Berry—the team's sack leader last season—the right side of the defensive line lacks a player on par with Pryce, which may result in an unbalanced pass rush if the situation remains unresolved. The Broncos are in a state of flux at linebacker with the departure of Ian Gold to free agency and the continuing recovery of John Mobley from his neck injury. New arrival John Lynch at safety is still a formidable hitter and a leader on defense, but he may not have the speed he once did.

Coaching Profile

Mike Shanahan

• Ninth Year



Playing As:
Denver Broncos

- Call designed rollouts and put Jake Plummer's scrambling ability to good use.
- In three-receiver sets, use crossing patterns to free up wideout Rod Smith.
- Linebacker Al Wilson's power makes him an ideal run-stopper in the defensive interior, so use the speed of top draft pick D.J. Williams for linebacker blitzes.

Playing Against:
Denver Broncos

- Call sweeps away from Trevor Pryce and Al Wilson to take advantage of the weaker right side of the defense.
- Don't test cornerback Champ Bailey unless you have a top-notch receiver in your lineup.
- Disguise blitzes carefully so Plummer can't get an early read and audible into a different play.

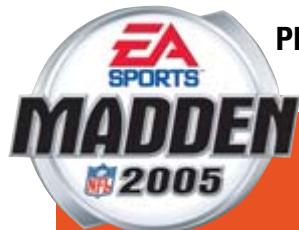
Team Statistics

Team Ratings

Overall Rating	80	
Offense	77	
Defense	89	

Team Rankings

Scoring	10th
Passing Offense	22nd
Rushing Offense	2nd
Passing Defense	12th
Rushing Defense	7th
Turnovers	23rd



Star Players

Madden's Call

Where we give you Madden's play-call preferences right from Madden '05!

Inside the opponent 20-yard line

Singleback
Hearst Option

Analysis: With Garrison Hearst's pass-catching ability, this is a good, safe play designed to pick up another first down.

Team Trivia

5 Denver Broncos Facts

Answers are on the following page.

- 1 Who set the Broncos' single-game touchdown record in 2003?
- 2 What Broncos players were known as "The Three Amigos"?
- 3 With John Elway as the starting quarterback, what was the Broncos' overall Super Bowl record?
- 4 Who is the Broncos' all-time sack leader?
- 5 What team did the Broncos trade with to get John Elway?

Fantasy Outlook

• **Star:** Tatum Bell
• **Draft:** 6th round
• **2004 Outlook:** Shanahan is known for his ability to turn little-known running backs into world-beaters.

• **Star:** Ashley Lelie
• **Draft:** 3rd round
• **2004 Outlook:** When Plummer was in last year, Lelie was very productive.

Star Players

Jake Plummer • Quarterback (QB)

#16

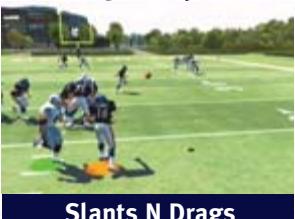
Showcase Plays for Plummer

Singleback - Big



PA Rollout

Shotgun Trips TE



Slants N Drags



Key Attributes

Awareness	82
Overall	87
Throwing Accuracy	87
Throwing Power	88

At 6'2" and 212, Plummer is a decent-sized quarterback who has a knack for escaping trouble and throwing on the run. Under Shanahan's watch, Plummer has improved his quarterback rating from below 70 at Arizona to more than 90. Plummer is vital to the team's playoff hopes.

Trevor Pryce • Defensive End (DE)

#93

Showcase Plays for Pryce

4-3 Normal

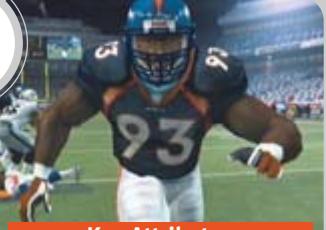


Mid Rush

4-3 Normal



Slant 1 OLB Fire



Key Attributes

Acceleration	78
Speed	70
Strength	91
Tackle	91

Pryce is the ideal mix of strength and speed for a defensive lineman, and he's proven his ability to dominate the line of scrimmage. He has all-around skill in both pass-rushing (he racked up nine sacks last season) and run-stopping.

Audible Packages

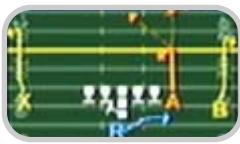
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun Trips TE	Backside Screen, Slants N Drags, Trips Attack, Slot Read	Nickel 3-3-5	LB Ram Dogs, CB Fox Blitz 3, Man QB Spy
Singleback 4-WR	Post Drag, WR Z Out, Deep Stings, HB Option	Quarter Normal	Zone Blitz, Fire Blitz, Ram Buck 1 Deep
Running Setup	Plays	Coverage Scheme	Plays
Singleback Twin TE WR	HB Dive, HB Pitch, HB Power	Nickel Normal	3 Man Under
Singleback Big Twin WR	HB Belly Strong, HB Delay, HB Power	4-3 Over	Cover 4 Buzz, Buzz Duo, LB Contain

Key Offensive Plays

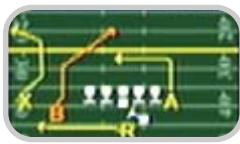
A I Form



• HB Blast

Quentin Griffin heads to the left side of the line on this running play. Fullback Mike Anderson is an excellent blocker, and he'll lead the way. If Anderson gets blown up, try to redirect a blocker to the edge, where Griffin can get in open space. The defense will react quickly to your cuts, so be decisive.

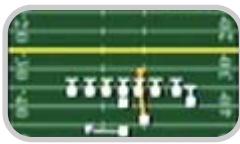
B Strong I Twin WR



• WR Flag

Rod Smith is the primary receiver on this play, and his precision route-running makes him a great target. The key is to hit Smith just as he cuts in on the post. For a second option, look to Lelie driving toward the outside sideline. Gun the ball to Smith or float a long gainer to Lelie.

C Strong I Big Tight



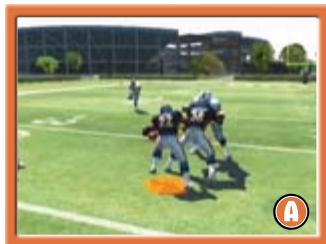
• FB Dive

You need third and two? A late touchdown near the goal line? Here's the play. Fullback Mike Anderson is a strong, powerful runner. Right guard Dan Neil is one of the league's best blockers. That combo equals three yards easy.

Roster Tips

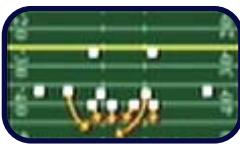
Key Player Substitutions

- **Position:** HB
- **Substitution:** Quentin Griffin
- **When:** Global
- **Advantage:** Griffin was handed the ball last year whenever Portis went down. If you still want Hearst that's fine, but get Griffin and his speed into the game somewhere.



Key Defensive Plays

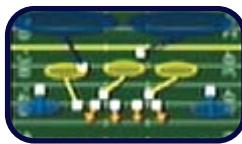
A Nickel Normal



• Silver Shoot Pinch

Linebacker Al Wilson is a ferocious pass-rusher and this play punishes the O-line from both sides. If this blitz is picked up, the rest of your players are in man coverage. It might be wise to playmaker the other linebacker into a hook zone for added safety.

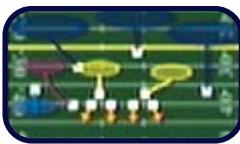
B Nickel Strong



• Cover 2

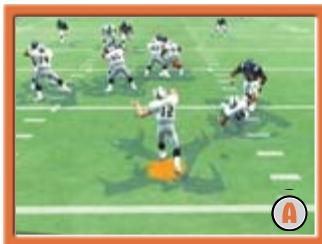
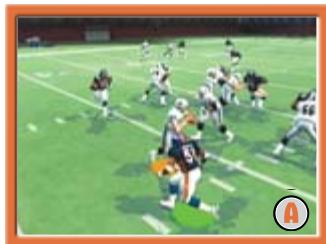
Your basic Cover 2 scheme, but rolled to the right ever so slightly. The speed of the Bronco linebackers should help pick up slot receivers over the middle while the corners press up on the outside. Two deep safeties give the quarterback something to think about before chucking it.

C Nickel Strong



• Cloud Zone

To any quarterback who looks at the left side of the field, this looks like the Cover 2. If he assumes the other corner is in Cover 2 and goes deep, he'll be in for a surprise. This is a great third-and-long play against pass-happy teams.



Team Trivia

Answers

- 1 Clinton Portis (he scored five touchdowns against Kansas City)
- 2 Mark Jackson, Vance Johnson & Ricky Nattiel
- 3 2-3
- 4 Simon Fletcher
- 5 The Baltimore Colts



CLEVELAND BROWNS

Home Field: Cleveland Browns Stadium | Location: Cleveland, Ohio | Type: Open | Capacity: 73,200 | Surface: Grass

Coaching Profile

Butch Davis

• Fourth Year



Playing As: Cleveland Browns

- 1 Tight end Kellen Winslow has outstanding speed: Use quick crossing routes to develop mismatches with slower linebackers.
- 2 Either give Garcia deeper drops in the pocket to buy more time for his offensive line blockers, or make quick reads to get rid of the ball quickly.
- 3 Take control of a safety to assist any cornerback matched up against a top-rated wide receiver.

Playing Against: Cleveland Browns

- 1 Test the corners if they try to bump-and-run your wideouts.
- 2 Establish a power running game to wear down the interior defensive line.
- 3 If you're calling an interior or defensive-end blitz, target the weaker left side of the Browns line.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	254	322	2-6	3-5	3-9	2-2	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position/Team	Height	Weight
Draft	1	Kellen Winslow	Miami (Fla.)	Tight End (TE)	6'4"	243
Draft	2	Sean Jones	Georgia	Free Safety (FS)	6'1"	212
Draft	4	Luke McCown	Louisiana Tech	Quarterback (QB)	6'3"	208
FA	-	Jeff Garcia	49ers	Quarterback (QB)	6'1"	195
FA	-	Warrick Holdman	Bears	Linebacker (LB)	6'1"	234

Scouting Report

Offense

Strengths

- The Browns took advantage of the off-season to bring in players capable of big-time plays on a consistent basis. The arrival of veteran quarterback Jeff Garcia will give the Browns a sense of stability. The team believes its top draft pick, Kellen Winslow, has star potential at tight end and will make an immediate impact.

Weaknesses

- There may not be enough strength along the offensive line (especially along the left side) to protect Garcia for the entire season, and his rookie backup, third-round draft pick Luke McCown, won't be ready for prime-time action. A weak front five would strain the Browns' ability to execute running plays. In addition, Garcia's recent back injuries may degrade his ability to scramble should the pocket collapse around him.

Defense

Strengths

- Former Bears linebacker Warrick Holdman is underrated and will add depth to a relatively young defense. The Browns also drafted safety Sean Jones in the second round and he should see playing time this season. Jones is a hard-contact player with decent range and should be able to help double-team corners.

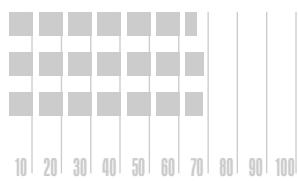
Weaknesses

- The run defense has been the team's Achilles' heel in recent years, but the more pressing concern remains the secondary. Without free-agent intervention, the Browns don't have cornerbacks capable of shutting down big-time receivers, which will put a bigger strain on veteran strong safety Robert Griffith. All of this will make the defense even weaker against the run, especially late in games.

Team Statistics

Team Ratings

Overall Rating	65
Offense	69
Defense	68



Team Rankings

Scoring	28th
Passing Offense	25th
Rushing Offense	20th
Passing Defense	8th
Rushing Defense	23rd
Turnovers	28th

Star Players



Jeff Garcia • Quarterback (QB)

Showcase Plays for Garcia

#5

Singleback Big



PA Rollout

Shotgun 5 WR Bunch



Double Screen

• Garcia is one of a handful of QBs who like to throw on the run. On the QB Rollout, all the receivers work to the right side of the field, so roll that way. Look for Winslow to release from his block and get open about six yards downfield. Try using the formation shift to run this with a different look.

• Garcia has never been a great deep ball thrower, but he is accurate and has a quick release. This play pops out two wide receivers behind the line right after the snap. Hit Quincy Morgan on the right side, and then duck behind your blockers for good yardage.



Key Attributes

Awareness	88
Overall	88
Throwing Accuracy	91
Throwing Power	85

Garcia began his career in 1999 as a San Francisco 49er, filling the void left by Steve Young. Garcia is a gutsy quarterback capable of delivering the ball effectively to talented receivers. He is also a capable scrambler and isn't afraid to run with the ball. This season, Garcia's biggest challenge will be adjusting to a brand-new offensive scheme and receiving corps.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

2nd and 26

Shotgun 5 WR Bunch
Shallow Drags

Analysis: Not quite designed to pick up all 26 yards at once, this play sends the receivers on crossing routes. Look for Andre Davis going left to right.



Kellen Winslow • Tight End (TE)

Showcase Plays for Winslow

#11

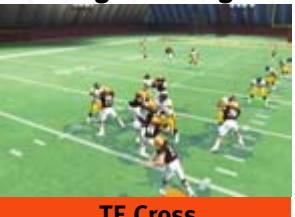
Singleback Slot Strong



Winslow Option

• Kellen Winslow has better speed than just about any linebacker in the game. Get him out into the secondary on this option play. If Winslow breaks his route off short, zip it to him and be prepared to run through some tackles on the way to first-down yardage.

Singleback Big



TE Cross

• Jeff Garcia loves to use the tight end from his days in San Francisco. Winslow provides him with a nice target here. You can look to Winslow early in the route versus man, or wait for him to clear against any zone coverages.



Key Attributes

Acceleration	90
Awareness	52
Catching	85
Speed	86

The Browns' top 2004 draft pick will give Garcia a target with excellent hands and surprising quickness. His size (listed at 6'4" and 251 pounds) will force defenses to double-team him, which should open up the field for the wide receivers. He is also a capable blocker. He shares the same name as his father, an NFL Hall of Fame tight end.

Audible Packages

Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun 5 WR Bunch	Openfield Drag, Clear Deep, In and Under	Nickel 3-3-5	LB Ram Dogs, CB Fox Blitz 3, Under 7 Slice
Shotgun Normal	HB Fly, Double Slant, Corner Threat	Quarter Normal	Zone Blitz, Fire Blitz, Ram Buck 1 Deep
Running Setup	Plays	Coverage Scheme	Plays
I Form Big	HB Lead, HB Blast, HB Counter	Nickel Normal	2 Man Under, Cover 3, Engage Eight
Singleback Twin TE WR	HB Toss Strong, HB Dive, HB Counter	4-3 Over	Cover 4 Buzz, Buzz Duo, LB Contain

Team Trivia

5 Cleveland Browns Facts

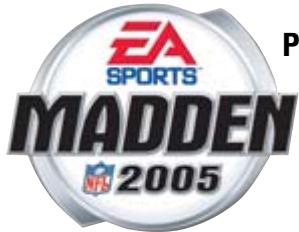
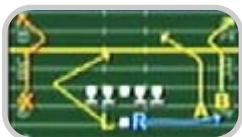
Answers are on the following page.

- 1 On Sept. 14, 2003, the Browns gave up an all-time-NFL-record 295 rushing yards to what player?
- 2 Which Browns player holds the record for most interceptions in a season?
- 3 What was the Browns' win-loss record in their first season back in 1999?
- 4 Which Browns player holds the record for most kickoff-return yards in a season?
- 5 Who is the Browns' all-time rushing-touchdown leader?

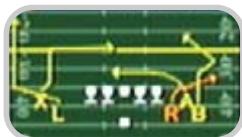
Fantasy Outlook

- **Star:** Jeff Garcia
- **Draft:** 3rd round
- **2004 Outlook:** A former Pro Bowler, Garcia has multiple 30-TD seasons. His new team has talented receivers and should give him the chance to repeat that success.

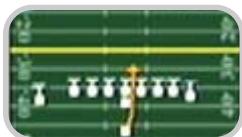
- **Star:** Dennis Northcutt
- **Draft:** 3rd round
- **2004 Outlook:** The free-agent receiver returns to the Browns after an offseason contract dispute. He'll catch 65 passes and 7+ touchdowns this year.

**Key Offensive Plays****A** **Shotgun 2 RB 3 WR****• WR Post Corner**

For starters, we recommend that you take advantage of the package option and use the TE Slot set to get Kellen Winslow in the game. With his route deep over the middle, it's nice to have a big TE in there who can take a hit and hang on to the ball. If the safeties help on Winslow, throw to Morgan on the outside.

**B** **Shotgun 5 WR Bunch****• In and Under**

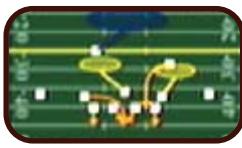
Use the slot swap package to bring in Winslow (see the theme here?). He's better than any receiver you'll put in there. During the route, Winslow will break outside while the two outside receivers cut in. There might be a logjam if you throw too early, so wait for him to clear.

**C** **Singleback Big TE****• HB Dive**

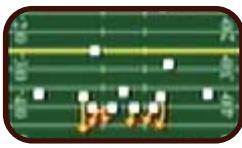
The Browns don't have a super offensive line, so it's nice to bring in a double tight end formation to run. This play is strictly north-south...don't mess around with juking or trying to get outside. Trust the line, and you should plow ahead for a few yards.

**Key Defensive Plays****A** **Nickel Normal****• Holdman Blitz**

Warrick Holdman earned his stripes with the Bears as a pursue-and-tackle guy. Not overly big for a linebacker, Holdman brings some wicked speed to the Browns D. Duck around the end on this play to try and kill the QB.

B **4-3 Normal****• Storm Blitz**

Robert Griffith is a playmaker at the safety position. Here the defense mixes zone coverage with a blitz from the deep secondary. Use Playmaker to bring the safeties to the line before the snap. Now they'll be that much closer to the QB.

C **4-3 Normal****• Edge Sting**

Kenard Lang and Courtney Brown are pass-rushing defensive ends. On this call, they are joined in the rush by linebackers Warrick Holdman and Chaun Thompson. With all of the pressure out wide, don't be surprised if Gerard Warren makes a push up the middle.

Fantasy Outlook**Answers**

- 1 Jamal Lewis of the Baltimore Ravens
- 2 Anthony Henry (10 in 2001)
- 3 2-14
- 4 André Davis (1,068 in 2002)
- 5 Jim Brown (106 career rushing TDs)



TAMPA BAY BUCCANEERS

Home Field: Raymond James Stadium | Location: Tampa, Florida | Type: Open | Capacity: 66,321 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	301	264	3-5	4-4	1-3	6-6	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Michael Clayton	Louisiana State	Wide Receiver (WR)	6'4"	197
Draft	3	Marquis Cooper	Washington	Inside Linebacker (ILB)	6'2"	213
Draft	4	Will Allen	Ohio State	Free Safety (FS)	6'1"	193
FA	-	Joey Galloway	Cowboys	Wide Receiver (WR)	5'11"	197
FA	-	Charlie Garner	Raiders	Running Back (RB)	5'10"	190

Scouting Report

Offense

Strengths

- The Buccaneers made it a top priority to beef up the wide-receiver corps in the wake of last season's Keyshawn Johnson brouhaha—and the team has delivered. Joining the team's top receiver in 2003, Keenan McCardell, is Joey Galloway. His breakaway speed and explosiveness after the catch will prevent double-team schemes on McCardell. The acquisition of offensive linemen Todd Steussie and Derrick Deese adds reliability to a previously questionable front five.

Weaknesses

- Quarterback Brad Johnson will need to have a solid season for McCardell and the rest of the receiving corps to make an impact: If he can't get in sync with the receivers, the offense will stall. At the moment, the team also lacks a top-level tight end who can both block and catch. Finally, Martin Gramatica will need to recover from his spotty performance last season.

Playing As:



Tampay Bay Buccaneers

- 1 Use Joey Galloway when necessary on punt returns, but don't wear him out: 7th-round draft pick Mark Jones, who excelled at returns at Tennessee, should be used in most return situations.

- 2 Use a crossing pattern or "inadvertent pick" to free up either Keenan McCardell or Galloway on slant routes.

- 3 Let Derrick Brooks roam free in zone situations, or have him shadow quarterbacks keen on running the ball.

Defense

Strengths

- Despite key player losses, the team's defense still has potential overall, employing a swarm-to-the-ball mantra that relies on speed and aggressiveness. The team is strongest at linebacker, highlighted by the speedy Derrick Brooks, who excels at pouncing on errant passes and stopping the run. Simeon Rice is now the big dog in the front four, and has more than enough talent to break through to the quarterback.

Weaknesses

- Top defensive starters Warren Sapp and John Lynch have moved on to other teams, effectively dismantling the Bucs' Super Bowl-championship-era defense. It remains to be seen whether defensive coordinator Monte Kiffin will be able to adjust from their departure and make improvements to the passing defense. The team has limited depth at linebacker, so an injury to Brooks or newly acquired linebacker Ian Gold would be a devastating blow.

Playing Against:



Tampay Bay Buccaneers

- 1 Try to undermine the Buccaneers' aggressiveness by calling reverses and end-around plays.

- 2 Use play action to freeze the corners, and send receivers deep to test the safeties.

- 3 Double up coverage on the receivers, and force the team to beat you with its ground game.

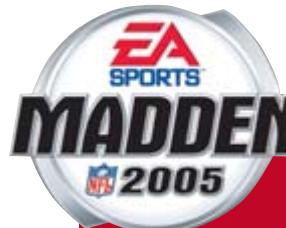
Team Statistics

Team Ratings

Overall Rating	80	
Offense	81	
Defense	86	

Team Rankings

Scoring	19th
Passing Offense	6th
Rushing Offense	24th
Passing Defense	23rd
Rushing Defense	13th
Turnovers	13th



Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 10
Singleback Normal
Slot Cross

Analysis: With new wide receiver Joey Galloway running on the outside, Keenan McCardell should be open across the middle. Hit him and dive ahead for the first down.

Team Trivia

5 Tampa Bay Buccaneers Facts

Answers are on the following page.

- 1 Who was the first Buccaneer to be enshrined in the Pro Football Hall of Fame?
- 2 Who did the Buccaneers lose to in 1980, leaving them one game short of the Super Bowl?
- 3 What were the Buccaneers' original official team colors?
- 4 Which team did the Bucs defeat in their first game at Raymond James Stadium?
- 5 What team did the Buccaneers beat to break the NFL-record losing streak (0-26) compiled during its first two seasons?

Fantasy Outlook

• **Star:** Charlie Garner
• **Draft:** 3rd round
• **2004 Outlook:** Garner was a dual-purpose threat for the Raiders and fits the Tampa Bay system perfectly.

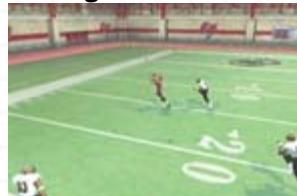
• **Star:** Joey Galloway
• **Draft:** 4th round
• **2004 Outlook:** This one-time star gets a chance to be the speed receiver the Bucs have always lacked.

Joey Galloway • Wide Receiver (WR)

84

Showcase Plays for Galloway

Singleback Normal



Saftey Bait

I-Form Twin



Weak Flood



Key Attributes

Acceleration	95
Awareness	85
Catching	85
Speed	97

Coming from Dallas via the Keyshawn Johnson trade, the once-heralded Galloway suffered a knee injury in his first year as a Cowboy, which likely contributed to his subdued receiving numbers in subsequent seasons. Still, there's no denying that Galloway still has explosive speed, which makes him dangerous.

Derrick Brooks • Linebacker (LB)

55

Showcase Plays for Brooks

4-3 Normal



Mid Rush

4-6 Bear



Inside Blitz



Key Attributes

Awareness	95
Speed	83
Strength	73
Tackle	92

Brooks is the heart and soul of the Buccaneers defense. His impressive speed allows him to cover great swaths of the field, and his aggressive style sets the tone for his teammates. Brooks has a natural instinct for reading plays early and meeting the ball carrier at the line of scrimmage.

Audible Packages

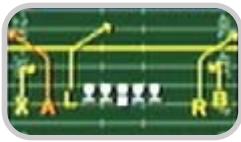
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback Empty 5 WR	X-Clown, Stagger Posts, Slot Angle Post	4-6 Bear	Inside Blitz, Mike Blitz, Outside Blitz
Singleback Trips Bunch	PA Pin Deep, WR Option, Clearout FL In	Quarter Normal	Zone Blitz, Fire Blitz, Ram Buck 1 Deep
Running Setup	Plays	Coverage Scheme	Plays
Strong I Normal	Counter Lead, FB Dive, FB Trap	Nickel 3-3-5	2 Man Under, Cover 3, 3 Man Under
Singleback Twin TE WR	HB Toss Strong, HB Dive, HB Counter	4-3 Normal	Base, Flat Four, Double Z

Key Offensive Plays

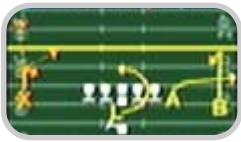
A Singleback Empty 4 WR



• Slot Corners

Brad Johnson is a good touch passer, and this route requires precision. Joe Jurevicius is our main target, and he runs a corner from the left slot position. If the read shows the CB dropping back, hit Galloway on the comeback.

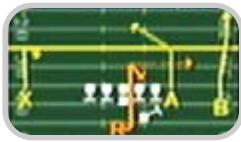
B I Form Normal



• Galloway Option

Depending on the coverage, this is like having four plays called in one. Galloway will either put on the brakes for a quick hitch route, take his man to the deep post, or take him upfield along the sideline. We love to hit Galloway on the last option down the sideline.

C Strong Normal



• Garner Option

Charlie Garner is a talented receiver out of the backfield...in many ways he resembles Marshall Faulk. On this play he heads to occupy the middle linebacker and will break off his route according to whether he's being played inside or deep. Once he has the ball, look for yards after the catch.

Roster Tips

Key Player Substitutions

- **Position:** WR
- **Substitution:** Joey Galloway
- **When:** Global
- **Advantage:** Bring Galloway in as the top receiver. He's got the speed and the stats to do well there. McCardell is a great number two.

- **Position:** TE
- **Substitution:** Ken Dilger
- **When:** Global
- **Advantage:** Dilger is the best of a mediocre tight-end bunch. If blocking is your top priority, Dave Moore has a slight edge.

- **Position:** LG
- **Substitution:** Kerry Jenkins
- **When:** Global
- **Advantage:** Matt O'Dwyer is rated below Jenkins, who has well-above-average run- and pass-blocking ratings.



Key Defensive Plays

A 4-3 Normal



• 2 Deep Gap Shoot

A killer play that mixes double inside-line stunts. For greater effectiveness add a blitzing Derrick Brooks to the play. Even if the quarterback gets rid of the ball, chances are he's going to take some punishment. The left and right linebackers fan out in coverage for pass help.

B Nickel Normal



• 3 Man Under

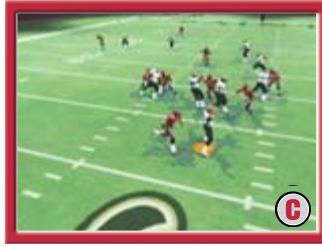
This play that uses the Bucs strengths really well; it puts their talented linebackers in man coverage while mixing the corners up in man and zone. Feel free to bump 'n' run here, as you have safety help over the top. You can also take control of a lineman and try to get in on the rush.

C Nickel 3-3-5



• Monster Blitz

A great way to force the opposing QB into INTs, this brings a total of six pass-rushers into the backfield. The other five defenders spread out into zones and have great anticipation on any floating passes. Look for Mario Edwards to be the primary focus of the pass rush here...he'll get in consistently.



Team Trivia

Answers

- 1 Lee Roy Selmon
- 2 Los Angeles Rams
- 3 Orange, white, and red
- 4 Chicago Bears
- 5 The New Orleans Saints



ARIZONA CARDINALS

Home Field: Sun Devil Stadium | Location: Tempe, Arizona | Type: Open | Capacity: 73,273 | Surface: Grass

Coaching Profile

Dennis Green

• First Year



Playing As: Arizona Cardinals

- Always look to get the ball to Anquan Boldin. He was the majority of the offense last year and should be improved in 2004.
- Use Marcel Shipp to get pressure off of first-year starter Josh McCown. Give him at least 15 rushes per game.
- The Cardinals have an under-used weapon at the tight end position. When the pass rush is closing in, be sure to look for the quick pass to Freddie Jones.

Playing Against: Arizona Cardinals

- The Cardinals have trouble stopping the run. Pound the ball inside and outside, and force them to bring up a safety.
- Put your best cover corner on Anquan Boldin. Double him if necessary and force the Cardinals to look elsewhere.
- Don't be afraid to blitz Josh McCown and force him to make quick passes. He is unproven and not rated as well as most quarterbacks.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
4	12	0	225	452	4-4	0-8	1-3	3-9	1-5

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Larry Fitzgerald	Pittsburgh	Wide Receiver (WR)	6'2"	223
Draft	2	Karlos Dansby	Auburn	Outside Linebacker (OLB)	6'3"	251
Draft	3	Darnell Dockett	Florida State	Defensive Tackle (DT)	6'3"	277
FA	-	David Macklin	Colts	Cornerback (CB)	5'9"	196
FA	-	Bert Berry	Broncos	Defensive End (DE)	6'5"	250

Scouting Report

Offense FENSE

Strengths

- Dennis Green would like to implement the type of offense he had at Minnesota, and with the draft of Larry Fitzgerald in the first round, he's moving in the right direction. With rookie sensation Anquan Boldin on one side and Larry Fitzgerald on the other, look to stretch the field and put up some points. This could also open up the running game, an area in which the Cardinals were less than stellar last year. The Cardinals will have to outscore people this year, so be prepared to sling the ball around.

Weaknesses

- Rushing the football is a huge problem, as evidenced by Jeff Blake (the QB) being tied for the team lead in rushing touchdowns. Marcel Shipp had his ups and downs but failed to reach the end zone. Use the talent you have at the wide receiver and tight end positions to get the defense to respect the pass and allow for some running lanes.

Defense FENSE

Strengths

- With the draft selections of Darnell Dockett and Karlos Dansby, and with free-agent pickups David Macklin from Indianapolis and Bert Berry from Denver, the Cardinals will attempt to better a defense that allowed a mind-boggling 28 points a game last year. With former Super Bowl MVP Dexter Jackson and former Ravens corner Duane Starks, this team does have some talent in the secondary. Be ready to blitz and put some pressure on the quarterback to allow your secondary to come up with big plays.

Weaknesses

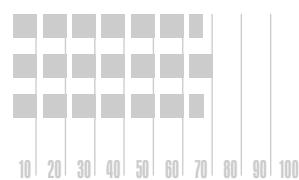
- The Cardinals pass-rush has been nonexistent the past few years. The team hopes this will improve with free-agent pick up Bert Berry, but that has yet to be seen.

Team Statistics

Team Ratings

Overall Rating

66



Team Rankings

Scoring

6th

Passing Offense

4th

Rushing Offense

4th

Passing Defense

26th

Rushing Defense

17th

Turnovers

4th

Star Players



Anquan Boldin • Wide Receiver (WR)

Showcase Plays for Boldin

Shotgun 4 WR



FL Hook

• Boldin is a big, physical receiver and can use his body to shield the defender from the ball. On this hook, the slot receiver takes his man to the corner while Boldin curls underneath. If you can get him the ball, you should have some blocking from the other receiver and the halfback.

Singleback 4 WR



WR Break Out

• Another great possession route for Boldin, the Break Out pattern puts a double move on his defender. Boldin cuts up and out to the sideline before turning back inside to the middle of the field. With his great agility, Boldin should lose most defenders on this play.

#81



Key Attributes

Acceleration	92
Awareness	79
Catching	90
Speed	89

Boldin had an eye-catching rookie year with the Cardinals, catching 101 receptions for 1,377 yards and eight touchdowns. He has deep-ball talent and excellent hands. Last season, he showed that he can up big yards after the catch by finding seams in zone defenses and using teammates' blocks to his advantage.

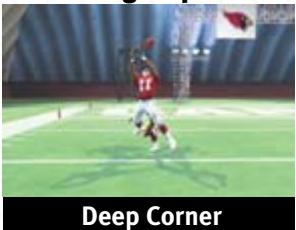


Larry Fitzgerald • Wide Receiver (WR)

Showcase Plays for Fitzgerald

#11

Shotgun 4 WR



Deep Corner

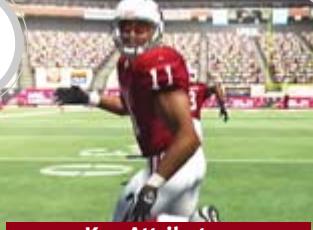
• Fitzgerald is known for his precise route-running skills, and this corner route takes advantage of that ability. With the safeties usually sitting in the middle of the field, Fitzgerald can run his man off to the inside before breaking to the deep corner.

Shotgun Trips Bunch



Twin Fades

• With five potential receivers on this play, it's easy for Fitzgerald to find room to work. As the inside receiver cuts to the outside, Fitzgerald (in the slot) will rub off that route and run a post to the deep middle of the field. This is a great intermediate passing route.



Key Attributes

Acceleration	90
Awareness	70
Catching	88
Speed	89

A top draft pick from Pittsburgh (and former ball-boy for the Vikings), Fitzgerald is the Cardinals' hope for big-time output. He shows promise as a big wide receiver, able to handle double-teams and clutch situations. At the very least, Fitzgerald will prevent defenses from double-teaming Boldin—but his talent and work ethic could propel him to stardom.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

Inside the 10-yard line

I-Form 3 WR
Mid Attack

Analysis: With Larry Fitzgerald pressuring the middle of the field, look for star wideout Anquan Boldin on his comeback pattern. A great short pattern here.

Team Trivia

5 Arizona Cardinals Facts

Answers are on the following page.

- 1 When was the last time the Arizona Cardinals made the playoffs?
- 2 What coach has the most wins for the Cardinals?
- 3 The Cardinals were founded in 1920; how many state/city names have they had?
- 4 How many Cardinal players are in the Hall of Fame?
- 5 Who is the all-time team leader in passing yards?

Audible Packages

Offense

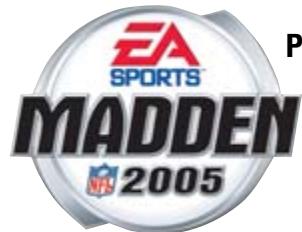
Defense

Passing Setup	Plays	Blitz Package	Plays
I-Form 3 WR	Fitzgerald Option, Mid Attack, Curls	Nickel 3-3-5	CB Dogs Blitz, LB Ram Dogs, DE Contain
Shotgun Trips	Deep Attack, HB Screen, HB Release Mid	4-3 Normal	Under Ram Buck, Thompson Blitz, Free Fire
Running Setup	Plays	Coverage Scheme	Plays
Weak I-Twin WR	HB Toss Weak, HB Wham, HB Gut	Nickel Normal	9 Velcro, 4 Across, Man QB Spy
Singleback Big	HB Dive, HB Counter, HB Off Tackle	Dime Flat	2 Man Under, Cover 3, Cover 2

Fantasy Outlook

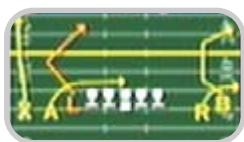
- **Star:** Anquan Boldin
- **Draft:** 2nd round
- **2004 Outlook:** Look for another 1,200-plus-yard/8-plus-TD season from Boldin.

- **Star:** Freddie Jones
- **Draft:** 5th round or later
- **2004 Outlook:** With 55 catches last year, look for Freddie to be more involved in the offense this year.



Key Offensive Plays

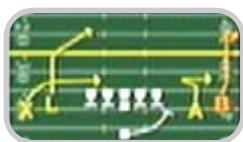
A Singleback Empty 4 WR



• TE Angle Post

This play puts a lot of pressure on the defense. Larry Fitzgerald runs a shallow under pattern and is our favorite target on the play. If the D is in a Cover 2, look to Anquan Boldin on his corner. Finally, the big tight end, Freddie Jones, can be found down the seam.

B Singleback 4 WR



• WR Comeback

Here McCown has both WRs going deep, while the TEs cross in the middle of the field. The advantage here is that either TE can be kept in to block (if the D is showing blitz) and either TE can be put into motion. The receivers can also be motioned and sent on a hot route once you see whether the D is in man or zone.

C Strong I - Normal



• TE Delay Drag

This is a great passing play, with four wide receivers heading out and a late release pattern by the halfback. If the defense is in a deep zone, you can hit Smith out of the backfield. If the defense is in man, the slot receiver to the flat or Boldin should be open for an easy gain.



Key Defensive Plays

A Dime Normal



• Double Wide

A much-needed play for Arizona's beleaguered secondary. Each safety provides an extra man on the outside wide receivers. This can be especially effective against teams on third and long, as it will force the quarterback to look away from his top two targets.

B Nickel Normal



• 9 Velcro

Another outstanding coverage play that can be used to ramp up the Cards' ability to defend the pass. With a defensive lineman and seven DBs dropping into pass coverage, the QB will be hard-pressed to find much room. Very effective for those third-and-long situations, or to throw the offense a change of pace on any other down.

C 4-3 Normal



• DBL TE Bracket

The Cards have had a poor track record at getting to the quarterback. Here the defense mixes zone coverage with a blitz from the deep secondary. Use Playmaker to bring the safeties to the line before the snap. With the heat coming from an unexpected angle, you should be able to break through.

Team Trivia

Answers

- 1 1998
- 2 Don Coryell (42 wins)
- 3 4 (Chicago, St. Louis, Phoenix, and Arizona)
- 4 Nine
- 5 Neil Lomax



SAN DIEGO CHARGERS

Home Field: Qualcomm Stadium | Location: San Diego, California | Type: Open | Capacity: 71,500 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
4	12	0	313	441	2-6	2-6	2-10	2-2	1-5

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Eli Manning	Mississippi	Quarterback (QB)	6'4"	218
Draft	2	Igor Olshansky	Oregon	Defensive Tackle (DT)	6'5"	309
Draft	3	Nate Kaeding	Iowa	Kicker (K)	6'0"	187
FA	-	Randall Godfrey	Seahawks	Linebacker (LB)	6'2"	245
FA	-	Steve Foley	Texans	Linebacker (LB)	6'3"	260

Scouting Report

Offense

Strengths

- When the offensive line is clicking, halfback LaDainian Tomlinson excels. His ability to make quick cuts and find holes makes him the most dangerous weapon on offense. By selecting a powerful kicker, Nate Kaeding, in the third round of the draft, the Chargers expect to correct the long-distance field goal woes seen during the 2003-04 season.

Weaknesses

- In public, the Chargers are happy to have Philip Rivers on board—but in private, the “loss” of Eli Manning to the Giants means that the Chargers will enjoy yet another year in the quarterback-development business. Rivers has size and potential, but unfortunately, he’ll have to work behind a completely revamped but hardly improved offensive line. The lack of a true stand-out receiver won’t help Rivers either; the receiving corps tallied just five touchdowns last season.

Defense

Strengths

- Unfortunately, the Chargers do not boast an awe-inspiring defense. The addition of second-round pick Igor Olshansky at defensive end adds size and a run-stopper into the mix. He’ll be next to Jamal Williams, who is arguably the only defensive tackle in the bunch with the speed and strength to warrant a double-team. Donnie Edwards is the highest-rated linebacker in the lineup.

Weaknesses

- The secondary remains young and vulnerable. The departure of former Pro Bowler Marcellus Wiley to the Dallas Cowboys gives the Chargers even less experience up front. Without Wiley, the team will lack a bona fide pass rusher unless Olshansky develops faster than expected—if he doesn’t, it’ll be a long season. Williams has had a history of injuries, so depth is another gnawing concern for the front line.

Coaching Profile

Marty Schottenheimer

• Third Year



Playing As:
San Diego Chargers

- 1 Employ LaDainian Tomlinson as a receiver out of the back-field. This should help compensate for the lack of capable wideout targets.
- 2 If Breeze isn’t clicking, put in Doug Flutie at quarterback for the season.
- 3 Call conservatively on defense and control Donnie Edwards so that he can roam freely in a “lone wolf” capacity and be the primary tackler.

Playing Against:
San Diego Chargers

- 1 Establish a power running attack that challenges the Charger’s 3-4 defense opposite the side where Igor Olshansky lines up.
- 2 Go deep early and often to take advantage of the weak secondary.
- 3 If you blitz, make sure to shadow Tomlinson so the defense doesn’t get bit by a designed screen play.

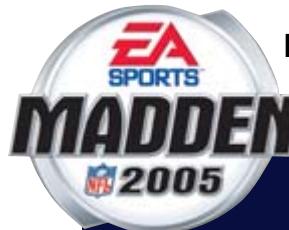
Team Statistics

Team Ratings

Overall Rating	62
Offense	71
Defense	65

Team Rankings

Scoring	16th
Passing Offense	19th
Rushing Offense	6th
Passing Defense	15th
Rushing Defense	25th
Turnovers	29th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 13
Split Back 2 WR
RB Cross

Analysis: LaDainian Tomlinson caught 100 passes last year and is your main threat here. Motion him to the weak side and have a hot route ready to keep the defense off-balance.

Team Trivia

5 San Diego Chargers Facts

Answers are on the following page.

- 1 Who holds the Chargers' single-season rushing record?
- 2 Who holds the Chargers' single-season passing record?
- 3 Which Chargers head coach did Marty Schottenheimer replace in 2002?
- 4 Who is the Chargers' all-time sack leader?
- 5 In what city did the Chargers originally play?

Fantasy Outlook

• **Star:** LaDainian Tomlinson
• **Draft:** 1st round
• **2004 Outlook:** He'll run for over 1,200 yards and he'll catch nearly 100 balls out of the back-field. Tomlinson is the number-one back to get this year.

• **Star:** Kevin Dyson
• **Draft:** 4th round
• **2004 Outlook:** Dyson has always played second-fiddle at the receiver position. Now he gets a chance to be the main man. He's worth a gamble.

Star Players

**LaDainian Tomlinson • Running Back (RB)**

#21

Showcase Plays for Tomlinson

Strong I - Twin WR**Double Flares****Singleback Slot Strong****HB Belly Weak****Key Attributes**

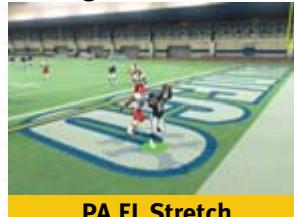
Acceleration	99
Agility	96
Break Tackle	92
Speed	95

Tomlinson is a highly rated running back who carries much of the workload for the Chargers offense. He has a compact but solid frame, and his breakaway speed helps make up for any shortcomings of his blockers. Tomlinson has consistently put up 1,000-yard-plus rushing totals in his first three seasons.

Kevin Dyson • Wide Receiver (WR)

#80

Showcase Plays for Dyson

Singleback Twin TE**PA FL Stretch****Shotgun 4 WR****Dyson Option****Key Attributes**

Acceleration	87
Awareness	74
Catching	83
Speed	87

This 6'1" 208-pound standout from Utah was sidelined for much of the 2003-04 season with a torn Achilles' tendon, but recovered just in time to play in the postseason as a Carolina Panther. The Chargers believe Dyson can bring a big-play dimension to the offense.

Audible Packages

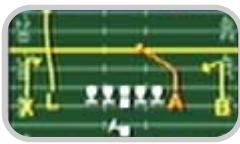
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun Normal	Slot Drag, WR Option, Quick Ins, TE Out	Dime Flat	Overload Blitz, Strike, Fire Blitz, DB Blitz
Shotgun - 4 WR	Charger Cross, Curl Flats, HB Option, WR Option	4-3 Normal	Thunder Smoke, Slant 1 OLB Fire, OLB Fire Man
Running Setup	Plays	Coverage Scheme	Plays
Strong I Normal	Split Bell, HB Dive, HB Toss Weak	Nickel 3-3-5	Double Outside, Cover 3, 3 Man Under
Singleback Twin TE WR	HB Toss Strong, HB Dive, HB Counter	4-3 Normal	Cover 3, Cover 2, Cover 4 Buzz

Key Offensive Plays

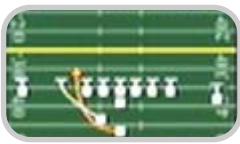
A Singleback Normal



- Quick Hits

Drew Brees is all about the short pass. He lacks a big-time arm and depends on his ability to read the defense and throw on timing rather than speed. Quick Hits gives you three short targets to look at, with two WRs running comeback routes and the tight end going to the post. If you want to go deep, hit Reche Caldwell in the slot.

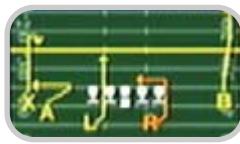
B Weak I Normal



- Off Tackle WK

Tomlinson thrives on busting runs to the outside. Fullback Lorenzo Neal is rated 92 and is one of the best in the game at leading the off-tackle run. Use Tomlinson's speed burst *after* you choose your hole. We found a lot of success by just staying off the edge of the tight end's hip.

C Split Backs 3-WR



- RB Cross

Tomlinson was a pass-catching machine last year, and this set takes advantage of those abilities. We like to flip the play so that Tomlinson is the back running the streak downfield. You can also put him in a hook or any other pattern if the deep ball looks iffy. One thing's for sure though—Tomlinson will beat LBs all day.



Key Defensive Plays

A 4-3 Normal



- Thunder Smoke

A killer play that mixes double inside line stunts. For greater effectiveness add a blitzing linebacker to the play. Even if the quarterback gets rid of it, chances are he's going to take some punishment. The left and right linebackers fan out in coverage for pass help.

B 4-3 Normal



- Monster Blitz

A great way to force the opposing QB into INTs, this brings a total of six pass-rushers into the backfield. The other five defenders spread out into zones and have great anticipation on any floating passes.

C 3-4 Normal



- Cover 1

This is a pretty balanced defense that brings pressure off the left side. Bring safety Kwamie Lassiter to the line to help cut down backside runs. Keep in mind that your cover men are in one-on-one situations to the outside, so be ready to switch and go for the user pick.



Roster Tips

Key Player Substitutions

- **Position:** QB
- **Substitution:** Philip Rivers
- **When:** Global
- **Advantage:** Rivers is rated better than starter Drew Brees. With a 93 accuracy, you can count on Rivers while passing the ball.

- **Position:** LB
- **Substitution:** Randall Godfrey
- **When:** Global
- **Advantage:** Godfrey has better strength and agility than Ben Leber. The linebackers need all the help on defense they can get.

- **Position:** KR
- **Substitution:** Tim Dwight
- **When:** Global
- **Advantage:** Dwight is known for his crafty kick returns. He's already listed at #1 on the punt-return chart, so you might as well get him in on the kickoff squad too.

Team Trivia

Answers

- 1 Natrone Means (1,350 yards in 1994)
- 2 Dan Fouts (4,802 yards in 1981)
- 3 Mike Riley
- 4 Leslie O'Neal (105.5 sacks)
- 5 Los Angeles



KANSAS CITY CHIEFS

Home Field: Arrowhead Stadium | Location: Kansas City, Missouri | Type: Open | Capacity: 79,451 | Surface: Grass

Coaching Profile

Dick Vermeil

• Third Year



Playing As:

Kansas City Chiefs

- Put second-round draft pick Kris Wilson in double-tight-end formations to give quarterback Trent Green a second big target.
- Get Priest Holmes the ball—but do so with a healthy mix of screens, traps, and sweeps to avoid predictable play-calling.
- Avoid calling straight-up passing formations. Use play-action with Holmes to freeze the defense and make Gonzalez a primary receiver either on a short slant or in route.



Playing Against:

Kansas City Chiefs

- Dante Hall is a dangerous returner, so if you're weak on special-teams coverage, punt the ball out of bounds or kick it away from him.
- On pass plays, send your running back into the flats, and dump it off to him immediately if the linebackers blitz.
- Try to disrupt sweeps and negate Holmes' open-field potential by calling cornerback blitzes.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
13	3	0	484	332	8-0	5-3	10-2	3-1	5-1

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	2	Junior Siavii	Oregon	Defensive Tackle (DT)	6'4"	333
Draft	2	Kris Wilson	Pittsburgh	Tight End (TE)	6'1"	246
Draft	3	Kris Fox	Georgia Tech	Outside Linebacker (OLB)	6'2"	227
FA	-	Damon Huard	Patriots	Quarterback (QB)	6'3"	215
FA	-	John Welbourn	Eagles	Offensive Guard (OG)	6'4"	318

Scouting Report

Offense

Strengths

- The first half of the 2003-04 campaign served as a showcase for the Chiefs' potent offense as the team rocketed to a 9-0 start—and the key was running back Priest Holmes. He can single-handedly torture a defense, thanks to his powerful running style and pizzazz in the open field. Quarterback Trent Green's favorite target is tight end Tony Gonzalez, the team's premier receiver.

Weaknesses

- The Chiefs have few if any weaknesses on offense. The loss of right tackle John Tait to free agency may prove troublesome, but the offensive line has enough depth to ensure Holmes another solid year (barring any key injuries, of course). Should Green get hurt, the Chiefs would be thin at quarterback, and the team has yet to find a long-term player to replace the veterans at wide receiver.

Defense

Strengths

- When the offense is grinding up the clock and putting points on the board, the Chiefs can afford to take risks on defense—one reason why the team was ranked first in takeaways last season. Last season's acquisition of linebacker Shawn Barber and defensive end Vonnie Holliday gives the Chiefs two legitimate pass-rushing options. Eric Warfield's improved play in recent years has turned him into one of the league's most dependable cornerbacks as well as an interception threat.

Weaknesses

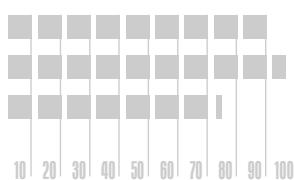
- The Chiefs defense improved compared to its rock-bottom ranking in 2002-03, but just barely. The decision not to make major off-season personnel changes on defense may come back to haunt the team and its returning defensive coordinator Gunther Cunningham. The Chiefs addressed the lack of depth up front with their top draft pick, defensive tackle Junior Siavii. At 6'4" and 340 pounds, hopefully he can help improve the team's dismal run defense.

Team Statistics

Team Ratings

Overall Rating

90



Offense

96

Defense

72

Team Rankings

Scoring

1st

Passing Offense

2nd

Rushing Offense

15th

Passing Defense

13th

Rushing Defense

30th

Turnovers

1st

Star Players



Priest Holmes • Running Back (RB)

Showcase Plays for Holmes

#31



Key Attributes

Acceleration	96
Agility	95
Break Tackle	92
Speed	92

• The Chiefs remain one of the few teams able to pull off a sweep play consistently. The guard and fullback rush to the strong side of the line, while Johnnie Morton tries to hold his corner on the outside. If he fails to sustain his block, cut your losses and take three yards rather than no gain.

• Holmes may not be the most spectacular pass-catching back in the league, but he's definitely more than adequate. The HB Swing pulls the defense to the left and middle while Holmes jets to the right flat. Pause to let the defense "see" a pass to the wideouts before dumping it to Holmes.

Holmes has taken full advantage of his offensive line to become the NFL's most potent offensive weapon. He has an explosive running style that enables him to turn even busted plays into potential big gains. Holmes is the go-to option for head coach Dick Vermeil in the red zone.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 20 for the opposition

3-4
QB Trap

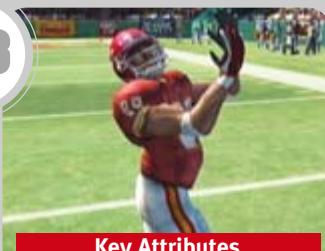
Analysis: With the ends coming off the line hard, and two safeties deep, there should be little chance of the offense picking up the first down here.



Tony Gonzalez • Tight End (TE)

Showcase Plays for Gonzalez

#88



Key Attributes

Agility	80
Awareness	91
Catching	90
Speed	82

• Trent Green is skilled at running play-action, which is a major part of Kansas City's passing attack. Green will fake the handoff to Holmes and tuck the ball for a moment before looking downfield. Gonzalez has height and great speed, and can go get this route down the middle of the field.

• A more creative way to get Gonzalez the ball, this play counts on his ability to shed tacklers. At the snap, T-Gon will shoot out to the right flat and settle in for the pass. Get him the ball quickly and be prepared to take on defenders. A quick juke inside your blockers is usually good for some yardage.

At 6'4" and 248 pounds, Gonzalez causes matchup nightmares: He's too big for corners to cover, and he runs patterns too well for linebackers to stay in step. He is a solid blocker, and his ability to leap and snag high passes is unrivaled. The four-time Pro Bowler is also a highly durable performer.

Team Trivia

5 Kansas City Chiefs Facts

Answers are on the following page.

- 1 What team were the Chiefs originally?
- 2 In what season did the Chiefs win its only Super Bowl?
- 3 Which former Chiefs superstar holds the record for most sacks in a single game?
- 4 What Chiefs player also tried out for the Miami Heat NBA team?
- 5 The Chiefs had the second-best record at home in the 1990s. Which team had the best home record?

Fantasy Outlook

- **Star:** Priest Holmes
- **Draft:** 1st round
- **2004 Outlook:** The top fantasy point-producer last year, it wouldn't be a shock if Holmes fell from his lofty production.

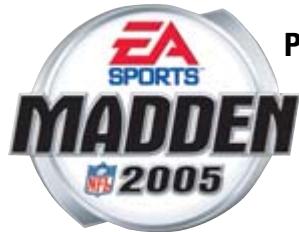
- **Star:** Dante Hall
- **Draft:** 5th round
- **2004 Outlook:** Already a super-stud on special teams, Hall is showing signs of life in the passing game. With his nimble feet and blazing speed, he's worth the risk of a midround draft.

Audible Packages

Offense

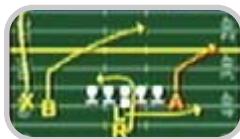
Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun - 4 WR	HB Flat, WR Drag, Smash Corners, WR Wheel	Dime Normal	1 ManCB Snake, Strike 2 Deep, Engage Eight
Shotgun - 5 WR	Mid Cross, Curl Flats, Hitch Posts, Button Hook	4-3 Over	Slant Crash Left, DBL TE Bracket
Running Setup	Plays	Coverage Scheme	Plays
Singleback - Big	HB Slam, HB Sprint, HB Off tackle	4-3 Normal	Cover 3, LB Contain, Cover 2
Strong I 3 WR	HB Dive, HB Counter, FB Dive	Nickel Normal	Quarters Safe, Double Slot, 3 Man Under



Key Offensive Plays

A I Form - Twin WR



• TE Option

Position: CB
Substitution: Dexter McCleon
When: Global
Advantage: McCleon brings more speed to the cornerback spot than William Bartee. It may be a minimal gain, but an upgrade is an upgrade.

Position: LE
Substitution: Eddie Freeman
When: 4-3 sets
Advantage: For your run defense, you want the strongest possible guy. Freeman is a better run-stuffer than Hicks, while Hicks is a bigger threat on the pass rush.

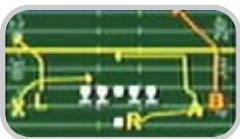
B Singleback Normal



• HB Cutback

Priest Holmes has vision as good as that of any back in the game. The cutback play allows him to use his upright style to sell the run to the right before cutting back to the left. The pulling left guard paves the way to daylight.

C Shotgun 4 WR



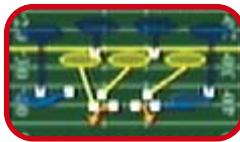
• Chiefs Cross

Hall is another possible focus of this play, which also has Johnnie Morton clearing on a long post pattern down the right sideline. We like to package Gonzalez into the right slot pattern and let him run the in route. Any blitzers can be dealt with by keeping Holmes in to block.



Key Defensive Plays

A Nickel Normal



• 9 Velcro

If you're worried about the pass with the less-than-stellar Chief secondary, drop into this bad boy. Even the defensive ends flare out into pass coverage, giving the quarterback nine defenders to think about. Be aware, though, that you will have little or no pass rush on this play.

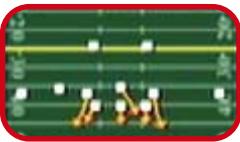
B 3-4 Normal



• 2 Man Under

The Chiefs experiment with the 3-4 from time to time, and this set makes the best use of the personnel. An inside-line stunt, three linebackers in man coverage, and two safeties in zone make for a lot going on. Ryan Sims is at the point of attack on the D-line, so you might want to control him.

C Nickel 3-3-5



• LB Ram Dogs

If the Chiefs have a strength on defense, it's definitely their linebackers. Here we have three of the backers shooting gaps on blitz assignments. Pinch the defensive line to allow the linebackers to flow to the outside. This call is also a run-killer.



Team Trivia

Answers

- 1 Dallas Texans
- 2 Super Bowl IV (1969)
- 3 Derrick Thomas (7 sacks in 1990 against the Seahawks)
- 4 Tony Gonzalez
- 5 San Francisco 49ers

INDIANAPOLIS COLTS

Home Field: RCA Dome | Location: Indianapolis, Indiana | Type: Dome | Capacity: 56,637 | Surface: Turf

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	447	336	5-3	7-1	9-3	3-1	5-1

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	2	Bob Sanders	Iowa	Free Safety (FS)	5'8"	204
Draft	3	Ben Hartsock	Ohio State	Tight End (TE)	6'4"	260
Draft	3	Gilbert Gardner	Purdue	Outside Linebacker (OLB)	6'1"	229
Draft	4	Kendyll Pope	Florida State	Outside Linebacker (OLB)	6'1"	220
Draft	4	Jason David	WA State	Cornerback (CB)	5'8"	168

Scouting Report

Offense

Strengths

- The Colts awarded Peyton Manning a \$98-million, seven-year deal during the off-season, so it's clear that the team is pinning all its hopes on the star quarterback—obviously one of the league's best. Manning's favorite target, wide receiver Marvin Harrison, is an explosive talent who creates matchup difficulties for many defenses. However, Manning's biggest asset is running back Edgerrin James: His ability to put up big rushing numbers and keep defenses honest (thanks to a strong reliance on play action) opens up the field for Manning's passing attack.

Weaknesses

- It's tough to find any glaring weaknesses in the Colts' high-octane offense unless someone gets hurt—especially in Manning's case, because the team has yet to find a veteran backup capable of filling his shoes adequately. The Colts occasionally had trouble in short-yardage situations last season, but the addition of third-round draft pick Ben Hartsock at tight end may give Manning another option.

Defense

Strengths

- The Colts have a respectable front four that has both depth and talent, most notably defensive end Dwight Freeney—arguably the team's best pass-rusher. Despite the departure of cornerback Walt Harris to Washington, the relatively young secondary (featuring cornerbacks Donald Strickland and Joseph Jefferson) should be able to hold its own this season.

Weaknesses

- Overall, the Colts lack a superstar-caliber player on defense capable of either creating turnovers or disrupting offensive blocking schemes. The team suffered a major blow by losing linebacker Marcus Washington to free agency, so most of the off-season was spent securing additional talent at linebacker and in the secondary, including the team's top draft pick, safety Bob Sanders. The lack of experience at linebacker makes the Colts vulnerable to teams with a strong running game.

Coaching Profile

Tony Dungy

• Third Year



Playing As:

Indianapolis Colts

1 Establish running back Edgerrin James and the running game to prevent defenses from blitzing too often.

2 If defenses are double-teaming wide receiver Marvin Harrison, call plays that feature tight end Marcus Pollard as the primary receiver.

3 Make sure Peyton Manning doesn't take any big licks if he's forced to scramble out of the pocket.

Playing Against:

Indianapolis Colts

1 Employ running plays that jam up the defensive line, and force the Colts' linebackers to make plays.

2 Using short crossing routes off of play-action is another way to test the linebackers.

3 It'll be challenging to stop the Colts on offense, so use your best blitzer(s) on defense to focus on stopping the run and creating third-and-long situations.

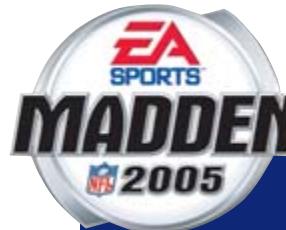
Team Statistics

Team Ratings

Overall Rating	94	
Offense	98	
Defense	78	

Team Rankings

Scoring	2nd
Passing Offense	1st
Rushing Offense	19th
Passing Defense	2nd
Rushing Defense	20th
Turnovers	6th



Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

2nd and 7
Singleback Dice
HB Blunt Dive

Analysis: Edgerrin James has a nose for the first-down markers. At second and seven the defense will hedge its bet on the pass. Run inside for good yardage.

Team Trivia

5 Indianapolis Colts Facts

Answers are on the following page.

- 1 In two seasons (1998-1999) the Colts set an amazing record. What was it?
- 2 In what year did the Colts move from Baltimore to Indianapolis?
- 3 Who holds the Colts' career record for most passing yards?
- 4 Who was the most recent former Colts player to be inducted into the Hall of Fame?
- 5 Name the season in which the Colts won their only Super Bowl title, and what team they defeated.

Fantasy Outlook

- **Star:** Marvin Harrison
- **Draft:** 2nd round
- **2004 Outlook:** A top-two fantasy receiver, Harrison is a record-breaking wide receiver. Pick him and pencil in 12 or more touchdowns and 100 receptions.

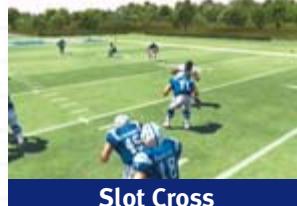
- **Star:** Peyton Manning
- **Draft:** 1st round
- **2004 Outlook:** There aren't many quarterbacks in the league who might approach 40 touchdown passes. Manning is one of the few. Nab him with your first pick.

#18

Peyton Manning • Quarterback (QB)

Showcase Plays for Manning

Split Backs - 3 WR



Slot Cross

Shotgun 2 RB 3 WR



Streaks



Key Attributes

Awareness	98
Overall	97
Throwing Accuracy	97
Throwing Power	96

Peyton is a coach's dream, thanks to his consistency and ability to command the offense. He is a naturally gifted passer and has improved his accuracy, throwing only 10 interceptions in 2003.



Marvin Harrison • Wide Receiver (WR)

#88

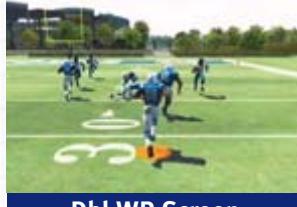
Showcase Plays for Harrison

Singleback Deuce



PA 218 Marvin

Shotgun 4 WR



Dbl WR Screen



Key Attributes

Acceleration	98
Awareness	98
Catching	99
Speed	97

Harrison is a big-time pass receiver who is a threat to score every time he catches the ball: He has logged 69 touchdowns in his last 79 games. He is slightly on the light side for a receiver at 175 pounds, but his jaw-dropping speed and ability to make defenders miss post-catch more than make up for it.

Audible Packages

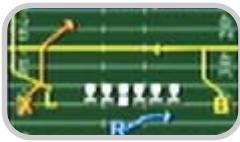
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun 4 WR	HB Flat, WR Drag, Smash Corners, WR Wheel	Dime Normal	1 ManCB Snake, Strike 2 Deep, 2 Deep Blitz
Singleback - Dice	Curl Flats, Wayne Post, HB Dive	4-3 Normal	Free Fire, 2 Deep Gap Shoot, Cover 2 Stunt
Running Setup	Plays	Coverage Scheme	Plays
Singleback Deuce	HB Slant 18, HB Pitch, HB Dive	Nickel Normal	Over Strong, Strong Zone, Quarters Safe
Singleback Big Twin WR	Counter Weak, HB Belly Strong, HB Pitch	Dime Normal	Over 4, Flat Four, Prevent

Key Offensive Plays

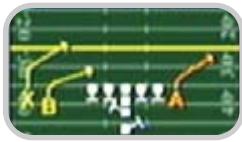
A Singleback Dice



• Wayne Post

Reggie Wayne emerged last year as a viable threat opposite Marvin Harrison. On this route he runs a sort of “delayed” post, as he works back to the middle of the field. Use a bullet pass just as Wayne is about 10 to 12 yards downfield for best results.

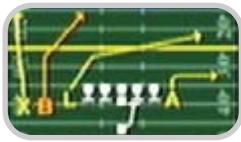
B I Form - Twin WR



• Hard Slants

Reggie Wayne and Marvin Harrison can make a living off of the skinny slant, which takes them five yards upfield before breaking inside. This is a great zone-buster if you don’t hesitate. Also look for Marcus Pollard, the TE, on his corner route. If you goose the stick to the right while you throw, you’ll make sure he can get away from the defender.

C Singleback - Big Twin WR



• PA FL Stretch

This play really puts the defense on its heels. With Wayne using his speed to get downfield on the outside, and Harrison running a deep post in the slot, it’s a lose-lose situation for the defense. Be sure not to hold on to the ball too long, and be ready to flick it to TE Dallas Clark if you’re in a jam.

Roster Tips

Key Player Substitutions

- **Position:** LE
- **Substitution:** Brad Scioli
- **When:** Global
- **Advantage:** Scioli is a better all-around end than Raheem Brock. He’s rated 10 points stronger and will help the line.

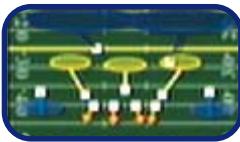
- **Position:** DT
- **Substitution:** Josh Williams
- **When:** Global
- **Advantage:** Williams has better awareness and strength than Montae Reagor. Get Williams in and bolster that run defense.

- **Position:** WR
- **Substitution:** Brandon Stokely
- **When:** Global
- **Advantage:** Stokely is a waterbug of a return man, with great breakaway speed and decent moves in the open field.



Key Defensive Plays

A 4-3



• Cover 2

The foundation of everything the Colts do, the Cover 2 is meant to cut down on the short, rhythm passes that so many teams use. It’s also an effective tool against the deep ball as long as your safeties have speed. Post patterns will work, but by then Dwight Freeney should be on the QB.

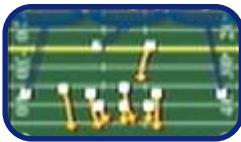
B 4-6 Bear



• Man QB Spy

An excellent play for the Colts. Safety Mike Doss comes down into the box to provide run support. Blitz him using playmaker. Bashir sits in zone to help anyone who loses his man. As long as you’re good at switching guys and swatting quickly, this D will be tough as nails.

C Nickel 3-3-5



• Engage Eight

If the Chiefs have a strength on offense, it’s definitely their linebackers. Here we have three of the backers shooting gaps on blitz assignments. Pinch the defensive line to allow the linebackers to flow to the outside. This call is also a run-killer.



Team Trivia

Answers

- 1 They went from a record of 3-13 in 1998 to 13-3 in 1999.
- 2 1984
- 3 Johnny Unitas
- 4 Eric Dickerson
- 5 Super Bowl V in 1970; Dallas Cowboys



DALLAS COWBOYS

Home Field: Texas Stadium | Location: Irving, Texas | Type: Partially Open | Capacity: 65,675 | Surface: Turf

Coaching Profile

N/A

• Second Year



Playing As: Dallas Cowboys

- 1 Julius Jones' speed and good hands make him an ideal screen receiver.
- 2 On third-and-short situations, send Dedric Ward and Keyshawn Johnson on quick crossing routes to free up one or the other.
- 3 If you suspect a pass play, bolster the pass coverage by calling a linebacker blitz—but use either Dat Nguyen or Dexter Coakley to drop back into pass coverage instead.

Playing Against: Dallas Cowboys

- 1 Relentless interior blitzing will keep pressure on Quincy Carter and prevent the Cowboys from establishing an interior running game of its own.
- 2 If your cornerbacks are undersized, assign a safety to double on Keyshawn Johnson on third-and-long situations.
- 3 Try to establish the run game by using screens and sweeps rather than attacking the Cowboys' front seven head-on.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	289	260	6-2	4-4	2-2	8-4	5-1

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	2	Julius Jones	Notre Dame	Running Back (RB)	5'9"	217
Draft	2	RT #79	-	Right Tackle (RT)	6'6"	307
Draft	3	RG #69	-	Right Guard (RG)	6'4"	312
FA	-	Keyshawn Johnson	Buccaneers	Wide Receiver (WR)	6'4"	212
FA	-	Vinny Testaverde	Jets	Quarterback (QB)	6'5"	235

Scouting Report

Offense

Strengths

- The head coach hopes to establish a physical, run-oriented ball-control offense that will get the team even further in the playoffs—but for now, the Cowboys' biggest strength lies with the coach's future draft picks and rebuilding magic (including the recent acquisition of veteran wideout Dedric Ward). The team's top draft pick, running back Julius Jones, has a low-to-the-ground frame that'll help him elude tacklers. The next two draft picks (tackle Jacob Rogers and guard Stephen Peterman) are expected to boost the offensive line's run-blocking capabilities.

Weaknesses

- The arrival of Keyshawn Johnson is more of a wild card than a weakness, but on paper the head coach is taking a major risk by trading for a temperamental player who has under performed in recent years. The coach could also have a quarterback conundrum on his hands if Quincy Carter fails to perform and if Drew Henson winds up striking out.

Defense

Strengths

- The head coach also managed to breathe new life into the defense. The Cowboys demonstrated remarkable strength against the run with a gang-tackling mentality that silenced many of the league's top runners. In the off-season, the Cowboys reeled in Marcellus Wiley from the Chargers. Wiley will provide solid pass-rushing skills, while defensive tackle La'Roi Glover will be a key component of the team's run-stopping schemes. Backing up the front four is Dat Nguyen, a small but aggressive linebacker who rarely misses tackles.

Weaknesses

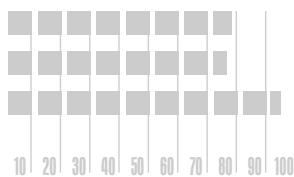
- The Cowboys may fare less well this season on pass defense. Having lost starter Mario Edwards to free agency, the Cowboys drafted three cornerbacks to compensate. However, none of them are likely to start, much less make the cut. Current cornerback Pete Hunter has the tools to perform but will most likely be fighting for his job when the preseason rolls around.

Team Statistics

Team Ratings

Overall Rating

78



Offense

66

Defense

94

Team Rankings

Scoring

21st

Passing Offense

17th

Rushing Offense

12th

Passing Defense

18th

Rushing Defense

3rd

Turnovers

24th

Star Players



Keyshawn Johnson • Wide Receiver (WR)

Showcase Plays for Johnson

#19

Split Backs - 3 WR



Drag In

• Keyshawn likes to get the damn ball (if you haven't heard) and this is a great intermediate route. He'll head out about four yards and begin crossing the field. He can use his size to shield defenders, and has soft hands across the middle. This is worth running three or four times a game.

I Form Normal



Pump N Go

• Without classic breakaway speed, Johnson needs to rely on deception to beat his man deep. After running some short patterns, hit the defense with this stop 'n' go pattern. Throw a pump fake in at the 10-yard mark, and then let Keyshawn get away from his man deep.



Key Attributes

Acceleration	85
Awareness	90
Catching	92
Speed	86

The head coach is reuniting with his former Jets superstar and hoping that Johnson's positives—his large frame, good hands, and above-average speed—will far outweigh the negatives that cropped up last season with the Buccaneers.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

2-pt conversion
I-Form Twin TE
Short Slants

Analysis: With a mobile quarterback like Quincy Carter, this is a nice play to pick a side to roll out to. As guys come into your field of vision, you can fire it home for the conversion.



Roy Williams • Safety (S)

Showcase Plays for Williams

#31

4-3 Normal



Safety Blitz

• Roy Williams is one of the fiercest hitters in the league. Turn him loose on this play, as he'll tear into the opposing backfield in pursuit of the quarterback.

Dime Normal



SS Gut Blitz

• Another play that uses Williams' ability to rush the quarterback. The defensive ends flare out in pass coverage, while the DBs remain locked in man coverage. Take control of Williams and press him up to the line outside the defensive end. Charge in and slam the QB to the ground.



Key Attributes

Awareness	81
Speed	88
Strength	70
Tackle	87

As the Cowboys' first-round pick in 2002, Williams is the top player in the secondary: He is a hard-hitting safety who covers the field very well. His two sacks and two interceptions last season highlight his ability to play up front as a blitzer as well as to assist corners in coverage.

Audible Packages

Offense

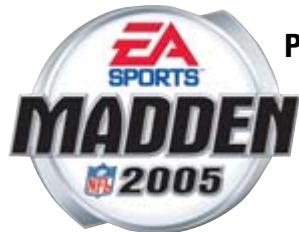
Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun 4 WR	Slot Flags, WR Option, Circle, Corner Threat	Dime Normal	1 Man CB Snake, SS Gut Blitz, Engage Eight
Singleback - 4 WR	Quick Hitter, SE Hook In, Double Slant	Quarter Normal	Fire Blitz, Under Smoke, QB Trap
Running Setup	Plays	Coverage Scheme	Plays
Singleback Normal	HB Sprint, HB Sweep, Belly Strong	3-4 Normal	Cover 3, LB Contain, Cover 2
I Form - 3 WR	HB Blast, HB Draw, HB Toss	Nickel Normal	Quarters Safe, Double Slot, 3 Man Under

Fantasy Outlook

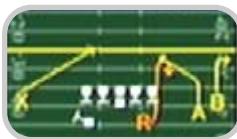
• **Star:** Antonio Bryant
• **Draft:** 5th round
• **2004 Outlook:** On a team with few offensive stars, Bryant has a chance for a breakthrough season. His speed and ability are top-notch.

• **Star:** Julius Jones
• **Draft:** 4th round
• **2004 Outlook:** A rookie out of Notre Dame, Jones should be handed the starting running back job. He could be a sleeper, with five to six touchdowns on the season.



Key Offensive Plays

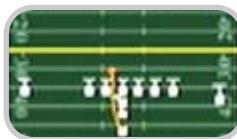
A Split Backs 3 WR



• FB Hook

Position: WR
Substitution: Antonio Bryant For Keyshawn Johnson
When: Global
Advantage: Bryant has more speed to beat #1 CBs, while Keyshawn can use his size in the slot. This is a much better fit for the Cowboy offense.

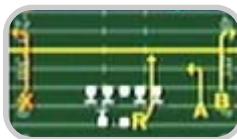
B I Form Normal



• HB Dive

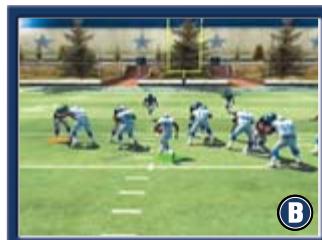
Not many running plays are designed to run behind two 90-plus-rated offensive linemen, but the Cowboys are lucky enough to have a pair on the left side. Flozell Adams and Larry Allen are potential Hall of Famers, and here you'll want to take RB Julius Jones right behind their convoy. This is one of the better inside run plays for the 'Boys.

C Shotgun 2 RB 3 WR



• Deep Outs

Quincy Carter has a strong arm, but he isn't known for his accuracy. The nice part about the Deep Outs route is that if he hangs it a bit short or outside, the receiver will have time to adjust to it. Terry Glenn on the left-hand side should be your top target.



Key Defensive Plays

A 4-3 Normal



• Zip Shoot Gut

The Cowboys run a complicated defensive scheme under the head coach. The Zip Shoot Gut drops interior defensive linemen while bringing pressure from the linebackers. The corners and safeties roll up in zone anticipating a quick pass due to the rush.

B Nickel Normal



• 2 Man Under

The 'Boys have a great defensive backfield, with Terence Newman, Roy Williams, and Darren Woodson. In the 2 Man Under, Williams and Woodson read and react to any teammate who might need help. You can also playmaker either of them to double up on an especially dangerous wideout like Randy Moss.

C Nickel 3-3-5



• 2 Man Under

Similar to the Nickel Normal formation, this one allows Woodson and Williams to do their thing and light up would-be pass-catchers. Use the Big Hit Stick to time bone-crushing tackles and separate the receiver from the ball. Now that's Cowboy football!

Team Trivia

Answers

- 1 Troy Aikman
- 2 Emmitt Smith
- 3 Zero
- 4 Jimmie Jones
- 5 Larry Brown



MIAMI DOLPHINS

Home Field: Pro Player Stadium | Location: Miami, Florida | Type: Open | Capacity: 75,540 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	261	311	4-4	6-2	7-5	3-1	4-2

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Vernon Carey	Miami	Right Tackle (RT)	6'4"	335
Draft	4	Will Poole	USC	Cornerback (CB)	5'10"	193
Draft	5	Tony Bua	Arkansas	Outside Linebacker (ROLB)	5'11"	209
FA	-	David Boston	Chargers	Wide Receiver (WR)	6'2"	240
FA	-	Terrence Wilkins	Rams	Wide Receiver (WR)	5'10"	180

Scouting Report

Offense

Strengths

- The Dolphins possess one of the most potent running attacks in the league. Star halfback Ricky Williams carries the load, while Jay Fiedler is a serviceable quarterback. The team upgraded at wide receiver in the off-season with the addition of David Boston. He's a big target and a physical player who should soften the opposing secondary. Miami's tight-end position has been a weak spot, but that's changing with the improving Randy McMichael.

Weaknesses

- Miami hasn't had the ability to score touchdowns with any real consistency, and the team often bogs down once it crosses the 50-yard line. Fiedler's passing tends to be erratic, and Miami has lacked a true go-to receiver.

Coaching Profile

Dave Wannstedt

- Fifth Year



Playing As:
Miami Dolphins

- 1 Ricky, Ricky, and more Ricky. R-dub was a monster on the ground last year, and has the ability to carry a team.
- 2 Run a conservative passing attack with Fiedler. He's not known for his downfield accuracy, so routes of 15 yards or less are advisable.
- 3 Don't forget about emerging tight end Randy McMichael. He's got speed and soft hands.

Defense

Strengths

- Miami has playmakers all over the field on defense. The star-studded lineup includes Jason Taylor up front, Zach Thomas in the middle, and Patrick Surtain in the backfield. Miami finished in the top five in rush and pass defense, and should be able to repeat that performance this season. Whatever gameplay you choose to execute on defense, Miami will be well-suited for it.

Weaknesses

- Miami doesn't have much in the way of defensive weaknesses. Some teams (such as New England) have tried to spread them out with multiple wide-receiver sets, and that's been moderately successful.

Playing Against:
Miami Dolphins

- 1 Load up on the line and hope to break down the running game. The Dolphins will try to ram it down your throat.
- 2 Be careful with using the Big Hit Stick. Williams sheds tackles frequently, and smaller players should try to wrap him up.
- 3 Keep the tight end in to block against Jason Taylor. He's the 'Phins' primary pass rusher and you'll need extra help to contain him.

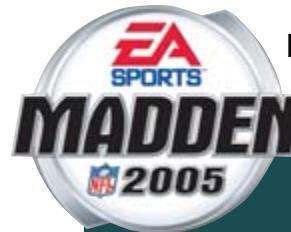
Team Statistics

Team Ratings

Overall Rating	81	
Offense	86	
Defense	88	

Team Rankings

Scoring	24th
Passing Offense	27th
Rushing Offense	17th
Passing Defense	3rd
Rushing Defense	5th
Turnovers	17th



PRIMA OFFICIAL GAME GUIDE

Star Players

Madden's Call

Where we give you Madden's play-call preferences right from Madden '05!

Other team has 3rd and 2
4-3 Normal
Engage Eight

Analysis: With the 'Phins front line and linebackers rushing the backfield, you'll stand a good chance of stuffing the runner before the first-down marker. Bring it!

Team Trivia

5 Miami Dolphins Facts

Answers are on the following page.

- 1 What was the name of the Dolphins outstanding WR combo of the mid '80s?
- 2 Which team defeated Dan Marino in his only Super Bowl appearance?
- 3 Who was the only 1,000-yard rusher Dan Marino ever had on his team?
- 4 What was the nickname of the Dolphins' vaunted D of the 1970s?
- 5 Don Shula set the all-time record with how many regular-season victories in his career?

Fantasy Outlook

• **Star:** Ricky Williams
• **Draft:** 1st round
• **2004 Outlook:** This could be the year Williams leads the league in touchdowns.

• **Star:** David Boston
• **Draft:** 4th round or later
• **2004 Outlook:** Boston should be counted on for nine-plus scores. A nice sleeper pick here.

PRIMA OFFICIAL GAME GUIDE

Star Players

Ricky Williams • Running Back (RB)

Showcase Plays for Williams

#34

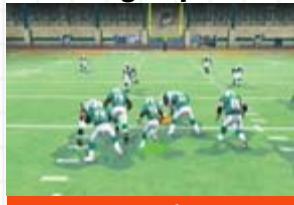


Singleback Big



Off Tackle

Shotgun 4-WR



HB Delay



Key Attributes

Acceleration	96
Agility	90
Break Tackle	96
Speed	91

As the NFL's top rusher two seasons ago, Williams established himself as one of the league's premier running backs. He is a versatile talent capable of delivering a powerful inside attack as well as running with speed down the sidelines. Williams has good hands out of the backfield, making him an ideal safety-valve receiver.



Zach Thomas • Linebacker (LB)

Showcase Plays for Thomas

#54

4-3 Normal



LB Contain

3-4



Trio Sky Zone



Key Attributes

Awareness	96
Speed	72
Strength	77
Tackle	95

Thomas anchors the Dolphins defense, bringing a tough, aggressive playing style to the linebacker position. Despite having only one sack last season, he managed to lead the team in total tackles with 153. Thomas also excels at defending the pass, having logged three interceptions in 2003.

Audible Packages

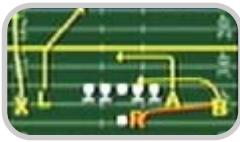
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Weak I 3 WR	Thompson Option, WR Streak, Quick Slants	Nickel Strong	FS Snake Blitz 3, Strong Man, Under Smoke
Shotgun Slot Strong	Comebacks, Safety Bait, PA FL Streak	Nickel Normal	Silver Shoot Pinch, Over Storm Brave, ROLB Blitz
Running Setup	Plays	Coverage Scheme	Plays
I Form Normal	Phin Counter, Phin Counter Weak, HB Slam, WR Around	Dime Normal	Quarters Spy, Cover 2 Pinch, Cover 3
Weak I 3 WR	HB Wham, HB Lead, Off Tackle, HB Wham	4-3 Normal	Buzz Weak, Double Z, Cover 2

Key Offensive Plays

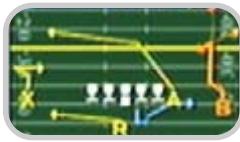
A Shotgun Normal



• HB Flare

HB Flare puts the Dolphin passing game in motion. Chambers and Boston both run downfield, taking their man or a safety, in tow. While Derrius Thompson runs a post to the middle, keep an eye on the linebackers. If they drop, check down to Ricky Williams in the flat.

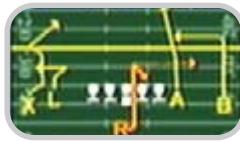
B Strong I Normal



• Boston Option

The primary receiver on this play is David Boston. He'll run a comeback, go, or corner route depending on the coverage. What makes this play so effective is that if Boston gets covered, speedy tight end Randy McMichael should get open. Look for him in the seam.

C Singleback Normal



• Williams Option

Another play featuring Ricky Williams; here we like to put him in motion on or near the flat. From there, the hot route is up to you, but outs tend to lose the linebacker pretty well. Experiment with sending Boston deep and Williams on the out. If the corner sits, you go deep.

Roster Tips

Key Player Substitutions

- **Position:** LT
- **Substitution:** Damion McIntosh
- **When:** Global
- **Advantage:** McIntosh is rated six points better than starter Wade Smith. He's got a 94 strength rating and will block lights out on run plays.



Key Defensive Plays

A Nickel Normal



• Seau Blitz

A killer play that puts aging star Junior Seau into the action. He'll shoot the gap between the tackle and the guard, hoping to stuff the run or get in the quarterback's face. For extra effectiveness, sub in Zach Thomas at the other linebacker position alongside Seau.

B 4-3 Normal



• 2 Man Under

Taking advantage of Surtain's and Madison's cover skills is the key to this play. They'll be locked in man coverage with safety help over the top. Use this play with bump-and-run for some extra pressure on the QB.

C 4-3 Over



• Over 3 Strong

Here we see the Dolphins in one of their zone looks. With the speed of the Miami pass rush, a quarterback might make a mistake to Madison in the flat, or try to go deep and run into Surtain. It looks like a Cover 2, but works differently...a nice wrinkle.



Team Trivia

Answers

- 1 Mark Duper and Mark Clayton
- 2 San Francisco 49ers
- 3 Lamar Thomas
- 4 The "No Name" Defense
- 5 328



PRIMA OFFICIAL GAME GUIDE

PHILADELPHIA EAGLES

Home Field: Lincoln Financial Field | Location: Philadelphia, Pennsylvania | Type: Open | Capacity: 66,000 | Surface: Grass

Coaching Profile

Andy Reid

• Sixth Year



Playing As: Philadelphia Eagles

- 1 Don't overuse Donovan McNabb on the run; he has been susceptible to injuries in recent seasons.
- 2 Preserve the mix of running backs to prevent fatigue or injury to either Correll Buckhalter or Brian Westbrook.
- 3 Set up Terrell Owens in trips formations to try and free him up or create a mismatch down-field.

Playing Against: Philadelphia Eagles

- 1 Dedicate a linebacker to shadow McNabb at all times and contain his run.
- 2 Deliver a consistent run attack to soften up the defensive line.
- 3 Try not to run directly to Jevon Kearse's side of the field.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	374	287	5-3	7-1	3-1	9-3	5-1

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Shawn Andrews	Arkansas	Offensive Tackle (OT)	6'4"	363
Draft	3	Matt Ware	UCLA	Cornerback (CB)	6'2"	209
Trade	-	Terrell Owens	49ers	Wide Receiver (WR)	6'3"	226
FA	-	Jevon Kearse	Eagles	Defensive End (DE)	6'4"	265

Scouting Report

Offense

Strengths

- The Eagles have a respectable run-by-committee ground attack, thanks to the depth in the backfield. Running backs Correll Buckhalter and Brian Westbrook both bring starting-level talent to the position. However, it's the addition of wide receiver Terrell Owens that will enable the Eagles to stretch the field. This will give McNabb both a big long-ball target and more running room downfield as defenses key in on Owens.

Weaknesses

- The depth at running back is in sharp contrast to the quality of the receiving corps. Even with the addition of Owens, the Eagles will need another wideout to step up. Otherwise, stronger defenses will just double up on Owens. McNabb has also been criticized for a lack of accuracy in the passing game, and if the chemistry between him and Owens doesn't materialize, the Eagles will have a very disgruntled wideout on its hands.

Defense

Strengths

- For a team that logged no sacks or picks in last season's NFC championship game, the arrival of defensive end Jevon Kearse is just what the Eagles needed. Kearse is a fearsome talent who'll put pressure on quarterbacks—something the team had difficulty doing last season from the defensive-end position. Joining Kearse is free-agent linebacker Dhani Jones. Together, the two will add a much-needed speed boost to the Eagles pass rush.

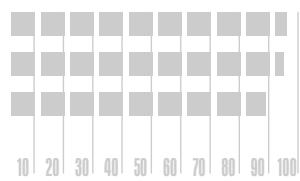
Weaknesses

- Against superior offensive lines, the Eagles defensive pass rush has proven ineffective. Kearse and Jones will help tip the scales in that department, but the rest of the line must step up to reduce the pressure on the secondary, which lost cornerbacks Bobby Taylor and Troy Vincent to free agency. The Eagles were unable to create depth in at cornerback, but the team did secure two promising safeties in Matt Ware and J.R. Reed.

Team Statistics

Team Ratings

Overall Rating	95
Offense	93
Defense	89



Team Rankings

Scoring	11th
Passing Offense	20th
Rushing Offense	9th
Passing Defense	19th
Rushing Defense	22nd
Turnovers	8th

Star Players



Donovan McNabb • Quarterback (QB)

Showcase Plays for McNabb

#5

Split Backs - Normal



QB Rollout

• McNabb loves to get out on the move. We like to hot-route Terrell Owens on a streak here so McNabb can look at two targets at once. Mitchell will flare out to the sideline and Owens will go down the right. Roll McNabb in their direction and make a quick decision, or take off with the ball on your own.

Singleback Tight



Slot Outs

• McNabb has four targets to choose from with this play. He has one of the stronger arms in the league, and can throw the deep post pattern with great effectiveness. Look for Freddie Mitchell about 15 yards downfield, and throw on his break inside.



Key Attributes

Awareness	87
Overall	95
Throwing Accuracy	85
Throwing Power	96

At 6'2" and 240, McNabb is a quarterback in a running back's body. His ability to elude tackles and scramble outside the pocket make him difficult to bring down, let alone to blitz on. McNabb is also very capable of running with the ball if a hole opens up, and he is a charismatic leader on offense.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and Goal

Singleback Trips TE
QB Sprintout

Analysis: Forget putting the ball in the air down close. This play is designed to use McNabb's running ability. Three receivers go out on routes, but we recommend you tuck it and run.



Terrell Owens • Wide Receiver (WR)

Showcase Plays for Owens

#81

Singleback Trips Bunch



PA Pin Deep

• This route is basically a go pattern, with a little outside-in bend to it. The great part here is that if it's a zone, you may be able to catch him early in the pattern for short yardage. If it's man, let Owens clear inside space and throw it up there.

Singleback 4 WR



WR Screen

• You can always count on Owens to make a tackler or two miss, and that's what the WR Screen relies on. At the snap, he'll take a step behind the line of scrimmage. Don't hesitate—get him the ball quickly, before defenders can read the play.



Key Attributes

Acceleration	98
Awareness	94
Catching	93
Speed	93

Owens arrives in Philadelphia with the expectation of taking the Eagles back to the Super Bowl. He is a big target with excellent separation speed, and he runs well after the catch. Owens is capable of putting together a 1,000-yard-plus season if he and McNabb can click.

Audible Packages

Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback Tight	Flat Corner, PA Slot Drag, Hitch Corners, Slot Outs	4-6 Bear	Wall Stunt, Sam Snake, Hero Stunt, Gap Press
Singleback Trips Bunch	Slants Slot Flat, Z Cross In, Double Drags, Clearout FL In	Quarter Normal	Ram Buck 1, Under Smoke, QB Trap
Running Setup	Plays	Coverage Scheme	Plays
I Form - Twin WR	HB Lead Dive, HB Counter, HB Toss	4-3 Normal	Strong Flat 3, Cover 1, Under 4
Singleback - Trips TE	HB Slam, HB Counter Strg, HB Pitch	Nickel Normal	Quarters Safe, Double Slot, 4 Across

Fantasy Outlook

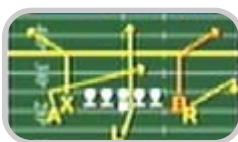
- **Star:** Donovan McNabb
- **Draft:** 2nd round
- **2004 Outlook:** He won't throw for as many touchdowns as some of the elite quarterbacks, but he'll usually get in on the ground a few times.

- **Star:** Terrell Owens
- **Draft:** 4th round
- **2004 Outlook:** A rookie out of Notre Dame, Jones should be handed the starting running back job. He could be a sleeper, with five or six touchdowns on the season.



Key Offensive Plays

A Singleback Tight



• Hitch Corners

Terrell Owens runs a corner route here, and can physically bump his defender off on the cut to the outside. With his size and speed, Owens is a threat to go the distance after the catch. The real saving grace here is HB Brian Westbrook down the middle. He's fast and will beat most linebackers if you are looking his way.

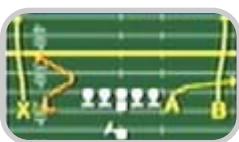
B I Form Normal



• HB Lead Toss

Brian Westbrook isn't your conventional up-the-middle runner. He has shifty moves and can make multiple tacklers miss. The toss is ideal because it will force defenders to take an angle on him, and he can cut back against their pursuit. Be prepared to take a loss every now and then on this play, but keep at it.

C Singleback Normal



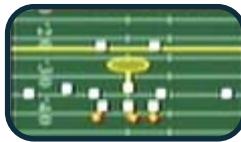
• Slot Pivot

On this play, you'll be looking at Freddie Mitchell in the slot. He'll "sell" the inside route before angling back outside and away from his defender. If Mitchell is covered, Chad Lewis floats out off the line for an easy pass to the TE. Lastly, if the safeties have come up to help defend the underneath stuff, check Owens on the deep ball.



Key Defensive Plays

A Nickel 3-3-5



• Double Outside

The Eagles lost Troy Vincent to free agency and must compensate by helping out on the corners. Everyone is in man coverage here, with the SE and FL positions being doubled up. Brian Dawkins is a great safety, and will pick off his share of passes. Watch the TE down the middle of the field against this formation.

B 4-3 Normal



• Strong Flat 3

This is a Cover 2 with a small twist. The cornerback on the left side drops deep instead of rolling up in flat pressure. This action deceives the quarterback and might tempt him into throwing deep into coverage, which will result in an INT more often than not.

C Dime



• Zone Man X

Here the Eagles go man up on the number-two receiver while dropping two defenders into zones against the top receiving threat. The man twist can be enhanced with a bump, as the quarterback might see the number-one receiver come off clean, and assume the second wide-out will as well. With a bump, he'll be jammed at the line.

Team Trivia
Answers

- 1 Marion Campbell
- 2 Paul McFadden
- 3 The Steelers merged with the Eagles to form the Steagles
- 4 David Akers (133 points in 2002)
- 5 Ron Jaworski (26,963 yards)

ATLANTA FALCONS

Home Field: Georgia Dome | Location: Atlanta, Georgia | Type: Open | Capacity: 71,149 | Surface: Turf

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	299	422	2-6	3-5	1-3	4-8	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	DeAngelo Hall	Virginia Tech	Cornerback (CB)	5'10"	197
Draft	2	Michael Jenkins	Ohio State	Wide Receiver (WR)	6'4"	202
Draft	3	Matt Schaub	Virginia	Quarterback (QB)	6'5"	243
FA	-	Jason Webster	49ers	Cornerback (CB)	5'9"	187
FA	-	Dez White	Bears	Wide Receiver (WR)	6'1"	215

Scouting Report

Offense

Strengths

- Michael Vick returned late last year from his injury, but it was too late as the Falcons were dead last in the standings with no shot at the playoffs. This year Vick looks to stay healthy and guide his team to another playoff birth like back in 2002. The strength of this team is speed. With Vick at quarterback, Dunn sharing time at running back, and Price at wide receiver, the speed of this offense is like no other.

Weaknesses

- Peerless Price is a great downfield receiver, but a possession receiver he isn't. The Falcons picked up free agent Dez White from the Bears to go alongside Price and rookie Michael Jenkins from the draft, but that simply is not good enough. Peerless Price will unfortunately be hogtied all game long with double teams, just like last year, if somebody else doesn't step up.

Defense

Strengths

- Outside linebacker Keith Brooking is the leader of this defense. Combining for 374 tackles in the past two years, he can plug up the run. Ellis Johnson and Patrick Kerney help give the front seven the chance to return to their 2002 form.

Weaknesses

- The defense was atrocious last year, finishing 29th in both passing defense and rushing defense. The secondary received a complete overhaul with rookie DeAngelo Hall leading the way. They also brought in Jason Webster from the 49ers and Aaron Beasley from the Jets. Though this sounds good, it might take time for the secondary to gel.

Coaching Profile

Jim Mora, Jr.

• First Year



Playing As: Atlanta Falcons

1 Never be scared to take off and run with Michael Vick, but for the sake of Vick and your team, slide.

2 Start T.J. Duckett at running back and place Warrick Dunn as your third-down back.

3 Peerless Price is your down-field target. Send him on streaks, crossing patterns, and posts to try and take advantage of his excellent speed.

Playing Against: Atlanta Falcons

1 Use the new playmaker D-line features to fan out the line and contain Vick.

2 Double-team Peerless Price. The Falcons' other two wide receivers are free agent Dez White from Chicago and rookie Michael Jenkins from Ohio State. Price is the only true threat, so bring safety help.

3 Watch Warrick Dunn coming out of the backfield. Fast enough to beat most linebackers, Dunn can't be left alone.

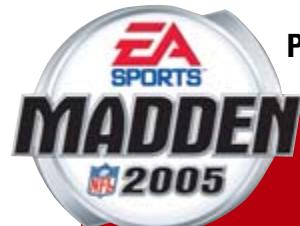
Team Statistics

Team Ratings

Overall Rating	84	
Offense	86	
Defense	77	

Team Rankings

Scoring	20th
Passing Offense	31st
Rushing Offense	14th
Passing Defense	29th
Rushing Defense	29th
Turnovers	19th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and 10, Own 20
Singleback Normal
HB Draw

Analysis: With the defense reading Vick's drop-back, they'll be thinking pass. That's the perfect time for Dunn to duck through the gap and get some quality first-down yardage.

Team Trivia

5 Atlanta Falcons Facts

Answers are on the following page.

- 1 How many playoffs games have the Atlanta Falcons won?
- 2 Who was the Falcons leading rusher in 2002?
- 3 In 1995, what Falcons quarterback passed for a league-leading 4,143 yards?
- 4 What kicker missed a field goal in the NFC Championship game, giving the Falcons their only Super Bowl berth?
- 5 What was the nickname of Deion Sanders when he played cornerback for the Falcons?

Fantasy Outlook

- **Star:** Michael Vick
- **Draft:** 1st round
- **2004 Outlook:** If he doesn't get injured this year, you just got the best player in the draft.

- **Star:** T.J. Duckett
- **Draft:** 3rd round
- **2004 Outlook:** You might be asking why you would draft a back that may not even start the year. Because T.J. Duckett finds the end zone. He had 11 rushing touchdowns last year; expect the same this year.

#7

Michael Vick • Quarterback (QB)

Showcase Plays for Vick

Shotgun 2 RB 3WR



Falcon QB Draw

Shotgun Trips Bunch



Flood Right



Key Attributes

Overall	92
Speed	94
Throwing Accuracy	82
Throwing Power	96

A broken leg sidelined Vick last season, but he's expected to return to full form this year. Atlanta's shift to a West Coast offense plays to Vick's strengths: an arm that can go deep, a mind capable of making quick reads, and speedy legs that'll get him downfield if all his receivers are covered.



Peerless Price • Wide Receiver (WR)

Showcase Plays for Price

#81

Full House Normal



Flares

I - Form Normal



Price Option



Key Attributes

Acceleration	93
Agility	91
Catching	85
Speed	96

Arriving from Buffalo, Price is expected to be Vick's go-to receiver in the team's new West Coast offense. Price is a decent route-runner and can adjust well to catch bad passes. However, it's his flat-out speed that the Falcons covet most: He'll be able to stretch the field and give Vick a legitimate deep-threat target.

Audible Packages

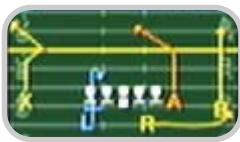
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback Tight	Hitch Corners, Outs, Slot Outs, HB Slip Left	Dime Normal	MLB Blitz, DB Blitz, SS Gut Blitz
Shotgun - 4WR	FL Fly, WR Drag, Smash Corners, HB Screen	3-4 Normal	Cover 1, Engage Eight, 2 Man Under
Running Setup	Plays	Coverage Scheme	Plays
Full House Strong	HB Dive, HB Slam, FB Slam, HB Pitch	3-4 Normal	Cover 3, LB Contain, Safe QB Spy, 2 Man Under
I Form - Twin WR	HB Lead Toss, HB Counter, FB Dive Strong	Quarter Normal	Cover 2, Quarters Halves, 3 Deep Man

Key Offensive Plays

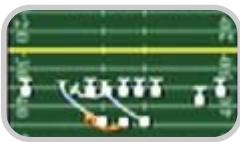
A Split Backs Normal



• TE Post

Here's a great way to take advantage of Vick's speed. With Price running a fly down the right side of the field, and a back releasing to the right as well, you can roll out, take the pass icons down and threaten to run with Vick. If they bite, toggle the icons back up and hit Price or Griffith. Money.

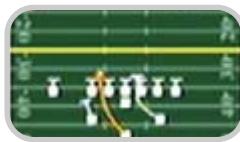
B Shotgun 2 RB 3 WR



• Falcon QB Sweep

This play is deadly. Put the FB or the slot WR in motion (preferably the FB) and get ready to turn on the jets with Vick. If your opponent sniffs it out before the snap and calls an audible, have a shotgun pass audible at the ready.

C Full House Normal



• HB Smash

An awesome play in that it doesn't give away which side the run is going to. Duckett or Dunn can be used in the backfield and the lead blocker can be moved to either side. You can also playmaker the run before the snap if you want to switch the run's direction.

Roster Tips

Key Player Substitutions

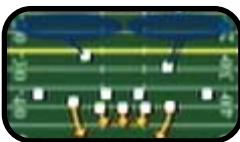
- **Position:** RB
- **Substitution:** T.J. Duckett
- **When:** I-formations
- **Advantage:** Duckett has a 92 break tackle rating and will be the stronger runner out of this classic formation.

- **Position:** FB
- **Substitution:** Hunter Goodwin
- **When:** Weak and Strong I
- **Advantage:** Goodwin is listed as a tight end on the roster, but don't let that stop you from using him as a halfback. His run- and pass-blocking skills are excellent.

- **Position:** WR
- **Substitution:** Dez White
- **When:** All sets
- **Advantage:** White has blazing speed, and is rated better than number-two wideout Brian Finneran. Use him as your second receiver.

Key Defensive Plays

A 3-4 Normal



• OLB Dogs Fire

A great play for either putting heat on the quarterback or containing any outside runs. Sweeps and counters will play right into the strength of this defense, which brings both outside linebackers in at the snap. Keith Brooking is a monster and this play uses his speed.

B Nickel Strong



• Strong Man

By placing Brooking at the left middle linebacker position, he'll be in on this pass-defense formation. Either bring him on the blitz or drop him into a hook zone, depending on what you think the O is doing. You can also use him as a spy against mobile QBs.

C 4-3 Over



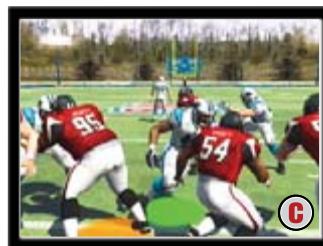
• Mike Fire

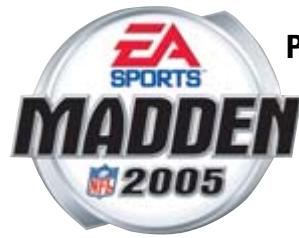
Another play for Brooking, this brings the talented MLB on a middle dog. He'll jam any inside running lanes and hopefully provide solid support on the pass rush, as well. If Brooking is picked up, the middle of the field will be open to the TE or backs, so be careful.

Team Trivia

Answers

- 1 Five
- 2 Warrick Dunn
- 3 Jeff George
- 4 Gary Anderson
- 5 Prime-time





PRIMA OFFICIAL GAME GUIDE

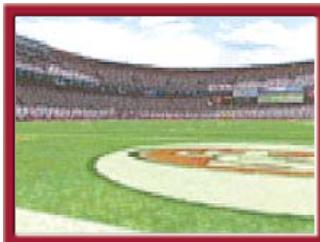
SAN FRANCISCO 49ers

Home Field: 49ers Stadium | Location: San Francisco, California | Type: Open | Capacity: 70,140 | Surface: Grass

Coaching Profile

Dennis Erickson

• First Year



Playing As:

San Francisco 49ers

- Without an established passing threat, ball control and time of possession via the ground game must become the focus on offense.
- Call screens and short crossing routes so that quarterback Tim Rattay will not need to make too many reads.
- If Rattay needs to go deep, wide receiver Cedrick Wilson is a good option. He's small but speedy—an ideal target on streaks or deep post routes.

Playing Against:

San Francisco 49ers

- Put pressure on quarterback Rattay by attacking the edges of the offensive line.
- Play tight man-to-man on the receivers and make stopping Kevan Barlow the top priority.
- Run or pass to the flats to force the 49ers corners to make tackles.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	384	337	6-2	1-7	1-3	6-6	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Rashaun Woods	Oklahoma State	Wide Receiver (WR)	6'2"	200
Draft	2	Justin Smiley	Alabama	Guard (G)	6'3"	298
Draft	2	Shawntae Spencer	Pittsburgh	Cornerback (CB)	6'1"	181
FA	-	Curtis Conway	Jets	Wide Receiver (WR)	6'1"	196
FA	-	Brandon Whiting	Eagles	Defensive End (DE)	6'3"	285

Scouting Report

Offense

Strengths

- The re-signing of running back Kevan Barlow should bring a sense of consistency to the 49ers offense. The team has depth in the backfield, which includes Fred Beasley, an excellent blocking fullback. A healthy rushing attack should take the pressure off of new starting quarterback Tim Rattay. Center Jeremy Newberry is perhaps the most important player along the offensive line, thanks to his affinity for protecting the quarterback and his onfield leadership skills.

Weaknesses

- Terrell Owens and Jeff Garcia are just two of seven offensive starters that have bid farewell to San Francisco. This mass exodus—plus the abandonment of the West Coast philosophy—creates a void in the passing game that the team must address. An off-season injury to Rattay means that the 49ers will have to wait and see if he can step up, but the overall inexperience at quarterback and wide receiver could result in a long season on offense.

Defense

Strengths

- If his contract troubles can be worked out, linebacker Julian Peterson will be the 49ers' premier defensive star for years to come. He has excellent ball-pursuit skills against both the pass and run. Last season the 49ers defense excelled at sacking the quarterback and generating turnovers. Much of the credit goes to the front line, notably defensive tackle Bryant Young and defensive end Andre Carter.

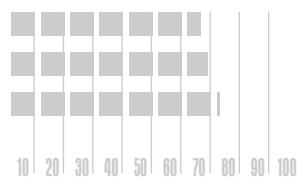
Weaknesses

- It remains to be seen how the 49ers' defense will fare under new defensive coordinator Willy Robinson, who needs to shore up a secondary that had injury issues last season and a defensive front line that struggled against power running attacks. The 49ers hope that fourth-round draft pick defensive tackle Isaac Sopoaga can disrupt blocking schemes with his large size, while second-round pick Shawntae Spencer can add depth in the nickel package.

Team Statistics

Team Ratings

Overall Rating	66
Offense	69
Defense	71



Team Rankings

Scoring	9th
Passing Offense	10th
Rushing Offense	5th
Passing Defense	27th
Rushing Defense	9th
Turnovers	4th

Star Players



Kevan Barlow • Running Back (RB)

Showcase Plays for Barlow

#32

Singleback Normal



HB Slash

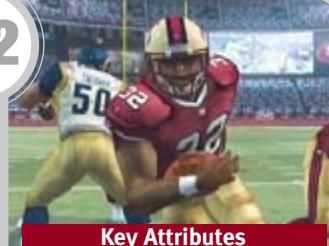
• Barlow's speed to the gap is essential on this play. Don't hesitate—either go through the guard and tackle, or go outside the TE immediately. Eric Johnson is a good run-blocking tight end, so take advantage of that.

Singleback Big



HB Counter

• The classic counter play is one of Barlow's strong suits. With center Jeremy Newberry leading the push, there's plenty of opportunity to pick up three yards or more. A slow, steady ground attack is definitely something the '9ers could use.



Key Attributes

Agility	86
Awareness	79
Break Tackle	92
Speed	89

Barlow stepped up his game in 2003 to tally a 1,000-plus-rushing-yard season. He is a punishing inside runner who can break tackles. His ability to make quick cuts and his large size make him difficult to bring down. His steady improvement last season assures him a prominent role in the offense.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 4, own 24
I-Form Big
HB Dive

Analysis: The '9ers don't have a lot going for them on offense these days, but Kevan Barlow is a bright spot. Power the big back into the line and pick up the first down.

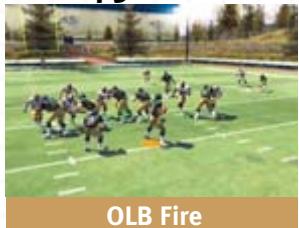


Julian Peterson • Linebacker (LB)

Showcase Plays for Peterson

#98

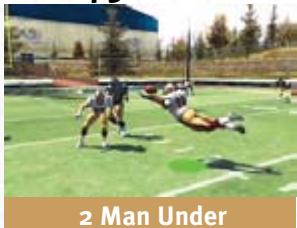
4-3 Normal



OLB Fire

• Peterson is an amazing athlete, and has great quickness for a big guy. The OLB Fire call gives him the green light to rush the quarterback. You'll give up a bit in pass coverage here, but the chance for a big play on D makes it worthwhile.

4-3 Normal



2 Man Under

• Peterson will line up in man coverage on the tight end, or he'll line up across from a wide receiver in multiple wide sets. Drop him into a hook zone and he'll take away a lot of short and intermediate routes.



Key Attributes

Awareness	87
Speed	88
Strength	74
Tackle	90

Peterson is an athletic linebacker known as a big-play stopper and the de facto leader of the 49ers defense. His all-around speed makes him very capable in coverage, most notably against tight ends. Peterson also excels at the pass rush: His ability to break down the pocket enables his teammates to get to the quarterback.

Team Trivia

5 San Francisco 49ers Facts

Answers are on the following page.

- Who is the 49ers receiver best known for "The Catch," the winning touchdown in the 1981 NFC Championship game?
- The 49ers broke the Chicago Bears '85 record for most points scored by one team in a Super Bowl with how many?
- What college was 49ers WR Jerry Rice drafted from?
- In which year did Steve Young start replacing Joe Montana?
- How many touchdowns did Jerry Rice make as a 49er?

Fantasy Outlook

- Star:** Kevan Barlow
- Draft:** 2nd round
- 2004 Outlook:** Barlow is just growing into his role as the featured back. With Garrison Hearst completely out of the picture, Barlow's stock is way up.

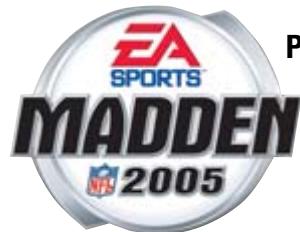
- Star:** Rashaun Woods
- Draft:** 5th round or later
- 2004 Outlook:** Terrell Owens is out, Woods is in. It may take Woods a couple of seasons to blossom, but five to 10 trips to the end zone isn't out of the question.

Audible Packages

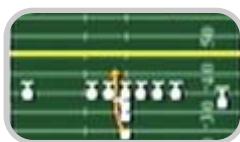
Offense

Defense

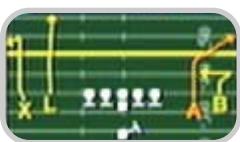
Passing Setup	Plays	Blitz Package	Plays
Singleback 4 WR	Slant Overload, Slot Cross Ins, Streaks	4-3 Normal	Cover 1, Thunder Smoke, Man Flats
Singleback Normal	PA Deep In, Wilson Option, Deep Attack	Nickel 3-3-5	Monster Blitz, CB Dogs Blitz, Outside Blitz
Running Setup	Plays	Coverage Scheme	Plays
I Form - Twin WR	HB Lead Dive, HB Counter,	4-3 Normal	DE Contain, Cover 2, 2 Man Under
Split Backs Normal	HB Counter, Quick Toss, FB Belly	Nickel Normal	4 Across, Double X, 3 Man Under

**Key Offensive Plays****A Singleback Big****• HB Counter**

This one sets up nicely for Barlow, as it takes it to the left side (the better side) of the 49er offensive line. Without their big-time passing game of years past, it's important to grind the ball and wear down the opposing D. Barlow is a big back and this is just the play to do it with.

B I-Form Normal**• HB Dive**

Running behind the left side of the 'ger line is always a wise move. Eric Heitmann combine with center Jeremy Newberry to pose a formidable run-blocking unit. Fullback Fred Beasley is great at blowing through the hole, and all Barlow has to do is follow in his wake.

C Singleback 4 WR**• WR Break Out**

The 49ers have a bevy of young receiving talent, and this play sets four of them into motion. We like rookie Rashaun Woods in the left slot position. He'll run a fly pattern, and Rattay has the arm to get it there. Brandon Lloyd is another good choice, as he runs a deep comeback on the left side.

**Key Defensive Plays****A 3-4 Normal****• Trio Whip Man**

San Francisco has a great pass-rusher in Andre Carter, and a stud linebacker in Julian Peterson. Here the line loads up to stop any potential runs, while any pass plays will have to get by Mr. Carter. Peterson sits in Spy Coverage and will cut down any quarterback with thoughts of running.

B 3-4 Normal**• Crash Blitz**

On the crash blitz, virtually everyone from the left side of the defense commits to the blitz. The right side rolls over to cover up the space, kind of hedging their assignment with the spot of the blitzer. Cornerback Mike Rumph is a good option to take control of on this play. He's got the speed to get in quickly.

C 3-4 Normal**• Wide Blitz**

Similar to the Crash Blitz but emphasizing linebackers and more of a spread-out approach. Julian Peterson brings a solid rush from his edge position, and any outside running plays will be blown up. If the QB gets off the pass, concentrate on making the first tackle.

**Team Trivia****Answers**

- 1 Dwight Clark (against the Dallas Cowboys)
- 2 55
- 3 Mississippi Valley
- 4 1987
- 5 187

NEW YORK GIANTS

Home Field: Giants Stadium at the Meadowlands | Location: East Rutherford, NJ. | Type: Open | Capacity: 80,242 | Surface: Turf

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
4	12	0	243	387	1-7	3-5	1-3	3-9	1-5

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	2	Chris Snee	Boston College	Guard (G)	6'2"	314
FA	-	Kurt Warner	Rams	Quarterback (QB)	6'2"	220
FA	-	Barrett Green	Lions	Linebacker (LB)	6'0"	225

Scouting Report

Offense

Strengths

- With Kerry Collins out of the picture, the Giants have added juice at quarterback to try and match the talent that already exists in the receiving corps. The trade for the much-hyped top draft pick Eli Manning will give the team superstar talent if he can live up to like-named colleague. The arrival of Kurt Warner should aid his development if he can stay healthy.

Anchoring the receiving corps is tight end Jeremy Shockey, deep-threat receiver Amani Toomer, and possession receiver Ike Hilliard.

Weaknesses

- Even with the acquisition of offensive guard Shaun O'Hara via free agency, the Giants will need to add greater depth along the offensive line to give Manning and Warner more time in the passing attack. The running back position is another question mark: Tiki Barber has quickness but also a history of coughing up the ball, while Ron Dayne didn't even touch the ball last season. If neither player steps up, there'll be big a hole to fill in the running game.

Defense

Strengths

- The Giants defense would have fared better last season if it hadn't been for injuries that decimated the secondary. Otherwise, the team has proven ability to rush the pass, ranking second in the league in total quarterback sacks. Defensive end Michael Strahan is the most solid player on defense: He has jungle-cat agility and an uncanny instinct for reaching the quarterback; he logged 18.5 sacks last season.

Weaknesses

- The Giants have lost several big men up front, including defensive tackle Cornelius Griffin, defensive tackle Keith Hamilton, and linebacker Dhani Jones. Without suitable replacements, there'll be a lot of pressure on Strahan to deliver. In addition, the team needs more help at safety, and a cornerback who'll bolster the nickel package. Otherwise, the Giants need to stay healthy to improve their consistency on defense.

Coaching Profile

Tom Coughlin

• First Year



 Playing As:
New York Giants

1 Start Eli Manning immediately and take advantage of his rocket arm.

2 Increase the playing time of Ron Dayne to establish a power running attack against weaker defenses.

3 On blitzes, bring in an extra lineman or linebacker up front to free up defensive end Michael Strahan.

 Playing Against:
New York Giants

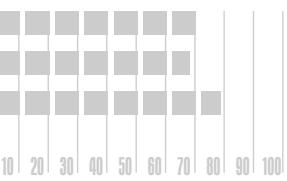
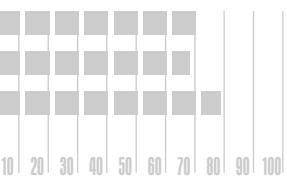
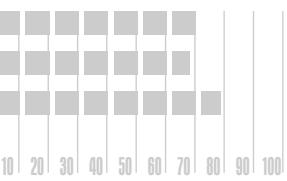
1 Put an extra blocker on defensive end Michael Strahan by doubling up on him on pass plays or keeping a backup blocker in the backfield.

2 Attack the Giants passing game by aggressively blitzing quarterback Eli Manning.

3 Call play-action screens to draw the Giants' defensive ends away from the intended receiver.

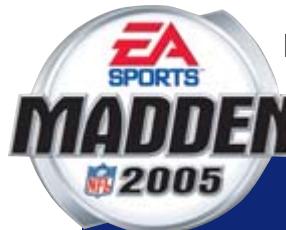
Team Statistics

Team Ratings

Overall Rating	70	
Offense	67	
Defense	78	

Team Rankings

Scoring	31st
Passing Offense	11th
Rushing Offense	28th
Passing Defense	17th
Rushing Defense	18th
Turnovers	32nd



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

2nd and 10, own 30
I-Form Normal
Shockey Option

Analysis: Give Eli Manning the protection he needs, and Jeremy Shockey is sure to get open. Hot-route him to a streak in hopes of picking up the first down in one shot.

Team Trivia

5 New York Giants Facts

Answers are on the following page.

- 1 Which former New York Giants quarterback is now a TV sportscaster?
- 2 In 2000, what team did the Giants defeat three times?
- 3 Who holds the Giants' career rushing record?
- 4 How much did owner Tim Mara reportedly spend to buy the Giants franchise in the 1920s?
- 5 Who is the most recent Giants player enshrined in the Football Hall of Fame?

Fantasy Outlook

• **Star:** Eli Manning
• **Draft:** 3rd round
• **2004 Outlook:** Rookie QBs often disappoint, but Manning is on a team with plenty of offensive talent. Draft him now and be the envy of your league later.

• **Star:** Tiki Barber
• **Draft:** 2nd round
• **2004 Outlook:** Barber quietly puts up huge numbers year after year, and while his fumbles are a problem on the real field, they don't matter in fantasy.

PRIMA OFFICIAL GAME GUIDE

Star Players

Jeremy Shockey • Tight End (TE)

80

Showcase Plays for Shockey

Singleback Twin TE



Play Action

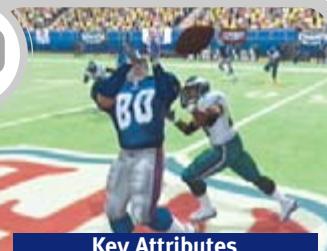
Weak I Normal



TE Fade

• Shockey spends the first moments of this play engaged in a block. With the TE in, the defense is likely to forget about him as a potential pass target. That's when Shockey releases late across the middle. There's your opportunity.

• Shockey breaks off the line and runs a diagonal toward the far sideline (or near if you have it flipped). If it's against a zone defense, his angular path will provide a few different openings to throw the ball. Versus man, watch him get a couple of steps on his defender, and loft it out there.



Key Attributes

Catching	88
Acceleration	91
Agility	85
Speed	85

The Pro Bowl tight end may start this season on the wrong foot—literally—because of a possible foot surgery that'll force him to miss the start of training camp. The Giants desperately need him to stay healthy: He is not only a solid blocker, but he has excellent hands, making him the perfect bail-out receiver in clutch situations.

Amani Toomer • Wide Receiver (WR)

81

Showcase Plays for Toomer

I Form Normal



PA Clearout

I Form Twin WR



Weak Flood

• This is a great call on first and 10. If the defense is geared up at all to stop the run, Toomer will beat his man deep down the sideline. The route fades a bit to the outside near the end, so be prepared to adjust to the ball.

• Toomer lines up in the slot here, potentially causing some mismatches for the defense. At the snap, he'll cross the field from left to right as Shockey cuts right to left. With two top threats cutting through the same area, the defense will be on its heels. Hit Toomer for a 10-yard gain.



Key Attributes

Catching	90
Acceleration	92
Agility	91
Speed	91

The Giants' top receiver is a model of consistency, having logged 1,000-plus receiving yards the past five seasons without missing a game. Toomer is a physical player who can overcome double-teams and get open deep, thanks to his above-average speed.

Audible Packages

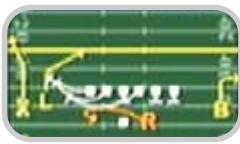
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback 4 WR	Quick Slants, Slot Options, Smash Streaks, Criss Cross	Dime Normal	Engage Eight, DB Blitz, SS Gut Blitz
Singleback Empty 4 WR	Hitch Corner, TE Post, TE Screen, WR Clearouts	Nickel 3-3-5	CB Dogs Blitz, LB Ram Dogs, DE Contain
Running Setup	Plays	Coverage Scheme	Plays
I Form - Twin WR	HB Lead Dive, HB Blast,	4-3 Normal	DE Contain, Cover 2, 2 Man Under
Singleback Big	HB Blast, HB Dive, Giants 25 Counter	Nickel Normal	4 Across, Double X, 3 Man Under

Key Offensive Plays

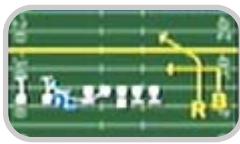
A Shotgun Normal



• Tiki Screen

Tiki Barber has some of the best open-field moves in the NFL. The screen is designed to get him the ball and let him utilize those talents. As the wall of blockers develops, chose whether you're taking an inside or outside route upfield. Then it's off to the races.

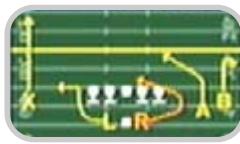
B Singleback Empty 4 WR



• TE Screen

Flip this play to get Jeremy Shockey involved. He'll drop off the line and wait for a quick pass from Manning. After he gets the ball it's time for Shockey to turn RB. Break tackles and mow guys down to get some yardage.

C Shotgun 2 RB 3 WR



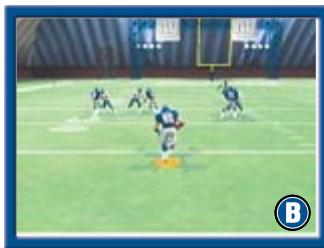
• RB Flood Left

Eli Manning will need to make use of Tiki Barber's receiving talents. With a patchwork offensive line, this is a great way to get Barber involved when the running game bogs down. Wait for Barber to release out into his pattern, and then put it on his numbers.

Roster Tips

Key Player Substitutions

- **Position:** RB
- **Substitution:** Ron Dayne
- **When:** Global
- **Advantage:** We're not saying to replace Barber with him, but rather to insert him as the number-two back on the depth chart so he'll get a couple of touches and spell Barber.



Key Defensive Plays

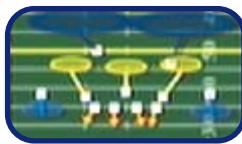
A Nickel 3-3-5



• Cover 3

Michael Strahan is the engine that makes the NY defense go. With an inside stunt called, he'll be able to create havoc on the offensive line without committing lots of blitzers to the play.

B 4-3 Normal



• Cover 2

The Cover 2 has been explained quite a bit here so far, but the Giants have some unique personnel that make it effective. Michael Strahan is a superb pass-rusher who can bring pressure, while Shaun Williams is a go-plus-rated safety who can break up any deep posts or streaks.

C Nickel



• Cousin Blitz

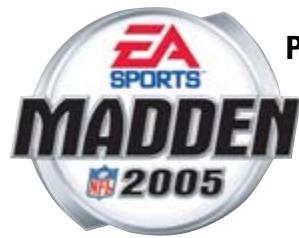
Terry Cousin has been a solid contributor during his days in the NFL, but now he's relegated to nickelback status. He's still a good DB, and can help the pass rushing by coming in opposite of Strahan. This is a great play to surprise the defense with, and the Giants always need help generating a pass rush.



Team Trivia

Answers

- 1 Phil Simms
- 2 Eagles
- 3 Rodney Hampton (6,816 yards)
- 4 \$500
- 5 Linebacker Lawrence Taylor (in 1999)



PRIMA OFFICIAL GAME GUIDE

JACKSONVILLE JAGUARS

Home Field: Alltel Stadium | Location: Jacksonville, Florida | Type: Open | Capacity: 73,000 | Surface: Grass

Coaching Profile

Jack Del Rio

• Second Year

Playing As:
Jacksonville Jaguars

- 1 Use Fred Taylor to bolster the run attack in the red zone to take pressure off of quarterback Byron Leftwich.
- 2 If Jimmy Smith is double-covered, have him set up a natural pick to free up possession receiver Reggie Williams.
- 3 Reduce turnovers by throwing the ball to a safety-valve running back (or even out of bounds) if no one's open—don't test Leftwich's arm by going deep into coverage.

Playing Against:
Jacksonville Jaguars

- 1 Consistently double-team receiver Jimmy Smith to diminish Leftwich's passing options.
- 2 Run off tackle or call sweeps to avoid the Jaguars' interior defense.
- 3 Use an extra blocker such as a big tight end to double-team defensive end Tony Brackens in pass protection.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	276	331	5-3	0-8	3-9	2-2	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Reggie Williams	Washington	Wide Receiver (WR)	6'4"	229
Draft	2	Daryl Smith	Georgia Tech	Inside Linebacker (ILB)	6'1"	234
Draft	2	Greg Jones	Florida State	Running Back (RB)	6'1"	250
FA	-	Juran Bolden	Falcons	Cornerback (CB)	6'2"	207
FA	-	Ephraim Salaam	Broncos	Offensive Tackle (OT)	6'7"	310

Scouting Report

Offense

Strengths

- On the ground, the Jaguars have a solid performer in running back Fred Taylor, a strong and beefy runner who tallied 1,500-plus yards last season—and Jaguars coach Jack Del Rio wants to give him more touches on offense. In the passing game, veteran receiver Jimmy Smith was quarterback Byron Leftwich's preferred target last season. Smith is a Pro Bowl-caliber talent still capable of big plays despite his age.

Weaknesses

- With the departure of Mark Brunell, it'll be up to Leftwich to supply the scoring spark the team desperately needs. Despite his strong arm, he remains a question mark in terms of turnovers (he threw 16 picks last season) and ability to connect with targets on third-and-short situations. The Jaguars would also benefit from an additional deep-threat receiver on offense so Smith won't be double-teamed so often.

Defense

Strengths

- The Jaguars boast a solid defense, especially against the run. Anchoring the run defense are defensive tackles Marcus Stroud and John Henderson; both are tall 300-pound-plus giants who can stymie blockers and clog running routes. Tony Brackens is the team's most visible pass-rusher, logging a team-high six sacks last season.

Weaknesses

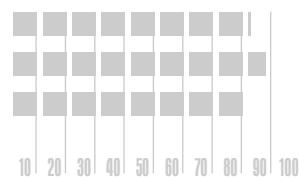
- Despite the solid numbers on defense, the Jaguars still need help at the ends to improve the pass rush. The team has yet to find suitable depth at defensive end: Free agent Hugh Douglas did not live up to the team's high hopes last season. The team also needs to find a cornerback to replace the departing Fernando Bryant.

Team Statistics

Team Ratings

Overall Rating

81



Offense

88

Defense

80

Team Rankings

Scoring

25th

Passing Offense

15th

Rushing Offense

8th

Passing Defense

9th

Rushing Defense

2nd

Turnovers

22nd

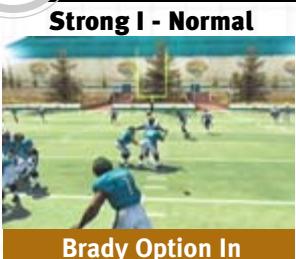
Star Players



Byron Leftwich • Quarterback (QB)

Showcase Plays for Leftwich

#7



Brady Option In

• Kyle Brady can go for some big yardage here. Brady is a freight train in the middle and has great speed. Try to hit him midstride—he should be able to break a tackle or two and get some decent yards after the catch. Take it inside or head for the sidelines. If he's covered, deliver the ball to Jimmy Smith.



Smith Option

• After Smith makes the out-and-up cut, hit him with the ball. Time this right and Smith or Kyle Brady could take it to the house. Check to see if Brady is open—if not, use Smith as your second option. This is a surefire play that can go for some pretty big yardage.



Key Attributes

Awareness	78
Overall	84
Throwing Power	96
Throwing Accuracy	87

The 6'5" 231-pound quarterback had decent numbers (2,819 passing yards and 16 total touchdowns) last season despite being a rookie. Leftwich may be rough around the edges, but he has plenty of raw talent, including a great arm, a running-back body, and a fierce desire to win. He could be the NFL's next superstar quarterback.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and 15, own 20
I-Form Normal
TE Flat

Analysis: With Byron Leftwich's strong arm and Jimmy Smith's quick feet, this play can bail you out of first and long. Roll to the right and gun it as Smith makes his break back to the line of scrimmage.



Fred Taylor • Running Back (RB)

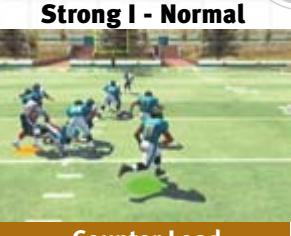
Showcase Plays for Taylor

#28



HB Lead

• This running play will separate the men from the boys. Fred Taylor will take the ball up the gut, and if used properly, the play should set the tone for the running game. If the middle is jammed, look to take it to the right or the left, depending on how well your linemen are opening things up for you.



Counter Lead

• This is a good misdirection play that will keep the opposing defense honest. Fred Taylor has the skills, and with your help he should be able to pick up some decent yardage. This won't pay off with six points, but it will help set up the passing game.



Key Attributes

Acceleration	94
Agility	90
Break Tackle	91
Speed	92

Taylor is like a grenade—on any given play, he can explode through a crack in the defense for major yards. He's a smart runner, letting blocks develop before choosing his point of attack. Taylor is virtually uncatchable if he gets a head of steam. The only knock on Taylor is a history of injuries earlier in his career.

Team Trivia

5 Jacksonville Jaguars Facts

Answers are on the following page.

- 1 Who holds the Jaguars record for most sacks in a season?
- 2 Who holds the Jaguars record for most consecutive starts?
- 3 Who holds the Jaguars single-game record for most receptions?
- 4 Who holds the Jaguars record for most career all-purpose yards?
- 5 Who holds the Jaguars record for most career interceptions?

Fantasy Outlook

Audible Packages

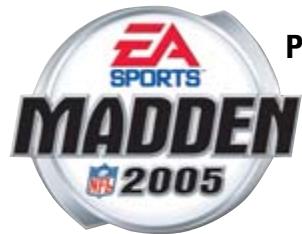
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
I-Form Normal	Cross In, TE Option, Weak Flood, Deep Cross	4-3 Normal	Engage 8, Free Fire, Slant 1 OLB Fire, Under Ram Buck
Shotgun Normal	Corner-Threat, WR Option, TE Option In, TE Protect	Nickel Normal	Over Storm Brave, Double X, Silver Shoot Pinch, CB Blitz
Running Setup	Plays	Coverage Scheme	Plays
Singleback-Normal	HB Slam, HB Counter, HB Delay, HB Pitch	Dime Normal	Cover 3, 2 Man Under, Quarters Spy, DB Contain
Weak I - Big	HB Lead Toss, FB Power, HB Gut, HB Lead	3-4 Normal	2-Man Under, Cover 1, LB Contain, Cover 3

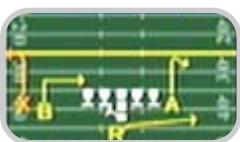
• **Star:** Byron Leftwich
• **Draft:** 1st round
• **2004 Outlook:** A top-20 fantasy QB, Leftwich is settling into his role as the starting QB for the Jaguars. He should be poised to put up some big numbers again this year.

• **Star:** Fred Taylor
• **Draft:** 1st round
• **2004 Outlook:** Fred Taylor is a top-10 pick who carried the ball for 1,572 yards last year. Needless to say, he's a money player!



Key Offensive Plays

A I-Form Twin WR

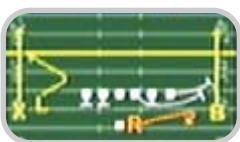


• Hook Outs

Position: DT
Substitution: Lionel Barnes
When: Global
Advantage: Barnes takes up a little bit more room and seems to be quicker off of the ball; he's also an excellent run-stopper.

B Shotgun Normal

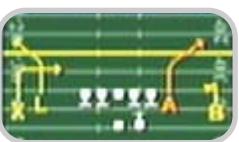
B Shotgun Normal



• HB Screen

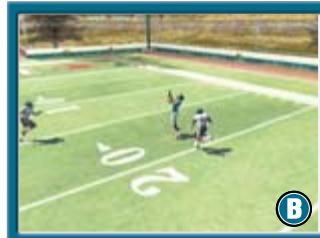
If you time this one right, you could put up six points. Jimmy Smith is the primary receiver, but if he is double-covered look for Brady or another open target along the sidelines or in the middle of the field. Try to hit Smith in midstride for best results.

C Shotgun Normal



• Corner Threat

This play will cause some havoc for the defensive team. There is a lot of misdirection and the key to making this play work is to set up in the pocket first and scan for the open receiver. Even in tight quarters, try to hit Jimmy Smith; if he's covered, try Kyle Brady.



Key Defensive Plays

A 4-3 Normal



• Cover 3

This is the major staple of the Jaguars' defensive schemes. The play is good for halting the run and for stopping passes in the middle of the field. The Jaguars front four is quick enough to get some pressure on the quarterback.

B Nickel Normal



• Washington Blitz

This is a great play to keep the offensive team on their toes. Hugh Douglas or Tony Brackens wreaks havoc up front while Donovan Darius takes aim at the ball-carrier or the quarterback. Mixing up your blitzes and coverages will go a long way to keeping the offensive team off-balance.

C Nickel Normal



• Double X

This double coverage is good against teams with good outside receivers. Donovan Darius is key; while he and the rest of the secondary keep the coverage tight, Douglas and Brackens should be on top of the QB, putting the breaks on the opponent's positive-yardage plays! No need to worry about the coverage on the outside receivers—just go after the QB.

Team Trivia

Answers

- 1 Tony Brackens (with 12 in 1999)
- 2 Kevin Hardy (with 58)
- 3 Keenan McCardell (with 16)
- 4 Jimmy Smith (9,873 yards)
- 5 Aaron Beasley (with 15)



NEW YORK JETS

Home Field: Giants Stadium | Location: East Rutherford, New Jersey | Type: Open | Capacity: 80,242 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	283	299	4-4	2-6	6-6	0-4	1-5

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Jonathan Vilma	Miami (Fla.)	Inside Linebacker (ILB)	6'0"	233
Draft	3	Derrick Strait	Oklahoma	Cornerback (CB)	5'11"	198
Draft	4	Jerricho Cotchery	NC State	Wide Receiver (WR)	6'0"	212
FA	-	David Barrett	Cardinals	Cornerback (CB)	5'10"	208
FA	-	Justin McCareins	Titans	Wide Receiver (WR)	6'2"	215

Scouting Report

Offense

Strengths

- The Jets have a respectable air attack led by quarterback Chad Pennington, who likely would have logged better numbers last season if it weren't for a broken wrist. Wide receiver Santana Moss has emerged as the team's most reliable receiver, while the addition of wideout Justin McCareins gives Pennington a big target who'll be difficult for corners to match up against.

Weaknesses

- Pennington could stand to have some more options at wide receiver: The team still has not found a wideout who can fill the shoes of former standout Laveranues Coles. The offensive line played well overall last season, but it could benefit from additional talent at guard to juice up the running game. Curtis Martin is a dependable rusher but needs more touches on the ball to become a legitimate scoring threat.

Defense

Strengths

- The defensive front four will be formidable if they can live up to their potential. The brightest spot up front was defensive end Shaun Ellis. He was the team's most successful pass rusher in 2003, logging 12.5 sacks. With a year of experience under his belt, defensive tackle Dewayne Robertson hopes to have a breakout season. His tremendous strength and burst off the line forces offenses to double-team him. The secondary has enough starting talent against the pass: The additions of cornerback David Barrett and safety Reggie Tongue will help revitalize the lineup.

Weaknesses

- Coach Herman Edwards called for a complete overhaul of the defense in the off-season, most importantly at linebacker, to address the lack of speed on run defense. The team added free agent Eric Barton at linebacker, but he won't be enough to compensate for the loss of starters Mo Lewis and Marvin Jones unless top draft pick Jonathan Vilma develops faster than expected. The team also needs to add depth to the secondary, especially at cornerback, to bolster its nickel and dime packages.

Coaching Profile

Herm Edwards

• Third Year



Playing As:
New York Jets

1 Set up natural picks and cross routes to free up Santana Moss on passing plays.

2 In the red zone, expand running back Curtis Martin's role via screens and draw plays to make him a scoring threat out of the backfield.

3 Preserve Chad Pennington's health by making quick reads and forcing him to get rid of the ball before he gets sacked.

Playing Against:
New York Jets

1 Double-team defensive end Shaun Ellis on passing plays.

2 Run out of four-wide sets to stretch the defense and test the Jets linebackers' ability to make tackles.

3 Double-cover Moss on third-and-long plays.

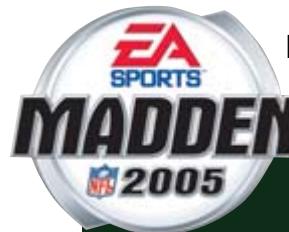
Team Statistics

Team Ratings

Overall Rating	80	
Offense	85	
Defense	72	

Team Rankings

Scoring	23rd
Passing Offense	13th
Rushing Offense	25th
Passing Defense	5th
Rushing Defense	28th
Turnovers	14th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 13, in the red zone

Singleback Big TE Cross

Analysis: Chad Pennington is an extremely accurate quarterback, and this play is designed for him to hit the TE on his crossing route. If that's shut down, throw to Moss on the right.

Team Trivia

5 New York Jets Facts

Answers are on the following page.

- 1 In the 1983 draft, whom did the Jets pick instead of Dan Marino?
- 2 Which team defeated the Jets in its only AFC championship game appearance of the 1980s?
- 3 What current NFL team have the Jets never beaten in the regular season?
- 4 What is the Jets original franchise name?
- 5 What Jets player set an NFL season record by tallying 22 sacks in 1984?

Fantasy Outlook

• Star: Santana Moss
• Draft: 1st round
• 2004 Outlook: A top-30 fantasy receiver, Moss is good for a solid 15 yards after the catch.

• Star: Curtis Martin
• Draft: 3rd round
• 2004 Outlook: Martin isn't high in the fantasy rankings, but he is due for a breakout year. This popular go-to running back is great out of the backfield and when taking the ball off-tackle.

PRIMA OFFICIAL GAME GUIDE

Star Players

Santana Moss • Wide Receiver (WR)

#83

Showcase Plays for Moss

Strong I -Normal

**Moss Option**

Singleback 4 WR

**Posts****Key Attributes**

Acceleration	98
Awareness	80
Catching	88
Speed	97

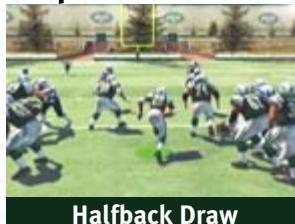
Moss emerged as a true offensive weapon last year as he caught 74 passes for 1,105 yards (fifth in the AFC) and became just the sixth player in Jets history to catch 10 TD passes in a season, playing in 16 games and starting the final 12 of the campaign. He excels at working back to the ball, showing fearlessness going up for the pass in traffic.

Curtis Martin • Running Back (RB)

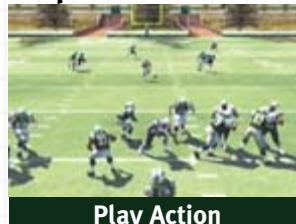
#28

Showcase Plays for Martin

Split Backs Normal

**Halfback Draw**

Split Backs Normal

**Play Action****Key Attributes**

Acceleration	86
Agility	82
Break Tackle	85
Speed	87

Martin managed to amass more than 1,300 yards last season despite injuries that hampered his overall effectiveness. He has excellent field vision that lets him quickly find running lanes before they collapse. He is also adept at letting his blocks develop before he plows ahead. However, he does not have great breakaway speed.

Audible Packages

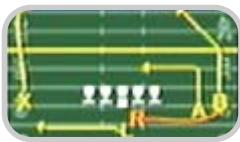
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Split Backs-3WR	WR Option, WR Corners, WR Screen, MID Split	4-3 Normal	Engage 8, Free Fire, 2 Deep Gap Shoot, LOLB Blitz
Singleback-Empty 4WR	Slot Crosses, TE Angle Post, Outside Corners, Outside Posts	46 - Bear	46 Mid Blitz, Inside Blitz, Mike Blitz, LB Weak Blitz
Running Setup	Plays	Coverage Scheme	Plays
I-Form Normal	HB Dive, FB Dive Strong, HB Counter, FB Dive	46 - Bear	3 Deep, 3 Deep QB-Spy, Cover 1, Cover 4
Strong I-Normal	HB Dive Weak, Counter Lead, FB Trap, HB Blast	Nickel Normal	Cover 3, Cover 2, 3 Man Under, Cover 2 QB Spy

Key Offensive Plays

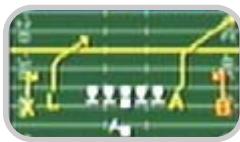
A Strong I 3 WR



• Double Flares

Your offensive line will have to stick and stay, and protect. While the defense is concentrating on covering receivers Santana Moss and Wayne Chrebet, dump the pass off to your fullback for a healthy gain. This is also a good play to keep your opposition off-balance. If you do a quick scan down the field and one of your receivers is wide open, go for it!

B Single Back Normal



• Double Hitch

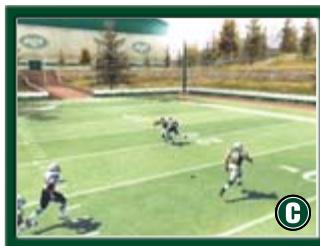
Spreading the ball around to the various receivers is the key to a successful passing game in the NFL. This play will allow you to spread the defense and keep your passing lanes clear. Wayne Chrebet will run a route to the middle of the field, while Santana Moss will do a button hook.

C Strong I - Normal



• Becht Option

Designed to isolate the TE, Anthony Becht, but Moss is also a prime target. Moss will line up on the right of the formation, then slant toward the center. If he's single-covered, send him the ball. If not, fire to Becht, who's good for breaking a couple of tackles. Keep an eye out for McCareins, who will line up on the left side of the formation. He is doing an up-and-out to the sidelines.



Key Defensive Plays

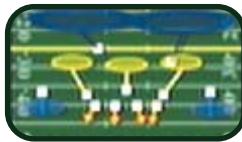
A 46 - Bear



• Cover 4

If you're getting burned deep, Cover 4 will drop a linebacker and a safety back into coverage and allow your cornerbacks to contain the outside receivers. This will make your opponent work the middle of the field. The play is good for stopping big gains by teams that have speedy receivers, and it allows you to shorten the field a bit and slow the opposition's momentum.

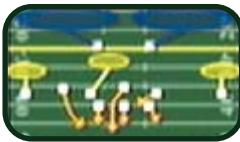
B 4 - 3



• Cover 2

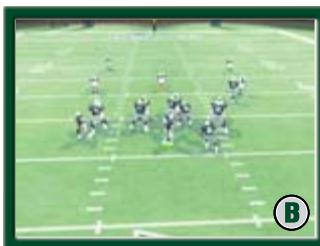
This is the staple of the Jets defense, and its purpose is to stop short inside passes. It's also fairly effective against deep balls, mainly thanks to the speed of safeties Reggie Tongue and Eric Coleman.

C Nickel 3-3-5



• Monster Blitz

This defense will allow Sam Cowart and the rest of the Jets defense to put the run on the opposing quarterback and make him think fast. This is good in pressure situations, especially when the opposing quarterback is inexperienced. Rushing new quarterbacks leads to turnovers.



Roster Tips

Key Player Substitutions

- **Position:** QB
- **Substitution:** Brooks Bollinger
- **When:** Global
- **Advantage:** If Chad Pennington gets hurt, is having an off day, or is being too predictable with his passes, don't hesitate to insert Bollinger into the lineup. He is faster, younger, and a bit more agile than Pennington.

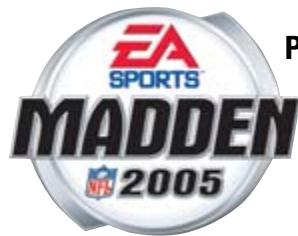
- **Position:** TE
- **Substitution:** Chris Baker
- **When:** Global
- **Advantage:** If Anthony Becht gets hurt or has a case of the dropsies, don't hesitate to put in Chris Baker. He's shaped more like a fullback and has decent speed, so take that into consideration, as well.

- **Position:** DT
- **Substitution:** James Reed
- **When:** Global
- **Advantage:** Reed has better speed and quickness than Jason Ferguson. He is also a much better stopper in short yardage situations.

Team Trivia

Answers

- 1 Ken O'Brien
- 2 Miami Dolphins
- 3 Philadelphia Eagles
- 4 New York Titans
- 5 Mark Gastineau



DETROIT LIONS

Home Field: Ford Field | Location: Detroit, Michigan | Type: Dome | Capacity: 65,000 | Surface: Turf

Coaching Profile

Steve Mariucci

• Eighth Year

Playing As:
Detroit Lions

- Focus on a passing attack with Roy Williams and Charles Rogers at the ends, Az-Zahir Hakim as the slot receiver, and Kevin Jones as an extra blocker in the backfield.
- Hakim has good speed and can be used on end-arounds and reverses.
- In a four-receiver set, throw in Tai Streets, who has a positive history playing under coach Steve Mariucci.

Playing Against:
Detroit Lions

- Employ a nickel or dime package to add cover guys in the secondary, and force the Lions to beat you on the ground.
- Avoid corner blitzes unless you have a speedy linebacker on defense.
- Run hard against the defensive line and focus on opening holes for running backs off the ends.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	270	379	5-3	0-8	1-3	4-8	2-4

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Roy Williams	Texas	Wide Receiver (WR)	6'2"	212
Draft	2	Kevin Jones	Virginia Tech	Running Back (RB)	6'0"	227
Draft	3	Teddy Lehman	Oklahoma	Linebacker (LB)	6'1"	237

Scouting Report

Offense

Strengths

- The Lions had possibly the most successful 2004 draft (at least on paper) by snagging wide receiver Roy Williams, a proven route-runner with blistering speed and a knack for exploiting holes in defensive coverages. He will join wide receiver Charles Rogers, another first-round pick with big-play capability. Quarterback Joey Harrington stands to benefit from one of the speediest wide receiver sets in the league.

Weaknesses

- The Lions ranked dead-last in the running game last year, so the team hopes that second-round draft pick Kevin Jones can help turn things around. He is a fast runner who excels at pass-blocking. The Lions also still lack a quality right guard (although the arrival of Damien Woody may help), and suffer from a general lack of depth across the offensive line. Any injuries to the front five could hamper the running game. The team also lacks a tight end with all-around skills.

Defense

Strengths

- The Lions seem to be building a strong nucleus in the secondary, thanks to some key free-agent moves. Cornerback Fernando Bryant and safety Brock Marion will help solidify a defense that was shaky against the pass all last season. They will join Dré Bly, a cornerback with Pro Bowl talent. The added manpower will help the corners play tighter on receivers at the line of scrimmage.

Weaknesses

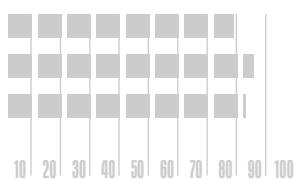
- The front seven sorely needs some big-name talent to generate a stronger pass rush, especially when it comes to defensive end. The loss of linebacker Barrett Green to free agency is salt on an open wound, although the Lions hope to recoup their loss with second-round draft pick Teddy Lehman. He is a speedy linebacker with strong physical attributes who'll undoubtedly see playing time this season. The lack of overall depth across the defensive line is another concern.

Team Statistics

Team Ratings

Overall Rating

79



Offense

84

Defense

81

Team Rankings

Scoring

25th

Passing Offense

24th

Rushing Offense

32nd

Passing Defense

25th

Rushing Defense

15th

Turnovers

16th

Star Players



Joey Harrington • Quarterback (QB)

Showcase Plays for Harrington

#3

Shotgun-Normal Offset Wk



Post Flags

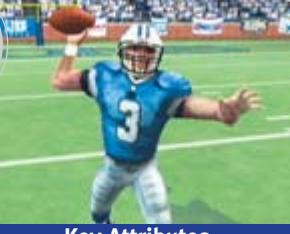
• Harrington is starting to become a prolific passer even though he hasn't been in the league long. Look for the open receiver and deliver the ball. This is a play that could get you to the promised land.

Splitbacks - Normal



FL-Go

• This play is great if you really need to pick up a lot of yardage in a hurry—say during a two-minute drill to come from behind. Hit Charles Rogers with the ball in the seam between the linebackers for a first down.



Key Attributes

Awareness	78
Overall	83
Throwing Accuracy	86
Throwing Power	91

The Lions have high hopes for Harrington, who the team expects to develop into its franchise quarterback. He has a great knack for avoiding the sack, thanks to a quick release and mobility in the pocket. Harrington has a good arm and knows how to elude tacklers when the pocket collapses.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

2nd and 17 @ the opponent's 40
Singleback 4-WR Comebacks

Analysis: Joey Harrington has two great wide receivers pushing downfield on this play. Hitting Charles Rogers or Roy Williams should deliver the chunk of yardage you need to get the drive going again.

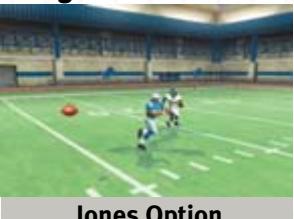


Tai Streets • Wide Receiver (WR)

Showcase Plays for Streets

#84

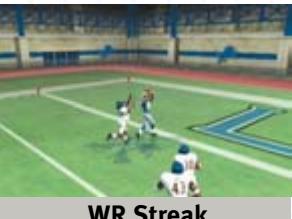
Shotgun-Normal Offset Wk



Jones Option

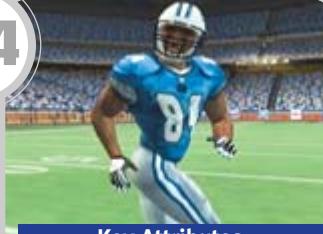
• Make Streets the hot-route receiver, and hit him as he goes to the post or the sideline. In most cases he will be single-covered, but if he's double-covered you'll have the option of delivering the ball to Charles Rogers.

Weak I - Normal



WR Streak

• This can produce big gains. Streets flanks out to the left and runs a deep pattern down the field. If he's double-covered, look for Rogers in the middle. This play takes some time, and if the defense has been breaking through the line quickly, you may want to roll out Harrington to the left and then release the ball.



Key Attributes

Acceleration	86
Awareness	84
Catching	86
Speed	86

Tai Streets used to play in San Francisco under Mariucci, and now the two are reunited. Streets caught 47 passes last year and scored seven touchdowns. He is finding his rhythm with Harrington, and the two should hook up for even more points and bigger numbers this year!

Team Trivia

5 Detroit Lions Facts

Answers are on the following page.

- 1 What was the name of the stadium the Lions called home prior to Ford Field?
- 2 Who is the Lions all-time receptions leader?
- 3 What was the Lions franchise's original name?
- 4 Barry Sanders became the Lions all-time leading rusher in what year?
- 5 Prior to Detroit, on what NFL team were head coach Steve Mariucci and defensive coordinator Dick Jauron on the same coaching staff?

Fantasy Outlook

Defense

Audible Packages

Offense

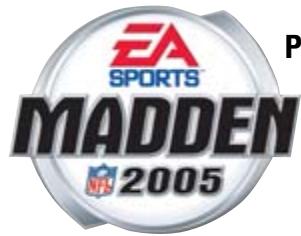
Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun - Normal Offset Wk	WR Option, Double Outs, WR Post Corner, Post Flags	4-3 Normal	LOLB Blitz, OLB Fire 3, CB Blitz, Storm Blitz
Splitbacks-Normal	FL Go, Curl Flats, TE Option, FL Zig Out	Nickel - Normal	ROLB Blitz, Silver Shoot Pin, Under Smoke, Engage 8
Running Setup	Plays	Coverage Scheme	Plays
Weak I - Normal	FB Dive, HB Gut, Power Toss, HB Wham	Quarter - Normal	Cover 3, Cover 2, 4 Across, Double Z
Singleback - Normal	HB Slam, HB Sprint, HB Toss Strong, HB Smash	3-4 Normal	2 Man Under, Cover 3, Trio Sky Zone, Cover 1

- Star: Joey Harrington
- Draft: 1st round

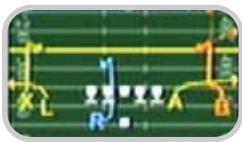
• 2004 Outlook: A top-20 fantasy QB, Harrington breathed new life into the Lions organization. He should come into his own this year to help improve their win-loss record.

- Star: Tai Streets
- Draft: Undrafted
- 2004 Outlook: Streets played under Mariucci in SF, as well. He's finding his rhythm with Harrington and the two should hook up for big numbers!



Key Offensive Plays

A Shotgun - Normal Offset WR



• Rogers Option

Try to hit Rogers in the seam; if he is double-covered, throw to Streets. You are going to need some time to complete this play, so rolling out to the left or the right to find the open receiver might be a good option.



Key Defensive Plays

A 4-3 Normal

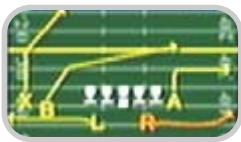


• Cover 1 Robber

The play allows you to surround the opponent with some pretty talented defenders. You'll have the run and the pass covered. If it's a timing play, the middle of the field is taken away. If it's a deep pass, your defenders should make it to the QB before he can hit anyone. Even if they don't, he'll be hearing footsteps and might blow it—turnover, anyone?



B Split Backs - Twin WR

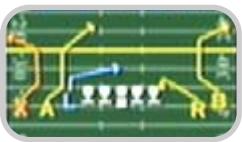


• Flats

Look for the open receiver and deliver the ball quickly. This is a timing play; when the QB-center exchange takes place, count one-thousand-one, one-thousand-two and get rid of the ball. Moving the ball from the quarterback to the designated receiver quickly is what makes this play work. If you do it right, you should be able to get a first down.



C Singleback Empty 4 WR



• Outside Corners

Good for spreading out the defense and showcasing the dynamic duo—Harrington and Streets. But get the ball away in a hurry, as there's no one back to protect you. If you execute, you can put up some pretty big yardage. It's not a money play because it takes so much time to develop, but it is a good play to keep your opponent on his toes.



Roster Tips

Key Player Substitutions

- **Position:** RG
- **Substitution:** Matt Joyce
- **When:** Global
- **Advantage:** This guy has a lot of speed and makes a great pulling guard to open up holes or lead the charge on the sweep to the outside.

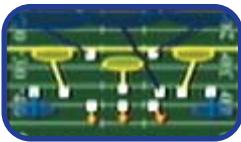
- **Position:** ROLB
- **Substitution:** Teddy Lehman
- **When:** Global
- **Advantage:** Lehman has a lot of speed—even more than the starting ROLB James Davis. If you are looking to stop the run or put some extra pressure on the opposing quarterback, Lehman might be your man.

- **Position:** WR
- **Substitution:** Az-Zahir Hakim
- **When:** Global
- **Advantage:** Hakim can pick them up and put them down in a hurry. He has blazing speed and an incredible knack for finding the open nooks and crannies on the field. When your offense gets bogged down, take out Charles Rogers and put in Hakim.

Team Trivia Answers

- 1 Pontiac Silverdome
- 2 Herman Moore (670 catches)
- 3 Portsmouth (Ohio) Spartans
- 4 He surpassed Billy Sims on Nov. 22, 1992
- 5 Green Bay Packers

B Quarter Normal



• Cover 3

This is a major staple of the Lions defense. Give opponents a good dose of this coverage, and you should be able to hold your own or at least keep the offensive team guessing. Cover 3 is good for stopping the pass and the run, but it's mainly meant to stop the short- or midrange passing plays.



C Nickel Normal



• Cover 1

In passing situations this will take away the middle. It's also good for stopping the run, mainly because of the big guys on the Lions D-line. There is no sweeter feeling than knocking down a pass or sacking the QB on third down to make the offensive team kick the ball away.



GREEN BAY PACKERS

Home Field: Lambeau Field | Location: Green Bay, Wisconsin | Type: Open | Capacity: 60,890 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	442	307	5-3	5-3	3-1	7-5	4-2

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Ahmad Carroll	Arkansas	Cornerback (CB)	5'10"	193
Draft	3	Joey Thomas	Montana State	Cornerback (CB)	6'0"	195
Draft	3	Donnell Washington	Clemson	Defensive Tackle (DT)	6'5"	323
FA	-	Tim Couch	Browns	Quarterback (QB)	6'4"	220
FA	-	Mark Roman	Bengals	Safety (S)	5'11"	184

Scouting Report

Offense

Strengths

- The heart and soul of the Packers offense remains quarterback Brett Favre. Although critics point to his age, Favre still has a rocket arm, unparalleled constitution and leadership, and a tenacious desire for victory. On the ground, slippery speed demon Ahman Green helped give the Packers one of the highest-ranked running attacks last season. Wideout Donald Driver remains Favre's favorite big-play target.

Weaknesses

- Packers fans live by the Favre, and unfortunately, die by the Favre. He has a tendency to force the pass when the Packers are losing late. As a result, he exercises poor judgment and sometimes gives up costly interceptions late in games. In addition, an injury to Favre would expose the current lack of depth at quarterback and seriously disrupt the team's offensive flow.

Coaching Profile

Mike Sherman

- Fourth Year



Playing As:

Green Bay Packers

- In the first half, establish running back Ahman Green as the primary offensive weapon instead of relying on quarterback Brett Favre's arm.
- If and when the defenses begin keying on Green, use play action to open up the passing game.
- Should he be forced to scramble, preserve Favre's health by running out of bounds or sliding to avoid a hit.

Defense

Strengths

- Some have quipped that the Packers' greatest strength on defense is that the team is in the same division as the lackluster Lions and Bears. Still, as long as the Packers play error-free defense, it's very difficult for offenses to score points. The team has its share of talented playmakers, such as defensive end Kabeer Gbaja-Biamila, who has proven his ability to hunt down quarterbacks with two straight 10-plus-sack seasons. The third-round drafting of punter B.J. Sander should help give the defense more-favorable field position off of special teams.

Weaknesses

- Pass-rushing quality and play in the secondary both need to improve, especially when it comes to missed tackles and mental gaffes. Compounding matters is cornerback Mike McKenzie's desire to leave Green Bay. The Packers hope its top draft pick, the quick-but-undersized cornerback Ahmad Carroll, can address this concern. The team also needs to improve depth at defensive end to bolster the pass rush.

Playing Against:

Green Bay Packers

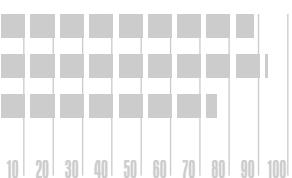
- Test the secondary with deep passes, but try to throw away from cornerback Mike McKenzie as much as possible.
- Use a blocking back or double-team Kabeer Gbaja-Biamila to negate the Packers pass rush.
- Play the Packers' wideouts tight at the line, and jam them often to try and slow development of the pass play—this might give your defensive line an extra second to get to Favre.

Team Statistics

Team Ratings

Overall Rating

87



Offense

91

Defense

74

Team Rankings

Scoring

4th

Passing Offense

16th

Rushing Offense

3rd

Passing Defense

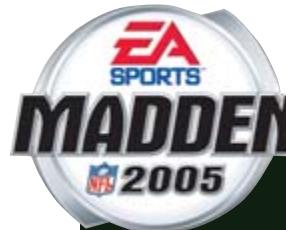
22nd

Rushing Defense

10th

Turnovers

15th



Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and Goal at the 8
Strong I Twin TE
HB Strong

Analysis: Ahman Green is one of the best backs at getting to the corner. His excellent speed and the blocking of the TE make this an effective play inside the 10-yard line.

Team Trivia

5 Green Bay Packers Facts

Answers are on the following page.

- Where did the Packers play its games before Lambeau Field?
- How many total championships have the Packers won in the 20th century?
- How many MVP awards has Brett Favre won with the Packers?
- What are the colors of the original Packers jerseys?
- Which former U.S. president tried out for the Packers?

Fantasy Outlook

• Star: Brett Favre
• Draft: 2nd Round
• 2004 Outlook: A top-tier QB for the last decade, Favre is known for having one of the strongest arms in the game—and laser-like precision.

• Star: Ahman Green
• Draft: 2nd Round
• 2004 Outlook: One of the top RBs today, last year Green ran for 1883 yards and scored 15 rushing touchdowns. He is a prime-time player and really gets up for big games.

PRIMA OFFICIAL GAME GUIDE

Star Players

Brett Favre • Quarterback (QB)

#4

Showcase Plays for Favre



Singleback - Normal



PA HB Look

• An awesome play to showcase Favre's arm and accuracy. Also good for a first down and for keeping the defense on their toes. Hit Franks or either WR for big yardage. If the stars align and you hit Driver in full stride, you might take this one to the house. Franks is a Mac truck and can break plenty of tackles.

Shotgun - Normal



WR Post Corner

• This is another play that will allow Favre to get some air under the ball. Hit either WR or watch for Ahman Green out of the backfield for a very impressive gain. Green is one of the best backs in the league; don't be afraid to hit him on routes out of the backfield. He can break tackles, make defenders miss, and shorten the field for you.



Key Attributes

Awareness	98
Overall	94
Throwing Power	97
Throwing Accuracy	90

Favre has aged incredibly well: His clutch-play ability and unmatched grit continue to keep him among the top tier of NFL quarterbacks. He still has the ability to gun the ball anywhere on the field and scramble when necessary. Still, this may be his last season if his dreams of returning to the Super Bowl don't materialize.



Ahman Green • Running Back (RB)

#30

Showcase Plays for Green

Singleback - Big



HB Slam

• Green is one of the best running backs in the NFL, so give the defense a good dose of him. This play is perfect for bringing the secondary play to the line of scrimmage. After a couple of big gains with Green, air out the ball to keep the defense off-balance. Change things up, and they won't know whether you're going to run the ball down their throat or air it out down the field.

Shotgun - Normal



HB Fly

• Green is the primary receiver on this play. It works like a charm, especially in running situations. Don't go to the well too often, though, as this won't be a money play if you use it too much. HB Fly makes most defensive teams think you're going to run; once you hit Green he should be able to break a couple of tackles or take it to the outside for some big yardage.



Key Attributes

Acceleration	98
Agility	92
Break Tackle	91
Speed	97

Favre's continued success can be directly linked to Green's ability to force defenses to respect the run. The 6'0" 217-pound running back is a shake-and-bake player who has break-away speed out in the open. Green overcame some ball-handling difficulties early last season to wind up with 1,883 yards and 20 touchdowns.

Audible Packages

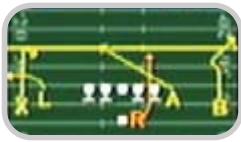
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun Normal	WR Option, WR Post Corner, Double Outs	4-3 Normal	Slant 1, OLB Fire, Under Ram Buck
Strong I - Normal	Deep Cross, Slant Hook, PA Rollout, WR Slant Post	Nickel - Normal	Engage 8, 4 Across, ROL Blitz, Under Smoke
Running Setup	Plays	Coverage Scheme	Plays
Singleback Normal	HB Counter, HB Sweep, HB Sprint, HB 22 Dive	Dime Normal	Prevent, Safe 3 Deep, Cover 3
Jumbo T - Big	FB Weak, HB Gap Counter, Power Sweep, Packer 24 Dive	Quarter Normal	2-man Under Spy, Cover 2, 1 Robber FS Lurk, Quarter Halves

Key Offensive Plays

A Shotgun - Normal

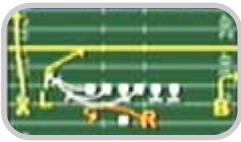


• HB Fly

An awesome play that allows you to spread the defense and catch them off-guard. Use it at the right time, and you will put up six points. Most defensive teams will think you are taking the ball off-tackle or up the middle; when you swing it to the outside with a full range of linemen in front of you, just play off of the blocks and get some big yardage.



B Shotgun - Normal

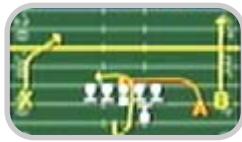


• Packers Screen

When you have one of the best backs in the NFL (Ahman Green), you should use him in a variety of ways. This play allows you to exploit Green's speed and the size of your line to make the push to first-down yardage. With all those big bodies in front of Green, if play off of the block properly you'll do better than a first down (think endzone, my friend).



C Strong I 3 WR



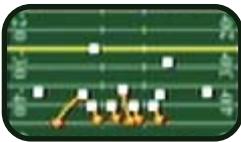
• PA Slot Drag

Showcases Favre's strength and precision. Look for Driver as your primary receiver. If he's double-covered, look for Ferguson or Franks, or to go to Green out of the backfield. Note how the defense sets up, and scan quickly. After the snap, watch how the linebackers react, then hit the player you think has the best chance of picking up the most yardage.



Key Defensive Plays

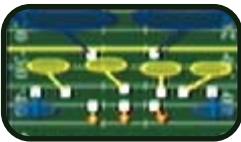
A 4 - 3 Normal



• Free Fire

Allows you to put pressure on the QB and disrupt the offense's flow. Kabeer Gbaja-Biamila and the rest of the Packers defensive front four have one thing in mind on this play: getting to the QB. The Packers defense is solid and the key is to keep the offensive team on its toes. A good assortment of blitzes will go along way to keeping the offensive team guessing.

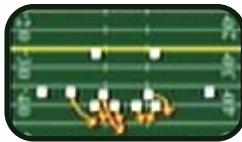
B Quarter Normal



• Cover 2

This is one of the main defensive plays for the Packers. It will allow you to spread out the offense and have all of your bases covered, especially when it comes to covering the middle of the field. It's also good for covering the opposition's speedy receivers on the outside.

C Nickel Normal



• Under Smoke

Allows your defenders to pin back their ears and head for the QB. Peterson and Reynolds are like locomotives, and their next stop is the QB or the ball-carrier. A great play to put some pressure on the offense. Even if you don't get to the QB, he will hear footsteps and might make an errant throw.



Roster Tips

Key Player Substitutions

- **Position:** DT
- **Substitution:** Chukie Nwokorie
- **When:** Global
- **Advantage:** This guy has some wheels and a good feel for the NFL game. Put him in when you feel the need to stir things up a little.

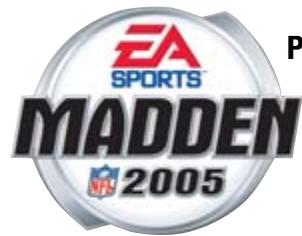
- **Position:** FS
- **Substitution:** Curtis Fuller
- **When:** Global
- **Advantage:** Fuller has some big-time talent and can really close on the ball. He is also a good tackler.

- **Position:** WR
- **Substitution:** Carl Ford
- **When:** Global
- **Advantage:** Ford has good hands and can find the openings in the zone. He's also got plenty of speed. If the guys on the field aren't doing the job, insert Ford.

Team Trivia

Answers

- 1 City Stadium
- 2 12
- 3
- 4 Blue and Yellow
- 5 Gerald Ford



CAROLINA PANTHERS

Home Field: Ericsson Stadium | Location: Charlotte, North Carolina | Type: Open | Capacity: 73,250 | Surface: Grass

Coaching Profile

John Fox

• Third Year

Playing As:
Carolina Panthers

- 1 Rotate running backs Stephen Davis and DeShaun Foster to reduce the chance of fatigue or injury to either player.
- 2 Expand the passing attack by using Davis as a short-yardage receiver.
- 3 On defense, use Mike Minter to shadow quarterbacks or receivers coming out of the backfield.

Playing Against:
Carolina Panthers

- 1 Avoid the team's strong interior via sweep plays with a strong lead blocker at fullback and the fastest runner on the roster at halfback.
- 2 Clog the interior with extra linebackers to neutralize Davis' power game.
- 3 Keep the ball away from Steve Smith on kickoffs and punts.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
11	5	0	325	304	6-2	5-3	2-2	9-3	5-1

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Chris Gamble	Ohio State	Cornerback (CB)	6'1"	181
Draft	2	Keary Colbert	S. California	Wide Receiver (WR)	5'10"	193
Draft	3	Travelle Wharton	S. Carolina	Offensive Tackle (OT)	6'3"	312
FA	-	Adam Meadows	Colts	Offensive Lineman (OL)	6'5"	290
FA	-	Travis Claridge	Falcons	Offensive Guard (OG)	6'5"	300

Scouting Report

Offense

Strengths

- Jake Delhomme is a proficient passer, while his favorite target, receiver Steve Smith, tallied 1,000-plus yards receiving and showcased his skills as a dangerous punt and kickoff returner last season. However, the heart of the offense is a running attack led by Stephen Davis, a 230-pound bruiser who specializes in grinding defenses down. Complementing Davis is DeShaun Foster, a speed back who can avoid tackles. Together, the two logged more than 1,800 total rushing yards.

Weaknesses

- Delhomme needs to play smarter to reduce turnovers, and the team needs to find a way to integrate the backfield into the passing attack. The offensive line needs an influx of young talent to offset the departure of guards Kevin Donnalley and Jeno James. Finally, Stephen Davis must remain healthy so his production doesn't fade as the season winds down.

Defense

Strengths

- Head coach John Fox excelled last season by employing a relentless run defense led by a young but talented front four anchored by speedy defensive ends Mike Rucker and Julius Peppers. The two logged a total of 19 sacks last season. Safety Mike Minter is an aggressive hitter who led the team in tackles and interceptions.

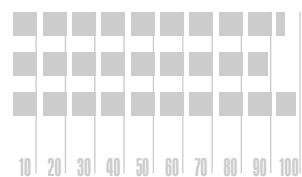
Weaknesses

- Assuming that everyone stays healthy, the Panthers are really just a few pieces away from that elusive Super Bowl title. The team must address its needs at cornerback and its lack of depth at linebacker—especially in the middle if Mark Fields is unable to play because of his battle with Hodgkin's Disease. Fortunately, the team snagged in the draft cornerback Chris Gamble—a smaller-sized defender with blazing speed—who should be able to contribute immediately in the secondary.

Team Statistics

Team Ratings

Overall Rating	93
Offense	89
Defense	99



Team Rankings

Scoring	15th
Passing Offense	18th
Rushing Offense	7th
Passing Defense	30th
Rushing Defense	11th
Turnovers	25th

Star Players



Stephen Davis • Running Back (RB)

Showcase Plays for Davis

#48



Davis Option



Flats

• Stephen Davis will come out of the backfield and bust through the line of scrimmage. If he gets held up and isn't open, pass the ball to Panthers tight end Mike Siedman.

• Hit Davis out to the left side of the formation with a screen pass. If the coverage is too tight look for Steve Smith or one of the other Panthers wideouts.

Key Attributes

Agility	86
Awareness	92
Break Tackle	95
Speed	87

This beefy running back enables the Panthers to grind down the clock—as well as defenses—thanks to his ability to deliver consistent yards on the ground and help engineer long scoring drives. Power is his calling card; he can break tackles and plow through crowds for extra yardage.



Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and 10 own 20
Singleback Normal
HB Draw

Analysis: Stephen Davis is the heart and soul of the Panthers offense. Madden recommends giving him the ball on first down to ensure positive yardage.



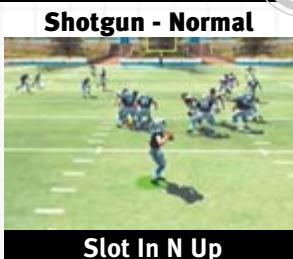
Steve Smith • Wide Receiver (WR)

Showcase Plays for Smith

#89



PA Pin Deep



Slot In N Up

• Smith runs a streak 10-yards up the left sideline, or if the middle is clear, hit Muhsin Muhammad for the big gainer. Smith will be in a position to get you a first down or a touchdown with this play.

• Steve Smith will run a hitch-and-go, and you will want to hit him on the second part of the pattern in stride. If he isn't open, your other option is to hit Stephen Davis out of the backfield.

Agility	96
Awareness	85
Catching	90
Speed	96

Smith had his best season yet as a Panther with 1,110 yards receiving and seven touchdowns. He has good speed in the open field and adjusts to poorly thrown passes with little effort. However, his small size (5'9" and 179) puts him at a disadvantage against bigger, more physical corners.



Team Trivia

5 Carolina Panthers Facts

Answers are on the following page.

- 1 During the team's inaugural season, which Panther scored the team's first-ever regular-season touchdown?
- 2 What player has been on the Panthers roster the longest?
- 3 In the team's first season, where did the Panthers play its home games?
- 4 Who was the first team to be defeated by the Panthers in the regular season?
- 5 In the 1995 expansion draft, whom did the Panthers select as its first player?

Fantasy Outlook

• **Star:** Stephen Davis
• **Draft:** Undrafted
• **2004 Outlook:** Davis is a workhorse for the Panthers. He had 318 carries last season and gained 1,444 yards. He's durable and is a go-to guy in the Panthers offensive system.

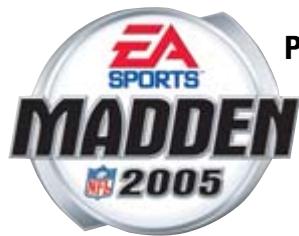
• **Star:** Steve Smith
• **Draft:** Undrafted
• **2004 Outlook:** Smith had 88 receptions and 1,110 receiving yards last season. He's not afraid to go over the middle and he has good hands.

Audible Packages

Offense

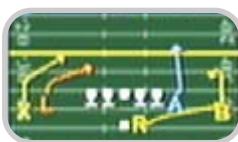
Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun-Normal	Slot Drag, WR Hooks, Double Slant, TE Out Slot In N Up	4-3 Normal	Free Fire, Slant 1 OLB Fire, Under Ram Buck, OLB Fire Man
Singleback Twin TE	TE Middle, FL Quick In, TE Under, PA Drop Ins	Quarter-Normal	F. Blitz, R. Buck 1 Deep, 1 Robber FS Lurk, Under Smoke, DB Strike 1
Running Setup	Plays	Coverage Scheme	Plays
Singleback-Big 1	HB Dive, HB Belly Weak, HB Blast, HB Counter	Nickel-Strong	2 Man Under, Cloud Zone, Strong Man, Cover 2
I Form-Big	HB Lead, HB Lead Toss, FB Dive Strong, HB Sweep	4-3-Over	Cover 1, 2 Man Under, Cover 3, Str Snake 3 Deep



Key Offensive Plays

A Shotgun Normal



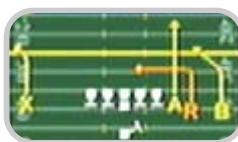
• Double Slant

Position: WR
Substitution: Muhsin Muhammad
When: Global
Advantage: This guy has incredible speed and should be in the lineup. You can insert him in Ricky Proehl's spot.

Position: TE
Substitution: Mike Seidman
When: Global
Advantage: Seidman is three points faster than Kris Mangum and seven years younger. He can get the job done, so insert him when you feel the need.

Position: ROLB
Substitution: Jessie Armstead
When: Global
Advantage: Armstead has plenty of experience and a nose for the football. He's also got plenty of speed. Insert him into the lineup for Will Witherspoon.

B Singleback Twin TE

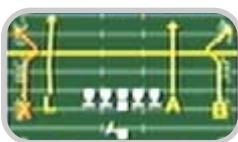


• FL Quick In

This play is designed to look like a run, but it's actually a pass. Look for either Steve Smith or Muhsin Muhammad as your primary receiver. If they are covered, dump the ball off to the tight end.

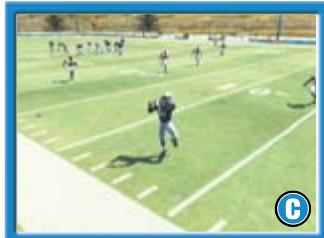


C Singleback Normal



• Post Corners

This is another play that is designed to put some points or some big-time yardage on your stats sheet. The tight end Mike Seidman will run a fly pattern. Steve Smith and Muhsin Muhammad will also be out on their routes. Scan to see who has the best chance to make the biggest play, and fire him the ball.



Key Defensive Plays

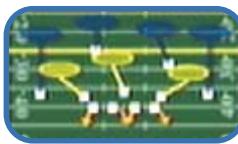
A 4-3 Normal



• Buzz Weak

The front four will be blitzing the offense and the linebackers will be falling back into coverage in the middle of the field. This is a good play to keep the pressure on the offense and to take away the short passes over the middle.

B 4-3 Normal



• 4 Deep Quarters

The linebackers are covering the middle of the field, while the safeties and the corners fall back into zone coverage. This is a great play for stopping the pass or at least keeping the receivers in front of your defenders.

C Nickel Normal



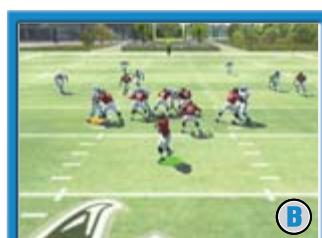
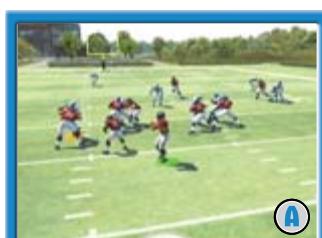
• 2 Man Under

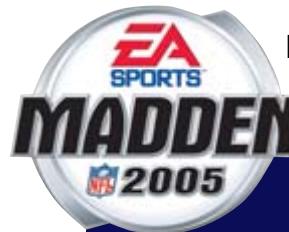
This is a great play to call if the opposing quarterback is mobile. The safeties fall back into zone coverage, while the rest of the defense covers the other receivers man-to-man. This defense is good if you want to play the offense clean and tight.

Team Trivia

Answers

- 1 Pete Metzelaars
- 2 Kicker John Kasay (since 1995)
- 3 Clemson, S.C.
- 4 New York Jets
- 5 Rod Smith





PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 15 at the opponent's 34
Shotgun 5 WR
Brown Option

Analysis: Troy Brown isn't necessarily Tom Brady's top target anymore, but he gets more than his share of clutch catches. Look for him on this variable route.

Team Trivia

5 New England Patriots Facts

Answers are on the following page.

- 1 The New England Patriots were the first pro team to do what?
- 2 Tom Brady played quarterback in college with what other pro QB?
- 3 Where did star wide receiver Troy Brown attend college?
- 4 How long was kicker Adam Vinatieri's Super Bowl-winning field goal?
- 5 Who scored a touchdown on a blocked kick by Troy Brown in the 2002 AFC Championship game?

Fantasy Outlook

• **Star:** Tom Brady
• **Draft:** 3rd round
• **2004 Outlook:** Brady is a lock for 25 touchdowns or more. He's a quality fantasy quarterback.

• **Star:** Corey Dillon
• **Draft:** 2nd round
• **2004 Outlook:** Even a monkey could tell you that Dillon, a star in Cincy, will shine even brighter for the defending Super Bowl champs. Snag him early.

#28

Corey Dillon • Running Back (RB)

Showcase Plays for Dillon

Singleback Trips WR**HB Slam****I-Form Twin WR****HB Screen**

• Dillon excels at running inside. With the defense looking pass, you should take the hike and go directly upfield. This play is even more effective if the defense shifts to the right, as you can playmaker it back to the left.

• At the start of the play, take a deep drop with Brady. Once the wall of blockers is set up for Dillon, fire him the ball. From here it proceeds like a running play. Simply use the linemen for a path upfield.

Key Attributes

Agility	85
Awareness	84
Break Tackle	90
Speed	90

Dillon, at 225 lbs., is a powerful back who hits the hole quickly and has a good burst. His 50 career touchdowns are the sign of a big-time star, and he'll excel with his new team.

**Ty Law • Cornerback (CB)**

Showcase Plays for Law

#24

Nickel Normal**CB Fox Blitz****Nickel 3-3-5****CB Dogs Blitz**

• Law is a top candidate to blitz from his secondary position. With great awareness and quickness, he's a nemesis to any quarterback. The coverage rolls to Law's side to protect his vacated position, so don't worry too much about bringing him.

• Here we have Law teaming up with another cornerback to pressure the QB. Take Law and move him inside so he has a better angle on the rush. Harrison will help cover deep, but there shouldn't be much time for the QB to work with.

Key Attributes

Awareness	96
Catching	79
Speed	95
Tackle	68

Law has been a force since his early days in New England. He has continually ruined the plans of Peyton Manning, and strikes fear into the heart of any quarterback hoping to throw to his side of the field.

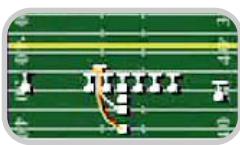
Audible Packages

Offense**Defense**

Passing Setup	Plays	Blitz Package	Plays
Shotgun 5-Wide	Deep Posts, Parallel Slants, WR Drag, WR Comebacks	3-4 Normal	Strong Blitz, MLB Cross Fire, OLB Dogs Fire
Shotgun Normal	HB Option, FL Screen, TE Option In, Slot Drag	Quarter Normal	Fire Blitz, DB Strike 1, Under Smoke, Str Ram Buck 1
Running Setup	Plays	Coverage Scheme	Plays
Strong I Big	Counter, Counter Weak, HB Power, HB Crash	Dime Flat	Cover 2 Edge, Safe, Double X, Cover 3
Split Backs Normal	HB Inside, FB Counter Weak, HB Draw	Nickel Normal	Quarters Safe, DBL Z Bracket, DE Contain

Key Offensive Plays

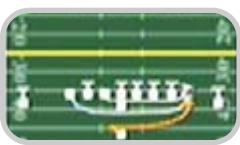
A I-Form Normal



- **HB Blast**

A classic running play that puts Dillon's speed and power to work. Be prepared to throw a stiff-arm as you come off the tackle for extra yardage. You can also turn it inside if the defense is worried about outside pursuit.

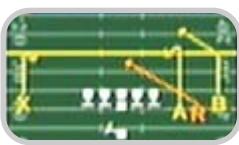
B Singleback Big



- **HB Counter Trap**

With one whole side of the line pulling, this play turns the pursuit of the defense inside-out. Stay behind the line for the first moments of the run, and then choose your hole wisely.

C Singleback Trips WR



- **Slot Middle**

Slot receiver Bethel Johnson runs a diagonal route over the middle of the field. It's an easy route against spread zones and should have success against man as well. Keep an eye on the safeties for any robber-type coverages.

Roster Tips

Key Player Substitutions

- **Position:** KR
- **Substitution:** Kevin Faulk
- **When:** Shotgun 5-WR
- **Advantage:** Faulk has 90 speed and great hands. He's a better choice than the fifth wide receiver on your roster.

- **Position:** WR
- **Substitution:** Bethel Johnson
- **When:** Singleback normal
- **Advantage:** Johnson is one of the bigger receivers on the Patriots, and has speed to spare (97). Use him in the slot position to gain an advantage against weaker DBs.

- **Position:** TE
- **Substitution:** Daniel Graham
- **When:** Shotgun normal
- **Advantage:** If you plan on using this set to pass, put the faster Graham in to give you a TE option down the seam. Fauria is better used in blocking situations.

- **Position:** DT
- **Substitution:** Vince Wilfork
- **When:** 3-4 sets
- **Advantage:** Wilfork, a rookie, is extremely quick and more agile than Keith Traylor. Let him anchor the defensive line out of the 3-4 for better run containment.



Key Defensive Plays

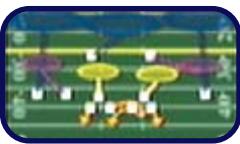
A 3-4 Normal



- **Wide Blitz**

With linebackers blitzing off the edge, there's going to be heat on the quarterback. Be sure to use a safety to watch any tight ends leaking out into pass patterns. Try pressing the coverage to buy the rush more time.

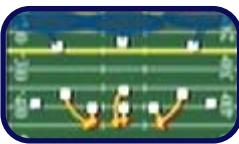
B Nickel Normal



- **Cover 3**

Traylor and Wilfork run an inside stunt to confuse the offensive line. From there, everyone else drops into a spread pass-coverage scheme that's sure to confuse opposing quarterbacks. Sit in the flats with a linebacker to pick off outlet passes.

C Nickel 3-3-5



- **3 Deep**

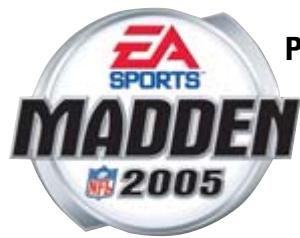
This is a great third and long defense that brings the heat from all directions. The Quarterback will be forced to throw quicker than he intended to. The result is that the Quarterback will often throw errant passes for the Patriots hungry defense to pick off. Beware of crossing routes over the middle, they will destroy this defense.



Team Trivia

Answers

- 1 Offer public stock
- 2 Brian Griese
- 3 Marshall
- 4 45 yards
- 5 Antwan Harris



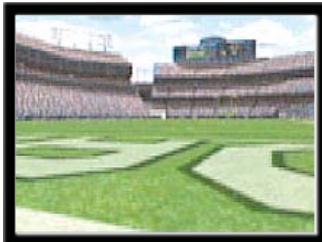
OAKLAND RAIDERS

Home Field: Network Associates Coliseum | Location: Oakland, California | Type: Open | Capacity: 63,142 | Surface: Grass

Coaching Profile

Norv Turner

• (First Year)

Playing As:
Oakland Raiders

- 1 First off, decide who your starting quarterback will be. Rich Gannon is mobile, but Kerry Collins is a pure pocket quarterback. Go with Collins.
- 2 The Raiders have speedster Justin Fargas in the backfield. Use tosses and sweeps to exploit the corner of the field.
- 3 Jerry Porter is the team's big-play specialist. Hobbled by injury last year, Porter should be a focus of your offense.

Playing Against:
Oakland Raiders

- 1 The Raiders gave up 43 sacks last year. Bring the heat.
- 2 Charles Woodson is a shutdown cornerback. Don't challenge him too often.
- 3 Phillip Buchanon is a speed merchant on special teams. Force him back to containment and try not to get in one-on-one situations.
- 4 Counter the Raider passing attack by bunching defenders in the middle of the field.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
4	12	0	270	379	4-4	0-8	3-9	1-3	1-5

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Robert Gallery	Iowa	Offensive Tackle (OT)	6'7"	323
Draft	2	Jake Grove	Virginia Tech	Center (C)	6'4"	300
Draft	3	Stuart Schweigert	Purdue	Safety (S)	6'3"	218
FA	-	Kerry Collins	Giants	Quarterback (QB)	6'3"	210
FA	-	Warren Sapp	Buccaneers	Defensive Tackle (DT)	6'5"	325

Scouting Report

Offense

Strengths

- The Raiders lacked an identity on offense last year. With Rich Gannon going down early in the season, the musical-chairs game led to a mess at quarterback. Rick Mirer never quite got in a groove, and Oakland's ground game carried the load with Charlie Garner and Tyrone Wheatley. With Kerry Collins and a healthy corps of receivers, the Raiders should lend themselves to a wide-open attack. A shored-up offensive line, with first overall draft pick Robert Gallery, should also do wonders.

Weaknesses

- Lacking the proper offensive-line talent, the Raiders were weak in just about every offensive category last year. The new influx of talent on the O-line should help there, but it's still worth testing the young front. Shoot the gaps with a variety of blitzes and hope to establish some fear.

Defense

Strengths

- Oakland has had a top secondary for a few years, but the problem has been up front. Without any semblance of a pass rush, even Charles Woodson will lose track of his receiver. Now Warren Sapp brings instant toughness to the defensive line. Get Sapp stunting and penetrating, and let Woodson and Buchanon roam in the secondary.

Weaknesses

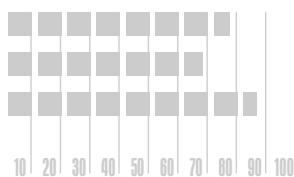
- The Raiders still lack a true pass rushing end, but Warren Sapp is a good base inside. Still, you can negate Sapp's ability by running counters away from him. Off-tackle plays should also be a success against the Raiders line. The linebacking corps is weak and can be exposed by a talented tight end.

Team Statistics

Team Ratings

Overall Rating

77



Offense

69

Defense

86

Team Rankings

Scoring

6th

Passing Offense

4th

Rushing Offense

16th

Passing Defense

26th

Rushing Defense

17th

Turnovers

4th

Star Players



Kerry Collins • Quarterback (QB)

Showcase Plays for Collins

#5

Singleback Normal



Deep Attack

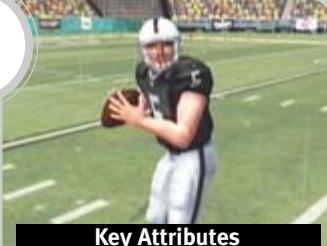
Split Backs 3-WR



HB Circle

• Collins loves to throw the deep ball, and this play gives him the perfect opportunity. Rice, Brown, and Porter all run deep routes, with our top choice being Porter down the seam. Wait for the safeties to help outside, and gun it.

• While the play is designed to match the HB up on a linebacker, we like Porter's route. Linebackers who drop shallow will not be able to defend Porter's speed off the line. If you have to dump it down to the HB, that's a sure short yardage winner, too.



Key Attributes

Awareness	87
Overall	87
Throwing Accuracy	88
Throwing Power	96

Collins has had a great career despite his struggles in New York last season. In leading two teams to the Super Bowl, he's shown that he has the leadership and passing skills to elevate a team to the next level. He's got a cannon for an arm, so lock and load.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

First and 10 at the 50

Strong I
HB Power

Analysis: The Raiders have a great fullback in Zack Crockett. He'll lead the charge on this play while Tyrone Wheatley brings 250 pounds of terror into the D-line. A good drive-starter.

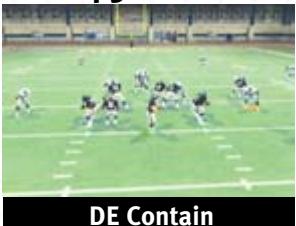


Warren Sapp • Defensive End (DE)

#99

Showcase Plays for Sapp

4-3 Normal



DE Contain

Dime Normal



Zone Blitz

• Sapp is much stronger than most of the tackles he'll play opposite from, and this play exploits that matchup. He'll loop outside or spin inside to slam the run. For extra effectiveness, fan the line out.

• With the added benefit of a blitzing cornerback coming to Sapp's side, the offensive line will have to keep extra people in if they want to avoid the sack. Try shooting quickly to the outside with Sapp while the other blitzer takes care of the QB.



Key Attributes

Awareness	92
Speed	67
Strength	86
Tackle	85

Sapp has a bit of trash-talking in him, and for good reason. As a bona-fide inside force, you can use him to stuff the opponent's run game and get the occasional sack. Sapp was a big part of Tampa Bay's Super Bowl team.

Team Trivia

5 Oakland Raiders Facts

Answers are on the following page.

- 1 Which former Raider was inducted into the Hall of Fame in 2003?
- 2 The Raiders were the first team in the NFL to accomplish what feat?
- 3 Former Raider great Ken Stabler played his college ball at what school?
- 4 In which Super Bowl did John Madden coach the Raiders to victory?
- 5 Who picked off 13 passes for the Raiders in 1980?

Audible Packages

Offense

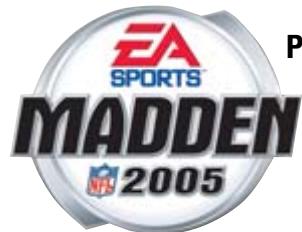
Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback Trips WR	Cross Up, Double Slant	4-3 Normal	OLB Fire Man, Thunder Smoke, Slant 1 OLB Fire
Shotgun 5 WR	Corner Threat, Short Crosses, Slots Flats	Nickel 3-3-5	Monster Blitz, Under 7 Slice,
Running Setup	Plays	Coverage Scheme	Plays
Weak I Normal	HB Gut, HB Wham, HB Off Tackle	4-3 Normal	Cover2, Double TE, Cover 4
Singleback Normal	HB Plunge, HB Counter Trap, HB Toss	Dime Normal	2 Man Under, Cover 3, Safe

Fantasy Outlook

- **Star:** Justin Fargas
- **Draft:** 6th round
- **2004 Outlook:** The USC speedster will be a big part of this year's offense.

- **Star:** Jerry Porter
- **Draft:** 4th round or later
- **2004 Outlook:** Look for Porter to develop some quick chemistry with quarterback Kerry Collins.

**Key Offensive Plays****A** Shotgun 5 WR

• Slot Flats

Position: QB
Substitution: Kerry Collins
When: Global
Advantage: With a 96 throwing power rating versus Gannon's 82, Collins has a big-time arm. Use it to thread the needle with bullet passes.

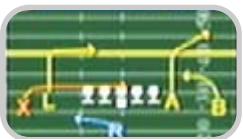
Position: HB
Substitution: Justin Fargas
When: All but goal-line and big formations
Advantage: Fargas has 94 speed and leaves starting running back Tyrene Wheatley in the dust. Fargas gives the Raiders O another dimension when he's on the field.

Position: LE
Substitution: Bobby Hamilton
When: Global
Advantage: Veteran end John Parrella has declined in recent years, while Hamilton has explosive potential from the end position. He's much faster and poses a bigger threat to the opposing defense.

B Weak I 3-WR

• Quick Slants

With five receivers in patterns, you'll have to decide quickly who to throw to. Tim Brown is in the left slot and runs a quick out to the sideline. That's perfect for short third-down conversions. If you need a bigger chunk of yardage, look for Jerry Porter deep down the left sideline.

C Singleback Empty 4-WR

• Dual Drags

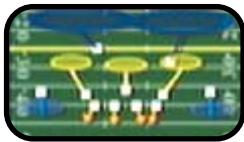
Jerry Rice has made a career out of the skinny post or slant route. Look for him right after the snap. If the defense takes away the quick hit, Porter runs a deeper pattern over the middle. Finally, if that's snuffed out, look to the back out in the short left flat.

Roster Tips**Key Player Substitutions**

Position: QB
Substitution: Kerry Collins
When: Global
Advantage: With a 96 throwing power rating versus Gannon's 82, Collins has a big-time arm. Use it to thread the needle with bullet passes.

Position: HB
Substitution: Justin Fargas
When: All but goal-line and big formations
Advantage: Fargas has 94 speed and leaves starting running back Tyrene Wheatley in the dust. Fargas gives the Raiders O another dimension when he's on the field.

Position: LE
Substitution: Bobby Hamilton
When: Global
Advantage: Veteran end John Parrella has declined in recent years, while Hamilton has explosive potential from the end position. He's much faster and poses a bigger threat to the opposing defense.

Key Defensive Plays**A** 4-3 Normal

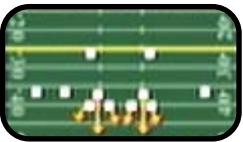
• Cover 2

If the Raiders have a weakness on defense, it's their slow linebackers. Try bringing them on a blitz with this play, as they don't do a whole lot in pass coverage anyway. Pinch the defensive line to allow the linebackers to flow to the outside. The play can be a run-stuffer, as well.

B 3-4 Normal

• 2 Man Under

From this formation, the defensive tackle performs a stunt loop to the outside. This motion can confuse the offensive line and get some solid pressure. With three linebackers in man coverage and one in a hook zone, plus two safeties deep, this is also an effective play against three-wide-receiver sets.

C Nickel Normal

• LB Fire

This high intensity blitz brings the nasty pressure on the quarterback with both linebackers coming up the gut of the offensive line. With standout corners flanking each side, the Raiders can afford to live on the wild side. Use this blitz when you feel like being malicious.

Team Trivia**Answers**

- ① James Lofton
- ② Win a championship as a wild-card team.
- ③ University of Alabama
- ④ Super Bowl XI
- ⑤ Lester Hayes

A**B****C**

ST.LOUIS RAMS

Home Field: Edward Jones Dome | Location: St. Louis, Missouri | Type: Dome | Capacity: 66,000 | Surface: Turf

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	447	328	8-0	4-4	4-0	8-4	4-2

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Steven Jackson	Oregon State	Running Back (RB)	6'2"	233
Draft	3	Tony Hargrove	Georgia Tech	Defensive End (DE)	6'4"	274
Draft	4	Brandon Chillar	UCLA	Outside Linebacker (OLB)	6'2"	253
FA	-	Justin Lucas	Cardinals	Safety (S)	5'10"	196
FA	-	Chris Chandler	Bears	Quarterback (QB)	6'4"	228

Scouting Report

Offense

Strengths

- The Rams are a prolific scoring unit thanks to game-breaking wide receivers Torry Holt and Isaac Bruce. Both are speed demons who can explode for big yards after the catch. Tackle Orlando Pace is the key element of the offensive line: he's a gigantic physical power who can dominate at the line of scrimmage. Despite injuries last season, running back Marshall Faulk remains a threat out of the backfield.

Weaknesses

- It seems that quarterback controversies have been an integral part of the Rams offense for years, and that trend will continue if play-caller Marc Bulger begins to falter like Kurt Warner did. Young legs are needed for the rest of the offensive line outside of Pace, and Faulk needs to remain healthy and seek a greater role in the passing game.

Defense

Strengths

- The defense has a vulture-like mentality that specializes in pick-offs and quarterback sacks. Last season the team had four different players with four interceptions each, including cornerback Jeramecius Butler and line backer Tommy Polley—and all four players are slated to return this season. Defensive end Leonard Little is an outstanding force up front, logging a team-high 13 sacks last season and an interception, to boot.

Weaknesses

- The loss of starting defensive end Grant Wistrom and defensive tackle Brian Young has to be cause for concern. Should the Rams also lose defensive end Little due to his legal troubles, there'll definitely be depth problems along the defensive line. The team is aging at safety, and would benefit from a shut-down corner that would ease the pressure for the veterans in the secondary.

Coaching Profile

Mike Martz

• Fifth Year



Playing As:



St. Louis Rams

- 1 Call four-wide formations on pass offense to spread the defense and expose any weaknesses in the opposing secondary.
- 2 Keep top draft pick Steven Jackson in the running-back rotation to keep Marshall Faulk's legs fresh.
- 3 Isaac Bruce is capable of passing the ball—use him to surprise defenses with a reverse wideout option play.

Playing Against:



St. Louis Rams

- 1 Use the safeties as extra cover men on Bruce and Torry Holt.
- 2 Run blitzes away from offensive tackle Orlando Pace.
- 3 Focus on developing a power run game to eat up the clock, which will give the Rams less time to put points on the board.

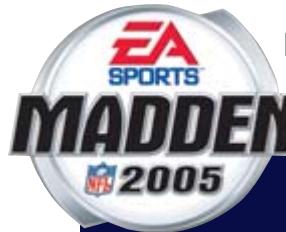
Team Statistics

Team Ratings

Overall Rating	86	
Offense	90	
Defense	75	

Team Rankings

Scoring	3rd
Passing Offense	3rd
Rushing Offense	30th
Passing Defense	31st
Rushing Defense	21st
Turnovers	7th



Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 25 at own 40
Shotgun 4-WR
Smash Corners

Analysis: You need a ton of yardage in a situation like this, and this play is designed to give you a chance. Get Marshall Faulk out in motion and watch him streak by a linebacker.

Team Trivia

5 St. Louis Rams Facts

Answers are on the following page.

- 1 Who is the Rams' all-time leader in receptions?
- 2 Name the St. Louis Rams player featured on the cover of the Madden 2003 video game.
- 3 Which two cities did the Rams called home before moving to St. Louis in 1995?
- 4 What player ensured the team's Super Bowl victory by tackling Tennessee Titan Kevin Dyson on the final play of the game?
- 5 What player played for both the St. Louis Rams and the St. Louis Cardinals?

Fantasy Outlook

- **Star:** Torry Holt
- **Draft:** 1st round
- **2004 Outlook:** A top receiver in the NFL last year, Holt caught 117 passes and had 1,696 receiving yards. He is one of the staples of the Rams offense.

- **Star:** Marc Bulger
- **Draft:** Undrafted
- **2004 Outlook:** Bulger is an excellent quarterback and last year he threw for 3,845 yards and had 22 touchdowns as quarterback.

#81

Torry Holt • Wide Receiver (WR)

Showcase Plays for Holt

Shotgun 4-WR



Holt Option

• This one showcases the speed and talent of Holt, one of the best receivers in the NFL. Look for him to go deep or take it to the sidelines. Whichever route he takes, try to hit him as he makes his cut. If he is double-covered, which he often is, look for Isaac Bruce, the other great Rams receiver.

Strong I-3WR



Deep Cross

• When you have speedy wide receivers there's no need to run a great many short plays unless you want to keep the defense guessing. Putting up points is the name of the game, and if you execute properly this play should do just that. Scan the secondary and look for Torry Holt or Isaac Bruce.

Key Attributes

Acceleration	96
Awareness	95
Catching	96
Speed	97

Holt is the perfect mix of speed and size for a wide receiver. He has jaw-dropping acceleration that makes him a deep threat. Even more importantly, he is a trouble-maker after the catch—meaning he has a penchant for turning 10-yard passes into 80-yard touchdown runs.



Marc Bulger • Quarterback (QB)

Showcase Plays for Bulger

#10

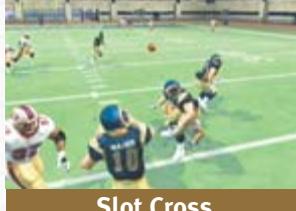
Shotgun 4-WR



Slot Comebacks

• Look for Isaac Bruce between defenders down the left side of the field. If he's not open, look for Torry Holt or another wideout. This play takes some time, so make sure you have Faulk or another blocker to help out in case you need the time to make the long throw.

Splitbacks 3 WR



Slot Cross

• Bulger has a great arm so look for the long pass here. See if you can hit Torry Holt or Isaac Bruce deep. Looker will work his way into the middle of the field and is a good option if both Isaac and Torry aren't open. If you learn to time this play correctly you can rack up some serious yardage.

Key Attributes

Awareness	83
Overall	88
Throwing Power	92
Throwing Accuracy	92

On paper, St. Louis had no quarterback controversy. In 2003, Bulger played like a superstar with 3,845 yards in the air and 26 total touchdowns. He can now stake claim to the throne without looking over his shoulder now that Kurt Warner is in New York.

Audible Packages

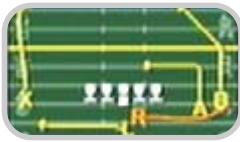
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback - Normal	WR Option, Stagger Posts, PA Deep In, TE Middle	4-3 Normal	Engage 8, Free Fire, LOL Blitz, Thunder Smoke
Shotgun - 4WR	Slot Come Backs, Slot Drag, WR Post Corners, Hail Mary	46 Bear	46-Bear, 3 Deep Blitz, 46 Mid Blitz, Inside Blitz, Outside Blitz
Running Setup	Plays	Coverage Scheme	Plays
I-Form Normal	HB Dive, HB Sweep Strg, HB Slam, WR Reverse	Nickel-Normal	2 Man Under, Cover 3, 3 Man Under, Cover 2 QB Spy
Weak I-Big	HB Lead, HB Wham, Power Toss, Counter Strong	4-3 Normal	Cover 1, Cover 2, 2 Deep Gap Shoot

Key Offensive Plays

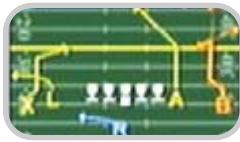
A Strong I - 3 WR



• Double Flares

Scan the receivers down the field and look for an open Isaac Bruce or Torry Holt, if nothing is open get rid of the ball by passing it to Marshall Faulk. Hit the open receiver in stride and then watch the touchdown celebration begin!

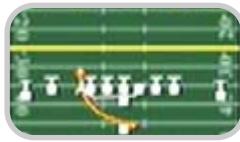
B Singleback - Normal



• Holt Option

The receiving core of the St. Louis Rams is world-class and has been for the last few years. This play has a bit of everything in it. If you need a first down or a long gainer, or are trying to put a team away, run this play and look for the open receiver. The first two looks should go to Torry Holt or Isaac Bruce, or even Marshall Faulk out of the backfield.

C Singleback - Normal



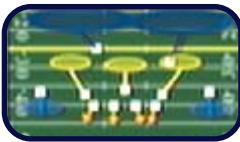
• Rams 27 Counter

This is a play that will allow you to set the tone with the defense. A good running game always sets up the passing game and you have Marshall Faulk, one of the best running backs in the league. Give everyone you play against a good helping of Faulk as both a runner and a receiver!



Key Defensive Plays

A 4-3 Normal



• Cover 2

The Rams use this defense a lot, and it is a very good situational defense to run on first down. You will be able to cover most of your bases with this play, including being able to clog up the middle of the field and cover the outside receivers nicely.

B Nickel 3-3-5



• QB Spy

On this play the front three of your defensive line will stay at home and allow the Rams defense to pick up the outside receivers. This is a great defense to call during a passing down. Even if the offense tricks you with a run, the Rams defensive front will be at home to take care of business.

C 4-6 Bear



• QB Contain

Keep the offense honest and put plenty of pressure on them with this play. Blitzing is a good way to keep the offense on their toes. The goal of this play is to allow you to disrupt the flow of your opponent's game.



Roster Tips

Key Player Substitutions

- **Position:** WR
- **Substitution:** Kevin Curtis
- **When:** Global
- **Advantage:** This guy can pick them up and put them down in a hurry. Feel free to put in Curtis when you need some more speed, sub out Dane Looker. Curtis is 14 points faster than Looker and he has good hands.

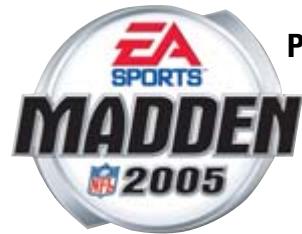
- **Position:** LG
- **Substitution:** Scott Tercero
- **When:** Global
- **Advantage:** Tercero is a horse and he's very quick for a big man. Don't hesitate to put him in the lineup if one of the offensive guards goes down or isn't getting the job done.

- **Position:** CB
- **Substitution:** Kevin Garrett
- **When:** Global
- **Advantage:** Garrett has plenty of speed and is always around the football. He's got good range and he's faster than Jerametrius Butler.

Team Trivia

Answers

- 1 Isaac Bruce
- 2 Running back Marshall Faulk
- 3 Los Angeles and Cleveland
- 4 Mike Jones
- 5 Ron Wolfley



BALTIMORE RAVENS

Home Field: Ravens Stadium | Location: Baltimore, Maryland | Type: Open | Capacity: 69,354 | Surface: Grass

Coaching Profile

Brian Billick

• Sixth Year



Playing As: Baltimore Ravens

- 1 Run often to develop clock-draining drives, which should help rest the defense.
- 2 Preserve offensive-line stamina by rotating new blockers into the lineup throughout the game.
- 3 Play the pass straight up and save the blitzes for anticipated run plays.

Playing Against: Baltimore Ravens

- 1 Avoid throwing to Chris McAlister unless you have a superstar at wide receiver. Even then, it's best to throw away from his side of the field.
- 2 Devote at least one safety (two if necessary) to serve as an extra linebacker expressly to stop Jamal Lewis.
- 3 Keep an extra blocker in the backfield to try and negate the Ravens' blistering pass rush.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	391	281	7-1	3-5	7-5	3-1	4-2

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	2	Dwan Edwards	Oregon State	Defensive Tackle (DT)	6'3"	309
Draft	3	Devard Darling	WA State	Wide Receiver (WR)	6'1"	213
FA	-	Corey Fuller	Browns	Cornerback (CB)	6'1"	220
FA	-	Kordell Stewart	Bears	Quarterback (QB)	6'1"	217
FA	-	Kevin Johnson	Jaguars	Wide Receiver (WR)	5'11"	195

Scouting Report

Offense

Strengths

- The Ravens had the top-ranked rushing offense in the NFL thanks to the exploits of running back Jamal Lewis, who tallied an astounding 2,066 yards last season. A key factor to Lewis' success is the depth of the offensive line. The constant rotation of players keeps blockers fresh and contributes to the wearing down of defenses.

Weaknesses

- Coach Brian Billick needs to complement Lewis with a speedy deep-threat receiver in the passing game. The team can survive with an average quarterback, but without a receiver who can go deep, defenses can put eight or nine men up front to neutralize Lewis. Unfortunately, the team was unable to snag anyone to fit that receiver role in the 2004 draft. All of this may be meaningless, however, if Lewis' legal woes derail his career.

Defense

Strengths

- The Ravens have always been strong against the run, mainly due to the linebackers led by Ray Lewis—one of the quickest and most feared hitters in the league. Teammate linebackers Ed Hartwell and Peter Boulware (recovering from knee surgery) are excellent pass-rushers, and they profit from the attention that opposing offenses give Lewis. Cornerback Chris McAlister, who anchors the secondary, has proven that he can neutralize any receiver he faces.

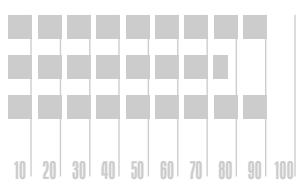
Weaknesses

- Overall, the Ravens have few flaws on defense, assuming that the team can reach a new deal with McAlister. The front line is relatively undersized but makes up for it with mobility. The Ravens currently seek a safety strong enough to punish receivers running through the middle of the field. Perhaps the biggest worry for the Ravens defense would be an injury to linebacker Lewis.

Team Statistics

Team Ratings

Overall Rating	90
Offense	76
Defense	90



Team Rankings

Scoring	8th
Passing Offense	32nd
Rushing Offense	1st
Passing Defense	6th
Rushing Defense	6th
Turnovers	9th

Star Players



Jamal Lewis • Halfback (HB)

Showcase Plays for Lewis

Strong I - Big



HB Sweep

• Jamal Lewis is a key component of the Ravens' offensive attack. He uses his speed and toughness to execute one of the most exciting plays in football. Once the offensive line gets out in front of him, run behind the blockers. When the defense arrives, play off the blocks and head for daylight.

Singleback - Big



HB Toss Strong

• Lewis can use his world-class speed to go off of right tackle. Blocking is important here; if there isn't anything there, break to the outside for extra yardage. In most cases this play is used to keep the defensive team off-balance and get some rhythm for your offense.

#31



Key Attributes

Acceleration	97
Agility	90
Break Tackle	99
Speed	91

Lewis is a one-man wrecking ball capable of wearing down would-be tacklers and dismantling defenses. His low-to-the-ground running style combined with his 240-pound build make him exceedingly difficult to bring down without help.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 3, own side of the 50
Shotgun 4-WR
Smash Corners

Analysis: With Baltimore's bruising running game, you're sure to be in a lot of in-between third-down calls. Don't pass here. Jamal Lewis can bust through more often than not.



Ray Lewis • Middle Linebacker (MLB)

Showcase Plays for Lewis

#52

4-3 Normal



Thunder Smoke

• Bringing the thunder is what Ray Lewis does best, and on this play he and his tag-team defensive partner Peter Boulware pin back their ears and go after the opposing quarterback. Things move very quickly, but for best results isolate on Lewis, swing him around the right tackle, and head straight for the opposing quarterback.

3-4 Normal



MLB Storm Blitz

• Ray Lewis loves contact, and this play offers up plenty. If you're lucky you'll end up standing over the opposing QB. But the Ravens defense has weapons besides Lewis. If he can't make it to the QB or the ball carrier, he demands attention so that will leave Peter Boulware and the boys to take care of business, and they usually do.



Key Attributes

Acceleration	92
Agility	87
Tackle	99
Speed	85

Like the other Lewis, this all-pro linebacker can wreck offensive plays with his unrivaled pursuit skills and ability to shut down running lanes. Lewis' intensity on the field is palpable and contagious: He is a charismatic leader who can inspire teammates to kick things up several notches.

Audible Packages

Offense

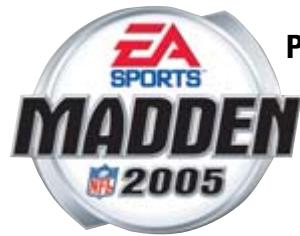
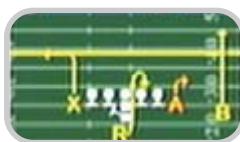
Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun 2 RB 3WR	Deep Out, Quick Slants, Double Slants, Streaks	4-3 Normal	OLB Fire Man, Thunder Smoke, Slant 1 OLB Fire, Sting Left
Shotgun-Normal Offset WK	Deep Outs, Double Slants, Slot Drag	Dime Flat	Strike, Inside Blitz, Overload Blitz, Fire Blitz
Running Setup	Plays	Coverage Scheme	Plays
I-Form Big	HB Blast, HB Lead, HB Lead Toss, HB Toss	Dime Normal	2 Man Under, Cover 3, Cover 2 Pinch, Cover 1
Strong I-Big	FB Dive, HB Counter, HB Sweep, FB Trap	Nickel 3-3-5	Cover 1, 3 Deep, Under 7 Slice, Cover 3

Fantasy Outlook

• **Star:** Jamal Lewis
• **Draft:** 1st round
• **2004 Outlook:** One of the top running backs in the NFL, last year Lewis ran for 2,066 yards and had 14 touchdowns.

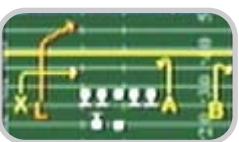
• **Star:** Ray Lewis
• **Draft:** 1st round
• **2004 Outlook:** One of the most feared linebackers in the NFL, Lewis can rush the passer and he can make whoever touches the ball on offense pay. Last year he had 125 solo tackles, two sacks, and six interceptions.

**Key Offensive Plays****A I-Form Twin WR****• TE Option**

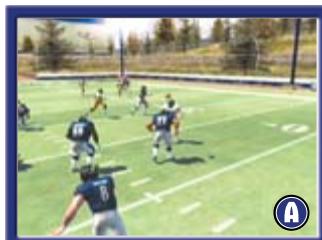
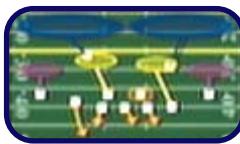
This play is meant to go to tight end Todd Heap, but it does a good job of spreading out the defense. Look for Heap on the option, but watch for Jamal Lewis to be open as well. If both are covered, toss the ball to Travis Taylor or Randy Hymes. Both wideouts will get the job done for you on this play.

A Singleback - Big**• Ace Play Action**

On this play the receivers go out into coverage. Jamal Lewis makes like he is going into a route and then cuts it off. Hit either Kevin Johnson in the flat or Travis Taylor. If both of those guys are covered, check the ball back to Lewis.

A Shotgun Normal Offset Wk**• Slot Deep Post**

On this play wideout Randy Hymes goes deep over the middle, and he's your primary target. This play should net some big yardage, but if things break down, watch for Travis Taylor on the outside. This play always has the potential to be big, so don't hesitate to call it whenever you get the urge.

**Key Defensive Plays****A 3-4 Normal****• 2-Deep MLB Spy**

This play is awesome, especially if you are playing against a team with a mobile quarterback. In this coverage Lewis is the spy on the quarterback or the ball-carrier because he is so quick from his middle linebacker position. Peter Boulware, the other Ravens linebacker can take care of business, as well. This play does a good job of covering the run and the pass.

A 3-4 Normal**• Renegade**

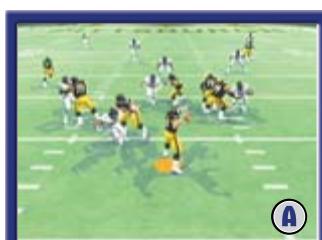
This play will allow you to rush the passer and bring everything but the kitchen sink. Ray Lewis, Peter Boulware, Marques Douglas, Kelly Gregg, and the rest of the Ravens defense will have one goal in mind: to get to the quarterback. This is a terrific play that will allow you to show your opponent who's the man.

A Quarter Normal**• Cover 1**

Execute this play properly and swing Boulware or Lewis out to the right into the middle and you just might be bringing the ball the other way. Intercepting an errant or rushed pass isn't out of the question with this play. Keep your eyes open and go for the ball.

Team Trivia**Answers**

- 1 Edgar Allan Poe
- 2 Linebacker Ray Lewis
- 3 Jamal Lewis and Leon Searcy
- 4 Denver Broncos
- 5 Cleveland Browns



WASHINGTON REDSKINS

Home Field: Redskins Stadium | Location: Landover, Maryland | Type: Open | Capacity: 80,116 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	287	372	3-5	2-6	2-2	3-9	1-5

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Sean Taylor	Miami (Fla.)	Free Safety (FS)	6'2"	231
Draft	3	Chris Cooley	Utah State	Tight End (TE)	6'3"	265
Draft	5	Mark Wilson	California	Offensive Tackle (OT)	6'6"	314
FA	-	Clinton Portis	Broncos	Running Back (RB)	5'11"	205
FA	-	Mark Brunell	Jaguars	Quarterback (QB)	6'1"	217

Scouting Report

Offense

Strengths

- The Redskins created instant offense by acquiring explosive running back Clinton Portis from Denver and veteran quarterback Mark Brunell. Portis will add a much-needed spark to the running game. Brunell is aging but still has an accurate arm—at the very least, he will be a strong backup for quarterback Patrick Ramsey. Top receiver Laveranues Coles is a dependable target who stands to profit from Brunell's arrival.

Weaknesses

- The Redskins added talent at key positions in the backfield, but the team still must address a lack of depth along the offensive line. The team drafted two offensive tackles in late rounds, but they may not even make the team, and the only arrival via free agency is center Cory Raymer. Portis' numbers (and Ramsey's health) will suffer if the Redskins have injuries up front.

Defense

Strengths

- "Strengths" might be too strong a word for a defense that's being completely revamped. The Redskins are adding much-needed depth to the defensive line with defensive tackle Cornelius Griffin and defensive end Phillip Daniels—both are likely starters. Free-agent linebacker Marcus Washington joins linebacker LaVar Arrington—together, the two will add some intensity to the pass rush.

Weaknesses

- It's too soon to tell how much Gibbs' strategy of addition by subtraction will help the defense. The Redskins cleaned house in the off-season by releasing high-profile names such as linebackers Jeremiah Trotter (the team's tackles leader last season) and Jesse Armstead, and aging defensive end Bruce Smith. The departure of Champ Bailey means that the team no longer has a stopper in the secondary. Overall, the Redskins have holes everywhere to fill—and there isn't enough talent on board to fill it this season.

Coaching Profile

Joe Gibbs

- Twelfth Year



Playing As:

 Washington Redskins

- 1 Start quarterback Mark Brunell in favor of Patrick Ramsey. Brunell is a proven passer while Ramsey still needs time to develop.
- 2 Bring in a steady blocker at tight end to aid Clinton Portis' running game.
- 3 Consider shifting linebacker LaVar Arrington to defensive end to generate a stronger pass rush.

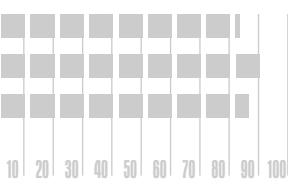
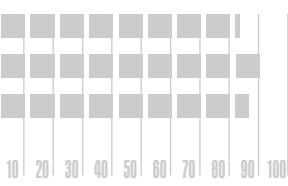
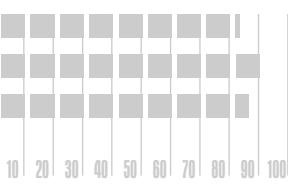
Playing Against:

 Washington Redskins

- 1 Attack the team's weak offensive line with interior-line-backer blitzes.
- 2 Bring up a safety closer to the line of scrimmage to spy on Portis.
- 3 Run sweeps away from LaVar Arrington's side of the field.

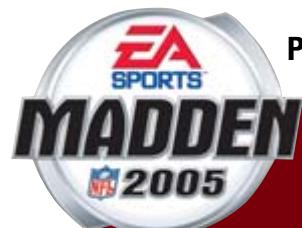
Team Statistics

Team Ratings

Overall Rating	82	
Offense	90	
Defense	86	

Team Rankings

Scoring	22nd
Passing Offense	21st
Rushing Offense	22nd
Passing Defense	20th
Rushing Defense	26th
Turnovers	12th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 5, midfield
Singleback Big
Ace TE Drag

Analysis: Laveranues Coles is lightning-fast. Madden likes getting him the ball on this third-and-medium-distance down, and so do we. If the D keys on Coles, check down to the other drag route.

Team Trivia

5 Washington Redskins Facts

Answers are on the following page.

- Who is the Redskins all-time leader in passing yardage?
- What city did the Redskins franchise originally come from?
- How many Super Bowl championships has Joe Gibbs led the Redskins to?
- During the Super Bowl party at the White House in 1988, who caught the pass thrown by President Reagan?
- What was the last sports title won by Joe Gibbs?

Fantasy Outlook

• **Star:** Clinton Portis
• **Draft:** 2nd round
• **2004 Outlook:** Acquired from the Denver Broncos, Portis is a threat out of the backfield and can catch the ball as well as run with it.

• **Star:** Laveranues Coles
• **Draft:** Undrafted
• **2004 Outlook:** One of the top wide receivers in the game last year, he had 1,204 receiving yards and averaged 14.7 yards per catch.

PRIMA OFFICIAL GAME GUIDE

Star Players

Clinton Portis • Running Back (RB)

Showcase Plays for Portis

#26



I-Form Normal



PA FB Streak

• This will keep the defense off balance and force them to watch everyone on the field. Portis will move from his half-back position through the line and try to find some open room in the middle of the field. Hit him in stride and this play could go for some very big yardage. Especially if the defense isn't paying attention to Portis speed and skill.

Singleback-Normal



HB Smash

• When you have one of the most talented running backs in the game, you might as well use him. Portis will take the hand-off from Mark Brunell and head through the line of scrimmage. This play won't always net you big yardage, but it will set up the passing game and allow you to control the game clock.



Key Attributes

Acceleration	99
Agility	96
Break Tackle	88
Speed	97

The team names have changed, but Portis' role remains the same: This running back comes from the Broncos to the Redskins to provide an explosive rushing attack. He runs like a turbocharged sports car, zipping through holes and evading tacklers like orange road cones. Portis also is an excellent blocker against the pass rush.



Laveranues Coles • Wide Receiver (WR)

Showcase Plays for Coles

#80

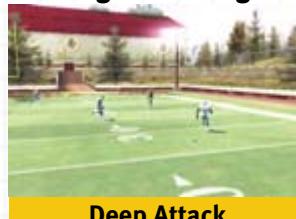
Shotgun 4 WR



Post Flags

• Coles is a big-time receiver and this play showcases his talent, even in traffic. Coles also has breakaway speed, so make sure you use that. Hit him with the ball early and let him wheel and deal through the defensive secondary. You don't have to wait until he is at the end of his route; it can be better to throw the pass before the other defenders can help out.

Singleback - Big



Deep Attack

• Coles is flanked out to the right of the formation on this play, and Trung Canidate is on the left (unless you flip them). This play has a lot of potential for a big gain, even in tight coverage. Coles has great hands, and if you lead him with the ball, chances are he'll catch it.



Key Attributes

Accuracy	98
Awareness	86
Catching	91
Speed	99

Coles managed to scrape up decent totals last season (1,204 receiving yards and six touchdowns) despite participating in the failed Steve Spurrier experiment. Not only is Coles speedy, but he runs excellent timing routes and reads and adjusts to blitzes very well.

Audible Packages

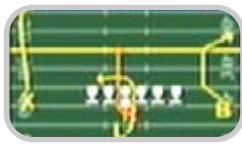
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback-4WR	Strike Post, Slots Attack, PA Slot Crosses, PA Slot Wheels	4-3 Over	Sam Shoot Fire 2, Slant Crash Left, Crash Right, Buzz Duo
Singleback-Twin TE	WR Screen, Corners, PA Rollout, Slot Middle	4-3 Normal	Under Ram Buck, OLB Fire Man, Mid Rush, Double Z
Running Setup	Plays	Coverage Scheme	Plays
I-Form Normal	HB Counter, HB Lead Dive, HB Slam, HB Toss	4-3 Over	Cover 3, Str Snake 3 Deep, 4 Deep DT Stunt, Cover 4 Buzz
I-Form Twin TE	HB Counter Str, HB Lead, FB Dive Strong, HB Lead Toss	Dime Flat	Cover 3, DE Contain, Cover 2, 2 Man Under

Key Offensive Plays

A I-Form Normal

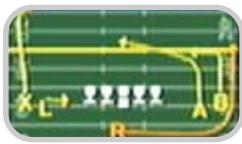


• PA FB Streak

This will put a bug in the defense's ear that they should cover Portis out of the backfield on just about every play. Portis weaves his way through traffic through the line and should be open for a decent gain. If he's covered or gets bottled up, throw to Coles. Look for the mismatch or the single coverage and hit the open receiver.



B Singleback - 4WR

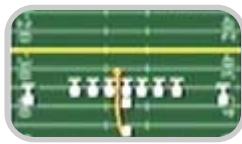


• HB Wheel

This play will once again showcase Clinton Portis' hands as a receiver out of the backfield. When the ball is snapped he will make his way through the line and do a wheel route. Try hitting him in stride for best results. With Portis' speed and Mark Brunell's arm, you could make quick work of the defense and put the game away early using this play.



C Singleback - Big



• HB Slam

Since you have one of the best backs in the NFL, you might as well put him to good use running the ball. This play isn't designed to pick up huge yardage, but it does make a statement. Running the ball down the defense's throat using Portis will allow you to dominate the line or take some precious time off of the clock. This is also an outstanding short-yardage play.



Key Defensive Plays

A 4-3 Normal

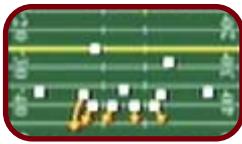


• Double Z

This play puts pressure on the QB and receivers. With the quality of the Redskins' defensive front four, you should have no trouble sacking the QB if you execute well. If you move a middle linebacker to the right and swing him around the tackle, you might find either the ball-carrier or a clean romp to the quarterback.



B 3-4 Normal



• DBL TE Bracket

This defensive play is designed to contain the tight end and stop things from developing in the middle of the field. It's even decent for stopping the run, but you had better have your wits about you. LaVar Arrington is on a mission to stop the offensive team from converting.



C 4-3 Normal



• Mid Rush

This one allows the defensive front four to head for the QB. It's perfect when the offense is in a must-pass situation and has to get long yardage to pick up a first. The outside receivers will be covered and the Redskins defensive front will take care of the middle if the offense tries a draw or an off-tackle play. Jeremiah Trotter will take care of the short passes in the middle of the field.



Roster Tips

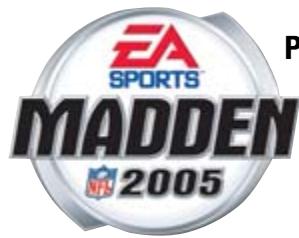
Key Player Substitutions

- **Position:** WR
- **Substitution:** Taylor Jacobs
- **When:** Global
- **Advantage:** Jacobs, in his third year out of Florida, is a nice player who can bring a boost to the offense or special teams. Use him special situations such as a fake punt.

Team Trivia

Answers

- 1 Joe Theismann (25,206 yards)
- 2 Boston
- 3 Three (XVI, XVII and XXII)
- 4 Ricky Sanders
- 5 A Winston Cup Championship with NASCAR driver Tony Stewart (2002)



NEW ORLEANS SAINTS

Home Field: Louisiana Superdome | Location: New Orleans, Louisiana | Type: Dome | Capacity: 72,675 | Surface: Turf

Coaching Profile

Jim Haslett

• Fifth Year



Playing As: New Orleans Saints

- 1 In general, keep four wide-outs on the field to spread the secondary.
- 2 Consider running double tight-end sets that feature Ernie Conwell and Boo Williams—both are proven receivers at that position.
- 3 The defensive front seven should be stronger this season, so keep the safeties deep to protect against the big passing plays.

Playing Against: New Orleans Saints

- 1 Test the corners early and often with deep posts and fly routes off of play action.
- 2 Also direct the running game toward the sidelines to force the linebackers and corners to make tackles.
- 3 Have a linebacker shadow running back Deuce McAllister out of the backfield—he is a solid receiver that Brooks likes to use as a safety valve.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
8	8	0	340	326	5-3	3-5	1-3	7-5	3-3

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Will Smith	Ohio State	Defensive End (DE)	6'3"	267
Draft	2	Devery Henderson	Louisiana State	Wide Receiver (WR)	5'11"	191
Draft	2	Courtney Watson	Notre Dame	Inside Linebacker (ILB)	6'1"	237
FA	-	Aaron Stecker	Buccaneers	Running Back (RB)	5'10"	205
FA	-	Sam Gash	Bills	Fullback (FB)	6'0"	242

Scouting Report

Offense

Strengths

- The Saints' various weapons on offense give the team a healthy and balanced run/pass game. Deuce McAllister is the team's durable running back—a strong athlete who is equally comfortable as a receiver. Aaron Brooks is a smart quarterback with an accurate arm, and he excels at involving all the receivers in the passing game—including top target Joe Horn and deep-ball threat Donte Stallworth.

Weaknesses

- The Saints have only minor needs on offense. Most importantly, the team has to cut down on offensive turnovers. The Saints will need better consistency from Brooks game to game. Running back Deuce McAllister needs a backup capable of running the ball off tackle and catching the ball out of the backfield.

Defense

Strengths

- Defensive end Darren Howard is a pass-rushing phenom who tallied five sacks in eight games last season, and the Saints consider him a franchise player to build the defense around. The acquisition of defensive tackle Brian Young and the drafting of defensive end Will Smith will help beef up the line immensely, while the return of Mel Mitchell (who tore an ACL last season) will increase the depth at safety. Mitchell's backup, Jay Bellamy, had a superb breakout season and is expected to remain the starter.

Weaknesses

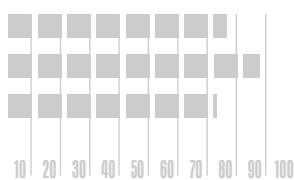
- Whether due to lack of depth or to injuries, the defense proved too porous to win ball games last season. The team's linebackers failed to contain the run consistently. The Saints desperately need improved depth at cornerback to prevent getting burned on big plays—but curiously, no corners were drafted in 2004.

Team Statistics

Team Ratings

Overall Rating

76



Offense

88

Defense

72

Team Rankings

Scoring

14th

Passing Offense

8th

Rushing Offense

11th

Passing Defense

28th

Rushing Defense

27th

Turnovers

20th

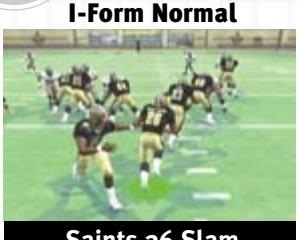
Star Players



Deuce McAllister • Running Back (RB)

Showcase Plays for McAllister

#26



Saints 26 Slam

• A quick hit at the line; McAllister has the speed and strength to bust through for a big gain. Once through the line, try to bounce to the outside for major yardage. Pounding the ball is a good way to control the line and make a statement to your opponent. The Saints have a decent offensive line and you can't go wrong with McAllister carrying the ball.



HB lead

• This play looks like a passing play, but it's specially designed to make some room for Saints star running back Deuce McAllister. Take the handoff and go off-tackle, and you should be able to not only set up the passing game for yourself, but also get some first downs and maybe a few touchdowns.



Key Attributes

Acceleration	96
Agility	89
Break Tackle	94
Speed	93

McAllister brings zoom and zip to the Saints rushing game. This talented running back has a slash-and-burn running style that enables him to drive deep through gaps in the defensive line then juke left or right to make linebackers miss. He has excellent change-of-direction moves as well as above-average pass-catching skills.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and 10, own 15

I Form Normal

Saints 26 Slam

Analysis: Deuce McAllister is rarely stopped for negative yardage. Deep in your own territory, the key here is to not go back any farther. Get it to your horse.



Joe Horn • Wide Receiver (WR)

Showcase Plays for Horn

#87



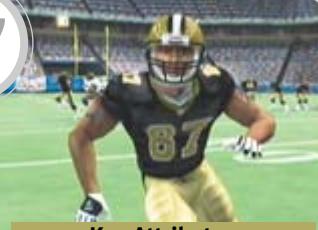
Horn Option

• Specifically designed for you to get the ball to Horn, break a tackle or two, and take it to the house. Horn can take a couple of directions; do an up-and-out up the field or take it to the inside. If double-covered, check off to one of the other receivers to make this play pay off.



WR Fade

• This formation spreads the defenders out along the line of scrimmage. All Horn needs is a seam and a little bit of room. Deliver him the ball break a couple of tackles, and this play should work very well. Horn has plenty of yards after the catch, so once you get him the ball, the yards should pile up.



Key Attributes

Acceleration	94
Awareness	91
Catching	93
Speed	90

Last season, Horn was the Saints receiving leader and the most prolific touchdown producer (with 10 total scoring receptions) in a talented wideout corps. Horn is a fearless route-runner capable of running across the middle, and he moves well after the catch.

Audible Packages

Offense

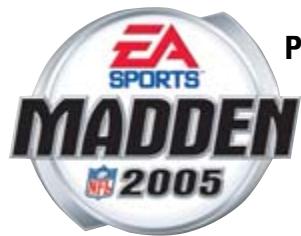
Defense

Passing Setup	Plays	Blitz Package	Plays
I-Form 3 WR	WR Option, PA FB Flat, Slot Corner, Slot 2 Out	4-3 Over	Slant Left, Crash Right, Edge Sting, Safety Blitz
Singleback 4WR	PA FL Stretch, WR Break Out, Isolation	Quarter-Normal	Fire Blitz, Ram Buck 1 Deep, Under Smoke, DB Strike 1
Running Setup	Plays	Coverage Scheme	Plays
Singleback-Big	HB Counter, HB Belly Strong, HB Power, HB Draw	Nickel-3-3-5	Cover 3, 2 Man Under, Double Outside, Cover 1
Strong I-Normal	HB Power, HB Dive Weak, HB Dive	Dime Flat	Cover 3, DE Contain, 2 Man Under, Cover 1 LB Spy

Fantasy Outlook

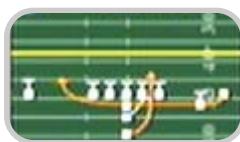
• **Star:** Deuce McAllister
 • **Draft:** 1st round
 • **2004 Outlook:** One of the premiere multipurpose backs in the NFL, McAllister can get the job done rushing the ball and catching out of the backfield.

• **Star:** Joe Horn
 • **Draft:** Undrafted
 • **2004 Outlook:** One of the top wide receivers in the league, Horn has blazing speed and can find the open spaces like a beast.



Key Offensive Plays

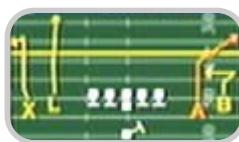
A I-Form - 3WR



• Saints 22 Slam

Position: WR
Substitution: Devery Henderson
When: Global
Advantage: Use Devery Henderson in place of Jerome Pathon at WR. Henderson is a blazing rookie from LSU. Take advantage of his 96 speed to spark the Saint offense.

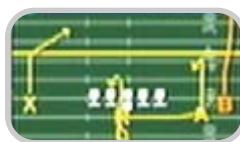
B Singleback - 4WR



• WR Breakout

This play is designed to move the ball down the field in a hurry. At first it might seem that Horn is your primary receiver. He isn't; he does an up-and-in about five yards from the line of scrimmage and Jerome Panthon runs a pattern to the outside. Try to hit Panthon or Lewis for a big gain. If both of those guys are covered, check the ball off to Horn.

C I-Form - 3WR



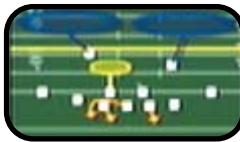
• PA FB Flat

This play should be called the Sam Gash option. Gash is one of the best blocking fullbacks in the NFL. But he is very talented as a blocking back and as a receiver out of the backfield. Hit him on this play, and he will even add some yards after the catch. He's kind of like a bull in a china shop, but it works well in this game.



Key Defensive Plays

A 3-4 Normal



• 2 Man Under

This play will create a pressure cooker for the opposing quarterback and clog up the running lanes for the backs out of the backfield. The front three will try to put some pressure on the passer and try to cause a quick and errant throw to one of your defenders. This play works very well in pressure situations and to stop an opposing offense from working the middle of the field.

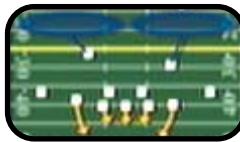
B 4-3 Over



• Mike Fire

This play is designed to put some major pressure on the opposing quarterback. The quarterback won't have much time at all to get rid of the ball, and if you drop one of the linebackers out of coverage you might be able to get a quick pick. Your defensive linemen should be able to break through the line and wreak all kinds of havoc. This play allows you to rush the passer and cover the outside receivers.

C 3-4 Normal



• OLB Dogs Fire

This is a play that you can use anytime during a game. It's designed to rush the outside linebackers and to pressure the offense into making a mistake. Pressure is the name of the game, and bringing the gang for a party at the quarterback when he is sacked for a loss will be music to any defensive coordinator's ears!



Team Trivia Answers

- 1 Former general manager Jim Finks
- 2 Tulane Stadium
- 3 Jim Mora
- 4 Gumbo (a St. Bernard)
- 5 Kicker Morten Andersen (1,318 points)

SEATTLE SEAHAWKS

Home Field: Seahawks Stadium | Location: Seattle, Washington | Type: Open | Capacity: 67,000 | Surface: Turf

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	404	327	8-0	2-6	2-2	8-4	5-1

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Marcus Tubbs	Texas	Defensive Tackle (DT)	6'4"	321
Draft	2	Michael Boulware	Florida State	Strong Safety (SS)	6'2"	225
Draft	3	LG#75	NC State	Guard (G)	6'4"	308
FA	-	Grant Wistrom	Rams	Defensive End (DE)	6'4"	267
FA	-	Bobby Taylor	Eagles	Cornerback (CB)	6'3"	216

Scouting Report

Offense

Strengths

- The Seahawks deliver a balanced run/pass attack with enough weapons on offense to return to the playoffs this season. Quarterback Matt Hasselbeck has a strong arm that can deliver the ball to his big-play targets Darrell Jackson and Koren Robinson. Running back Shaun Alexander has great wheels and is extremely effective in the red zone.

Weaknesses

- Consistency seems to be the biggest issue facing the Seahawks. The wideouts dropped too many passes last season, which means that Hasselbeck needs to improve his passing accuracy or the receivers need to concentrate better—or both. As far as the offensive line goes, the Seahawks are still searching for a player who can make a bigger impact at right tackle.

Defense

Strengths

- The Seahawks have average talent overall. In the secondary, rookie cornerback Marcus Trufant proved to be a worthy first-round pick, and the addition of veteran corner Bobby Taylor gives the team capable matchups against speedy receivers. Supporting them is safety Ken Hamlin, yet another young face with dependable tackling skills.

Weaknesses

- Defensive coordinator Ray Rhodes has to find a way to toughen up the front seven and nurture more consistent play from the secondary. The team made some key off-season acquisitions that address Rhodes' concerns, including the arrival of experienced defensive end Grant Wistrom and top draft pick Marcus Tubbs. Still, the Seahawks remain thin at linebacker.

Coaching Profile

Mike Holmgren

• Thirteenth Year



Playing As:
Seattle Seahawks

1 Build your rushing attack around left tackle Walter Jones, he's an perennial all-pro.

2 Switch to a running attack in the red zone, using the wide-outs as extra blockers or decoys in the end zone.

3 Support the interior run defense by bringing up FS Ken Hamlin and playing him as an extra linebacker. Let the corners stay tight man-to-man.

Playing Against:
Seattle Seahawks

1 Focus on an interior running game to target the weakness at middle linebacker.

2 Make pass defense the priority over stopping the run; play a straight-up front four and use the linebackers to protect against short passes or screens.

3 Disrupt pass routes by jamming at the line.

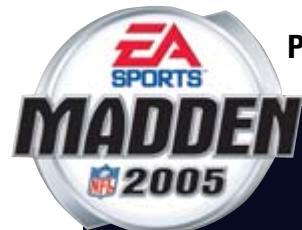
Team Statistics

Team Ratings

Overall Rating	90	
Offense	91	
Defense	89	

Team Rankings

Scoring	7th
Passing Offense	7th
Rushing Offense	10th
Passing Defense	16th
Rushing Defense	14th
Turnovers	19th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and 20, Opponent 40
I Form 3-WR
FL Post

Analysis: So a holding penalty has backed you out of field-goal range? No problem. Madden suggests working Darrell Jackson on this corner route.

Team Trivia

5 Seattle Seahawks Facts

Answers are on the following page.

- Who was the only Seahawk to be enshrined in the Pro Football Hall of Fame?
- Who did the Seahawks defeat in their first playoff game in 1983?
- What former Seattle Seahawks star became a U.S. congressman?
- Who holds the record for most sacks in a season?
- Who holds the Seahawks' single-game rushing record?

Fantasy Outlook

• Star: Shaun Alexander
• Draft: 1st round
• 2004 Outlook: Alexander is a key player in the Seahawks offense. Last year he had 326 carries, amassed 1,435 yards, and had 14 touchdowns.

• Star: Koren Robinson
• Draft: 1st round
• 2004 Outlook: Robinson was on fire last year and had 65 receptions for 896 carries and 14 touchdowns. He's got blazing speed and is a deep threat against any defense.

PRIMA OFFICIAL GAME GUIDE

Star Players

**Shaun Alexander • Running Back (RB)**

Showcase Plays for Alexander

#37

Split Backs-3WR**HB Blast**

- This is designed to open up the middle of the defense. It's set up like a passing play, but the ball is handed off to Alexander to show off his running skills. He should be able to get some decent yards as the defense probably won't be expecting a run with three wideouts.

Singleback-Normal**PA FL Corner**

- This play looks like a running formation, but Alexander will take off out of the backfield and do a streak pattern up the middle. Try to hit him in stride once he has passed the linebackers. If he gets caught up in traffic, hit wideout Bobby Engram or Koren Robinson.

**Key Attributes**

Accereration	98
Agility	88
Break Tackle	92
Speed	90

The 5'11", 225-pound running back looks like a load but has deceptively quick speed that's easy to underestimate. In addition, he has excellent vision and can make quick cuts. The Seahawks coaching staff wants even bigger numbers out of Alexander this season—a challenge he's more than capable of taking on.

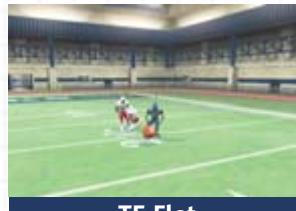
**Koren Robinson • Wide Receiver (WR)**

Showcase Plays for Robinson

#81

I-Form Normal**Jackson Option**

- This play is tailored for Robinson but if he is double-covered to the outside, don't be afraid to dump the ball off to Darrell Jackson or Bobby Engram. You can even use Alexander as an option if things get really tight.

I-Form Normal**TE Flat**

- This play will keep the defense guessing a little bit. Because of the misdirection, you will want to try and hit the receiver in stride. Your primary receiver on this play is Koren Robinson, but if he gets tied up feel free to toss the ball to Darrell Jackson or Bobby Engram.

**Key Attributes**

Accereration	93
Awareness	82
Catching	87
Speed	92

While his overall numbers weren't as impressive as in 2002, Robinson remains the top receiver in the Seahawks arsenal. He is a fast, tall athlete with a knack for winning 50-50 balls from cornerbacks, thanks to his excellent leaping ability. If he can tighten up his pass routes, he'll be even more effective this season.

Audible Packages

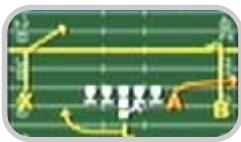
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback 4WR	Posts, WR Screen, Slant Overload, Slot Cross	Nickel 3-3-5	CB Dogs Blitz, CB Fox Blitz 3, LB Ram Dogs, Engage 8
Split Backs 3WR	Engram Option, FL Clearout, WR Corners, Slants	4-3 Normal	Free Fire, Slant 1 OLB Fire, Under Ram Buck, OLB Fire Man
Running Setup	Plays	Coverage Scheme	Plays
I-Form Normal	HB Slam, HB Blast, HB Toss, FB Dive Strong	Nickel-Strong	2 Man Under, Cloud Zone, Strong Man, Cover 2
Singleback-Big	Off Tackle, HB Draw, HB Off Tackle, HB Toss	Dime Normal	Cover 3, Quarters Spy, DB Contain, Prevent

Key Offensive Plays

A I-Form Normal



• TE Flat

Watch for tight end Jerramy Stevens releasing to the flat. If he gets caught up, check the ball off to Shaun Alexander or hit Darrell Jackson on the comeback. Koren Robinson is your third option, as he runs a deep post down the left side.

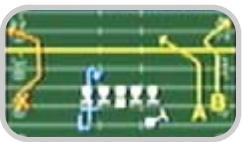
B Weak I Normal



• TE Hook In

Darrell Jackson is spread out to the left and Koren Robinson is set out to the right of the formation. If one of those two receivers isn't open, pass the ball off to Shaun Alexander coming out of the backfield.

C Split Backs 3 WRS



• WR Corners

This play is meant to go deep. Look for a mismatch on the outside and let the ball fly. Koren Robinson is on the left and Darrell Jackson is on the right of the formation. Whichever one is open or has gotten by his man—pass him the ball!

Roster Tips

Key Player Substitutions

- **Position:** QB
- **Substitution:** Trent Dilfer
- **When:** Global
- **Advantage:** If Matt Hasselbeck isn't getting the job done, feel free to insert Dilfer into the lineup. He's a seasoned play-caller and he knows how to play the game.



Key Defensive Plays

A Quarter Normal



• 2 Man Under Spy

The linebackers are in man-to-man coverage and the defensive backs drop back into a deep zone. This defense will cover all of your bases.

B 4-3 Normal



• Cover 1

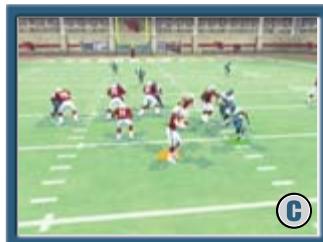
This is a good defense to call to keep the offense guessing. You can call this play at just about anytime. The Seahawks use this defense a lot, and most of the time it does the job.

C 4-3 Normal



• OLB Fire 3

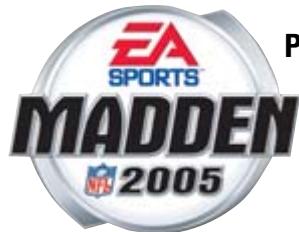
This is a good defense to put pressure on the offense. All areas of the field are covered and one outside linebacker will be rushing the passer.



Team Trivia

Answers

- 1 Steve Largent in 1995
- 2 Denver Broncos
- 3 Steve Largent
- 4 Michael Sinclair (16.5 in 1998)
- 5 Shaun Alexander (266 yards against Oakland in 2001)



PITTSBURGH STEELERS

Home Field: Heinz Field™ | Location: Pittsburgh, Pennsylvania | Type: Open | Capacity: 64,450 | Surface: Grass

Coaching Profile

Bill Cowher

• Twelfth Year



Playing As: Pittsburgh Steelers

- 1 Fire away to Plaxico Burress and Hines Ward. They're an awesome WR duo.
- 2 On defense, turn Joey Porter loose from the 3-4 formation. He'll get to the quarterback.
- 3 Antwaan Randle El can make plays out of the slot receiver position. Try him on quick slants.

Playing Against: Pittsburgh Steelers

- 1 Attack the Steelers' defensive backs. The Steelers play a high-risk defense and are prone to the big play.
- 2 Get an audible package ready to counter the Steeler blitz. That way you can flip the side of your runs or passes away from the rush.
- 3 Drop into deep zones against multiple receiver sets. Burress and Ward like to go long and need to be contained.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	300	327	4-4	2-6	5-7	1-3	3-3

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Ben Roethlisberger	Miami (OH)	Quarterback (QB)	6'4"	242
Draft	2	Ricardo Colclough	Tusculum	Cornerback (CB)	5'10"	186
Draft	3	Max Starks	Florida	Offensive Tackle (OT)	6'7"	359
FA	-	Barrett Brooks	Giants	Offensive Lineman (OL)	6'4"	326
FA	-	Duce Staley	Eagles	Running Back (RB)	5'11"	220

Scouting Report

Offense FENSE

Strengths

- The Steelers have a potent passing attack when clicking on all cylinders. Rookie QB Ben Roethlisberger may not start right away, but Tommy Maddox is a capable signal-caller. The addition of Duce Staley gives the Steelers a cutback runner with the ability to bolster the running game. Get the ball to Staley out of the backfield, as well. He's got solid hands and the ability to turn upfield. Hines Ward and Plaxico Burress are both great, with Ward providing the tough catches and Burress as the deep guy.

Weaknesses

- Pittsburgh has had trouble sustaining drives due to its lack of a ground game. The jury is still out on whether Duce Staley can provide the needed boost, so pound the Steeler O-line up front. Occasionally, the Steelers rely on Hines Ward and his ability too much. Shut him down.

Defense FENSE

Strengths

- Joey Porter leads a stout linebacking corps that anchors the Steeler D. Pittsburgh is great at sending multiple blitzers. Mix up your blitz packages and you should be off to an effective start. The base 3-4 formation provides adequate run support, but the Steelers are also strong out of a 4-3 set.

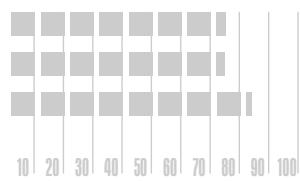
Weaknesses

- On D, the Steelers are pretty competent all-around. Opponents might see some success, however, if they attack the safeties with the tight end or slot receivers.

Team Statistics

Team Ratings

Overall Rating	74
Offense	73
Defense	82



Team Rankings

Scoring	18th
Passing Offense	14th
Rushing Offense	31st
Passing Defense	10th
Rushing Defense	12th
Turnovers	21st

Star Players



Plaxico Burress • Wide Receiver (WR)

Showcase Plays for Burress

#80



Circle



Slot Comebacks

• Burress isn't known for his tendency to linger over the middle on crossing routes, but this play clears space nicely. After the ball is snapped, Randle El will cut inside of Burress and open up the passing lane.

• Here's where you take advantage of that safety creeping up on the run. Burress runs a semi-fade go route, which takes him away from safety help and puts him in a jump-ball situation. With his height, we like the chances of Burress coming down with a few of these.



Key Attributes

Acceleration	92
Awareness	79
Catching	82
Speed	91

Arguably one of the biggest wide receivers in the game today, Burress is the favorite target of quarterback Tommy Maddox. His height (6'5") creates difficult matchups at cornerback: Burress has great leaping skills that enable him to win "jump balls," making him a major weapon in the team's red-zone attack.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and goal at the 2

Goal line
HB Smash

Analysis: No need to mess around down close. Get Staley the ball behind that big offensive line and dive for the end zone. Put a man in motion if necessary.



Duce Staley • Running Back (RB)

Showcase Plays for Staley

#22



HB Power



Quick Pitch

• A pulling guard is just what the doctor ordered for Staley, who can make quick cuts around the end. Don't get ahead of yourself on the run; watch the wall of people in front of you and then turn it on. Patience is key.

• The Steelers have some of the best-blocking WRs in the game. Hines Ward is a monster and Randle El is plenty tough, as well. Toss Staley the ball, and you should net positive yardage. You can also call for a big package in this set (using TEs).



Key Attributes

Agility	83
Awareness	85
Speed	85
Strength	72

Staley was the odd man out in Philadelphia's backfield rotation last season, but he'll be a staple in the Pittsburgh running game in 2004. He has a tough-as-nails running style and powerful legs that earn him extra yards after getting hit. Staley is also an effective receiver out of the backfield, averaging more than 10 yards per catch in 2003.

Audible Packages

Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback Twin TE WR	HB Clear Out, Weak Flood, WR Screen, Posts	Nickel 3-3-5	Overload Fire, Monster Blitz, CB Dogs Blitz
Shotgun Trips	HB Release, FL Go, Short Attack, Slot Curl	3-4 Normal	Strong Fox Blitz, MLB Storm, Trio Whip Man
Running Setup	Plays	Coverage Scheme	Plays
I Form	Boss Sweep, HB Lead Dive, HB Lead Toss	Nickel Normal	Cover 3, 2 Man Under, Quarters Safe
I Form 3 WR	Boss Sweep, HB Blast, Split Belly	Quarter Normal	Double Z LB Spy, Double X, Cover 2

Team Trivia

5 Pittsburgh Steelers Facts

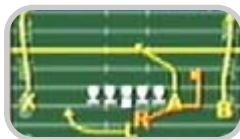
Answers are on the following page.

- 1 What was the name of the Steelers defense throughout the 1970s?
- 2 Which current Fox NFL analyst led the Steelers to four Super Bowl victories?
- 3 Who caught the final touchdown pass of Terry Bradshaw's career?
- 4 Who was on the receiving end of the "Immaculate Reception"?
- 5 Quarterback Kordell Stewart logged an 80-yard touchdown run vs. which team?

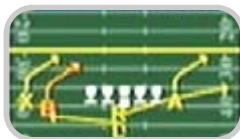
Fantasy Outlook

- **Star:** Duce Staley
- **Draft:** 2nd round
- **2004 Outlook:** Always solid with the Eagles, there's no reason Staley can't be even more productive on his new team.

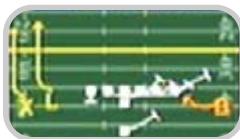
- **Star:** Hines Ward
- **Draft:** 2nd round
- **2004 Outlook:** He'll catch nearly 100 passes, if not more, and find the end zone eight to 10 times. What more can you ask?

**Key Offensive Plays****A Strong I - Normal****• FB Spot**

The Steelers have some deep threats in Ward and Burress, but you don't always need to look downfield. Use the talented duo as a pair of decoys on this play, which swings the FB out into the center of the field. If you time it right, it can become a reliable third down play good for five to six yards. Break a tackle and it's worth even more.

B I Form - Twin WR**• Short Slants**

This is a Steeler favorite, as it sends five receivers out from a relatively innocent-looking two-wide-receiver set. If the defense is in man coverage, Burress or Ward should have no problem on the left side. Zip it to them, or if it's a zone, wait for the LBs to drop and hit Staley in the flat.

C Singleback Normal**• Jailbreak Screen**

Once the defense has softened up on Ward and Burress, you can hit this play for a quick five to 10 yards. If you notice a lot of Cover 3 or deep zones, call this, hike the ball, and zip it to Ward on the right side. His tackle-breaking ability and speed will do the rest.

Roster Tips**Key Player Substitutions**

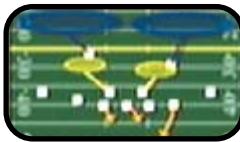
- **Position:** RB
- **Substitution:** Jerome Bettis
- **When:** Goal line
- **Advantage:** Bettis is a big, bruising back who has served the Steelers well in his lengthy career. He can carry people with him across the goal line, and that's the kind of thing you need down close.

- **Position:** QB
- **Substitution:** Ben Roethlisberger
- **When:** Global
- **Advantage:** Sure, he's a rookie, but you want the young guy to develop quickly. Get him some playing time.

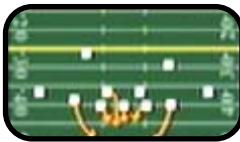
- **Position:** LB
- **Substitution:** James Farrior
- **When:** Global
- **Advantage:** Farrior is a 86 overall, so that speaks for itself. His speed and awareness are better than Clark Haggans'.

**Key Defensive Plays****A 3-4 Normal****• Renegade**

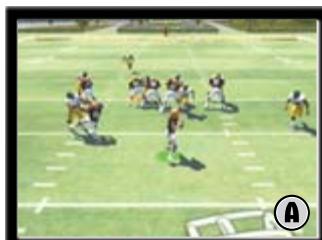
It doesn't get any hotter than this. Porter moves to an end position, and a total of eight men storm the line. If the quarterback can get the ball off, it won't go very far. Shift your d-line in one direction and the LBs in the opposite for an intimidating look.

B 3-4 Normal**• Exchange**

A nifty little man/zone/blitz combo makes Exchange a killer play. The outside corners sit in man, while the two inside backers drop zone. One linebacker comes off the edge to greet the quarterback while he's figuring all of this out.

C 3-4 Normal**• Pinch**

Three linebackers gang up on a sharp-angled blitz to the backfield. Any would-be runners will be cut down before going anywhere. If it's a pass, the quarterback will be staring down the barrel of a punishing blitz.

**Team Trivia****Answers**

- 1 The Steel Curtain
- 2 Terry Bradshaw
- 3 Greg Garrity
- 4 Franco Harris
- 5 Carolina Panthers

HOUSTON TEXANS

Home Field: Reliant Stadium | Location: Houston, Texas | Type: Retractable Roof | Capacity: 69,500 | Surface: Grass

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	255	380	3-5	2-6	3-9	2-2	1-5

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Dunta Robinson	S. Carolina	Cornerback (CB)	5'10"	186
Draft	1	Jason Babin	West. Michigan	Defensive End (DE)	6'2"	260
Draft	4	Glenn Earl	Notre Dame	Strong Safety (SS)	6'1"	222
FA	-	Robaire Smith	Titans	Defensive Tackle (DT)	6'4"	310
FA	-	Todd Wade	Dolphins	Offensive Tackle (OT)	6'8"	325

Scouting Report

Offense

Strengths

- The Texans have a young but promising nucleus led by quarterback David Carr and rookie wideout Andre Johnson. The emergence of running back Domanick Davis last season was another pleasant surprise; he proved to be an effective receiver out of the backfield in addition to logging a 1,000-yard-plus rushing season.

Weaknesses

- Carr needs consistent protection from the offensive line and better judgment to improve his subpar touchdown-to-interception ratio. The offensive line gave up 36 sacks last season—which is good considering that the team gave up 76 two seasons ago—but any injuries to the line this season could reverse that trend. Davis' durability is another concern.

Coaching Profile

Dom Capers

• Third Year



Playing As:
Houston Texans

① Wide receiver Corey Bradford is a capable deep threat and should be inserted in the starting offense more often.

② Protect Domanick Davis' health by occasionally subbing him out in non-crucial situations.

③ Don't try to scramble with Carr; have him dump the ball to an outlet receiver rather than try to wait for the primary target to get open.

Defense

Strengths

- The Texans made a positive move in strengthening the front four by grabbing defensive tackle Robaire Smith from the Titans. Smith is a run-stopping specialist with solid tackling skills and a dominating presence at the line. The Texans are content with its linebacker corps, which features team sack leader Jamie Sharper and Kailee Wong. Cornerbacks Aaron Glenn and Marcus Coleman are well-regarded in the secondary.

Weaknesses

- Due to injuries, the Texans scraped the bottom of the barrel last season in terms of its defensive rankings. The biggest defensive concern at the moment is the strength of the pass rush. The addition of Smith is a major plus, but it'll take more than one player to turn things around. The Texans also lack young talent to back up the aging veterans in the secondary.

Playing Against:
Houston Texans

① Take Andre Johnson out of the passing attack by guarding him with a physical corner or doubling up on him when he goes deep.

② Create confusion in the Texans' pass rush by running options and bootlegs if you have a quarterback who can run effectively.

③ Call running plays that develop away from the Texans' leading tackler Jamie Sharper.

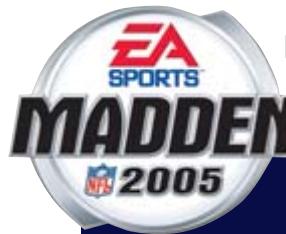
Team Statistics

Team Ratings

Overall Rating	73	
Offense	81	
Defense	72	

Team Rankings

Scoring	29th
Passing Offense	29th
Rushing Offense	23rd
Passing Defense	32nd
Rushing Defense	31st
Turnovers	26th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

First and 10 at opponents 30
I Form Twin WR
Curl N Post

Analysis: Andre Johnson is your main target on this play. Get him the ball as he's cutting across the field, and you'll pick up some decent yardage.

Team Trivia

5 Houston Texans Facts

Answers are on the following page.

- 1 Who was the first player chosen by the Texans in the expansion draft in 2002?
- 2 Where did the Texans play their inaugural game in August 2002?
- 3 Which team did the Texans defeat to log its first-ever regular-season win?
- 4 The Texans broke the NFL record for the fewest offensive yards in a win playing against what team?
- 5 Who is the Texans' current career tackles leader?

Fantasy Outlook

• **Star:** David Carr
• **Draft:** 1st round
• **2004 Outlook:** An up-and-coming QB, he's setting in to the Texans offensive scheme quite nicely and is poised to put up some big numbers this year.

• **Star:** Domanick Davis
• **Draft:** 4th round
• **2004 Outlook:** One of the key players in the Texans offense. Whether it's running or catching, Davis is hard to beat.

PRIMA OFFICIAL GAME GUIDE

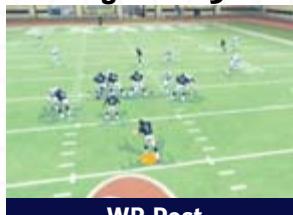
Star Players

David Carr • Quarterback (QB)

8

Showcase Plays for Carr

Shotgun 2RB-3WR



WR Post

This play will spread out the defense and allow WR Corey Bradford or Andre Johnson to loosen up the defense. Hit the open receiver in stride or check it off to Domanick Davis. Also keep an eye on TE Billy Miller. He's a hard runner and he can bowl over a few defensive backs after the catch to pile up even more yardage.

Strong I-Normal



Davis Option

Domanick Davis will be lined up on the right; try to hit him as he makes his way out the backfield on a quick hitch. If Davis gets held up, it might be Miller time. Billy Miller is an awesome tight end, so look for him to be open. If he's not, check it off to WR Corey Bradford in the flat.

Key Attributes

Awareness	78
Overall	85
Throwing Power	95
Throwing Accuracy	87

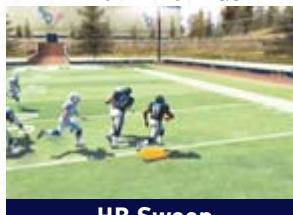
Carr continues to show great potential as the Texans' franchise QB; he's young, talented, and plays like a seasoned vet capable of making smart decisions with the ball. He continues to improve as better talent gets infused into the offense. However, he'll need more protection from his offense to help take the team to the next level.

Domanick Davis • Running Back (RB)

37

Showcase Plays for Davis

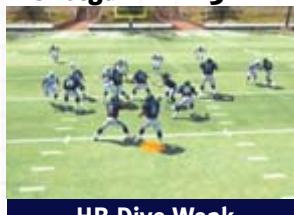
I-Form Normal



HB Sweep

If you have a power back, you might as well use him. Keep the defense on its toes with a good dose of Davis. This play will go a long way toward softening up the defense and helping you keep the clock moving. A strong running game is crucial to setting up the passing game.

Shotgun 2RB - 3 WR



HB Dive Weak

Follow the halfback through the hole, cut off of his block, and head for the first down and more. Davis has the quickness to react and move to an opening in the line. This play can get you some first downs, and occasionally you will be able to break off a big chunk of yardage.

Key Attributes

Acceleration	92
Agility	92
Break Tackle	78
Speed	91

Davis emerged last season as the team's rushing leader, tallying 1,031 yards and eight rushing touchdowns. He is a little small for a running back, so his durability is an issue, but he has quick acceleration out of the backfield to make up for it. Davis is also an experienced receiver who excels at gaining extra yards after the catch.

Audible Packages

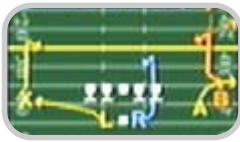
Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun-Normal	WR Option, PA FL Fly, Double Outs, Double Flags	3-4 Normal	Crash Blitz, OLB Dogs Fire, MLB Storm Blitz, Zone Man Blitz
Weak I-Twins WR	Post Corner, Slot Drag, Play Action, Flat Pressure	Quarter-3 Deep	House Blitz, 3 Deep Blitz, Overload Blitz, Strike
Running Setup	Plays	Coverage Scheme	Plays
Singleback-Big 3TE	HB Power, HB Counter, HB Toss Strong, HB Plunge	Nickel-3-3-5	2 Man Under, Cover 1, 3 Man Under, Double Outside
Singleback-Big Twin WR	HB Dive, HB Belly Strong, HB Delay, Off Tackle Wk	Quarter 3-Deep	3 Deep Man, 3 Deep Base, Man Short Zone

Key Offensive Plays

A Shotgun 2 RB - 3 WR

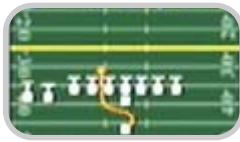


• Johnson Option

Andre Johnson line up on the right of the formation (unless you switch it) and go deep or cut the pattern off. Keep an eye on the defensive safety and take advantage of the spots where the D looks weak. Look for an open Corey Bradford or check it off to Domanick Davis out of the backfield. Hit the open receiver in stride, and you could make a big play.



B Singleback - Big Twin 2 WR

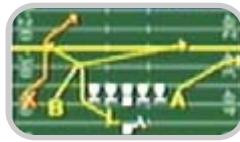


• HB Belly Strong

The Domanick Davis is fast, and on this play you will want to follow your blockers; if the hole isn't there, bounce it to the left or to the right. Wherever there is daylight or an opening, hit it—Davis with your help will do the rest.



C Weak I - Twins WR



• WR Cross

Look for Bradford down the middle of the field or hit the full-back Moran Norris out of the backfield. If those two options are not available, toss the ball to Andre Johnson for the completion.



Roster Tips

Key Player Substitutions

- **Position:** WR
- **Substitution:** Corey Bradford
- **When:** Global
- **Advantage:** Bradford has some major league speed and some big-time hands. Don't hesitate to put this guy in your lineup.

- **Position:** ROLB
- **Substitution:** Antwan Peak
- **When:** Global
- **Advantage:** This guy has some speedy wheels and a nose for the football. If you are looking to stop the run or the pass or to make a statement to the opposing team, Peak is ready for action. Don't hesitate to put him in.

Key Defensive Plays

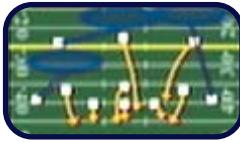
A 3-4 Normal



• Drop Zone

The front three rush the passer and clog up the middle while linebackers Kailee Wong and Jay Foreman take care of the middle of the field. The corners will be dropping back into zone coverage, so all of your bases should be covered. This is a good multipurpose defensive play.

B Quarter - 3 Deep



• House Blitz

On this play you will be bringing everything but the kitchen sink at the offensive team. Kailee Wong, Marcus Coleman, Seth Payne—almost the entire defense will be trying to sniff out the quarterback and send him to the turf for the loss.

C 3-4 Normal



• MLB Storm Blitz

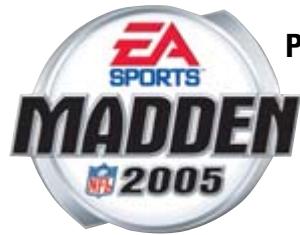
Keeping the offensive team on its toes is the name of the game. So a blitz now and then should help you keep the offense off-balance. On this play Jay Foreman will be storming the quarterback with some help from his friends Robaire Smith and Kailee Wong.



Team Trivia

Answers

- 1 Offensive tackle Tony Boselli
- 2 Fawcett Stadium in Canton, Ohio
- 3 Dallas Cowboys
- 4 Steelers (47 yards)
- 5 Linebacker Jamie Sharper



TENNESSEE TITANS

Home Field: Tennessee Stadium | Location: Nashville, Tennessee | Type: Open | Capacity: 68,798 | Surface: Grass

Coaching Profile

Jeff Fisher

• Eleventh Year

**Playing As:****Tennessee Titans**

- 1 Don't overuse quarterback Steve McNair as a rusher, as it will increase his chance of injury.
- 2 The cornerbacks can pretty much hold their own, so there's no need to double up against most receivers—just play tight man-to-man.
- 3 Although it may be tempting to focus on the passing game, a solid ground game will give your defense time to rest.

Playing Against:**Tennessee Titans**

- 1 Run the ball out of four-wide formations that spread the field and give your rusher room to operate—then call play action out of these exact same formations to keep the Titans' defense off balance.
- 2 Call draw or screen plays to offset the aggressiveness of the Titans' interior rush.
- 3 Reserve your fastest linebacker to spy on McNair as often as possible.

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	435	324	7-1	5-3	8-4	4-0	4-2

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	2	Ben Troupe	Florida	Tight End (TE)	6'4"	262
Draft	2	Travis LaBoy	Hawaii	Defensive End (DE)	6'3"	253
Draft	2	Antwan Odom	Alabama	Defensive End (DE)	6'4"	277
Draft	3	Randy Starks	Maryland	Defensive Tackle (DT)	6'3"	307
Draft	3	Rich Gardner	Penn State	Cornerback (CB)	5'10"	199

Scouting Report

Offense**Strengths**

- For the most part, the Titans have ditched the running game in favor of a passing attack that takes advantage of quarterback Steve McNair's mobility and the clutch playmaking ability of receiver Derrick Mason, who was one of the league leaders in total receptions last season with 1,303 yards and eight touchdowns.

Weaknesses

- Even though he rushed for more than 1,000 yards last season, the speed and durability of running back Eddie George remains a question. The Titans need to find a viable backfield replacement soon. The team also needs a tight end capable of filling the shoes of Frank Wycheck, who retired after the end of the season—hopefully top draft pick Ben Troupe will fit right in.

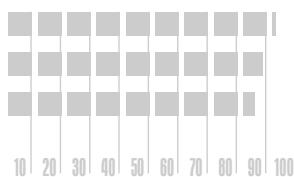
Defense**Strengths**

- The Titans proved to be the best run-stopping team in the league last season, allowing less than 100 yards per game. Linebackers Keith Bulluck and Peter Sirmon are a key reason, as both have developed in recent years into top-tier talents against the run. In the secondary, the Titans have aggressive cornerbacks in Samari Rolle and Andre Dyson, who together logged 10 interceptions last season.

Weaknesses

- The Titans' top five draft picks included three defensive linemen, but even so, the departure of superstar defensive end Jevon Kearse and defensive tackle Robaire Smith remains a double whammy to the front line—the two tallied a total of 15 sacks last season. It'll be up to Bulluck and Sirmon (who together had just three sacks last season) to fill the void in the pass rush, which seems rather unrealistic if the Titans' draft picks don't pan out.

Team Statistics

Team Ratings**Overall Rating****92****Offense****89****Defense****85****Team Rankings****Scoring****5th****Passing Offense****5th****Rushing Offense****26th****Passing Defense****11th****Rushing Defense****1st****Turnovers****3rd**

Star Players



Steve McNair • Quarterback (QB)

Showcase Plays for McNair

#9

Singleback Empty 5 WR



FL Fly

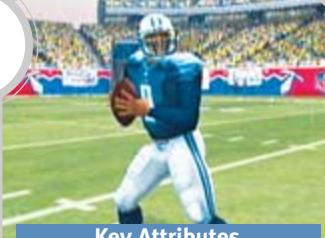
• This is great for spreading out the defense. With five wideouts on the field, look for some good passing lanes. Get the ball away in a hurry, because there is no one in the backfield to support you. Look for Derrick Mason or one of the other open receivers.

Shotgun - Tight



WR Option

• This is a great play to showcase the arm and accuracy of Steve McNair. Look for Derrick Mason or one of the other gifted Titans wide receivers down the field. If you can't find an open receiver, pitch the ball off to Eddie George.



Key Attributes

Awareness	89
Overall	96
Throwing Power	94
Throwing Accuracy	90

At 6'2" and 235, McNair is an ideal running quarterback: a large and tough-to-tackle passer with an affinity for scrambling and taking off with the ball. He also has an excellent arm. Additionally, McNair is well-respected because of his ability to play through injuries that would sideline most other QBs.

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

3rd and 15

Strong I 3 WR
Calico Option

Analysis: Tyrone Calico can break his route off a few different ways here. Look for him to drive the defender back to the corner with his go route. Step into the pass to lead him.



Derrick Mason • Wide Receiver (WR)

Showcase Plays for Mason

#85

Singleback 4WR



WR Deep Curls

I-Form Big



Pump N-Go

• Perfect for showcasing the speed and agility of one of the best wideouts in the NFL. Look for Mason and hit him in stride to make this play rock for you. If Mason is covered look for Tyrone Calico, Drew Bennett, or one of the other Titans open wideouts, or try pitching the ball to Eddie George.

• Basically an up-and-out. If the defensive back bites, Mason should blow by him. Look for Mason up top; with Steve McNair's arm this play can go for long yardage. If Mason is covered look for the Titans other speedy wide receiver, Drew Bennett, to pick up the slack.



Key Attributes

Acceleration	92
Awareness	92
Catching	94
Speed	90

Mason was a direct beneficiary of the Titans' shift toward a more potent air attack last season: The wide receiver totaled 1,303 receiving yards and eight touchdowns (three more than a year ago). Mason is relatively small but makes up for it with great acceleration off the line and solid possession skills.

Team Trivia

5 Tennessee Titans Facts

Answers are on the following page.

- 1 What was the previous team name and home city of the Tennessee Titans?
- 2 What three teams did the Titans beat to make it to Super Bowl XXXIV as a wild-card team?
- 3 Who is the Titans' career passing leader?
- 4 What animal is the Titans' mascot?
- 5 What college did Steve McNair attend?

Fantasy Outlook

- **Star:** Steve McNair
- **Draft:** 1st round
- **2004 Outlook:** A top-tier QB for the last 10 years, McNair puts up some very big numbers. He is a gamer and had a QB rating of 100.4 for the season.

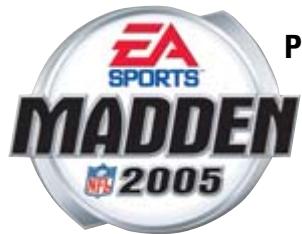
- **Star:** Derrick Mason
- **Draft:** 1st round
- **2004 Outlook:** One of the favorite targets of Steve McNair last season. Mason had 95 receptions for 1,303 yards and averaged 13.7 yards per reception.

Audible Packages

Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Shotgun-4WR	WR Option, Titan Cross, Corner-Threat, Hail Mary	Nickel-Strong	FS Snake Blitz 3, Under Smoke, NB Blitz, Engage 8
Strong 1-3WR	Double Flares, PA Weak Flat, Slot Streak, Post Drag	4-3 Normal	Free Fire, Engage 8, Slant 1 OLB Fire, OLB Fire Man
Running Setup	Plays	Coverage Scheme	Plays
Singleback-Normal	Titans 24 Blast, Titans Slash, HB Sprint	Nickel-Normal	Cover 3, 4 Across, Cover 1, Cover 2
I-Form Big	HB Lead Dive, HB Off Tackle, HB Lead Toss	Dime Flat	2 Man Under, Cover 3, Cover 2, Cover 1, LB Spy



Key Offensive Plays

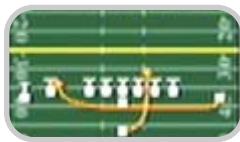
Roster Tips

Key Player Substitutions

- **Position:** WR
- **Substitution:** Darrell Hill
- **When:** Global
- **Advantage:** Speed is key, and Hill has plenty of it. Feel free to insert him when you want to stir things up.

- **Position:** LE
- **Substitution:** Antwon Odom
- **When:** Global
- **Advantage:** Odom is very quick and he is a good substitution for Kevin Carter. Odom has plenty of speed.

A Singleback Normal

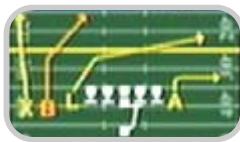


• Titans 24 Blast

The running back on this play (Eddie George) runs between the right guard and right tackle. You have the option to toss it to the outside receiver, who is coming across the middle on the reverse. As you snap the ball and the play develops, decide quickly if you want the ball to go up the gut or to the outside.



B Singleback - Big Twin 4 WR



• PA FL Stretch

Play-action passes are good for keeping the defense off-balance. This play will stop the defenders in their tracks. While they hesitate, put the ball up top to one of the open receivers; Derrick Mason and Drew Bennett should be your first two options.



C Strong I - Normal



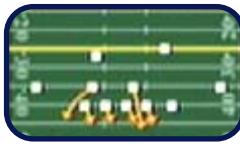
• HB Swing

This play is designed to blast the ball down the middle of the field using Eddie George as the cannon. The play runs quickly and if the designated hole isn't open, just take it to the outside and look for the open space. This play is good for killing the clock or picking up drabs and drabs of yardage.



Key Defensive Plays

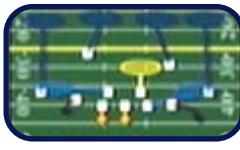
A 4-3 Over



• Free Fire

This is a great play that will allow you to put pressure on the offense, and you might even sack the quarterback or cause him to release the ball early for a turnover. Keith Bulluck and Peter Sirmon will lead the attack.

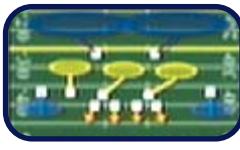
B 3-4 Normal



• LB Contain

This play will allow you to contain the outside receivers and keep the receivers in front of the defenders. It's a great play to call during a passing down or if you are getting picked apart by a good passing team.

C Nickel Normal



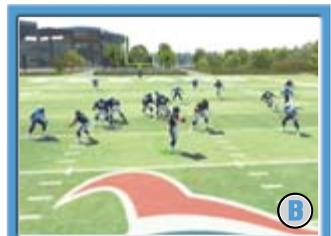
• Cover 2

This is a good solid defense to call on first, second, or third down. It's a major staple of the Titans defense and it's very easy to manage. You can even get the heat on the quarterback if you isolate on one of the linebackers.

Team Trivia

Answers

- 1 The Houston Oilers
- 2 Bills, Colts, and Jaguars
- 3 Warren Moon (33,865 yards)
- 4 A raccoon
- 5 Alcorn State



MINNESOTA VIKINGS

Home Field: Metrodome™ | Location: Minneapolis, Minnesota | Type: Dome | Capacity: 64,121 | Surface: Turf

2003 Standings

W	L	TIES	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	416	353	6-2	3-5	2-2	7-5	4-2

Offseason Upgrades

Type	Round	Player	School/Team	Position	Height	Weight
Draft	1	Kenechi Udeze	USC	Defensive End (DE)	6'3"	287
Draft	2	Dontarrious Thomas	Auburn	Linebacker (LB)	6'2"	241
Draft	3	Darrion Scott	Ohio State	Defensive End (DE)	6'3"	271
FA	-	Marcus Robinson	Raven	Wide Receiver (WR)	6'3"	215
FA	-	Antoine Winfield	Bills	Cornerback (CB)	5'9"	180

Scouting Report

Offense

Strengths

- The Vikings rely on the big-play ability of quarterback Daunte Culpepper and wideout Randy Moss. The Vikings like to get Moss the ball a certain percentage of the time on passing plays (the "Randy Ratio"); they feel that the more touches he has, the better chance they have to win. Bennett is a burner at RB, but the Vikings hitch their offensive hopes to a big offensive line that makes everything go.

Weaknesses

- If there's been a sticking point with the Viking O, it's been that at times they get too one-dimensional. Opponents who can take away the explosiveness of Moss generally win. The Vikings also lack a true field-stretching tight end, so you can load up a bit on the run without worrying about a mismatch downfield. Culpepper is prone to losing the ball when he takes off, so use the Big Hit Stick on him for a game-changing turnover.

Defense

Strengths

- There's no question the Vikings are trying to mimic the success of the Baltimore Ravens on D, as Minnesota has built a quick, agile defensive line. Tackle Chris Hovan is the group's leader and is adept at getting penetration on rushing and passing plays alike. Antoine Winfield will patrol the secondary since coming over from Buffalo, but there's no doubt this group's talent is up front. Rookie Kenechi Udeze is a speed pass-rusher off the edge.

Weaknesses

- The Vikings have been awful on pass defense, but that might be remedied with the addition of CB Antoine Winfield. Corey Chavous is an undersized safety who can be run on. Minnesota's linebackers are very inexperienced and not rated highly. The defensive line is quick, but it's small and prone to allowing big runs.

Coaching Profile

Mike Tice

- Third Year



Playing As:

Minnesota Vikings

1 Start with Michael Bennett on the ground. He's a speed back, and will take some heat off of Culpepper.

2 Get Moss the ball at least eight times per game. Use reverses, crossing routes, and the occasional deep ball to get him involved.

3 Don't be afraid to take off with Culpepper. At 260 pounds, he's more than capable of running over a defender or two.

Playing Against:

Minnesota Vikings

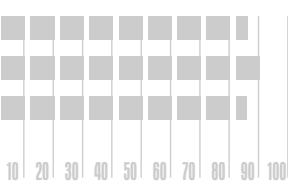
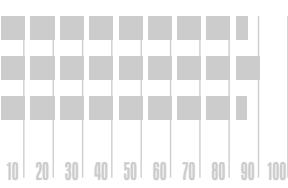
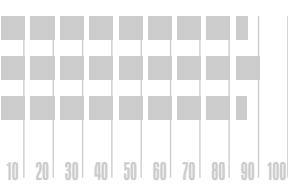
1 Focus on stopping Moss. Assign your top CB to follow him for all man defenses.

2 Spread the line out wide to prevent Bennett from using his speed outside the tackles. Inside, Bennett tends to struggle.

3 Two of the Vikes' three linebackers have one year or less in the NFL. Work the TE underneath and see if they are up to the challenge.

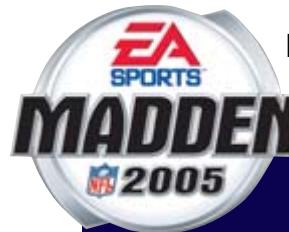
Team Statistics

Team Ratings

Overall Rating	85	
Offense	90	
Defense	84	

Team Rankings

Scoring	6th
Passing Offense	4th
Rushing Offense	4th
Passing Defense	26th
Rushing Defense	17th
Turnovers	4th



PRIMA OFFICIAL GAME GUIDE

Star Players

Ask Madden

Where we give you Madden's play-call preferences right from Madden '05!

1st and Goal at the 9
I Form Normal
Viking Slants

Analysis: Culpepper has a rocket for an arm. Use this play with three receivers cutting on slants, and gun it in after they make their break. Moss obviously is your best bet here.

Team Trivia

5 Minnesota Viking Facts

Answers are on the following page.

- 1 What team did the Vikings shock, 44-10, in the first round of the 1987 playoffs?
- 2 What running back set a team record with 6,818 career rushing yards?
- 3 What was the only team to defeat the Vikings during the 1998 regular season?
- 4 How many catches did Randy Moss have in the 2002 season?
- 5 Who was head coach of the Vikings prior to Mike Tice?

Fantasy Outlook

- **Star:** Randy Moss
- **Draft:** 1st round
- **2004 Outlook:** 14 or 15 touchdowns are not out of the question for Moss, who seems to score at will.

- **Star:** Michael Bennett
- **Draft:** 4th round
- **2004 Outlook:** After his return from injury, look for Bennett to bounce back to his 2002 form, which netted over 1,000 yards.

84

Randy Moss • Wide Receiver (WR)

Showcase Plays for Moss

Singleback Normal**Moss Option****Shotgun Trips TE****WR Short Post**

• Moss has a variety of routes to run from this formation. He can run a hook, a go, or a corner depending on the defensive assignment. Let him read the defense, and throw the ball based on his reaction.

• Here you'll see Moss running a curl from the slot position. His speed can get him to the middle of the field quickly for a first-down pass. If the defense is looking underneath, send him on a fly pattern and watch him embarrass a linebacker or safety.

Key Attributes

Acceleration	99
Awareness	88
Catching	95
Speed	99

Even after logging 1,632 yards and 17 touchdowns last season, Moss felt that the Vikings failed to get him the ball enough times—an understandable complaint considering that his speed and large size make him one of the league's most dangerous deep threats. Less understandable is his lack of effort in running decoy routes.

Daunte Culpepper • Quarterback (QB)

Showcase Plays for Culpepper

11

Singleback Trips WR**QB Draw****Singleback 4 WR****WR Deep Curls**

• With the defense spread out, Culpepper can use his running ability for a surprise gainer on those tricky second-and-short situations. After you hike the ball, dip left or right behind a tackle and look for five yards straight ahead. Also good near the end zone.

• Culpepper can look to a variety of targets on this play. Roll to the right side of the field and seek out Moss, but be prepared to pull it down and run with it. If Culpepper gets in trouble, he can always flip it out in the flat to Bennett.

Key Attributes

Break Tackle	70
Overall	93
Throwing Accuracy	85
Throwing Power	98

Culpepper is a monster of a quarterback: At 6'4" and 260, he's almost as large as the linebackers trying to bring him down. Unfortunately, a spate of turnovers (23 picks and nine fumbles) brought him down last season. Culpepper hopes he'll fare better this year by making smarter reads on pass routes.

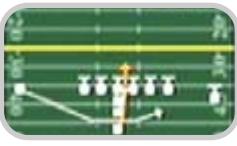
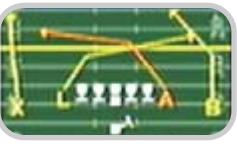
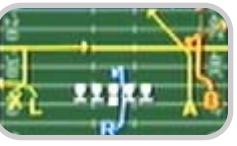
Audible Packages

Offense

Defense

Passing Setup	Plays	Blitz Package	Plays
Singleback Trips WR	Cross Up, QB Draw	Nickel Strong	NB Blitz, Under Smoke, Strong Man
Shotgun 4 WR	FL Fly, WR Drag, Smash Corners, HB Screen	4-3 Over	Engage Eight, Str Snake 3 Deep, Dbl Tight End Bracket
Running Setup	Plays	Coverage Scheme	Plays
Weak I - Twin TE	HB Gut, Counter Trap, WR Option, WR Cross	Nickel Normal	Cover 3, 2 Man Under, Quarters Safe
Strong Big	Vikings Blast, Counter Weak, Flats Attack, HB Dive	Quarter Normal	Double Z LB Spy, Double X, Cover 2

Key Offensive Plays

A	I-Form	B	Singleback Big	C	Singleback 4-WR
					
<ul style="list-style-type: none"> • HB Slash <p>On this play Moss should be put in motion behind the line of scrimmage. As he gets to the offensive backfield, hike the ball and look for room up the middle. The key here is the defensive attention paid to Moss in motion. He'll drag a defender or cause the D to shift and adjust to his motion. This creates a good hole for Bennett to exploit.</p>	<ul style="list-style-type: none"> • TE Cross <p>Here Culpepper has both WRs going deep while the TEs cross in the middle of the field. The advantage is that either TE can be put in motion or be kept in to block (if the D is showing blitz). The receivers can also be motioned and sent on a hot route once you see whether the D is in man or zone.</p>	<ul style="list-style-type: none"> • WR Option <p>This is a great passing play, with four wide receivers heading out and a late release pattern by the halfback. If the defense is in a deep zone, you can hit Bennett out of the backfield. If the defense is in man, the slot receiver to the flat or Moss should be open for an easy gain.</p>			
					

Key Defensive Plays

A	4-3 Normal	B	3-4 Normal	C	Nickel Strong
					
<ul style="list-style-type: none"> • Slant 1 <p>Here the defense overloads the left side of the line with a blitzing linebacker. The four down-linemen should be in a one-on-one pass-rush situation, which puts Hovan (DT) and Udeze (DE) in a good spot to apply pressure. If they're picked up, the linebacker can shoot through for the sack.</p>	<ul style="list-style-type: none"> • 2 Man Under <p>From this formation, the defensive tackle performs a stunt loop to the outside. This motion can confuse the offensive line and put on some solid pressure. With three linebackers in man coverage and one in a hook zone, plus two safeties deep, this is also an effective play against three-wide-receiver sets.</p>	<ul style="list-style-type: none"> • FS Snake Blitz <p>The Cover 2 with a tweak. The cornerback on the left side drops deep instead of rolling up in flat pressure. The Viking secondary has more success in zones than man, so this is a quality base defense for them. Let Corey Chavous patrol deep.</p>			
					

Roster Tips

Key Player Substitutions

- **Position:** RB
- **Substitution:** Moe Williams
- **When:** In Strong I Big and goal-line sets
- **Advantage:** Williams has a nose for the end zone and solid tackle-breaking ability. Get him the ball in close when Bennett needs a breather.

- **Position:** WR
- **Substitution:** Kelly Campbell
- **When:** I-Form normal
- **Advantage:** Kelly Campbell demonstrated big-play ability last year. With his 95 speed, he can take the defense away from Moss, or serve as the primary receiver when Moss gets double coverage.

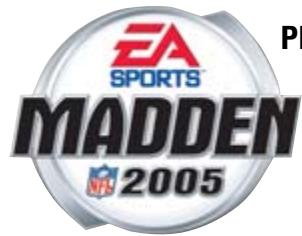
- **Position:** CB
- **Substitution:** Ken Irvin
- **When:** All sets
- **Advantage:** Irvin is an 81 overall and rated better than starter Brian Williams (74). Slide Williams into the nickel-back position.

- **Position:** KR
- **Substitution:** Onterrio Smith
- **When:** All kick returns
- **Advantage:** Smith had some experience returning kicks last year and has better ratings than incumbent Keenan Howry. Smith's running-back skills could net an occasional game-breaking play.

Team Trivia

Answers

- 1 New Orleans Saints
- 2 Robert Smith
- 3 Tampa Bay Buccaneers
- 4 106
- 5 Dennis Green (now with Arizona)



FRANCHISE MODE

Introduction

Here it is, the 800-pound gorilla. Madden's Owner mode is as exhaustive as anything you will find. It mirrors the real-life workings of an NFL front office, where you not only monitor personnel and onfield adjustments, but everything from scouting to setting stadium-concession prices to determining what your advertising budget should be.

In this chapter we'll take you through the ins and outs of owning and running an NFL team. We'll give you draft-day advice (if you turn on the Fantasy Draft option), salary-cap information, the lowdown on free agents, and tips for maximizing your cash flow.

STARTING A FRANCHISE



The first thing you'll have to decide is what set of options will govern the league. You can set any number of users (owners) from 1 to 32. The Coaching Changes and Salary Cap options are automatically turned on. As team owner you are susceptible to the court of public opinion, and may lose control of the team if they go bankrupt.

Another important decision is whether to turn on Fantasy Draft, which essentially puts every player into a huge draft class. With all teams starting from scratch, you have the ability to craft a team to suit your particular playing style.

Lastly, you select a coach or a playbook for your team. It's an important choice, but you can always change later if you end up with talent that suits another system better.

Fantasy Draft

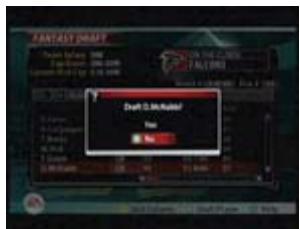
Before deciding to participate in the fantasy draft, be warned that it's a long process that requires patience, smarts, and timing to come out with the right team. To be fully prepared, it's best to understand what you *have* to come out of the draft with. The draft is 49 rounds long and works in a snaking order—that is, the team that picks first in one round will pick 32nd in the subsequent round, then back to first and so on. If you pick 16th in the first round you'll be in the same spot coming and going each time.

You can pick any player at any time but you have to come away with a complete roster. To meet "minimum eligible" requirements, be sure to get the following (at minimum).

Offense	Defense	Special
4 Wide Receivers	4 Cornerbacks	1 Kicker
4 Offensive Tackles	4 Defensive Ends	1 Punter
4 Guards	4 Outside Linebackers	
3 Halfbacks	3 Defensive Tackles	
2 Tight Ends	2 Middle Linebackers	
2 Quarterbacks	2 Strong Safeties	
2 Centers	2 Free Safeties	

Note: Remember that this isn't a traditional NFL setup in which there will be a large pool of talented free agents waiting to fill gaps. Most if not all players will be taken, and you have no excuse not to get some good depth at every position.

When drafting, a rule of thumb is to go young and fast. Heck, it worked for the Cowboys back in the early to mid '90s! Speed can cover up a lot of deficiencies, and a player's SPD rating is not likely to budge by more than a point or two over the course of his career. Get fast guys rated in the high 70s or low 80s and look to improve them to 90-rated players by the third year or so.



Where To Spend

It's hard to say how much cash should go to each position, as sometimes a \$4-million punter might make sense (if your team plays defense and field position style). Refer to the Patriots example below. A quick study of top NFL salaries reveals that the league pays players in the following order.

- 1 Quarterback
- 2 Defensive End
- 3 Running Back
- 4 Cornerback
- 5 Offensive Lineman
- 6 Defensive Tackle
- 7 Linebacker
- 8 Wide Receiver
- 9 Tight End
- 10 Safety
- 11 Punter/Kicker

As the world-champion New England Patriots entered their Super Bowl 2003 campaign, they had a cornerback as their number-one-paid position. New England relies on stopping the pass to establish a dominant defense, so this was a good investment. Think about what positions you want to emerge as the cornerstones of your team, and you'll have a clear plan for drafting.



Philosophy

It's easy to hem and haw over who to take in what order, but the draft-priority list below will help you draft an entire team with your first 25 picks. We encourage you to experiment and formulate your own philosophy, but you can always fall back on our notes if you're in a bind.

1 Offensive Tackle

Super Bowls have been won with great (Joe Montana) to below-average (Trent Dilfer) quarterbacks. No team has won the big game without at least one dominating lineman, though. Damien Woody anchored the Patriots last year and Jonathan Ogden held down the fort for the '03 Ravens.

2 Quarterback

You can't win without scoring. The QB is the leader of the O.

3 Defensive End

A dominating presence here is priceless.

4 Halfback

Moving the ball on the ground is still key to winning in the NFL.

5 Defensive Tackle

A piece of the puzzle that works in conjunction with the DE. Together, they can rush the passer and stop the run.

6 Cornerback

A shut-down cover guy is worth his weight in gold.

7 Offensive Guard

You've got the QB and now you've got two guys to protect him.

8 Offensive Tackle

Your tackles are set and you have a guard. Solid up-front.

9 Wide Receiver

Now that the QB will have some time, get him somebody to throw to.

10 Middle Linebacker

The QB of the defense. Get someone with great awareness here.

11 Defensive End

Another quick, agile body on defense.

12 Outside Linebacker

Speed and tackling ability are precious commodities here.

13 Defensive Tackle

Go for size for the second interior D-lineman. Stuff the run.

14 Strong Safety

This guy needs to be strong and a big hitter.

15 Wide Receiver

Look for a pure-speed guy here. Hands don't hurt, either.

16 Outside Linebacker

Your defense is almost complete.

17 Cornerback

Your second corner has to be good in a league full of three-wide sets.

18 Tight End

Get a serviceable run-blocker who can catch the occasional pass.

19 Offensive Guard

The second guard will probably have to be average at best.

20 Free Safety

Look for speed and good catch ratings here. He's the last line of defense on the deep ball.

21 Fullback

Get a sledgehammer of a blocker here. There's nothing fancy about the FB position.

22 Halfback

Backups are essential at all positions, but none moreso than HB.

23 Kicker

Yeah, most decent kickers perform about the same. Any guy will do here.

24 Punter

If you get good at hitting the buttons, any punter should be just fine.

25 Center

The leader of the offensive line, he handles the ball most of the game.

There—25 picks later you're on your way to a solid lineup! Use the draft-breakdown screen to assess your needs as you move into the later rounds of the draft. Be sure to get the required number of players at each position. Otherwise, one small injury could spell disaster.



Mock Draft

To give you an idea of how our priority list from the left works out, here's how our roster turned out, position by position.

Round	Player	Position	Overall Rating	Age	Salary
1	Donovan McNabb	QB	95	27	1.84m
2	Willie Anderson	LT	93	29	1.57m
3	Deuce McAllister	HB	93	25	1.03m
4	Olin Kreutz	C	96	27	2.87m
5	Jeremy Shockey	TE	94	23	1.89m
6	Aaron Smith	DE	87	28	1.22m
7	Darwin Walker	DT	89	27	1.41m
8	Darrell Jackson	WR	88	25	2.70m
9	Matt Light	LT	86	26	800 k
10	Mike Doss	SS	85	23	530 k
11	Reggie Williams	WR	79	22	910 k
12	Vince Wilfork	DT	82	22	910 k
13	Dan Morgan	MLB	85	25	1.55m
14	Dave Fiore	OG	86	29	1.42m
15	Lewis Kelly	OG	83	27	450k
16	Ken Lucas	CB	79	25	1.05m
17	Jerry Azumah	CB	77	26	2.68m
18	Fred Beasley	FB	89	29	1.45m
19	Keith Newman	LB	80	27	1.52m
20	Kelly Campbell	WR	75	23	300k
21	Travis Fisher	CB	77	24	580k
22	Peter Siron	LB	79	27	1.21m
23	Duce Staley	HB	85	29	1.91m
24	Nate Kaeding	K	74	22	360k
25	Jamie Winborn	LB	78	25	720k
26	Bill LaFleur	P	73	28	470k
27	Mike Rumph	CB	77	24	1.17m
28	Stuart Schweigert	SS	71	23	370k
29	Mikhael Ricks	TE	78	29	570k
30	Derrick Burgess	LE	74	25	610k
31	Keary Colbert	WR	70	22	420k
32	Mike Gandy	RG	77	25	1.37m
33	Chris Simms	QB	67	23	410k
34	John Wade	C	79	29	980k
35	Shaunard Harts	FS	77	25	450k
36	Russ Hochstein	G	75	26	880k
37	Quinton Caver	LB	70	26	760k
38	Trey Darilek	OT	65	23	330k
39	Fred Wakefield	DE	70	25	750k
40	Isaac Sopoaga	DT	68	23	320k
41	Madieu Williams	FS	67	22	440k
42	Nick Koutouvides	LB	62	23	330k
43	James Munro	HB	68	26	380k
44	Reese Hicks	LT	64	29	520k
45	Dennis Johnson	LE	66	24	510k
46	Generated Rookie	RG	65	26	540k
47	Steve Edwards	LG	62	25	380k
48	John Navarre	QB	64	24	270k
49	Deon Dyer	FB	76	26	580k



Draft Highlights



- Did a good job of building the offensive and defensive lines early; mission accomplished.
- The majority of the team is 27 years old or younger and no single salary is over \$2.8 million. This team is poised to grow up and win together.
- Studs are in the skill positions. McNabb, McAllister, Shockley, and Darrell Jackson are a nice foursome.
- A little shaky at the corner-back position, but D-line, LBs and safeties are all very strong.

Be sure to draft all the way through. Picking up John Navarre in the 48th round might seem like a small deal, but the last University of Michigan player to go late in the draft (Tom Brady) won a Super Bowl.



- Late in the draft, avoided temptation to go for marginally better veterans who eat up your funds.
- In the final equation, came in a whopping \$30 million under the cap, giving the team flexibility to sign draft choices and free agents in the future.

Season 1 (Record 8-8, No Playoffs)

Offensive Highlights

Player Season Stats

McNabb	300 yards, 26 TDs, 23 INTs, 304 yards rushing
McAllister	576 yards rushing, 6 TDs
Staley	504 yards rushing, 4 TDs
Darrell Jackson	60 receptions, 834 yards, 10 TDs
Shockley	78 receptions, 700 yards, 5 TDs
Reggie Williams	51 receptions, 565 yards, 4 TDs

Defensive Highlights

Player Season Stats

Vince Wilfork	8 sacks
Dan Morgan	106 tackles
Schweigert	4 INTs



Total Assets: 23.15 M

With income of \$109.9 million and expenses of \$86.75 million we netted \$23.15 million in our first season. Not too shabby.

ADVANCE TO OFF-SEASON



A Off-season Menu

Let the CPU sign your coaching staff if there are any holes to fill. You have ultimate control of the team in the long run—no need to waste time here.

B Schedule: Retired Players

A quick look at the aging or injured players who are making their exit from the NFL.

C Restricted Free Agents

Check here to see which players on your team have been targeted with offers from another city. You have the right to match any offers on these players.



D Re-sign Players

Here's where you haggle with players who have zero years remaining on their contract. Sign them on your terms, or let them walk. Any unsigned players will enter the free-agent pool.



Rookie Scouting

Great teams need to scout and draft well. Here's where you get the best, youngest talent of the future, and usually at a bargain price (compared to the vets). The scouting screen begins with the most basic information about the players. It has the projected round in which the player might be taken, along with height, weight, college, position, and miscellaneous stats. Analyze your roster to assess your team needs. Sometimes you'll need an immediate starter, but often times you're drafting for depth and future stars.

All that you are given to work on initially is a little snippet about the players' "primary abilities," that is, the abilities generally considered the most important for that position. It's not the be-all and end-all, of course—there are many other factors to consider—but these abilities will be considered most frequently in a game situation. They usually take a rating form like Amazing, Great, etc. (which will be explained in more detail in the FAQ).

The key now is to find the right person for your team. For that to happen you need to consider your style of play, your surrounding personnel, and weaknesses from the year before. Having a top-notch receiver, for instance, will be useless unless the QB has the accuracy to get it to him. Pinpoint the type of player you're seeking for a given position.

You can scout only 15 people before a round, so choose wisely. These players are the targets about whom you'll receive detailed information to use in the draft. A good strategy is to pick the top three positions you need to upgrade, and scout five guys at each spot. Armed with this information, you'll be able to construct a quality draft.

Rookie Ratings

While filtering through your scouting reports, you'll receive information on how players performed in six basic drills that relate directly to a player's rating in a certain category. Our experience has shown the following correlations.

Drill	Player Rating
40 Time	Speed
Shuttle	Acceleration
Cone	Agility
Bench	Strength
Vertical	Jump
Interview	Awareness

Also, certain positions have a descriptive phrase attributed to the position abilities listed below. A player can be Amazing, Great, Good, Above Average, Average, Below Average, Bad, or Terrible.

Position Abilities

- 1 Throwing Arm (Throwing Power)
- 2 Pass Accuracy (Throwing Accuracy)
- 3 Run Power (Break Tackle)
- 4 Hands (Carry or Catch)
- 5 Run Block
- 6 Pass Block
- 7 Kick Returns
- 8 Tackle
- 9 Kick Power
- 10 Kick Accuracy

Also take into account what the scouts are saying. A player may have an incredible bench press, but the talk might be that he's not as strong as he looks. He'll probably have a lower strength rating than other players that performed similarly in the bench drill. Scouting players is not an exact science, but with hard facts and some reading between the lines, it can be done successfully.



Projecting Your Scouting Targets

Here's how various players may perform in the scouting combine, and the ratings those performances are likely to yield.

40 Time	Ability: Speed
Time Range	Rating Range
4.24 - 4.35	90-99
4.36 - 4.52	80-89
4.53 - 4.67	70-79
4.68 - 4.81	60-69
4.82 - 4.96	50-59
4.97 - 5.10	40-49

Shuttle Drill	Ability: Acceleration
Time Range	Rating Range
3.75 - 3.92	90-99
3.93 - 4.09	80-89
4.10 - 4.25	70-79
4.26 - 4.44	60-69
4.45 - 4.64	50-59
4.65 - 4.82	40-49
4.83 - 5.05	30-39

Cone Drill	Ability: Agility
Time Range	Rating Range
6.60 - 6.82	90-99
6.83 - 7.05	80-89
7.06 - 7.28	70-79
7.29 - 7.51	60-69
7.52 - 7.75	50-59
7.76 - 7.97	40-49
7.98 - 8.20	30-39

Bench Reps	Ability: Strength
Bench Reps	Rating Range
38 - 44	90-99
30 - 37	80-89
24 - 29	70-79
18 - 23	60-69
12 - 17	50-59
6 - 11	40-49

Vertical	Ability: Jump
Height Range	Rating Range
42 - 39	90-99
36 - 38	80-89
33 - 35	70-79
30 - 32	60-69
27 - 29	50-59
24 - 26	40-49
21 - 23	30-39

What To Look For

The table below is an easy guide to what ratings are most important by position. Having a wide receiver with great awareness might be nice, but we'll take a speed guy with hands. Defensive ends need to be quick off the edge, but they don't need a great jump rating. To avoid confusion in your recruitment, refer to the rating priority for each position. One note: speed is an added factor to consider at any position.

Position	Rating Priority
QB	THP, THA, AWR
HB	SPD, BTK, ACC
FB	RBK, PBK
WR	SPD, CTH
TE	CTH, RBK
T	PBK
G	RBK
C	RBK
DE	TAC, SPD
DT	STR, TAK
OLB	SPD, AWR
MLB	TAK, AWR
CB	SPD, JMP
FS	AWR, TAK
SS	AWR
K/P	KAC, KPW





Show Me the Money!!

Here are some helpful tips for maximizing cash in your franchise. Keep in mind that much of your balance sheet is directly related to player and coach salaries. If those are in line, you should have no problem keeping your business running smoothly.

1 Be smart about signing players. The longer the contract, the better it is for your cap. Raise the signing bonus and sign long-term deals, and eventually you'll have a cap-friendly roster.

2 If you reach the playoffs, raise prices on tickets, food, merchandise, and parking. Go above the recommended limits. Fans will stretch their dollars to see the home team host a playoff game.

3 Don't always rely on your advisors. Even if your advisors caution that fans are whining about ticket prices, keep them high until you notice a significant drop in attendance. Once that happens, all it takes is a quick Fan Appreciation Day to recover. Team events (team autographs, team movies) seem to get the best results.

4 If you have quality depth, trade away big contracts for future draft picks. You'll stay young and, more importantly, you'll remain within the budget.

Signing Free Agents

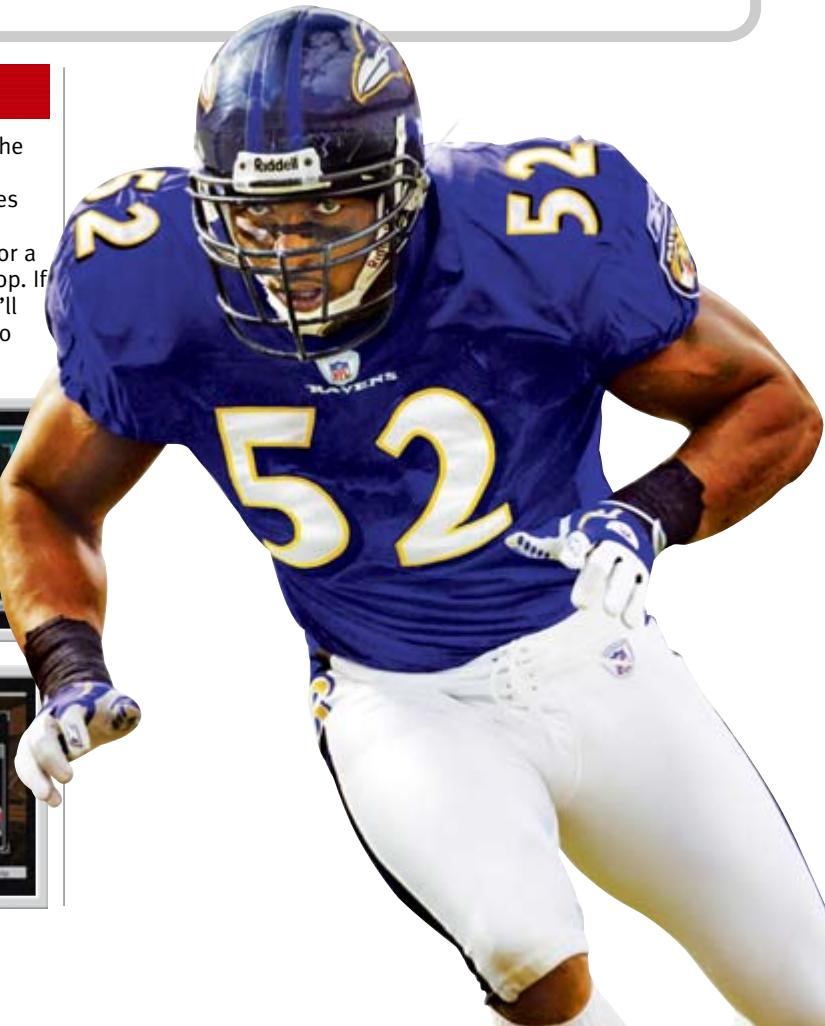


Now it's time to sign the free agent of your dreams. Waiting for Tom Brady's contract to run out so you can make a pitch to him? Here's where it all happens. Once you enter the free-agent signing period, you can browse, position by position, to see who is available. Check on a player's interest in joining your team, his morale, ratings, and any awards he might have won. A player coming off a Pro Bowl season will cost top dollar, but if he wants to play for you, don't pass up the opportunity.



Depth Charts

Adjust your roster so that the best players are starting at each position. In some cases you might want to start a slightly lower-rated rookie or a young guy to let him develop. If you CPU Auto-Reorder, you'll probably miss the chance to maximize your roster.





Franchise Cheat Sheet

Overall Rating	Franchise	Player	Position
97	Colts	Peyton Manning	Quarterback
96	Titans	Steve McNair	Quarterback
95	Eagles	Donovan McNabb	Quarterback
95	Patriots	Tom Brady	Quarterback
94	Packers	Brett Favre	Quarterback
93	Falcons	Michael Vick	Quarterback
93	Vikings	Daunte Culpepper	Quarterback
91	Chiefs	Trent Green	Quarterback
90	Seahawks	Matt Hasselbeck	Quarterback
90	Jets	Chad Pennington	Quarterback
98	Chiefs	Priest Holmes	Halfback
98	Chargers	LaDainian Tomlinson	Halfback
96	Ravens	Jamal Lewis	Halfback
95	Packers	Ahman Green	Halfback
95	Redskins	Clinton Portis	Halfback
94	Dolphins	Ricky Williams	Halfback
94	Saints	Deuce McAllister	Halfback
93	Rams	Marshall Faulk	Halfback
92	Colts	Edgerrin James	Halfback
92	Jaguars	Fred Taylor	Halfback
93	Buccaneers	Mike Alstott	Fullback
93	49ers	Fred Beasley	Fullback
92	Chargers	Lorenzo Neal	Fullback
92	Cowboys	Richie Anderson	Fullback
92	Vikings	Jim Kleinsasser	Fullback
91	Cardinals	James Hodgins	Fullback
91	Chiefs	Tony Richardson	Fullback
91	Seahawks	Mack Strong	Fullback
89	Lions	Cory Schlesinger	Fullback
88	Packers	William Henderson	Fullback
98	Colts	Marvin Harrison	Wide Receiver
98	Vikings	Randy Moss	Wide Receiver
97	Eagles	Terrell Owens	Wide Receiver
96	Rams	Torry Holt	Wide Receiver
94	Steelers	Hines Ward	Wide Receiver
93	Bengals	Chad Johnson	Wide Receiver
92	Bills	Eric Moulds	Wide Receiver
92	Saints	Joe Horn	Wide Receiver
91	Redskins	Laveranues Coles	Wide Receiver
91	Titans	Derrick Mason	Wide Receiver
98	Chiefs	Tony Gonzalez	Tight End
96	Ravens	Todd Heap	Tight End
95	Giants	Jeremy Shockey	Tight End
92	Falcons	Alge Crumpler	Tight End
90	Colts	Marcus Pollard	Tight End
89	Dolphins	Randy McMichael	Tight End
88	Packers	Bubba Franks	Tight End
87	Titans	Erron Kinney	Tight End
86	Patriots	Christian Fauria	Tight End
85	Jaguars	Kyle Brady	Tight End
99	Ravens	Jonathan Ogden	Left Tackle
98	Rams	Orlando Pace	Left Tackle
96	Seahawks	Walter Jones	Left Tackle
95	Chiefs	Willie Roaf	Left Tackle
95	Eagles	Tra Thomas	Left Tackle
94	Colts	Tarik Glenn	Left Tackle
93	Redskins	Chris Samuels	Left Tackle



Franchise Cheat Sheet

Overall Rating	Franchise	Player	Position
94	Rams	Kyle Turley	Right Tackle
93	Bengals	Willie Anderson	Right Tackle
91	Redskins	Jon Jansen	Right Tackle
89	Bears	John Tait	Right Tackle
88	Packers	Mark Tauscher	Right Tackle
98	Giants	Michael Strahan	Left Defensive End
95	Broncos	Trevor Pryce	Left Defensive End
94	Panthers	Julius Peppers	Left Defensive End
94	Raiders	Warren Sapp	Left Defensive End
94	Rams	Leonard Little	Left Defensive End
98	Dolphins	Jason Taylor	Right Defensive End
97	Buccaneers	Simeon Rice	Right Defensive End
96	Patriots	Richard Seymour	Right Defensive End
94	Colts	Dwight Freeney	Right Defensive End
93	Jets	John Abraham	Right Defensive End
97	49ers	Julian Peterson	L. Outside Linebacker
92	Seahawks	Anthony Simmons	L. Outside Linebacker
90	Patriots	Willie McGinest	L. Outside Linebacker
88	Giants	Carlos Emmons	L. Outside Linebacker
88	Redskins	Marcus Washington	L. Outside Linebacker
98	Buccaneers	Derrick Brooks	R. Outside Linebacker
98	Redskins	LaVar Arrington	R. Outside Linebacker
96	Bills	Takeo Spikes	R. Outside Linebacker
96	Titans	Keith Bulluck	R. Outside Linebacker
95	Steelers	Joey Porter	R. Outside Linebacker
99	Ravens	Ray Lewis	Middle Linebacker
97	Bears	Brian Urlacher	Middle Linebacker
95	Broncos	Al Wilson	Middle Linebacker
94	Dolphins	Zach Thomas	Middle Linebacker
94	Texans	Jamie Sharper	Middle Linebacker
99	Broncos	Champ Bailey	Cornerback
98	Patriots	Ty Law	Cornerback
97	Ravens	Chris McAlister	Cornerback
96	Dolphins	Patrick Surtain	Cornerback
94	Texans	Aaron Glenn	Cornerback
93	Raiders	Charles Woodson	Cornerback
92	Bills	Troy Vincent	Cornerback
92	Buccaneers	Ronde Barber	Cornerback
98	Eagles	Brian Dawkins	Free Safety
95	Cowboys	Roy Williams	Free Safety
94	Rams	Aeneas Williams	Free Safety
92	Raiders	Rod Woodson	Free Safety
91	Bears	Mike Brown	Free Safety
99	Colts	Mike Vanderjagt	Kicker
96	Eagles	David Akers	Kicker
96	Patriots	Adam Vinatieri	Kicker
95	Broncos	Jason Elam	Kicker
93	Dolphins	Olindo Mare	Kicker
98	Colts	Todd Sauerbrun	Punter
98	Raiders	Shane Lechler	Punter
96	Titans	Craig Hentrich	Punter
94	Bills	Brian Moorman	Punter
92	Bears	Brad Maynard	Punter



MADDEN NFL 2005 ONLINE

NEW!

Improved Messenger



- The EA Messenger system now has "pages" like other popular instant-messaging systems. You can see your friends, recent messages / challenges / opponents, your next tournament's opponents, and users on your blocked list. You can also send group messages to your friends. (Press right on the D-pad to highlight friends and left to unhighlight them. Highlight more than one and choose Group Message to send a message to every target.

NEW!

Rushing Attack Minigame



- Like in a Play Now game, you are matched up with someone near your rank and ping. You then play as the running back for one minute and then as the defense for one minute. You score points by gaining yards, breaking tackles, and getting into the end zone. On defense, you score by dropping the running back for a loss.

Introduction

Xbox owners rejoice! As PS2 and PC owners already know, playing Madden against ballers coast-to-coast is the only way to truly see how your game stacks up. The plays don't fall into a predictable pattern and each move can be like one in a carefully crafted game of chess. Yes, you'll encounter guys who blitz every play, and yes, you'll encounter people who love to throw deep with reckless abandon. But thanks to the design folks at EA Sports, scouting would-be opponents and avoiding would-be quitters is easier than ever. Let's cover the basics first.

Identifying Popular Online Styles

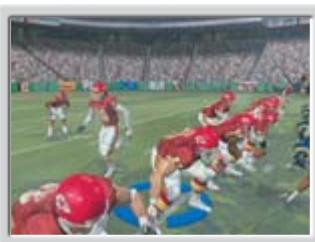
There are countless styles online, but a few dominant styles emerge from year to year based on top players and what they do to win games. Just like the NFL, online football is a "copycat" league. Why not do what works, right? Here's our breakdown of what you can expect to see from a lot of the online ballers.

Offensive Styles

When playing online you will typically encounter one of five basic offensive play styles.

Ground-Pounder

Ground-pounders can be difficult to stop because they know all the ins and outs of the run game. In previous installments of Madden, elite players would run goal-line or big-type offensive sets to control the clock and keep the ball out of their opponent's hands. When playing two-minute quarters like at the EA Madden Challenge, one drive can take up the entire of half. This leads to frustration because you don't have the ball to score. In Madden 2005, the run is still effective, but with the addition of the defensive Playmaker and the ability to crowd the box, the run game can be contained. If you are playing against a ground-pounder, be sure to call defenses that send more than what the offensive line can block. Shoot linebackers and safeties through gaps. If the cornerbacks are playing outside with



no receiver in front of them, be sure to bring them inside the box. There is no point in having them sit outside where none of the action is.

Also this year, the goal-line offense is not as effective. If you are being dominated up front and having a hard time stopping the inside run, be sure to put some meat up front with defensive players who have high Strength ratings. They hold up better against blocks and are less likely to be pancaked.



yards and lob it up to their best receiver in hopes that will come down with it more often than the defense does. The dink-and-dunk offense is pretty effective, but requires that the player be able read coverages and know his team's offensive pass plays. This type of player can be dangerous because he uses all his receivers and it's hard to figure out where he's going to go with the ball. If you are playing against this type of player, you are better off not blitzing. Use your defenders to fill the short passing lanes by dropping defensive linemen or by bringing up safeties. These players are hard to sack, because the ball is not in the quarterback's hands very long. If the passing lanes are blocked, these players will struggle and hold on to the ball longer, trying to buy time in the pocket. This is when you will get coverage sacks. The second type of player, who throws short, medium, and deep, is the hardest to defend against. He uses all his receivers just like a dink-and-dunker, but he's not afraid to go up top every once in a while. *(continued)*

Aerial Assault

Moving the ball through the air has always been mainstay of most players. There are three main styles of the aerial-assault offense. There are the dink-and-dunkers, who run a West Coast-style offense. There are players who run short, medium, and deep routes to move the ball. And there are chuck-it-deep players, who drop back 15-20



To defend against such a player, disguise your defenses by using the defensive Playmaker and coverage audibles, manually moving defenders, and blitzing at the right time. Finally, there is the chuck-it-up player, who normally cannot read pass coverages. His only source of offense is to drop back 15-20 yards and lob it deep in hopes that his top receiver will pull it down. Over the years, this has been one of the most abused styles of offense. In Madden 2005 the defense is better equipped to defend the deep pass, so chucking it up is much less effective.

Balanced Attack



Players that run a balanced attack by mixing both run and pass in their offense are obviously going to be the hardest players to defend against. Most of us strive for this type of offense, but are not always able to run it. Having the ability to run or pass can keep the defenses off-balance. Players that run and then mix in the play-action pass really keep the defense guessing. To run a balanced offense you need a strong offensive line and a running back to pound the rock. You also need a quarterback and a set of receivers who can move the ball through the air. The problem is that there are not many teams in the game that have both. Finding a playbook that provides a good mix of pass and run is also important.



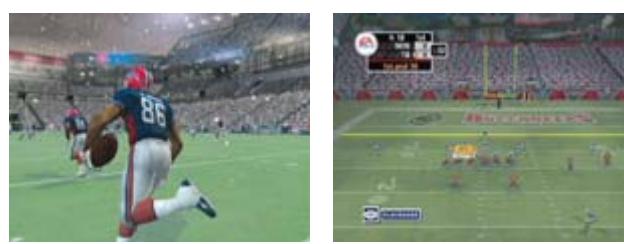
Motion Offense



Last year, players who used motion really had an advantage over the defense. There were plenty of holes for the offense to exploit by sending a man in motion and snapping the ball at the right time. At certain points when a receiver was sent in motion and the ball was snapped, it would cause the defensive AI to get confused. This worked best against man coverage. Once such motion glitch was to call a play-action pass, send a receiver in motion, and snap the ball right between the center and the guard. The cornerback following the receiver would bite on the play action. The next thing you knew, the receiver was streaking down the field wide-open. If the ball is snapped while a receiver is behind the line of scrimmage, he will block and not release on a route. Many players who send a guy in motion use it to see if the defense is in man or zone. This year, with the option to turn man lock on and off, using this type of motion is not as effective. If your opponent uses motion to read man or zone, just turn off man lock; your opponent will not be able to tell.



Players who use motion also tend to throw to the receiver who was sent in motion. These players are already locked on to this receiver before the ball is snapped. They are the easiest to defend against, because they rarely take their eyes off the receiver in motion once the ball has been snapped. Simply take control of a defender who is playing zone, a defensive lineman, or a player who is covering a receiver that never gets the ball thrown to him. Use him to double up. For instance, say the offense comes out in the I-Form Normal. The fullback is generally the least-used receiver in the game. If your opponent sends the flanker in motion, take control of the defender covering the fullback and go cover the receiver in motion. This tactic works well and can lead to coverage sacks because once their primary read is covered, they struggle to find another receiver open.



NEW!

Improved Matchmaking

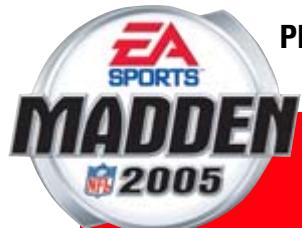


- Users now have control over the Play Now (Quick Match in Xbox Live) matchmaking. They can set up Rank limitations so you find opponents in a range you have specified, plus they can filter out users with a high DNF percentage so you won't face a lot of quitters.

NEW!

Quick Tournaments

- Quick Tournaments are four- or eight-player tournaments in which users don't have to worry about meeting time. Once you've entered a quick tournament, you cannot leave until you get knocked out or win the tourney. It's a back-to-back play style for people who just want to get in, match up and get on with it. You can choose to receive tournament updates via the EA Messenger, or have them sent to your cell phone, pager or e-mail address. You can also get all the stats from your games sent directly to your personal e-mail at the end of a game.



Online Glossary

Terms and Meanings

Fair Play Settings

• You need to have these turned on during your challenge against another player (in a regular game) if you want the game to count toward your ranking. Fair Play settings guarantee that some frustrating options are held in check. There'll be no going for it on fourth down with a big lead in the second half, you'll be limited to the number of pauses you can throw (as in any game to keep the game moving), and so on. This is all an effort on EA's part to make sure your online experience is as enjoyable and hitch-free, as possible.

The Ranking System

• The ranking system is based on the concept of total ranking points. Every user starts out with a fixed set of points. You'll gain points by playing other users and taking a portion of their points if you beat them. You can earn a greater percentage of points if you win with a weaker team. But if you have a much larger point total built up than your opponent, you'll earn fewer points for a win. Basically, it's weighted so you can't feast on the newbies. Be sure to familiarize yourself with the team overall ratings so you know what matchups could gain you some killer points and what matchups might be a trap game. Even though some teams are rated similarly, there are just some matchups you want to avoid, and some that are favorable.

• In the lobbies you may see people asking for a VoIP game

No-Huddle Offense



Players who run no-huddle offense pick five plays in their audibles and know them like the back of their hand. Many of the top players run this type of offense and are very good at it.

The best way to defend against these players is to learn their audibles quickly. After one possession, you should have a pretty good idea of what play each audible is and who your opponent plans on throwing to. The biggest problem is that once you learn the audibles you must set up the right defenses in your audibles. Players on offense who run the same audibles from the same formation are most difficult to defend against because they can audible to any one of five plays and you have no idea what play or receiver they are going to. Before the snap they audible to a play based on how the defense lines up.

In previous Madden installments, it basically came down to your opponent's five audibles versus your five audibles. If you had five audibles that countered his five audibles, you were good to go. If not, your opponent could move the ball at will. With the addition of the defensive Playmaker you can now adjust your defense and do a better job at stopping the huddle offense. Drop linemen, double-team receivers and cook up blitzes on the fly to hit them right back.



Defensive Styles

When playing online you will typically encounter one of three basic defensive play styles.

Aggressive



Aggressive players like to live on the edge and dictate the tempo of the game. They are willing to give up the big play on offense in return for a big play on defense. Buddy Ryan, who was defensive coordinator of the Chicago Bears in the '80s, had this mentality. He wanted to dictate the tempo of the game by sending multiple defenders in to rush the quarterback. His philosophy was that if he sent more pass-rushers in than what the offense could block, someone was going to get through. You will find plenty of players online who use this same defensive style. There are all types of aggressive players. One uses blitz packages based on the framework of the game. They use shifts and defensive Playmaker options, and may move a player or two to bring the heat. Others play a more freelance style. They tend to move several defenders all over the field and not play within the framework of the game. Often they will move defenders off the screen, creating unrealistic defenses, or they may move players on the line to linebacker depth to shoot defenders through gaps and put instant heat on the quarterback. These are Nano Blitz packages—the pressure comes on the quarterback within a nanosecond of the snap. These can be set up by shifts and by using the defensive Playmaker hot routes. These are normally not as effective as freelance setups, though.



In Madden 2003, heat could be brought from almost anywhere. Players in the know could dominate a game if the opposing player was less expert. In Madden 2004 Nanos were less effective due to improvement of the offensive-line blocking assignments. With the defensive Playmaker, you can create more elaborate blitz schemes, but not to the point where the offense cannot counter them. If you play against an opponent who knows how to set up Nanos, be prepared to leave extra pass-blockers in. Leaving the tight end in is a great way to counter Nanos because he changes up the way the rest of the offensive line pass-blocks. You can also motion a player behind the line and snap the ball so that he blocks. Use your slants, screens, quick outs, and dumps to backs to counter the quick heat that Nanos can bring. Once you beat the aggressive player a couple of times, he'll pretty much fold up and quit.

Bend but Don't Break



This type of defense takes the rubber-band approach. We will bend, but we won't break. This approach is effective online because it allows the defense to sit back and wait for the offense to come to them. Hopefully there is a change of possession by downs, or a mistake such as an interception or a fumble.

To beat this type of defensive style, you must remain patient and take what the defense gives you. If you force passes or try to make legendary RB-style runs, you are playing into the defense's hands. Players that run the bend-but-don't-break style play mostly zone coverage and blitz very rarely. Leaving blockers in to pass-block is not necessary. You are better off sending out your receivers in hopes that one of them will find a soft spot in the zone.



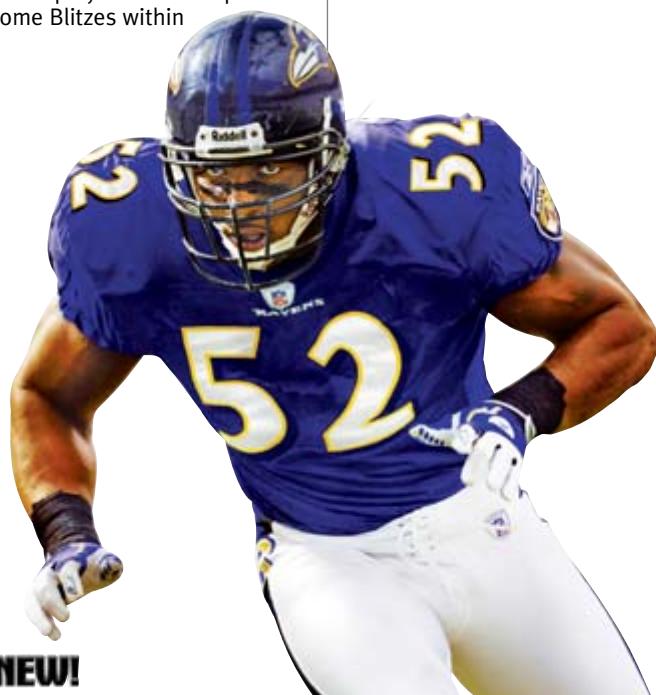
Balanced



Players who call a good mixture of plays on defense are the hardest to beat. They understand how the defense works and generally know what each defense is designed to do. They use a good mixture of zone, man, and blitz packages to keep the offense guessing. These players will set up some Blitzes within



the framework of the game to keep the offense on its toes, but it's not their whole game plan. If you really want to be a top player online, you need to be balanced. Learning who covers who and who does what can make the difference in stopping your opponent.



NEW!

Scouting Report

Madden, like NCAA, supports the Scouting Report feature, which lists prominent stats for all users, such as favorite playbooks, no-huddle percentage, how many times a player has gone for it on fourth down, scrambling on pass play, etc. This will allow you to see a player's stats and get an impression of his play style before you decide if you want to play against him.



VoIP

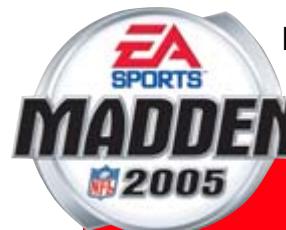
or Headset Only game. This means they want to chat with you during gameplay. If you have a PS2-compatible headset and want to chat, look for people touting this feature. **Note:** Feature is for broadband users only.

Sim or "Straight Up"

Sim or Straight Up games. This is a callout to folks who want a nice, balanced game without trying to abuse or glitch the AI. Running hurry-up offense all game would not be considered "sim." Basically, straight-up games should resemble real NFL games, with a fair amount of running, passing, blitzing, and other tactics, instead of reliance on mastery on one skill (such as hot-route passing out of hurry-up offense all game).

Cheese

see a guy being called cheesy, he's using tactics his opponent deems questionable at best. We'll cover some of the more popular cheese tactics later, but basically the matter boils down to one question: "Would an NFL team be successful doing that all the time?"

**Stick Skills**

- Refers to a player's ability to manually hop on a team member and get him to do things that the CPU animation might not take care of. Repositioning a DB in a split second or carving out a running lane with Playmaker blocking are two examples of stick skills.

Glitch Ball

- Another reference to cheese, or exploiting a flaw in the gameplay. If you could call hurry-up offense after a 10-yard pass and then hike the ball and force the D to be off-sides every time, that'd be a glitch. Avoid using these.

Icon Toggling

- With Michael Vick or any other fast quarterback, and even some average-speed guys, this is when you quickly pull down the pass icons, begin to scramble or roll out, wait for the DBs to come off their assigned men, then put the icons back up and fire to the open man. Granted, some hectic plays call for desperate measures, but constantly looking to exploit this tactic is asking to be reported for poor sportsmanship.

- Some blitzes in Madden

The Madden Community

Over the past couple of years the Madden community has really expanded on the Internet. Scores of sites provide news, discussion forums, and gameplay tips. You can find players to play with, leagues to join, and much more. Discussion forums are a great way to keep your game up-to-date as online play evolves. You can meet up with quality players who share your passion for the game. The Madden Tournament scene has also grown by leaps and bounds. With the EA Sports Madden Challenge leading the way, tournaments are popping up everywhere. Ballers Clubs have formed up, with players willing to travel anywhere in the country to put their skills on the line. If you are looking to play in your first tournament, there are a couple of things that you need to know before game day.

5 Madden NFL 2005 Online Playing Tips

1 Take it as a learning experience.

Unless you currently play with tournament-seasoned players, you might take it on the chin in your first event. Playing online and playing face-to-face in a tournament environment are worlds apart. You will see things you may never have encountered before. Try to find events that have a round-robin format so you will play a guaranteed number of games.

2 Register early.

Many events offer a discount for players that register early. Tournament play doesn't come cheap, so get every break you can.

3 Come up with a nickname for yourself.

Just about every serious tournament player has a nickname. If you just play as "Joe," everybody in the room will know you are new to the scene.

4 Find a league or club to join as soon as possible.

This will give you a steady group of guys to practice with, as well as a crew to root for you at events. Many leagues operate under a sim-style rule set, which can be the best way to ensure a realistic feel to your game. Many leagues have rules governing fourth downs, onside kicks, and two-point conversions. Check out www.leaguedaddy.com as well as any of the sites listed below to find info about a league you can join.

5 Make sure you know the rules *before* the event.

Most quality tournaments will have a Web page with a description of rules. Pay special attention to use of motion, audible from one formation to another (called "audibliting down"), substitutions guidelines, and glitches/AI exploits that have been outlawed.

Madden Game Websites

Check out the following sites to get your Madden fix.

Maddenguides.com:	Maddenguides has been on the Net for over four years, providing the latest Madden info, player interviews, and community updates.
Maddentips.com:	VG Sports is the home of the hard-core baller. With its strong forum following, you will be able to hook up with leagues, find out about tournaments, and get help with your game. VG has a balance of sim-style and freelance-style players. VG Sports also serves as the home base for discussion of Ballers Club Alliance events.
Maddenmania.com:	MM is the elder statesman of the Madden community. With an emphasis on sim-style play, MM boasts the biggest Madden forum on the net.
Ballersclub.com:	The Ballers Club Alliance is the premier force in the Madden tournament scene. With events all over the country, the BCA throws more quality Madden events than any other organization. If you are looking to put your game on the line versus the best, check out the BCA.

Madden Challenge

Want rule the gridiron? Use the online field as a way to sharpen your skills and prepare for the Madden Challenge, a yearly tournament (sponsored by EA Sports) that crowns one king of the gridiron.

Last year's Madden challenge spanned 20 weeks and 32 cities. It had nearly 15,000 competitors and culminated in Las Vegas, Nevada.

David "Sandman" Seitchick, the Buffalo Regional champ, emerged from the final field of 32 as the champion. What did the champion receive for his victory? The title of Madden Challenge Champion, bragging rights as the undisputed best Madden gamer, a check for \$50,000, the diamond-studded Madden Challenge Medallion, a pair of Air Jordan shoes, and a trip for two to Houston for the star-studded Madden Bowl during Super Bowl week.

Championship Tournament Results

Round 1 Events

	Final Score
Nathan "Young Gunz" Stanton over Anthony Mims:	40-36
"Dredd" David Grant over "Cooley" Edward Morse:	33-32 (time-limit tiebreaker)
"Realist" Jason Mangum over "Goat Hurter" Nick Halvorson:	55-29
"Forty Gees" Robert Hart over Yaro Hoffman "The Beat Down King":	31-30 (time-limit tiebreaker)
Joshua "Roundy" Bohanon over Wallace Brown "Wally B":	34-32
Jahmell Riley over "Tommy Gunz" Thomas Fulton:	42-21
Ronald Jenkins over Christopher "Action" Jackson:	23-12
David "Sandman" Seitchick over "O.T." Oscar Turner:	48-35
"Champ" Jeremy Deberry over "Vegita" Antwon Brothers:	35-28
"T-Fonk" Toby Merchant over "Muk" Mukala Sikyala Jr.:	38-35
"Mo Wash" Moses Washington over "Morpheus" Melvin Johnson:	56-26
Teryl "Madden Kid" Samuel over "Boogieman" Antoine Talley:	57-44
"Big Gene" Williams over "Black Jesus" Lamar Mathews:	35-34
"Ant Man" Anthony Shannon over "Q-Boy" Quoc Bui:	38-35
"Mad Dog" Mike McAnany over Paul Wierzbka:	45-42
"L-But" Lawrence Butler over "Magic" Mike Rappaport:	43-10

Round 2 Events

	Final Score
"Dredd" David Grant over Nathan "Young Gunz" Stanton:	50-40
"Realist" Jason Mangum over "Forty Gees" Robert Hart:	70-42
Joshua "Roundy" Bohanon over Jahmell Riley:	50-49 (time-limit tiebreaker)
David "Sandman" Seitchick over Ronald Jenkins:	42-41
"Champ" Jeremy Deberry over "T-Fonk" Toby Merchant:	34-24
Teryl "Madden Kid" Samuel over "Mo Wash" Moses Washington:	62-49
"Big Gene" Williams over "Ant Man" Anthony Shannon:	38-29
"Mad Dog" Mike McAnany over "L-But" Lawrence Butler:	35-23

Quarterfinals

	Final Score
"Dredd" David Grant over "Realist" Jason Mangum:	41-34
David "Sandman" Seitchick over Joshua "Roundy" Bohanon:	32-22
"Champ" Jeremy Deberry over Teryl "Madden Kid" Samuel:	58-36
"Big Gene" Williams over "Mad Dog" Mike McAnany:	46-35

Semifinals

	Final Score
David "Sandman" Seitchick over "Dredd" David Grant:	61-52
"Big Gene" Williams over "Champ" Jeremy Deberry:	49-39

Final

David "Sandman" Seitchick over "Big Gene" Williams:	71-50
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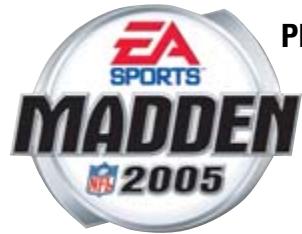
Hard Blitz



can be enhanced by manually repositioning your guys before the snap. You may encounter some "Blitz Masters" online. Call for extra blockers, run the ball more, and avoid playing these guys in the future.

DNF

• This year's game has a new Did Not Finish percentage. Any game in which a user disconnects or quits out will contribute to his DNF, as will a user's failure to play tournament games. You can frequent rooms that filter people out by their DNF percentage so you know you're likely to get an opponent who will finish his game.



MINI GAMES

Introduction

Whether you use these in Owner mode to improve your actual roster, or you just enjoy unlocking the various levels for Madden Cards, the Madden Minigames are fun for any football fan. You'll get to work on individual aspects of football, which hopefully will improve your overall game.



★ DL - TRENCH FIGHT			★ ★ ★			
Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Eagles	N.D. Kalu	13.00s	9.25s	7.75s	3 checkpoints
Pro	Jets	John Abraham	18.50s	13.75s	10.75s	4 checkpoints
All-Pro	Buccaneers	Simeon Rice	28.00s	23.25s	19.50s	5 checkpoints
All-Madden	Panthers	Mike Rucker	45.00s	36.00s	29.75s	6 checkpoints

Advance down the field, defeating blocks to grab a series of flags as quickly as possible.

POSITIONS

Rookie: 1 OL each

Pro: 1 OL, 1 OL, 2 OL, 1 OL

All-Pro: 2 OL, 1 OL, 2 OL+1 RB, 1 OL, 2 OL

All-Madden: 1 OL, 3 OL, 1 OL + 1RB, 1 OL + 1 RB, 3 OL, 1 OL

Technique

• In this drill you'll be trying to win the battle in the trenches as you navigate a series of offensive linemen to reach flags. You've got three moves: the shove, the rip, and the spin.

• The shove will come in handy to get the guy moving backwards; after that you should rip, or just sprint around the man. On higher difficulties, you should try just faking one way and sprinting inside or outside the guy. This way you'll avoid engaging him and losing time.

★ RB - GROUND ATTACK			★ ★ ★			
Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Chiefs	Priest Holmes	800	1,400	2,200	2 defenders
Pro	Redskins	Clinton Portis	750	1,300	1,900	3 defenders
All-Pro	Chargers	LaDainian Tomlinson	700	1,100	1,500	3 defenders
All-Madden	Ravens	Jamal Lewis	600	900	1,200	4 defenders



It sounds simple, and it is. Take the ball and run with it. Use any blockers, the blocking dummies, and every special move you've got to make the most of each carry.

Technique

- Prior to each play you'll see where the play is designed to go. The paths mimic offensive-game plays, with various gaps to run through. Follow the fullback initially, but if he doesn't get on his guy quickly, be prepared to circle back around the blocking dummies.
- Once your fullback has taken care of a man, the rest of the play hinges on your ability to size up

angles, use the special moves, and generally show your "stick skills." Stiff-arm works for defenders that are coming at you from the side, while juke is best in a head-on situation with the defender right in front of you. The spin is a great move if a guy or two is beating you to a spot. Once a man has anticipated where you're going, the spin is deadly.

1 Dive for the end zone. It's a time saver, and time is everything here.

2 Now that the hurdle move is gone, practice using the head-down-and-cover-up ball technique. It's a good bulldozer move for an extra yard or two.

3 If you aren't going to make it to the end zone on a particular run, get out of bounds. This will stop the clock.

4 Get acquainted with the various juke moves on the practice field. There are stutter-step jukes, ankle-breakers, and a couple of in-between moves depending on your speed, direction of movement, and how hard you press the button.

SCORING

10 points per yard gained
10-point penalty per yard lost

100-point bonus for each touchdown

Online only: **100-point** penalty for each fumble

Online only: **100-point** bonus for each tackle broken

★ DP SWAT BALL



Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Bills	Troy Vincent	300	600	900	3 targets
Pro	Texans	Aaron Glenn	300	575	800	4 targets
All-Pro	Broncos	Champ Bailey	300	525	725	5 targets
All-Madden	Dolphins	Patrick Surtain	300	500	600	5 targets



A passing machine fires 20 balls at one of several stationary targets, indicating the target just before the release. Your job is to knock down—or preferably, intercept—as many as possible.

● Technique

- Your best bet for succeeding here is getting good with the speed burst, strafe, and intercept buttons. Run toward the target as soon as it's highlighted, and just before you get there, try strafing in front of it. This will square your shoulders up to the ball and make it much easier to intercept the pass. This is called "swat drill," but it should be called INT drill, because that's the main objective.

- Use the swat button only on passes that seem to be out of reach or are directly over your shoulder. These types of catches are very difficult for DBs, and the swat is the way to go.
- You won't know whether a lob or a bullet pass is coming, so as soon as you swat or intercept the last pass, work on centering yourself somewhere toward the middle of the screen. This will put you in the best position to get to any type of pass.



SCORING

10 points for the first pass defended

20 points for the second pass defended (consecutively)

30 points for the third pass defended (consecutively)

40 points for the fourth and all subsequent passes defended

Double points for an interception.



★ COFFIN CORNER



Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Browns	Derrick Frost	250	650	900	—
Pro	Saints	Mitch Berger	250	600	800	—
All-Pro	Jaguars	Chris Hanson	250	500	700	—
All-Madden	Cardinals	Scott Player	250	375	500	—

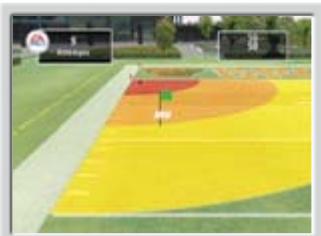


Pin the imaginary opponent deep by landing six punts in either corner of the field.

● Technique

- Here's one of the easiest minigames in the series. Just kick the ball toward either corner and work on your touch to score max points. The less power you put into the kick, the slower the kick meter moves. Kick to the short side of the field; you'll have an easier time judging the angle.

- Repetition and learning the physics of power and the wind factor are the keys here. Practice enough, and soon you'll feel like you're just throwing darts out there (well, except that you're kicking footballs).



• Kicking low laser-beam-like shots reduces the effect of the wind. This is especially important on the higher levels, where the wind is raging and the meter is moving very quickly.

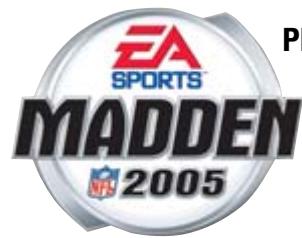
50 points for landing in the yellow area

100 points for landing in the orange area

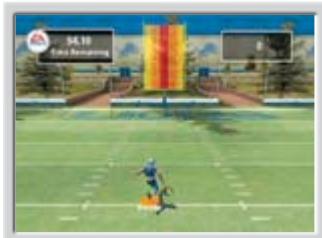
200 points for landing in the red area

Online only: Variable bonus for each area, increasing with proximity to the front pylon

SCORING



★ CLUTCH KICKING						
Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Lions	Jason Hanson	900	1500	2200	-
Pro	Dolphins	Olindo Mare	900	1500	2200	-
All-Pro	Raiders	Sebastian Janikowski	900	1500	2100	-
All-Madden	Eagles	David Akers	900	1500	2100	-



You've got one minute to kick as many field goals as close to the center of the goal posts as possible.

Technique

• Field goals are often the difference between winning and losing. Here Madden '05 tests your ability to make different kicks from various spots on the field. The hash-mark placements require careful consideration of where to line up the kicking arrow. If you're set up in the middle, just boom it down the pipe (assuming there are no strong winds).



• As in the punt drill, try reducing the loft on your kicks. Real kickers would never do this because of the risk of the kick being blocked, but that's not a concern here. Lower kicks mean less wind effect. Lower kicks also travel faster, and will allow you to get off more kicks than if you boom big floaters out there.

SCORING

75 points for hitting the yellow area

150 points for hitting the orange area

300 points for hitting the red area

Online only: Bonuses awarded for each area, increasing with proximity to the center

★ CHASE AND TACKLE



Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Ravens	Peter Boulware / Ed Reed	800	1,475	2,000	-
Pro	Steelers	Joey Porter / Troy Polamalu	1,000	1,725	2,250	-
All-Pro	Panthers	Dan Morgan / Mike Minter	650	1,100	1,500	-
All-Madden	Bears	Brian Urlacher / Michael Green	650	1,100	1,500	-



Stop the offense's running game.

Technique

• Keep control of the linebacker. He'll be the first man to the point of attack, and he's a sure tackler. Use your strafe and speed burst to pursue the ball carrier, and if you meet up with a blocker, use the moves you learned in the Trench Fight drill.

• The CPU will test your pursuit with spins and jukes. Every time you think you've got him beat to the corner, he'll cut back against the grain. Pursue gradually and with a careful angle to avoid getting burned.

• Flaw the CPU runner back into your fellow tacklers if possible. It's best if you can make a user play on him, but in the end it's better to keep him out of the end zone.

• The best strategy involves waiting for the fullback to hit the line of scrimmage while you track the ball carrier. You can also try and shoot the gap right after the snap. Sometimes you'll rack up fumble bonuses because you'll disrupt the handoff. It's risky, however, as you'll be taking the linebacker completely out of the play if it's a toss outside.



SCORING

10 points for each yard the RB is stopped short of the end zone, if the computer-controlled player makes the tackle

20 points for each yard is stopped short of the end zone, if the user-controlled player makes the tackle.

100-point bonus for forcing a fumble

250-point penalty for allowing a touchdown





POCKET PRESENCE



Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Falcons	Michael Vick	900	1,200	1,400	-
Pro	Vikings	Daunte Culpepper	800	1,100	1,325	-
All-Pro	Packers	Brett Favre	600	850	1,100	-
All-Madden	Titans	Steve McNair	450	675	950	-



This drill simulates pressure from all sides, and you've got to make the correct reads while tennis balls are being shot at you. If you get hit with a ball, you're "sacked."

Technique

• This drill is all about "feeling the rush" while looking downfield. Just like a real quarterback, you can't be focused on what's right in front of you, or you'll never throw to the right guy. Try to pick up on the yellow tennis balls and where they're coming from, but always be watching to see what target and the icon have popped up.

• You don't have to keep both feet in the pocket zone 100 percent of the time; you'll get notified if you stray too far. Once that happens, you have a second or so to hop back in the pocket. You don't need to make spastic moves on the stick to avoid the tennis balls. Easy steps a couple of feet up or back is usually all it takes. Anyone who was good at Asteroids should feel comfortable in this drill.

SCORING

25 points for the first target hit in succession

50 points for the second target hit in succession

75 points for the third target hit in succession

100 points for the fourth and all subsequent targets hit in succession

10-point penalty for throwing to the wrong target

10-point penalty for throwing to any target when none is indicated

25-point penalty for being hit by a tennis ball

Variable penalty for leaving the pocket



Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Giants	Kurt Warner	500	750	1,000	-
Pro	Seahawks	Matt Hasselbeck	500	750	1,000	-
All-Pro	Patriots	Tom Brady	500	750	1,000	-
All-Madden	Colts	Peyton Manning	500	750	1,000	-



Throw at the right moment with the right trajectory so your pass goes through the ring and to the receiver.

Technique

• This drill simulates throwing through passing lanes. Usually there's only a small window to get the ball by the defense, and the rings simulate that window. Timing and how hard you throw the pass are the keys to performing well here. On the comebacks, ins, and outs, try throwing more of a bullet just as the receiver is making his break. The slants and posts are easy—you should just throw it a couple of steps before the receiver reaches the ring.

• On the flag and fly routes, you'll have to experiment with lobbing the ball a bit more. You can also hold the analog stick in a direction to throw the ball more outside or inside. Finally, use your quarterback's agility to roll out and line up more with a ring. Sometimes it helps to get a better angle on the throw.



Challenge	Team	Player	Bronze	Silver	Gold	Note
Rookie	Giants	Kurt Warner	50	75	100	-
Pro	Seahawks	Matt Hasselbeck	50	75	100	-
All-Pro	Patriots	Tom Brady	50	75	100	-
All-Madden	Colts	Peyton Manning	50	75	100	-

25 points for throwing the ball through a bronze-colored ring

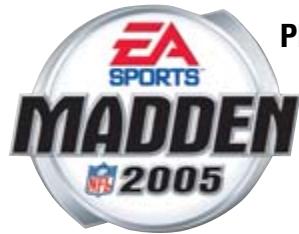
50 points for throwing the ball through a silver-colored ring

75 points for throwing the ball through a gold-colored ring

20-point bonus if the receiver catches the ball

Bonus for user-controlled receptions

Bonus for catch- and turn-controlled user receptions



ROSTER ATTRIBUTES

Introduction

The following Offensive, Defensive, and Special Teams lists include every player who is rated approximately 70 or above in his position, sorted by Overall Rating. However, the Overall Rating is just a starting point. Each list includes additional attributes related to the position. Consult these attributes when you search for the perfect player to complement your team.

OFFENSIVE PLAYERS

C		CENTERS					FB		FULLBACKS				
Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking	Overall Rating	Player	Speed	Awareness	Catching	Run Blocking		
98	Olin Kreutz	91	90	92	94	93	Mike Alstott	82	91	65	53		
97	Kevin Mawae	90	95	90	94	93	Fred Beasley	72	78	75	64		
96	Matt Birk	91	95	90	93	92	Lorenzo Neal	55	90	54	85		
94	Tom Nalen	87	97	94	86	92	Richie Anderson	80	82	82	53		
93	Jeremy Newberry	93	90	95	90	92	Jim Kleinsasser	74	72	74	68		
93	LeCharles Bentley	93	83	91	89	91	James Hodgins	67	72	65	78		
92	Casey Wiegmann	93	90	90	91	91	Tony Richardson	78	75	72	56		
91	Jeff Saturday	88	87	87	91	91	Mack Strong	76	75	68	68		
91	Mike Flanagan	87	92	87	93	89	Cory Schlesinger	70	75	74	58		
90	Pete Kendall	85	92	85	93	88	William Henderson	62	83	65	70		
90	Jeff Mitchell	89	92	87	91	87	Mike Anderson	86	74	65	50		
89	Brad Meester	88	87	91	88	87	Rob Konrad	82	73	70	55		
89	Steve McKinney	88	88	84	88	87	Zack Crockett	84	74	55	55		
88	Mike Flynn	86	90	87	88	86	Jon Ritchie	62	75	74	61		
87	Hank Fraley	93	83	88	87	86	Rock Cartwright	85	70	55	58		
87	Dominic Raiola	90	79	88	86	85	Bryan Johnson	65	75	66	67		
87	Barret Robbins	90	75	91	91	85	Marc Edwards	65	70	73	62		
87	Robbie Tobeck	85	93	86	88	85	Jerald Sowell	65	72	79	61		
86	Jason Ball	91	75	92	89	85	Nicolas Luchey	75	69	62	65		
86	Todd McClure	88	84	89	84	85	Dan Kreider	61	72	54	82		
86	Jeff Hartings	92	91	94	85	84	Justin Griffith	83	50	70	56		
85	Rich Braham	92	88	92	85	84	Alan Ricard	62	65	55	80		
85	Trey Teague	84	82	84	90	83	Terrelle Smith	62	70	56	77		
85	Daniel Koppen	87	80	86	89	83	Vernon Haynes	86	62	66	54		
85	Justin Hartwig	90	76	93	84	82	Jeremi Johnson	67	60	69	66		
84	Jeff Faine	90	74	87	86	82	Robert Holcombe	87	67	67	50		
83	Gennaro DiNapoli	85	84	85	86	80	Sammy Morris	83	58	70	51		
83	Roberto Garza	86	77	84	89	79	Heath Evans	71	56	68	58		
82	Shaun O'Hara	83	80	83	86	78	Greg Comella	61	71	68	58		
81	Dave Wohlabauh	84	84	79	89	78	Brad Hoover	65	62	65	60		
80	Casey Rabach	89	78	85	82	77	Chris Fuamatu-Ma'	77	66	55	52		
80	Cory Raymer	85	77	90	90	77	Joey Goodspeed	70	65	66	60		
78	John Wade	88	75	87	84	76	Daimon Shelton	62	68	57	64		
78	Chukky Okobi	84	70	81	85	76	Sam Gash	53	82	48	77		
77	Melvin Fowler	84	74	80	85	74	Moran Norris	72	55	64	55		
75	Seth McKinney	87	69	78	83	73	Patrick Pass	83	55	59	56		
75	Jake Grove	84	66	85	80	71	Reuben Droughns	85	55	59	52		
73	Jerry Fontenot	81	89	79	76	69	B.J. Askew	81	55	63	50		
72	Larry Moore	87	72	80	85	68	Tom Lopienksi	62	53	64	61		
72	Tyrone Hopson	90	68	79	85	67	Thomas Tapeh	70	46	64	55		
71	Cory Withrow	78	72	76	82	66	Jim Finn	63	60	60	57		
70	Tyson Walter	85	65	82	80	65	Andrew Pinnock	71	53	58	48		
69	Frank Garcia	83	80	76	80	62	Nick Goings	81	58	53	44		
69	Al Johnson	84	55	82	78								
67	Calvin Collins	84	60	80	80								
66	C #61	83	44	82	76								
66	C #66	86	49	82	77								

HB**HALFBACKS**

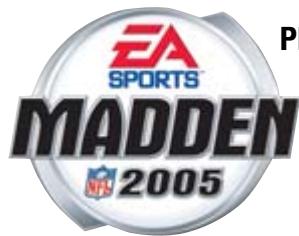
Overall Rating	Player	Speed	Agility	Awareness	Break Tackle
98	LaDainian Tomlinson	95	96	85	92
98	Priest Holmes	92	95	93	92
97	Jamal Lewis	91	90	93	99
95	Ahman Green	97	92	92	91
95	Clinton Portis	97	96	87	88
94	Ricky Williams	91	90	93	96
94	Deuce McAllister	93	89	87	94
93	Marshall Faulk	94	95	96	82
92	Edgerrin James	89	87	87	91
92	Fred Taylor	92	90	88	91
92	Stephen Davis	87	86	92	95
92	Shaun Alexander	90	88	87	92
90	Travis Henry	90	87	86	95
89	Corey Dillon	90	85	84	90
88	Curtis Martin	87	82	92	85
87	Charlie Garner	88	88	86	83
87	Tiki Barber	92	93	88	78
87	Michael Bennett	98	89	84	78
86	Rudi Johnson	87	85	77	91
86	Kevan Barlow	89	86	79	92
85	Duce Staley	85	83	85	84
85	Eddie George	85	82	90	88
85	Moe Williams	86	83	79	89
85	Domanick Davis	91	92	75	78
84	Warrick Dunn	95	96	84	64
84	DeShaun Foster	92	92	76	82
83	Thomas Jones	89	87	77	83
83	William Green	90	88	66	86
83	Marcel Shipp	86	87	74	87
83	Brian Westbrook	92	90	74	80
83	Correll Buckhalter	86	81	78	90
83	LaMont Jordan	87	86	72	88
83	Onterrio Smith	93	93	68	80
82	Anthony Thomas	85	81	80	88
82	Garrison Hearst	85	84	86	83
82	Michael Pittman	87	85	78	81
82	T.J. Duckett	86	80	74	92
82	Jerome Bettis	80	74	92	92
80	Willis McGahee	91	88	65	80
80	Kevin Faulk	90	89	81	70
80	Steven Jackson	88	85	60	84
80	Chris Brown	89	85	65	84
79	Lee Suggs	91	88	67	78
79	Emmitt Smith	80	76	99	81
79	Maurice Morris	91	89	70	73
78	Chris Perry	88	83	64	83
78	Jamel White	90	86	74	72
78	Dominic Rhodes	87	85	68	80
78	Kevin Jones	93	93	61	74
78	Tony Fisher	86	87	69	78
78	Najeh Davenport	86	82	68	86
78	Amos Zereoue	89	89	72	74
78	Tyrone Wheatley	81	75	82	91
78	Lamar Gordon	89	86	70	82
77	Travis Minor	88	89	75	70
77	Justin Fargas	94	90	65	69
76	Ladell Betts	87	83	67	81
75	James Jackson	87	86	72	74
75	Greg Jones	85	81	55	88
75	LaBrandon Toefield	87	85	62	82
75	Troy Hambrick	83	75	72	84
74	Quentin Griffin	90	92	67	66
74	Tatum Bell	95	91	56	66

HB**HALFBACKS continued**

Overall Rating	Player	Speed	Agility	Awareness	Break Tackle
74	Julius Jones	90	92	55	71
74	Ron Dayne	81	76	66	87
74	Shawn Bryson	89	78	64	78
74	Olandis Gary	83	80	74	78
74	Tony Hollings	90	87	63	72
73	Leonard Henry	86	83	65	73
73	Jamal Robertson	85	87	59	78
73	Artose Pinner	87	85	62	73
73	Musa Smith	84	80	59	85
73	Aaron Stecker	87	88	69	71
72	Brandon Bennett	85	82	65	80
72	Larry Johnson	87	82	55	79
72	Aveion Cason	94	85	65	66
72	Lamar Smith	80	80	76	77
71	Derrick Blaylock	90	79	73	67
71	Chester Taylor	86	82	65	71
71	Kerry Carter	85	81	64	76
70	Brock Forsey	85	84	65	70
70	Adrian Peterson	85	84	55	80
70	Kenny Watson	86	83	64	70
70	Rod Smart	91	81	52	75
70	Mike Cloud	86	80	65	72

LG**LEFT GUARDS**

Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
97	Alan Faneca	94	92	98	91
93	Brian Waters	90	83	90	93
93	Larry Allen	97	96	95	86
93	Mike Wahle	94	80	94	91
92	Jermaine Mayberry	93	88	91	93
92	Edwin Mulitalo	95	88	97	87
91	Damien Woody	91	87	90	88
91	Steve Hutchinson	90	84	93	88
90	Barry Sims	87	87	88	94
90	Zach Piller	93	85	90	91
89	Rex Tucker	90	85	90	87
87	Eric Steinbach	90	79	86	91
87	Jeno James	92	79	91	87
87	Chris Liwinski	93	86	89	91
86	Frank Middleton	95	85	87	94
85	Ben Hamilton	91	75	91	88
85	Rick DeMulling	91	78	85	91
85	Vince Manuwai	90	70	87	91
84	Kelvin Garmon	93	79	92	85
84	Kerry Jenkins	86	86	88	83
84	Toniu Fonoti	93	72	93	80
84	Mike Compton	86	88	85	85
83	Travis Claridge	92	77	91	86
83	Lewis Kelly	92	72	86	88
81	Matt O'Dwyer	91	82	91	83
81	Russ Hochstein	87	80	85	86
81	Andy McCollum	88	86	86	86
80	Eric Heitmann	89	76	88	89
80	Rich Seubert	87	75	84	87
80	Brent Smith	88	82	82	85
79	Eric Beverly	86	74	79	89
79	Grey Ruegamer	94	72	88	83
78	Marques Sullivan	90	68	86	80
77	Barry Stokes	88	79	80	85


LG
LEFT GUARDS continued

Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
77	Doug Brzezinski	91	72	86	81
77	Keydrick Vincent	91	69	88	79
77	Todd Washington	88	68	82	82
74	Phil Bogle	85	68	85	81
74	Artis Hicks	87	62	82	83
72	Cameron Spikes	87	69	80	82
72	Steve Herndon	87	64	85	79
72	Derrick Dockery	91	62	86	79
72	Milford Brown	86	68	84	80
71	Wilbert Brown	87	67	77	79
71	Montrae Holland	90	63	86	81
70	Mike Pucillo	88	65	79	82
70	Jordan Black	90	63	81	81
70	LG #75	84	50	82	83

LT
LEFT TACKLES

Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
99	Jonathan Ogden	98	95	98	95
98	Orlando Pace	96	95	93	98
96	Walter Jones	93	92	94	98
95	Willie Roaf	96	95	96	92
95	Tra Thomas	94	90	96	96
94	Tarik Glenn	96	90	94	97
93	Chris Samuels	94	87	93	94
93	Brad Hopkins	93	91	95	94
92	Chad Clifton	95	89	91	95
92	Bryant McKinnie	94	84	89	96
91	Leonard Davis	98	84	92	91
91	Flozell Adams	97	90	95	90
90	Levi Jones	91	78	92	94
90	Luke Petitgout	88	86	94	93
89	Matt Lepsis	94	89	93	87
89	Derrick Deese	90	92	92	92
89	Jason Fabini	92	84	93	91
89	Jordan Gross	90	79	91	93
89	Matt Light	89	83	89	94
88	Wayne Gandy	92	90	89	90
87	Marvel Smith	90	85	88	92
86	Jeff Backus	90	82	91	89
85	Damion McIntosh	94	84	92	87
85	Bob Whitfield	88	92	90	88
85	Ephraim Salaam	89	82	92	87
85	Mike Pearson	86	83	83	92
83	Robert Gallery	88	70	87	91
82	Roman Oben	89	87	84	86
81	L.J. Shelton	95	80	90	83
80	Ross Verba	87	87	86	85
80	Kwame Harris	88	72	86	87
80	Adrian Klemm	90	75	85	87
79	Wade Smith	89	70	88	85
79	Kevin Shaffer	87	75	86	84

LT
LEFT TACKLES continued

Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
78	Jonas Jennings	89	74	84	85
78	Matt Willig	88	76	86	85
76	Jason Whittle	90	74	85	83
75	Chester Pitts	90	70	84	82
74	Mike Gandy	88	68	83	81
72	Qasim Mitchell	93	69	84	77
72	Nat Dorsey	86	55	85	86
71	Jon Stinchcomb	82	60	81	86
71	Seth Wand	88	64	84	79
70	Makoa Freitas	83	57	84	87
70	Grant Williams	91	68	79	82
70	Max Starks	90	52	88	82

QB
QUARTERBACKS

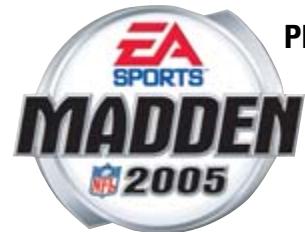
Overall Rating	Player	Speed	Awareness	Throwing Power	Throwing Accuracy
97	Peyton Manning	49	98	96	97
96	Steve McNair	74	89	94	90
95	Donovan McNabb	81	87	96	85
95	Tom Brady	57	95	91	96
94	Brett Favre	53	98	97	90
93	Daunte Culpepper	81	79	98	85
92	Michael Vick	94	78	96	82
91	Trent Green	50	93	89	95
90	Chad Pennington	55	90	86	96
90	Matt Hasselbeck	56	87	93	93
89	Rich Gannon	64	95	82	92
89	Aaron Brooks	73	78	93	87
88	Jeff Garcia	67	88	85	91
88	Jake Delhomme	66	85	87	91
88	Marc Bulger	58	83	92	92
87	Drew Bledsoe	45	90	98	87
87	Jake Plummer	71	82	88	87
87	Brad Johnson	49	92	87	93
87	Kerry Collins	48	87	96	88
86	Kurt Warner	40	92	93	92
86	Mark Brunell	62	88	87	88
85	Jon Kitna	51	83	92	88
85	David Carr	60	78	95	87
84	Byron Leftwich	52	78	96	87
84	Tommy Maddox	49	87	90	89
83	Joey Harrington	59	78	91	86
83	Patrick Ramsey	56	77	94	86
82	Carson Palmer	58	72	93	88
81	Quincy Carter	74	72	92	80
81	Eli Manning	58	74	91	88
80	Jay Fiedler	63	83	83	84
80	A.J. Feeley	52	77	90	86
80	Kyle Boller	69	73	92	80
79	Rex Grossman	54	75	90	86
79	Josh McCown	69	72	89	82
79	Philip Rivers	52	72	86	93
79	Mike McMahon	71	74	87	79
79	Tim Couch	53	76	90	86
79	Anthony Wright	65	73	90	80
79	Ben Roethlisberger	68	63	92	85
78	Kelly Holcomb	52	76	87	87
78	Vinny Testaverde	40	88	89	84
78	Tim Rattay	52	75	88	86
78	Marques Tuiasosopo	70	72	85	82

QB	QUARTERBACKS continued				
Overall Rating	Player	Speed	Awareness	Throwing Power	Throwing Accuracy
78	Trent Dilfer	41	86	87	86
78	Gus Frerotte	52	81	87	85
77	Brian Griese	52	75	87	86
77	Drew Brees	55	78	84	85
77	Jeff Blake	60	76	90	78
77	Charlie Batch	45	82	85	85
77	Billy Volek	55	74	87	86
76	Doug Flutie	65	83	78	80
76	Drew Henson	60	65	92	84
75	J.P. Losman	67	62	91	82
75	Shaun King	64	73	82	83
75	Rodney Peete	54	78	83	83
74	Rick Mirer	57	74	84	82
74	Chris Chandler	33	87	85	85
74	Todd Bouman	49	70	90	83
73	Koy Detmer	52	79	80	84
73	David Garrard	70	67	86	76
73	Doug Johnson	47	75	86	82
73	Rohan Davey	61	62	91	79
72	Tony Banks	49	75	88	76
71	Jonathan Quinn	56	70	85	80
71	Dave Ragone	58	68	87	78
70	Todd Collins	48	77	86	78
70	Kordell Stewart	76	60	85	74

RG	RIGHT GUARDS continued				
Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
76	Chris Snee	90	58	88	82
75	Bennie Anderson	87	73	88	80
74	Ross Tucker	89	70	81	77
74	Bruce Nelson	89	60	81	82
73	Bobbie Williams	91	65	86	81
73	Cooper Carlisle	85	70	85	79
73	Martin Bibla	88	63	84	80
73	Chris Gray	86	78	79	79
72	Victor Leyva	84	72	79	80
72	Brandon Moore	90	62	79	81
72	Tutan Reyes	88	65	83	78
71	Steve Neal	83	62	78	83
70	Paul Zukauskas	90	65	79	78

RG	RIGHT GUARDS				
Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
98	Will Shields	92	95	95	93
95	Dan Neil	89	89	94	85
94	Randy Thomas	92	85	90	97
92	Ruben Brown	93	92	92	88
92	Marco Rivera	94	87	93	90
92	Adam Timmerman	91	89	92	88
91	Ron Stone	92	90	96	89
91	Benji Olson	94	87	95	90
88	David Dixon	93	90	88	89
87	Mike Goff	92	84	92	83
86	Chris Naeole	92	84	96	83
86	Joseph Andruzzi	91	84	87	89
85	Chris Villarial	92	87	93	79
85	Donald Willis	91	77	91	90
85	Mo Collins	89	80	86	94
85	Kendall Simmons	90	74	86	85
84	Cosey Coleman	92	78	89	86
84	Zach Wiegert	88	85	87	80
83	Matt Stinchcomb	88	74	85	88
83	Steve Sciallo	90	75	86	91
82	Matt Lehr	88	78	84	87
82	Shawn Andrews	94	58	93	85
82	Kendyl Jacox	94	79	90	80
80	Situpe Peko	85	72	87	88
80	Andre Gurode	90	67	85	83
80	Kynan Forney	88	69	85	87
79	David Diehl	87	69	86	86
79	David Loverne	90	76	86	83
79	Matt Joyce	89	72	79	87
79	Adam Treu	86	75	85	87
79	Floyd Womack	95	76	89	82
77	Justin Smiley	86	58	86	82

RT	RIGHT TACKLES				
Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
94	Kyle Turley	91	92	92	94
93	Willie Anderson	97	96	96	90
91	Jon Jansen	95	90	97	87
89	John Tait	89	89	89	94
88	Mark Tauscher	91	87	89	93
88	Adam Meadows	88	87	88	90
88	Fred Miller	92	85	90	92
87	Mike Williams	97	75	94	88
87	Todd Steussie	92	92	92	82
87	Ryan Diem	91	78	91	95
87	Jon Runyan	93	89	93	86
87	Stockar McDougle	96	85	92	91
87	Chris Terry	92	84	92	88
86	Ryan Tucker	94	88	92	86
86	Scott Gragg	94	88	90	88
86	Mike Rosenthal	91	83	91	90
86	Todd Wade	94	82	93	87
85	John Welbourn	90	80	87	90
85	Todd Weiner	90	84	89	89
85	Maurice Williams	93	79	91	90
85	Kareem McKenzie	91	77	91	90
84	Victor Riley	93	86	90	85
83	Chris Bober	87	80	88	91
83	Tom Ashworth	89	82	86	89
83	Orlando Brown	92	86	91	83
81	Langston Walker	93	75	87	89
80	Kevin Barry	95	75	94	78
79	Spencer Folau	90	74	88	86
78	Kenyatta Walker	87	70	85	87
78	Greg Randall	92	72	89	84
77	Anthony Clement	92	75	86	84
77	Vernon Carey	91	65	89	83
76	George Foster	89	67	87	84
76	Courtney Van Buren	93	65	91	84
76	John St. Clair	89	74	85	82
76	Kenyatta Jones	91	70	84	83
76	Oliver Ross	88	69	82	85
75	RT #79	84	65	82	87
75	Scott Rehberg	93	75	84	80
75	Ethan Brooks	86	75	86	83
74	Marcus Spears	88	75	84	80
73	Cornell Green	87	70	84	83
73	Todd Fordham	89	79	84	77


TE
TIGHT ENDS

Overall Rating	Player	Strength	Awareness	Catching	Run Blocking
98	Tony Gonzalez	82	91	90	57
96	Todd Heap	81	86	90	60
95	Jeremy Shockey	85	80	88	54
92	Alge Crumpler	83	78	84	60
90	Marcus Pollard	75	82	81	60
89	Randy McMichael	82	74	79	57
88	Bubba Franks	64	85	80	65
87	Erron Kinney	69	74	75	68
86	Christian Fauria	68	80	80	65
85	Kellen Winslow	86	52	85	56
85	Kyle Brady	57	83	71	75
85	Daniel Graham	77	70	84	56
85	Billy Miller	76	78	83	59
84	Desmond Clark	80	78	82	55
84	Freddie Jones	65	80	75	66
84	Dallas Clark	82	72	84	54
84	Anthony Becht	65	75	75	67
84	Boo Williams	82	70	84	55
83	Jason Dunn	70	74	70	72
83	Ernie Conwell	68	80	73	67
82	Jason Witten	77	69	77	59
82	L.J. Smith	78	70	78	58
82	Itula Mili	67	77	78	63
81	Antonio Gates	78	66	77	58
81	Dan Campbell	68	76	76	64
81	Teyo Johnson	84	65	80	54
81	Doug Jolley	74	72	80	59
81	Mark Bruener	56	82	60	80
80	Chad Lewis	65	77	76	63
80	Ben Troupe	80	59	82	54
79	Ben Watson	87	59	77	52
78	Jed Weaver	70	75	74	61
78	Ken Dilger	65	80	72	62
78	Chris Baker	78	69	75	57
78	Brandon Manumaleuna	67	70	72	59
78	Jerramy Stevens	73	60	76	58
77	Reggie Kelly	66	73	76	58
77	Rickey Dudley	69	71	73	60
76	Matt Schobel	72	67	74	59
76	Dave Moore	61	80	74	61
76	Hunter Goodwin	60	74	62	72
75	Patrick Hape	64	72	66	67
75	Eric Johnson	64	70	73	60
75	George Wrightster	76	68	74	53
75	Jermaine Wiggins	68	72	71	59
74	Steve Heiden	66	74	66	64
74	Roland Williams	59	75	70	65
73	Dustin Lyman	71	64	74	56
73	O.J. Santiago	65	67	64	66
73	Stephen Alexander	68	72	74	57
73	Bennie Joppru	71	62	74	57
71	Mark Campbell	65	72	70	60
71	Darnell Sanders	69	58	70	59
71	Kris Wilson	76	62	78	49
71	Ben Hartsock	67	63	72	58

TE
TIGHT ENDS continued

Overall Rating	Player	Strength	Awareness	Run Blocking	Pass Blocking
71	Trent Smith	70	60	70	63
71	Walter Rasby	63	75	65	63
71	Jerame Tuman	57	64	68	67
71	Jay Riemersma	57	77	69	63
70	Tony Stewart	67	64	70	57
70	Donald Lee	77	55	67	56
70	Marcellus Rivers	70	62	70	58
70	Kris Mangum	62	64	70	61
70	Cameron Cleland	57	67	72	63

WR
WIDE RECEIVERS

Overall Rating	Player	Speed	Acceleration	Awareness	Catching
98	Marvin Harrison	97	98	98	99
98	Randy Moss	99	99	88	95
97	Terrell Owens	93	98	94	93
96	Torry Holt	97	96	95	96
94	Hines Ward	89	90	93	96
93	Chad Johnson	92	94	86	93
92	Eric Moulds	93	95	90	90
92	Joe Horn	90	94	91	93
91	Laveranues Coles	99	98	86	91
91	Derrick Mason	90	92	92	94
90	Amani Toomer	91	92	89	90
90	Steve Smith	96	97	85	90
90	Isaac Bruce	93	93	92	92
89	Keenan McCardell	87	86	93	95
89	Anquan Boldin	89	92	79	90
89	Jimmy Smith	88	90	94	93
88	Marty Booker	88	89	89	89
88	Rod Smith	90	91	91	90
88	Santana Moss	97	98	80	88
88	Darrell Jackson	88	91	89	91
87	Reggie Wayne	86	90	87	92
87	Keyshawn Johnson	86	85	90	92
87	Chris Chambers	94	93	78	86
87	David Boston	93	94	78	85
87	Koren Robinson	92	93	82	87
87	Plaxico Burress	91	92	79	82
86	Peter Warrick	88	98	80	88
86	Peerless Price	96	93	84	85
86	Donald Driver	90	89	84	87
86	Muhsin Muhammad	90	87	86	90
86	Troy Brown	90	90	91	93
86	Jerry Rice	85	81	99	94
85	Joey Galloway	97	95	85	85
85	Justin McCareins	91	89	77	85
85	Jerry Porter	91	93	76	85
85	Rod Gardner	88	89	80	85
85	Andre Johnson	95	95	69	84
84	Larry Fitzgerald	89	90	70	88
84	Terry Glenn	91	89	80	89
84	Ike Hilliard	89	90	85	88
84	Charles Rogers	93	92	72	85
84	Robert Ferguson	92	91	76	85
84	Javon Walker	92	92	73	84
84	Deion Branch	92	92	79	87
84	Tim Brown	84	84	96	92
83	Ashley Lelie	93	92	73	86
83	Dennis Northcutt	95	96	76	82

WR**WIDE RECEIVERS** continued**Overall Rating**

	Player	Speed	Acceleration	Awareness	Catching
83	Eddie Kennison	92	92	83	86
83	Tai Streets	86	86	84	86
83	Roy Williams	93	94	65	85
83	Kevin Johnson	87	88	85	88
83	Marcus Robinson	88	87	80	85
82	Quincy Morgan	93	92	74	82
82	Antonio Bryant	91	90	73	84
82	Todd Pinkston	91	91	80	86
82	Freddie Mitchell	89	90	72	90
82	Donte Stallworth	97	97	70	81
82	Antwaan Randle El	95	97	71	79
82	Drew Bennett	86	87	79	86
82	Tyrone Calico	93	94	69	76
81	Joe Jurevicius	84	85	82	86
81	Johnnie Morton	86	86	87	87
80	Kelley Washington	90	92	70	80
80	Brandon Lloyd	88	90	69	85
80	Reggie Williams	90	95	60	82
80	Wayne Chrebet	83	84	87	89
80	David Givens	89	89	72	82
80	Travis Taylor	90	89	72	84
80	Bobby Engram	85	87	86	85
80	Jabar Gaffney	85	90	72	88
80	Corey Bradford	94	91	75	85
79	Justin Gage	88	89	66	80
79	Lee Evans	94	96	60	83
79	Andre Davis	95	93	74	78
79	Dante Hall	98	99	70	74
79	Brandon Stokley	92	92	77	84
79	Curtis Conway	86	88	84	80
79	Ricky Proehl	87	87	85	87
79	David Patten	92	89	78	83
79	Darnerien McCants	87	86	69	82
78	Charles Lee	88	88	72	82
78	Kevin Dyson	87	87	74	83
78	Bethel Johnson	98	95	69	78
78	James Thrash	91	88	80	78
78	Jerome Pathon	88	88	77	85
78	Kelly Campbell	95	96	68	80
78	Nate Burleson	88	89	71	83
77	Josh Reed	85	88	72	85

WR**WIDE RECEIVERS** continued**Overall Rating**

	Player	Speed	Acceleration	Awareness	Catching
77	Bobby Shaw	87	90	70	84
77	Bryant Johnson	90	91	65	80
77	Dez White	93	89	70	78
77	Rashaun Woods	87	87	64	85
77	Az-Zahir Hakim	96	94	70	78
76	Michael Clayton	87	90	63	79
76	Eric Parker	89	90	73	79
75	David Terrell	87	87	60	78
75	Michael Jenkins	89	87	60	83
75	Dane Looker	87	86	67	84
74	Reche Caldwell	87	87	66	80
74	Aaron Moorehead	85	86	64	80
74	Brian Finneran	84	82	78	75
74	James McKnight	92	87	67	77
74	David Tyree	89	88	68	77
74	Taylor Jacobs	90	91	64	79
74	Devery Henderson	96	97	60	74
73	Patrick Johnson	94	89	63	72
73	Tim Dwight	90	97	70	70
73	Derrius Thompson	86	85	68	76
73	Cedrick Wilson	88	89	67	77
73	Troy Edwards	87	88	62	77
73	Michael Lewis	97	97	69	70
72	Kassim Osgood	89	91	62	70
72	Terrence Wilkins	88	89	75	75
72	Tim Carter	94	93	60	74
72	Kevin Curtis	94	92	65	75
72	Alex Bannister	87	82	65	74
72	Chris Doering	82	82	81	82
71	Bernard Berrian	93	95	56	72
71	Darius Watts	89	92	60	76
71	Marc Boerigter	86	88	62	73
71	Keary Colbert	85	87	64	78
71	Chris Cole	90	85	69	74
70	Nathan Poole	86	87	60	75
70	Bryan Gilmore	93	90	65	73
70	Kevin Kasper	88	86	65	75
70	Derrick Hamilton	89	89	55	74
70	Ernest Wilford	85	86	55	73
70	Shaun McDonald	90	89	59	76
70	Devard Darling	90	92	50	70

DEFENSIVE PLAYERS**CB****CORNERBACKS****Overall Rating**

	Player	Speed	Acceleration	Awareness	Catching
99	Champ Bailey	99	99	94	79
98	Ty Law	95	95	96	79
97	Chris McAlister	95	98	94	68
96	Patrick Surtain	93	93	93	81
94	Aaron Glenn	96	96	92	70
93	Charles Woodson	93	94	88	75
93	Samari Rolle	94	94	90	79
92	Troy Vincent	88	88	97	73
92	Ronde Barber	92	92	91	72
92	Sam Madison	92	93	94	71
91	Dre' Bly	93	97	85	80
91	Antoine Winfield	92	92	89	68
90	Nat Clements	92	94	79	74

CB**CORNERBACKS** continued**Overall Rating**

	Player	Speed	Acceleration	Awareness	Catching
90	Mike McKenzie	91	93	90	65
90	Bobby Taylor	90	90	94	70
89	Brian Kelly	90	91	85	72
89	Ahmed Plummer	87	94	89	67
89	Shawn Springs	94	92	87	68
88	Will Allen	98	95	80	73
87	Donnie Abraham	87	88	93	74
87	Fernando Bryant	95	94	87	68
87	Fred Smoot	92	95	82	72
87	Andre Dyson	94	95	81	74
86	Quentin Jammer	93	94	72	72
86	Terence Newman	97	96	72	74
86	William Peterson	93	91	74	69


CB
CORNERBACKS *continued*
Overall Rating
Player
Speed Acceleration Awareness Catching

86	Phillip Buchanon	97	97	72	78
86	Gary Baxter	91	91	82	70
86	Marcus Trufant	93	93	75	75
86	Brian Williams	88	91	78	76
85	Tory James	88	88	83	70
85	Daylon McCutcheon	88	87	84	65
85	Duane Starks	94	93	84	65
85	Al Harris	88	92	81	67
85	Ricky Manning	90	94	76	78
85	Tyrone Poole	93	93	87	75
85	Chad Scott	88	89	79	65
84	Charles Tillman	90	94	75	67
84	R.W. McQuarters	92	91	82	69
84	Anthony Henry	87	85	74	78
84	Dexter McCleon	90	91	82	70
84	Aaron Beasley	86	90	86	66
84	Asante Samuel	91	93	78	75
84	Ken Lucas	92	91	75	66
83	Lenny Walls	88	85	74	70
83	Mario Edwards	92	94	79	70
83	Lito Sheppard	93	95	72	69
83	Sheldon Brown	90	94	78	68
83	David Barrett	91	90	79	66
82	Eric Warfield	87	88	82	67
82	Reggie Howard	88	87	82	64
82	DeAngelo Hall	98	98	60	74
82	Rashean Mathis	94	92	64	73
82	Juran Bolden	90	90	74	68
82	Denard Walker	91	89	81	64
82	Jerametrius Butler	91	93	76	68
82	Fred Thomas	87	87	85	67
81	Jerry Azumah	92	92	70	66
81	Deltha O'Neal	95	95	68	68
81	Dewayne Washington	88	87	84	64
81	Jason Craft	93	92	73	65
81	Ken Irvin	88	89	82	65
81	Dunta Robinson	96	97	64	66
80	Sammy Davis	91	92	71	65
80	William Bartee	86	85	79	68
80	Nick Harper	87	88	74	74
80	Tod McBride	87	86	79	62
80	Jason Webster	87	89	77	62
80	Deshea Townsend	88	93	80	62
79	Kelly Herndon	86	91	73	63
79	Renaldo Hill	87	88	80	66
79	Mike Rumph	89	88	68	64
79	Terry Cousin	88	90	79	60
79	Terrell Buckley	88	88	85	65
79	Travis Fisher	92	94	66	67
78	Artrell Hawkins	90	92	72	61
78	Corey Fuller	84	82	85	59
78	Walt Harris	87	86	80	64
78	Ashley Ambrose	87	86	85	61
77	David Macklin	87	87	72	64
77	Jamar Fletcher	87	92	70	72

CB
CORNERBACKS *continued*
Overall Rating
Player
Speed Acceleration Awareness Catching

77	Chris Gamble	92	95	45	76
76	Drayton Florence	90	91	63	62
76	Derek Ross	90	90	65	63
76	Ahmad Carroll	96	97	55	64
76	Dale Carter	90	88	72	60
76	Andre Woolfolk	92	91	60	72
75	Pete Hunter	91	90	68	58
75	Ray Mickens	90	85	74	58
75	Terrance Shaw	89	85	69	64
75	Jeff Burris	85	82	85	60
75	Nnamdi Asomugha	89	88	65	60
74	Dennis Weathersby	89	92	64	64
74	Willie Middlebrooks	88	87	63	61
74	Derrick Strait	87	88	60	68
74	Dante Wesley	90	90	69	58
74	Ike Taylor	92	92	65	54
73	Terrence McGee	87	92	66	66
73	Tom Knight	92	86	67	55
73	Frank Walker	90	88	64	62
73	Ricardo Colclough	90	93	50	73
73	Kenny Wright	88	89	66	58
72	Keiwan Ratliff	88	93	52	75
72	Joseph Jefferson	94	93	61	56
72	Chris Cash	87	85	62	64
72	Kevin Garrett	95	93	55	62
72	Terry Fair	94	87	63	62
72	Tony Beckham	89	88	60	64
71	Donald Mitchell	92	90	64	54
71	Shawntae Spencer	91	92	52	59
71	Kiwaukee Thomas	87	88	67	56
71	Andre Goodman	94	90	64	55
71	DeMarcus Faggins	90	90	62	60
70	Nathan Vasher	88	91	50	74
70	Kevin Thomas	87	90	60	60
70	Donald Strickland	85	88	65	58
70	Will Poole	87	90	44	70
70	Matt Ware	87	89	44	70
70	Jimmy Williams	89	88	66	56
70	Lewis Sanders	86	84	64	60
70	Keith Smith	91	90	53	65
70	Joey Thomas	92	94	43	68
70	Ralph Brown	88	85	66	59

DT
DEFENSIVE TACKLES
Overall Rating
Player
Speed Strength Awareness Tackling

98	Kris Jenkins	66	93	81	91
97	La'Roi Glover	64	90	89	94
95	Corey Simon	65	89	84	88
95	Casey Hampton	57	97	82	95
94	Anthony McFarland	66	90	80	89
93	Marcus Stroud	64	90	80	89
93	Chris Hovan	68	86	78	88
92	Pat Williams	57	94	85	92
91	Bryant Young	60	87	92	88
91	Ted Washington	44	98	92	96
90	Darwin Walker	66	88	76	86
90	Rod Coleman	67	85	76	87
90	John Henderson	63	93	74	90
90	Shaun Rogers	64	91	75	88

DT**DEFENSIVE TACKLES** continued

Overall Rating	Player	Speed	Strength	Awareness	Tackling
90	Cletidus Hunt	65	86	75	87
90	Brentson Buckner	59	90	90	86
90	Albert Haynesworth	66	90	69	89
90	Kevin Williams	68	86	76	85
89	Sam Adams	50	93	90	92
89	Grady Jackson	50	95	81	93
88	Daryl Gardener	58	89	87	87
88	Tim Bowens	52	90	89	90
87	John Thornton	64	86	77	87
87	Jamal Williams	54	91	79	90
87	Dan Wilkinson	50	95	85	90
87	Keith Traylor	48	92	87	90
87	Cornelius Griffin	63	88	75	85
87	Seth Payne	52	91	85	92
86	Tony Williams	64	85	79	84
86	Orpheus Roye	63	86	78	86
86	Jason Fisk	59	86	85	87
86	Ryan Sims	62	86	70	87
86	Jason Ferguson	59	90	77	88
85	Norman Hand	48	94	86	90
85	Ryan Pickett	65	86	70	84
85	Kelly Gregg	55	88	83	88
84	Bryan Robinson	62	84	80	85
84	Larry Chester	50	96	77	90
84	Jeff Zgonina	55	86	86	84
84	Edward Jasper	53	89	84	87
84	Cedric Woodard	58	91	75	87
83	Luther Elliss	48	89	88	87
83	Michael Myers	65	84	70	82
83	Willie Blade	62	86	75	88
83	Josh Evans	58	88	73	84
83	Shane Burton	54	89	82	87
82	Tommie Harris	70	85	60	79
82	Larry Tripplett	65	85	74	77
81	Alfonso Boone	57	89	72	85
81	Chartric Darby	66	82	68	83
81	Paul Grasmanis	53	88	77	89
81	Ellis Johnson	60	84	83	81
81	Dewayne Robertson	62	86	60	82
81	Brian Young	63	83	75	83
81	Kendrick Clancy	63	84	73	82
80	Vince Wilfork	63	91	53	82
79	John Browning	64	82	69	82
79	Josh Williams	62	85	74	77
79	Fred Robbins	55	89	70	87
79	Johnathan Sullivan	64	84	62	83
78	Darrell Russell	62	85	65	80
78	Wendell Bryant	62	84	67	77
78	Montae Reagor	64	78	73	81
78	Marcus Tubbs	61	90	56	80
77	Lional Dalton	47	88	77	87
77	Leonardo Carson	63	85	65	80
77	Kelvin Pritchett	53	86	75	85
76	Ellis Wymms	65	79	68	78
76	Hollis Thomas	49	88	72	87
76	Anthony Adams	61	85	69	76
76	Rod Walker	52	88	72	85
76	Rashad Moore	60	87	65	76
76	Steve Martin	55	85	72	84
75	Oliver Gibson	49	87	72	83
75	Darius Holland	52	86	70	83
75	Monsanto Pope	65	80	64	77
75	Igor Olshansky	65	87	52	76

DT**DEFENSIVE TACKLES** continued

Overall Rating	Player	Speed	Strength	Awareness	Tackling
75	Junor Siavii	61	89	44	84
75	Daleroy Stewart	62	86	65	73
75	Kenny Smith	64	81	69	77
74	William Joseph	64	81	63	78
74	Jimmy Kennedy	55	87	62	81
74	Dwan Edwards	61	86	56	76
74	Jermaine Haley	59	82	67	81
74	Brandon Noble	50	86	68	84
73	Ron Edwards	58	86	62	76
73	Darnell Dockett	65	85	48	75
73	Martin Chase	50	82	73	78
73	Donnell Washington	64	88	40	78
73	Terdell Sands	48	92	67	77
73	Ma'ake Kemoeatu	49	88	66	84
73	Rocky Bernard	59	84	57	81
73	Randy Starks	64	85	46	78
72	Mario Fatafehi	62	86	62	70
72	Alvin McKinley	52	87	61	83
72	Russell Davis	54	82	67	80
72	Cory Redding	63	80	62	74
72	Rien Long	64	78	65	75
72	Junior Ioane	52	89	66	80
71	Justin Bannan	53	86	63	78
71	Isaac Sopoaga	56	87	49	81
71	Rodney Leisle	57	84	61	76
70	Dorsett Davis	58	86	52	77
70	Eric Downing	54	84	60	80
69	DT #96	64	85	44	73
69	Kenny King	59	77	61	76

FS**FREE SAFETIES**

Overall Rating	Player	Speed	Awareness	Catching	Tackling
98	Brian Dawkins	90	91	67	84
95	Roy Williams	88	83	70	87
94	Aeneas Williams	93	95	67	58
92	Marcus Coleman	88	86	73	64
92	Rod Woodson	85	96	70	67
91	Mike Brown	87	88	69	72
90	Jerome Woods	87	85	67	75
90	Lance Schulters	86	88	67	71
88	Brock Marion	84	93	68	68
88	Dexter Jackson	86	80	72	71
88	Dwight Smith	91	76	71	64
87	Brian Russell	85	78	78	64
87	Deon Grant	88	73	72	68
87	Tebucky Jones	90	77	67	68
86	Eugene Wilson	90	77	68	65
86	Ken Hamlin	86	70	66	84
85	Earl Little	86	75	78	60
85	Idrees Bashir	89	80	63	64
85	Kwamie Lassiter	84	87	67	65
84	Arturo Freeman	85	76	61	79
84	Izell Reese	87	71	66	74
84	Kim Herring	84	87	64	64
84	Lamont Thompson	89	70	75	62
84	Sean Taylor	90	55	75	80
83	Cory Hall	88	75	62	67
83	Ray Buchanan	87	84	64	55
82	Pierson Prioleau	85	75	66	80


FS
FREE SAFETIES *continued*

Overall Rating	Player	Speed	Awareness	Catching	Tackling
81	Omar Stoutmire	83	83	50	72
80	Matt Bowen	85	75	58	72
79	Bob Sanders	93	58	60	75
79	Jon McGraw	88	70	65	60
79	Ronnie Heard	83	75	68	66
78	Kevin Kaesviharn	81	81	60	58
78	Mike Logan	83	79	53	70
78	Will Demps	84	72	57	74
77	Mark Roman	89	64	63	63
77	Marlon McCree	84	70	65	67
77	Shaunard Harts	84	71	57	74
76	Nick Ferguson	83	77	50	73
76	Sam Brandon	88	64	65	72
76	Sean Jones	88	53	67	69
75	Chris Hope	86	66	59	63
74	Brent Alexander	81	69	63	67
74	Deke Cooper	88	69	60	61
74	Jerry Wilson	85	67	70	52
73	FS #40	86	49	70	65
72	Bhawoh Jue	90	54	60	65
72	Clinton Hart	84	66	60	68
72	Dwaine Carpenter	83	65	62	63
72	Terrence Holt	82	65	70	56
71	Shawn Wooden	79	69	60	64
71	Tyrone Carter	82	64	61	68
71	Will Allen	84	49	70	68
70	Chris Crocker	85	64	57	59
70	Damien Richardson	78	76	53	65
70	Jason Shivers	83	50	62	74

LE
LEFT DEFENSIVE ENDS

Overall Rating	Player	Speed	Strength	Awareness	Tackling
98	Michael Strahan	72	88	95	88
95	Trevor Pryce	70	91	86	91
94	Jevon Kearse	85	75	74	76
94	Julius Peppers	84	77	73	77
94	Leonard Little	83	76	74	80
93	Warren Sapp	67	86	92	85
92	Greg Ellis	74	83	86	84
92	Patrick Kerney	73	82	86	85
91	Adewale Ogunleye	80	76	80	79
91	Shaun Ellis	70	89	85	88
91	Kevin Carter	68	87	87	85
90	Gary Walker	64	93	90	90
88	Aaron Smith	69	84	85	84
87	Eric Hicks	74	77	86	79
87	Charles Grant	76	76	70	76
86	Courtney Brown	75	87	70	77
86	Tony Brackens	68	84	85	84
86	Robert Porcher	65	85	90	86
85	Brad Scioli	67	80	84	85

LE
LEFT DEFENSIVE ENDS *continued*

Overall Rating	Player	Speed	Strength	Awareness	Tackling
85	Chike Okefor	74	72	83	79
83	Alex Brown	77	70	72	74
83	Ty Warren	65	85	69	84
83	Jarvis Green	67	84	64	82
83	Anthony Weaver	68	80	78	81
83	Kenny Mixon	64	84	80	86
82	Brandon Whiting	62	86	76	87
82	Bobby Hamilton	64	82	82	85
81	Ebenezer Ekuban	72	74	74	78
81	Jerome McDougle	77	69	68	77
80	Duane Clemons	70	71	83	73
80	Greg Spires	72	75	75	76
80	Raheem Brock	78	70	64	80
79	Kavika Pittman	69	76	76	77
79	Renaldo Wynn	62	84	82	83
78	Fred Wakefield	65	84	70	82
78	Travis Hall	64	84	77	84
77	Carl Powell	63	85	73	79
77	Lamar King	67	76	69	76
77	Eddie Freeman	65	82	68	75
77	Paul Spicer	62	84	78	83
77	Aaron Kampman	63	86	65	84
76	Marquise Hill	65	81	45	78
76	Tyoka Jackson	65	81	75	72
76	Willie Whitehead	64	82	70	78
76	Brandon Mitchell	60	83	71	83
75	Ryan Denney	65	81	72	74
75	John Engelberger	64	79	70	75
75	Chukie Nwokorie	66	79	70	77
75	Antwan Odom	75	69	54	69
74	Jay Williams	60	84	85	77
73	Chris Kelsay	69	72	68	72
73	Otis Leverette	70	72	57	71
73	Kenyon Coleman	72	76	59	70
73	Corey Sears	63	81	62	76
72	Darrion Scott	68	75	45	72
71	Keith Washington	66	75	78	70
70	Brett Keisel	65	75	62	75
70	Juqua Thomas	69	66	64	71
69	Dennis Johnson	73	67	57	64

LOLB
LEFT OUTSIDE LINEBACKERS

Overall Rating	Player	Speed	Strength	Awareness	Tackling
97	Julian Peterson	88	74	87	90
92	Anthony Simmons	84	77	86	90
90	Willie McGinest	77	75	92	90
88	Carlos Emmons	79	76	85	86
88	Marcus Washington	80	76	82	88
88	Peter Sirmon	75	75	87	88
88	Chris Claiborne	79	74	85	89
87	Kevin Hardy	74	80	89	90
87	Jeff Posey	78	76	82	88
87	Ian Gold	87	72	77	84
87	Mark Fields	87	70	82	81
87	Rosevelt Colvin	80	79	83	86
87	Terrell Suggs	85	76	78	84
86	John Mobley	82	72	83	84
86	Dhani Jones	81	76	76	87

LOLB**LEFT OUTSIDE LINEBACKERS** *continued*

Overall Rating	Player	Speed	Strength	Awareness	Tackling
85	Raynoch Thompson	77	71	80	88
85	Al Singleton	76	78	82	87
83	Boss Bailey	88	67	72	76
83	Adalius Thomas	80	76	79	82
82	Adrian Ross	77	74	75	86
82	Scott Fujita	82	68	77	80
82	Clark Haggans	75	78	77	87
81	Greg Favors	74	76	80	85
80	Brandon Short	77	76	72	84
80	Rocky Boiman	75	74	79	85
79	Chaun Thompson	82	72	67	82
78	Lance Briggs	75	77	69	85
78	Jashon Sykes	76	69	74	83
78	Kevin Bentley	78	73	70	80
78	Ryan Nece	78	70	71	80
78	Matt Stewart	73	76	77	83
78	Hannibal Navies	76	70	76	80
78	Travian Smith	78	74	72	82
78	Pisa Tinoisamo	82	71	64	77
77	Morlon Greenwood	82	69	69	78
77	Victor Hobson	72	77	69	86
76	Saleem Rasheed	79	67	66	82
76	Daryl Smith	76	69	62	84
76	Sedrick Hodge	83	66	68	78
75	Ben Leber	75	73	73	81
75	Tyler Brayton	70	79	72	84
74	James Allen	78	75	65	78
74	Jason Babin	76	73	62	79
73	Gary Brackett	73	74	70	78
73	Cato June	82	63	65	74
72	Eddie Moore	79	70	60	76
72	Artie Ulmer	66	79	73	83
72	Raonall Smith	83	64	67	72
71	Donte Curry	78	65	68	76
70	Bryan Knight	75	70	64	77
70	D.D. Lewis	74	72	68	75
69	Josh Stamer	70	72	67	75

MLB**MIDDLE LINEBACKERS** *continued*

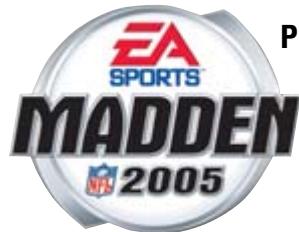
Overall Rating	Player	Speed	Awareness	Catching	Tackling
87	Roman Phifer	77	76	85	88
87	Napoleon Harris	83	77	79	89
87	Ed Hartwell	78	83	80	92
86	Andra Davis	77	77	82	91
86	Earl Holmes	74	79	87	88
86	Ted Johnson	70	79	90	90
86	James Farror	75	79	82	90
86	Jay Foreman	74	80	83	91
85	Mike Maslowski	70	78	88	88
84	Nate Webster	79	74	80	88
84	Jeff Ulbrich	76	74	85	88
84	Rocky Calmus	73	77	82	90
82	Mark Simoneau	80	72	82	85
82	Chris Draft	78	75	80	84
81	Jonathan Vilma	84	69	72	88
81	Kevin Mitchell	66	78	85	87
81	E.J. Henderson	72	80	74	89
80	Robert Thomas	81	70	77	84
80	Darrin Smith	74	69	84	86
79	Jamie Duncan	75	77	79	85
79	Danny Clark	78	76	74	86
79	Orlando Ruff	72	75	77	87
78	Wali Rainer	75	81	69	94
78	Brad Kassell	72	77	75	88
77	Nick Greisen	71	77	76	85
75	Zeke Moreno	76	69	77	82
75	Dwayne Rudd	79	70	80	79
75	Orlando Huff	71	77	74	85
74	Kawika Mitchell	75	74	69	83
73	Barry Gardner	71	70	79	80
73	Clint Kriewaldt	70	75	72	84
72	James Darling	75	72	72	81
71	Ike Reese	74	69	72	79
71	Courtney Watson	77	72	66	85
71	Solomon Bates	69	77	68	84
70	Terry Pierce	68	73	67	83
69	Larry Izzo	69	69	76	76

MLB**MIDDLE LINEBACKERS**

Overall Rating	Player	Speed	Strength	Awareness	Tackling
97	Brian Urlacher	87	80	89	95
95	Al Wilson	87	79	88	94
94	Zach Thomas	72	77	96	95
94	Jamie Sharper	80	78	90	96
93	London Fletcher	78	74	90	94
92	Donnie Edwards	85	69	94	88
92	Kendrell Bell	82	81	85	91
91	Mike Peterson	82	74	88	91
91	Dan Morgan	85	78	84	90
90	Dat Nguyen	81	75	90	90
90	Micheal Barrow	72	79	90	93
89	Ronald McKinnon	76	76	88	94
89	Tedy Bruschi	73	77	92	90
88	Rob Morris	76	80	86	90
88	Derek Smith	77	81	86	91
88	Sam Cowart	72	80	88	90
87	Shelton Quarles	77	73	87	88
87	Randall Godfrey	75	74	89	88
87	Nick Barnett	81	77	79	91

RE**RIGHT DEFENSIVE ENDS**

Overall Rating	Player	Speed	Strength	Awareness	Tackling
98	Jason Taylor	82	78	85	83
97	Simeon Rice	81	77	92	80
96	Richard Seymour	69	90	85	87
94	Dwight Freeney	84	73	78	78
93	John Abraham	78	79	78	84
93	Mike Rucker	75	78	87	85
92	Andre Carter	78	78	76	82
91	Grant Wistrom	72	86	91	81
89	Justin Smith	74	83	74	80
88	Bertrand Berry	79	75	82	76
88	Vonnie Holliday	64	89	87	90
88	Marcellus Wiley	70	82	85	78
88	Hugh Douglas	73	77	94	83
88	Kabeer Gbaja-Biamila	83	74	70	73
88	Darren Howard	72	81	78	82
86	Aaron Schobel	74	76	77	78
85	Kenard Lang	71	78	82	80
85	Kimo V.Oehlmann	65	87	88	87
85	Carlos Hall	79	74	71	75


RE
RIGHT DEFENSIVE ENDS *continued*
Overall Rating

Overall Rating	Player	Speed	Strength	Awareness	Tackling
85	Robaire Smith	63	89	77	88
84	Brady Smith	72	76	84	81
83	James Hall	69	83	76	82
83	Al Wallace	74	76	77	78
82	Reggie Hayward	75	75	70	76
82	Rodney Bailey	66	84	74	80
82	Phillip Daniels	64	86	80	86
82	Antonio Cochran	64	85	74	84
81	Kalimba Edwards	76	70	72	71
81	Kenechi Udeze	70	75	65	76
80	Michael Haynes	68	82	70	79
80	Raylee Johnson	72	74	78	75
80	Ndukwe Kalu	75	69	78	76
80	John Parrella	53	93	86	91
80	Marques Douglas	70	74	72	76
80	Regan Upshaw	66	82	79	80
80	Will Smith	76	70	65	74
79	Dewayne White	70	75	60	74
79	Adrian Dingle	69	78	72	77
79	Robert Mathis	80	67	65	72
78	Mark Word	68	82	68	77
78	Derrick Burgess	66	78	66	80
78	Lance Johnstone	75	68	81	69
77	Calvin Pace	71	74	67	75
77	Will Overstreet	72	67	66	77
77	Lorenzo Bromell	76	70	73	72
77	RE #57	75	67	50	74
76	R-Kal Truluck	76	66	68	69
76	Bryan Thomas	70	76	64	76
76	Nick Rogers	76	65	64	70
75	Kyle Vanden Bosch	65	79	69	77
75	Osi Umenyiora	79	69	57	66
75	Jerry DeLoach	58	86	79	82
74	Travis Kirschke	58	85	70	83
73	Keith McKenzie	74	67	74	65
72	Bryce Fisher	65	76	67	74
71	Eric Ogbogu	70	75	64	66
71	Andrew Williams	72	73	56	69
71	Chris Cooper	65	72	67	69
70	RE #95	68	69	55	72

ROLB
RIGHT OUTSIDE LINEBACKERS *continued*
Overall Rating

Overall Rating	Player	Speed	Strength	Awareness	Tackling
92	Brian Simmons	83	72	86	89
91	Dexter Coakley	85	73	88	84
90	Chad Brown	77	75	89	89
89	Junior Seau	74	72	98	90
87	Akin Ayodele	82	73	78	87
87	Eric Barton	77	75	82	88
87	Will Witherspoon	84	71	77	84
87	Mike Vrabel	70	81	90	88
87	Tommy Polley	84	69	78	84
86	Warrick Holdman	79	78	81	87
86	David Thornton	79	72	75	89
85	Na'il Diggs	80	73	78	88
85	Jessie Armstead	72	76	91	88
85	Kailee Wong	75	75	85	87
84	Nate Wayne	77	76	79	84
84	Barrett Green	82	67	79	84
83	Jamie Winborn	80	71	76	86
81	D.J. Williams	86	69	58	82
81	Ben Taylor	78	74	77	82
80	Isaiah Kacyvenski	73	78	78	87
79	Levar Fisher	81	67	72	82
78	Brant Boyer	76	70	75	82
78	Bradie James	75	76	70	82
78	Derrick Rodgers	77	70	76	80
77	Steve Foley	77	75	74	82
77	Antwan Peek	80	74	69	79
76	Karlos Dansby	84	67	52	82
76	Dontarrious Thomas	84	71	63	78
75	Teddy Lehman	84	67	65	78
75	Cornell Brown	72	76	70	85
74	Alonzo Jackson	80	72	65	78
74	Mike Nattiel	78	66	69	78
73	Jim Nelson	68	72	77	82
72	Donnie Spragan	73	67	75	78
72	Jeff Gooch	75	68	72	76
72	Gerald Hayes	74	75	69	80
72	Richard Seigler	72	75	57	85
71	James Davis	76	66	68	74
71	Brian Allen	76	67	65	79
71	Sam Williams	78	70	64	75
70	Gilbert Gardner	77	65	60	75

SS
STRONG SAFETIES
Overall Rating

Overall Rating	Player	Speed	Strength	Awareness	Tackling
97	Darren Sharper	87	65	90	76
97	Rodney Harrison	82	69	95	93
97	Ed Reed	91	60	88	73
96	Lawyer Milloy	85	71	93	88
94	Tony Parrish	85	66	85	80
93	Darren Woodson	84	66	95	85
92	Mike Minter	88	60	90	88
92	Adam Archuleta	85	73	83	90
91	John Lynch	81	67	93	84
91	Greg Wesley	84	70	82	84
90	Donovin Darius	89	70	82	90
90	Corey Chavous	86	57	89	67
89	Sammy Knight	80	65	87	83
89	Shaun Williams	87	60	84	80
89	Tank Williams	88	69	77	85

ROLB
RIGHT OUTSIDE LINEBACKERS
Overall Rating

Overall Rating	Player	Speed	Strength	Awareness	Tackling
98	Derrick Brooks	83	73	95	92
98	LaVar Arrington	88	81	85	90
96	Takeo Spikes	82	81	91	93
96	Keith Bulluck	87	74	84	90
95	Joey Porter	85	77	84	91
94	Keith Brooking	80	79	89	92
94	Peter Boulware	84	76	88	88
93	Shawn Barber	82	72	88	90

SS**STRONG SAFETIES** continued**Overall Rating**

Overall Rating	Player	Speed	Strength	Awareness	Tackling
88	Adrian Wilson	89	67	72	80
87	Reggie Tongue	86	65	75	86
86	Michael Lewis	86	67	77	85
85	Robert Griffith	83	60	88	72
84	Mike Doss	86	64	73	84
84	Bryan Scott	87	66	73	75
83	Antuan Edwards	87	59	77	69
82	Coy Wire	85	69	68	83
82	Kenoy Kennedy	84	68	72	86
82	Jay Bellamy	82	63	85	70
82	Troy Polamalu	92	66	65	81
81	Jermaine Phillips	89	65	66	73
80	Derrick Gibson	87	64	67	75
80	Ifeanyi Ohalete	85	64	70	76
80	Damien Robinson	83	60	78	71
79	Michael Green	87	59	75	82
79	Brian Walker	81	64	79	78
78	Rogers Beckett	86	63	70	76
77	Jarrod Cooper	87	63	64	75
76	Terrence Kiel	87	64	65	77
76	Tony Dixon	80	67	74	78

SS**STRONG SAFETIES** continued**Overall Rating**

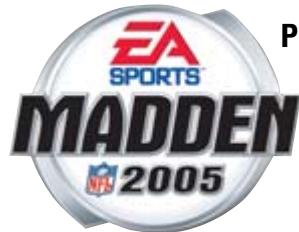
Overall Rating	Player	Speed	Awareness	Catching	Tackling
76	Mel Mitchell	86	63	65	72
75	Bobby Gray	81	65	65	84
75	Marques Anderson	85	57	65	66
74	Eric Brown	80	65	70	77
73	John Howell	80	63	68	77
73	Vernon Fox	86	64	67	65
71	Cory Bird	83	66	65	74
71	Bracy Walker	75	64	76	75
71	Stuart Schweigert	87	59	55	65
70	Michael Boulware	87	64	48	72
70	Willie Offord	85	53	59	75

SPECIAL TEAMS**K****KICKERS****Overall Rating**

Overall Rating	Player	Awareness	Kick Power	Kick Accuracy	Tackling
99	Mike Vanderjagt	83	94	97	11
96	David Akers	88	93	92	13
96	Adam Vinatieri	92	94	90	19
95	Jason Elam	94	94	89	21
93	Olindo Mare	85	94	89	15
93	Matt Stover	88	87	95	21
92	Sebastian Janikowski	74	98	87	44
91	John Kasay	88	90	91	12
90	Paul Edinger	83	90	91	12
90	Jason Hanson	90	89	91	23
90	Ryan Longwell	90	89	91	13
89	Jeff Wilkins	85	88	92	12
88	Martin Gramatica	79	94	87	13
87	Joe Nedney	77	93	87	18
86	Morten Andersen	95	85	91	22
85	John Hall	78	95	84	13
85	John Carney	84	87	90	17
84	Doug Brien	82	89	88	13
83	Jeff Reed	71	88	90	26
82	Shayne Graham	67	90	88	15
82	Josh Brown	68	92	86	15
81	Phil Dawson	80	86	89	20
81	Jay Feely	74	90	86	12
81	Kris Brown	76	89	87	19
79	Billy Cundiff	71	89	86	15
79	Aaron Elling	70	88	87	15
78	Nate Kaeding	55	90	87	16
77	Todd Peterson	80	85	87	16
74	Neil Rackers	58	90	84	12
74	Matt Bryant	65	86	86	15
72	Rian Lindell	73	85	85	19
72	Bill Gramatica	70	89	82	20
66	Seth Marler	65	87	80	14

P**Punters****Overall Rating**

Overall Rating	Player	Awareness	Kick Power	Kick Accuracy	Tackling
98	Todd Sauerbrun	88	93	92	26
98	Shane Lechler	76	97	89	18
96	Craig Hentrich	91	91	92	12
94	Brian Moorman	76	90	94	19
92	Brad Maynard	86	90	91	12
92	Chris Gardocki	92	90	90	15
91	Scott Player	90	89	91	22
90	Chris Hanson	74	94	87	12
89	Josh Miller	81	88	92	25
89	Mitch Berger	80	91	89	23
88	Sean Landeta	96	87	90	12
86	Hunter Smith	79	89	89	14
86	Chad Stanley	78	87	91	19
85	Darren Bennett	81	94	82	22
84	Tom Tupa	87	88	87	24
83	Jeff Feagles	83	83	93	19
82	Micah Knorr	72	91	85	12
81	Tom Rouen	85	88	85	17
80	Chris Mohr	90	85	87	17
79	Josh Bidwell	69	90	84	23
78	Dave Zastudil	67	89	85	12
77	Mike Scifres	58	93	81	22
77	Dirk Johnson	70	86	87	33
76	Matt Turk	77	84	87	13
76	Toby Gowin	69	87	85	21
74	Kyle Richardson	67	88	83	21
72	Jason Baker	71	85	84	14
72	Andy Groom	64	86	84	36
72	Nick Harris	55	89	82	13
71	B.J. Sander	40	84	90	20
67	Derrick Frost	64	84	83	10
66	Matt McBriar	58	84	83	10



MADDEN CARDS

Madden Challenge Tasks

This chapter includes all the information you need to keep track of your Madden Card Book. From the Challenge Tasks, to your player checklist and Special Cards, we've got you covered. See which ones you want to go after and target those tasks first. Good luck!

TOKEN SCALE

Challenge	Level 1	Level 2	Level 3	Level 4	Level 5
Rookie	2	3	4	5	6
Pro	4	6	8	10	12
All-Pro	6	9	12	15	18
All-Madden	8	12	16	20	24

1 LEVEL 1

Challenge Description

- Make a **40**-plus-yard field goal
- Punt the ball **50**-plus yards
- Hold CPU under **7** points (*min qtr: 4*)
- Score **21** points in a game (*max qtr: 6*)
- One reception by **3** different players
- Recover a fumble on defense
- Sack the opposing QB
- Throw **2** TD passes with one player
- Gain **200 yards** of total offense (*max qtr: 6*)
- Break a **20**-yard run
- Complete **5** consecutive passes
- Complete a **30**-yard pass
- No dropped passes all game (*min qtr: 4*)
- No offensive fumbles all game (*min qtr: 4*)
- No interceptions thrown all game (*min qtr: 4*)
- No sacks allowed all game (*min qtr: 4*)
- Score **35** pts. on the Panthers at Carolina (*max qtr: 6*)
- Hold Patriots to **21** pts. in New England (*min qtr: 5*)
- Intercept a pass on defense
- Record **3** tackles with one player

2 LEVEL 2

Challenge Description

- **30**-yard PR avg. for one player (*min ret: 2*)
- Defeat the CPU by **28** points (*max qtr: 6*)
- Gain **100** receiving yards with one player
- **20**-yard Rec. Avg. for one player (*min rec: 3*)
- Throw for **300** yards with one player
- Complete **80%** of your passes (*min att: 5*)
- Commit no penalties in a game (*min qtr: 4*)
- Record **2** sacks with one player
- Record **5** tackles with two different players
- **30**-yard KR Avg. for one player (*min ret: 2*)
- Score **42** points in a game (*max qtr: 6*)
- **10**-yard Rush Avg. for one player (*min att: 5*)
- Catch **2** TD passes with one player
- Score **3** Rushing TD's with one player
- Throw **4** TD passes with one player
- Complete **10** consecutive passes
- Defeat the '90 Giants with a regular team
- Force **3** turnovers in one game on defense
- Hold CPU under **150** total off. yds. (*min qtr: 4*)
- Gain **100** rushing yards with one player

3 LEVEL 3

Challenge Description

- Punt the ball out of bounds inside the five-yard line
- Shut out the CPU (*min qtr: 4*)
- **10** rushing attempts by 2 different players
- Gain **150** receiving yards with one player
- Gain **400** yards of total offense (*max qtr: 6*)
- Complete **15** consecutive passes
- Gain **450** yards of total offense against the Eagles
- Recover **2** fumbles on defense with one player
- Record **3** sacks with one player
- Record **8** tackles with one player
- Kick and recover an onside kick
- Score **63** points in a game (*max qtr: 6*)
- Make **10** receptions with one player
- Gain **100** rushing & **50** rec. yds. w/one player
- Gain **150** rushing yards with one player
- Break a **40**-yard run
- Complete a **60**-yard pass
- Gain **150** rush yds. vs. '75 Vikings (*max qtr: 6*)
- Intercept **2** passes with one player
- Deflect **4** passes with one player

4 LEVEL 4

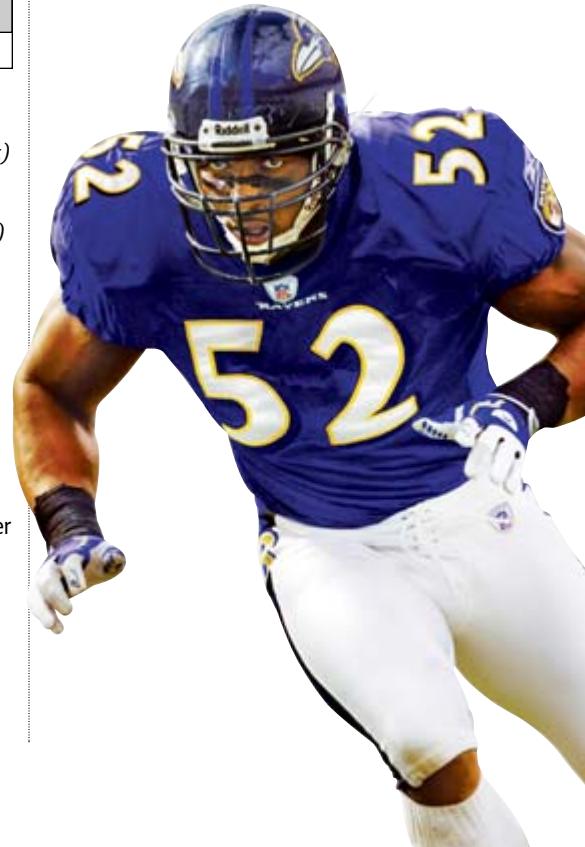
Challenge Description

- Make a **50**-plus-yard field goal
- Make **6** two-point conversions in one game
- Gain **100** rushing yds. with 2 different players
- Gain **200** receiving yards with one player
- Complete **25** passes with one player
- Throw for **500** yards with one player
- Achieve **20** first downs (*max qtr: 6*)
- Return a fumble for a touchdown on defense
- Cause **6** turnovers on defense
- Record a safety on defense
- Punt the ball **65**-plus yards
- Defeat the CPU by **56** points (*max qtr: 6*)
- Gain **100** receiving yds. with two different players
- Gain **200** rushing yards with one player
- **40** Rushing Att. by one player (*max qtr: 6*)
- Gain **650** yards of total offense (*max qtr: 6*)
- Complete a pass to **7** different receivers
- Break a **60**-yard run
- Record **7** sacks with one player
- Return an interception for a touchdown

5 LEVEL 5

Challenge Description

- Gain **200** PR yards with one player
- Return a punt for a touchdown
- Complete **100%** of your passes (*min att: 5*)
- Gain **100** rushing & **100** passing yards with one player
- **20**-yard Rush Avg. for one player (*min att: 3*)
- Gain **250** rushing yards with one player
- Break an **80**-yard run
- Play injured and score a touchdown
- Intercept **5** passes on defense
- Record **2**safeties in one game
- Gain **200** KR yards with one player
- Return a kickoff for a touchdown
- Score **84** points in a game (*max qtr: 6*)
- Gain **100** receiving yards with three different players
- Gain **100** rushing & **150** passing with one player
- Gain **200** passing yards with two different players
- Break **10** tackles with one player
- Complete **20** consecutive passes
- Complete a **90**-yard pass
- Hold CPU to zero total offensive yards (*min qtr: 4*)



Madden Card Checklist



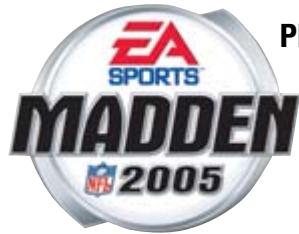
Madden Card example

Player Checklist

Card	Type	Name
1	Player	Rex Grossman
2	Player	Brian Urlacher
3	Player	Mike Brown
4	Player	Olin Kreutz
5	Player	Marty Booker
6	Player	Peter Warrick
7	Player	Brian Simmons
8	Player	Chad Johnson
9	Player	Rudi Johnson
10	Player	Carson Palmer
11	Player	Drew Bledsoe
12	Player	Travis Henry
13	Player	Takeo Spikes
14	Player	Lawyer Milloy
15	Player	Eric Moulds
16	Player	Al Wilson
17	Player	Jake Plummer
18	Player	Rod Smith
19	Player	Champ Bailey
20	Player	Jeff Garcia
21	Player	Courtney Brown
22	Player	Lee Suggs
23	Player	Simeon Rice
24	Player	Ronde Barber
25	Player	Mike Alstott
26	Player	Derrick Brooks
27	Player	Josh McCown
28	Player	Leonard Davis
29	Player	Anquan Boldin
30	Player	Marcel Shipp
31	Player	Dexter Jackson
32	Player	Quentin Jammer
33	Player	Donnie Edwards
34	Player	LaDainian Tomlinson
35	Player	Tony Gonzalez
36	Player	Trent Green
37	Player	Will Shields
38	Player	Priest Holmes
39	Player	Dante Hall
40	Player	Edgerrin James
41	Player	Dwight Freeney
42	Player	Peyton Manning
43	Player	Marvin Harrison
44	Player	Reggie Wayne
45	Player	Terence Newman
46	Player	Dat Nguyen
47	Player	Flozell Adams
48	Player	LaRoi Glover

Card	Type	Name
49	Player	Dexter Coakley
50	Player	Roy Williams
51	Player	Adewale Ogunleye
52	Player	Sam Madison
53	Player	Jason Taylor
54	Player	Zach Thomas
55	Player	Patrick Surtain
56	Player	Ricky Williams
57	Player	Junior Seau
58	Player	David Boston
59	Player	Donovan McNabb
60	Player	Brian Dawkins
61	Player	Corey Simon
62	Player	Jevon Kearse
63	Player	Brian Westbrook
64	Player	Peerless Price
65	Player	Keith Brooking
66	Player	Michael Vick
67	Player	TJ Duckett
68	Player	Jason Webster
69	Player	Julian Peterson
70	Player	Andre Carter
71	Player	Kevan Barlow
72	Player	Jeremy Newberry
73	Player	Amani Toomer
74	Player	Michael Strahan
75	Player	Tiki Barber
76	Player	Jeremy Shockey
77	Player	Donovin Darius
78	Player	Jimmy Smith
79	Player	Byron Leftwich
80	Player	Fred Taylor
81	Player	Marcus Stroud
82	Player	Curtis Martin
83	Player	Kevin Mawae
84	Player	Chad Pennington
85	Player	Shaun Ellis
86	Player	Santana Moss
87	Player	Joey Harrington
88	Player	Charles Rogers
89	Player	Shaun Rogers
90	Player	Dre Bly
91	Player	Damien Woody
92	Player	Ahman Green
93	Player	Bubba Franks
94	Player	Nick Barnett
95	Player	Brett Favre
96	Player	Kabeer Gbaja-Biamila

Card	Type	Name
97	Player	Steve Smith
98	Player	Jake Delhomme
99	Player	Julius Peppers
100	Player	Mike Rucker
101	Player	Kris Jenkins
102	Player	Stephen Davis
103	Player	Ty Law
104	Player	Tom Brady
105	Player	Tedy Bruschi
106	Player	Rodney Harrison
107	Player	Richard Seymour
108	Player	Charles Woodson
109	Player	Jerry Porter
110	Player	Jerry Rice
111	Player	Rich Gannon
112	Player	Marshall Faulk
113	Player	Orlando Pace
114	Player	Marc Bulger
115	Player	Torry Holt
116	Player	Kyle Turley
117	Player	Ray Lewis
118	Player	Ed Reed
119	Player	Todd Heap
120	Player	Terrell Suggs
121	Player	Kyle Boller
122	Player	Laveranues Coles
123	Player	Shawn Springs
124	Player	Clinton Portis
125	Player	Mark Brunell
126	Player	LaVar Arrington
127	Player	Aaron Brooks
128	Player	Joe Horn
129	Player	Donte Stallworth
130	Player	Deuce McAllister
131	Player	Matt Hasselbeck
132	Player	Grant Wistrom
133	Player	Marcus Trufant
134	Player	Shaun Alexander
135	Player	Walter Jones
136	Player	Kendrell Bell
137	Player	Alan Faneca
138	Player	Hines Ward
139	Player	Casey Hampton
140	Player	Plaxico Burress
141	Player	Jamie Sharper
142	Player	David Carr
143	Player	Aaron Glenn
144	Player	Andre Johnson



Card	Type	Name
<input type="checkbox"/> 145	Player	Domanick Davis
<input type="checkbox"/> 146	Player	Derrick Mason
<input type="checkbox"/> 147	Player	Steve McNair
<input type="checkbox"/> 148	Player	Brad Hopkins
<input type="checkbox"/> 149	Player	Samari Rolle
<input type="checkbox"/> 150	Player	Keith Bulluck
<input type="checkbox"/> 151	Player	Daunte Culpepper
<input type="checkbox"/> 152	Player	Randy Moss
<input type="checkbox"/> 153	Player	Chris Hovan

Card	Type	Name
<input type="checkbox"/> 154	Player	Michael Bennett
<input type="checkbox"/> 155	Player	Antoine Winfield
<input type="checkbox"/> 156	Bears Coach	Lovie Smith
<input type="checkbox"/> 157	Bengals Coach	Marvin Lewis
<input type="checkbox"/> 158	Bills Coach	Mike Mularkey
<input type="checkbox"/> 159	Broncos Coach	Mike Shanahan
<input type="checkbox"/> 160	Browns Coach	Butch Davis
<input type="checkbox"/> 161	Bucs Coach	Jon Gruden
<input type="checkbox"/> 162	Cardinals Coach	Dennis Green
<input type="checkbox"/> 163	Chargers Coach	Marty Schottenheimer
<input type="checkbox"/> 164	Chiefs Coach	Dick Vermeil
<input type="checkbox"/> 165	Colts Coach	Tony Dungy
<input type="checkbox"/> 166	Cowboys Coach	Bill Parcells
<input type="checkbox"/> 167	Dolphins Coach	Dave Wannstedt
<input type="checkbox"/> 168	Eagles Coach	Andy Reid
<input type="checkbox"/> 169	Falcons Coach	Jim Mora, Jr.
<input type="checkbox"/> 170	49ers Coach	Dennis Erickson

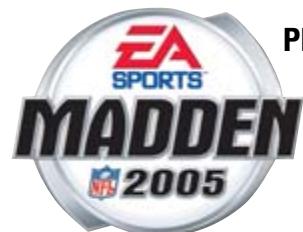
Card	Type	Name
<input type="checkbox"/> 171	Giants Coach	Tom Coughlin
<input type="checkbox"/> 172	Jaguars Coach	Jack Del Rio
<input type="checkbox"/> 173	Jets Coach	Herman Edwards
<input type="checkbox"/> 174	Lions Coach	Steve Mariucci
<input type="checkbox"/> 175	Packers Coach	Mike Sherman
<input type="checkbox"/> 176	Panthers Coach	John Fox
<input type="checkbox"/> 177	Patriots Coach	Bill Belichick
<input type="checkbox"/> 178	Raiders Coach	Norv Turner
<input type="checkbox"/> 179	Rams Coach	Mike Martz
<input type="checkbox"/> 180	Ravens Coach	Brian Billick
<input type="checkbox"/> 181	Redskins Coach	Joe Gibbs
<input type="checkbox"/> 182	Saints Coach	Jim Haslett
<input type="checkbox"/> 183	Seahawks Coach	Mike Holmgren
<input type="checkbox"/> 184	Steelers Coach	Bill Cowher
<input type="checkbox"/> 185	Texans Coach	Dom Capers
<input type="checkbox"/> 186	Titans Coach	Jeff Fisher
<input type="checkbox"/> 187	Vikings Coach	Mike Tice

Special Checklist

Card	Type	Name	Variation	Description
<input type="checkbox"/> 188	Cheat	1st and 15	Bronze	This card requires your opponent to get 15 yards to reach a first down for one play.
<input type="checkbox"/> 188	Cheat	1st and 15	Silver	This card requires your opponent to get 15 yards to reach a first down for the quarter.
<input type="checkbox"/> 188	Cheat	1st and 15	Gold	This card requires your opponent to get 15 yards to reach a first down for the half.
<input type="checkbox"/> 189	Cheat	1 and 5	Bronze	When this card is played, your first-down yards to go will be set to 5 for one play.
<input type="checkbox"/> 189	Cheat	1 and 5	Silver	When this card is played, your first-down yards to go will be set to 5 for the quarter.
<input type="checkbox"/> 189	Cheat	1 and 5	Gold	When this card is played, your first-down yards to go will be set to 5 for the half.
<input type="checkbox"/> 190	Cheat	Unforced	Bronze	When this card is played, your opponent will fumble every time he tries to juke for one play.
<input type="checkbox"/> 190	Cheat	Unforced	Silver	When this card is played, your opponent will fumble every time he jukes during the quarter.
<input type="checkbox"/> 190	Cheat	Unforced	Gold	When this card is played, your opponent will fumble every time he tries to juke for the half.
<input type="checkbox"/> 191	Cheat	Extra Credit	Bronze	This card awards 2 points for every interception and 1 point for every sack.
<input type="checkbox"/> 191	Cheat	Extra Credit	Silver	This card awards 3 points for every interception and 2 points for every sack.
<input type="checkbox"/> 191	Cheat	Extra Credit	Gold	This card awards 4 points for every interception and 3 points for every sack.
<input type="checkbox"/> 192	Cheat	Tight Fit	Bronze	When this card is played, your opponent's uprights will be made very narrow for one play.
<input type="checkbox"/> 192	Cheat	Tight Fit	Silver	When this card is played, your opponent's uprights will be made very narrow for the quarter.
<input type="checkbox"/> 192	Cheat	Tight Fit	Gold	When this card is played, your opponent's uprights will be made very narrow for the half.
<input type="checkbox"/> 193	Cheat	5th Down	Bronze	When this card is played, you will get 5 downs to make a first (one use).
<input type="checkbox"/> 193	Cheat	5th Down	Silver	When this card is played, you will get 5 downs to make a first for the quarter.
<input type="checkbox"/> 193	Cheat	5th Down	Gold	When this card is played, you will get 5 downs to make a first for the half.
<input type="checkbox"/> 194	Cheat	3rd Down	Bronze	When this card is played, your opponent will only get 3 downs to make a first.
<input type="checkbox"/> 194	Cheat	3rd Down	Silver	When this card is played, your opponent will only get 3 downs to make a first for the quarter.
<input type="checkbox"/> 194	Cheat	3rd Down	Gold	When this card is played, your opponent will only get 3 downs to make a first for the half.
<input type="checkbox"/> 195	Cheat	Human Plow	Bronze	When this card is played, your Broken Tackles will increase by 25% for the game.
<input type="checkbox"/> 195	Cheat	Human Plow	Silver	When this card is played, your Broken Tackles will increase by 50% for the game.
<input type="checkbox"/> 195	Cheat	Human Plow	Gold	When this card is played, your Broken Tackles will increase by 75% for the game.
<input type="checkbox"/> 196	Cheat	Super Dive	Bronze	When this card is played, your diving distance increases by 25% for the game.
<input type="checkbox"/> 196	Cheat	Super Dive	Silver	When this card is played, your diving distance increases by 50% for the game.
<input type="checkbox"/> 196	Cheat	Super Dive	Gold	When this card is played, your diving distance increases by 75% for the game.
<input type="checkbox"/> 197	Cheat	Da Boot	Bronze	When this card is played, you will receive unlimited field-goal range for 1 play.
<input type="checkbox"/> 197	Cheat	Da Boot	Silver	When this card is played, you will receive unlimited field-goal range for the quarter.
<input type="checkbox"/> 197	Cheat	Da Boot	Gold	When this card is played, you will receive unlimited field-goal range for the half.
<input type="checkbox"/> 198	Cheat	Da Bomb	Bronze	When this card is played, you will receive unlimited pass range for one play.
<input type="checkbox"/> 198	Cheat	Da Bomb	Silver	When this card is played, you will receive unlimited pass range for the quarter.
<input type="checkbox"/> 198	Cheat	Da Bomb	Gold	When this card is played, you will receive unlimited pass range for the half.
<input type="checkbox"/> 199	Cheat	Lame Duck	Bronze	When this card is played, your opponent will throw a lob pass for one play.
<input type="checkbox"/> 199	Cheat	Lame Duck	Silver	When this card is played, your opponent will throw lob passes for the quarter.
<input type="checkbox"/> 199	Cheat	Lame Duck	Gold	When this card is played, your opponent will throw lob passes for the half.
<input type="checkbox"/> 200	Cheat	Mistake Free	Bronze	When this card is played, you can't fumble or throw an interception for one play.
<input type="checkbox"/> 200	Cheat	Mistake Free	Silver	When this card is played, you can't fumble or throw an interception for the quarter.
<input type="checkbox"/> 200	Cheat	Mistake Free	Gold	When this card is played, you can't fumble or throw an interception for the half.
<input type="checkbox"/> 201	Cheat	Fumblitis	Bronze	When this card is played, your opponent's fumbles will increase by 25% for the game.
<input type="checkbox"/> 201	Cheat	Fumblitis	Silver	When this card is played, your opponent's fumbles will increase by 50% for the game.
<input type="checkbox"/> 201	Cheat	Fumblitis	Gold	When this card is played, your opponent's fumbles will increase by 75% for the game.

Special Checklist continued

Card	Type	Name	Variation	Description
202	Cheat	BINGO!	Bronze	When this card is played, your defensive interceptions will increase by 25% for the game.
202	Cheat	BINGO!	Silver	When this card is played, your defensive interceptions will increase by 50% for the game.
202	Cheat	BINGO!	Gold	When this card is played, your defensive interceptions will increase by 75% for the game.
203	Cheat	Mr. Mobility	Bronze	When this card is played, your QB can't be sacked for one play.
203	Cheat	Mr. Mobility	Silver	When this card is played, your QB can't be sacked for the quarter.
203	Cheat	Mr. Mobility	Gold	When this card is played, your QB can't be sacked for the half.
204	Cheat	Touchy	Bronze	When this card is played, your opponent's penalties will increase by 50% for one play.
204	Cheat	Touchy	Silver	When this card is played, your opponent's penalties will increase by 50% for the quarter.
204	Cheat	Touchy	Gold	When this card is played, your opponent's penalties will increase by 50% for the half.
205	Cheat	Bad Spot	Bronze	When this card is played, the ref will spot the ball 1-2 yards short for one play.
205	Cheat	Bad Spot	Silver	When this card is played, the ref will spot the ball 1-2 yards short for the quarter.
205	Cheat	Bad Spot	Gold	When this card is played, the ref will spot the ball 1-2 yards short for the half.
206	Cheat	Toast	Bronze	When this card is played, your ability to burn a DB will increase by 25% for the game.
206	Cheat	Toast	Silver	When this card is played, your ability to burn a DB will increase by 50% for the game.
206	Cheat	Toast	Gold	When this card is played, your ability to burn a DB will increase by 75% for the game.
207	Cheat	Jam	Bronze	When this card is played, your ability to jam a WR will increase by 25% for the game.
207	Cheat	Jam	Silver	When this card is played, your ability to jam a WR will increase by 50% for the game.
207	Cheat	Jam	Gold	When this card is played, your ability to jam a WR will increase by 75% for the game.
208	Cheat	Pocket Protect	Bronze	When this card is played, your pass-blocking effectiveness will increase by 25% for the game.
208	Cheat	Pocket Protect	Silver	When this card is played, your pass-blocking effectiveness will increase by 50% for the game.
208	Cheat	Pocket Protect	Gold	When this card is played, your pass-blocking effectiveness will increase by 75% for the game.
209	Cheat	Penetration	Bronze	When this card is played, your line penetration will increase by 25% for the game.
209	Cheat	Penetration	Silver	When this card is played, your line penetration will increase by 50% for the game.
209	Cheat	Penetration	Gold	When this card is played, your line penetration will increase by 75% for the game.
210	Cheat	QB On Target	Bronze	When this card is played, your QB Accuracy will be 100% for one play.
210	Cheat	QB On Target	Silver	When this card is played, your QB Accuracy will be 100% for the quarter.
210	Cheat	QB On Target	Gold	When this card is played, your QB Accuracy will be 100% for the half.
211	Cheat	Coffin Corner	Bronze	When this card is played, your punt will go out of bounds at the max distance for one play.
211	Cheat	Coffin Corner	Silver	When this card is played, your punt will go out of bounds at the max distance for the quarter.
211	Cheat	Coffin Corner	Gold	When this card is played, your punt will go out of bounds at the max distance for the half.
212	Cheat	Wind Gust	Bronze	When this card is played, field-goal kicks will receive a gust in your favor for one play.
212	Cheat	Wind Gust	Silver	When this card is played, field-goal kicks will receive a gust in your favor for the quarter.
212	Cheat	Wind Gust	Gold	When this card is played, field-goal kicks will receive a gust in your favor for the half.
213	Cheat	Hands of Glue	Bronze	When this card is played, your catching ability will increase by 25% for the game.
213	Cheat	Hands of Glue	Silver	When this card is played, your catching ability will increase by 50% for the game.
213	Cheat	Hands of Glue	Gold	When this card is played, your catching ability will increase by 75% for the game.
214	Cheat	Hands of Stone	Bronze	When this card is played, your opponent's catching ability will decrease by 25% for the game.
214	Cheat	Hands of Stone	Silver	When this card is played, your opponent's catching ability will decrease by 50% for the game.
214	Cheat	Hands of Stone	Gold	When this card is played, your opponent's catching ability will decrease by 75% for the game.
215	Cheat	Couch Potato	Bronze	When this card is played, your opponent's fatigue will increase by 25% for the game.
215	Cheat	Couch Potato	Silver	When this card is played, your opponent's fatigue will increase by 50% for the game.
215	Cheat	Couch Potato	Gold	When this card is played, your opponent's fatigue will increase by 75% for the game.
216	Cheat	Time Out	Bronze	When this card is played, you will get unlimited timeouts for the current quarter.
216	Cheat	Time Out	Silver	When this card is played, you will get unlimited timeouts for the current half.
216	Cheat	Time Out	Gold	When this card is played, you will get unlimited timeouts for the current game.
217	Cheat	Ouch!	Bronze	When this card is played, your opponent's injuries will increase by 25% for the game.
217	Cheat	Ouch!	Silver	When this card is played, your opponent's injuries will increase by 50% for the game.
217	Cheat	Ouch!	Gold	When this card is played, your opponent's injuries will increase by 75% for the game.
218	Cheat	Worker's Comp	Bronze	This card awards points (based on severity) whenever a player gets injured this quarter.
218	Cheat	Worker's Comp	Silver	This card awards points (based on severity) whenever a player gets injured this half.
218	Cheat	Worker's Comp	Gold	This card awards points (based on severity) whenever a player gets injured this game.
219	Cheat	Passerby	Bronze	When this card is played, your QB can throw from beyond the line of scrimmage for one play.
219	Cheat	Passerby	Silver	When this card is played, your QB can throw from beyond the line of scrimmage for the quarter.
219	Cheat	Passerby	Gold	When this card is played, your QB can throw from beyond the line of scrimmage for the half.
220	Stadium	Super Bowl XXXIX	Gold	If you have this card, the Super Bowl XXXVIII stadium will be unlocked at Stadium Select.
221	Stadium	Super Bowl XL	Gold	If you have this card, the Super Bowl XXXIX stadium will be unlocked at Stadium Select.
222	Stadium	Super Bowl XLI	Gold	If you have this card, the Super Bowl XL stadium will be unlocked at Stadium Select.
223	Stadium	Super Bowl XLII	Gold	If you have this card, the Super Bowl XLI stadium will be unlocked at Stadium Select.
224	Stadium	Aloha Stadium	Gold	If you have this card, Aloha Stadium (Pro Bowl) will be unlocked at Stadium Select.
225	Team	'58 Colts	Gold	If you have this card, the '58 Colts will be unlocked at Team Select.
226	Team	'66 Packers	Gold	If you have this card, the '66 Packers will be unlocked at Team Select.
227	Team	'68 Jets	Gold	If you have this card, the '68 Jets will be unlocked at Team Select.

Special Checklist *Continued*

Card	Type	Name	Variation	Description
<input type="checkbox"/>	228	Team	'70 Browns	Gold If you have this card, the '70 Browns will be unlocked at Team Select.
<input type="checkbox"/>	229	Team	'72 Dolphins	Gold If you have this card, the '72 Dolphins will be unlocked at Team Select.
<input type="checkbox"/>	230	Team	'74 Steelers	Gold If you have this card, the '74 Steelers will be unlocked at Team Select.
<input type="checkbox"/>	231	Team	'76 Raiders	Gold If you have this card, the '76 Raiders will be unlocked at Team Select.
<input type="checkbox"/>	232	Team	'77 Broncos	Gold If you have this card, the '77 Broncos will be unlocked at Team Select.
<input type="checkbox"/>	233	Team	'78 Dolphins	Gold If you have this card, you simply got one that is not needed to unlock.
<input type="checkbox"/>	234	Team	'80 Raiders	Gold If you have this card, the '80 Raiders will be unlocked at Team Select.
<input type="checkbox"/>	235	Team	'81 Chargers	Gold If you have this card, the '81 Chargers will be unlocked at Team Select.
<input type="checkbox"/>	236	Team	'82 Redskins	Gold If you have this card, the '82 Redskins will be unlocked at Team Select.
<input type="checkbox"/>	237	Team	'83 Raiders	Gold If you have this card, the '83 Raiders will be unlocked at Team Select.
<input type="checkbox"/>	238	Team	'84 Dolphins	Gold If you have this card, the '84 Dolphins will be unlocked at Team Select.
<input type="checkbox"/>	239	Team	'85 Bears	Gold If you have this card, the '85 Bears will be unlocked at Team Select.
<input type="checkbox"/>	240	Team	'86 Giants	Gold If you have this card, the '86 Giants will be unlocked at Team Select.
<input type="checkbox"/>	241	Team	'88 49ers	Gold If you have this card, the '88 49ers will be unlocked at Team Select.
<input type="checkbox"/>	242	Team	'90 Eagles	Gold If you have this card, the '90 Eagles will be unlocked at Team Select.
<input type="checkbox"/>	243	Team	'91 Lions	Gold If you have this card, the '91 Lions will be unlocked at Team Select.
<input type="checkbox"/>	244	Team	'92 Cowboys	Gold If you have this card, the '92 Cowboys will be unlocked at Team Select.
<input type="checkbox"/>	245	Team	'93 Bills	Gold If you have this card, the '93 Bills will be unlocked at Team Select.
<input type="checkbox"/>	246	Team	'94 49ers	Gold If you have this card, the '94 49ers will be unlocked at Team Select.
<input type="checkbox"/>	247	Team	'96 Packers	Gold If you have this card, the '96 Packers will be unlocked at Team Select.
<input type="checkbox"/>	248	Team	'98 Broncos	Gold If you have this card, the '98 Broncos will be unlocked at Team Select.
<input type="checkbox"/>	249	Team	'99 Rams	Gold If you have this card, the '99 Rams will be unlocked at Team Select.
<input type="checkbox"/>	250	Cheerleader	Bears Cheerleaders	Gold When this card is played, it will pump up the crowd for the Bears.
<input type="checkbox"/>	251	Cheerleader	Bengals Cheerleaders	Gold When this card is played, it will pump up the crowd for the Bengals.
<input type="checkbox"/>	252	Cheerleader	Bills Cheerleaders	Gold When this card is played, it will pump up the crowd for the Bills.
<input type="checkbox"/>	253	Cheerleader	Broncos Cheerleaders	Gold When this card is played, it will pump up the crowd for the Broncos.
<input type="checkbox"/>	254	Cheerleader	Browns Cheerleaders	Gold When this card is played, it will pump up the crowd for the Browns.
<input type="checkbox"/>	255	Cheerleader	Buccaneers Cheerleaders	Gold When this card is played, it will pump up the crowd for the Buccaneers.
<input type="checkbox"/>	256	Cheerleader	Cardinals Cheerleaders	Gold When this card is played, it will pump up the crowd for the Cardinals.
<input type="checkbox"/>	257	Cheerleader	Chargers Cheerleaders	Gold When this card is played, it will pump up the crowd for the Chargers.
<input type="checkbox"/>	258	Cheerleader	Chiefs Cheerleaders	Gold When this card is played, it will pump up the crowd for the Chiefs.
<input type="checkbox"/>	259	Cheerleader	Colts Cheerleaders	Gold When this card is played, it will pump up the crowd for the Colts.
<input type="checkbox"/>	260	Cheerleader	Cowboys Cheerleaders	Gold When this card is played, it will pump up the crowd for the Cowboys.
<input type="checkbox"/>	261	Cheerleader	Dolphins Cheerleaders	Gold When this card is played, it will pump up the crowd for the Dolphins.
<input type="checkbox"/>	262	Cheerleader	Eagles Cheerleaders	Gold When this card is played, it will pump up the crowd for the Eagles.
<input type="checkbox"/>	263	Cheerleader	Falcons Cheerleaders	Gold When this card is played, it will pump up the crowd for the Falcons.
<input type="checkbox"/>	264	Cheerleader	49ers Cheerleaders	Gold When this card is played, it will pump up the crowd for the 49ers.
<input type="checkbox"/>	265	Cheerleader	Giants Cheerleaders	Gold When this card is played, it will pump up the crowd for the Giants.
<input type="checkbox"/>	266	Cheerleader	Jaguars Cheerleaders	Gold When this card is played, it will pump up the crowd for the Jaguars.
<input type="checkbox"/>	267	Cheerleader	Jets Cheerleaders	Gold When this card is played, it will pump up the crowd for the Jets.
<input type="checkbox"/>	268	Cheerleader	Lions Cheerleaders	Gold When this card is played, it will pump up the crowd for the Lions.
<input type="checkbox"/>	269	Cheerleader	Packers Cheerleaders	Gold When this card is played, it will pump up the crowd for the Packers.
<input type="checkbox"/>	270	Cheerleader	Panthers Cheerleaders	Gold When this card is played, it will pump up the crowd for the Panthers.
<input type="checkbox"/>	271	Cheerleader	Patriots Cheerleaders	Gold When this card is played, it will pump up the crowd for the Patriots.
<input type="checkbox"/>	272	Cheerleader	Raiders Cheerleaders	Gold When this card is played, it will pump up the crowd for the Raiders.
<input type="checkbox"/>	273	Cheerleader	Rams Cheerleaders	Gold When this card is played, it will pump up the crowd for the Rams.
<input type="checkbox"/>	274	Cheerleader	Ravens Cheerleaders	Gold When this card is played, it will pump up the crowd for the Ravens.
<input type="checkbox"/>	275	Cheerleader	Redskins Cheerleaders	Gold When this card is played, it will pump up the crowd for the Redskins.
<input type="checkbox"/>	276	Cheerleader	Saints Cheerleaders	Gold When this card is played, it will pump up the crowd for the Saints.
<input type="checkbox"/>	277	Cheerleader	Seahawks Cheerleaders	Gold When this card is played, it will pump up the crowd for the Seahawks.
<input type="checkbox"/>	278	Cheerleader	Steelers Cheerleaders	Gold When this card is played, it will pump up the crowd for the Steelers.
<input type="checkbox"/>	279	Cheerleader	Titans Cheerleaders	Gold When this card is played, it will pump up the crowd for the Titans.
<input type="checkbox"/>	280	Cheerleader	Texans Cheerleaders	Gold When this card is played, it will pump up the crowd for the Texans.
<input type="checkbox"/>	281	Cheerleader	Vikings Cheerleaders	Gold When this card is played, it will pump up the crowd for the Vikings.

DEPTH CHARTS

Bears		
Position	Depth	Player
3DRB	0	Thomas Jones
C	0	Olin Kreutz
C	1	Josh Warner
CB	0	Charles Tillman
CB	1	Jerry Azumah
CB	2	R.W. McQuarters
DT	0	Bryan Robinson
DT	1	Alfonso Boone
DT	2	Tommie Harris
HB	0	Thomas Jones
HB	1	Anthony Thomas
HB	2	Rabih Abdullah
HB	3	Brock Forsey
LE	0	Alex Brown
LE	1	Joe Tafoya
LT	0	Mike Gandy
MLB	0	Brian Urlacher
MLB	1	Hunter Hillenmeyer
QB	0	Rex Grossman
QB	1	Jonathan Quinn
QB	2	Craig Krenzel
RE	0	Michael Haynes
RE	1	RE #73
RT	0	John Tait
RT	1	Aaron Gibson
RT	2	Marc Colombo
WR	0	Marty Booker
WR	1	Justin Gage
WR	2	David Terrell

Bengals		
Position	Depth	Player
RE	1	Elton Patterson
RT	0	Willie Anderson
RT	1	Scott Kooistra
WR	0	Chad Johnson
WR	1	Peter Warrick
WR	2	Kelley Washington

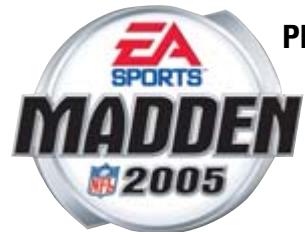
Broncos		
Position	Depth	Player
HB	0	Garrison Hearst
HB	1	Quentin Griffin
HB	2	Tatum Bell
LE	0	Trevor Pryce
LE	1	Bryant McNeal
LT	0	Matt Lepis
LT	1	Dwayne Carswell
LT	2	LT #70
MLB	0	Al Wilson
MLB	1	Terry Pierce
QB	0	Jake Plummer
QB	1	Mike Quinn
QB	2	Danny Kanell
RE	0	Reggie Hayward
RE	1	Raylee Johnson
RT	0	George Foster
RT	1	Cornell Green
WR	0	Rod Smith
WR	1	Ashley Lelie
WR	2	Darius Watts
WR	3	Adrian Madise

Bengals		
Position	Depth	Player
3DRB	0	Chris Perry
C	0	Rich Braham
C	1	Larry Moore
CB	0	Tory James
CB	1	Deltha O'Neal
CB	2	Keiwan Ratliff
DT	0	John Thornton
DT	1	Tony Williams
DT	2	Daryl Gardner
HB	0	Rudi Johnson
HB	1	Chris Perry
HB	2	Kenny Watson
LE	0	Duane Clemons
LE	1	Carl Powell
LT	0	Levi Jones
LT	1	Belton Johnson
MLB	0	Nate Webster
MLB	1	Frank Chamberlin
QB	0	Carson Palmer
QB	1	Jon Kitna
QB	2	Casey Bramlet
RE	0	Justin Smith

Bills		
Position	Depth	Player
3DRB	0	Travis Henry
C	0	Trey Teague
C	1	Ben Sobieski
CB	0	Troy Vincent
CB	1	Nate Clements
CB	2	Terrence McGee
CB	3	Kevin Thomas
DT	0	Pat Williams
DT	1	Sam Adams
DT	2	Ron Edwards
HB	0	Travis Henry
HB	1	Willis McGahee
HB	2	Ken Simonton
LE	0	Ryan Denney
LE	1	Chris Kelsay
LT	0	Jonas Jennings
LT	1	Lawrence Smith
MLB	0	London Fletcher
MLB	1	Angelo Crowell
QB	0	Drew Bledsoe
QB	1	Travis Brown
QB	2	J.P. Losman
RE	0	Aaron Schobel
RE	1	Keith McKenzie
RT	0	Mike Williams
RT	1	Marcus Price
WR	0	Eric Moulds
WR	1	Lee Evans
WR	2	Josh Reed

Broncos		
Position	Depth	Player
3DRB	0	Quentin Griffin
C	0	Tom Nalen
C	1	Calvin Collins
CB	0	Champ Bailey
CB	1	Kelly Herndon
CB	2	Lenny Walls
CB	3	Willie Middlebrooks
DT	0	Darius Holland
DT	1	Mario Fatafehi
DT	2	Monsanto Pope

Browns		
Position	Depth	Player
3DRB	0	Lee Suggs
C	0	Jeff Faine
C	1	Melvin Fowler
CB	0	Daylon McCutcheon
CB	1	Anthony Henry
CB	2	Michael Lehan
CB	3	Roosevelt Williams
DT	0	Gerard Warren
DT	1	Orpheus Roye
DT	2	Michael Myers
HB	0	Lee Suggs
HB	1	William Green
HB	2	James Jackson
LE	0	Courtney Brown
LE	1	Ebenezer Ekuban
LT	0	Ross Verba
LT	1	LT #65
MLB	0	Andra Davis
MLB	1	Barry Gardner
QB	0	Jeff Garcia
QB	1	Kelly Holcomb
QB	2	Luke McCown
RE	0	Kenard Lang
RE	1	Mark Word
RT	0	Ryan Tucker
RT	1	Joaquin Gonzalez
WR	0	Quincy Morgan
WR	1	Andre Davis
WR	2	Dennis Northcutt
WR	3	Andre King


Buccaneers

Position	Depth	Player
3DRB	0	Michael Pittman
C	0	John Wade
C	1	Austin King
CB	0	Ronde Barber
CB	1	Brian Kelly
CB	2	Mario Edwards
CB	3	Tom Knight
DT	0	Anthony McFarland
DT	1	Ellis Wymns
HB	0	Charlie Garner
HB	1	Michael Pittman
HB	2	Jamel White
HB	3	Brandon Bennett
LE	0	Greg Spires
LE	1	Lamar King
LT	0	Derrick Deese
LT	1	Jason Whittle
MLB	0	Shelton Quarles
MLB	1	Keith Burns
QB	0	Brad Johnson
QB	1	Brian Griese
QB	2	Chris Simms
RE	0	Simeon Rice
RE	1	Dewayne White
RT	0	Todd Steussie
RT	1	Kenyatta Walker
WR	0	Keenan McCardell
WR	1	Joey Galloway
WR	2	Joe Jurevicius


Cardinals

Position	Depth	Player
QB	2	John Navarre
RE	0	Bertrand Berry
RE	1	Calvin Pace
RT	0	Anthony Clement
RT	1	Kendrick Rogers
WR	0	Anquan Boldin
WR	1	Larry Fitzgerald
WR	2	Bryant Johnson
WR	3	Nathan Poole


Chiefs

Position	Depth	Player
LE	2	Jimmy Wilkerson
LT	0	Willie Roaf
MLB	0	Mike Maslowski
MLB	1	Kawika Mitchell
QB	0	Trent Green
QB	1	Todd Collins
QB	2	Damon Huard
RE	0	Vonnie Holliday
RE	1	R-Kal Truluck
RT	0	Chris Bober
RT	1	John Welbourn
RT	2	Marcus Spears
WR	0	Eddie Kennison
WR	1	Johnnie Morton
WR	2	Dante Hall
WR	3	Marc Boerigter


Chargers

Position	Depth	Player
3DRB	0	LaDainian Tomlinson
C	0	Jason Ball
C	1	C #61
CB	0	Quentin Jammer
CB	1	Sammy Davis
CB	2	Drayton Florence
DT	0	Jamal Williams
DT	1	Jason Fisk
DT	2	Igor Olshansky
HB	0	LaDainian Tomlinson
HB	1	Michael Turner
HB	2	Leon Johnson
HB	3	Jesse Chatman
LE	0	Otis Leverette
LE	1	DeQuincy Scott
LT	0	Roman Oben
MLB	0	Donnie Edwards
MLB	1	Randall Godfrey
MLB	2	Zeke Moreno
QB	0	Drew Brees
QB	1	Philip Rivers
QB	2	Doug Flutie
RE	0	Adrian Dingle
RE	1	RE#96
RT	0	Courtney Van Buren
RT	1	Leander Jordan
WR	0	Kevin Dyson
WR	1	Tim Dwight
WR	2	Reche Caldwell


Colts

Position	Depth	Player
3DRB	0	Edgerrin James
C	0	Jeff Saturday
C	1	Joe Lorio
CB	0	Nick Harper
CB	1	Joseph Jefferson
CB	2	Donald Strickland
DT	0	Larry Tripplett
DT	1	Montae Reagor
DT	2	Josh Williams
HB	0	Edgerrin James
HB	1	Dominic Rhodes
HB	2	James Mungro
LE	0	Raheem Brock
LE	1	Brad Scioli
LT	0	Tarik Glenn
LT	1	Makoa Freitas
MLB	0	Rob Morris
MLB	1	Ben Mahdavi
QB	0	Peyton Manning
QB	1	Cory Sauter
QB	2	Jim Sorgi
RE	0	Dwight Freeney
RE	1	Robert Mathis
RT	0	Ryan Diem
WR	0	Marvin Harrison
WR	1	Reggie Wayne
WR	2	Brandon Stokley
WR	3	Troy Walters
WR	4	Aaron Moorehead


Cardinals

Position	Depth	Player
3DRB	0	Marcel Shipp
C	0	Pete Kendall
C	1	Frank Garcia
CB	0	Duane Starks
CB	1	Renaldo Hill
CB	2	David Macklin
CB	3	Coby Rhinehart
DT	0	Russell Davis
DT	1	Wendell Bryant
DT	2	Kenny King
HB	0	Marcel Shipp
HB	1	Emmitt Smith
HB	2	Damien Anderson
LE	0	Fred Wakefield
LE	1	Dennis Johnson
LT	0	Leonard Davis
LT	1	L.J. Shelton
MLB	0	Ronald McKinnon
MLB	1	James Darling
QB	0	Josh McCown
QB	1	Shaun King


Chiefs

Position	Depth	Player
3DRB	0	Priest Holmes
C	0	Casey Wiegmann
C	1	Jonathan Ingram
CB	0	Dexter McCleon
CB	1	Eric Warfield
CB	2	William Bartee
DT	0	Ryan Sims
DT	1	John Browning
DT	2	Lional Dalton
HB	0	Priest Holmes
HB	1	Larry Johnson
HB	2	Derrick Blaylock
LE	0	Eric Hicks
LE	1	Eddie Freeman


Cowboys

Position	Depth	Player
3DRB	0	Aveion Cason
C	0	Gennaro DiNapoli
C	1	Al Johnson
C	2	Tyson Walter
CB	0	Terence Newman
CB	1	Pete Hunter
CB	2	Donald Mitchell

Cowboys		
Position	Depth	Player
CB	3	Andrew Davison
DT	0	La'Roi Glover
DT	1	Willie Blade
DT	2	Leonardo Carson
DT	3	Daleroy Stewart
HB	0	Julius Jones
HB	1	Aveion Cason
HB	2	Erik Bickerstaff
LE	0	Greg Ellis
LE	1	Kenyon Coleman
LT	0	Flozell Adams
LT	1	Javier Collins
MLB	0	Dat Nguyen
MLB	1	Jamal Brooks
QB	0	Quincy Carter
QB	1	Vinny Testaverde
QB	2	Drew Henson
RE	0	Marcellus Wiley
RE	1	Eric Ogbogu
RT	0	RT#79
RT	1	Kurt Vollers
WR	0	Keyshawn Johnson
WR	1	Terry Glenn
WR	2	Antonio Bryant
WR	3	Zuriel Smith
WR	4	Randal Williams

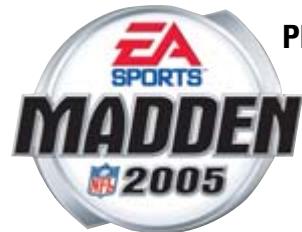
Eagles		
Position	Depth	Player
3DRB	0	Brian Westbrook
C	0	Hank Fraley
C	1	Alonzo Ephraim
CB	0	Sheldon Brown
CB	1	Lito Sheppard
CB	2	Matt Ware
CB	3	Roderick Hood
DT	0	Corey Simon
DT	1	Darwin Walker
DT	2	Paul Grasmanis
HB	0	Brian Westbrook
HB	1	Correll Buckhalter
HB	2	Reno Mahe
LE	0	Jevon Kearse
LE	1	Jerome McDougle
LT	0	Tra Thomas
LT	1	LT #66
MLB	0	Mark Simoneau
MLB	1	Ike Reese
QB	0	Donovan McNabb
QB	1	Koy Detmer
QB	2	Jeff Blake
RE	0	Ndukwe Kalu
RE	1	Derrick Burgess
RT	0	Jon Runyan
RT	1	Jeremy Bridges
WR	0	Terrell Owens
WR	1	Todd Pinkston
WR	2	Freddie Mitchell

49ers		
Position	Depth	Player
3DRB	0	Kevan Barlow
C	0	Jeremy Newberry
C	1	Brock Gutierrez
CB	0	Ahmed Plummer
CB	1	Mike Rumph
CB	2	Jimmy Williams
CB	3	Shawntae Spencer
DT	0	Bryant Young
DT	1	Anthony Adams
DT	2	DT #90
HB	0	Kevan Barlow
HB	1	Jamal Robertson
HB	2	Maurice Hicks
LE	0	John Engelberger
LE	1	Brandon Whiting
LT	0	Kwame Harris
LT	1	Jerome Davis
MLB	0	Derek Smith
MLB	1	Jeff Ulbrich
QB	0	Tim Rattay
QB	1	Ken Dorsey
QB	2	Brandon Doman
RE	0	Andre Carter
RE	1	Andrew Williams
RT	0	Scott Gragg
RT	1	Greg Randall
WR	0	Brandon Lloyd
WR	1	Cedrick Wilson
WR	2	Rashaun Woods

Dolphins		
Position	Depth	Player
3DRB	0	Travis Minor
C	0	Seth McKinney
C	1	C #66
CB	0	Patrick Surtain
CB	1	Sam Madison
CB	2	Reggie Howard
CB	3	Will Poole
DT	0	Tim Bowens
DT	1	Larry Chester
DT	2	Jeff Zgonina
HB	0	Ricky Williams
HB	1	Travis Minor
HB	2	Leonard Henry
HB	3	Fred Russell
LE	0	Adewale Ogunleye
LE	1	Jay Williams
LT	0	Wade Smith
LT	1	Damion McIntosh
MLB	0	Zach Thomas
MLB	1	Brenden Givan
QB	0	Jay Fiedler
QB	1	A.J. Feeley
QB	2	Sage Rosenfels
RE	0	Jason Taylor
RE	1	Otis Grigsby
RT	0	John St. Clair
RT	1	Vernon Carey
WR	0	David Boston
WR	1	Chris Chambers
WR	2	Derrius Thompson
WR	3	Terrence Wilkins
WR	4	J.R. Tolver

Falcons		
Position	Depth	Player
3DRB	0	Warrick Dunn
C	0	Todd McClure
C	1	Roberto Garza
CB	0	Jason Webster
CB	1	DeAngelo Hall
CB	2	Tod McBride
CB	3	Aaron Beasley
DT	0	Rod Coleman
DT	1	Edward Jasper
DT	2	Ellis Johnson
HB	0	Warrick Dunn
HB	1	T.J. Duckett
HB	2	James Fenderson
LE	0	Patrick Kerney
LE	1	Travis Hall
LT	0	Kevin Shaffer
LT	1	Bob Whitfield
MLB	0	Chris Draft
MLB	1	Jamie Duncan
QB	0	Michael Vick
QB	1	Ty Detmer
QB	2	Matt Schaub
RE	0	Brady Smith
RE	1	Will Overstreet
RT	0	Todd Weiner
RT	1	Jason Jowers
WR	0	Peerless Price
WR	1	Dez White
WR	2	Brian Finneran

Giants		
Position	Depth	Player
3DRB	0	Tiki Barber
C	0	Shaun O'Hara
C	1	Scott Peters
CB	0	Will Allen
CB	1	William Peterson
CB	2	Terry Cousin
CB	3	Frank Walker
DT	0	Fred Robbins
DT	1	William Joseph
DT	2	Norman Hand
HB	0	Tiki Barber
HB	1	Delvin Joyce
HB	2	Ron Dayne
LE	0	Michael Strahan
LE	1	Keith Washington
LT	0	Luke Petitgout
LT	1	Ed Ellis
MLB	0	Nick Greisen
MLB	1	Quincy Monk
QB	0	Kurt Warner
QB	1	Eli Manning
QB	2	Jesse Palmer
RE	0	Osi Umenyiora
RE	1	Lorenzo Bromell
RT	0	Ian Allen
RT	1	Drew Strojny
WR	0	Aman Toomer
WR	1	Ike Hilliard
WR	2	David Tyree


Jaguars

Position	Depth	Player
3DRB	0	Fred Taylor
C	0	Brad Meester
C	1	Brett Romberg
CB	0	Rashean Mathis
CB	1	Juran Bolden
CB	2	Dewayne Washington
CB	3	Kiwaukee Thomas
DT	0	Marcus Stroud
DT	1	John Henderson
DT	2	Rob Meier
HB	0	Fred Taylor
HB	1	LaBrandon Toefield
HB	2	Greg Jones
LE	0	Tony Brackens
LE	1	Paul Spicer
LT	0	Mike Pearson
LT	1	Ephraim Salaam
MLB	0	Mike Peterson
MLB	1	Jorge Cordova
QB	0	Byron Leftwich
QB	1	David Garrard
QB	2	Doug Johnson
RE	0	Hugh Douglas
RE	1	Brandon Green
RT	0	Maurice Williams
RT	1	Sammy Williams
WR	0	Jimmy Smith
WR	1	Reggie Williams
WR	2	Troy Edwards


Jets

Position	Depth	Player
3DRB	0	Curtis Martin
C	0	Kevin Mawae
C	1	Lui Fuata
CB	0	Donnie Abraham
CB	1	David Barrett
CB	2	Ray Mickens
CB	3	Derrick Strait
DT	0	Jason Ferguson
DT	1	Dewayne Robertson
DT	2	Josh Evans
HB	0	Curtis Martin
HB	1	LaMont Jordan
HB	2	Derrick Ward
LE	0	Shaun Ellis
LE	1	Matt Walters
LT	0	Jason Fabini
LT	1	Adrian Jones
MLB	0	Sam Cowart
MLB	1	Jonathan Vilma
QB	0	Chad Pennington
QB	1	Brooks Bollinger


Jets

Position	Depth	Player
QB	2	Ricky Ray
RE	0	John Abraham
RE	1	Bryan Thomas
RT	0	Kareem McKenzie
RT	1	Lance Nimmo
WR	0	Santana Moss
WR	1	Justin McCareins
WR	2	Wayne Chrebet
WR	3	Jonathan Carter


Lions

Position	Depth	Player
3DRB	0	Shawn Bryson
C	0	Dominic Raiola
C	1	Tyrone Hopson
CB	0	Dre' Bly
CB	1	Fernando Bryant
CB	2	Chris Cash
CB	3	Andre Goodman
DT	0	Shaun Rogers
DT	1	Dan Wilkinson
DT	2	Kelvin Pritchett
HB	0	Kevin Jones
HB	1	Shawn Bryson
HB	2	Artose Pinner
LE	0	Robert Porcher
LE	1	Jared DeVries
LT	0	Jeff Backus
LT	1	Ben Johnson
MLB	0	Earl Holmes
MLB	1	Wali Rainer
QB	0	Joey Harrington
QB	1	Mike McMahon
QB	2	Rick Mirer
RE	0	James Hall
RE	1	Kalimba Edwards
RT	0	Stockar McDougle
RT	1	Victor Rogers
WR	0	Charles Rogers
WR	1	Roy Williams
WR	2	Tai Streets


Packers

Position	Depth	Player
3DRB	0	Ahman Green
C	0	Mike Flanagan
C	1	C #63
CB	0	Mike McKenzie
CB	1	Al Harris
CB	2	Ahmad Carroll
CB	3	Michael Hawthorne
DT	0	Grady Jackson
DT	1	Cletidus Hunt
DT	2	Kenny Peterson
HB	0	Ahman Green
HB	1	Tony Fisher
HB	2	Najeh Davenport
LE	0	Aaron Kampman


Packers

Position	Depth	Player
LE	1	Chukie Nwokorie
LT	0	Chad Clifton
LT	1	Brennan Curtin
MLB	0	Nick Barnett
MLB	1	Torrance Marshall
QB	0	Brett Favre
QB	1	Craig Nall
QB	2	Doug Pederson
RE	0	Kabeer Gbaja-Biamila
RE	1	Jamal Reynolds
RT	0	Mark Tauscher
RT	1	Kevin Barry
RT	2	Jason Jimenez
WR	0	Donald Driver
WR	1	Robert Ferguson
WR	2	Javon Walker


Panthers

Position	Depth	Player
3DRB	0	DeShaun Foster
C	0	Jeff Mitchell
C	1	C #66
CB	0	Ricky Manning
CB	1	Artrell Hawkins
CB	2	Chris Gamble
CB	3	Terrance Shaw
DT	0	Kris Jenkins
DT	1	Brentson Buckner
DT	2	Shane Burton
HB	0	Stephen Davis
HB	1	DeShaun Foster
HB	2	Rod Smart
LE	0	Julius Peppers
LE	1	Kavika Pittman
LT	0	Jordan Gross
LT	1	Matt Willig
MLB	0	Dan Morgan
MLB	1	Vinny Ciuciu
QB	0	Jake Delhomme
QB	1	Rodney Peete
QB	2	Chris Weinke
RE	0	Mike Rucker
RE	1	Al Wallace
RT	0	Adam Meadows
RT	1	Melvin Tuten
WR	0	Steve Smith
WR	1	Muhsin Muhammad
WR	2	Ricky Proehl


Patriots

Position	Depth	Player
3DRB	0	Kevin Faulk
C	0	Danie Koppen
C	1	Lonnie Paxton
CB	0	Ty Law
CB	1	Tyrone Poole
CB	2	Asante Samuel
CB	3	Terrell Buckley

Patriots		
Position	Depth	Player
DT	0	Keith Traylor
DT	1	Vince Wilfork
DT	2	Ethan Kelley
HB	0	Corey Dillon
HB	1	Kevin Faulk
HB	2	Mike Cloud
LE	0	Ty Warren
LE	1	Jarvis Green
LE	2	Marquise Hill
LT	0	Matt Light
LT	1	Adrian Klemm
MLB	0	Tedy Bruschi
MLB	1	Roman Phifer
MLB	2	Ted Johnson
MLB	3	Larry Izzo
QB	0	Tom Brady
QB	1	Rohan Davey
QB	2	Kliff Kingsbury
RE	0	Richard Seymour
RE	1	Rodney Bailey
RT	0	Tom Ashworth
RT	1	Brandon Gorin
WR	0	Troy Brown
WR	1	Deion Branch
WR	2	David Givens
WR	3	Bethel Johnson

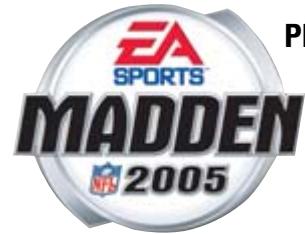
Rams		
Position	Depth	Player
3DRB	0	Marshall Faulk
C	0	Dave Wohlabaugh
C	1	Andy Eby
CB	0	Jerametrius Butler
CB	1	Travis Fisher
CB	2	Kevin Garrett
CB	3	Dejuan Groce
DT	0	Ryan Pickett
DT	1	Damione Lewis
HB	0	Marshall Faulk
HB	1	Steven Jackson
HB	2	Lamar Gordon
LE	0	Leonard Little
LE	1	Tyoka Jackson
LT	0	Orlando Pace
LT	1	Grant Williams
MLB	0	Robert Thomas
MLB	1	Brandon Chillar
MLB	2	Brandon Spoon
QB	0	Marc Bulger
QB	1	Chris Chandler
QB	2	Jeff Smoker
RE	0	Bryce Fisher
RE	1	Sean Moran
RT	0	Kyle Turley
RT	1	RT#69
WR	0	Torry Holt
WR	1	Isaac Bruce
WR	2	Dane Looker

Redskins		
Position	Depth	Player
3DRB	0	Clinton Portis
C	0	Cory Raymer
C	1	Lennie Friedman
CB	0	Shawn Springs
CB	1	Fred Smoot
CB	2	Walt Harris
CB	3	Rashad Bauman
DT	0	Cornelius Griffin
DT	1	Jermaine Haley
DT	2	Brandon Noble
HB	0	Clinton Portis
HB	1	Ladell Betts
HB	2	Chad Morton
LE	0	Renaldo Wynn
LE	1	Ron Warner
LT	0	Chris Samuels
LT	1	Brandon Winey
MLB	0	Micheal Barrow
MLB	1	Kevin Mitchell
QB	0	Mark Brunell
QB	1	Patrick Ramsey
QB	2	Tim Hasselbeck
RE	0	Phillip Daniels
RE	1	Regan Upshaw
RT	0	Jon Jansen
RT	1	Kenyatta Jones
WR	0	Laveranues Coles
WR	1	Rod Gardner
WR	2	Darnerien McCants

Raiders		
Position	Depth	Player
3DRB	0	Justin Fargas
C	0	Barret Robbins
C	1	Jake Grove
CB	0	Charles Woodson
CB	1	Phillip Buchanon
CB	2	Denard Walker
CB	3	Nnamdi Asomugha
DT	0	Ted Washington
DT	1	Terdell Sands
DT	2	DeLawrence Grant
HB	0	Tyrone Wheatley
HB	1	Justin Fargas
HB	2	Troy Hambrick
HB	3	Amos Zereoue
LE	0	Warren Sapp
LE	1	Bobby Hamilton
LT	0	Robert Gallery
LT	1	Chad Slaughter
MLB	0	Napoleon Harris
MLB	1	Danny Clark
MLB	2	Dwayne Rudd
QB	0	Rich Gannon
QB	1	Kerry Collins
QB	2	Marques Tuiasosopo
RE	0	John Parrella
RE	1	Chris Cooper
RT	0	Langston Walker
RT	1	Joe Wong
WR	0	Jerry Rice
WR	1	Jerry Porter
WR	2	Tim Brown
WR	3	Chris Cole

Ravens		
Position	Depth	Player
3DRB	0	Jamal Lewis
C	0	Mike Flynn
C	1	Casey Rabach
CB	0	Chris McAlister
CB	1	Gary Baxter
CB	2	Corey Fuller
CB	3	Dale Carter
DT	0	Kelly Gregg
DT	1	Ma'ake Kemoeatu
DT	2	Aubrayo Franklin
HB	0	Jamal Lewis
HB	1	Chester Taylor
HB	2	Musa Smith
LE	0	Anthony Weaver
LE	1	Doug Goodwin
LT	0	Jonathan Ogden
LT	1	Damion Cook
MLB	0	Ray Lewis
MLB	1	Ed Hartwell
QB	0	Kyle Boller
QB	1	Kordell Stewart
QB	2	Anthony Wright
RE	0	Marques Douglas
RE	1	Jarret Johnson
RT	0	Orlando Brown
RT	1	Ethan Brooks
WR	0	Kevin Johnson
WR	1	Travis Taylor
WR	2	Randy Hymes

Saints		
Position	Depth	Player
3DRB	0	Deuce McAllister
C	0	LeCharles Bentley
C	1	Jerry Fontenot
CB	0	Fred Thomas
CB	1	Ashley Ambrose
CB	2	Jason Craft
CB	3	Deveron Harper
DT	0	Brian Young
DT	1	Johnathan Sullivan
DT	2	Kenny Smith
HB	0	Deuce McAllister
HB	1	Aaron Stecker
HB	2	Lamar Smith
LE	0	Charles Grant
LE	1	Willie Whitehead
LT	0	Wayne Gandy
LT	1	Jon Stinchcomb
MLB	0	Orlando Ruff
MLB	1	Darrin Smith
QB	0	Aaron Brooks
QB	1	Todd Bouman
QB	2	J.T. O'Sullivan
RE	0	Darren Howard
RE	1	Will Smith
RT	0	Victor Riley
RT	1	Spencer Folau
WR	0	Joe Horn
WR	1	Jerome Pathon
WR	2	Donte Stallworth


Seahawks

Position	Depth	Player
3DRB	0	Maurice Morris
C	0	Robbie Tobeck
C	1	Dennis Norman
CB	0	Bobby Taylor
CB	1	Marcus Trufant
CB	2	Ken Lucas
CB	3	Kris Richard
DT	0	Cedric Woodard
DT	1	Rashad Moore
DT	2	DT #90
HB	0	Shaun Alexander
HB	1	Maurice Morris
HB	2	Kerry Carter
LE	0	Chike Okeafor
LE	1	Brandon Mitchell
LT	0	Walter Jones
LT	1	Wayne Hunter
MLB	0	Orlando Huff
MLB	1	Solomon Bates
QB	0	Matt Hasselbeck
QB	1	Trent Dilfer
QB	2	Brock Huard
RE	0	Grant Wistrom
RE	1	Antonio Cochran
RT	0	Chris Terry
RT	1	Matt Hill
WR	0	Darrell Jackson
WR	1	Koren Robinson
WR	2	Bobby Engram


Steelers

Position	Depth	Player
QB	0	Tommy Maddox
QB	1	Ben Roethlisberger
QB	2	Charlie Batch
RE	0	Kimo V.Oelhoffen
RE	1	Travis Kirschke
RT	0	Oliver Ross
RT	1	Todd Fordham
WR	0	Hines Ward
WR	1	Plaxico Burress


Titans

Position	Depth	Player
LE	0	Kevin Carter
LE	1	Juqua Thomas
LE	2	Antwan Odom
LT	0	Brad Hopkins
LT	1	Jason Mathews
MLB	0	Rocky Calmus
MLB	1	Brad Kassell
QB	0	Steve McNair
QB	1	Billy Volek
QB	2	Jason Gesser
RE	0	Carlos Hall
RE	1	RE#57
RE	2	RE#95
RT	0	Fred Miller
RT	1	Matt Martin
WR	0	Derrick Mason
WR	1	Drew Bennett
WR	2	Tyrone Calico
WR	3	Eddie Berlin
WR	4	Darrell Hill


Steelers

Position	Depth	Player
3DRB	0	Duce Staley
C	0	Jeff Hartings
C	1	Chukky Okobi
CB	0	Chad Scott
CB	1	Deshea Townsend
CB	2	Ike Taylor
CB	3	Ricardo Colclough
DT	0	Casey Hampton
DT	1	Kendrick Clancy
DT	2	Chris Hoke
HB	0	Duce Staley
HB	1	Jerome Bettis
HB	2	Dante Brown
LE	0	Aaron Smith
LE	1	Brett Keisel
LT	0	Marvel Smith
LT	1	Max Starks
LT	2	Barrett Brooks
MLB	0	Kendrell Bell
MLB	1	James Farrior
MLB	2	Clint Kriewaldt


Titans

Position	Depth	Player
3DRB	0	Chris Brown
C	0	Justin Hartwig
C	1	C #64
CB	0	Samari Rolle
CB	1	Andre Dyson
CB	2	Andre Woolfolk
CB	3	Mike Echols
CB	4	Rich Gardner
DT	0	Albert Haynesworth
DT	1	Rien Long
DT	2	Randy Starks
HB	0	Eddie George
HB	1	Chris Brown
HB	2	Ray Jackson


Vikings

Position	Depth	Player
3DRB	0	Onterrio Smith
C	0	Matt Birk
C	1	Cory Withrow
CB	0	Antoine Winfield
CB	1	Brian Williams
CB	2	Ken Irvin
CB	3	Eric Kelly
DT	0	Chris Hovan
DT	1	Kevin Williams
DT	2	Steve Martin
DT	3	Billy Lyon
HB	0	Michael Bennett
HB	1	Moe Williams
HB	2	Onterrio Smith
HB	3	Mewelde Moore
LE	0	Kenny Mixon
LE	1	Darrion Scott
LE	2	Chuck Wiley
LT	0	Bryant McKinnie
LT	1	Nat Dorsey
MLB	0	E.J. Henderson
MLB	1	Rod Davis
MLB	2	Max Yates
QB	0	Daunte Culpepper
QB	1	Gus Frerotte
QB	2	Shaun Hill
RE	0	Kenechi Udeze
RE	1	Nick Rogers
RE	2	Lance Johnstone
RT	0	Mike Rosenthal
RT	1	Adam Haayer
WR	0	Randy Moss
WR	1	Marcus Robinson
WR	2	Nate Burleson
WR	3	Kelly Campbell
WR	4	Keenan Howry
WR	5	Kenny Clark