



ENHANCED ONLINE MANUAL

XBox™ Version



*"The spirit, the will to win, and the will to excel are the things that endure. These qualities are so much more important than the events that occur."*

**-- Vince Lombardi**

# Table Of Contents

<b>CONTROL SUMMARY .....</b>	<b>5</b>
IN THE HUDDLE.....	5
OFFENSE .....	10
AFTER THE SNAP.....	10
DEFENSE .....	12
SPECIAL TEAMS: .....	16
<b>QUICK GAME.....</b>	<b>17</b>
COACH MATCHUP.....	17
<b>IN-GAME PAUSE MENU .....</b>	<b>19</b>
<b>THE CRIB™ .....</b>	<b>24</b>
CRIB MENU.....	24
CRIB MINI-GAMES.....	25
JUKEBOX.....	25
<b>FRANCHISE.....</b>	<b>28</b>
COACH'S DESK MENU .....	29
FRONT OFFICE .....	32
GAMEPLAN .....	35
THE CRIB™ .....	38
OFF-SEASON TASKS.....	38
NFL COMBINE.....	40
NFL DRAFT .....	42
<b>FIRST PERSON FOOTBALL™ .....</b>	<b>44</b>
<b>ESPN 25<sup>TH</sup> ANNIVERSARY .....</b>	<b>45</b>
<b>PRACTICE.....</b>	<b>46</b>
BASIC TRAINING .....	46
SITUATION .....	46
<b>TOURNAMENT .....</b>	<b>48</b>
TOURNAMENT MENU.....	48
<b>FEATURES .....</b>	<b>50</b>
VIP .....	50
<b>OPTIONS.....</b>	<b>56</b>
<b>EXTRAS .....</b>	<b>59</b>
<b>XBOX LIVE .....</b>	<b>60</b>





# Football at its Best

Welcome to ESPN NFL 2K5's in-game instruction manual. This year the game of Football is taken to new heights with greatly enhanced gameplay, including an all new V.I.P. System™, the raw hits of Maximum Tackling™, and the exclusive ESPN 25<sup>th</sup> Anniversary Mode. Look forward to managing your team using the Innovative Franchise Weekly Prep™, fully customizing your Stadium Music, and answering the call of a celebrity challenger in The Crib™!



# Control Summary



XBOX Controller

## MENU NAVIGATION

**left thumbstick or directional pad**

**A**

**B**

**Y**

**START**

**BACK**

**Black**

**White**

**right trigger**

**left trigger**

**right thumbstick**

**left thumbstick button**

Highlight an Option, LEFT/RIGHT: Increase or Decrease a selected Option

Advance / Decrease selected Option

Return to Previous Screen

Increase selected Option

Advance

Return to Previous Screen

Cycle forward through Options

Cycle backward through Options

Cycle forward through Options

Cycle backward through Options

UP / DOWN: Change VIP Name

(Click) Maximum Passing / Player Card

## In the Huddle

### Choose Formation Screen

**left thumbstick or directional pad**

**A**

**B**

**X**

**Y**

**BACK**

UP/DOWN: Scroll formation groups,

LEFT/RIGHT: Change receiver alignment

Select formation

Sub Receivers (offense) / Swap D Line (defense)

Select Screens (offense only)

Sub Running Backs (offense) / Swap DB's (defense)

Choose package screen (offense)

Timeout

Black  
White  
left trigger

Flip Formation  
Help Menu  
Coach's Pick

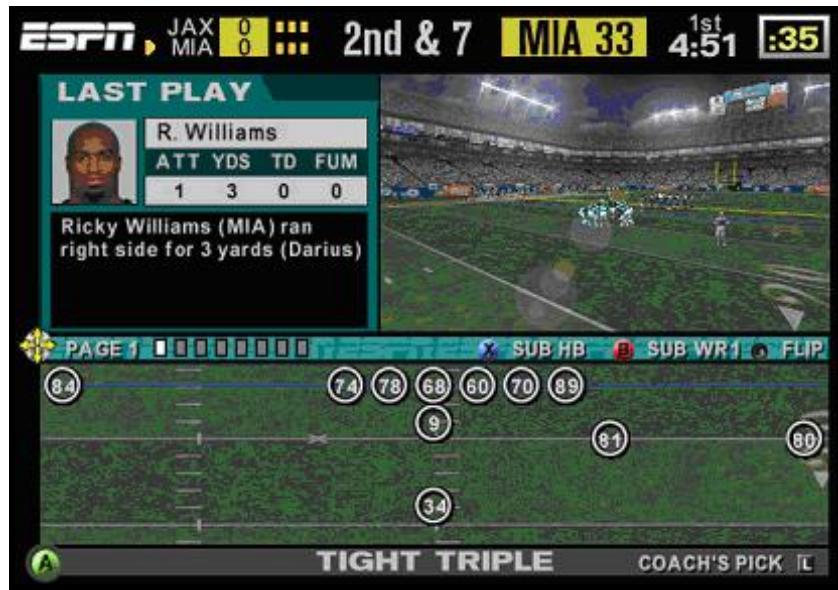
### Choose Package Screen

left thumbstick or directional pad

A  
B  
X  
Y  
BACK  
White  
left trigger

UP/DOWN: Scroll Package Page  
Select Package in **A** slot  
Select Package in **B** slot  
Select Package in **X** slot  
Switch to choose formation screen  
Timeout  
Help Menu  
Coach's Pick

### Play Call Screen



left thumbstick or directional pad

A  
B  
X  
Y  
BACK  
Black  
White  
right trigger  
left trigger  
right thumbstick button

UP/DOWN: Scroll Play Page  
Select Play in **A** slot  
Select Play in **B** slot  
Select Play in **X** slot  
Switch to choose formation screen  
Timeout  
Flip Formation  
Help Menu  
On-the-Fly Audibles (play call only)  
Coach's Pick  
(Click) Toggle play stats



### ESPN Tip – Understanding Play Names

When throwing the ball on offense, it's helpful to know how the play is designed to work.

The numbers or letters at the beginning of each play indicate the type of pass drop the quarterback will perform.

The second part of the route refers to the primary receiver and his route (X or Y = receiver, TE = Tight End, Z = Slot Receiver, F = Fullback, H = Halfback).

Here is a quick rundown:

- 50 – The QB will take a 5-step drop. (Example: “50 F Speed Out”)
- 90 – The QB will take a 3-step drop. (Example: “90 X Lob Corner”)
- PA – A “play action” play. The QB will fake a handoff to the running back before passing. (Example: “PA Z Post-Corner”)
- RO -- The QB will “roll out” to one side before passing. (Example: “RO Y Corner”)
- PA-RO – The QB will fake a handoff and then roll out to one side before passing. (Example: “PA-RO X/Z Flow”)



### ESPN Tip – Bluffing Technique

In multiplayer games, keep the other player guessing by disguising which play you call. On the Play Call screen, once you've found the play you want, hold down the button corresponding to that play. Then press up or down on the **left thumbstick** or the **directional pad** to flip through other pages within the same formation (and to throw off your opponent).

When you release the play button, your team will break the huddle with your original play selection. If you decide that, for some reason, you don't want to keep that play after all, roll your thumb over to **Y** to back out to the choose formation screen. You can then release the play button without calling the play.



### ESPN Tip – Setting On-the-Fly Audibles

If you'd like to reconfigure your audibles for an offensive formation, it's easy to do so. On the Play Call screen, pull and hold the **right trigger**. Press **X**, **A** or **B** to select the audible button “slot”. Release the **right trigger**. Find the play that you wish to assign to the audible slot and press its corresponding button. The play will now be available from your Offensive Audible Menu.



### ESPN Tip – Multiplayer Offense

When you play on the same team with a friend the user who chooses the play will control the quarterback. The other user can press **A** or **Y** to switch players. When the player controlling the quarterback passes or hands the ball off, the other player will gain control of the player who receives the ball.



### ESPN Tip – Throwing the Ball Away

If none of the receivers are open, and you have no holes to scramble through, it's a good idea to throw the ball away to avoid getting sacked. Just make sure you're outside your offensive tackles when you press **Black** or you may be called for Intentional Grounding.



### **ESPN Tip – Advanced Passing Techniques**

If you want to get the ball to the receiver in a hurry, hold down the pass button for a bullet pass. If you need to throw the ball over a defender, or you want to make the ball easy to catch, tap the pass button for a lob pass. To pump fake to a specific receiver, double tap the button corresponding to that receiver.



### **ESPN Tip – Maximum Passing**

With Maximum Passing enabled (Click the **left thumbstick button** on the Team Select or Choose Sides screens), you can lead your receiver in any direction using the **directional pad** or **left thumbstick**. For example, if you want to throw the ball in front of a receiver running toward the left side of the screen, simply move left on the **left thumbstick** while passing.

Be careful, Maximum Passing is pressure sensitive, and takes a little bit of getting used to. Try using Practice Mode to get more comfortable with it before jumping into a regular game situation, and experiment with switching control to the receiver immediately after the pass is released, then using speed burst to catch up to the ball.



### **ESPN Tip – Charging Up Special Moves**

To unleash an especially powerful move (like plowing a defender with the shoulder charge or laying hat on an opposing offensive player), hold down **A**. When your player's control circle fills and flashes red, you can release **A** and press any special move button to perform an ultra-effective move.

Since tapping **A** causes your player to run faster, holding down **A** to charge up involves a tradeoff. You're momentarily sacrificing foot speed to prepare a dominating move for your oncoming adversary.





## Offense

### Prior to the Snap

**left thumbstick or directional pad**

**A**

**B**

**Y**

**BACK**

**Black**

**White**

**right trigger**

**left trigger**

**right thumbstick + A, B, X, Y, or L**

UP/DOWN: Select player

LEFT/RIGHT: Put player in motion

Hurry to the line / Snap the football

Hard Count

Call / Dismiss Audible Menu

Timeout

(Press and hold) View players' fatigue levels

(Press and hold) View players' routes

(Pull and hold) View players' fatigue levels

(Pull and hold) View players' routes

Call a Hot Route for a receiver



### **ESPN Tip – Offensive Hot Routes**

If you want to switch a receiver's route at the line of scrimmage, you can call a Hot Route for that receiver. Move the **right thumbstick** in the direction of the route you desire and press the button corresponding to the receiver to assign the route to that receiver. By moving the **right thumbstick** in the following directions, you can assign the following routes: Up = Go, Down = Stop, Out = Out, In = In, Up/Out = Quick Corner, Up/In = Slant, Down/Out = Speed Out, Down/In = Speed Under. Click and hold the **right thumbstick button** and press the button corresponding to that receiver to instruct the receiver to pass block.

### Offensive Audible Menu

**left thumbstick or directional pad**

**A**

**B**

**X**

**Y**

**BACK**

**Black**

**right thumbstick button**

LEFT/RIGHT: Cycle available audibles

Select Audible **A**

Select Audible **B**

Select Audible **X**

Call / Dismiss Audible Menu

Timeout

Flip play

(Click) Flip routes

## After the Snap

### Passing Plays / Quarterback Controls

**left thumbstick or directional pad**

**A**

**B**

**X**

**Y**

**Black**

**White**

Move the QB

Throw to receiver **A**

Throw to receiver **B**

Throw to receiver **X**

Throw to receiver **Y**

Throw ball away

Pump fake

**left trigger**  
**right trigger**

Throw to receiver L  
(Pull and hold) Scramble with QB. You can perform the charge or any special moves while scrambling

**right thumbstick**

(Behind Line of Scrimmage) QB Evade

**Note:** On run plays, the handoff or toss to the running back is performed automatically.

### **Rushing Plays / Ballcarrier Controls**

**left thumbstick or directional pad**  
**A**

Move the runner  
Tap for speed burst / Hold down to charge up power for a move

**B**

Spin move

**X**

Dive / QB Hook Slide

**Y**

Shoulder charge

**Black**

Stiff-arm right

**White**

Stiff-arm left

**right trigger**

Juke right

**left trigger**

Juke left

**right trigger + left trigger**

Lateral

**right thumbstick**

(click) Hurdle

**right thumbstick**

UP: Stutter-step, DOWN: Stop short, LEFT: Juke left, RIGHT: Juke right

**right trigger**

Pitch the ball (Option plays only)

### **Offensive Player Control (Away from the ball)**

**left thumbstick or directional pad**  
**A**

Move player  
Tap for speed burst / Hold down to charge up power for a move

**B**

Switch player

**X**

Dive / Chop block

**Y**

Wave for the pass

**Black or right trigger**

Juke right

**White or left trigger**

Juke left

### **After the play is over**

**B**

Hurry up offense (defaults to last play and automatically displays the Audible Menu)

**X**

Hurry to spike the ball

## Defense



### **Prior to the Snap**

**left thumbstick or directional pad**

**A**

**B**

**X**

**Y**

**BACK**

**Black**

**White**

**right trigger + right thumbstick**

**left trigger + right thumbstick**

Pull and hold **left trigger**

Pull and hold **right trigger**

**right thumbstick**

Move player

Switch player

Switch back to previous player

Blitz selected player

Call / Dismiss Audible Menu

Timeout

(Hold) View players' fatigue levels

(Hold) View defensive assignments

RIGHT: Assign DB's Outside Coverage

technique, LEFT: Assign DB's Inside

Coverage technique, UP: Assign DB's Off

Coverage, DOWN: Assign DB's Tight

Coverage

RIGHT: Shift linebackers to the right, LEFT:

Shift linebackers to the left, UP: Spread

linebackers to the outside, DOWN: Bring

linebackers inside

Linebacker Adjustment (see below)

Defensive Back Adjustment (see below)

RIGHT: Shift defensive linemen to the right

LEFT: Shift defensive linemen to the left

UP: Spread defensive linemen out

DOWN: Pinch defensive linemen in



### ESPN Tip – Individual Defensive Back and Linebacker Adjustments

This year, you can individually command any of your defensive backs or linebackers at the line of scrimmage. Prior to the snap, pull the **left trigger** for linebackers or **right trigger** for defensive backs. Then, press the button corresponding to the icon over the player you wish to adjust.

Release both buttons- the icon for the selected player will still be over his head and icons will appear over the heads of the five offensive receivers.

Press up on the **right thumbstick** to shift the player back to play off coverage  
Press down on the **right thumbstick** to move the player closer to the line to play tight coverage

Press left on the **right thumbstick** to shift the linebacker left or assign the DB to play inside coverage

Press right on the **right thumbstick** to shift the linebacker right or to assign the DB to play outside coverage technique

Press **X** to double team the X receiver

Press **Y** to double team the Y receiver

Press **B** to double team the B receiver

Press **A** to double team the A receiver

Pull the **left trigger** to double team the L receiver

Pull the **right trigger** to spy the quarterback

Press **White** to assign a blitz

Press **Black** to assign a delayed blitz

Press the **right thumbstick button** (click) to reset the commands

**Note:** When you have 5 or 6 Defensive backs on the field, the Nickel and Dime back will have their individual Button Icons under the Linebacker **left trigger**.



### ESPN Tip – Switching Defenders

To quickly switch to a defensive player before the snap, hold down **A** or **B** and press the **left thumbstick** or **directional pad** in the direction of the player you wish to control.



### ESPN Tip – Hot Blitz

Assign a “Hot Blitz” to any of your defenders by pressing **X** when you are control of him before the snap of the ball. When you give a player the “Hot Blitz” command, he will blitz the nearest gap ahead of him.

### Defensive Audible Menu

**left thumbstick** or **directional pad**

**A**

**B**

LEFT/RIGHT: Cycle available audibles

Select Audible **A**

Select Audible **B**



X	Select Audible X
Y	Call / Dismiss Audible Menu
Black	Flip defensive assignments
White	Return to original play
right trigger	Select Audible R
left trigger	Select Audible L
BACK	Timeout

### ESPN Tip – Maximum Tackling

This year, when a player is wrapped up by a defender he can break free of the tackle to gain extra yards or he can be dropped like a sack of potatoes. When the defender wraps his hands around you, the cursor underneath you will turn red. This is your chance!

Both the ballcarrier and the defender can press **A** rapidly to rip free or to rip the other player down. Depending on who presses **A** faster determines which side wins.

### After the Snap

left thumbstick or directional pad	Move player
A	Tap for speed burst / Hold down to charge up power for a move
B	Switch player
X	Diving tackle
Y	Intercept or block the pass
right trigger	Intercept pass
left trigger	Block pass
Black	Linebacker strafe

### Defensive Lineman Moves

right trigger	Swim move
left trigger	Club move
Black	Spin off of blocker
White	Rip (uppercut under blocker's arm)

### ESPN Tip – Know Your Defense

When choosing a defensive play, it's extremely important to understand the situation and know which players and which coverages are appropriate for that play. There are three choices that need to be made before your team sets up on the field. Here's a quick breakdown:

#### #1 - Personnel

Your first choice will be selecting what types of players to put out on the field. Here's a quick rundown of your basic packages:

- **Goalline** – 5 Linemen, 3 Linebackers, and 3 Defensive Backs. The Goalline defense is best used in stopping short yardage running plays. However, the linebackers may be too slow to keep up if they have to cover a receiver on a pass.

- **4-3** – 4 Linemen, 3 Linebackers, and 4 Defensive Backs. This is a balanced defense and is a good selection in situations where the offense may run or pass.
- **Nickel** – 4 Linemen, 2 Linebackers, and 5 Defensive Backs. More DB's means this formation is a good selection when the offense is likely to pass.
- **Dime** – 4 Linemen, 1 Linebacker, and 6 Defensive Backs. This defense is best used in long yardage situations where the offense is almost certain to pass.
- **Prevent** – 3 Linemen, 1 Linebacker, and 7 Defensive Backs. The Prevent defense is generally reserved for extremely long yardage situations, as it essentially concedes the short gain to keep the other team from breaking off a huge play.

**Note:** Some teams may have slightly different initial defensive packages such as the 3-4, the 46, or the Bear. Take your favorite team into Practice Mode to see what their defensive scheme includes.

## #2 – Fronts

Once you've selected who will be out on in the field, it's time to figure out what they'll be doing, beginning with the defensive line. Scroll through the various fronts to see your options. Think the other team will be running it up the middle? Try "All In", which brings all the linemen in and clogs up the middle. Want one of your linebackers to blitz? Use "Fan" to open up the line a little bit and give him some space to get through. There are several more available. It's up to you to decide what to do based on the situation.

## #3 – Coverages

Now that the linemen have jobs, it's time to decide what everyone else will be doing. There are four basic assignments you'll see given to the linebackers and defensive backs, which are as follows:

- **Bump 'n' Run** – Designated in the play diagram by a T or upside-down T. The defender will play close to the receiver coming off the line and give him a little bump to try and throw off his timing.
- **Man** – Designated in the play diagram by a short line. The defender will stick with his man regardless of where he goes. Man coverages give your defense a little more freedom to be aggressive, but make sure your backs are talented enough to cover their man one-on-one.
- **Zone** – Designated in the play diagram by an orange circle. The defender will stay in his general zone rather than stick with a specific man. Zone coverages are a bit safer than man coverages, as you've typically got someone else to pick up the slack if one man gets beat.
- **Blitz** – Designated in the play diagram by a longer line extending through the line of scrimmage. Blitz a player or two if you think you know which hole the offense will run through or you want to put pressure on the QB. Just remember that you may weaken your pass coverage or your run containment.

Learn which types of plays are best suited for which types of situations. The better you know your defense, the better your chance of shutting the other team down when it counts most.

## Special Teams:

### **Kicking Team**

**left thumbstick or directional pad**

**A**

Aim Kick Arrow

Press once to activate the Kick Meter. Press a second time to set the kick power and kick the ball

**Y**

Bring up / Dismiss Audible Menu

### **Receiving Team**

**right thumbstick**

(Click) Down the ball in the endzone (Click immediately after catching the ball).

**Y**

Call fair catch (press before you catch the ball)

**Note:** If you receive the ball deep in the endzone, the CPU will automatically down the ball if you do not take control of the player and run it out. If you are near the goal line, the CPU will automatically run it out, so make sure to take control and down it yourself if you don't want to make a return.

You can find some more in-depth information on the specifics of defensive plays in the game's Reference Guide that can be found in Extras.

# Quick Game

Choose from more than 100 teams including all 32 NFL teams, alumni squads, NFL historic teams, and NFL all-stars. If you created any custom ESPN NFL 2K5 teams, they're here too.

## Team Select

- Use the **left thumbstick** or **directional pad** to move your Control Icon to the side you wish to control during the game.
- Pull the **left trigger** or **right trigger** to cycle through the teams.
- Press **White** or **Black** to toggle through each team's available uniforms.
- To assign a VIP name to your control pad, move the **right thumbstick** up or down to toggle through those available.
- To toggle Maximum Passing On or Off, click the **left thumbstick button**.
- Press **START** or **A** to advance.

## Coach Matchup

The Coach Matchup screen allows you to change the coach whom you play against, scramble all of the starters throughout the NFL, perform a Fantasy Draft to pick the best players for you team, or set your gameplay options.



### Start Game

Starts the game with your current settings.

### VIP Coaches

Choose to play against another VIP profile, or even yourself!

### NFL Coaches

Allows you to change the coach whom you play against.

## **Lineup**

This option takes you to the Player Lineup screen. Here, you can view the players on your team, scramble all of the starters throughout the NFL, or perform a Fantasy Draft to pick the best players for your team. Use the **left** or **right trigger** to toggle between Key Players, Backfield, Receivers, D-Line, Linebackers, Secondary, and Special Teams.

### ⇒ **Play Game**

Starts the game with your current lineup.

### ⇒ **Scramble Starters**

Every starter in the NFL is assigned to a random team. After the game, your rosters will be reset to their previous state. Press **A** to scramble the starters. Repeat if desired.

### ⇒ **ESPN Fantasy Football**

Draft your starting lineup. Each pick replaces your team's regular starter.

- Use the **left thumbstick** or **directional pad** to highlight an offensive player position slot or the defense slot.
- Press **A** to select the slot.
- Use the **left thumbstick** or **directional pad** to highlight a player or a desired defense.
- Press **A** to select the player or defense.

## **Options**

Change the stadium, playbook, difficulty, as well as some miscellaneous game options before you play.

- **Stadium:** Special : Choose the stadium you wish to play your game in. If you play in a dome stadium, changing the Time Of Day and Weather option will have no effect on gameplay.
- **AWAY Playbook:** Special : Set the playbook for the Away team.
- **HOME Playbook:** Special : Set the playbook for the Home team.
- **Difficulty:** Rookie / Pro / All Pro / Legend / Custom : Set the skill level and intensity of computer players to one of four different levels: This setting will switch to Custom if you alter any of the following difficulty sliders.
- **Quarter Length:** 1-15 (15) : Adjust the quarter length of a regular game.
- **Time Of Day:** Day / Afternoon / Night / Random : Adjust the time of day for your game.
- **Weather:** Clear / Light Rain / Heavy Rain / Flurries / Heavy Snow / Random : Adjust the weather for your game.

## **VIP**

Allows you to manage your VIP profiles. See VIP on page 50 under Features section.

When you're done picking players, press **START** to load the game. ESPN's Chris Berman will introduce the game, then turn it over to Dan Stevens and Peter O'Keefe to set things up before the team captains gather at midfield for the coin toss.



# In-Game Pause Menu

You can pause the game at any time to access the Pause Menu, or to just take a break from the action. To pause the game, press **START** during gameplay, and the Pause Menu will appear. To return to the game from the Pause Menu, simply highlight the Resume option and press either **START** or **A**.

## **Replay**

Step into the broadcast booth for a few moments to run the film on the last play.

- To call up the Replay Help Menu press **X**.
- To Play and Pause, press **A**.
- To Rewind and Fast-Forward, pull the **left** and **right triggers**.
- To pan the camera, move the **left thumbstick** in any direction.
- To move the Camera Aiming Reticule, press the **directional pad**.
- To Zoom In and Out, press **Y** and **B**.
- To return to the Pause Menu from the Replay screen, press **START**.
- To save a replay, click the **left thumbstick button** to bring up the Save Replay screen.

## **Timeout**

Both teams begin each half of the game with three timeouts. Take a timeout when you need to stop the game clock, whether it is needed to change up your strategy or to intelligently manage the time remaining.

## **Challenge**

Not happy with the referee's ruling? Select Challenge to send him to the replay booth.

- Select the aspect of the play you'd like to challenge and press **A** to select it.
- Warning! Once you view a play in replay mode, you will be unable to challenge that play.

## **GameCast Stats**

View the Play By Play, Team Stats, and Player Stats here.

- Pull the **left** or **right trigger** to toggle between the Play By Play, the Team Stats, and the Player Stats.
- On Play By Play, press **Black** or **White** to change the Quarter.
- On Player Stats, press **Black** or **White** to change the category: Passing, Rushing, Receiving, Defense, Kicking, Punting, or Special Teams.
- New to ESPN NFL 2K5! You can view any down or kickoff provided there was no penalty. Move the highlight to the desired play and press **A**.



## Game Plan

Game Plan accesses the Depth Chart, Substitutions, Injuries, Defensive Matchups and the Audible Manager.

### Depth Chart

Set up your players in the order in which you want them to enter the game. See Depth Chart on page 50 for instructions on how to use this menu.

### Substitutions

The Substitution screen gives you a lot of control when substituting. You can substitute by Formation or Package, and you can sub in a player whose natural position isn't the same as the player you take out.

#### To substitute for a player

- Pull the **left** or **right trigger** to toggle between "By Formation" and "By Package".
- Press **Black** or **White** to change the Formation or Package.
- Highlight the player you wish to substitute for and press **A**. The Select Replacement Player screen appears.
- Highlight the replacement player and press **A**.

### Auto Substitutions

Set the substitution settings here.

- **Auto Sub Out:** 5-100% (30%) : Sets the fatigue level at which a player will be subbed out.
- **Auto Sub In:** 5-100% (85%) : Sets the fatigue level at which a player will be subbed back into the game.
- **Injury Status:** Healthy / Probable / Questionable / Doubtful : The minimum injury status that a player can play in the game.
- **On The Fly Sub:** Position / Package : When set to Position, the user's offense substitutes player by player when performing On The Fly Substitutions on the Formation

Select screen. When set to Package, the user's offense substitutes multiple players at once, based on Package lineups.

### **Injuries**

It's an unfortunate part of the game, but as the contest progresses, injuries may occur. The Injuries screen gives you a quick summary of all the players who are hurt and how long they are expected to be out of action.

### **Defensive Matchup**

To maximize your defense's effectiveness, assign your best defenders to cover the offense's most dangerous players. In some cases, you may even want to have two of your defensive players double team a particularly dangerous receiver. The defensive player will only cover his assigned man if he is in man to man coverage. When in zone coverage, he'll stick to his designated area.

#### **To Double Team a Receiver**

- Highlight a receiver.
- Press **A** to check the Double Team box to the right of the receiver's name.

To assign a defender to a receiver:

- Highlight a receiver.
- Highlight the "Add Defender" box two spaces to the right of the receiver's name.
- Press **A** or **Y** to cycle through your available defenders.

### **Audible Manager**

You have immediate access on the field to just three audibles, so you should make certain they are plays you know and execute well. With the Audible Manager, you can select what these three audibles will be for each Formation.

#### **To set your audibles:**

##### **Offense Audible and Defense Audible:**

- Select the formation.
- Select the audible to replace.
- Pick a new play to assign to the audible.
- Press **B** to back out.

##### **Offense No-Huddle:**

- Select the audible to replace.
- Select a formation.
- Select a new play to assign to the audible.
- Press **B** to back out.

#### **Options**

Change the game's options, including the camera and which team you're in control of.

## Crib Tally

Track your Milestone and Fantasy point total. The better you perform, the more crib credits that you earn to purchase cool stuff for your pad!

## Crib Cheats

If you've managed to unlock some game cheats, you can activate them here.

## Camera Selection

Adjust the camera angles during gameplay. Some options are suited for gameplay while others are only reasonable for coaching.

- **Camera:** Standard / Far / Side / Iso / Blimp / Custom : Choose from five broadcast camera styles.
- **QB Pivot Mode:** Off / On : The camera pivots to follow the moves of the quarterback when he has the ball unless you turn it off.
- **Runner Pivot Mode:** Off / On : When On, the camera pivots to stay centered on the moves of the ballcarrier.
- **Pass Play Zoom Out:** Off / On : Having trouble making reads on your wide receivers near the sidelines? Turn the Pass Play Zoom Out option On for a larger view that encompasses the entire field and allows you to see all eligible receivers in order to make more accurate reads.
- **(Custom) Camera Distance:** Use this slider to customize the camera's distance from the action.
- **(Custom) Camera Angle:** Sets the camera's angle to the action.
- **(Custom) Camera Height:** Sets the camera's height above the field.

## Choose Side

You can access the Choose Side screen during a game to switch control from one team to the other, or to allow newcomers to join the game in progress. Note that if you change the controller assignments at all, the active VIP records will be disabled and all accumulated stats and milestones will be lost.

## Game Options

See page 56 under *Options* section for a complete list of all game options and their descriptions.

## Difficulty

See page 56 under *Options* for a complete list of all difficulty sliders and their descriptions.

## Presentation

See page 57 under *Options* for a complete list of all presentation settings and their descriptions.



## Controller Setup

Cycle through all available controller setups by pulling the **left** or **right trigger**. The controls listed in this in-game manual were based on the default control scheme.



## Quit

- **Cancel** - Return to the Pause Menu without quitting the game.
- **Quit** - Quit the game in progress and return to the Main Menu.
- **Rematch (Quick Game Only)** - Quit the current game and immediately start a new one between the same two teams with the same game settings. Milestones and VIP stats are not accumulated.
- **Simulate to End** - Quit the game in progress with the remainder of it computer simulated. All statistics are recorded in the books. This option is only available in Franchise and Tournament mode.



# The Crib™

Represent to the world what you've earned by accomplishing milestones on the field to earn everything from new furniture to Crib Cheats.

## Crib Controls

**A**

**START**

**left thumbstick**

**right thumbstick**

**left trigger**

Interact with Crib objects

Open the Crib Menu

Use the **left thumbstick** to move around the crib

Look around from where you stand

Zoom in - Combine this with **right thumbstick**



## Crib Menu



### User Card

Each category shows how many items you have achieved by accomplishing various milestones

- User Play: Awesome plays made during a game.
- User Game: Radical statistics recorded during a game.
- User Career: Unbelievable career statistical milestones.
- Primetime: Phenomenal game milestones.
- Franchise: Superb *Franchise* player and team accomplishments.
- Player: Astounding player specific achievements.
- Team: Fabulous team specific achievements.
- Menu: Easter Egg menu hunt achievements.

## Catalogs

Browse through your available catalogs for Crib items. To purchase any item, earn Crib Credits by playing well then select the catalog containing the item you want. Some items, like banners, will be team-based and require that you select which team you want to support.

## Crib Items

Lists the items you've purchased in the game.

## Milestone Info

Get an explanation of what game settings are allowed for each of the milestone types.

## Exit

Exit your Crib, but why would you ever do that?

## Crib Mini-Games

Play in a variety of parlor games. Instructions on how to play will be displayed every time you opt to play them.

- Use the **left thumbstick** to move about the crib and locate the desired game.
- **Trivia Machine** - 1<sup>st</sup> Floor, to the right when you enter, sitting in the middle of the bar.
- **Air Hockey** - 2<sup>nd</sup> Floor, to the left of the stairs.
- **Paper Football** - 2<sup>nd</sup> Floor, to the left of the stairs.
- **Dart Machine** - 2<sup>nd</sup> Floor, to the left of the stairs on the wall.



## Jukebox

Play any of the tunes you've purchased here.

- The Jukebox is on the 1<sup>st</sup> floor between the window and fireplace. Press **A** when you have located it.

- To change the music, select a track and press **A**. The selected track will be queued up in the playlist.
- To scroll through the various genres of music, pull the **left** or **right trigger**.
- Press right to move the cursor to the playlist. To play individual songs scroll up and down to the desired song and press **A**.
- Move the **left thumbstick** side to side to switch between the Disc Select Menu and the Now Playing List.

## **Jukebox Controls**

### **Disc Select Menu**

<b>left thumbstick</b> or <b>directional pad</b>	Select Track / Switch to Now Playing List
<b>A</b>	Add Track to Now Playing List
<b>B</b>	Return to Crib Menu
<b>White</b> and <b>Black</b>	Toggle between Shuffle, Repeat, and Normal
<b>right trigger</b>	Cycle forward one Disc
<b>left trigger</b>	Cycle backward one Disc
<b>START</b>	Play / Pause

### **Now Playing List**

<b>left thumbstick</b> or <b>directional pad</b>	Select Track / Switch to Disc Select Menu
<b>A</b>	Play Track
<b>B</b>	Return to Crib Menu
<b>Y</b>	Remove Track from Now Playing List
<b>White</b> and <b>Black</b>	Toggle between Shuffle, Repeat, and Normal
<b>right trigger</b>	Select next Track
<b>left trigger</b>	Select previous Track
<b>START</b>	Play / Pause
<b>right thumbstick</b>	Move Tracks in the Now Playing List

## **Trophy Room**

Bask in the luxury of your private trophy room, and view any earned trophies for your VIP profile.

## **Bobblehead Case**

Novelty bobbleheads of a star player from every team.

To mess with the bobbleheads:

- The **left thumbstick** rotates and tilts the bobblehead.
- The **right thumbstick** rotates and tilts the bobblehead's head.
- Click and hold the **right thumbstick button** to press on its head. When you let go, the head flicks.
- Press **A** to rotate the bobblehead from right to left.
- Press **Y** to rotate the bobblehead from left to right.



## Celebrity Phone

When you receive a call from a Celebrity, come to the Crib and answer his challenge! When you play against him, he will make comments about how the game is going.



### To answer the Celebrity Phone

- When an overlay appears saying you have a call, go to the Main Menu.
- Select The Crib™ and press **A**.
- The Celebrity phone is on the 1<sup>st</sup> floor at the bar. Press **A** when you have located it.
- Do you accept his or her challenge? Be warned, they are tough to beat!
- Wipe out all the celeb's and get a nifty surprise at the end.



## Trivia Machine

Test your knowledge of the game! Play alone or with up to three friends!

- Press **A** to begin entering your name.
- Press left or right on the **left thumbstick** or **directional pad** to highlight a different letter.
- Press up or down on the **left thumbstick** or **directional pad** to change the highlighted letter.
- Press **START** to advance to the game.
- Press the button corresponding to your answer before time expires for each question.
- After the ten questions are up, the player with the most correct answers wins.

## Home Theater

View purchased videos in your own Home Theater.

### Dart Game Instructions

- In 501, be the first player to reach zero from a starting score of 501. Throw 3 darts a turn and subtract the total from the previous score until it reaches zero. To win, you must reach zero exactly by hitting a double.
- In Cricket, you must "close" certain numbers: 15 to 20 and Bulls-eye. To "close" one of the numbers, record three hits of that number (double = 2 hits, triple = 3 hits). Any additional hits will count as points to your score. If every player "closes" a number then no player can score on that number. Cricket ends when any player "closes" out all numbers and has more or equal points than every opponent.

# Franchise

Take total control of your favorite team year after year. As the General Manager, you'll make the front office decisions such as free agent signings, player scouting combines, drafts, and coaxing players out of retirement. You also play the role of coach and take care of business down on the field.

## Franchise Options

- **First Person Football™:** Off / On : Set this option On to play all of your games from the perspective of one of the players on the field.
- **Fantasy Draft Roster:** Off / On : To take part in a Fantasy Draft before beginning your Franchise session, you must set this option to On. The Fantasy Draft allows you to select 53 players round by round to build the ultimate team from the best players in the league.
- **Customize League:** Off / On : With this option set to On, you can customize the league by moving any team, including a created team, into any conference or division you wish.
- **Preseason Games:** Off / On : Set this to On if you want to take part in the five-week preseason at the start of each year, or Off to start playing from the first game of the regular season.
- **Trade Deadline:** Off / On : If you want to continue making trades and other transactions beyond the standard NFL trade deadline period, set this option to Off.
- **Owner Firing:** Off / On : With this On, you may be fired as coach if you don't live up to the team owner's expectations.
- **Edit Rookies:** Off / On : With this On, you can edit the incoming rookies during the NFL Combine period of the off-season.
- **Auto Draft Players:** User / Assistant Coach : Handle your team's draft decisions or let your assistant coach do it for you.
- **Auto Sign Draft Picks:** User / Assistant Coach : Rookie draft picks need contracts that you or your assistant coach can negotiate.
- **Auto Re-sign Players:** User / Assistant Coach : Control the re-signing of expiring player contracts if you wish.
- **Auto Sign And Cut:** User / Assistant Coach : Set to User if you want to scour the free-agent wire and negotiate contracts with available players, as well as cut players when necessary to keep the team payroll under the salary cap. Set to Assistant Coach to have it performed automatically.
- **Auto Update Depth Chart:** User / Assistant Coach : Your assistant coach or you will in charge of keeping an eye on injuries, as well as battles for first and second-string positions, making sure the depth chart is updated accordingly so that your best players are always out on the field.

## Customize League

If you set the Customize League option to On, this screen precedes the Team Select screen. Here you can customize the league by moving any team, including a created team, into any conference or division you wish.

### **To Customize the League:**

- Use the **left trigger** or **right trigger** to select the conference.
- Move the **left thumbstick** or **directional pad** to highlight a team you wish to move, then press **A** to access the scrolling arrows, which will allow you to cycle through the other teams.
- Move the **left thumbstick** or **directional pad** until you find the team you wish them to swap spots with, then press **A** to select. The teams will switch places.

### **Team Select**

At the Team Select screen, you can select how many teams you want to own and operate. You can base your choice on personal favorites or stats and rankings, which are displayed for every team.

- Use the **left thumbstick** or **directional pad** to highlight teams.
- Press **A** to mark them, then use the **left thumbstick** or **directional pad** to select a VIP profile.
- Press **START** to advance.

### **Fantasy Draft**

If you set the Fantasy Draft Roster to On, you'll have the chance to select your players here.

- Use the **left** or **right trigger** to view the players available at each position.
- Use **Black** or **White** to view the draft picks of other teams.
- Click the **right thumbstick button** to view Player Cards.
- Highlight a player's name and press **A** to draft him.
- Press **START** to have the remainder of your picks drafted for you.

### **Coach's Desk Menu**

Coaching an NFL franchise is a seven-day-a-week job. While coaches may bask in the spotlight on Sundays, they spend the rest of the week on the practice field or here, at the Coach's Desk. This is where you conduct transactions, create and evaluate game plans, track player stats, and more.

- If you are playing Franchise with more than one team, pull the **left trigger** or the **right trigger** to switch teams.

### **Schedule / Playoff Schedule**

This organizer allows you to simulate and play your team's games.

- Press **Black** or **White** to switch between the Team and Weekly Schedule.

#### **Team Schedule**

View the monthly schedule for each team.

- Pull the **left** or **right trigger** to select a team.
- Highlight a game with the **left thumbstick** or **directional pad**.
- Press **A** to place or remove a check mark next to your games. The check mark means that you wish to play the game.
- Press **START** to simulate or play games. Before each game, you can prepare for the game.



- Once you've finished all of the games in the week, click the **right thumbstick button** to watch the week's NFL Primetime highlights.
- When you're finished playing all of the games in the preseason or regular season, press **START** to advance to the next round.



### Weekly Schedule

View the league-wide weekly schedules.

- Pull the **left** or **right trigger** to select the week.
- Highlight a game with the **left thumbstick** or **directional pad**.
- Press **A** to place or remove a check mark next to your games. The check mark means that you wish to play the game.
- Press **START** to simulate or play games. Before each game, you can prepare for the game.
- Once you've finished all of the games in the week, click the **right thumbstick button** to watch the week's NFL Primetime highlights.
- When you're finished playing all of the games in the preseason or regular season, press **START** to advance to the next round.



### Weekly Preparation

Prepare for the next game by scouting your opponent's strengths and weaknesses, assign tasks to your coaches, set the exercise regiment of your players, and hold press conferences.



### To Scout Your Next Opponent

- Highlight "Scouting," then press **A**.
- Highlight and choose "Opponent Match-Up" to compare team statistics and overall positional ratings.
- Highlight and choose "Opponent Analysis" to break down individual playing areas.
- Highlight and choose "Primetime Performers" to view their key players in offense and defense for passing and rushing.
- Highlight and choose "Injury Reports" to check if there are any key injuries on either team.



### To Set Up an Exercise

- Highlight any Weekday then press **A**.
- Scroll through the player positions by pressing **Black** or **White**.
- Select "Add New" and press **A**.
- Coaches will have the option to set up Team Meeting and Coaches Films
- Players will have the option to set up Film Room, Weight Training, Aerobic Training, Alternate Methodology, Rehabilitations, and Give Day Off exercises.
- Select the area of preparation to assign, then press **A**.
- Choose the type of exercise. A description of each choice will be provided in the "What is this?" box to the upper left-hand of the screen.
- There are only 40 hours in a day. When you assign an exercise to a single player, an hour per set is deducted from your "Hours Left" number displayed on the *Weekday Schedule* screen. If you assign an exercise to a group of players, you deduct (# of hours per set \* number of players in group) from your "Hours Left."
- Alter the exercise regiment by pressing left, right, up, or down on the **left thumbstick**.

- To assign the exercise to a player group, press **A**.
- To assign the exercise to individual players, press **START**.

### **To Set Up a Weekly Exercise Regiment**

- Highlight an assigned exercise on the *Weekday Schedule* screen and press **A**.
- Select “Add/Remove from weekly regiment” to check and uncheck the box.
- Any exercise with their box checked off on the side will be retained from week to week. Every other exercise will be used once then discarded after preparation has been completed.
- Note that regardless of whether or not an exercise is checked, it will be preformed when preparation is completed and deduct hours from your 40 hour a day limit.

### **To Edit an Exercise Regiment**

- Highlight an assigned exercise on the *Weekday Schedule* screen and press **A**.
- Select “Edit this task” from the overlay.
- Alter the exercise type by pressing left, right, up, or down on the **left thumbstick**.
- To assign the exercise to a player group, press **A**.
- To assign the exercise to individual players, press **START**.
- Remember that you only have 40 hours in a day.

### **To Proceed With Your Weekly Preparation:**

- On the *Weekly Preparation* screen, press **START**. You can now select Saturday and Sunday.
- On Saturday, you can view overall Team Results or individual Player Results.
- On the *Team Results* screen you can track the overall team ratings by positions.
- On the *Player Results* screen you can scroll through player positions by pulling the **left** or **right trigger**. Each player’s before and after ratings will be listed at the bottom along with the overall rating change.
- To advance to game day, press **START**. Also, you can choose Sunday and press **A** to progress to the game.

### **Gamecast Live**

With the exclusive GameCast feature, you now have the power to simulate 1 play at a time, substitute players on the fly, change your gameplan, and hop into the middle of the game.

The game will start if you choose “Begin Simulator”, and the play-by-play will be described at the bottom. A graphical representation of the team’s drive will be displayed. Toggle left and right through the tabs to see drives from other quarters.

At any point during Gamecast Live, press **A** to interrupt simulation. You can choose to do any of the following actions.

To jump in game: (At any point)

- Highlight “Jump In,” then press **A**.
- You will be brought to the *Team Select* screen.
- From there press **START** to begin the game.

To change the gameplan: (At any point)

- Highlight “Change Game Plan,” then press **A**.

- You will be brought to the *Gameplan* screen.
- Highlight Depth Chart, Injury Report, or Coach Gameplan, depending on what you want to control.
- If you choose Depth Charts, see Depth Chart on page 50 under Features.
- If you choose Injury Report, see page 37 under Franchise.
- If you choose Coach Gameplan, see page 35 under Franchise.

To change the Simulation Speed:

- Highlight “Options,” then press **A**.
- You will be brought to the *Gamecast Options* screen.
- **Simulation Speed:** Single Step / Slow / Normal / Fast : Dictates the speed of Gamecast Live’s simulation. When this option is set to Single Step, simulation will not be automatic and you must pull the **right trigger** for the next play to occur.

To simulate the game to its end:

- Highlight “Sim To End,” then press **A**.

## Front Office

The Front Office is where player personnel decisions are made. You can negotiate contracts, initiate trades with other teams, place your players on the trading block, and field offers as they come in. To begin wheeling and dealing, choose a Front Office option.

### ⇒ **Franchise Status**

This screen shows how your team is doing, what your team goals are, and how the team owner feels about your performance.

### ⇒ **Contracts**

A contract determines a player’s salary and how long he is committed to the team. When negotiating terms, you’ll need to take into consideration how much money the franchise can afford to pay the player while staying under the salary cap, as well as how many good years he has left.

#### **To re-negotiate a player’s contract:**

- Highlight the player whose contract you wish to re-negotiate, then press **A** to view the Contract options.
- Highlight “Re-Negotiate Contract,” then press **A** to advance to the Sign Contract screen.
- On this screen, the “Cap Room” figure shows the amount of money you can afford to pay the player. The “Wants” figure shows the player’s salary demands, and the “Interest” bar represents how much interest the player has in your offer, which appears just below the bar.
- Adjust the Salary and Contract Years press **A** or **Y** to increase or decrease the offer until you think your offer is fair based upon the player’s wants and your needs, then press **START** to officially make the offer.
- The player will then either accept or decline the offer. If he agrees to the terms, an acceptance message appears and you return to the Player Contracts screen. If he declines, you are returned to the Sign Contract screen, where you can modify your offer and continue the negotiations if desired.

 **To release a player to free agency:**

- At the Player Contracts screen, highlight the player you wish to drop from your roster, then press **A** to view the Contract options.
- Highlight “Release To Free Agency,” then press **A** again. The player will move from your roster to the free agent pool.

 **To sign a free agent to your roster:**

- At the Player Contracts screen, press **White** or **Black** to toggle through the various teams to Free Agents.
- Highlight a player you wish to sign to your roster, then press **A** to view the Contract options.
- Highlight “Negotiate Contract,” then press **A** again to advance to the Sign Contract screen.
- Negotiate the free agent’s new contract in the same manner you would re-negotiate a current player’s existing contract (seen above).

 **To place a player on the trading block:**

- At the Player Contracts screen, highlight a player you are considering trading, then press **A** to view the Contract options.
- Highlight “Place on Trading Block,” then press **A** again. The player will appear on the Player Trading Block screen, and he also remains on your roster.
- If another team is interested in trading for that player at any time during the season, that team will make its interest known on this screen. Cycle through the various teams often to see if any have made an offer.

 **To begin a player trade:**

- At the Player Contracts screen, highlight a player you are ready to trade, then press **A** to view the Contract options.
- Highlight “Begin Trade,” then press **A** again. The Player Trade screen will appear with that player already set up to be offered in a trade. See Trades below for further details.

 **To assign a number to a player:**

- Highlight the player whose number you wish to change, then press **A** to view the Contract options.
- Highlight “Assign Jersey Number” press **A**. A Virtual Keyboard will appear for you to enter the new jersey number on.
- Enter the number by highlighting keys and pressing **A**, and then press **START** to accept the number.

⇒ **Cap Management**

Manage your salary cap by tracking your highest paid players through the years.

⇒ **Team Needs**

The Team Needs screen is where your team roster is broken down into player positions, showing how many players you have and which types of players you need.

⇒ **Trades** (Offseason Free Agency – Week 6)

The players you have on your team today may not necessarily be the perfect squad to carry you to a Super Bowl victory at the end of the season. Chances are you'll have to improve your team through player acquisitions to reach the next level.

#### **To make player trades:**

- At the Player Trade screen, highlight a player you are ready to trade, then press **A**. The player will then appear in your trade offer.
- Press **White** or **Black** to select the team you want to trade with, then highlight the player(s) you wish to trade for and press **A** to add them to the offer.
- Each team may offer up to three players or draft picks in one trade. Each team's available draft picks are listed in a separate section when toggling between the various positions on the team (with the **left trigger** or the **right trigger**). As you set the trade, the interest bar shows the other team's interest in your offer.
- To remove any player from the trade offer, highlight him again in the roster list and press **A**.
- When you think the offer is fair, press **START**, then select Yes to make the offer. If the other team accepts, the players will switch teams. If the offer is rejected, you may receive a counter offer in return, which you can then accept or modify to your liking. If the original offer is flat out rejected, you can make some changes and try again, initiate a trade with another team, or wait until later in the season to give it another go.
- Also keep in mind that the entire process can be initiated in reverse using the same method. You can search through teams until you find a player (or players) that you want to trade for, add them to trade, and then figure out which players on your team you want to give up in return.

#### ⇒ **Trading Block** (Offseason Free Agency – Week 6)

If you have a valuable player or two who you don't need that much, you can put them on the Trading Block to see what other teams will offer in trade for them.

#### **To place a player on the trading block:**

- Press **A** to view your team roster.
- Pull the **left** or **right trigger** to change the player position listed or to access trade picks you're willing to offer.
- Highlight a player you'd like to place on the block, and then press **A**. The player will appear in the trading block slot, although he also remains on your roster.
- To remove a player from the trading block, highlight him in his trading block slot, then press **A** and select the "Withdraw Item" option.
- If another team is interested in trading for the player at any time during the season, that team will make its interest known on this screen. Highlight your player and press **A** to view the offers.

#### **Entertaining trade offers from other teams:**

- Highlight the offer, then press **A** and select View Details. The Player Trade screen appears displaying the complete offer.
- Weigh the benefits and drawbacks of the offer, and press **START** to give an answer.
- Select Yes to accept the offer or No to reject it.

⇒ **Player Progress** (Week 1 – Week 3)

Look here to find out which of your players are improving and which players are on the decline. The numbers at the bottom of the screen show how many points the player has lost or gained from each attribute.

⇒ **Pro Bowl Votes** (Week 7 – Pro Bowl)

The players choose among their peers who should have the honor of playing in the Pro Bowl. The Pro Bowl Votes screen shows which players at each position have received the most votes for the Pro Bowl.

## **Gameplan**

While the decisions you make in the Front Office focus on franchise-building and long-term goals, the decisions you make here focus on your next football game.

⇒ **Depth Chart**

Set up your players in the order in which you want them to enter the game. See Depth Chart on page 50 under Features.

⇒ **Playbook Manager**

With the Playbook Manager, you can create a custom playbook for your franchise made up of all your favorite plays from any team in ESPN NFL 2K5. (See page 51 under Features)

⇒ **Coach's Card**

The Coach's Card tracks the performance of your franchise's coach and records stats in a number of different categories with a clear emphasis on winning and results. Use this screen to gauge your performance as coach and general manager over the course of your Franchise session.



### **Coach Gameplan**

Every coach has a different approach to the game, and his gameplan is a direct reflection of that. Set up your gameplan the way you think the game should be played, and your team will not only train to become more proficient in that style, but their play on the field will be affected as well.

- **Offense: Run / Pass** – Determine whether your team's offense is weighted more toward the run or the pass.
- **Pass: Short / Deep** – Decide if you want your team's offense geared more toward quick passes for short gains, or if you want to go all out and rely more on the long bomb.
- **Run: Outside / Inside** – Determine whether you want your team to pound it up the middle, or call outside running plays that require speed rather than power.
- **Defense: Run / Pass** – The further this slider is to the left, the more run defense plays your team will call; the further it is to the right, the more pass defense plays they'll call.
- **Defense: Man / Zone** – Decide if you want your defense to call more man coverage or zone coverages on defense.
- **Blitz** – If you want to see your team blitz more often, crank this slider up.
- **Cover: Short / Deep** – Determine whether you want your defense geared more towards stopping short passes or the longer ones.





### ESPN Tip – Altering Your Gameplan Wisely

Consider your personnel when setting your gameplan options. Is your team full of talented defensive backs? Weight your “Defense: Man / Zone” slider towards the left to take advantage of their athleticism and play a little more aggressively.

Does your team have a power back like Jerome Bettis, or a finesse back like Warrick Dunn? This should affect the way you set your “Run: Outside/Inside” slider.

Does your team have a QB with a strong arm to go along with a talented and speedy wide receiver corps? Then set your “Pass: Short / Deep” passing slider to the right and let your team throw long bombs all game.

Knowing your team’s strengths and weaknesses and building the gameplan around them can cause you to have a great season instead of just a good one.



### ESPN.COM

Check your e-mail, mull over statistics, study the team standings, view the power rankings, keep up to date with team movements, marvel at the weekly award winners, and view the injuries -- it’s like having ESPN working for you!



### E-Mail Inbox

Allows you to check your electronic messages from ESPN.com and those within your team’s organization.

- Use the **left thumbstick** or **directional pad** to highlight emails.
- Press **A** to read them.
- Some emails will display links to game menus. Press the corresponding buttons to access the menus.

#### ⇒ **Team Standings**

Shows each team’s win-loss record.

- Pull the **left** or **right trigger** to change the conference.

#### ⇒ **Transactions**

Transactions is a powerful monitor that keeps track of all noteworthy news for any team in the league. News item types include Renegotiations, Signings, Re-Signings, Faw (Free Agent Wire) Signings, Retirements, Trades, Waivers, Contracts, and Injured Reserves.

- Pull the **left** or **right trigger** to cycle through teams.
- Press **Black** or **White** to cycle through news item types.

#### ⇒ **Statistics** (Preseason – Pro Bowl)

If you like sports, then you love stats, and we’ve provided enough here to keep you occupied until it’s time to begin preparing for your next game. Sort the stats on each screen by highlighting the column and pressing **Y**.

#### ⇒ **Stats** ⇒ **Team Stats**

Check out how your team's performance on the field compares with any other team throughout the season.

⇒ **Stats ⇒ Player Stats**

View individual player stats for your franchise or any other team in the league. Stats are compiled after each game and are broken down into the following position-based categories (Passing, Rushing, Receiving, Defense, Kicking, Punting, and Special Teams).

- Use the **left trigger** or **right trigger** to change the stat category.
- Use **Black** or **White** to change the team shown.

⇒ **Stats ⇒ Season Stats**

View the compiled player stats for the season thus far.

- Use the **left** or **right trigger** to change the stat category.
- Use **Black** or **White** to change the team shown.

⇒ **Stats ⇒ League Leaders**

Shows the league leaders in each position-based category.

- Use the **left** or **right trigger** to change the stat category.

⇒ **Stats ⇒ Rookie Watch** (Week 1 – Pro Bowl)

Rookie Watch shows the top rookies in the league by position-based category.

- Use the **left** or **right trigger** to change the stat category.
- Use **Black** or **White** to change the team shown or to select "All Teams".

⇒ **Stats ⇒ Players Awards** (Week 1 – Pro Bowl)

See each week's Primetime players and the season and Super Bowl award winners.

⇒ **Stats ⇒ Injury Report**

As the season progresses and player injuries amass across the league, the Injury Report gives you a quick summary of all the players who are hurt and how long they are expected to be out of action.

⇒ **Stats ⇒ Power Rankings** (Preseason – Pro Bowl)

This screen lists all the teams in the league in the order how well they're playing. Teams that are struggling will be at the bottom of the list, while teams that are dominating their opposition will be found at the top.

⇒ **Stats ⇒ Playoff Picture** (Week 11 - Pro Bowl)

This screen shows you the teams competing in (or headed to) the playoffs.

- Press **Black** or **White** to toggle the conference.

⇒ **Stats ⇒ Rookie Report**

The Rookie Report shows the most promising draft recruits (by position) for the coming year.

- Pull the **left** or **right trigger** to change the list by player position.
- Press **Y** to sort by the highlighted category.
- Click the **right thumbstick button** to view the player card.

⇒ **Stats** ⇒ **Mel's Mock Draft** (End of the regular season)

The Mock Draft is a pretend draft performed by Mel Kiper that gives a hint how highly regarded each recruit is.

## **The Crib™**

During Franchise mode, you will undoubtedly unlock items and earn Crib Credits. Select this option to visit your personalized pad! (See page 24 under The Crib™)



### **Features**

For VIP, see page 50 under Features.

For Celebrations, see page 54 under Features.

For Stadium Music, see page 54 under Features.



### **Options**

See page 56 under Options.

## **OFF-SEASON TASKS**

At the end of a NFL season, your job as the general manager is only just beginning. You need to re-sign players, check the free-agent wire, scout rookies at the combine, and draft those prospects who you think will bring your franchise to national prominence.

Unless specifically noted, any menu options perform the same function as they did in the regular season. Select Off-Season Schedule from the Coach's Desk to bring yourself to a check of the various tasks that you have to perform during the off-season.

- Select the most current (topmost) task and press **START** to start working on it. If that task is unchecked, you can opt to simulate it.
- To skip any number of phases of the Off-Season, select any future task and press **START**.



### **Retirement Period**

The wear and tear of multiple NFL seasons takes its toll on your players, and eventually, they'll opt to hang it up. But all is not lost. Occasionally, you can encourage one last tour of duty from a retiring veteran by giving them the right kind of encouragement (read: big bucks and minimal years).

If your offer is good enough, you just might be able to keep a player around long enough for that last big Super Bowl push. This is your last chance to entice that grizzled veteran to extend his career a couple years!



### **Re-Signing Period**

You will be taken to the Player Contracts screen with a focus on players with an expiring contract. Which player do you want to release, and which contract do you want to extend?



### **Free Agency**

Every year after the season, the NFL opens the Free Agent floodgates, and during the 45 days leading up to the NFL Draft, teams across the league compete for players

whose contracts are up. If you want to build a dynasty, nabbing the players that best suit your team's needs is a must. But, like the old saying goes, nothing in life is free, so be prepared to outbid the rest of the league if you want to acquire the most coveted players out there.

## **Controls**

- Pull the **left** or **right triggers** to toggle between positions.
- Press **White** or **Black** to toggle between Free Agents, Targets, and Team Needs.
- Use the **left thumbstick** or **directional pad** to highlight the player you're interested in signing.
- Press **A** to make an offer.
- Contract negotiations here work identically to Contracts with one twist. Instead of signing right away, players will hold out for the best offer they can.
- Press **START** to jump to the Targets screen.

### ⇒ **Team Needs**

Not sure who to pursue? Toggle over to your Team Needs using **White** or **Black** and take a look at positions on your roster that could use a new influx of talent.

### ⇒ **Free Agents - On The Table**

If you've given a player an attractive offer, it will appear on his short list (which appears on the bottom left of the Free Agents screen). The player's top three offers will appear in this window. After discussing all his offers with his agent, the player will eventually make a choice, so be sure to keep an eye on his other offers and keep yours as competitive as possible in light of your current cap situation.

### ⇒ **Targets**

Between days, you'll be able to keep track of whom you're currently bidding on via the Free Agent Target Manager. Once you're happy with all of your offers, you can call it a day, and if you play your cards right, perhaps you'll land some key pieces to your Franchise puzzle.

- Press **START** on the Targets screen to bring up the Advancement Overlay.
- Highlight "Advance a Day" and press **A** to advance one day. Use this to make sure that no other teams are planning to outbid you.
- Highlight "Advance to End" and press **A** to advance to the end of the Free Agency period. Use this when you've given players your final offer and you want them to take it or leave it.

## NFL Combine

**NFL COMBINE** ESPN

DAY 2 OF 4  
HOURS LEFT: 7

NAME	HRS	POS	STOCK	40YD	BNCH	JMP	SHUT
A. Alexander	1	K	↕	5.52	15	20.0	4.76
A. Campbell	0	DE	↔	4.84	33	24.0	4.55
A. Coleman	3	OLB	↔	4.71	26	35.5	4.15
A. Davis	0	P	↕	5.08	21	26.0	4.86

**Estimated Attributes**

TKL	63	PRS	52	CVR	65	RCO	58
STR	57	JMP	78	SPD	75	AGL	83
AGG	21	DUR	76	CON	42	LDR	34

**Coach's Notes**

- Will run around blockers, rather than take them on.
- Occasionally takes bad angles to ball.
- This guy will get you a lot of stops.

Press **A** to Scout

Each year, the NFL adds to its ranks by introducing a handful of the college elite via the NFL Draft. Finding a diamond in the rough is hardly guesswork though, so once a year, the top scouts get together to evaluate the incoming talent at the 4-day NFL Combine. Here you'll be able to spend time evaluating players, taking your findings into the Draft to help you make the best decisions possible. Some teams already have their minds made up on their rookie prospects, so if you opt not to participate in the Combine, you'll still be able to enter the Draft with basic combine workout info. However, if you're serious about winning, we recommend collecting as many reports as possible on players in needed positions.

### **The Big Board** (After at least one Combine day has elapsed)

This screen shows which players' stock is rising, falling, or hovering. A green arrow pointing up means that the player's stock is rising (as he has been performing well for his college). A yellow horizontal arrow, means that the player's stock is hovering (staying the same). A red arrow pointing down means that the player's stock is falling.

### **ESPN Tip: Editing Rookies**

If you turned Edit Rookies On in the Franchise Options screen, you'll now be able to edit rookies during the NFL Combine period.

### **To Edit Rookies**

- Back out to the Franchise Menu; select ESPN.com; select Rookie Report.
- You will be brought to the *Rookie Report* screen.
- Highlight a rookie and press **A**. On the confirmation overlay, highlight Yes and press **A**.

- Edit all attributes as desired by moving the **left thumbstick** or **directional pad** left or right.
- Press **START** to advance through each screen. When finished, press **START** again to accept changes and return to the Rookie Report screen.



### NFL Combine screen

Not sure who to scout? Toggle over to your Team Needs and take a look at the positions on your roster that could use a new influx of talent.



### To Evaluate Team Needs During the Combine

- Press **White** or **Black** to cycle between Team Needs and the Main Combine screen.
- Upon viewing the Team Needs screen, pull the **left** or **right triggers** to cycle through positions on the roster.
- Use the **left thumbstick** or **directional pad** to cycle through existing players on your roster.
- Click the **right thumbstick button** when highlighting any player to pull up their Player Card.

To scout a player:

- On the NFL Combine screen, highlight a player who strikes your interest.
- Press **A** to bring up scouting report types. Each report costs a number of scouting hours, and the more hours you spend, the more accurate your reports become. Remember, there are only so many hours in the day, so choose your scouting targets carefully.
- Use the **left thumbstick** or **directional pad** to select one of three report types:

#### Basic Report - Cost: 1 Hour

Description: This report will give you a basic report on a player's general tendencies.

#### In-Depth Report - Cost: 2 Hours

Description: A bit more advanced than a basic report, your scouts will not only give you the basic information, but also a quick glance at a player's primary skills for his position.

#### Full Report - Cost: 3 Hours

Description: If you really want to get a good look at a prospect, there's nothing better than a full report, which includes the most accurate basic report, as well as estimated attributes in all major categories.



### Combine Scouting Manager

Once you've finished assigning your scouting hours, press **START** to view your Scouting Manager, which will allow you to make any final adjustments to your schedule. Be sure to make any necessary changes before the day is done.



### To Reassign Scouting Hours

- Highlight a player with scouting hours and press **A**.
- Increase or decrease his scouting hours by highlighting the number of hours and pressing **A**.
- Redistribute extra scouting hours as needed.



- Press **B** to back out and re-manage your time.
- Press **START** to scout the players.

 **ESPN Tip – Efficiently Scouting Players**

*You have four days to scout players, and you can scout a player multiple times during the combine, adding to your knowledge of the player. In general, you'll never want to get a full report on a player that you don't know anything about. Spend your first combine day getting one-hour reports of as many players as you can.*

*On subsequent days, spend additional hours on promising players from that group, and then spend the left over hours on more players. Just remember that on day 4, you don't have a "tomorrow", so you'll probably want to spend at least 2 hours on every new player you look at that day.*

Once you've finished the Combine, press **B** to return to the *Off-Season Schedule* screen.

**NFL Draft**

The NFL Draft comes but once a year, and when the big day finally arrives, your managerial prowess will be put to the test. Your choices can potentially make or break the future of your franchise, so be sure you're prepared. Using ESPN NFL 2K5's unique 3-D Draft system, all the info you could ever need will be right at your fingertips, giving you the feeling of being in a real NFL war room as you search for the next blue chip star.



RND	PICK	NAME	TEAM
1	28	T - Dustin Cooper	Falcons
1	29	DE - Rodney Brady	Chiefs
1	30	HB - Hugo Williamson	Rams
1	31	HB - Dean Fox	Eagles
1	32	T - Jordan George	Bills
2	1	FS - George Carr	Raiders
2	2	CB - Sherman Osborne	Giants
2	3	TE - Stephen Lopez	Steelers
2	4	QB - Barry Sanders	Dolphins

**DRAFT STATS UPDATED HOURLY**

3:30 Round 1: 1) OAK Eddie Burgess HB / San D

 **NFL Draft Screen: Draft Candidates**

The default screen in the NFL Draft. Here you can sort available players by position and make a selection.

- Pull the **left** or **right trigger** to cycle to players of a different position.
- Press **Black** or **White** to toggle between Draft Candidates and the Draft Summary.

- Use the **left thumbstick** or **directional pad** to highlight players or stat columns.
- Press **Y** to sort by highlighted column. Press again to sort in reverse order.
- To sort the players by their original order, press **B** to access the Off-Season Schedule screen, then highlight NFL Draft and press **START**.
- To view a Rookie Scouting Report on a highlighted player, click the **right thumbstick button**.
- To draft a highlighted player, press **A**.
- To have the assistant coach automatically handle the draft for you, press **START**.

### NFL Draft Screen: Draft Summary

This screen allows you to view the players who have been drafted thus far.

- Press **Black** or **White** to toggle between Draft Candidates and the Draft Summary.
- Pull the **left** or **right trigger** to cycle between the rounds.
- Press **Y** to sort by highlighted column. Press again to sort in reverse order.

The Draft is made up of four primary screens. You'll find yourself surrounded by several monitors, as well as a special PDA. To instantly change focus, move the **right thumbstick** toward the screen you wish to view. Press Left for the *Team Needs* screen. Press Right for the *Combine Targets* screen. Press Down for the *Suggested Picks* screen.

#### ⇒ Team Needs

This screen shows you which positions you need to fill on the team.

- Pull the **left** or **right trigger** to cycle to players of a different position.

#### ⇒ Combine Targets

To your right is a summary of the Draft status of players you've looked at in the NFL Combine, as well as their relevant scouting reports. Take a look here to see if the players you've been eyeing are still available when your turn arrives.

- Highlight a player to see their scouting report.
- Press **A** to draft a player.

#### ⇒ Suggested Picks

As the Draft progresses, the Front Office will send you messages via your PDA on the top players on their Draft Board. You can take their suggestions, or go your own way.

- Press **A** to draft a player.



### Rookie Signings

Like other players on your roster, rookies require contracts. The sooner you sign these guys and get them into camp, the quicker your new team will start to become a unit, so try to keep the negotiations to a minimum.

Keep in mind that if your draft picks enter the preseason without contracts they will become Free Agents, so be sure to make final offers before you advance.

Once you've finished signing your rookies, it's time to start off a new season. Congratulations, you've completed a year at the helm of your squad!

# FIRST PERSON Football™

First Person Football™ is a single player mode that puts you right inside the game by allowing you to play from the perspective of one of the players on the field. The controls for First Person Football™ are pretty much the same as in the regular gameplay mode, with the following exceptions:



## Controls Before and After the Snap:

**right thumbstick**  
**White**

LEFT: Look left, RIGHT: Look right  
On defense: Locate the man you are assigned to cover

**right trigger or left trigger**

Hold down to perform Hot Routes (on offense) or Defensive Shifts (on defense)

Before the snap:

**Left thumbstick button**

Swap between 1<sup>st</sup> person and 3<sup>rd</sup> person mode

After the snap:

**right trigger**  
**right thumbstick button**

Look at the next receiver in the progression  
(Click) Initiate temporary "slowdown" mode

After the tackle:

**right thumbstick button**

(Click) View an action replay of the last play

- When playing in First Person Football™, the red arrows on the sides of the screen represent oncoming opponents outside of your peripheral vision. Use these arrows to sense and avoid them.

# ESPN 25<sup>th</sup> Anniversary

Legends were made from the most improbable comebacks and thrilling finishes in NFL history. Now, it's your chance to rewrite the record books- will you succeed?

- Use the **left thumbstick** or **directional pad** to scroll up and down the 25 scenarios.
- Press **A** to read up on the event, and **A** again to advance to the *Team Select* screen.



# PRACTICE

Practice Mode now has two different modes to help you master the game.

- **Basic Training** – Practice different moves in custom drills.
- **Scrimmage** – Practice your skills with just one player, with just the offense, or with both an offensive and a defensive squad.

## Basic Training

Get a quick lesson on the basic control fundamentals of the game.

### Controls

- To do a drill, highlight it and press **A**.
- To do all of the drills, simply press **A** on the first drill. After it is complete, the next drill will automatically be highlighted.
- To return to the Drill Menu at any point, press **START** and select Tutorial Menu.

### Scrimmage

Practice what you've learned in Basic Training in Special move, Offense Only, or Full Scrimmage practices. Set the options to your liking before entering this mode.

- **Practice Type:** Special Move / Full Scrimmage / Offense Only / Kickoff : Choose Special Move to try out the controls in a one-on-one setting, Offense Only to practice your offensive plays, Full Scrimmage to practice in more of a game-type situation with both offense and defense, or Kickoff to test your Special Teams.
- **Scrimmage Line:** Home Goal Line - Away Goal Line (Home Team's 30) : Set the line of scrimmage to this yardage.
- **Yards to Go:** Inches - 99 Yards (10 Yards) : Choose the amount of yardage needed for a first down. This option's range is dependent on possession and line of scrimmage.
- **Defensive AI Playcalling:** Off / On : When Off, you face the same defensive play over and over. When On, the computer-controlled defense will call different plays.
- **Offensive AI Playcalling:** Off / On : When Off, the computer-controlled offense will call the same play over and over. When On, you'll face have to defend a variety of plays.
- **Power Pocket:** Off / On : When On, the offensive linemen's pass protection will always be flawless.

During gameplay, pause the game by pressing **START** and select Practice from the Pause Menu to alter the Practice Settings.

## Situation

In Situation Mode, you set up a game scenario, then enter the game at that point and play the remainder of the contest. For example, you can set up a situation in which your team is down by two points with 45 seconds remaining in the fourth quarter, and you have to drive 60 yards in order to get into field goal range to try for the win.

- **Home Score:** 0, 2-120 (0) : Set the Home team score.
- **Away Score:** 0, 2-120 (0) : Set the Away team score.
- **Possession:** Home / Away : Choose who will start with the ball.

- **Home Timeouts:** 0-3 (3) : Set the number of timeouts remaining for the Home team.
- **Away Timeouts:** 0-3 (3) : Set the number of timeouts remaining for the Away team.
- **Quarter:** 1<sup>st</sup> Quarter-2<sup>nd</sup> Overtime : Start the situation in any of the regulation quarter or overtime.
- **Time Remaining:** 0:05-Default Max Quarter Length : The amount of time left in the quarter. You can set the time in five-second increments, but the maximum is based on the quarter length you select at the front end *Game Options* screen.
- **Current Down:** 1<sup>st</sup> down - 4<sup>th</sup> down, Kickoff : Your situation's starting current down.
- **Line of Scrimmage:** Home Goal Line - Away Goal Line (Home Team's 30) : Set the line of scrimmage to this yardage.
- **Yards to Go:** Inches - 99 Yards (10 Yards) : Choose the amount of yardage needed for a first down. This option's range is dependent on possession and line of scrimmage.
- **Kicked First:** Home / Away : Indicate which team would have kicked off at the start of the game. This will determine who kicks at the half if required.

#### **To start a new situation from gameplay**

- Press **START** to pause the game.
- Highlight Simulation on the Pause Menu and press **A**.
- Modify Simulation Settings if desired and press **START** to begin the new Situation.



# Tournament

Create your own single-elimination NFL Tournament featuring 4, 8, or 16 teams. You have full control over which teams are invited to the Tournament, and you can play as many of the tourney games as you want.

## Tournament Options

- **Number of Teams:** 4, 8, 16 : Choose the number of teams that will participate in the Tournament.
- **Fantasy Draft Roster:** Off / On : The Fantasy Draft allows you to select 53 players round by round to build the ultimate team from the best players in the league. (See page 29 under Franchise)

## Tournament Setup

At the Tournament Setup screen, you can invite any teams you want to participate in your Tournament. The team names that appear on the setup screen are initially defaults that are easily replaced with your own selections.

To customize the tournament setup:

- Move the **left thumbstick** or **directional pad** to highlight a team you wish to replace, then press **A** or **Y** to cycle through teams that are not currently in the Tournament.
- Repeat this process until the Tournament is organized the way you want.

**Note:** In order to be eligible to play a team's games, you must assign a name to the team at the Tournament Setup screen.

## To Assign a Name to a Team

- To assign a name to a team, highlight the team, move the **left thumbstick** or **directional pad** to highlight the Player column, then press **A** and use the Virtual Keyboard to enter your name.
- When you are completely satisfied with the Tournament Setup, press **START** to advance to the Tournament Menu.

## Tournament Menu

The Tournament Menu is your hub for information on what's happening around the tourney. It also acts as your command center for accessing your games and setting gameplay options.

## Play Game

The Play Game screen displays the Tournament matchups on a playoff tree with the number of rounds determined by the amount of teams in the Tournament. As games are played or simulated, final scores are posted on the playoff tree and the winning team moves on to the next round.

To play your team's next game:

- Highlight the matchup, then press **START** to advance to the Controller Assign screen.
- Assign a controller to your team, then press **START** again. The pre-game introduction begins as the players take the field.

To simulate games for unassigned teams:

- Highlight the matchup, then press **START** and choose Yes when prompted. The game is simulated and the final score appears.



### Game Plan

Go here to modify your depth chart and view injuries.

To change the gameplan:

- Highlight Depth Chart or Injury Report, depending on what you want to control.
- If you choose Depth Charts, see page 50 under Features.
- If you choose Injury Report, see page 37 under Franchise.



### The Crib™

Select this option to visit your personalized pad without leaving the mode.



### Setup

Takes you to the *Tournament Setup* screen where you can assign User or CPU control to any team.



### Options

Customize the rules and presentation of the game. (See page 56 under Options)



### Quit

Quit Tournament Mode. If you have not saved your game, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

# Features

A wide assortment of game features you do not want to pass up. In *Features*, you have the option to manage your VIP profiles, fiddle with the NFL and historic team rosters, create custom teams and players, and, new to this year's game, customize the touchdown celebrations and stadium music.

## VIP

This screen enables you to look up statistics as well as create a new VIP record. Further, you can load, edit, save, or delete an existing VIP record.

- The *Viewer* screen allows you to scroll through a list of the league's coach and current VIP profiles with detailed statistics.
- The *Statbook* breaks down every VIP's statistics.
- To manage your records, choose *Manage* and select what action you'd like to perform from the available options.

## Roster Manager

Roster Manager allows you to create and edit players and teams.



### Team Rosters



#### To assign a free agent to your roster

- Press **White** or **Black** to toggle through the teams until you get to Free Agents.
- Highlight a player you wish to assign to your roster, then press **A** and select "Assign to Team" from the Roster options. The Select Team directory will appear.
- Highlight the team whose roster you wish to assign the player to, then press **A** again. The player then moves from the free agent pool to the roster.



#### To assign a player to another team

- Highlight the player you wish to assign to another team, then press **A**. The Roster options will appear.
- Highlight "Assign to Another Team," then press **A** again to bring up the Select Team directory.
- Highlight the team whose roster you wish to assign the player to, then press **A** one more time. The player then moves from one roster to the other roster.



#### To edit a player

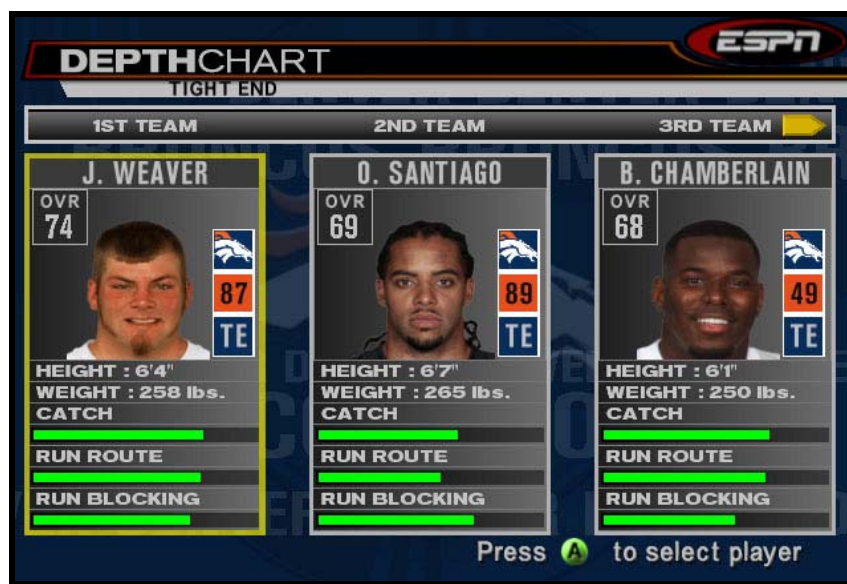
- Highlight the player whose appearance you wish to edit, and press **A**. The Roster options will appear.
- Highlight "Edit Player," then press **A** again to bring up the Create Player screen.
- Edit all attributes as desired by moving the **left thumbstick** or **directional pad** left or right.
- Press **START** to advance through each screen and, when finished, to accept changes and return to the Team Rosters screen.



### Depth Chart

Set up your players in the order in which you want them to enter the game. If your team suffered an injury, choose the replacement. If a starter is not performing to your

standards, bench him and start the second-stringer in his place. It's all up to you, but remember, if you want to, you can also allow the assistant coach to handle the Depth Chart.



### To Reorder Players in the Depth Chart

- Highlight a team whose depth chart you wish to manage, then press **A**.
- Select Offense, Defense, or Special Teams, then press **A**.
- Highlight a position with players whose order you wish to change, then press **A**.
- Highlight the player whose rank you wish to switch, then press **A**. This will highlight his name.
- Move the highlight to an non-highlighted player, then press **A**. The two players will swap ranks in the order.

### Manage Playbooks

With the Playbook Manager, you can create a custom playbook for your franchise made up of all your favorite plays from any team in ESPN NFL 2K5. The basic plays necessary to play a game will be automatically added to your playbook if you do not include them, but be sure to pick out a wide variety of plays that will cover every possible situation that you might encounter out on the field.

#### ⇒ Manage Playbook

Manage Playbook allows you to create two separate books worth of plays: Book A and Book B. Highlight one of them and press **A**. For your playbooks, you have two options for your starting point:

- **Create Default Book:** Your starting playbook will be the generic playbook, and you can edit it from there, adding plays that you like from other teams.
- **Create Book from Team:** You can select any team's playbook as your starting playbook, and edit it as you please.

## ⇒ Edit Playbook Screen

### To Remove a Play or Formation

- Highlight it and press **Y**.

To add a play or formation

- Press **A** to access the Add Plays screen.
- Press **A** to mark desired plays and formations.
- Press **START** to add them to your Playbook.

Remember to save your Playbook. You can use the playbook without saving it to a memory unit or the Xbox Hard Disk, but you will lose it as soon as you power down your Xbox.

## ⇒ Manage Audibles

Audible Manager allows you to choose your teams audibles for offense, defense, and no-huddle situations.

## ⇒ Manage Substitutions

Manage Substitution gives you the ability to select the players that you want in for each formation.

### To Substitute One Player for Another

- Use the **left** or **right trigger** to toggle between substituting “By Formation” and “By Package”
- Use **Black** or **White** to select the formation or package.
- Highlight the player and press **A**.
- Highlight their replacement and press **A**.

## ⇒ Downloaded Rosters

Load any roster update you downloaded.

## ⇒ Historic Teams

There are several classic teams to choose from.

### To Load and Edit a Historic Team

- Choose an empty team slot.
- Press **A** to select a team from the list.
- This loads a historic team into the game.
- You can now edit the historic team or choose to play as them in Quick Game.

## ⇒ Reset Roster

Reset the rosters to their default setup.



## Team Create

Create a new team and stack it with the best players from the NFL or any super athletes you created and added to the free agent pool.

### ⇒ Create Team Screen

- Choose your team's Logo by highlighting your desired logo and pressing **A**.
- You will then be prompted to input the name of your team's City, Team, Abbreviation, and Coach. Move the **left thumbstick** around the Virtual Keyboard and press **A** to input a letter.
- Now you will have to choose your stadium. Press left or right to choose a stadium that fits your team's style.
- Press **START** to accept and advance to the *Choose Players* screen.

### ⇒ Choose Players

- Use **White** to view your created team's roster
- Use the **left** or **right trigger** to change the player position lists.
- Use the **left thumbstick** to highlight your favorite players from any team or the Free Agent pool, then press **A** to check them off. Then, press **START** to add a copy of those players to your team.
- At the top, you can reference the Roster Breakdown field to keep track of what your team needs and how many players you've signed. Remember to watch your growing team's salary, and that you need to sign a minimum of 42 players!
- When you are satisfied with your roster, press **START** one more time. The completed team will be added to the ESPN NFL 2K5 lineup.



### Player Create

At the Create Player screen, you can create and suit up players to add to the free agent pool. These custom players can then be assigned to any ESPN NFL 2K5 team.



### To Create a New Player

- Select the <Add New Player> slot, and press **A** to advance to the Create Player screen.
- For the player's first and last name, move the **left thumbstick** or the **directional pad** left to call up the Virtual Keyboard.
- For the remaining options, move the **left thumbstick** left or right to cycle the option forward or back.
- Press **START** when you are ready to advance to the Player Appearance screen.
- Alter appearance options as desired, move the **left thumbstick** left or right to cycle each option forward or back.
- Press **START** to advance to the Player Equipment screen.
- Alter appearance options as desired, move the **left thumbstick** left or right to cycle the option forward or back.
- Press **START** to advance to the Player Attributes screen.
- Pull the **left** or **right trigger** to change the Player Prototype.
- Move left on the **left thumbstick** to take points from an attribute. Move right on the **left thumbstick** to add points to an attribute.
- Press **START** again to complete the player.





## Celebrations

Humiliating your opponent by rubbing it in his face after scoring is priceless. This year, you can fully customize your players celebration dance when he gets into the endzone to showboat the way you want.

- Select a button which you want to assign a Dance to - the choices are **B**, **X**, **Y**, **left trigger**, or **right trigger**.
- Press **A** on the button, then move the **left thumbstick** up and down to preview the celebration on the right.
- Press **A** to confirm your choice, or **B** to back out.



## Stadium Music

The Stadium Music Manager lets you control what music gets played in the stadium during a game. When events like touchdowns, sacks, or interceptions occur, a music Clip gets played. You can set specific clips to play for specific events, or you can set up a global Clip List that gets played for all events. You can use Clips from ripped songs or use the pre-created clips that come with ESPN NFL 2K5.

- Choose either to create a new Stadium Music File, modify your existing one, or load a previously saved one. Behind the overlay is your current clip list. If you've never created or loaded a clip list it will be blank. Press **A** on your choice.
- If you choose to create a new Stadium Music File, your clip list will be cleared, and you will start from scratch.
- If you modify your existing Stadium Music File, your clip list will be retained, and then you may edit or create new clips in the clip list.
- If you choose to load, select the desired Stadium Music File from memory. You may then edit or create new clips in the clip list.
- You will lose any unsaved Stadium Music File by creating a new clip list or loading a previously saved clip list.



## Creating a Custom Music Clip

- Select <New Clip> from the clip list.
- Highlight the Soundtrack containing the music you want sample from. Press **A** when you have decided on a Soundtrack.
- You will be brought to a track list of the Soundtrack you have chosen.
- Press **Y** to sample the whole song.
- Press **A** to bring yourself to the editing screen.
- Move the **left thumbstick** left or right to move the "Start" bar to the point where want to start your clip.
- Press **A** to set your "Start" point.
- Move the **left thumbstick** left or right to move the "End" bar to the point where want to stop your clip.
- Press **Y** to sample your clip from "Start" to "End".
- Press **A** again to save your clip. Rename it using the Virtual Keyboard.

To Assign Clips to Specific Events:

- You must have at least 1 custom clip to perform these actions.
- Select your clip from the clip list.
- Move the **left thumbstick** left or right to select an event column.
- Press **A** with your highlight in the Track column to preview a clip.

- Press **A** with your highlight in any event column to check or uncheck its box.
- Your clips will play randomly during any checked off event. The greater number of clips that are checked off for any event, the more variety of clips you get.
- Select the “All” event to toggle this clip’s event list between All and None.
- Press **Y** to delete a clip.

Saving your Stadium Music File:

- After you have managed the creation of your clips and your event list, back out of the clip list by pressing **B**.
- You will be prompted to create, modify, or load your Stadium Music. Press **B** again.
- You will be prompted to save any changes you have made. Select Yes.
- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, press **A** to create a new file, then use the Virtual Keyboard to enter a name.
- You can only opt to overwrite identical file types.



# Options

The Options Menu features eight different options categories that give you total control over your game.

## Game Options

The Game Options cover a broad list of factors that can significantly impact the game on the field.

- **FPF Auto swap to Receiver:** Off / On : Setting this to On makes it so you swap automatically into the receiver when the ball is thrown.
- **FPF Receiver Progression:** Off / On : When On, the QB will look at the primary receiver first and pressing the corresponding button will throw to him. Pulling the **right trigger** will make your QB look at the next receiver in the progression.
- **Quarter Length:** 1-15 (15) : Adjust the quarter length of a regular game.
- **Play Calling:** By Package / By Formation / Let Coach Pick : Choose the default way plays are presented to you.
- **Game Speed:** Slow / Normal / Fast : Set the player movement and overall pace of the game.
- **Challenges:** Off / On : When On, referees will occasionally miss calls, and you can Challenge calls from the Pause Menu.
- **Coach Mode:** Off / On : When On, your in-game control is limited to calling plays, and your players automatically execute on the field.
- **Performance EQ:** Off / On : If selected to On, two teams are balanced to keep games competitive and give both sides an equal chance at winning, regardless of how high or low their teams are rated.
- **Multiple Hot Routes:** Off / On : When On, you can send as many receivers on Hot Routes as you want. When Off, you're only allowed to give one Hot Route per play.

## Difficulty

Change the game's settings to make it more or less challenging to better fit your skill level.

- **Difficulty:** Rookie / Pro / All Pro / Legend / Custom : Set the skill level and intensity of computer players to one of four different levels: This setting will switch to Custom if you alter any of the following difficulty sliders.
- **Gameplay Sliders:** Special : The Gameplay Sliders allow you to set the performance level of user-controlled (Human) teams or computer (CPU) teams. The fuller the slider is, the better the players will perform in that area. Each slider is listed twice: once for the Human team, once for CPU team.
  - Blocking: Controls the effectiveness of the blocking.
  - Passing: Controls the accuracy of the quarterback's passing.
  - Running: Controls the effectiveness of the running back.
  - Catching: Controls how reliably receivers catch the ball.
  - Coverage: Controls how well the defensive team covers receivers against the pass.
  - Pursuit: Controls how fast the defensive team is in pursuing the ball.
  - Tackling: Controls how well the defensive team tackles.
  - Kicking: Controls how well the kickers can perform.

- **Fatigue:** Controls how quickly players tire. The fuller the slider is, the slower players tire.
- **Injury:** Controls the frequency of injuries. The fuller the slider is, the slower players tire.
- **Fumble:** Controls the frequency of fumbles. The fuller the slider is, the more butter on every player's fingers.
- **Interception:** Controls the frequency of interceptions. The fuller the slider is, the easier it is to pick off a pass.



## Presentation

Presentation Settings let you control the sights and sounds of the game that add to the overall NFL atmosphere.

- **Player Indicator Text:** Name / Number & Position / None : Determines how players are labeled on the field.
- **Action Replays:** Off / Occasional / Frequent : Determines how often replays are shown following great plays.
- **Stat Overlays:** Off / On : When On, images of players and their stats are displayed to recognize a superior (or lackluster) effort.
- **On Screen Text:** Off / On : When this is set On, text messages such as "Hot Routes" will appear when the user calls a hot route for a receiver or adjusts players on defense.
- **Sports Ticker:** Off / On : The Sports Ticker displays other scores from around the league across the bottom of the screen ESPN style when playing in Franchise modes.
- **Vibration:** Off / On : When On, your control pad vibrates in your hands when the player you control absorbs a big hit.
- **Sound:** Mono / Stereo / Surround : Configure your sound based on your speaker equipment. **Note:** You have to enable this option in the Xbox Dashboard in order for it to work.
- **Audio Presentation:** Default / Tv Broadcast / In Stands / On Field / Custom : When On, your control pad vibrates in your hands when the player you control absorbs a big hit.
- **Audio Sliders:** Special : If you want to customize the audio presentation, you can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.
- **Crib Music:** Crib Only / Crib/Menu / Crib/Menus/Game : Music selected on the jukebox in The Crib™ will continue to play in other parts of the game depending on how you set this.
- **Use Custom Stadium Music:** Off / On : When On, your custom music clips and playlists from *Stadium Music* will be played in game.
- **Progressive Scan:** Off / On : Do NOT use this option if your TV does not support Progressive Scan. When On, your picture is smoother and sharper with high resolution and reduced blur. **Note:** You have to enable this option in the Xbox Dashboard in order for it to work.



## Penalties

Some penalty violations are black and white and others are up to the discretion of the referee. The Penalty Settings screen gives you the power to control how every type of penalty is called on the field.

- **All Penalties On / Off:** Off / On : Set these penalties On if you want the referee to call them during the game or Off if you goof around.

- **Variable Degree Penalties:** Special : Adjust the sliders to set the discretion of the referee. Move the sliders to the right for more frequent calls or to the left for less frequent calls. For all the Off / On penalties, toggle them On or Off as you see fit.



### Controller Setup

In addition to the default controller setup, ESPN NFL 2K5 offers two alternate configurations. Choose the setup that fits best with your game with the **left** and **right triggers**.



### Load / Save

With the *Load / Save* screen, you can save your game progress, settings, stadium music rosters, and playbooks, or resume any games you have previously saved.



### Load

Go to the Load screen to access any game files you have previously saved to your memory unit or the Xbox Hard Disk.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight the file you want to load, then press **A**. You will return to your game at the last point you saved.



### Save Settings / Stadium Music / Roster / Playbook / VIP

Choose the file type that you want to save.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, press **A** to create a new file, then use the Virtual Keyboard to enter a name.
- You can only opt to overwrite identical file types.



### Delete

Free up some space on your memory unit or the Xbox Hard Disk by deleting ESPN NFL 2K5 files you no longer want.

- Pull the **left** or **right trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight the file you want to delete, then press **A**. When prompted to confirm, select Yes.

### Audio Test

Test your mono, stereo or surround sound system.

- To select a soundbyte, pull the **left** or **right trigger**.
- To play a soundbyte originating from the point as indicated by the orange circular cursor, position it by moving the **left thumbstick** and press **A**.
- For the best surround sound experience, place your speakers in the corresponding angles as displayed on this screen.

# Extras

Fun ESPN NFL 2K5 stuff.



## Offensive Training

Sit back, and watch this video highlighting ESPN NFL 2K5's offensive gameplay.



## Defensive Training

Need some help with your D line? Select this option to watch the fundamentals in action.



## Game Manual

Learn all the ins and outs of ESPN NFL 2K5.



## Reference Guide

The Reference Guide has four sections: Play Terms, Play Art, Jargon, and Tips.

- To select a section, highlight it with the **left thumbstick** or **directional pad** and press **A**.
- To flip pages in the Guide, pull the **right trigger** to flip forward, and the **left trigger** to flip back.



## Game Registration

Register your game at [www.espnvideogames.com](http://www.espnvideogames.com) and stay up to date with the latest news.



## Credits

View ESPN NFL 2K5's credits.



# Xbox Live

ESPN NFL 2K5 supports Online Gaming through the Xbox Live network. Please register for an Xbox Live account before using this feature.

Select **Xbox Live** from the Main Menu once you have your Xbox Live account activated. Login and advance to the Online Menu at the Online Sign In screen by pressing **A** then **START**. Your friends can play as guests.



## Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game.



## OptiMatch

Allows you to search for games based on type (Ranked or Scrimmage), difficulty, or quarter length. You can set the search filter based on voice, First Person mode, and rank.



## Create Match

Create a match with your desired game options.



## Leagues

Access ESPN NFL 2K5 sponsored Tournaments and Seasons. Tournaments are round-based until the final winner is crowned. In an online Season you play against other opponents for an entire season, and are ranked at the end of the season by your team's record.



## Online Desk

The Online Desk provides you with many options. You can manage or text message your friends and recent opponents, browse the ESPN NFL 2K5 leaderboards, stay up to date with the latest news and roster downloads, or set your online VIP options.



## Main Menu

Return to the main menu. When you receive a challenge from a friend or recent opponent a green icon will appear on the upper left side of the screen. To accept the challenge sign back online, choose Online Desk, choose Players/Friends, and accept the challenge.



## To Challenge a Friend or Recent Opponent

- Choose Online Desk
- Choose Players/Friends
- Highlight your desired opponent then press **A** to challenge.