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GAME BOY[®] ADVANCE

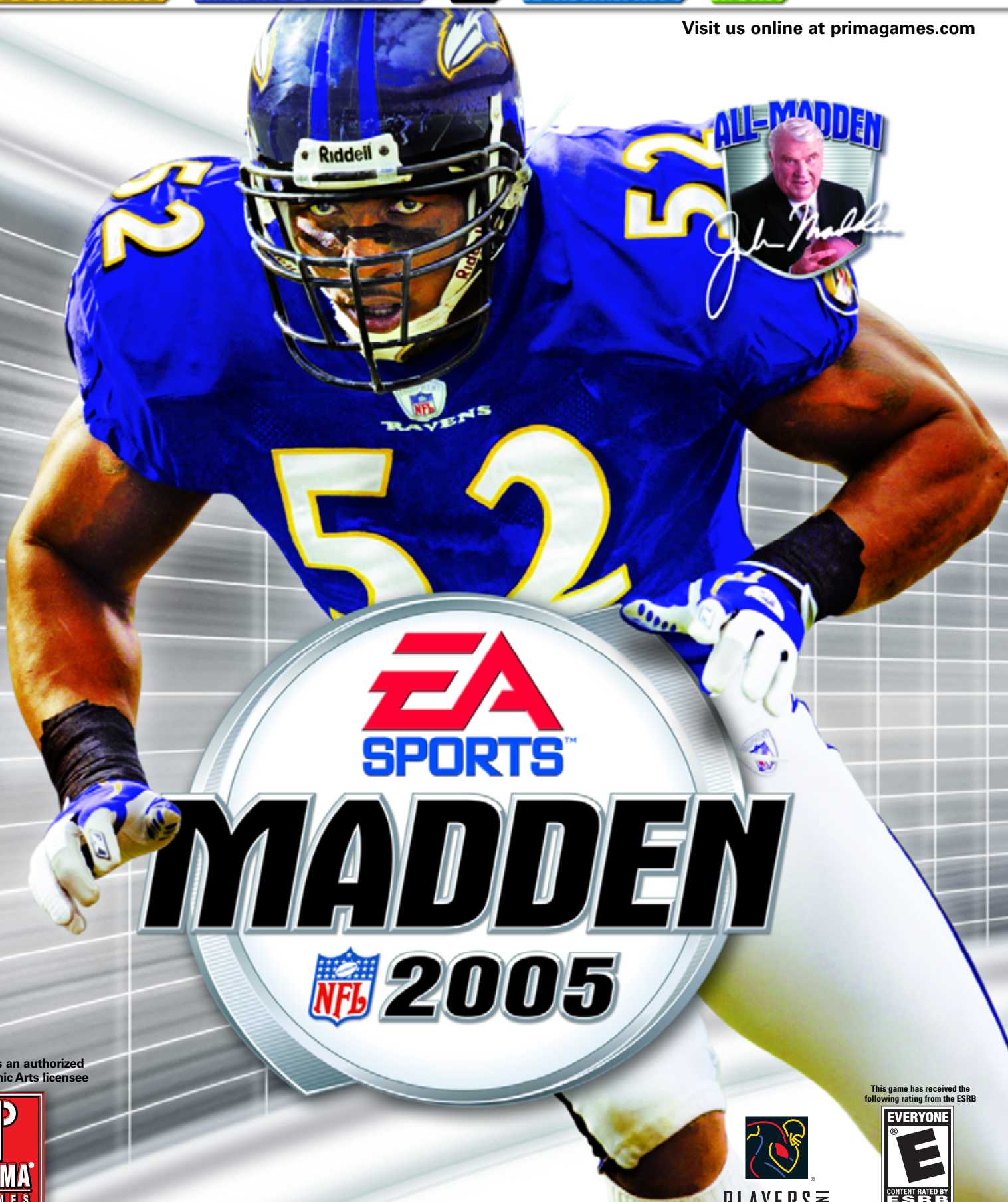
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This game has received the following rating from the ESRB



PLAYERS INC.

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 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 4WR is the perfect call to drop a bombshell when the defense when 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 ton 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.



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.

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

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.



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.



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

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



C 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; mak-

ing 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 outside linebacker position in the 4-3 defense. He is assigned to cover tight end Jermain 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.





BUFFALO BILLS

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

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

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.

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		Team Rankings	
Overall Rating	82	Scoring	30th
Offense	78	Passing Offense	28th
Defense	93	Rushing Offense	21st
		Passing Defense	1st
		Rushing Defense	8th
		Turnovers	31st

Star Players



Eric Moulds • Wide Receiver (WR)

#80

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.



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.

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

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.

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

Key Offensive Plays

Roster Tips

Key Player Substitutions

- **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.

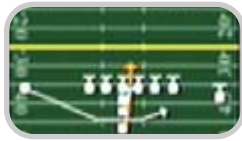
- **Position:** 3rd Down Back
- **Substitution:** Willis McGahee
- **When:** Global
- **Advantage:** Henry tends to tire at times, so put McGahee in for some fresh legs. You don't lose much with McGahee in the game.

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)

A I Form Normal

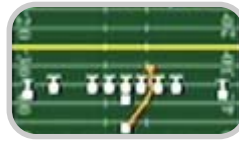


• HB Slash

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

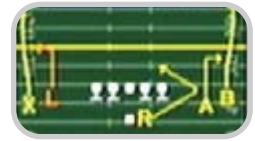


• Henry Slash

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.



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.



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

1 Call designed rollouts and put Jake Plummer's scrambling ability to good use.

2 In three-receiver sets, use crossing patterns to free up wideout Rod Smith.

3 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

1 Call sweeps away from Trevor Pryce and Al Wilson to take advantage of the weaker right side of the defense.

2 Don't test cornerback Champ Bailey unless you have a top-notch receiver in your lineup.

3 Disguise blitzes carefully so Plummer can't get an early read and audible into a different play.

Team Statistics

Team Ratings		Team Rankings	
Overall Rating	80	Scoring	10th
Offense	77	Passing Offense	22nd
Defense	89	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.

- Who set the Broncos' single-game touchdown record in 2003?
- What Broncos players were known as "The Three Amigos"?
- With John Elway as the starting quarterback, what was the Broncos' overall Super Bowl record?
- Who is the Broncos' all-time sack leader?
- 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.



Jake Plummer • Quarterback (QB)

#16

Showcase Plays for Plummer

Singleback - Big



PA Rollout

- Plummer is at his best when he's outside the pocket or on the move. Here we get him moving to the right. As he moves, his receivers stay in front of him for easy reads. We like the TE down the seam, or Rod Smith near the sideline.

Shotgun Trips TE



Slants N Drags

- This is another play that suits Plummer well, as a soft rollout to the right side is recommended. As the defense pursues Plummer, one of the short left-to-right routes just about always opens up. Look for Madise.



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

- Pryce usually commands a double-team, so we like to overload his side with another blitzer. On this call, John Mobley (LB) assists the rush from Pryce's side. Once Pryce is one-on-one, it's usually lights out for the other QB.

4-3 Normal



Slant 1 OLB Fire

- Pryce will take his route quickly to the outside, while LB Al Wilson takes care of any crossing routes. The bonus from Pryce's outside stunt is that it will be away from any interior help the O-line will have.



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

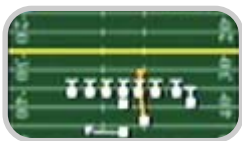


• WR Flag

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.

- **Position:** RE
- **Substitution:** Raylee Johnson
- **When:** Global
- **Advantage:** Johnson is stronger than Reggie Hayward, which should offer more run support for your D-line.

- **Position:** SS
- **Substitution:** Kenoy Kennedy
- **When:** Global
- **Advantage:** John Lynch may be a big name, but Kennedy is rated better and has solid cover skills. Get him in to patrol the field.

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

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 and 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.



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.

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

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.

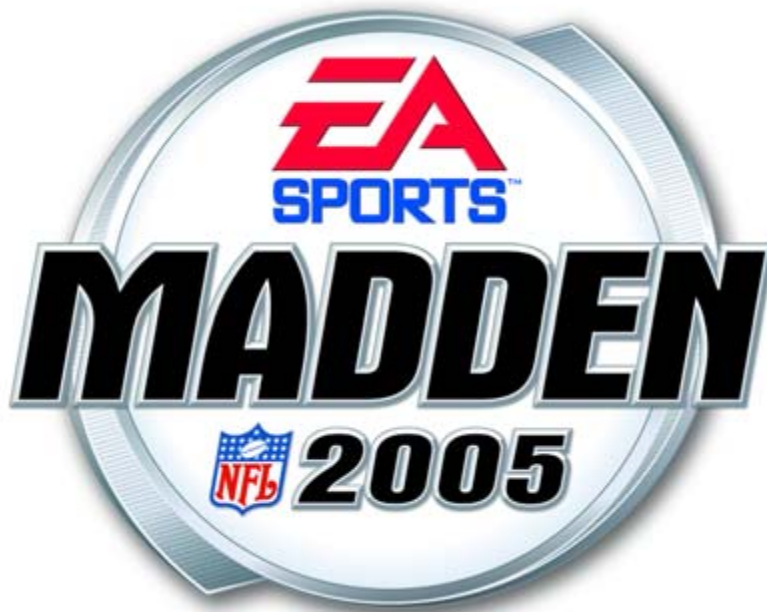
5 Make sure you know the rules before the event.

Most quality tournaments will have a Web page with a description of rules. Pay special attention to use of motion, audibling from one formation to another (called "audibling 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.



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